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CREATIVE DIRECTOR - KATICHANG@DOORDICE.COM

# Fictional Reality

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### From the Editor

One issue in and still alive and kicking! Woo Hoo! Thanks for all of the kind words and good suggestions that I received after the debut issue. As I said then, Fictional Reality will continue to evolve and improve, hopefully with each and every issue.

If anyone is interested in contributing an ongoing piece of fiction please let me know. I think that an ongoing story from issue to issue would be very well received, regardless of the game world in which it is set.

In this issue we're expanding our coverage to include a game that not many of you may have heard of yet. It's called Confrontation and it's made by a French company called Rackham. I discovered it several months ago while trolling through Usenet. Some people were talking about it and I did a bit of surfing and came across not only a shop overseas that carried the figs, but also someone on the Target Games Forum that was willing to do some trades. Check out the review of the game itself in this issue and some figure reviews should come along soon.

Glad to see that I'm not the only one out there that thinks there is still life left in Target Games. To paraphrase the movie Field of Dreams, "If you play it, they will come." Well, the "they" in this case is other players. The "it" can really be anything. I bet that if I broke out my copy of *Dragoon vs. Hussar* at a local game store I could probably get some people to join in and give it a go. If Target Games ends up closing their doors there will still be people playing Warzone and Chronopia, just like there are still people playing all sorts of games that are called "dead" just because they may not be in production any more. Get out, play, and have fun!

Mark Theurer

"Get in the pit and try to love someone!"

As always, I am not trying to steal anyone's intellectual property and if I forgot to mention someone it should not be construed as a challenge to any copyright.

VOID is copyright I-Kore, Warzone and Chronopia are both copyright Target Games, Warhammer and Warhammer 40K are copyright Games Workshop, Confrontation is copyright Rackham. and on. and on. and on...

# Tactical Manual: Crystal Lotus Elves in Chronopia

by Clay Richmond  
clayworld@aol.com

When Mark first asked me if I'd like to write this article, I figured it was a sly way for him to wring out of me all the secrets I've learned through the school of hard knocks about playing Crystal Lotus Elves. But, even though I'm probably right in that assessment, I figure it's my duty to wave the under appreciated banner of the Crystal Lotus Elves and show all you doubting Thomas's that they are actually a very powerful race to contend with when used correctly. Many of the strengths of the Crystal Elves is common to all elves, and some of the strategies I will discuss can be used and/or modified to work well with the other "less noble" of the Elven houses. But what makes the Crystal Lotus elves stand out above the rest is their Lotus-Eaters and the spells available to them.

Before going into the specific strategies of the Boys in Blue, I should throw in my two cents on the basic strengths of the Elves in general, these strengths in my humble opinion are the Axemen, Spearmen and Dragonbanes. The Axemen bring to the game an extraordinary offensive ability. With a damage 16 axe, after strength and charge bonuses, they hit with a dam 19 on their first swing! Add that to a respectable CC and Armor and you have the power to potentially hack through just about anything. A Warband of charging Elven Axemen is a devastating thing and has been the bane of more than one non-elf player. I always include a Warband of these staunch warriors in my armies and usually have them somehow involved in my main offensive thrust.

The second offensive powerhouse of the elves is the ever-famous Dragonbanes. These highly maneuverable, highly armored knights are often feared more than any other Elven troop. Personally I believe this is due mostly to the fact that the models just look too cool for school. But of course their maneuverability also means that you can almost always send them to where the enemy least wants them. Both varieties (flying and ground versions) offer a way to strike where the enemy is weak, can act as reserves, or due to their survivability be a great way to tie up a battle line long enough for the rest of the army to arrive and carry the day. The greatest weakness of these dudes is their relative lack of offensive capability after their devastating charge is over, and oops, the bad guy is still standing. Then the mighty dragon rider must switch to the same weapon that the lowly Elven swordsmen use. Against a highly armored target with multiple wounds (or worse, multiple members), this could spell big trouble. The Dragonbanes main saving grace at this point is that his armor is high and that his pet Dragon bites, and bites harder than his own sword I might add. For this reason, I won't often send a Dragonbane into one on one combat with another powerful close combat style individual unless I can expect support to follow behind me soon. Also for this reason, I recommend operating Dragonbanes in pairs.

As for which version of the Dragonbanes to take, for me, what usually decides whether I take the flying version or the non-flying version is the number of points I have left over.

If I can afford them, or if the particular scenario demands them (such as attacking a city wall for instance) I get the flying versions, or at least a mix. The javelins carried by the flying Dragonbanes are nice, but don't make the mistake of relying on them or using the Dragonbane as a "sniper". Besides being short ranged and having a lousy damage, it's a big waste of a big powerful nasty tempered lizard. Instead, javelins should be used as a delaying tactic (to wait for support to catch up), as a freebie shot (if you're in transit and see a target you might as well toss a javelin at it. A roll of a 1 is still a wound), or to annoy the enemy enough to keep him respectful and to expend effort to keep himself safe. That's not to say that a lucky shot doesn't happen here and there, just don't base your strategy on it.



© Target Games

Finally we get to the primary defensive strength of the Elves, the ever so brave Spearmen. I say brave because who else would place themselves in the middle of the battlefield and sit on their spears waiting for the enemy to run them down. And that is usually the exact way that I use them. I love these guys and will always bring them in my standard armies. They don't often kill much, and often do in fact end up meat on the battlefield, but the effort the enemy expends doing that, makes the Warband worth it. When looking at most battlefields prior to my deployment, I will decide about where I want my main thrust to be, and where I would like to make sure that the enemy's main thrust won't be. That's where I stick my spearmen, straight in the path of the on coming hoards. I will also try to back them up with some sort of cheap Warband like swordsmen or militia. This slow moving block of troops (move-wait.... move-wait) has a tendency to cause enemy commanders a great big headache. Sometimes, so much so in fact that they get impatient and make the mistake of charging them. If you have never had the joy of charging braced spearmen, trust me you won't like it. But I suppose everyone needs to learn that lesson at least once. The backup troops are your way to deliver the Coup-de-Gras and to relieve the spearmen should this occur. Enemy commanders that have had experience with braced spearmen fall dead from expending a great deal of effort to outmaneuver them and/or avoid them. Which of course was the plan from the beginning. The primary nemesis to this tactic is enemy missile fire. It simply won't work to have all your spearmen fall dead from annoying little arrows and crossbow bolts before the enemy reaches their waiting spears.



Elven Archers are the last essential Warband to any Elven army. They are comparable to most other archers in the game, they are not the best, nor the worst archers in the land of Chronopia, but for game-balance they are a must. Their hail of arrows, and 4" movement give them some nice advantages, but not enough to get bent out of shape over. The simple fact is that you have to assume that your enemy is going bring missile weapons, and the best way your going to fight against that is with your own missile weapons. 'Nuff said.

OK, so that's the basics. Now for the good stuff, Crystal Lotus Magic. There are three spells in the Crystal Lotus spell book that I have found to be the base of all their strength, these three are Sky Chariot, Summon Ice Warriors, and Ice wall. You'll notice a really important little detail about these three spells, none of them allow saving throws, that is unless you try and Sky Chariot the enemy which is something I have never even once attempted (I prefer to simply and permanently dispatch the enemy).

For me, Sky Chariot is the single most cost effective and most devastating spell in the game of Chronopia. For 8 points you can have the power to move a Warband up to 10" away from the spell caster up to 15" for free (with regard to the Warband, not the Lotus Eater of course). Talk about maneuverability, surprise attacks, and getting in behind the enemy without going through the front door! When the battle zone is usually only 24" across, 15" is one heck of a long way. My favorite way to use this killer of a spell is to wait until just the right situation arrives during the game where I can take my not yet activated Warband of Axemen and drop them in behind a whole bunch of already activated troops. This has a tendency to quickly end a game in a very bloody and very one-sided manner. Another favorite is when my opponent's deployment is based heavily on where I have put my archers, then on the first turn I Sky Chariot them to a high point half way across to the other side of the board! This is all situational and terrain dependent of course, but let me say that moving your archers like that often puts the other side in mass confusion for quite some time as they try to figure out how to react. The difficulty about using this spell is that you really have to be on your toes to see the perfect time to use it. It's best use is very situational, and in fact the time to use it may never even come (especially if your playing someone expecting it at any moment). The bottom line is that although it's a beautiful and powerful spell, you can't really base your strategy on it.

The second spell is pretty much self-explanatory, and that is Summon Ice Warriors. This spell is kind of pricey, but well worth it if you need extra manpower (or should I say Ice Power). These guys pack quite a wallop and rival the Axemen in punch. A commonly overlooked little fact is that these bad boys have a strength of 4! Add that to a sword with damage 12 and a charge and I think you can see what I mean. Now against cold blooded creatures (uh... like say Stygian) it becomes more like a 'hot' knife through reptilian butter (forgive me, just had to do it).

Finally we have the Ice Wall. My number one way to annoy and frustrate my opponent. For the cost of one action, I get to put up a great big roadblock anywhere my lotus-eater has LOS to. And somehow, he always seems to have LOS to the ground right in front of the enemy's archers. Darn the bad luck. I have to say that it's kind of funny to watch when occasionally they actually try and shoot the wall out of the way. I supposed it's possible, but so far I've never seen it work since usually my opponent gives up and decides to go around it rather than

through it. If you want to get rid of an Ice Wall, the best way is to charge it in hand to hand combat (although this does work, it's still fun to watch the frustration when a miss is rolled and your opponent wants to know how he could possibly miss a stationary WALL).

The other troops available to the Crystal Lotus Elves that I have not yet mentioned, but deserve some sort of mention are the Lotus Guard and the Crystal Knight. They are both good troops and are both are highly armored. But the low damage of the Lotus Guards weapons, and the primarily defensive special ability of the Crystal knight make these guys more suited for use against specific opponents rather than for general use (speaking for my own personal style of armies of course). As for the Dream Warriors, I may be biased, but I have never found them to be worth their high price so unless I'm experimenting, I won't put them in my army (instead, I used the models to represent my summoned Ice Warriors since those have not yet been released). The Dragonbane scout is another model that I rarely use in regulation play. I find that he rarely holds up his worth on the battle field and his best attribute in my opinion is the big 'ole beasty he is sitting on, unfortunately that beasty is completely wasted if this guy does his job and picks off bad guys from afar. Why give a new Viper to someone that wants and old pickup? It's just a waste of money! The scout is indeed maneuverable and if you could make a Warband out of them (like I do in non-regulation play) they would be worth something, but by themselves they are usually pretty ineffective.

Against most foes, the tactics of the Crystal Lotus Elves don't change a lot, at least not any more than any other race's tactics would change. The one major exception to this is when the Stygian is the enemy. The Stygian's Tree Devil is the Bane of all Lotus-Eaters and the smart player will always plan as if there is going to be one of these bad boys on the enemy's roster. There are a few ways to counter this threat, none of them are exactly the way I like to do business. What it comes down to is deciding what you wish to accomplish. If the battle is going to simply be a meat grinding game then a Silver Lotus-Eater surrounded by a cheap squad on wait is a sure way to allow the scared witless magic user to nothing but summon Ice Warriors and send them into battle from afar. The other way is to bring a Blue Lotus-Eater and have him act as if there is no threat what so ever, just make sure you have troops nearby that can avenge his death when the Tree Devil shows up to ruin his day. Luckily the Blue Lotus-Eater is cheap enough that the trade in points is not really a loss, it's just losing the use of the Sky Chariot that hurts. Also, against Stygian, I always bring a Crystal Knight. Stygian really hate this guy and more often than not he ends up with a whole lot of lizard guts at his feet. For sixty-eight points, he is a great Stygian lawn mower.

The other cheap shot to Elves is the Firstborn Tactical Advantage spell putting the poor bastards in front of a firstborn firing squad at the beginning of the game. This threat I have learned to ignore since it's not always easy to pull off (he has to bring the spell AND he has to get the spell off AND he has to win initiative AND have suitable terrain for such a move). But still, if your paranoid just bring the Blue Lotus-Eater and if the Firstborn get real lucky then point loss is at least minimal.

My favorite kind of games are when I can bring one of each kind of Lotus-Eater, but often tournament rules will only allow one spell caster or the game size itself will restrict you to a single Lotus-Eater. If I were to build up a general purpose

1000 point army, with only a single Lotus-Eater, where I could be playing a variety of unknown opponents (like say in a tournament) there are two possible paths my roster would take depending on my mood. The first force would look something like this:

#### WARBANDS:

Elven Axemen w/ Standard, Leader and 4 men	230 Points
Elven Spearmen w/ Standard, Leader and 4 men	187 Points
Elven Archers w/ Leader and 4 men	163 Points
Elven Swordsmen w/ Leader and 4 men	92 Points

#### INDIVIDUALS:

Flying Dragonbane	116 Points
Dragonbane Warkiller	99 Points
Crystal Knight	68 Points
Blue Lotus-Eater w/ Sky Chariot	42 Points

For a total of 997 points.

The large number of units (for a 1000 point force) greatly increases the likelihood that the Blue Lotus-Eater will be able to find the opportunity to use his deadly Sky Chariot to good effect. My general strategy, before modifying it for the particular terrain and opponent, would be to use my Spearmen and Swordsmen to plug up a possible line of advance, while using my Axemen, Crystal Knight, and Lotus-Eater as my main advance. The two Dragonbanes would be my cavalry to either flank an enemy position, or to lead the change of the main advance. By leading the charge, it may allow the Axemen to get off a charge of their own while the enemy tries to pig-pile the Dragonbanes. Archers would be used mainly to counter enemy archers and to provide covering fire if possible. This force is very maneuverable and is great for taking the fight to the enemy (my favorite way to do business). It also often gives you a high degree of control of much of the battlefield.

The second kind of force I sometimes field is the hard hitting 'meat grinder' army. This version is a bit less maneuverable (anything without the Sky Chariot will be less maneuverable) and requires far less finesse to play. But for pure ability to overwhelm the enemy it's almost unstoppable due to its quality and quantity of troops and the heavy missile support.

#### WARBANDS:

Elven Axemen w/ Standard, Leader and 4 men	230 Points
Elven Spearmen w/ Standard, Leader and 4 men	187 Points
Elven Archers w/ Leader and 6 men	227 Points

#### INDIVIDUALS:

Flying Dragonbane	116 Points
Flying Dragonbane	116 Points
Silver Lotus-Eater w/ Summon Ice Warriors & Ice Wall	124 Points

For a total of 1000 points.

Sometimes I will modify this base force a bit to bring in an extra Warband of Swordsmen as my Lotus-Eater body-guards if I think that Stygian will show their scaly heads.

#### WARBANDS:

Elven Axemen w/ Leader and 4 men	187 Points
Elven Spearmen w/ Standard, Leader and 4 men	187 Points
Elven Archers w/ Leader and 5 men	195 Points
Elven Swordsmen w/ Leader and 4 men	92 Points

#### INDIVIDUALS:

Flying Dragonbane	116 Points
Dragonbane Warkiller	99 Points
Silver Lotus-Eater w/ Summon Ice Warriors & Ice Wall	124 Points

For a total of 1000 points.

The strategy for this type of army is more blunt than the one with the Blue-Lotus Eater. Here, the Lotus-Eater will nearly always spend his first turn trying to cast both spells. After that, I will normally continue attempting to summon my Ice Warriors until I have two full Warbands on the field. I will also continue throwing up Ice Walls wherever convenient and I have a left over action to spend (which may be hard to come by while controlling two Warbands of Ice Warriors). But if you add two Warbands of Ice Warriors to the roster above, I think it becomes clear that you have a force that any other 1000-point force will be hard pressed to defeat.

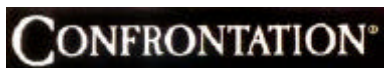
In closing, I hope that I've shown that the elves in general and Crystal Lotus Elves in particular are a versatile and very respectable force. They often take more finesse to play correctly, but when done right, they have the ability to pull off lop-sided victories, more so than most other forces. Just remember not to rely too heavily on pulling a quick one on your foe, you never know, they might have read this article too.

Clay Richmond



Silver Lotus Eater  
© Target Games

## Game Review



a Skirmish-Level Fantasy Miniatures Battle Game  
by Rackham

Review by J. Michael Tisdell

[jmt@jmichaelt.org](mailto:jmt@jmichaelt.org)

### Basics

Confrontation by Rackham is a fantasy skirmish game. It is d6-based and uses the semi-standard 30mm figures. The figures are sold in blister packs of one to three figures each. In addition to the figures, each blister pack contains a small-form rulebook and one or more cards that include playing data for the figure(s) in the pack. The game does not come in a box, nor are the rules sold separately.

The rules are also available on-line at different fan sites

<http://alzaris.citeweb.net/>

<http://www.jmichaelt.org/documents/Confrontation.pdf>

In addition to the basic Confrontation rules, there is Incantation, which is the magic system for the game, and Incarnation, which is somewhat of a role-play and experience system.

The game is currently not directly available in the United States. Rackham has expressed interest in getting into the US market, but as of now they are only available from retailers in Europe.

Rackham currently does not have a web site, but it can be reached by e-mail at: [teamrackham@wanadoo.fr](mailto:teamrackham@wanadoo.fr). When their website is up and running you should be able to hit it at [www.rackham.fr](http://www.rackham.fr).

### Presentation

First off, it must be said that as of this writing, all of the Confrontation documentation is written in French. This includes the rulebooks and the cards. This review covers the basic Confrontation rules, which have been translated into English by myself and Mark Theurer.

As the rules are only officially available in a small-form format, there is not much room for artwork and text. However, the rulebook makes good use of watermarked images in the background section. The sections are black printing on white for legibility.

There are four types of cards in Confrontation:

- *Unit Data Cards* that present a full-color picture of the painted miniature and all the game statistics for the unit, including points cost.
- *Spell / Item Cards* that present the costs and effects of particular spells and special items.
- *Table Cards* that present certain game tables.
- *Marker Cards* that are meant to be cut up and used as playing markers.

The most striking thing about the cards are the pictures of the painted miniatures. The paint jobs are of the highest quality as this the photography. Though in French, the cards use lots of icons, so they are easily understood by any who have read the rules.

### Storyline

As of the writing of this review, the background story for Confrontation is not available in English.

### Races

Currently Confrontation features nine different races:

Alchimistes de Dirz -- A new race of humans for which there are not too many figures yet available.

Barbares -- Human barbarians, centaurs and minotaurs.

Gobelins -- An army of typical fantasy goblins, mutant goblins and trolls.

Griffon -- A Human army with archers, pistoliers, duelists, and massively armored halberdiers.

Lions -- Another Human army, but this one with inquisitors, spearmen and riflemen.

Morts Vivants -- The living dead. An army of skeletons, zombies and necromancers.

Nains -- The dwarves of the Confrontation world have stalwart warriors and cannons.

Wolfen -- The Werewolf army is composed of large figures, approximately 40 to 50 mm in size, with crossbowmen, swordsmen and mages.

Elementaires -- A sub-race of elementals. Currently, only the fire and earth elementals are available, but both are large (40-50mm) and are amazing models.

### Army Lists

Unlike normal miniature games, there is no printed army list. Rather, each blister pack of miniatures comes with one or more cards. These cards provide the basic statistics for the units as well as the points cost per figure. If the model has special weapons or magic spells, cards are included for those as well.

To point up an army, a player simply multiplies the number of figures by the points cost on the associated card. There are no force composition guidelines, so the player is free to choose what units he wants.

### Game Play

Confrontation relies heavily on the unit cards that come with the figures. When choosing an army, the player uses the point value on the card to purchase his units. For example,

if he has six Skeleton Lancers, the unit costs 6 x 10 points. For each unit or individual model, the player has one unit card in his hand. So, if he wanted two units of three Skeleton Lancers, he would have 2 of their unit cards in his hand.

The cards are used for setting up the units. Both players combine their cards and shuffle them together. Then the player who rolls highest draws the first card. If it is his opponent's card, the opponent must deploy that unit. If the card is his own, then the player may either hold the card or deploy the unit. A player may never hold more than one card; he must play the card in his hand if he wish to hold another. Players alternate drawing cards until all are drawn and the battle set up.

A game turn has three phases: Movement, Shooting, and Melee. During the Movement phase, the players' unit cards are again shuffled together. The cards are drawn in the same manner as for set up with players either moving a unit or holding its card. When a unit moves, it can move up to its movement characteristic in centimeters. Difficult terrain requires half rate movement. A model enters into melee with another by making a Charge move, which is up to double its printed movement rate.

After all models have moved, each player alternates shooting with their missile troops which are not in melee combat. There are three range bands which each have a basic to hit score. The player rolls a d6 and adds his model's Shooting skill. If the result is equal to or greater than the range band to hit score, the model is hit.

Hits are allocated against parts of the target's body and then the severity is determined based on the strength of the attack and the target's stamina. There are five levels of damage, from stunned to killed. Each level reduces a model's combat effectiveness appropriate to the damage level. If a model is at one damage level and receives a hit of an equal or lesser damage level, his damage level increases by one. If a model receives a hit of a greater damage level, his damage level becomes the greater.

The Melee phase comes next. Models in base-to-base contact now fight in hand-to-hand combat. Models roll a d6 and add their Initiative to determine the attacker and defender. Each model in a combat gets at least 2d6 plus more depending on the number of models in the melee and any special abilities. The player who lost the initiative must assign his dice to attack and defense. Each die assigned to defense can be used to save against one of the attacker's attacks. Each die assigned to attack can be used to counter attack. Once the defender has assigned his dice, the attacker does likewise.

The attacker now picks a number to serve as the 'to-hit' score. The attacker rolls all his attack dice and adds his Attack skill to each one. Each score that equals or exceeds the mark scores a hit. The defender now rolls all his defense dice and adds his Defense skill to each one. Each score that equals or exceeds the 'to-hit' number saves against a hit. For each hit, the attacker rolls on the damage table and adds his attack force and subtracts the defender's resistance to determine the severity of the hit. Once the attacker has finished his attack, the defender may counter attack if he survives.

The game continues in this manner until one side is wiped out or the scenario objective has been met.

### Sample of a Confrontation Card



### Combat Style

Confrontation provides both melee and missile combat, but as it is a fantasy game, there is much more of the latter. Missile weapons are effective but not overbalancing.

### Analysis

Though the figures are of the highest quality in both sculpting and manufacturer, the real appeal of Confrontation is the game system. Most current fantasy games abstract the hand to hand combat in favor of maneuver. Confrontation takes the opposite approach, the player has less control over movement than normal but has a greater degree of control over how the combats work. Although it can be a bit confusing at first, the combat system can be understood after a little play, but it takes quite some time to master all the nuances presented by this system.

In addition to the game system, the way Confrontation is marketed means that a player only needs to buy those units for the army he is playing. No unwanted boxed-set pieces to auction off to the highest bidder.

The details of the game system mean that smaller battles are the order of the day. Fewer figures means a smaller expenditure per army. This allows a player to easily afford to have multiple armies.

The only real down side to the game is its US availability. The rules and cards are all written in French, which can cause a real problem to players not conversational in the language. Though the rules are available in English, no complete translation of all the cards is available. The lack of US availability of the figures means that players must purchase them from overseas dealers and pay for intercontinental shipping. Once Rackham comes into the US market, both of these barriers should be removed.

For those looking for a new game system with some amazing figures and a most intriguing game play, I would strongly recommend Confrontation. Though the current euro-centric marketing model of Rackham is a significant barrier, the game is well worth the translation and acquisition troubles.



# The Slave Pit

This new, and hopefully regular, section will cover figure conversions. They may be conversions that have been done to fill in gaps in figure lines, brand new entries for army lists (which will include stats), or simply conversions that are just too cool to pass up.

## CREATING BATTLE STANDARDS

by Xavier Plasencia  
[Xavierp@knights-code.com](mailto:Xavierp@knights-code.com)

### Why convert miniatures?

A little more than a year ago, I was disappointed with the lack of miniatures that existed for Chronopia, although the quality of Target's miniatures are among the best, there was just a handful of miniatures available for my army list. What was even more frustrating was watching army lists get bigger and bigger with only a few miniatures to show for. After waiting over a year, to see if Target Games came up with any command troops or my personal favorite dwarf troop, the Impaler, I gave up on waiting and decided to start making my own conversions, to make up for the lack of troop miniatures provided by Target Games.

This proved to be a wise choice, I was no longer frustrated, instead I was exuberant about new approach in collecting a Dwarf army, with a Wolf Clan twist. I found that I had total freedom when converting miniatures. I was free to interpret the unit's description from the army list and create any miniature so long as it fit the description. Since no miniatures existed as a reference point, no one really could comment on how accurate my conversions where, but rather how creative they where.

### Choosing a miniature.

Any good General knows that standards often are the key to success. Not only do they provide moral for the troops, but an impressive standard also can intimidate enemy units. Thus giving the slight edge, that is needed when a unit matches up to an equally dangerous unit. As I mentioned earlier, there are not really a lot of command troop miniatures available and those that do exist are not really all that impressive. I decided that since I often take the Dark Axe unit into battle (their armor of 25 and a damage 17 attack can make them stand against any unit) a standard bearer for this unit is a must.

Looking a figure I noticed how the pose that the Dark Axe unit has is perfect pose for a standard bearer. Look at the miniature and just image it with a long pole with a large flag attached to it.

### Tools

Here is a list of the tools that you will need for this conversion.

- A file or sandpaper for smoothing cut edges.
- A small hobby saw.
- A wire cutter.
- Some thin wire, .0625 (AKA 1/16 of an inch).
- Some hollow wire, with the hollow width equal to .0625.
- A drill and a .0625 inch drill bit. (The drill bit should be the same size as the thin wire).
- Modeling putty. (My preference is Magic Sculpt, but the green stuff should work just as well).
- Super glue.

The 'base' figure



Stage 1

Just above the right hand of the figure saw off the Pickaxe head. Now beneath the left hand, saw off the protruding handle of the Pickaxe. With the file, or sandpaper, file off the rough surfaces until they are smooth.

Stage 2

Once both sides have been filed, drill a hole above the right hand and one underneath the left hand. These holes will represent the entry point and exit point of the standard's staff.



Stage 3

Now cut two strips of .0625 wire approximately 5 mm long. Supper glue the wire on each side of the miniature's hand.

**Stage 4**

Now saw two pieces off of the tube wire. It is important that the tube wire is sawed off since cutting it with a wire cutter will pinch the tube wire and prevent the tube wire from slipping over the thin wire. The size I chose for the left had was just long enough to rest the staff off the ground. I made the size of the top portion of the staff 4 times larger than the staff so any size banner could be used. Now apply super glue on the wire and slide the tube wire over the thin wire. If there are any gaps between the staff and the hand apply magic sculpt to fill in the gaps.

**Stage 5**

The main part of the conversion is done. One can stop here if they wish and still have a good-looking standard. I wanted the standard to stand out from the rest of the troops, however I did not want him to look out of place. I felt that adding a tassel on top of his helmet would be just enough of a decoration to single him out over the other Dark Axe warriors.

Drill a hole, using the .0625 gauge drill bit, on the dome of the helmet. Cut a thin wire piece approx. 1.5mm long. Super glue the wire to the helmet. Once the glue is dry, bend the thin wire to represent the motion of the tassel. Apply a thick tube of Magic Sculpt around the thin wire. Let the Magic Sculpt sit for at least 1/2 hrs. Now is a good time for a coffee break, or time to watch your favorite TV show. After the putty is dry, file down the putty to give the tassel more body. Now apply a thin layer of Magic Sculpt around the tassel. This layer will enable us to add fine detail, like the hair of the tassel. With an Xacto knife or a pin scorn the newly applied layer of Magic Sculpt. Now let it dry for another 1/2 hrs.

**Summary**

That's all there is to it. Making an impressive standard is not very difficult, yet the rewards it brings to your army rivals even the most impressive models. After finishing these five steps you too will have an impressive looking standard to add to your arsenal of Dwarf warriors

**PAINTING THE DARK AXE STANDARD**

My three golden rules of painting

1. Pick a comfortable spot with good lighting.
2. When painting always keep paints thinned to a milk-like consistency.
3. Always be clean when applying paints.

Note: Many people may not know what 'Milk' consistency means, I sure didn't when I first heard of this rule. One of the tricks I did was to get a feel for milk consistency was to drop a dab of milk on my painting pallet, then drop a dab of white paint next to the milk. Then add water until it is as thin as the milk. There you go, Milk consistency.

**Stage 1: Applying the Primer.**

Apply a white coat on the miniature. Some painting guides suggest using a black coat. I strongly discourage using a black coat. You see, the art of making 25mm scale miniatures look great is exaggeration. For example grab one of your favorite miniatures and notice how weapons, faces, and hands are much larger than to scale. Painting is not different. For painters to be effective, their colors need to dance off of the model that is being painted. When a black coat is applied, the contrast is greatly reduced. This then hides the details and makes it difficult for the painter to exaggerate the features of the miniature.

**Stage 2: Applying the Base Coat.**

Apply the base coat. It is usually best to completely paint the miniature before starting to apply any shades or highlights. Notice how figure 2 has been completed. I have noticed that when I paint my miniature first before getting into the details and highlights I am able to fully concentrate on my paint job.

For my miniature I chose two shades of red. A royal red was used for the gloves, pants, and tassel. Bright red was used for the staff.

The Chain mail I coated the armor with black. This will dull down the chain mail armor and shift the focus to the hands and plate armor. I wanted the standard bearer to stand out from the rest of the rank and file, however I did not want the miniature to look out of place. After much deliberation, I decided to give his armor a Bronze-Goldish look. I used brown for the shoes. Black shoes would have also looked good, however I try to stay away from black clothing since black tends to hide the details of the miniature.



Stage 1



Stage 2

**Stage 3: Apply Inks.**

This is the only stage where the inks are not diluted. The concentrated inks darken the existing base colors, which is the fastest way I know of to shade you miniature. Do not be shy when applying the inks, wet inks are much darker than when they are dry. For the reds I used Citadel's Chestnut Ink or flesh ink. After the inks dry, I applied a layer of red ink. (The Chestnut ink gives the red a richer-warmer look). I wanted the armor to look like it was beaten and battle worn. I mixed brown and black inks, then applied it to the bronze armor. The brown ink gives the impression that the armor has been work often. However be careful not to apply too much brown ink to the armor or it will just give it a dirty look. The shoes too, should look beaten and battle worn leather boots. I applied a lot of brown ink to the shoes to make them look like they where heavily used. Adding chestnut ink to the shoes makes the boots look more like leather. For the pole I went with a bright red. I wanted the staff to catch the viewer's attention.



Stage 4



Stage 6

**Stage 4: Re-Apply the base coat.**

After the inks are dry, re-apply the existing base colors form stage 2 over the miniature. Make sure you adhere to the 2<sup>nd</sup> Golden Rule. Do not re-paint the whole miniature, just re-apply the paints on the areas of the miniature that are most likely to have direct sun light. See figure 4. Notice how the recesses of the miniature are dark. The highlights are nothing more than the original colors used in stage 2.

**Stage 5: Re-Apply the inks.**

This stage will blend the colors applied in Stage 4 with the shades created in stage 3. The good news here is that the steps here are identical to those performed in stage 3. The difference here will be the concentration of the inks used. Make sure that the ink ration is a 1:1 ratio where there is just as much water on the pallet as there is ink. After the ink dries the painter should note how the highlights and shades softly blend in.

**Stage 6: Applying the Highlights.**

High lights should only be applied to the edges of the miniature. Here the highlights I applied where on the hands, edges of the armor and the helmet. For most highlights adding white to the base color usually works fine. There are some colors, however, that change colors, or do not look right when white is added. Out of coincidence, all of the colors I used with the Dark Axe miniature fall in this category. Below are some of the colors I mixed for the highlights. For the armor highlights I mixed gold, bronze, and silver. Adding white to bronze give the amour a milkish look. For the red I mix of orange and red. Adding white to red creates pink. For the shoes I mixed brown and yellow. White and brown creates a cream color that looks unnatural.

**Stage 7: Final wash.**

This stage is usually known as an ink wash. This technique blends the shades, base color, and highlight. The ink concentration of choice is a 1:4 ink to water ratio. Again the steps here are identical to those taken in stage 3 and 5.

**Conclusion**

Well, that's all there is to painting this miniature. You can stop here and still have a great looking paint job. However, additional detail can be added here, such as tattoos, decals, and/or clothing patterns.

**Stats**

Next issue will have stats for the Dark Axe Standard Bearer so you can use your new model in your games of Chronopia.



Stage 3



Stage 5



Stage 7



**I got your Y2K bug right here pal!!!**



**...and you thought it was some sissy computer problem!**

**VOID**

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# VOID

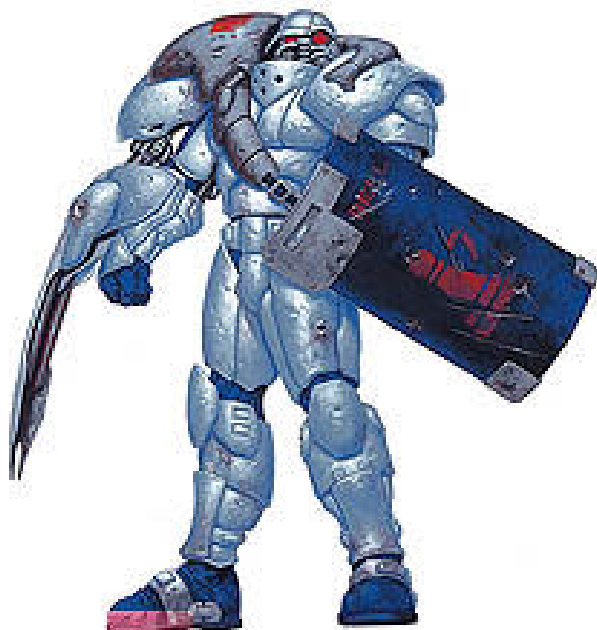
## BATTLE REPORT

For this issue's battle report I decided to go with a fight between the Viridian and Koralon from VOID [reviewed in issue #0]. I contacted Duffy Carter, a good friend and member of our gaming / demo group and suggested that we get together and kick some ass.

When VOID came out Duffy immediately jumped on the Koralon, not literally as that would be painful and against some laws of nature, and took them as his army of choice. For this battle I went with the Viridians with the hopes of massed fire support as the slugs are closing in would help assure me a victory.

At the time of our game all of the figures for VOID had not yet been released. We ended up having to use proxies for some stuff and what we did have on-hand was lacking in the paint department. We pressed onward though, undaunted, and ready to face the enemy. We decided on a 750-point game that was to be played on a 4' x 4' battlefield.

**Mark's Viridian Army** a.k.a. *How I Hope To Kill Enough Slugs Before They Slice Me Into Coldcuts*



The Viridian army has a good mix of shooty and hand-to-hand troops and I'll likely need both for this game. I have to be able to take down enough of the beasties before they get to me, but I also have to be able to stand my ground once they do get to me. I have no doubt that we'll be getting down and dirty in close combat and a straight-up fight is not what I am wanting here ["Mano-a-mano, what were you thinking? Snapperhead!"]

Fist up on my list is a squad of Marines. The regular Viridian Marines remind me a lot of the marines in "Aliens", good firepower, but not a lot of armor. They will form the base of my shooty guys. I'll take a Sergeant, six Marines, a Chain Gunner and a Rocket Launcher. This squad sets me back 182 points. To solidify my firebase I'll also pick up an Assault Marine Gauss Cannon Team, which comes in at 62 points of bad attitude. The last squad fitting my long-range plans will be a unit of Assault Marines. Don't let the 'assault' part of their name fool you. These guys are much more at home serving up a lead salad [go rent 'Fight Club!'] rather than getting into the dirty stuff. I'll go with a Sergeant, 5 Assault Marines, and two Flame Thrower specialist. I took the Flame Thrower specialist just in case, (who am I kidding) I mean when Duffy's bad bugs get in close. The Assault Marines end up costing 193 points.

Since I have this bad feeling that there will be some hand-to-hand combat, probably a lot more than I really want, I'll have to devote some points to troops that can do more than trash-talk. Scouts are not what I want here. While they have a great movement value and extra attacks from the beast that they ride I want to make Duffy come to me, not the other way around. I'll go with a squad of Shock Marines for my hand-to-hand force. Grape Guns are just badass close up and that's when they'll be used. Four guys with Vibro Scythes and four more with Grape Guns cost me 188 points. I will also take Major Icharus Trask as an Individual to round out my hand-to-hand contingency.

Ok, so far I've spent 669 points. With just 81 points left I am unable to afford either a Korvus or a Tiger APC. I'll go with an additional Assault Marine Gauss Cannon Team and one more Assault Marine. That puts me at 751 points. Just a tiny bit over 750 and I'm sure that Duffy won't piss and moan about it.

### Duffy's Koralon Army

The Koralon army is a very different style army than what I normally field. They are lightning quick and heavily geared toward close combat. I tend to use more long-range forces and static types of troops. This should prove interesting.

I know going in that my adversary will be using a Viridian army. My plan is to use a blitzkrieg attack, emphasizing the advantages of the Koralon, to strike at weak points in the Viridian line. To accomplish this successfully, I need at least one Phazon to Portal my forces into position. The Phazon needs the Portal power and I'll give him Obliterate to smash any Viridians that get too close while my strike forces are away shredding the Viridian lines.

Now, what to strike with? The base of Koralon armies is the Brood, so I'll start my strike force with two units of these lower caste creatures. I'll give each unit of 5 one Brood with a heavy blade to give the unit a little extra hitting power. The rest of the Brood gets the standard blades and shields to keep the unit cost low.



I decided early on in the planning of my list that I would be using a Broodmaster, so I added one right off the bat. Actually, I knew I would be using a Broodmaster from the first time I saw the miniature. Wow! That thing looks intimidating! I originally included two of these close combat nightmares in the army, but the grunt squads had to be tiny to fit them in under the point limit, so I dropped the second one.

To give my force some durability in the face of Viridian fire, I'll add a squad of four Larvans and a mighty Hydra. The Larvans each have two wounds and dual Coraline blades to really give them some kick. Just to make them hit even harder I'll give one of the Larvans a neutron staff. The staff will provide a little extra range to reach out and smack someone when the Larvans roar out of the Phazon's Portal. The Hydra is an easy choice. It's the Koralon version of a tank and will anchor a flank attack by itself!

With the points I have left, I'll add a third unit of Brood. Five with Coraline blades and shields and one with a heavy blade will fit. This last unit will give me a better balance of grunt troops.

My plan is to open Portals and force the Viridians to react. I want Portal the majority of my troops into charge range when the opportunity comes and take advantage of good match-ups with the Viridians. That means avoiding Shock Marines when charging with my Brood! The Broodmaster will likely advance alone without the Portal and hopefully distract the enemy while the other troops move into position. Once I can get my template weapon troops in range, they will open up on the Viridians and soften them up for the charge. Hopefully, this force will be adaptable enough to handle whatever those Viridians can come up with.



## Viridian Army Summary

### Squads

- 182 points *Marines* [Sergeant, 6 Marines, Rocket Launcher Specialist, and a Chaingun Specialist]
- 62 points *Assault Marine Gauss Cannon Team #1*
- 62 points *Assault Marine Gauss Cannon Team #2*
- 213 points *Assault Marines* [Sergeant, 6 Assault Marines, 2 Flame Thrower Specialists]
- 188 points *Shock Marines* [4 with Grape Guns and 4 with Vibro Scythes]

### Individuals

- 44 points *Major Icharus Trask*

**Total 751 points**



## Koralon Army Summary

### Squads

- 109 points *Brood #1* [4 with Coraline Blades & Shields and 1 with Heavy Coraline Blade]
- 109 points *Brood #2* [4 with Coraline Blades & Shields and 1 with Heavy Coraline Blade]
- 130 points *Brood #3* [5 with Coraline Blades & Shields and 1 with Heavy Coraline Blade]
- 135 points *Larvans* [3 with 2 Coraline Blades and 1 with Neutron Staff]

### Individuals

- 106 points *Broodmaster*
- 92 points *Hydra*
- 69 points *Phazon* [Portal and Obliterate]

**Total 750 points**

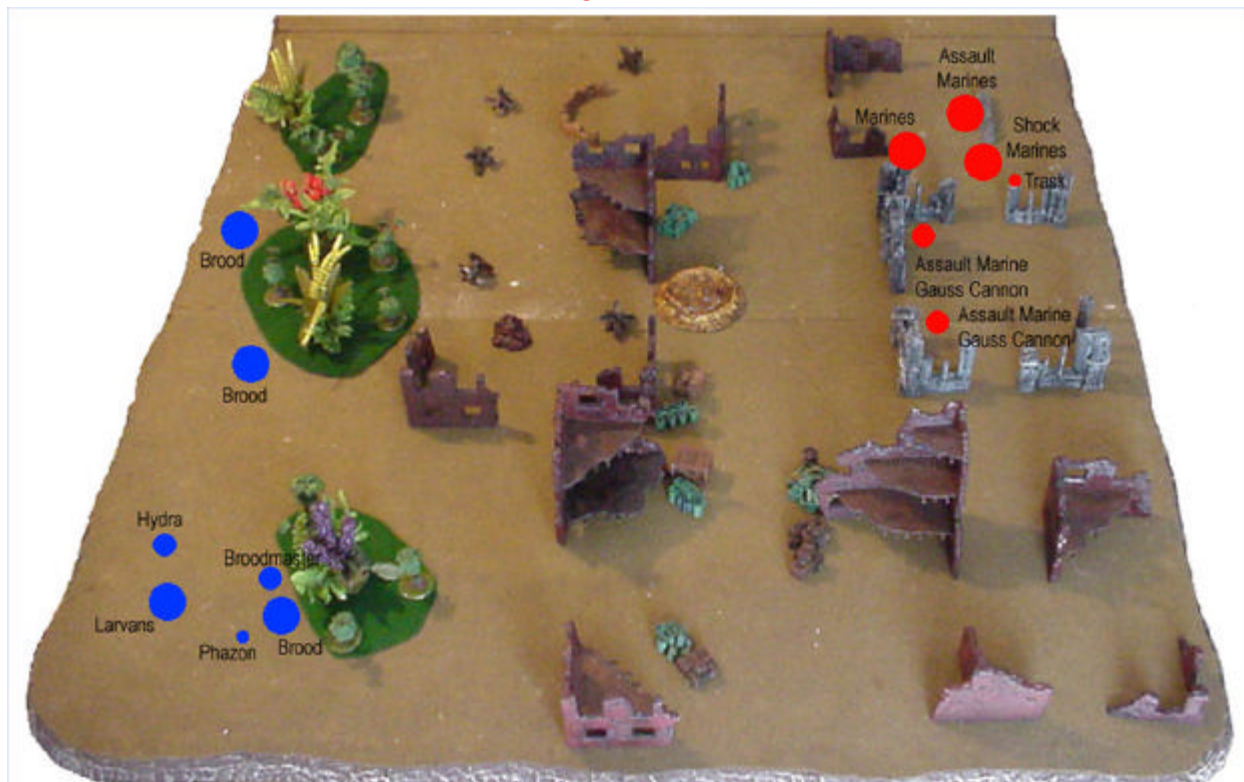
## DEPLOYMENT

Deployment went pretty quickly. I won the die roll, picked my side and dropped my first unit. Duffy and I then alternated placing units in our deployment zones until finished. The result of deployment can be seen on the first map.

To make things a little easier to read all of Duffy's activations will be in **BLUE** text while mine will be in **RED**.



## DEPLOYMENT MAP



## TURN 1

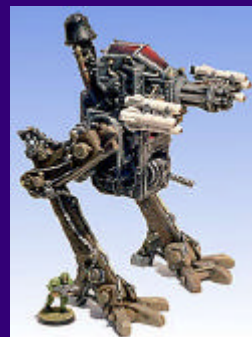
I win the Initiative roll for turn one and kindly ask Duffy to go first. He activates Brood #1 and rushes them over to the side. A 'lateral advance' as Duffy calls it. I activate my Marines and rush forward towards the center of the table, hoping to get some shots off next turn. Duffy's Phazon decides that now is the time to open up a Portal after moving a bit to get a better view of the battlefield. In response to the Portal opening up on my flank I reposition the Assault Marine Gauss Cannon Team #2 so they can shoot up anyone that decides to come through it. Duffy's third Brood squad rushes up to the Phazon and through the Portal. My Assault Marines rush over towards the Brood that just popped into my deployment zone. The second squad of Brood rush over behind the forested area. No doubt, they are just to scared to head downfield. Major Trask, feeling all manly, rushes up towards the Marines to provide some Duffy's Larvans are next. They rush past the Phazon, but do not head through the Portal. My Shock Marines head up to the cathedral ruins and towards the Portal. Duffy's Hydra [Oh Crap!] moves up next to the Phazon. My other Assault Marine Gauss Cannon Team rushes over to cover where the bugs should be coming out from. Duffy ends the turn with his Broodmaster staying right where he started the game. He must be scared!

Not a whole lot of action on turn 1. Duffy's Portal caused me to shift from my original deployment, but it was not too hard to do so. I anticipate things to start getting uglier during turn 2.

## ARMORCAST

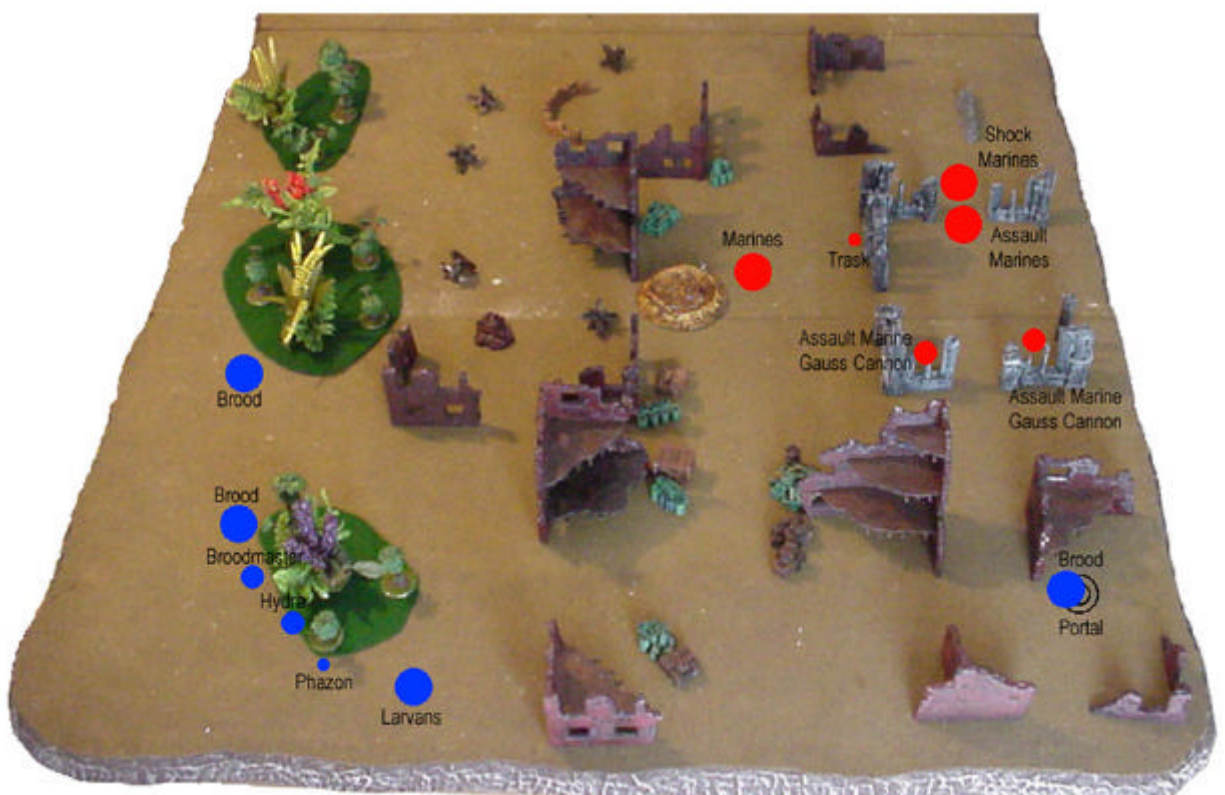
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From the wild, wild West to low tech planets in the far future, sometimes ya' just need a bug, stompin' hunk of ordnance to blow the bad guys away. The steam powered, wooden legged, iron armored Grizzly Bear is just the thing when fusion power-plants, high tech composite armor and laser weapon technology are not available. Armed with a heavy gatling cannon, a large caliber machine gun and a few scrounged missiles, the Grizzly is the hottest thing in low tech walking weaponry and is guaranteed to drop a whole bunch of hurt on lightly armored troops and vehicles.



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## MAP AT THE END OF TURN 1



## TURN 2

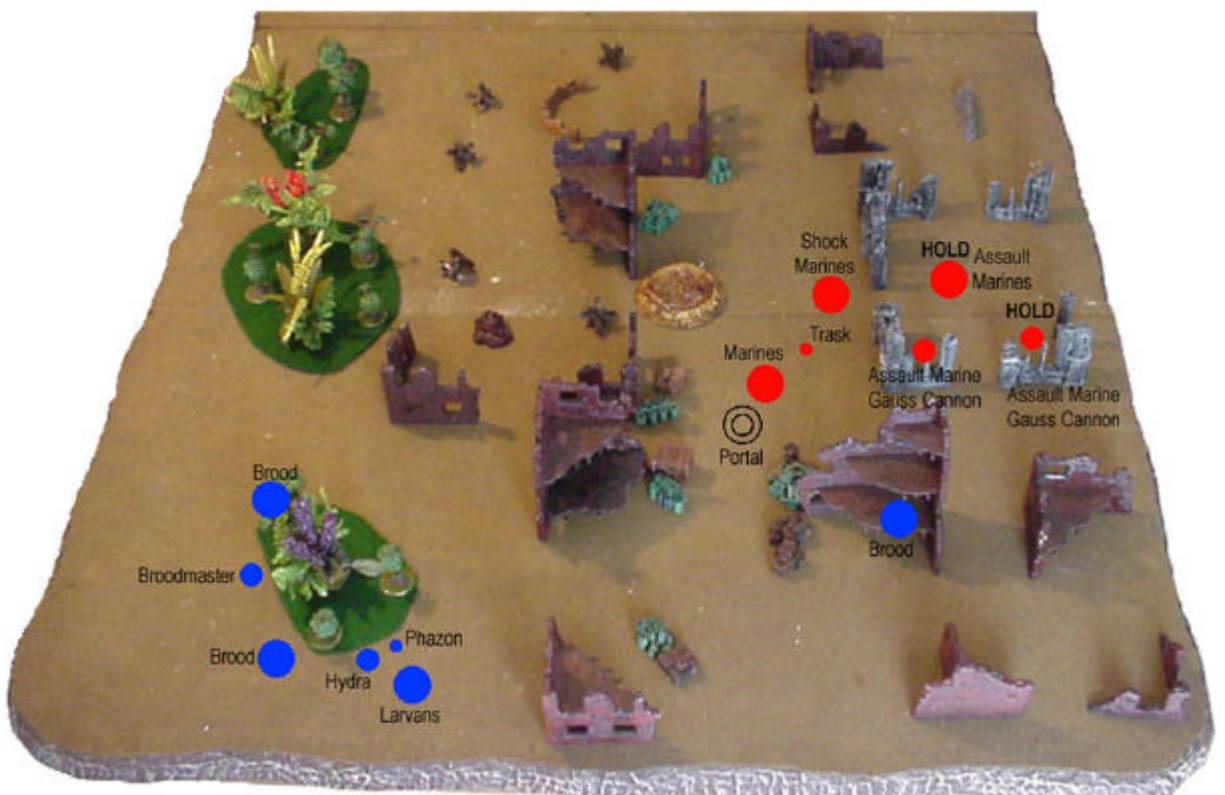
I end up winning the Initiative roll again and start off by putting my 2<sup>nd</sup> Assault Marine Gauss Cannon Team on HOLD. Since HOLD markers go away at the beginning of each turn, not when the unit is activated, we've found that if you're going to want some reaction fire get your units on HOLD early or not at all. Duffy's first Brood squad rushes again. Another 'lateral advance' I guess. My other Assault Marine Gauss Cannon team follows the lead of the other and also goes on HOLD. Duffy's third Brood squad heads up behind the Phazon ready to head into the thick of things. My Assault Marines move up to cover anything that might come out of the Portal and they also go on HOLD. Duffy activates his Phazon who moves (closing the first Portal) and then opens up a new portal a bit more towards the center of the field. In a brilliant, well maybe, move my Marines rush up towards the new Portal and one guy gets within an inch of it, effectively shutting it down for now. The Broodmaster must be constipated or something as he chooses to sit still...again. Major Trask, not being one to be shown up by a bunch of grunts, also runs up towards the Portal. The mammoth Hydra lumbers up to the Phazon with bad intentions for the humans. The Shock Marines are kind of bogged down in the cathedral ruins, but they manage to rush towards the new Portal. The squad of Brood that came through the original Portal try rushing into some cover that the bombed out buildings provide. My second Assault Marine Gauss Cannon Team is the only thing that was on HOLD that has LOS to the recently moved Brood. They pass their Command test and manage to kill one of the slimy bugs! One dead Brood

is better than none dead! Duffy ends the turn with his Larvans playing it cool and sitting tight.

A little more action than the previous turn, but I think there is still a bit of a 'feeling out' process going on over on the Koralon side. They don't seem quite ready to commit yet, which I have to say has me a bit puzzled. I would have expected much more of an all out rush right from the start.



## MAP AT THE END OF TURN 2



## TURN 3

We pull all of the HOLD markers to begin turn three. **Duffy wins the Initiative roll and chooses to move and then charge with his third squad of Brood.** Their target is the Marines who fail their Counter-Charge roll. The loss of a couple of Marines in the close combat forces a Panic roll, but they make it and breathe a sigh of relief. **My Shock Marines decide that it is now time to start earning their pay so they move towards the Brood that just fought the Marines and then Charge in.** The resulting combat leaves one Shock Marine [Grape Gun] and four Brood dead. Losing the combat forces a Panic test on the Brood, but they pass. **Duffy's first squad of Brood rush up between the woods in an attempt to close the distance between themselves and the humans. My Assault Marines move up towards the melee, but do not fire in for fear of killing their pals. The Phazon allows the second Portal to close and opens yet another one, a bit further back. As everything has kind of shifted towards the center of the board I choose to move my second Assault Marine Gauss Cannon Team up towards the melee. The Larvans move to the Phazon and then through the portal. The Larvan armed with the Neutron Staff unloads on the Shock Marines, which also catches some crew from the recently moved Assault Marines Gauss Cannon Team and Major Trask. The result is two dead Shock Marines [Grape Gun and Scythe], 2 dead Assault Cannon Crew, one wound on Trask. The Larvans complete their activation by charging into the remaining Shock Marines, but end up wishing they hadn't as two Larvans die and one suffers a single wound while two more Shock Marines are killed.** Five wounds versus two, I'll take that any day. The Larvans do not panic after losing a round of close

combat though. **My first Assault Marine Gauss Cannon Team has very little to do so they rush up to what they hope is a better position. The Hydra decides that now is the time to head through the portal and cause some destruction.** Out of both Assault Marine Gauss Cannon Teams, the Marines, Major Trask, and the Shock Marines only one of the Gauss Cannon Teams fails their Panic test. **The Hydra charges the Shock Marines and kills one with a scythe, but the Shock Marines hold firm. Major Trask decides to charge the Hydra and manages to cause one wound on the giant beast. Following the Hydra's lead the Broodmaster now jumps through the portal and gets in the middle of the rumble. He passes a Command test and drops his large flame template into lots and lots of human troops, resulting in 4 dead Marines, 5 dead Shock Marines and Major Trask panicking. Duffy's remaining squad of Brood follows their big brothers and head up to the Phazon and through the gate, ending up by the Hydra.**

Holy crap did that go south fast! The humans have major problems on their hands and it doesn't look too likely that they will be coming out of this with any war stories to tell their grandchildren.



I win the Initiative roll, but I have a feeling that it won't mater too much. **One of my Assault Marine Gauss Cannon Teams opens up on the Broodmaster and manages to cause two wounds on the big mofo. Duffy then activates the now quite pissed off Broodmaster and moves up, flames the Assault Marines and then charges into those that remain.** Two dead Assault Marines are the result. **My remaining Shock Marines valiantly hold their ground and attack the Larvans and manage to kill one before one Shock Marine takes the big dirt nap. The Hydra just unloads on Trask and reduces him to a big puddle of goo. My second Assault Marines Gauss Cannon Team makes a Command test as they wish to fire on the Broodmaster. They are able to shoot, but must be shaking so much from fear that they completely miss. What is left of the Larvan squad takes care of another regular Marine. Then, Duffy's second Brood squad charges up to the second Gauss Cannon team and kills the crew. Duffy's remaining troops move up as the game comes to a close.**

**Duffy** - The battle went unexpectedly well! The Viridians were unable to target my troops most of the game due to the heavy terrain. This kept almost everything alive to get into close combat. The several Portals that my Phazon opened over the course of the game proved quite disruptive, forcing the Viridian battle line to roll and pile in on themselves. This blocked most of their clear sight lines and allowed my forces easy access to close combat. The first portal worked as a feint, deploying a

I think the dense terrain combined with my force having a higher number of activations gave the Koralon a strong advantage. It didn't help Mark any that he rolled pitifully in the crucial moments of the game. From my limited experience with the Koralon, patience is the key. Timing your strike well can cripple your opponent.

**Mark** - Ouch! Buy me dinner next time, man! Looking back I can see pretty much everything that I did wrong. Shifting my line to confront the first Portal was ok, but getting cocky and running up to cut off the second one started my downhill slide. Not only did I not do much of anything to keep the Koralon back I decided to help them get closer to me. Absolutely the wrong thing to do. I should have sat back and tried to channel them into the lines of fire where I could do the most damage as they made the trek to me.

As Duffy pointed out, the Broodmaster is just tough as nails. Did you also notice how many shots I got off with my ranged weapons? Not very many at all. As I was closing the distance between my troops and the slugs I was giving them ample opportunity to get to me in hand to hand while suffering least amount of incoming shots as possible. The dense terrain was a pain, but I really cannot fault the set-up, as it was my bad judgment that got my guys killed. Next time, Gadget!!!

MAP AT THE END OF TURN 4



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## Game Review



a Fantasy Miniatures Battle Game  
by Holistic Design

### The Basics:

Carnage is a game of fantasy battles by Holistic Design. Everything you need to play is contained within a large box, similar of the format used by many games today. When you first pick up the box you'll notice that it's packed quite tightly, without a lot of stuff shaking around inside. Upon opening the box you'll see that it is filled to the brim with goodies. Inside the box you will find a rulebook, 96 plastic miniatures on sprues, measuring sticks (also on sprues), a bag of small colored disks (used to keep track of spell points), ten d10, and some cardboard cutouts. The game is billed as having, "...a bit of humor, a dash of anarchy and some lighthearted fun". How can you go wrong?

### Presentation:

The rulebook clocks in at 24 pages of text, charts, diagrams and B&W pictures. The text is easy to read and charts have alternating highlights to make them easy to read. There are many diagrams explaining movement, melee combat, missile combat, etc... These are all very easy to read and aid in explaining the rules of the game. The artwork reminds me a bit of the artwork in old, I mean Basic and Expert set kind of old, D&D modules.

### The Storyline:

The background and story of the game take up about three and a half pages. I'll see if I can squeeze it down even further. Imagine when the universe was created there were all these little bits of leftover energy floating around. Over a real long time these bits all got together and formed a sentient being called the "Orb of Power". The Orb, not pleased with being trapped between dimensions tries to create a world for itself, but cannot. During this attempt at creation the Orb finds that it can take small parts of other worlds and eventually created the world of Carnage.

### The Races:

The rulebook only describes two of the inhabitants of the world of Carnage.

The *Brigandish* were brought to Carnage first. They are human tribesmen that live off of the land and raise cattle. After settling in and watching their population grow civil war broke out (Don't you hate when that happens. Why can't we all just get along!). After beating the crap out of each other the Brigandish settled into three tribes. Everything's going all hunky-dory again until one day they spot the Herptars.

The Herptars were brought to Carnage much more recently than the Brigandish. Well, that would make sense since



© Holistic Design

the Brigandish got there first. They are a race of lizard-like humanoids, created by the mighty Gormul-Harg, who resembles a giant (3.5 miles in circumference!) telepathic turtle that has the power to cause living creatures to evolve into whatever he wants. The race known as the Herptars are kind of a pet-project of his and they live on an island in the swamp that is actually the back of Gormul-Harg.

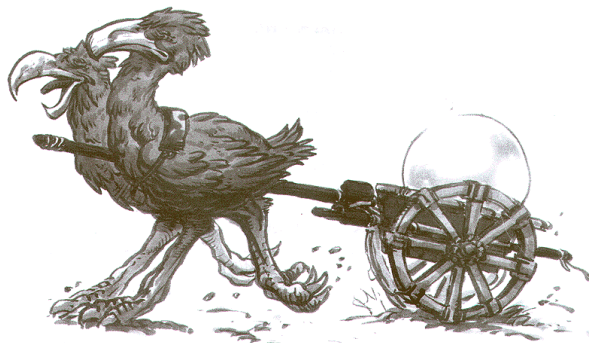
In addition to the two races that fight it out in the world of Carnage, the Orb of Power also makes appearances during battles. It is carried around on a cart that is pulled by pink flamingoes. I kid you not!

### The Game:

The game is played with d10's, which is a step in the right direction, away from d6's, in my opinion. I'm not usually real big on d6 games. Each round of play is broken up into smaller phases; Initiative, Movement, Ranged Combat, and finally Melee Combat.

### INITIATIVE

A die roll decides who goes first. The winner of the roll must go first and is not given the option of waiting. This can be good or bad depending on what is going on in the game. Before moving on to Movement you'll also need to find out what the Orb of Power does as it will be observing the battle and sticking it's nose into the business of the armies on the field. The winner of the Initiative roll makes another roll and then consults the 'Orb Effects Chart'. Effects can range from the benign to the catastrophic, for either player!



The Orb of Power © Holistic Design



**MOVEMENT**

The player that won the Initiative roll must move first. Movement is standardized for foot troops and cavalry. Movement is handled quite easily. There are no complicated maneuvers to work out, you pretty much just move your guys where you want them to go, within their move allowance of course. You can opt to Charge, which gives you an increase in movement, a bonus to combat rolls, and a special charge attack that comes before the regular Melee Combat phase. The defending unit can meet charges and units of archers are allowed to shoot at incoming chargers. Rules for just about whatever terrain you'll encounter are nicely laid out and easy to follow. The rules for wrapping around the enemy are also easy to use and follow.

**RANGED COMBAT**

All shooting combat takes place now and is simultaneous. All archer units can use direct fire (with limited range and LOS) and arrow storm (extended range only and can fire over other troops) attacks. It is a little harder to hurt your target with an arrow storm attack than direct missile fire.

**MELEE COMBAT**

Just like with ranged combat, all melee combat happens at the same time. Anyone in base-to-base contact with an enemy model gets to swing away. Your chance to hit is based on your Weapon Skill, and is not modified due to your opponent's skill. After hitting your opponent you determine if you caused damage by comparing your Strength to their Armor rating. Most models have one wound and causing a wound will eliminate them from the game. Enemy units that fall below a certain wound level can be ignored by your troops, but these undersized units have the ability to join up with other friendly units. These mergers follow the 'weakest link' thinking, meaning that all troops in a merged unit get the stats of the weakest troops. I won't be merging any goblins with a unit of ogres that's for sure. It is a neat way for you to consolidate troops of the same basic type though and have them play a part in the battle.

**MAGIC**

Mages can use 'spell points' to cast spells at enemy troops. These spells can be cast during any phase as long as you have enough points to cast the spell. You are also restricted to casting a single spell per turn per mage and, here's the kicker, you have to say the magic words that go along with the spell. These magic words range from, "Hey, look! It's Elvis!" for a Distraction spell to, "Here I am!" for the Teleport spell. Goofy? Yes. Fun? Definitely!

The rulebook says that each game of Carnage should have a GM, who presides over the game and keeps things in order. I found this kind of unnecessary, but if you want to go ahead. And remember the golden rule, "The Gamemaster is always right, even when wrong."

The rules section of the game also contains a detailed example of a turn of play which, while not absolutely needed because the rules are very easy to follow, is very nice to see as it shows the flow of play and really makes sure that you have things down. I wish that more games did this.

There are no morale rules in Carnage. With a name like Carnage you know that everyone fights to the end!

**Army Lists:**

Well, there are only two army lists and they conform to the figures that you get in the box. For the Brigandish that means Infantry, Archers and Bull Cavalry. There are experienced and green versions of each troop type. These guys are cattle farmers so they ride bulls into combat. I'm damn glad that they do not raise chinchillas. The Herptars have Gator Infantry, Chameleon Archers, and Doom Gecko Cavalry. What do you do if none of these turn you on? Bring your own guys. The real gem to the army lists, and the game itself, is the built-in point system. You want to play with your Dark Elves from Warhammer Fantasy, go ahead. You want to play with your Firstborn from Chronopia, bring it on. You want to play with Barbie Dolls, make an appointment with a psychiatrist! You can use the build system to create troops and mages/heroes, but it does not differentiate between troops of different sizes. So, if your green ogre has the same stats as your experienced orc, the fact that the ogre is bigger doesn't factor into the equation.

**Value:**

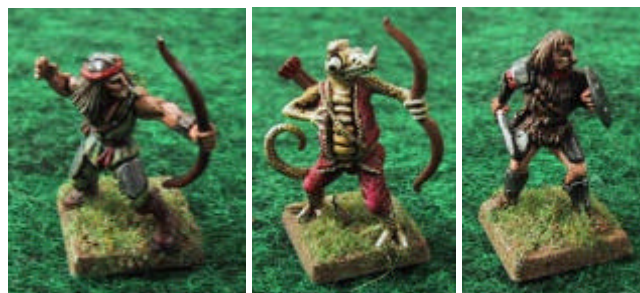
This looks like a really fun game, not a serious game where the fates of mighty nations are determined on the field of battle. I can imagine the Orb of Power watching a battle and then buying everyone beer at the end of the day. "Good fight guys. Another round barkeep!"

The miniatures, and you get a load of them, are all a bit smaller than the big 28-30mm figs that are prevalent these days. Each sprue has 2 Brigandish infantry, 1 Brigandish Archer, 1 Bull Cavalry, 2 Herptar Infantry, 1 Herptar Archer and 1 Doom Gecko Cavalry. They all have good detail and should paint up nicely.

There is also a magic supplement that gives you two metal miniatures to represent your mages (1 Brigandish and 1 Herptar), two spellbooks that increase the number of spells (and magic words!) in the game, and 40 plastic stones to keep track of spell points.

Do you need to run right out and get Carnage? Well, maybe. The basic game is \$65.00 USD and is complete. I mean complete, done, all there, and nothing missing. That's refreshing in this day of unlimited add-ons. It looks like it's a lot of fun, but if you are looking for a serious game this might not be for you. If you are looking for something to break out over some sodas and chips then this is quite likely to be just what you need. The magic supplement "Herptar and Brigandish Mages" goes for \$20.00 USD and is a bit of a harder sell. The magic system in the basic game is complete and while the expanded spellbooks are nice and give you some really cool new spells, I'm just not sure that you need it.

Carnage, Herptar and Brigandish Mages, and other games by Holistic Design can be found at [www.holistic-design.com](http://www.holistic-design.com)



## Terraforming in Miniature: TRENCH WARFARE!

How to build your own trenchboard for miniature gaming.

by Christopher Carr and Gabe "Bocephus" Ratliff

### The Trenchboard

There are many considerations we would like for you to mull over before you get all gung-ho and spend those hard-earned greenbacks on a trenchboard. The first is storability...I wouldn't recommend a trenchboard for those living in an efficiency apartment. The thing will take up about a 4x2x1 area and if you get it out your not going to want to pick it up. The second is cost (professional terrain makers can buy their materials in bulk; we can't). We figure the total cost to be around \$75, not to mention the 60 hours it took us to build it (remember that is precious time you could spend gaming) Is this board worth that to you? (We think so) Another is reusability, will you get bored with the trenches after a few games, do you have enough other types of terrain (trees, hills, buildings...stuff we'll cover in future articles) to make it interesting? Another is durability...can you keep your kid brother from messing with it? They're pretty sturdy, but can't endure excessive abuse. A four-year old jumping up and down on it constitutes excessive abuse while dropping a single 25mm man on it is rather reasonable. Another factor to consider is can you use a trench board...fantasy/medieval games generally won't benefit from trenches...although you can say they're ditches or something else...but just trust us they don't work as well with Chronopia/Warhammer Fantasy.

OK, so you say all this makes sense, I want a trench board and I want it now. Now is not the time to enter the project with reckless abandon and start buying stuff you think will be neat on your trenchboard. We have three words for you Plan, Plan, and then Plan some more. First do some research, visit websites, rent movies (Gallipoli, Saving Private Ryan, Legends of the Fall (echh!!)), talk to old people, and peruse pictures of other people's boards (ala our pictures or other ones you might find in similar publications). You may notice that our trenches are not identical...our research and ideas of trenches gave us two separate visions of what a trench should/could look like. That was fine we simply made two different sections. Now, do you know what you want? Have an idea? Good! Now on to a diagram. Yes, it sounds like overkill, this isn't rocket science, but hey it is important. What do you want your trenches to look like...wavy, multi-layered trench lines with tank emplacements or a rugged, straight, last line of defense, 'we're not going to survive this one' trench. You may want to use graph paper. For our diagramming we used quarter inch graph paper and used each square to represent a 2" by 2" square. Also consult with one of your fellow terrain making fools...they might actually have good ideas, and may help you discover flaws in your master plan. Another consideration, for your diagram, what about interchangeability...will your trench look good from all angles and configurations. We wanted our two trenches to look good side by side from either side. So if you are making a 4X8 warboard you will want to split up the board into 4 to 8 separate sections that could work in any arrangement.

After planning out what you want your trenchboard to look like it's time for the most difficult part...shopping. Tighten ye olde belt...we're going to dole out some dough. To make things easier on fellow Americans (Yes, we use customary measurements so get over it) we have actually put together a shopping list of what we bought. The following items were found to be cheapest at Home Depot, but feel welcome to shop wherever you like.

Qty	Description	Price (each)	Totals
2	4'x8' piece of 1/2 inch Dow Styrofoam (Extruded Polystyrene Insulation)	\$7.28	\$14.56
1	4x8 piece of 1/8 inch Standard Hardboard	\$5.25	\$5.25
3	Liquid Nails (Projects and Construction) original Formula 10.5 oz tube	\$1.12	\$3.36
1	Smooth Rod Caulk gun	\$1.67	\$1.67
1	3 pack foam brushes	\$1.55	\$1.55
2	2" White bristle Disposable brush	\$0.89	\$1.78
1	Small can of Beige Oops paint*	\$4.00	\$4.00
1	1 Gallon Glidden Interior Paint**	\$14.98	\$14.98
1	Pint of Elmer's glue	\$2.87	\$2.87
Total cost at the Home Depot			\$50.02
* There is usually a table in the paint section that contains mess-up from earlier paint mixtures, light colors seem to be pretty popular...which is what you need for drybrushing. You only need a quart			
**When you buy a gallon of paint they will match colors for you (i.e. your existing terrain), we suggest buying the cheapest interior paint possible.			

The following items were all purchased at hobby/game stores.

Qty	Description	Price (each)	Totals
1	Foam cutter	\$8.29	\$14.56
1	Woodland Scenics dark green flock	\$5.25	\$5.25
3	Woodland Scenics yellow flock	\$5.25	\$5.25
Total hobby/game store cost			\$18.79



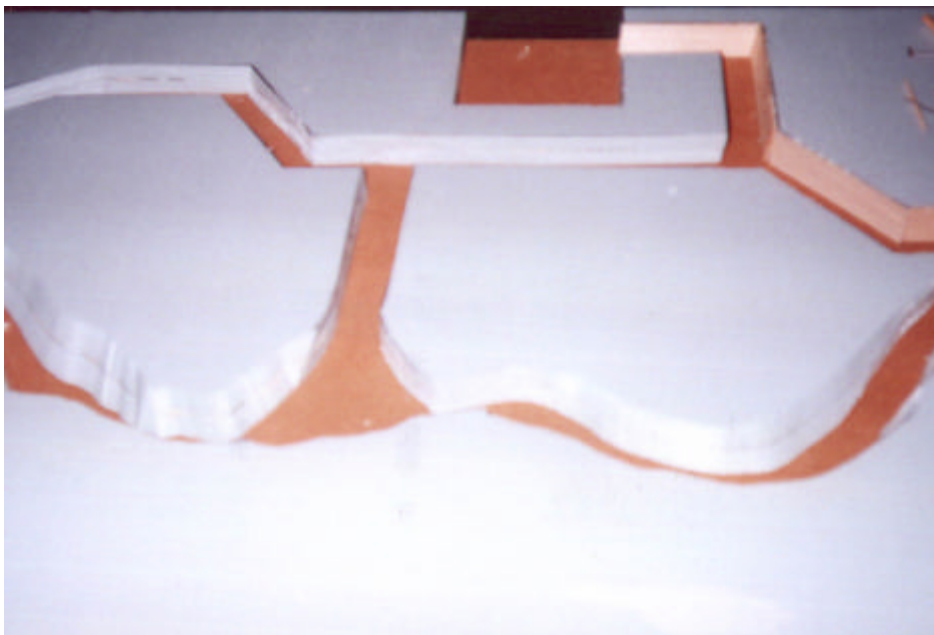
*Is that a foam cutter in your hand or are you just happy to see me!?!?*

We bought our supplies in 3 batches. The first was the foam, hardboard, foam cutter, liquid nails, and the caulk gun. These are the basic supplies you need to start your trenches. When buying the hardboard have the Home Depot staff cut it into the sizes you want (i.e. 2'x4' or 2'x2' sections), they should be friendly and want to help you if not call for a manager. We actually accomplished building our trenches without us personally using a single power tool...this of course made us very sad. We suggest using a Ford F150 with a triton V8 to transport this stuff...which will increase the cost of your board by around \$23,000...but seriously the foam doesn't transport well in a car. A truck is very helpful to get it home in one piece, be careful to mind the weather. Do not attempt to transport the foam on a windy day. It will break. Not that we did this mind you. No...ours didn't break...we swear, even though it probably should have. You will need quite a bit of space for the next step. Cut the foam (use sharp knife...foam cutter isn't big enough) to match your sizes of hardboard pieces. Do note that sections of foam that will contain the trenches can be cut a little shorter on two sides. When you spread the trenches apart this section will widen. This will allow you to cut the non-trench pieces bigger than the hardboard. You can adjust for error by trimming the overhanging edges of foam off with the foam cutter. Stack pieces of foam that belong together on top of one another with hardboard underneath. Use toothpicks connect them to keep them in a stable configuration. Using a marker transfer your diagram to the top of the foam...you are going to paint over it...it won't show through. Make sure your

marker lines match where they should go according to your diagrams by aligning the pieces together. Use the foam cutter to cut out your trenches. Angle your foam cutter and be careful not to cut smooth flat trenches (unless you are using planking). Wiggle the foam cutter to get ripple effects. After cutting out your trenches, gently separate pieces the two layers of foam. You will need the toothpicks and holes later to line up pieces for gluing. Apply Liquid Nails (use original formula...the foam formula doesn't work as well) in between layers, smooth it out with scrap piece of wood (or the handy paint stirrer they gave you when you bought the paint).

Work quickly as the glue dries fast. Press the pieces together and wiggle the pieces to fill gaps. Place heavy flat objects (like a set of encyclopedias) evenly along the surface to make sure pieces are tight. Allow them to dry overnight. When dry, lay pieces out on hard board (rough side up) setting up trenches according to your diagrams. At this point you need to grab a few miniatures to make sure they can maneuver throughout your trench lines. Adjust the trenches by additional cutting or separating pieces further. When happy with the setup use a marker to trace your trench-line onto the rough side of the hardboard. Remove the foam pieces and get out the Liquid Nails. Apply Liquid Nails to the rough side of the hardboard (we found this to be important)...again smooth out using your scrap wood. Place the foam on hardboard...line it up with tracing...again place heavy flat objects on foam and allow to dry overnight. At this point you should trim all excess foam that is hanging over the edges, use a straight edge to make straight cuts (duh!)...these pieces will butt up against one another so it is important that they are smooth. Now, lay out your pieces and admire your blue/pink foam trenches. Aren't you the envy of your gaming community? Of course not, there is still much work to be done.

Another trip to the store for the finishing elements of your trenches: Paint, Texture Paint, Brushes, Glue and Flock. In all honesty we found an off-brand of texture paint at Wal-Mart for around \$8. Liberally apply (but don't go crazy with it) texture paint to the top of boards using foam brush(s), which will see the death of your costly (not!) foam brushes. There is some argument as to whether texture paint actually goes in the trenches...use your own judgment but your trench floor will have the hardboard's texture if you don't cover it. Allow it to dry overnight. Admire your now white, textured, and blue/pink sided trenches. Now apply your base coat of dark paint (in our case red) to the board tops, edges, and inside the trenches, use several coats. The white shouldn't show through at all (unless you are a freak and want to do a snow board). Allow to dry overnight (see a trend). In the North Texas summer humidity it actually took 2 days to dry. The final painting stage involves the not so complicated process of drybrushing using your



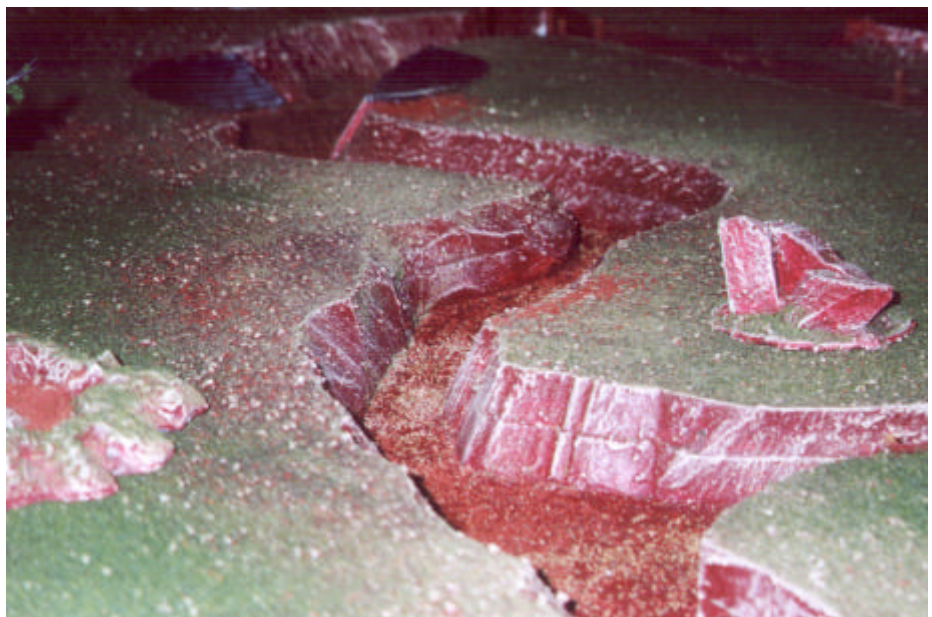


disposable bristle brushes. Here's the quick and dirty method to drybrushing: load the brush with a small amount of paint, paint on Newspaper until paint no longer comes off the brush then lightly drag the brush across the surface of the boards. Be careful not to knock pieces of texture paint off. Be sure and get into your trenches. It may take a few swipes to get the effect you desire. Allow to Dry (this shouldn't take more than a few hours).

Now we are ready for the finishing touches. Make a glue mixture of half Elmer's glue and half water then apply one drop, I say again, one drop of liquid dishwashing detergent into the glue-water mixture. Apply liberally to all surfaces you want flocked. Glued areas = flocked areas, no glue = no flock. From a height of about 2 feet, sprinkle the dark flock first then go back and lightly blend with the light color flock to achieve depth. Note, do not over flock...you will lose all that base color and drybrushing you just spent all that time on...better to underflock than overflock (are those really words?). Allow to dry for 2 hours. Using a dry clean bristle brush sweep away any excess flock. Another method is to use a fan to blow away the unwanted flock. To achieve a longer life span on flock use cheap pump action hairspray (not aerosol as this may melt your hard work/money away) and spray as much as wanted onto the battlefield. Allow to dry while calling up your gaming buddies for a game on your newly created trenchboard. This will give you ample opportunity to brag/gloat/beam about your creation.



Before flocking.



After flocking.

Chris and Gabe can be reached for questions and/or comments at [Terraforming\\_in\\_miniature@hotmail.com](mailto:Terraforming_in_miniature@hotmail.com)



The final product! As you can see there are several craters on one side of the board. Chris and Gabe will detail their construction in a future issue.

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## GANYMEDE: IMPERIAL VICTORIAN FORCES OF WAR

by Neville Stocken  
isc\_agent@hotmail.com

As Imperial Corporation settled into Ganymede, the future looked bright. This austere beautiful world, with its cool climate, its gigantic temperate forests, and raw, Olympian peaks spoke deeply to the heart of the Imperial peoples. Here were climates that could suit everybody's tastes – much colder than what they had left behind on Dark Eden, to be sure, but all in all, this world seemed perfect for her needs, and matched the reserved Imperial temperament.

But the newfound tranquillity proved to be short-lived. Forever driven by that restless curiosity that so characterized this outwardly placid and contented people, explorers – Conquistadors by name – soon reached the outermost planets. One such Conquistador, Darius Paladine, of the clan that would one day in generations to come, occupy the Imperial Serenity's Seat, was doomed to make a fateful discovery which was to change forever the fate of all Mankind, and usher in an age of darkness and sorrow unparalleled in human history. Scanning the horizon with his binoculars, he spied a pyramid-like object protruding from the unforgiving soil of Pluto, where he and his party of exploration had landed to investigate strange electromagnetic patterns emanating from the planet. He was looking that way because that was the direction that the strange waves had come from.

On a hunch, he drove his vehicle laterally to the strange object, and scanned again. Sure enough, the wave patterns of the new location, triangulated with those from the old, left Darius in no doubt. They coincided exactly with the point that he had discovered through his lenses. Excitedly, he called the excavation crews together, and within hours, a caravan of earth-moving equipment rumbled forward to the fateful sight.

And what a fateful site it proved to be. For when the earth-moving equipment had stopped digging and the windblowers had finished sweeping the extraneous dust and soil away, left standing in the center was a rectangular obelisk tapering up to a pyramid-shaped point 40 feet into the sky. It glowed black with a dark and swirling, compelling beauty, beckoning Darius forward to take a closer look,

What a closer look he took! For when he got to the base of the obelisk, he saw a strange glowing plaque which hummed, and upon which glyphs of gold of unknown origin were inscribed. Darius reached out, mesmerized by this uncanny sight – and sealed his fate and that of all Humanity.

His own fate was immediate. He was charred to a dry, carbonic crisp in an instant, and crumbled into black, unholy dust at the foot of the obelisk. The hum grew into a shriek that burst the eardrums of all within earshot and drove them mad. The soil around the monument heaved and cracked as an earthquake of titanic proportions rolled in waves across the surface of the forlorn planet. The surface of Pluto opened up and swallowed all traces of the expedition, and then –

the shriek turned into laughter, carrying soundless across a void that no one was listening to. The Dark Mother awoke. And from that day forward, the wretched Solar System, with all its teeming trillions of desperate human beings trying to carry on with their lives was changed forever.

Thus, it was that the Dark Symmetry was introduced to Mankind, and "Mother Illian" became a curse on the lips of the faithful and unfaithful alike. Thus also, did the miseries of Imperial begin. It soon became common knowledge, as the astral filth emanating from the Dark Planet - as it was henceforth referred to – spread like a rampaging cancerous growth through the Solar System, that Imperial was to blame for this disaster, and the other corporations were quick to exact retribution.

Assailed from all sides, and gnawed at from within by internal strife fomented by its enemies of old – and also by the new, more insidious adversary creeping inward from the edges of the system, Imperial reeled, and groaned in pain.



## NEW CLIMATE EFFECTS

### ARCTIC & WINTER ENVIRONMENT RULES:

Arctic environments and winter conditions radically affect the way troops are able to do battle. If these are in effect then roll on the Chart below to determine Environmental Conditions on the day of battle before the game begins and deployment commences:

1D20	ENVIRONMENTAL CONDITIONS
1-2	Extreme Cold, Snow, Weak Ice
3-5	Extreme Cold, Snow, Hard Ice
6-8	Snow, Weak Ice
9-20	Snow, Hard Ice

### EFFECTS OF ENVIRONMENTAL CONDITIONS:

#### EXTREME COLD:

The temperature is 20 degrees below Zero. The effects take their toll in the form of cold fingers and feet. Goggles, weapons, gun sights etc... freeze over, and unit morale plunges.

- All troops **without Arctic Fighter** training suffer -1 to RC and -2 LD
- Infantry and Cavalry of Size 4 or less that fall through Weak Ice into the water are lost. The shock induced means that they cannot be saved.
- Models of Size 5 or more that fall through Weak Ice under Extreme Cold conditions must expend 2 actions to save themselves. If the actions are unavailable, they drown. Thereafter, unless healed by a Medic, their stats and abilities are reduced to the level of Panicked models.

#### SNOW:

A blanket of snow covers the entire battlefield, except for trenches and plowed roads or streets.

- All wheeled and tracked vehicles (but not flyers or hovercraft), and all troops **without Arctic Fighter** training are reduced to ½ movement.
- Movement on plowed roads or streets is at full speed. These roads have large snow piles on the sides. These count as soft cover, and take one action to cross.

#### HARD ICE:

Lakes, rivers, and Sea Coasts are covered by ice, making it possible for normal troops and vehicles to cross them, subject to slippage. Fords are unaffected by Ice of any kind. They function normally like plowed roads, and have no effect on movement.

- Infantry **without Arctic Fighter** training and Wheeled Vehicles are subject to slippage. On activation, for each model, roll 1D20 for each Action spent on movement. For speed's sake roll all three at the beginning, and declare to your opponent which die goes with which action. On a roll of 19-20, the unit loses the Action.
- Models of Size 6 or greater crack the ice and turn it into Weak Ice. All subsequent actions are taken as if on Weak Ice. The section of Weak Ice thus created extends 6 inches in all directions and remains in effect for the rest of the game.

### WEAK ICE:

**Weak Ice** effects are similar to **Hard Ice**, but add additional elements of danger to units going across. If the ice breaks beneath their feet, they may fall into the water and drown.

#### Falling into the Water:

- All Units of size 3 or less, except units with **Arctic Fighter** training, make a roll for slippage as normal, but slip on a roll of 19.
- On a roll of 20, the ice under model cracks and it plummets into the water and must try to save itself.
- Models of Size 4 or greater fall into the water on a roll of 19 or 20. Vehicles are lost outright, but the crew may be saved.
- A model of Size 5 or greater rolls 2 dice per action to cross Weak Ice, applying the worst result.
- A model that cannot save itself, or be saved by others, drowns.
- A saved model size 4 or less suffers the effects of Panic unless cured by a Medic, or if the model is UTI. The model must make a LD roll on its next activation to avoid continuing the effects.

#### Saving a Drowning Model

- If a model has actions left, it may expend them to save itself by rolling its ST minus its Size on 1D20.
- It may instead elect to Wait, and add its ST to those of its comrades who attempt to save it. To add its ST to those of others, it must pass a LD as normal for a Wait.
- Other models in the same unit, or members of another unit on its activation, may attempt to save the drowning model if they have Actions left. They must be, or move, adjacent to it to do so. Models attempting to save may use an Engage to pool their ST together with that of other models to offset the Size of the drowning model.
- The combined total of ST of all saving models minus the Size of the model, is the number or less on a 1D20 that must be rolled to save the drowning model. If this adjusted number is equal or greater than 20, the save is automatic.

#### Effects of Indifference

- If other members of a drowning model's unit have Actions left, and they do **not** use those actions to try to save the drowning model, the unit suffers -2 to their LD for the rest of the battle. They also lose the benefit of any High Morale, Rally Others or Inspiring Leadership Special Ability that they may have, or that other friendly models may direct towards them.
- Members of Dark Legion units, or of other friendly units that do not attempt to save, are not affected by this penalty.

### PREVAILING WEATHER EFFECT

The Prevailing Weather affects environmental conditions rolled for the day of battle. At the beginning of the battle, roll for the **PREVAILING WEATHER EFFECT** Chart below, and modify battlefield conditions accordingly, or simply begin the battle in Clear Weather if you prefer. This will be your default weather pattern for the day. Each turn thereafter, roll 1D20 and apply the results of the **Weather Change** column, moving 1 Prevailing Weather Effect category up or down if indicated. If you are directed to move up 1 category, and you are already at Clear Weather, ignore the result, and remain in Clear Weather for the turn. Likewise, if you are in a Blizzard, and the result is move down, the Blizzard remains in effect for the turn rolled.

Roll	Prevailing Weather Effect	Weather Change
1-8	Clear Weather prevails.	No Change in the Weather
	<ul style="list-style-type: none"> <li>Night fighting: due to light-reflecting ability of snow, LOS is doubled to 18"</li> </ul>	
9-13	A Light Snow or Fog rolls in	Move Up 1 Prevailing Weather Effect category
	<ul style="list-style-type: none"> <li>LOS is reduced to 24 inches.</li> <li>All shots outside Short Range at -1 RC penalty.</li> <li>Night Fighting: Standard Night Visibility. Flares and tracer rounds ineffective beyond 12 inches</li> </ul>	
14-18	Heavy Fog and Snow set in.	Move Down 1 Prevailing Weather Effect category
	<ul style="list-style-type: none"> <li>LOS is reduced to 12.</li> <li>Actions allowed are reduced by 1.</li> <li>Indirect Fire weapons always deviate.</li> <li>Maximum Range is reduced to Long.</li> <li>RC penalties for Range shift left 1 Range category on the Weapon Chart.</li> <li>Night Fighting: Same as above.</li> </ul>	
19-20	Blizzard in Progress	No Change in the Weather
	<ul style="list-style-type: none"> <li>LOS is reduced to 6 inches.</li> <li>Actions allowed are reduced by 2 (down to a minimum of 1)</li> <li>Flyers above Height Band 1 crash to the ground and suffer damage as in Falling (affects both vehicles and crew).</li> <li>RC penalties for Range shift left 2 Range Categories on the Weapon Chart.</li> <li>Indirect Fire weapons can't fire because of the wind.</li> <li>Night Fighting: LOS reduced to 3 inches.</li> <li>Hard Ice: All Hard Ice becomes Weak Ice.</li> </ul>	

### Zero Gravity Conditions

Combat in zero gravity conditions differs radically from combat in normal gravity. If playing in this environment, use the rules below:

<b>Zero-Grav Effect on Infantry Movement:</b>
<ul style="list-style-type: none"> <li>Models in Zero Gravity do not fall.</li> <li>Non-flying Models <b>unable</b> to go prone take 1 Action to change direction and facing.</li> <li>Non-flying Models <b>able</b> to go prone take 2 Actions to <b>Go Prone</b> and <b>Get Up</b>.</li> </ul>
<b>Zero-Grav Effect on Flying Models:</b>
<ul style="list-style-type: none"> <li>Flying models accelerate or decelerate in increments of ½ their <b>MV</b> Factor.</li> <li>Flying Vehicles may change direction only at the end of their turn.</li> <li>Flying Models do not climb or dive. Up and down are now simply changes in direction</li> </ul>
<b>Zero-Grav Effect on Missile Weapons:</b>
<ul style="list-style-type: none"> <li>Troops without <b>Zero-Grav Training</b> fire any non-mounted Missile Weapons at an additional -1 RC penalty due to recoil.</li> <li>Mounted Indirect Fire Weapons such as Mortars and Grenades fired by anyone are ineffective.</li> <li>Indirect Fire Weapons, such as Grenade Launchers, become Direct Fire Weapons. They may thus be employed against Flying models. If they miss, they miss, they don't deviate.</li> <li>Directly placed template weapons can now reach flying models.</li> <li>Light Flame Throwers now use the Flamer Template.</li> <li>Flame Thrower now uses the Heavy Flamer Template.</li> <li>Heavy Flame Throwers use 2 Heavy Flame Thrower templates side by side and have their range extended 3 inches.</li> </ul>
<b>Zero-Grav Effect on Close Combat:</b>
<ul style="list-style-type: none"> <li>Troops without <b>Zero-Grav training</b> fight in CC at a -2 to hit, and CC weapon's damage is reduced by 2.</li> </ul>

### NEW SPECIAL ABILITIES

#### ARCTIC FIGHTER:

A model with this Special Ability is at home in an Arctic or winter environment. He is trained in the use of skis, snowshoes, and other winter equipment, and is immune to most Arctic and winter environmental effects as detailed in the rules above.

#### CLOSE QUARTERS TRAINING:

- A model with this Special Ability may fire on the closest opponent involved in **CC** without hitting friendly models under special conditions.
- To do so, the model must first spend an action to Aim at the target.
- If firing a burst fire weapon, such as a Machine Pistol, the multiple hit bonus is lost, and only one D20 per Action may be rolled for the shot.

**COLD FURY:**

- A unit with this **Special Ability** re-rolls all misses for **RC** and **CC** attacks. Only one re-roll per attack is allowed.

**DIG IN:****Cost: 3 Points per model**

- A model with this **Special Ability** may dig foxholes anywhere on the game board on suitable terrain. It may not dig foxholes in rivers, dense jungle, sand dunes, or in urban areas.
- It takes 3 Actions to dig a foxhole big enough to shelter 1 size 2 Model.
- It takes 9 Actions to dig a foxhole big enough to shelter 3 size 2 models. The actions of more than one model may be combined to accelerate the process. Thus 3 models could dig a foxhole in 1 Turn, expending all their actions to do so. Models digging a foxhole must do so within an area equal to the internal radius of the foxhole being dug.
- It takes 12 Actions to dig a foxhole big enough to accommodate a 3-man crew plus a heavy weapon, or to make room for an Officer, Hero, or Personality figure.
- Actions taken to dig a foxhole are cumulative, so the activity may be interrupted by combat. Place markers down, one for each action spent digging. When 9 markers have been placed in a given area, replace the markers with a foxhole template or terrain piece.
- This **Special Ability** may not be purchased for models with more than 1 Wound.

**FORCED MARCH:**

- A unit with this **Special Ability** force marches to the flank or rear of the enemy in an attempt to take it by surprise. Because it is a land-based unit, it is somewhat slower to deploy than a unit with the Parachute Deployment **Special Ability**, but once deployed, is able to move and react more quickly.
- On its Activation, the unit is deployed a maximum of 6 inches from any table edge, and no closer than 12 inches to any enemy unit, similar to a Parachute unit.
- This deployment only takes 1 Action, representing the unit's arrival on the board edge, and an initial move of 6 inches in, leaving the unit free to take its remaining actions for the turn.
- The unit takes longer to reach the flanks or rear of the enemy, and must therefore be deployed no earlier than the 2<sup>nd</sup> Turn of the game. It must also be the last or next-to-last unit activated for the turn.

**FORWARD OBSERVER: Cost: 4 points**

- A Forward Observer model allows a Mortar to direct its fire onto any target in his LOS without the penalties incurred by Speculative Fire.
- The Forward Observer uses his **Give Orders** skill to activate the unit whose fire he wishes to direct. He does not need to be in Command distance of the unit, only LOS.
- The unit thus activated must direct its fire to the model and squad nearest to the Forward Observer, unless he has also used his **Tactical Sense** to shift to another unit.
- If the **Forward Observer** is killed, or moves out of LOS of a target unit or the mortar squad he is directing, or does not activate the Mortar squad by giving it orders, the Mortar team is activated separately without the benefits of the Forward Observer.
- You may not have more models with this skill than you have mortar or Firesword squads in your army.

**FRENZY: (Same as in *Ganymede: Wolfbane Forces of War*)**

- A model subject to **Frenzy** must use all its actions to move at full speed towards the closest non-engaged non-vehicle model in LOS, charging it if possible – if there are no such models within 18", the model may perform other actions instead.
- They receive a bonus of +1 to Movement, and +1 to hit and damage in **Close Combat** in addition to normal combat bonuses.
- Frenzy** is lost if unable to contact enemy troops by the end of the following turn.
- Frenzied troops may not **Wait**, go **Prone**, **Dive for Cover**, or move with **Stealth**.

**HORSE:**

- A Horse attacks with its hooves, at **Dam** equal to its **ST**. If the victim survives this attack, it counter-attacks at a -1. The horse's Armor value is always equal to that of the rider's.
- Horses **fear** fire. A horse-riding model must make a Leadership test using the rider's **LD** to **Charge** or **Counter-charge** a model with a flame-throwing weapon. If successful, the model may **Charge** as normal. If not, the model is subject to **Fear** until rallied. Normal rally rules apply.
- A horse-riding model on **Wait** may, using the rider's **LD** stat, **Dive for Cover** as with other troops to avoid taking damage.
- A horse riding model that survives a Flame Attack, including one avoided by **Diving for Cover**, must take a Leadership test to overcome **Fear**. This test is taken using the **horse's LD** stat.
- Wounds on a horse or rider are deducted from the rider's **W** stat. When this is reduced to zero, remove the model.

**INSANITY:**

- A unit subject to **Insanity** rolls **1D20** each turn and applies the results of the chart below.
- The effects of **Insanity** end when the unit has completed its Actions.

1D20	EFFECT
1-3	Unit is subject to the rules of <b>Panic</b>
4-5	Unit is Subject to the rules for <b>Fear</b>
6-15	Unit is <b>Unaffected</b> and behaves normally.
16-17	Unit is subject to the rules for <b>Cold Fury</b>
18-20	Unit is subject to the rules of <b>Frenzy</b>

**JOIN SQUAD:**

- A model with this skill may either operate independently, and be activated as an Individual, or he may be attached to a **Squad** and be deployed and activated along with them.
- If the model is a member of a specific unit, he may only join that unit.
- If the model has no specific unit he is a member of, he may join a unit of the same unit type. For example, a Blue Lion is not a member of a specific unit other than his own, but he is a member of IDMF Special Forces. He may therefore join any IDMF Special Forces Squad.
- If the model is a Personality, he may also take command of the unit that he joins.



**KEEN EYES:**

- A model with this skill is able to see extraordinarily well. They do not take the **-1** penalty firing against Camouflaged troops.
- **Night Vision LOS** and **Arctic conditions LOS** increased by **3 inches**.
- Shooting penalty outside of **Point Blank** range under these conditions is reduced to **- 1**.

**LUCKY FATE:**

- A unit with this ability is blessed by Luck.
- At the beginning of the game, each unit with this Special Ability is issued with Fate Chips equal in number the total number of Wounds in the unit, rounded up, to a maximum of 7 per unit.
- These Lucky Fate Chips may be expended whenever a member of a unit fails to hit in CC, misses a shot, or fails a LD test of any kind, or fails an Armour saving throw. Each chip is discarded as expended.
- The expenditure of a Lucky Fate Chip entitles the player to roll a D20. If the number rolled is equal to or less than the PW of the model expending the Lucky Fate Chip, the failed roll is automatically successful.
- Lucky Fate Chips are tracked separately for each unit.

**MECHANIC:**

- A model with this Special Ability may repair damaged vehicles.
- It takes 1 Action to **Repair** 1 Wound point of damage on a friendly vehicle in base to base contact.
- For each point of damage to be repaired, the repairing model must make a Leadership roll up to the number of Actions available to the model.
- For each roll, deduct the **Size** of the vehicle that is being repaired from the **LD** of the model attempting the repair.
- Deduct 1 from the **LD** of the model if there are no friendly troops intervening between the vehicle and enemy troops, or if the model or the vehicle has been fired upon this Turn.
- Each **Repair** attempt, successful or not, takes 1 Action to perform.
- The vehicle must remain stationary during the turn such repairs are being attempted.
- The vehicle may fire its weapons normally, unless the weapons themselves are being repaired.
- Damaged weapons and other components being repaired each require a separate **Repair** in addition to the **Repair** of the **Wound** that inflicted the component damage.
- The model attempting the **Repair** of the vehicle may be targeted, but is considered to be inside the vehicle, and gains the benefits of the vehicle's cover and armour. The incoming fire must first overcome the vehicle's **Weapon's Immunity**, then its Armour to hit the model. The model then gets to save versus damage as usual.

**OPERATIONS OVERSEER**

- A model with this special ability may **Give Orders** to allies just as if they were a part of his own army.

**TRACKER**

- Any **Tracker** on **Wait** may attempt to fire at an **Unseen Assailant** who **Charges** him or any other model within 6 inches **and** in the **Tracker's LOS** and **Field of Fire**. This takes place as soon as the **UA** appears, before the **UA** attacks.

- A **Tracker** has a **Sensing Perimeter** of 12 inches, measured from the center of the **Tracker** model. Any **Stalker** within this **Sensing Perimeter** of the **Tracker** is sensed by the **Tracker**.
- A **Stalker** Sensed by one **Tracker** is also considered Sensed by other **Trackers** of the same unit, including associated **Individuals**, but not by others without this Special Ability. They continue to Sense the **Stalker** so long as the **Stalker** remains within the **Sensing Perimeter** of at least one **Tracker** in the unit.
- A **Tracker** may attempt to shoot a Sensed **Stalker**, as long as the **Stalker** is in the **Tracker's LOS** and **Field of Fire**.
- Since the **Tracker** is essentially firing blind, this shot is at an additional **-3** penalty to all other modifiers for **Range**, **Cover**, and **Camouflage**. This shot may also *not* be Aimed.
- A **Stalker** moving outside of the **Sensing Perimeter** of *all* **Trackers** is no longer Sensed and may not be shot at.
- **Stalkers** remain invisible to other models without this Special Ability until Revealed by being within 6 inches of the **Tracker**, or in the usual manner described in **Warzone: Rules of War**.

**UNDER THE INFLUENCE (UTI):**

- Models with this Special Ability begin the game in a state of **Under The Influence (UTI)**. The stats on the **Profile Chart of the model** and the **Special Abilities** reflect this state of intoxication.
- At the beginning of each Turn, a model **UTI** may elect to **Sober Up**. This requires a successful **Ld** roll.
- If successful, the model's **Profile** is modified according to the **Sober** line on the Unit's **Profile Chart**. These modifications last until the *beginning* of the model's *next* Activation.
- While **Sober**, a model's **Special Abilities** marked by an **asterisk (\*)** are *lost*, but **Special Abilities** marked by **double asterisk (\*\*)** are *gained* for the duration of the Turn.
- A model may be brought to **Panic** while **Sober** as normal. If they revert to **UTI** while already in **panic**, they *stay* Panicked until they rally. Normal rallying conditions for **Panic** apply, i.e. cut relevant stats, including **UTI Stats**, in half and use those.
- A separate **LD** roll from one for **Panic** must be made to **Sober Up**.
- If the roll to **Sober Up** fails, the model continues as before, without the new modifications.
- To continue being **Sober**, a new **Leadership** test must be taken by the model at the beginning of its next Activation.
- If the test succeeds, the model continues **Sober**. If it fails, the model reverts to **UTI**.
- A model **UTI** is immune to the effects of **Extreme Cold** while **UTI**.

- A model UTI makes a **Leadership Roll** at the beginning of its Turn. If the roll succeeds, it may use all 3 Actions to perform whatever functions the player elects for them to do. If they fail, their Actions for the Turn are reduced to 2.

#### **URBAN COMBAT:**

- A model with this Special Ability is trained to fight from building-to-building and room-to-room. No movement penalties are assessed when moving through rubble.
- Command Distance is increased to 9 inches from the Squad Leader on the same level, 4 inches from Access Points from adjoining levels, and 2 inches from Access Points with a level intervening.
- Movement between levels is the actual distance between levels through the Access Point. No climbing roll is needed for this if it takes place in the interior of a building.
- A model with this Special Ability may leap from the roof of one building to another by making a normal **Climb** roll if the gap is 2 inches or less, or by making a **LD** roll if the gap is 4 inches or less. A failed roll results in the model falling to the street below and taking damage.
- A model on **Wait** guarding an Access Point may re-roll once a failed **LD** roll to activate.

#### **ZERO-GRAV TRAINING (ZGT):**

- A model with this Special Ability is completely at home in a Zero-Gravity environment.
- The model fights normally in **CC**, with no combat penalties when operating under these conditions.
- However, the effect of its weapons may vary, as this is a function of the environment rather than training.
- A model with **ZGT** moves twice as fast as models without this Special Ability in a ZG environment.

### **ARMY COMPOSITION**

Units of Imperial are of five types, typical to Warzone: Conscript Squads, Veteran Squads, Vehicles, Individuals, and Personalities. The list below outlines the various types of units available.

#### **CONSCRIPT SQUADS**

##### **IMPERIAL DEFENSE MINISTRY FORCES**

- Regulars
- Trenchers
- **IDMF SUPPORT UNITS**
- Regular Light Mortar Squad
- Trencher HMG Squad
- Bulldog Battlesuits

##### **ISC FORCES**

- Yeoman Gendarmery
- Fallen Angels

##### **CLAN MILITIA**

###### **Great Clan Bartholomew**

- Smythe-Axlethorpe Militia
- Droughan Militia
- Morgan Jolly Rogers

###### **Great Clan Murdoch**

- Oakenfist Militia
- Fergan Lowlanders
- O'Laughton Militia

###### **Great Clan MacGuire**

- Dunsirn Rifles
- Murray Militia
- Loughton Militia

#### **CLAN MILITIA SUPPORT UNITS**

##### **Great Clan Bartholomew**

- Droughan Militia Light Mortar Squad
- Morgan Jolly Rogers HMG Squad

##### **Great Clan Murdoch**

- Oakenfist Militia Shrike Squad
- Fergan Lowlander Light Mortar Squad

##### **Great Clan MacGuire**

- Dunsirn Rifles Light Mortar Squad
- Loughton Militia HMG Squad

#### **VETERAN SQUADS**

##### **HOUSEHOLD GUARDS**

- Old Guard Infantry
- Young Guard Infantry
- Imperial Horse Guards
- Imperial Firesword Horse Artillery
- Gray Ghosts
- Imperial Light Horse
- Blue Berets
- Blue Leopards

##### **HOUSEHOLD GUARD SUPPORT UNITS**

- Old Guard Heavy Mortar Squad
- Young Guard HMG Squad

##### **IDMF SPECIAL FORCES**

- Blood Berets
- Golden Lions
- Bad Samaritans
- Highlanders

##### **IMPERIAL AIR FORCE**

- Spitfires
- Rams Air Cavalry

##### **ISC FORCES**

- Iron Mastiffs
- Junipers
- Yeoman Gendarmery
  - Force Majeure Squad – ACZ

##### **CLAN SPECIAL FORCES**

- Sterlings
- Wild Roses
- Black Berets
- Wild Boars
- Golden Panthers
- Hunters
- Shamrocks
- Rams

#### **INDIVIDUALS**

##### **HOUSEHOLD GUARD**

- Gray Ghost Field Tech
- Squad-linked Captains

##### **IDMF**

- Squad-linked Captains
- Trencher Sniper

##### **SPECIAL FORCES**

- Blue Lions
- Squad-linked Captains

##### **ISC FORCES**

- Conquistadors
- Yeoman Gendarmery
  - Inspector – HDU
  - Seneschal - ACZ

##### **CLAN-FORCES**

- Squad-linked Captains

**PERSONALITIES**

- SSgt. Michael McBride
- Edward S. Murdoch
- Timothy McGuire
- Victoria Paladine
- Lorin Oakenfist
- Sidney Reilly
- Sgt. Jube McFee

**VEHICLES**

- Hurricane Walkers
- Vermin APCs
- Shrike ATVs
- Spitfires

**BUYING AN IMPERIAL VICTORIAN ARMY**

The following rules for buying Imperial Victorian armies are designed to reflect the internal politics of the Imperial Corporation's domain, not necessarily the most optimum tactical mix.

**INCOMPATIBILITIES CHART:**

Clan rivalries, animosities, prejudices and hatreds run strong and deep in Imperial life, as do personal rivalries. Regardless of the type of army you select, certain forces that you select will not serve in the same army with certain other forces. If you choose one of the forces listed on the left, you may not also choose the forces on the right for your army.

IF YOUR ARMY HAS	IT MAY NOT ALSO CONTAIN
Edward S. Murdoch	Timothy McGuire
Golden Lions Special Forces	Hunters or other Clan Dunsirn forces
Golden Panthers or other Clan O'Laughton forces	Rams Air Cavalry, Rams or other Clan Loughton forces
Household Guards or Victoria Paladine	Fallen Angels
Hunters or other Clan Dunsirn forces	Golden Lions Special Forces
IDMF Highlanders or other Clan Fergan forces	Sterlings or other Clan Smythe-Axlethorpe forces
Rams Air Cavalry, Rams or other Clan Loughton forces	Golden Panthers or other Clan O'Laughton forces
Sterlings or other Clan Smythe-Axlethorpe forces	IDMF Highlanders or other Clan Fergan forces
Templar, Crescentian, or Sons of Rasputin Allies	Wolfbanes
Timothy McGuire	Edward S. Murdoch
Wild Boars or other Clan Oakenfist forces	Wolfbanes
Wolfbanes	Templar, Crescentian, or Sons of Rasputin Allies
Wolfbanes	Wild Boars or other Clan Oakenfist forces
Yeoman Gendarmery ACZ forces	Yeoman Gendarmery HDU forces.
Yeoman Gendarmery HDU forces	Yeoman Gendarmery ACZ forces

**GENERAL BUYING CRITERIA**

IF THE ARMY	IT MAY HAVE	UNDER THESE CONDITIONS
Is ANY Force	Conscript squads	In any number
	Veteran squads	No more than number of Conscript squads.
	Support squads	Up to 1 for each squad supported., and of the same squad type
	Vehicles, Individuals and Personalities	Up to 1 for each squad of any type in the army, subject to profile limitations from clan links, squad Links, or force composition.
	Bad Samaritans	When Fighting the Dark Legion or Cybertronic.



**BUYING AN IDMF ARMY:**

Use the chart below to guide you through the process of acquiring a force based on the **Imperial Defense Ministry Logistics Manual**.

IF THE ARMY	IT WONT HAVE	BUT IT MAY HAVE	UNDER THESE CONDITIONS
Is an IDMF Force	Clan Militia Squads	Regular Army Squads	Any number, except <b>Bulldog</b> Battlesuits
		Bulldog Battlesuits	Up to # of Hurricane Walkers in force
		IDMF Special Forces	Any #
		IDMF Clan Special Forces	Up to 1 from each Great Clan Group
		IDMF Air Forces	Up to squad profile limits
		ISC Forces	Up to 25% of Main Contingent*, **, #
		Clan Special Forces	Up to 1 from each Great Clan group, but must buy equal # of Conscript Squads from the Regular Army or ISC
		Wolfbane Allies	Up to 25% of Total Army**, ***
		Tribes of Earth Allies	Up to 25% of Total Army**, ***

**Notes:**

- \* The size of your **Main Contingent** is the number of points that remain **after the cost of Allies** has been deducted from the size of your Total Force. Total Force is the sum of your Main Contingent plus Allies.
  - \*\* You must check the INCOMPATIBILITIES CHART when purchasing these.
  - \*\*\* These forces force have their own composition guidelines. Use those found in **Ganymede: Imperial Wolfbane Forces of War**, or **Warzone: Forces of War**.
- # If you have **Crescentians** as allies, you may have up to **50% ISC** as part of your main contingent, as long as the ISC contingent does not include **Yeoman Gendarmery** or **Junipers**.

**BUYING A GREAT CLAN BARTHOLOMEW ARMY**

Use the chart below to guide you through the process of acquiring a force such as the Great Clan Bartholomew faction would field.

IF THE ARMY	IT WONT HAVE	BUT IT MAY HAVE	UNDER THESE CONDITIONS
Is a Great Clan Bartholomew Force	Regular Army Troops	Great Clan Bartholomew Militia	Any number, from Clans Smythe-Axlethorpe, Droughan and Morgan
		Up to 1 Sterlings Squad**, ***	Only if at least 1 Clan Smythe-Axlethorpe Militia Squad is part of the force**, ***
		Up to 1 Wild Roses Squad	Only if at least 1 Clan Droughan Militia Squad is part of the force
		Up to 1 Black Berets Crew **, ***	Only if at least 1 Clan Morgan Jolly Rogers Crew is part of the force**, ***
	Household Guards	1 Old Guard Infantry squad	Up to 1 unit
		1 Old Guard Heavy Mortar squad	Up to 1, with an Old Guard Infantry unit
	IDMF Special Forces	Gray Ghost Field Techs	Up to 1 for each Vehicle
		Blue Lions	Up to total # of IDMF Special Forces Or Household Guards squads
		IDMF Spitfires	Up to 1 unit
		ISC forces	Up to 25% of Main Contingent*
	Clan Murdoch Allies	Tribes of Earth Allies	Up to 25% of Total Force, Subject to the rules in <b>Warzone Forces of War</b>
	Clan MacGuire Allies		
	Wolfbane Allies		Only if an ISC Conquistador is part of the Main contingent

**BUYING A GREAT CLAN MURDOCH ARMY:**

Use the chart below to guide you through the process of acquiring a force such as the Great Clan Murdoch faction would field.

IF THE ARMY	IT WONT HAVE	BUT IT MAY HAVE	UNDER THESE CONDITIONS
Is a <b>Great Clan Murdoch</b> Force	Regular Army Troops	Bulldog Battlesuits	Up to 1 squad with Hurricane Walkers
		Great Clan Murdoch Militia	Any number, from Clans Oakenfist, Fergan and O'Laughton
		1 Wild Boars Squad	Only if at least 1 Clan Oakenfist Militia Squad is part of the force
		1 Golden Panthers Squad	Only if at least 1 Clan O'Laughton Militia Squad is part of the force
	Household Guards	Blue Berets	Up to 1, only if Clan Oakenfist troops are part of the force
		Gray Ghost Field Techs	Up to 1 for each Vehicle
		Imperial Light Horse	Up to 1 unit
	ISC Troops	1 IDMF Highlanders Squad	Only if at least 1 Clan Fergan Lowlander Squad is part of the force
	IDMF Special Forces	Blue Lions	Up to total # of IDMF or Clan Special Forces squads
	IDMF Air Forces		
Great Clan Bartholomew Allies	Tribes of Earth Allies	Great Clan MacGuire Allies	Up to 33% of Total Army
Wolfbanes Allied to Great Clan Murdoch			These allies may contain IDMF and Great Clan MacGuire Special Forces **,***. but not other Household Guards.

**BUYING A GREAT CLAN MacGUIRE ARMY:**

Use the chart below to guide you through the process of acquiring a force such as the **Great Clan MacGuire** faction would field.

IF THE ARMY	IT WONT HAVE	BUT IT MAY HAVE	UNDER THESE CONDITIONS
Is a <b>Great Clan MacGuire</b> Force	Regular Army Troops	Great Clan MacGuire Militia	Any number from Clans Dunsirn, Murray, or Loughton**,***
		1 Hunters Special Forces squad**,***	Only if at least 1 Dunsirn Rifles Squad is part of the force**,***
		1 Shamrocks Special Forces squad	Only if at least 1 Clan Murray Militia Squad is part of the force
		1 Rams Special Forces squad**,***	Only if at least 1 Clan Loughton Militia Squad is part of the force**,***
	Household Guards	Young Guards	Up to 1 squad
		Gray Ghost Field Techs	Up to the number of Vehicles in the army.
	IDMF Special Forces	Blue Lions	Up to the number of Clan Special Forces or Household Guards in the army
	IDMF Air Forces	Rams Air Cavalry	Up to 1, with at least 1 squad of Loughton Militia
	Great Clan Bartholomew Allies	Great Clan Murdoch Allies	Up to 33% of Total Army
			May contain IDMF and Great Clan Murdoch Special Forces**,*** but not Blue Berets or other Household Guards
Tribes of Earth Allies		Wolfbane Allies	Up to 25% of Total Army
			Subject to limitations imposed by <b>Ganymede:</b> <b>Imperial Wolfbane FOW</b>
ISC Troops			

### BUYING SQUADS AND INDIVIDUALS FOR ANY FORCE:

A squad will normally consist of troopers, a sergeant and specialists armed with a variety of equipment. You may also wish to purchase Squad-linked Individuals such as Captains. Each unit type listed below lists the profiles for Troopers, Sergeants and Captains. Some of the units also list profiles for such things as horses, and specialist types unique to the unit, whose profile differs from that of a normal trooper. All other specialists listed for the unit have profiles identical to the profile for the trooper of the unit type. The cost of upgrading a regular trooper to a specialist is given below.

- All Troopers, Support Weapon Crews and Sergeants and Squad Specialists are Squad Members, and purchased as part of a squad.
- All Captains, Snipers, and those not otherwise listed as Squad Members are Individuals, and purchased as such.
- Unless otherwise stated, you must first purchase a squad of the unit type to purchase a Squad-linked Individual.
- All rules that apply to the squad apply also to the squad-linked individuals.

#### SPECIALIST EQUIPMENT:

To upgrade a model in a squad to a Specialist, add the following values to the cost of the model. The cost of the weapon includes the cost of training the Trooper in its use. Unless it is equipment and training being bought, the model substitutes the Specialist Weapon for his Long distance Missile Weapon. You may only upgrade a model to a Specialist that is allowed for the squad, up to the number allowed.

Equipment	Cost	Equipment	Cost
Flame Thrower	20	Lt. Machine Gun	3
Great Sword*	3	Lt. Flame Thrower	13
Grenades*	3	Medic Kit*	2
Grenade Launcher	9	Rocket Launcher	24
Heavy Machine Gun	4	*Model retains regular weapon.	

#### ABBREVIATIONS USED:

In some of the Troop Profiles below, abbreviations have been used instead of numbers. These indicate statistics that may be found in the Warzone books themselves. They are alluded to rather than printed to protect the copyrights of the game designers. Please look these numbers up in the pages cited.

rg = Regular; rgs = Regular Sergeant; tr = Trencher; trs = Trencher Sergeant; trmg = Trencher HMG; trh = Trencher Hero; trgl = Trencher GL Specialist; trsn = Trencher Sniper; bb = Blood Beret; bbs = Blood Beret Sergeant; bbmg = Blood Beret HMG; bbh = Blood Beret Hero; gl = Golden Lions; gls = Golden Lions Sergeant; gg = Gray Ghost; hwp = Hurricane Walker Pilot; oo = Ordnance Officer; rac = Rams Air Cavalry; esm = Edward S. Murdoch; tmg = Timothy MacGuire

### HER IMPERIAL SERENITY'S HOUSEHOLD GUARDS

**THE OLD GUARD** – Her Imperial Serenity's 1<sup>st</sup> Dragoon Guards. They are Elite Assault Trenchers and the finest unit in the Imperial Army. These are the troops that you see outside Her Serenity's Palace guarding the entries, parading slowly back and forth in their charcoal gray greatcoats and their fur busbies, which, true to their traditions, they wear always into battle. They maintain the highest standards of grooming, discipline and bravery in the army. This gives them a deliberate way of moving, but one that inexorably leads to the destruction of their enemies once they make contact.

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Trooper	9	9	10	14	3	1	8	3	9	2	30
Sergeant	10	10	10	15	3	1	8	3	9	2	35
Captain	11	11	11	16	3	2	8	3	10	2	48

#### Structure:

SQUAD

4-9 Models

Up to 1 HMG Specialists

Up to 2 Grenadier Specialists

Up to 1 FT Specialist

Up to 1 Sergeant

May include a maximum of 1 Specialist for every 2 non-specialists

#### Equipment:

Trooper:

Shotgun, Pistol

Sergeant:

Shotgun, Pistol, Chainsaw

Grenadier Specialist:

Grenades, Shotgun, Pistol

HMG Specialist:

HMG, Pistol

FT Specialist:

Flamethrower, Pistol

Captain:

Sword, Machine Pistol

#### Special Abilities(all):

Immune to Fear, High Morale + 4, Extra RC attack.

Sergeant:

Add Tactical Sense

Captain:

Add Tactical Sense, Give Orders

#### Special Rules:

- You must have purchased at least one other Guard or Imperial Defense Ministry Special Forces unit to buy an **Old Guard** unit.
- You may only have one **Old Guard Infantry Squad** in your army.
- Unless engaged in CC last turn, or under fire by the enemy's last activation, an **Old Guard Infantry unit** or **Captain** may not be the first unit activated in a turn.
- For 3 points per model, an **Old Guard Infantry Squad** may be given the Special Ability of **Dig In**. If you purchase this skill for one member of the unit then you must purchase it for all. The digging process for an **Old Guards Infantry** unit foxhole always takes 1 Action per model longer than normal. This action is spent by the **Old Guard Infantry** cleaning themselves up.

### OLD GUARD HEAVY MORTAR SQUAD

Cost: 134 points

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Crew	9	9	10	14	3	1	8	3	9	2	--
Sergeant	10	10	10	15	3	1	8	3	9	2	--

#### Structure:

SQUAD

2 Crew

1 Sergeant

#### Equipment:

Crew:

1 Heavy Mortar

Pistol,

Sergeant:

Pistol, Chainsaw

#### Special Abilities(all):

Immune to Fear, High Morale + 4, Extra RC attack, Tactical Sense



**Special Rules:**

- You may only have one **Old Guard Heavy Mortar Squad** in your army.
- Unless engaged in CC last turn, or under fire by the enemy's last activation, an **Old Guard Heavy Mortar Squad** may not be the first unit activated in a turn.
- To move the Heavy Mortar, see the rules for doing so in the Hellfire section of **Venus: Bauhaus FOW**, pps. 83-84. Ignore the sections on the saurian.
- For 3 points per model, an **Old Guard Heavy Mortar Squad** may be given the Special Ability of **Dig In**. If you purchase this skill for one member of the unit then you must purchase it for all. The digging process for an **Old Guards Heavy Mortar** unit foxhole always takes 1 Action per model longer than normal. This action is spent by the **Old Guard Heavy Mortar** unit cleaning themselves up.

**THE YOUNG GUARD** – Her Imperial Serenity's 2<sup>nd</sup> Dragoon Guards. They are armed as, and slightly better equipped than Regulars. This is the Guards unit that takes most often to the field.

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Trooper	6	8	8	12	3	1	7	3	7	2	21
Sergeant	7	9	8	14	3	1	8	3	7	2	25
Captain	8	10	8	15	3	2	8	3	7	2	37

**Structure:**

SQUAD

4-9 Models

Up to 1 RL Specialist

Up to 1 GL Specialists

Up to 1 HMG Specialists

Up to 1 Sergeant

May include a maximum of 1 Specialist for every 3 non-specialists

**Equipment:**

Trooper: Assault Rifle, Pistol

Sergeant: Assault Rifle, Pistol, Chainsaw

RL Specialist: Rocket Launcher, Pistol

GL Specialist: Grenade Launcher, Pistol

HMG Specialist: HMG, Pistol

Captain: Sword, Machine Pistol

**Special Abilities(all):** Arctic Fighters, High Morale + 2

Sergeant: Add Tactical Sense, Inspiring Leadership to Young Guards only

Captain: Add Tactical Sense, Give Orders

**Special Rules:**

- For 2 points more per model, **Young Guards** have enhanced Weapons. If you purchase this Special Ability for 1 model you must purchase it for all.
- For 3 points per model, a **Young Guard Squad** may be given the Special Ability of **Dig In**. If you purchase this skill for one member of the unit then you must purchase it for all.

**YOUNG GUARD HMG SQUAD**

Cost: 70 points

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Crew	6	8	8	12	3	1	7	3	7	2	--
Sergeant	7	9	8	14	3	1	8	3	7	2	--

**Structure:**

SQUAD

2 Crew &amp; 1 Sergeant

**Equipment:**

1 Mounted HMG

Crew: Pistol

Sergeant: Pistol, Chainsaw

**Special Abilities(all):** Arctic Fighters, High Morale + 2

Add Tactical Sense, Inspiring Leadership to Young Guards only

**ACKNOWLEDGEMENTS**

This is a very large piece of work, and without the dedicated help of a lot of people it wouldn't have gotten done.

The most important people I would like to acknowledge are the playtesters who put this work through its paces:

In Poland these were **Chromek Natorek** and his friends **Dziura** and **Wulu**, who ran marathon playtests week after week.

In Florida, **Mike Jones** (aka **Guantanamo**) and his friends lent a hand, as did **Dave Wilson** and his friend **Ben** in Georgia, and **John Wright**, **Victor Cordovia**, **Roy Compton** at **Broadwalk Games** in Lancaster Ca.

**Jon Finn** and **Lucinda Bennett** also weighed in and gave these rules a run for their money, taking the **Battlesuit Bulldogs** out for a long walk.

**Greg Rumbles** also helped to playtest the earliest version of the FOW.

Critically needed, detailed commentary and feedback was provided by all of the above, and especially by **Greg Rumbles** and **Risto Koivunen** (aka. **Griefbringer**). I also used **Griefbringer's** point costing system, especially at the beginning, and his timely comments on this subject as they related to this FOW helped me put the points costs of various units back into perspective.

I accessed several sources for putting these rules together. The Imperial threads on the Warzone forums provided me with important guidance in my approach to its construction, as did the *Mutant Chronicles* volume *Clans of Damnation*, and the source material in the various volumes published for Warzone I.

From these disparate sources I drew concepts and inspiration, and many rules that I adapted and included.

The **Arctic Environment** rules were an amalgam of rules provided me by Griefbringer, which I incorporated virtually unchanged, except for shifting or adding them to sections already developed. **Urgat** of the forums posted a set of rules there for this environment that I adapted and incorporated with some changes. I merged and adapted the material from both sources, and added my own.

**Urgat** also proposed rules for fielding **Gray Ghosts** as a squad, which I adapted and included.

I used a similar process for the **Zero Gravity** environment rules, using as the basis for them the rules that were sent to me by **Maciek** (aka **Ice Edge**).

The **Urban Fighter** rules were adapted from rules posted on the forum by Ole Bager.

**Greg Rumbles** provided significant help in the conceptualizing of the **Imperial Light Horse** (which were modeled on material sent to me by **Brigadier General** for this purpose). He also helped in the crystallizing of concepts for the **Dunsirn Rifles** and the **Yeoman Gendarmery**, and made available his considerable military expertise to put together the **Imperial Firesword Horse Artillery** unit. He and **Clayton Johnston** also provided many idea bites that I incorporated into the **Militia Colonels Disabilities Chart**.

**Vince Bouchage** (aka **Coral Beach**) provided the rules for **Vermin APCs**, to which I made minor changes and adaptations. He also provided text that I used in the description of **Sidney Reilly** and the **ISC**.

**Mark Theurer** weighed in with much appreciated feedback which especially helped to clarify the buying of Imperial armies, as did **Pete Landen**, (aka **Attila**), whose insights led to small, but significant changes to the **Zero Gravity** rules, making them easier to play.

The **Imperial Horse Guards** began life as **Frontier Light Horse** in **Matata's Ozcorp. FOW**, and mutated into what you see here.

A post by **Jason** on the mailing list long ago provided the name for the **Bulldog Battlesuits**, and **Erich Brachmann's** ideas on Conquistadors on the forums proved useful in putting that individual together.

**Kendo** of the forums posted a concept sketch and rules for **Sergeant Jube Mc Fee** which were so delightful that I could not resist including them. I added some stats and a bit of fluff, but the character is his.

**Rex Bellator** had some interesting proposals for **ISC Agents** that led to the formulation of the **Junipers**. I also adapted **Kadaver Josh's** idea of Assault Trenchers and turned them into the **Old Guard**.

**Joe Bloom** (aka **MacGregor**), did some very useful number-crunching on the Heavy Mortar, and SW Crusader on the forums provided detailed playtest information on the Mechanic skill and its effects on play in relation to the Hurricane Walker.

**Jixx** provided a crucial insight that led to major changes in the **Hit Location Chart** for the **Hurricane Walker**

I could not mention all of the people who posted on the forums, or to the mailing list, making their opinions known as to what was important to include in an Imperial FOW. I read every post on the Forums that had anything to do with Imperial – and I did listen. Hopefully, I have addressed the concerns of everyone involved. If I have overlooked the contribution of anyone, please forgive the oversight.

**IMPERIAL HORSE GUARDS** - Organizationally, this regiment comprises the 3<sup>rd</sup> Dragoon Guards of Her Imperial Serenity. Part of the regiment is also armoured, and this division rides into battle encased in the resplendent Bauhaus Bullies of Clan Fieldhausen manufacture. This system-renown unit is justly feared in battle. Not many infantrymen have the nerve in their sinews to stand up to a charge from this unit mounted on their fearsome, oversized chargers. They also have the well-deserved reputation for being the most arrogant, high-handed regiment in the Imperial host, a quality that does not endear them to the rest of the Imperial Military. They also have a reputation as cold-blooded and ruthlessly efficient killers, which they cultivate. Likewise, this does not endear them to their enemies.

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Trooper	9	8	10	14	3	1	9	5	9	4	36
Sergeant	9	8	10	15	3	1	9	5	9	4	40
Captain	10	9	11	16	3	2	9	5	10	4	50
Horse	8	--	7	9	3	--	9	5	--	4	---

#### Structure:

#### SQUAD

3-6 Models  
Up to 1 Sergeant  
Up to 6 Troopers

#### Equipment:

Trooper: Cavalry Saber, Pistol  
Sergeant: Cavalry Saber, Pistol  
Captain: Cavalry Saber, Machine Pistol  
**Special Abilities(all):** Horse, Ferocious Charge, High Morale + 4  
Sergeant: Add Inspiring Leadership (for Imperial Horse Guards only)  
Captain: Add Give Orders

#### Special Rules:

- Imperial Horse Guards must use their Sabers on a Charge or Counter-charge.
- The Horse fights with its hooves in CC at ST plus 1.
- Any Size 2 model not Immune to Fear, not on Wait, or who does not have Inspiring Leadership as a skill, charged by Imperial Horse Guards must make a Leadership test to see if they stand. This test is modified by any bonuses for High Morale. Models within Command Distance of another model with Inspiring Leadership may re-roll. If the test is failed, they flee, running 3" directly away from the charger, ending the move facing away from the charger. If the charger can still catch the fleeing model with the charging action, the charger attacks the fleeing model at +3 to hit, who must then save to avoid taking damage. The fleeing model does not get a strike back that round.
- You may only have one Imperial Horse Guards Squad in your army.
- Because of unpopularity with the rest of the army, an Imperial Horse Guards Captain may Give Orders to other units besides his own, but such units take a Leadership test to obey immediately. If the result of the LD test is a 20, they do not obey at all. If the test is otherwise failed, they do obey, but lose 1 Action from the reluctance of their response.

#### IMPERIAL FIRESWORD HORSE ARTILLERY

Cost: 126

This unit is nominally a support unit for the 3<sup>rd</sup> Dragoon Guards, and organizationally part of them. However, they often go into action independent of the Cavalry and Armored divisions providing devastating support power for the Imperial Regular Army. The inaccuracy of the rockets themselves is legendary, and many in the armed forces consider them to be as much of a menace to themselves as to the enemy. But while the Firesword Rocket Howitzer lacks the range of the Infantry-borne model, as well as some of the punch, it more than makes up for it by its incredible mobility and its rapid and sustained fire capabilities.

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Crew	8	9	10	14	3	1	7	3	9	2	---
Sergeant	8	10	10	15	3	1	7	3	9	2	---
Horse	7	-	7	7	3	1	8	6	7	4	---
Caisson	--	--	--	--	--	--	10*	--	12	3	---

**Note:** \* indicates the Caisson's Weapons Immunity

**Structure:** SQUAD

8 Models  
4 Limber Horses  
1 Caisson  
1 FireSword Howitzer  
3 Crew  
1 Sergeant

**Equipment:**

Trooper: Cavalry Saber, Pistol  
Sergeant: Cavalry Saber, Pistol

**Special**  
Horse, High Morale + 2

**Abilities(all):** Add Inspiring Leadership (for **Imperial Firesword**  
Sergeant: **Horse Artillery** only)

**Special Rules:**

- You may only have one **FireSword Horse Artillery** Unit in your army.

**MOVEMENT & MANEUVER**

- In its limbered state, it takes the full complement of four horses to move the piece at full speed.
- For each horse less than 4 moving the piece, deduct 1 inch from its move per action.
- If all the horses are lost, the piece may not be limbered. It must be manhandled.
- At least 2 crew must be used to **manhandle** the FireSword. They may manhandle it 2 inches or change its facing 90 degrees. These actions are expended simultaneously.
- It takes two crewmembers 3 actions expended simultaneously to Unlimber the Firesword from its Caisson and set it up ready to fire.
- In its Unlimbered state, the Caisson may be placed up to 3 inches away from the FireSword.
- Likewise to Limber it and be ready to move out. In both instances, the crewmembers must be adjacent to the piece and the Caisson within 3 inches.

**SHOOTING WITH THE FIRESWORD**

- When firing the **FireSword**, the accuracy of the weapon depends on the RC of the gunner.
- It takes three crewmembers 1 action expended simultaneously to fire the FireSword, yielding a fire rate of 3 times per turn.
- To fire properly, the **Firesword** must have a Spotter, a Loader, and a Gunner
- Without the Spotter it cannot aim
- Without a Gunner it cannot fire
- Without a Loader, it may only fire once per turn.
- Without a Loader, the weapon will jam on a roll of 18 or 19 on any of the dice rolled. No further fire is possible during the turn, and a Leadership test must be passed at the beginning of the next turn to unjam the weapon so that it may be fired that turn.

**ASSESSING FIRESWORD DAMAGE:**

- The FireSword fires a volley of 3 Incendiary rockets simultaneously each Action that it fires. To fire, the player nominates his target and rolls 3D20. Any roll of 20 is not only a miss but also a Misfire. It indicates that the rocket being fired is defective. No placement of a template for Deviation is necessary for that roll.
- Any shots that miss deviate normally from the appointed target spot.

All feedback and commentary direct or indirect, positive or negative, was deeply appreciated. I didn't agree with some of it. But I endeavored to act and change the FOW directly as suggested in about 60% of the cases. In 30%, I went more than half way. There were only a few, although major, cases where I adhered to my original concepts.

**THE GREAT CLAN BARTHOLOMEW**

The Bartholomews are now the dominant clan in Imperial society. By virtue of their role in bringing the Sad Struggle to an end, they found themselves at the helm of the Imperial Ship of State. They hold a solid majority of support in Parliament, and control a number of key agencies in the government and economic sectors of Imperial life. They for all practical purposes **are** the **ISC**. They also predominate in the **Old Guard**, and in the **Spitfires**. By virtue of their family ties to the Grendel Clan, they also control most of the munition factories. The Prime Minister is also a Bartholomew, as are a number of the cabinet.

But while the Bartholomews are pre-eminent in Imperial life, they do not occupy the solid position of dominance that the Murdochs once did. They wisely acquiesced in the selection of a non-Bartholomew to the Imperial Seat some years ago, with the election of Gloriana II from the House of Paladine by Parliament. She ruled wisely, and astutely. Although there are still sizable pockets of internal strife within Imperial borders (largely due to the nefarious influence of the dark forces of Semai, and of Cybertronic – some think that they are but two sides of the same coin), the realm is for the most part secure, and Imperial folk have grown extremely comfortable with the notion of a female Serenity, especially with the accession to the Seat by Gloriana's daughter, Victoria, after the former's untimely death at the hands of the forces of Illian.

**THE SMYTHE AND AXLETHORPE CLANS**

The Smythe and the Axlethorpes used to be two distinct clans joined in financial partnership to handle the vast sums of capital that flow through the hands of Imperial citizens and its government. Over the generations, however, intermarriage between the two clans has blurred the distinction between the two, and they are now referred to as the Smythe-Axlethorpes, or the S-As behind their backs. They are a part, and staunch supporters of the **Great Clan Bartholomew** and all its policies. The Smythe-Axlethorpes and the Fergans dislike each other intensely. No one knows why.

**SMYTHE -AXLETHORPE MILITIA**

Those members of the clan (the majority), not part of the **Sterlings**, discharge their military obligations to Smythe-Axlethorpe by joining the Militia, which is often hired for corporate security jobs, as well as such mundane functions as patrolling parking lots at supermarkets and working as night watchmen.



**STERLINGS SPECIAL FORCES**

The **Sterlings** can always show you the money. They're sitting on it. It's their job to do so. They stand guard at all of Imperial's banks, and serve as escorts for all currency shipments. They pride themselves on their vigilance. Thanks to them, bank robbery, as a crime, is virtually unknown in Imperial society.

**THE DROUGHAN CLAN**

The **Droughan Clan** is justly renown for the Ale and Whiskey that they brew. All over the Solar system they export, to the universal acclaim for its positive effects on the human spirit by its clientele. Not surprisingly, their products are also widely condemned for their negative effects, which are manifest themselves the morning after, and sometimes sooner, depending on the volume consumed. The members of the clan swear by its beneficial effects and hold themselves up (when physically able to) as somewhat dubious examples of those very same effects. This habit of regular imbibing carries over to their military arm, and a **Droughan** is seldom seen on the field of battle without a hefty flask of "a drop o' the Wild Rose."

**DROUGHAN MILITIA**

The Droughan Militia bears on their crest the Yellow Rose, which grows near the fields of hops and barley that are used to brew the ale that also bears the Yellow Rose on the label. The ale is also the beverage of choice for the militia, conferring upon them the health benefits of the brew. Their uniform colour reflects the warm, amber of the ale. The effects of the ale are not quite so pronounced.

**WILD ROSES SPECIAL FORCES**

The **Droughan Special Forces** – they of the **Wild Roses** nickname - favor the whiskey for their beverage, and use the Red Rose of the label to adorn their badges and battle crest. "It's loike Muther's Milk – only better!", says more than one member of this wildly erratic, but extraordinarily effective Special Forces group.

**THE MORGAN CLAN**

The Morgans are a rather belligerent clan, the more so since their striving for respectability goes back to the days of the founder of their clan, who made his fortune by wading knee deep into a host of unsavory activities, the most respectable of which was gambling.

This legacy of underworld activity continues to this day on Ganymede. Out in the Asteroid belt, where the Morgan secret enclaves are located, Piracy continues to be their chief source of income, but not in a way that can be traced directly to them, and, wisely, never against Imperial interests. . Sadly for them, the more law-abiding members of the clan strive to live an honorable life, and to achieve respectability, going to great lengths to live down the shady past (and

- Place the **Small** Template for the first shot that hits on the center of the target. Assess casualties on any model under the Template.
- For the next hit, if it does not deviate, place the Deviation Template on the center of the target with the 1 pointing directly away from the **FIRESWORD** and roll a D20, Deduct 10 from the number rolled and strip the + or – from the result. Place the small template at the edge of the Deviation template at the arrow corresponding to the resulting number and assess damage on any models thus covered.
- If the third rocket also hits, repeat the procedure for determining the location of the third template, but place the Deviation Template at the spot where the second fire template was placed and determine where the template is placed from there..

**TARGETING THE FIRESWORD.**

- The crew and Horses are targeted like normal targets.
- The Caisson is not vulnerable to Small Arms Fire, nor to HMGs, Mounted HMGs or lighter.
- It is vulnerable to fire from a Rocket Launcher or equivalent, Recoilless Cannon, or any other Direct or Indirect Fire Template Weapon. It must roll its Weapons Immunity to avoid taking damage.
- If the Caisson fails its Armour roll, it explodes. Center the Large Explosion template on the Caisson. Any model caught even partially inside the Template takes FireSword damage.
- In addition, up to 3 FireSword missiles will fly away from the center of the Caisson. For each potential missile, roll a D20. On a 7 or less it flies off.
- Determine the direction of the Missile with the Deviation Template, placing the 1 Arrow pointing away from the weapon that caused the hit.
- Each such missile deviates the total of 8 + 2D20 inches. All caught even partially under the FireSword Damage template roll for damage.
- Crew and Horses that survive such a disaster form an independent squad that moves and fights like cavalry. A leftover crewman without a horse operates as another independent squad, but as Infantry. A leftover horse is removed from the board.
- The Caisson may not be targeted separately.

**GRAY GHOSTS**

The 4<sup>th</sup> Imperial Serenity Dragoons are better known by their nickname "The Gray Ghosts". Widely known for their technical skill, and their expertise in urban warfare and in field repair technology, they are the most widely distributed of all the Guard units. Unlike some of the other regiments in the Imperial Serenity household, they focus on getting the job done, and avoid flashy displays of arrogance and temperament. Thus they do their job quietly, and have earned a reputation for modesty, which is belied by their accomplishments in the field. As a result, they are held in high regard by the rest of the Imperial Military establishment.

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Trooper	gg	gg	gg	gg	gg	gg	gg	gg	gg	gg	33
Sergeant	8	9	gg	14	gg	gg	gg	gg	gg	gg	36
Demo Spec.	gg	gg	gg	gg	gg	gg	gg	gg	gg	gg	35
Grenadier	gg	gg	gg	gg	gg	gg	gg	gg	gg	gg	36
Sniper	gg	gg	gg	gg	gg	gg	gg	gg	gg	gg	44
Field Tech	gg	gg	gg	gg	gg	gg	gg	gg	gg	gg	35

**Structure:**

SQUAD

2 to 5 models

Up to 5 Troopers

Up to 1 Sergeant

Up to 2 Demolition Specialists

Up to 2 Grenadier Specialists

May include a maximum of 2 Specialists per Squad

**Equipment:**

Trooper:

Assault Rifle, Pistol

Sergeant:

Assault Rifle, Pistol, Chainsaw

RL Specialist:

Rocket Launcher, Pistol

GL Specialist:

Grenade Launcher, Pistol

HMG Specialist:

HMG, Pistol

Captain:

Sword, Machine Pistol

**Special Abilities(all****except Sniper):****As Gray Ghost in Warzone FOW, p.31**

Demolition Spec:

Add Explosive Charges

Grenade Spec:

Add Grenades

Sniper Spec:

Sniper rifle, pistol

**Special Abilities(all****but Field Tech):**

Infiltrate, Climb, Camouflage

Sniper Specialist:

Add Sniper.

Field Tech:

Mechanic, Climb, Camouflage

Sergeant:

Add Tactical Sense

**Special rules:**

- You do not need to purchase a **Gray Ghost Squad** to purchase **Gray Ghost Field Techs**, but you may not purchase more of them than you have vehicles in your army.
- For 7 points more, a **Gray Ghost Field Tech** may also be given the Special Ability of **Infiltrate**.
- For 3 points per model, a **Gray Ghost Squad** may be given the Special Ability of **Dig In**. If you purchase this skill for one member of the unit then you must purchase it for all.
- For details on the effects of explosive charges, see **Venus:Bauhaus FOW**.

**IMPERIAL LIGHT HORSE**

The **Imperial Light Horse**, also known as "The Vermillions" (an allusion to their regimental facing colour), comprise the 5<sup>th</sup> Dragoon Guards of Her Imperial Serenity. They are employed as long range scouts and skirmishers, and are known for their uncanny ability to work their way around the flanks of the enemy to launch surprise attacks.

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Trooper	8	7	7	12	3	1	8	3	8	4	36
Sergeant	8	8	8	13	3	1	8	3	8	4	40
Captain	9	9	9	15	3	2	9	3	9	4	48
Horse	7	--	5	7	3	--	8	6	--	4	--

**Structure:**

SQUAD

3-6 Models

Up to 1 Sergeant

Up to 6 Troopers

**Equipment:**

Trooper:

Cavalry Saber, Cavalry Carbine

Sergeant:

Cavalry Saber, Cavalry Carbine

Captain:

Cavalry Saber, Cavalry Carbine, Pistol

**Special****Abilities(all):**

Horse, Forced March.

Sergeant:

Add Tactical Sense, Inspiring Leadership (for

Captain:

**Imperial Light Horse** only}

Add Give Orders, Forward Observer

present) their clan is known for. To this end, they involve themselves prominently and conscientiously in numerous charitable endeavors. But the reputation of the clan makes them a bit touchy. This sensitivity has led them into a lot of brawling and bruises, as they are always ready to go a round to avenge a slight.

All the Morgans are fanatically loyal to Her Imperial Serenity, which is not surprising, given their known weakness: they adore women, and go out of their way to be chivalrous towards them. The Morgans will never fire on female military units first (except those that carry flame weapons – they are chivalrous, not fools), and in close combat with them will attempt to stun and capture rather than kill. This has often proven to be their undoing, but they seem to have been successful enough in this tactic, for many a Morgan has been raised by a warrior woman for a mother. Almost all have at least one as a grandmother. As these women are almost always not of Imperial stock, this largely foreign influence on their upbringing causes them to behave in other ways not considered quite Imperial, and this leads to a bit of self-consciousness and an earnestness in their behavior when around other Imperials, in their attempts to fit in.

**MORGAN JOLLY ROGERS**

The Morgan Jolly Rogers are generally better than average in a stand-up fight – a result of growing up in a rough-and-ready environment. As youths they have developed street fighting skills as members of numerous street gangs. The skills thus learned and their surplus energy is readily channeled into service in the Jolly Rogers. It is, however, dangerous to life and limb to refer to the unit as militia in their hearing.

Out in space, the Jolly Rogers comprise the crews of the marauding ships of the clan.

**BLACK BERETS SPECIAL FORCES**

The overt mission of the Black Berets is to seek out and destroy all Heretics that threaten the tranquillity of the realm, an activity that they pursue with fanatical zeal. A lot of these efforts have taken place on the Space Stations and off-world ore mining facilities out in the asteroids. Because of this, they have become skilled at fighting in cramped quarters, and skilled in cooperating in combat. They are also highly adept at fighting in zero gravity. They have sometimes been accused of conspiring with the Dark Legion. This they vehemently denied and sought satisfaction for this blot upon their honor both in the courts of Imperial and through private dueling engagements at the crack of dawn. The rumors have for the most part subsided, but the Morgans have dedicated themselves to rooting out the forces of the Dark Legion so that not even a glimmer of suspicion may fall on them. They can't afford for that to happen. It would jeopardize the immense profits that they gather from their clandestine activities.

**THE GREAT CLAN MURDOCH**

The Murdochs were once the undisputed leaders of Imperial. They held a majority in Parliament, and the Murdoch dynasty appeared secure on the Serenity Seat. Their power was almost overwhelming, greater than that the Bartholomews have been able to achieve. All that changed and ended during the time that came to be known as the Sad Struggle, for which many still blame them. For it was their stranglehold on Imperial society that was the chief underlying cause of that struggle. The events that precipitated it were simply the match to the straw.

Nowadays, they still hold considerable power in Imperial, and, in coalition with the Great Clan MacGuire, resolutely oppose Bartholomew interests. They still have considerable influence over the military, and are strongly represented in the Household Guards as well. The majority of Imperial Light Horse are Murdochs, as are the Gray Ghosts. Thanks to their ties to Clan Feldhausen, they dominate Imperial's military ordnance.

**THE OAKENFIST CLAN**

The **Oakenfist** Clan are blood relatives of the **Murdochs**, but with several unusual characteristics. They are extremely short of stature. The tallest known **Oakenfist** was recorded at 5' 6". The reason for the prominent record is that it was such an unusual event. Most **Oakenfists** measure in at under 5 feet. They are also extremely stocky and muscular, characterized by short, thick bones (which give them great strength) and large heads.

Normally, these would be considered an asset, but they also have a congenital disability: Insanity that flares up under stress all too frequently for them to be considered as reliable troops by the Imperial Defense Ministry. Thus the **Oakenfists** are never recruited into the Regular Army, although they are called on, as an Imperial clan, to do their duty in the defense of the realm. This is a source of great sorrow and shame to the **Oakenfists**, whose courage is widely known. They make up for it by stoutheartedly answering the call of any of the other clans in the **Clan Murdoch** Faction.

There were at one time numerous **Oakenfists** who joined the **Wolfbanes**, but they took offense at the jokes of some of the larger **Wolfbanes** about their size. The humorists did not survive their witticisms for very long, but these conflicts set off a number of blood feuds between the **Oakenfists** and some of the sub-clans of the **Wolfbanes**. Thus the two are never seen together in a fighting force anymore.

The psychological disabilities of the **Oakenfists** make them especially vulnerable to perdition at the hands of the **Dark Legion Forces of Illian**. The diminutive size of **Oakenfist** children whets the appetites of this Apostle of Darkness, for new

- You may purchase a **Light Horse Captain** like any other individual, as long you have a Squad of Light Horse in your army. The Horse fights with its hooves in CC at **ST** plus 1.
- For 3 points more per model, you may purchase a **Lance**. If you purchase a Lance for 1, you must purchase it for all.
- You may only field one **Imperial Light Horse** Squad in your army.

**THE BLUE BERETS**

The **Blue Berets** are the **Special Forces** of the **Paladine Clan**, whose leader has occupied the Imperial Serenity throne since first being nominated to it in Parliament by the **Smythe Clan**. The choice turned out to be a wise one. Since that time, the realm has been at peace with itself, and the Paladine dynasty have dealt fairly and justly with all the clans. The **Blue Berets** guard **Her Imperial Serenity**, but go to battle for special assignments. The only Great Clan force that they aid is that of the **Murdochs**, and only if the **Oakenfists** are on the field of battle, to whom the **Paladines** owe a blood debt.

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Trooper	8	9	10	14	3	1	7	3	10	2	24
Sergeant	8	10	10	15	3	1	8	3	10	2	29
Captain	9	10	11	16	3	2	8	3	10	2	46

**Structure:**

SQUAD

4-9 Models

Up to 1 Grenade Launcher Specialists

Up to 2 LMG Specialists

Up to 1 Sergeant

May include a maximum of 1 Specialist for every 3 non-specialists

**Equipment:**

Trooper: Assault Rifle, Sword

Sergeant: SMG, Chainsword, Grenades

GL Specialist: Grenade Launcher, Sword

LMG Specialist: LMG, Sword

Captain: SMG, Machine Pistol, Sword

**Special****Abilities(all):**

Keen Eyes, Ferocious Charge

Sergeant: Add Tactical Sense, Inspiring Leadership (Blue

Berets only)

Captain: Add Tactical Sense, Give Orders, Rally Others

**Special Rules:**

- You may only have one **Blue Beret Squad** in your army.
- For 7 Points more per model Blue Berets may be given the Parachute Deployment Special Ability. If you purchase it for one you must purchase it for all.

**THE BLUE LEOPARDS** – All Female unit.

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Trooper	8	8	10	14	3	2	7	3	9	2	27

**Structure:**

SQUAD

2-6 Models

**Equipment:**

Sword, Machine Pistol

**Special Abilities:**

Immune to Fear, Group Attack, Ferocious Charge, and Medic

**Special Rules:**

- The **Blue Leopards** are her **Imperial Serenity's** personal bodyguards. They may only be purchased if **Her Imperial Serenity** is purchased for the force. She is their squad leader, so they must always be deployed within her Command Distance.



**IMPERIAL DEFENSE MINISTRY FORCE****REGULAR ARMY CORPS****REGULAR INFANTRY SQUAD**

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Trooper	rg	rg	rg	rg	rg	rg	rg	rg	rg	2	rg
Sgt.	rgs	rgs	rgs	rgs	rgs	rgs	rgs	rgs	rgs	2	rgs
Captain	8	8	8	12	3	2	8	3	7	2	28

**Structure:**

SQUAD

4 to 12 models

Up to 1 Sergeant

Up to 1 GL Specialist

Up to 1 Medic Specialist

Up to 1 HMG Specialist

May include a maximum of 1 Specialist for every 5 non-specialists

**Equipment:**

GL Specialist:

Grenade Launcher

Medic:

Assault Rifle,

Captain:

Assault Rifle, Pistol, Sword

All others:

As in Warzone FOW, p.29

**Special Abilities:**

Captain:

Give Orders.

All others:

As in Warzone FOW, p.29

**Special Rules:**

- Up to 1 unit of Regulars in your army may be given 1 enhancement from the following list:
- Flak Jackets (+ 1 A) for 2 points per model.
- Marksmanship (+ 1 RC) for 3 points per model.
- If you purchase the enhancement for one model you must purchase it for all in the unit.
- Individuals and Support units are also eligible for these upgrades, but count against your unit limit.

**REGULAR LIGHT MORTAR SQUAD**

Cost: 64

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Crew	rg	rg	rg	rg	rg	rg	rg	rg	rg	2	--
Sgt.	rgs	rgs	rgs	rgs	rgs	rgs	rgs	rgs	rgs	2	--

**Structure:**

SQUAD

1 Light Mortar Team

1 Sergeant

**Equipment:**

Crew:

Pistol

1 Light Mortar

Sergeant:

Pistol

**Special Abilities:**

Sergeant &amp; Crew:

Tactical Sense

**Special Rules:**

- You must have at least 1 **Regular Infantry Squad** in your army to purchase a **Regular Light Mortar Squad**.
- You may not have more **Regular Light Mortar Squads** than you have **Regular Squads** in your army.
- Except for the above, all other generic rules for mortars apply. Use the rules on page 73, **Venus:Bauhaus FOW** for rules on breakdown, set-up and movement.
- See also the special rule modifications for **Imperial Ordnance Officers**.

recruits amongst her **Children**. Many an **Oakenfist** family mourns the loss of a beloved youngster to the recruiting drives of **Illian** slavers. At first, **Oakenfists** spared no effort in their recovery and reintegration into **Oakenfist** society. But as generations passed, it soon became apparent that these children were unalterably tainted. The insanity that permeates the **Oakenfist** bloodline is attributed to the offspring of these returned children. Now **Oakenfists** in battle against the **Forces of Illian**, with tears in their eyes, see to it that no **Children of Illian** survive the encounter.

**CLAN OAKENFIST MILITIA**

The Oakenfists are miners. They live in colonies amongst the asteroids. When they answer the call to muster on behalf of other members of the Great clan, they use their mining weapons in addition to the normal complement of combat weaponry. Their Insanity is both a curse and a blessing., for it can either paralyze them to immobility, or propel them into a murderous rage against the enemy.

**WILD BOARS SPECIAL FORCES**

As a result of the bravery and sacrifices of Lorin Oakenfist, the Wild Boars have become unofficial, honorary members of her Imperial Serenity's Household Guards. Their ties to the Paladines allows them access to the palace, and it is a common sight to see Wild Boars and Blue Berets deployed side by side in battle.

**THE FERGAN CLAN**

The Fergans dwell in a mountainous countryside characterized by steep, brooding, heath-covered moors ringing narrow, fertile valleys and waterways not far from the Great Inner Ocean on Ganymede. The moor dwellers raise sheep and brew whiskey, which they prefer to the Wild Roses "swill" as they call it, which the Droughans produce. Their kinfolk in the valleys and coastlines are farmers, shopkeepers and fishermen, with a good sprinkling of native industries. The moordwellers are known for their fighting prowess, and from their ranks are recruited the Highlanders of the IDMF. The farmers in the valleys join the Fergan Lowlanders when it is time to muster.

The **Fergans** and the **Smythe-Axlethorpes** have always been enemies. Nobody knows why. Nobody bothers to ask anymore. They just don't like each other.

**FERGAN LOWLANDER MILITIA**

In imitation of their more ferocious brethren in the Highlander Special Forces, the Lowlanders of Clan Fergan try to be an all-purpose unit adept at both Close and Ranged Combat. They often succeed at neither, but they still give a good account of themselves when the need arises.

**THE O'LAUGHTON CLAN**

The O'Laughtons once were part of the Loughton Clan, but Barnaby Loughton a Captain in the Rams Special Forces. and some of the other

younger clan members objected to the studied indifference and neutrality of their elders during the Sad Struggle. The clan elders saw no profit in taking sides.

Barnaby and his friends grew progressively more disgusted with this attitude, and eventually joined the Murdochs in their struggle. As a reward for his loyalty, the Murdochs allowed Barnaby and his friends to form a new clan. The Loughtons objected to this, and disinherited the group, whereupon the group changed the spelling of their name to O'Laughton, which, in Imperial circles, was considered a crushing retort. To emphasize their contempt for their former clansmen, the O'Laughtons pronounce the gh in their name (normally silently) as a "f" sound, like in the word "laughter". They also adopted as their clan totem the Panther one of the chief predators of sheep on Ganymede.

The Loughtons didn't think the jokes were funny, and blood was shed between the two factions of the schismatic clan. Members of the two clans have not spoken or associated with one another since. Although their respective Great Clans often ally together, the two clans will never fight on the same side.

#### O'LAUGHTON MILITIA

Cut off from their source of income in the Imperial aircraft industry, the O'Laughtons launched their own: they all became mercenary soldiers and made war their trade. The arid environment they grew up in, with its wastes and rocky patches, make them excellent desert fighters. Though they lack the reputation and skill of their elite brethren in the Golden Panthers. They are a formidable force in their own right.

#### GOLDEN PANTHERS SPECIAL FORCES

The **Golden Panthers** are tough. They should be. They have been soldiers all their lives. They live for combat, and die in it. Only the best of the **O'Laughtons** is allowed to join the unit. And the best is more than good enough.

#### THE GREAT CLAN MACGUIRE

The **MacGuires** are known throughout the Imperium as **Clan Bartholomew's** bitterest opponents. They have strong ties to the **Wolfbane** clans, and represent their interests in Parliament. They also administer **Wolfbane** affairs whenever they have to deal with the central government at Victoria. Because of their strong ties to the **Wolfbanes**, they are the only clan that can ally to them. After the Sad Struggle, during the Unfortunate Misunderstanding, they resolutely refused to bear arms against the **Wolfbanes**. The **Wolfbanes** have repaid their friendship many times over. Now the internecine warfare is over, it has been replaced by the Great Resentment, and the solid alliance between **Great Clan MacGuire** and **Great Clan Murdoch**.

### TRENCHERS

#### TRENCHER INFANTRY SQUADS

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Trooper	tr	tr	tr	tr	tr	tr	tr	tr	tr	2	tr
Sergeant	trs	trs	trs	trs	trs	trs	trs	trs	trs	2	trs
Hero	trh	trh	trh	trh	trh	trh	trh	trh	trh	2	trh
Sniper	trsn	trsn	trsn	trsn	trsn	trsn	trsn	trsn	trsn	2	trsn

#### Structure:

SQUAD

4 to 12 models

Up to 1 Sergeant

Up to 1 GL Specialist

Up to 1 RL Specialist

Up to 1 HMG Specialist

Up to 1 FT Specialist

May include a maximum of 1 Specialist for every 4 non-specialists.

#### Equipment:

FT Specialist:

Flamethrower, Pistol

RL Specialist:

Southpaw Rocket Launcher, Pistol

All others:

As in Warzone Forces of War, pps 29-31

#### Special Rules:

- For 3 points per model, a **Trencher Infantry Squad** may be given the Special Ability of Dig In. If you purchase this skill for one member of the unit then you must purchase it for all.
- Up to 1 unit of Trenchers in your army may be given 1 enhancement from the following list:
  - Enhanced Weapons (+ 1 Dam) for 2 Points per model
  - Enhanced Morale (+2 Ld on Morale tests) for 1 Point per model
  - Flak Jackets (+ 1 A) for 1 point per model.
- If you purchase the enhancement for one model you must purchase it for all in the unit.
- Individuals and Support units are also eligible for these upgrades, but count against your unit limit.
- All else as in **Warzone: Rules of War, Forces of War**.

#### TRENCHER HMG SQUAD

Cost: 56

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Sergeant	trs	trs	trs	Trs	Trs	trs	trs	trs	trs	2	18
Crew	tr	tr	tr	Tr	Tr	tr	tr	tr	tr	2	--

#### Structure:

SQUAD

1-2 HMG Teams

2 Crew per Team

Up to 1 Sergeant

#### Equipment:

Crew:

Pistol

1 Mounted HMG per team

Sergeant:

Pistol

#### Special Abilities:

Sergeant & Crew: Tactical Sense

#### Special Rules:

- You must have at least 1 **Trencher Infantry Squad** in your army to purchase a **Trencher HMG Squad**.
- Trencher HMG Squads** may be purchased with either 1 HMG Team or 2, subject to the limitations below.
- You may not have more **Trencher HMG Teams** than you have **Trencher Infantry Squads** in your army.
- For 3 points per model, a **Trencher HMG Squad** may be given the Special Ability of **Dig In**. If you purchase this skill for one member of the unit then you must purchase it for all.

**IMPERIAL ORDNANCE OFFICER**

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Ordnance Officer	00	00	00	00	00	00	00	00	00	2	00

**Structure:** INDIVIDUAL

Imperial Ordnance Officer

**Equipment:** As Warzone FOW, p.31.

**Special Abilities:** As Warzone FOW, p.31

**Special Rules:**

- For 4 points more, an **Imperial Ordnance Officer** may be given the Special Ability of **Forward Observer**.
- For 7 points more, the **Imperial Ordnance Officer** may be given the Special Ability of **Infiltrate**.

**BULLDOG BATTLESUIT SQUAD**

The Imperial Defense Ministry realized that the variant Hurricane Walker models, the "Hammer" and the "Stinger", were no longer cost-effective, so they were retired from active service, and no more were produced. But the tactical role that they filled was still needed, so smaller, lighter versions of the former models were commissioned. These were officially called "Bulldogs", but the rank-and-file promptly nicknamed them "Bird Dogs" instead. They are small, and Vulkan-sized, and used as escorts for the Hurricane Walker, armed with updated variants of the weaponry of the old, mothballed Walker models that they replaced.

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Hammer Dog	8	7	10	13	3	2	7	4	13	3	60
Stinger Dog	7	8	10	13	3	2	7	4	12	3	48

**Structure:** SQUAD

1-2 Models

Up to 2 Hammer Dogs

Up to 2 Stinger Dogs

**Equipment :**

Hammer Dog: Tankbuster, Flame Thrower

Stinger Dog: Retributor Light Cannon, Heavy Assault

Shotgun

**Special Abilities:**

Hammer Dogs: Ferocious Charge, Weapons Immunity 10

Stinger Dogs: Extra RC Attack, Weapons Immunity 8

**Special Rules:**

- If a **Bulldog Battlesuit Squad** is purchased for the **Hurricane Walker**, the three form a single unit and are always activated together.
- You must buy a **Hurricane Walker** to purchase a **Bulldog Battlesuit Squad**, but for purposes of calculating Army Composition ratios, the **Bulldog Battlesuit Squad** is considered to be the squad purchased to qualify to buy the **Hurricane Walker**.
- Like the Walkers that they escort, these are hybrid vehicles, but for game purposes function like Infantry.
- The first point of damage (only) may be repaired by a model with the **Mechanic** skill. The last point always belongs to the driver of the vehicle, and must be healed by a Medic.
- Bulldog Battlesuits do not ram. By virtue of being Walkers, they are able to engage in Close Combat.
- Both the Hammer Dog and the Stinger Dog may use a Stomp attack. This Hits on a -1, and inflicts Damage 10. The Hammer Dog may instead elect to attack with his Tankbuster in CC.
- You may not buy more **Bulldog Battlesuit Squads** than the number of Hurricane Walkers in your army.
- By virtue of its family ties to **Clan Fieldhausen**, the Murdoch Faction is the only Great Clan that can purchase **Bulldogs Battlesuit Squads** for its Walkers in a **Great Clan Murdoch** army.

**THE DUNSIRN CLAN**

The **Dunsirn Clan** are a rural people, shunning the press of the urban crowd, disdaining the hustle and bustle of city life. They are taller than average folk, slender and slightly built, with inordinately fair skin. For them the life of the farmer, the hunter, the logger and the craftsman are more than sufficient. Many of them do own small industries, largely centered around processing the natural products that their clansmen produce. The most prominent members own the mills that produce the paper that the Imperial bureaucracy cannot operate without. Thus **Clan Dunsirn** is entrenched into the inner fabric of Imperial Society. They have a stake to defend, and they do so bravely.

**DUNSIRN MILITIA RIFLES**

Although the members of the Dunsirn Militia Rifles lack the legendary stature of their Special Forces troops, they are crafty woodsmen in their own right. Hunters are the troops that they are because of a life of training in the relevant skills, and of living in an environment conducive to their development. So it is with the Militia. They are citizen soldiers all, but they know where to direct a bullet, and how to defend their homes from intruders.

**HUNTERS SPECIAL FORCES**

The Hunters are justly named. Their clan comes from the rural areas of Ganymede, and they spend their youths hunting in its dense, mountainous forests. Because of this, they develop a keen eye for the slightest movement in the undergrowth, and can read volumes about an adversary from glancing at a single blade of grass bent by a careless foot. Very little escapes their hawk-like eyes – not even those adept at silent and hidden movement escape their notice. Thus they are in wide demand to hunt the hidden legions of the damned and put an end to them. The Hunters have a bitter rivalry with the **Golden Lions**, whom they consider to be overbearing blowhards and mountebanks. Golden Lions consider Hunters to be wimps and pantywaists. You will not find Hunters serving in any force with Golden Lions.

**THE MURRAY CLAN**

The Murray Clan is one of the few clans that no other clan has a grudge against. Because of this, Imperial Defense Ministry planners know that they can safely call on the Murrays for help without incurring the wrath of another clan. This greatly simplifies planning a military expedition.

**MURRAY MILITIA**

The Murrays are lucky! Few except off-worlders are foolish enough to bet against them, or to take them on in a game of cards and dice. If it weren't for their unfailing cheerfulness, and their unfailing willingness to stand a round of drinks when the luck strikes them, there would be mean-spirited people who would harbor resentment towards them. As it is, the only enemies they have ever encountered have been those they've met in battle.



**SHAMROCKS SPECIAL FORCES**

The Shamrocks are famous for their ferocious fighting ability. It is the one attribute that they know their phenomenal luck will only partially help them with. So they are wise enough to rely on it, rather than trusting to the Lady of Fate, whom they know to be fickle. Even so, it is in keeping with their happy-go-lucky nature that they rely more on the charmed life that they lead than to good solid armour and a good eye with missile weapons to see them through.

**THE LOUGHTON CLAN**

The Loughtons live in flat lands of rolling plains and wide open prairies suitable for farming and ranching and the development of aircraft. Because of this, they dominate the aircraft industries of Imperial, manufacturing, as they do, the Twin Barracudas of the RAMS Air Cavalry, and the Doomlord flying transports that the RAMS Special Forces parachute into combat from.

Ever since the time of the Sad Struggle, the Loughtons and the O'Loughtons are not on speaking terms with one another. The two Great Clans that they are a part of often join in alliance with each other, but when they do, they do so without the participation of one clan or the other. No Loughton unit will serve in the same force with an O'Loughton unit and vice-versa with enthusiasm by the other.

**LOUGHTON MILITIA**

The best that can be said for the Loughton Militia is that they are there. They do not particularly distinguish themselves, leaving the heroics to the members of their special forces in the RAMS. The O'Loughton Militia is correct when they boast that they are better, but the Loughtons no longer care.

**RAMS SPECIAL FORCES**

These Loughton Special Forces troops deploy by parachute into combat, and are adept at the art of concealment. Because of these specialties, they often fill a vital role in the Imperial military when called on to do so. But, phlegmatic as they are, they seldom volunteer.

**DESIGNERS NOTES****YES, IT'S BIG!**

When I first began this project, I had envisioned a FOW about the size of the Venus and Mars FOWs. The original version, which was circulated privately to interested members of the mailing list and the forums, went part of the way towards that goal by attempting to address the elements of Imperial that needed fixing immediately – the addition of specialists and support squads to Regulars and Trenchers. I then shifted over to addressing the problems of the Wolfbanes. The first shot out of the gate took the same approach: fix what was there. There were more variety of troops available in miniature for the Wolfbanes, and the background on these had been well developed WZ 1 and continued in a much diluted form in WZ2, to the immense detriment of the Wolfbanes. So this material was

**SPECIAL FORCES****BLOOD BERETS**

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Trooper	bb	bb	bb	bb	bb	bb	bb	bb	bb	2	bb
Sgt.	bbs	bbs	bbs	bbs	bbs	bbs	bbs	bbs	bbs	2	bbs
Captain	bbh	bbh	bbh	bbh	bbh	bbh	bbh	bbh	bbh	2	bbh

**Structure:**

SQUAD

4-9 Models

Up to 1 RL Specialist

Up to 1 GL Specialist

Up to 1 HMG Specialist

Up to 1 Sergeant

May include a maximum of 1 Specialist for every 2 non-specialists.

**Equipment****(all others):**

As in Warzone FOW, p 31.

HMG Specialist:

Add pistol

GL Specialist:

Grenade Launcher, pistol

RL Specialist:

Rocket Launcher, pistol

**Special Abilities (all):**

As in Warzone FOW, p 31

**Special Rules:**

- Up to 1 unit of Blood Berets may have up to 1 enhancement:
- Camouflage for 2 points per model,
- Marksmanship (+1 RC) for 3 points per model.
- If you purchase the enhancement for one model you must purchase it for all in the unit.
- Individuals and Support units are also eligible for these upgrades, but count against your unit limit.
- All else as in **Warzone: Forces of War**.

**GOLDEN LIONS**

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Trooper	gl	gl	gl	gl	gl	gl	gl	gl	gl	2	gl
Sgt.	gls	gls	gls	gls	gls	gls	gls	gls	gls	2	gls
Captain	9	11	10	15	3	2	8	3	10	2	46

**Structure:**

SQUAD

4-9 Models

Up to 1 PLR Specialists

Up to 2 Grenadier Specialists

Up to 1 LMG Specialists

Up to 1 Sergeant

May include a maximum of 1 Specialist for every 2 non-specialists

**Equipment (all):**

As in Warzone FOW, p 31.

PLR Specialist:

PLR, pistol

Captain:

SMG, Machine Pistol

**Special Abilities (all):**

As in Warzone FOW, p 31

Captain:

Add Tactical Sense, Give Orders

**Special Rules:**

- Up to 1 unit of Golden Lions may have up to 1 enhancement:
- Enhanced Weapons (+1 Dam) for 2 points per model.
- Enhanced Assault ((+1 CC) for 1 point per model
- If you purchase the enhancement for one model you must purchase it for all in the unit.
- Individuals and Support units are also eligible for these upgrades, but count against your unit limit.
- All else as in **Warzone: Forces of War**.

**BLUE LIONS**

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Medic	8	8	10	14	3	1	7	3	9	2	28

**Structure:** Individual

1 Blue Lions Medic

**Equipment:** Sword, Pistol

**Special Abilities:** Medic, Join Squad, and Camouflage

**Special Rules:**

- You must have at least one **Special Forces Squad** in your army to purchase a **Blue Lion Medic**.
- You may not have more **Blue Lion Medics** in your force than the number of **Special Forces Squads** in your army.

**BAD SAMARITANS**

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Trooper	9	7	10	13	3	1	8	3	8	2	22
Sgt.	10	8	10	13	3	1	8	3	8	2	26
Captain	11	8	12	15	3	2	9	3	9	2	33

**Structure:** SQUAD

4-9 Models

Up to 2 Greatsword Specialists

Up to 1 HMG Specialists

Up to 1 Sergeant

May include a maximum of 1 Specialist for every 2 non-specialists

**Equipment:**

Trooper: Sword, Pistol

HMG Specialist: HMG, Pistol

Greatsword Specialist: Greatsword, Grenades

Sergeant: Greatsword, Pistol

Captain: Greatsword, Grenades

**Special Abilities (all):** Ferocious Charge

Sergeant: Add Tactical Sense

Captain: Add Tactical Sense, Give Orders, Extra CC

Attack

**Special Rules:**

- You may only purchase a squad of **Bad Samaritans** if your opponent is fielding a **Dark Legion** or **Cybertronic** army.

**HIGHLANDERS**

The **Highlanders** Special Forces were originally equipped and fought like **Wolfbane Commandos**. As the **Wolfbanes** grew in cultural independence from Victorian Imperial society, the **Fergans** retained their close ties to Victoria. Inevitably, this led to an evolution in their style of fighting, as Imperial began to see a need for troops adept at both styles of combat. Thus it was that the **Fergan Highlanders**, with their natural training in **Wolfbane** tactics, should also learn the main **Victorian** way of war. The **Highlander Special Forces** are thus used as self-contained units, capable of assault tactics, but competent in defense. The **Highlanders** fight wearing the traditional Highland costume of kilt and wolfpelt, but wear the heavier armor and "tin hat" of the **Trenchers**.

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Trooper	9	7	8	13	3	1	7	3	8	2	28
Sgt.	10	8	9	14	3	2	8	3	8	2	32
Captain	11	8	10	15	3	2	9	3	8	2	46

expanded into the form that you have already seen in the inaugural issue of this magazine.

The **Imperial** side, when I got back to it, presented a greater challenge. **Imperials**, or **Imperial Victorians**, as I have come to call them to differentiate them from their **Wolfbane** counterparts, had been reduced to the most generic essentials. All of the colorful troops, the uniquely **Imperial** flavor, had been stripped away in **WZ2**, in the name of balance and playability.

I felt a bit short-changed when **WZ2** came out. I was very impressed with the improvements made to the game, but appalled at how the designers had chosen to gut the inner core of the game. The dollar value was good: I got two very carefully wrought rule books (the **Chronicles of War** volume was a worthless piece of pap, and a criminal waste of trees, IMO), and eighty miniatures, along with a promise to support all extant miniatures (which wasn't kept, as subsequent volumes bore witness to), and a further promise to re-build the background for the game. Sadly, this promise was only partially kept in the *Venus* and *Mars* books. To be sure, we got more troops, and some very beautiful miniatures to collect, but the reason for playing them, other than for self-aggrandizement, was essentially gone. The background continued to be neglected, or at best, incompetently put forward.

It is my firm belief that this is one of the main reasons for the downfall of Target (the original company - not the remnant here in the US, that is being kept going by a sheer act of iron will on the part of four stalwart, overworked people), and for the comatose state that we find this beautiful game in today.

It is no accident that GW continues to dominate the genre. Their mythos, the world and fantasy history that they have built for all their products is linked, and built upon every day. That mythos reaches back almost two decades now in its buildup. Virtually everything that has gone before is consistent with what they have today. They make no secret of the fact that they jealously guard this mythos with the full weight of their considerable and aggressive legal department. For they believe - and rightly - that without that mythos, their enterprise would fall apart. It is the survival of that mythos that enables them to change the rules of playing with their products with such regularity. Even when they no longer support older products with their new rules, the legends that they have built into them survive.

Not so with **Warzone**, or with **Mutant Chronicles**. Sadly the powers that were chose to consign all of that richly detailed and painstakingly crafted mythos to the rubbish heap. Such a waste.

So I was faced with essentially two choices: I could invent a new background, as the designers of WZ2 attempted to do, and expand Imperial to be on a par with the new Bauhaus and the new Capitol, and add a handful or two of new units to Imperial. But then I was faced with the choice of what to include and what to leave out.

**Imperial** players are widely diverse. The wish list for **Imperial** players, as culled from the mailing list and from the forums, was huge. Inevitably, a large proportion of players would have been disappointed.

Or, I could reach back into the old mythos, the one so recklessly abandoned in the rush to create something new, and draw from it and try to breathe some new life into it. Why re-invent the wheel?

There was a widespread wish on the forums to bring back the clans, and a number of homebrew FOWs made the attempt. But all that I read have made the same error that the **WZ2** designers made: they went generic. There was little difference that I could see between the material in the core game, and the proposed expansions. The colour of the old **WZ1** was not present. That's what had attracted me to the game in the first place!

So delving into **WZ1** again for material, I was struck by the many allusions made to previous material. Some parts of it were well developed, and others merely referred to. All of this material I found in **Mutant Chronicles** and **Imperial: Clans of Damnation**, and from these I drew my inspiration.

With this volume I hope to expand the scope of what it is possible to do with Warzone into new areas, as well as being able to fight in the old on a par with the forces available in the new, "Official" FOWs. This is what the new troop types for the ISC are all about, and why I have introduced three new environments to tackle.

## NEW ENVIRONMENTS

Many people on the forums expressed the wish for better environmental rules for Jungle Warfare, and the need for rules for more varied environments.

Myself, I didn't care for the way **Jungle Hazards** were handled in the Venus book, as the game mechanism presented was too much like having each side throwing spells at each other.

I would have preferred the hazards to be an inherent part of the environments themselves.

Arctic Environment rules were widely seen as an Imperial specialty, and thus they are included here. These rule are an amalgam of rules put forth by **Urgat**, by **Griefbringer** and myself. Although Arctic and Winter

## Structure:

4-9 Models  
Up to 1 Sergeant  
Up to 1 HMG Specialist  
Up to 2 Grenade Specialists  
Up to 1 Specialist for every 2 non-specialists.

## Equipment:

Trooper:	Assault Rifle, Sword, and Pistol
Sergeant:	Shotgun, Sword, and Pistol
HMG Specialist:	HMG, Sword, and Pistol
Grenade Specialist:	Grenades, Assault Rifle, and Sword
Captain:	Greatsword, SMG
<b>Special Abilities (all):</b>	Infiltrate, Camouflage, and Ferocious Charge
Sergeant:	Add Tactical Sense
Captain:	Add Give Orders and Extra CC Attack

## Special Rules:

- For 3 points more, a **Highlander** may be given the Special Ability of **Dig In**. If one member of the squad is given the skill, then all members must have it.

## THE IMPERIAL AIR FORCE

### THE SPITFIRES

When Capitol upgraded its forces with new models of its ordnance it retired its old in true Capitalist style by selling off its older, obsolete military hardware, to all comers for almost nothing. Thus it was that agents for **Clan Fieldhausen** picked up a shipload of **Pegasus Skybikes** at scrap-metal prices. Virtually none of these vehicles was in working order, and those that were had limited fly-worthiness. Nevertheless, the **Clan Fieldhausen** engineers knew an opportunity when they saw one. From this motherload of spare parts they cobbled together enough working models to enable them to reverse-engineer them into a manufacturing process. They then began to make suitable modifications, and to sell the concept of their work to the **Imperial Defense Ministry**. The modifications to the original design made several improvements in maneuverability at the expense of armoured capability. It proved impossible to give these lightweight vehicle any kind of heavy hitting capability without jeopardizing their airworthiness. The key to survival in flying this craft would lie, not in its ability to withstand damage, but in its speed in outmaneuvering the enemy and its ability to shoot with its lightweight ordnance from a position where the enemy could not shoot back.

Reeling from a number of stinging defeats at the hands of Capitol's new tactical air might in a number of skirmishes around the solar system; the **Imperial Defense Ministry** was an easy sell on the concept. The women of **Clan Bartholomew** were particularly taken by the history of Capitol's pilots for the prototypes of these vehicles. It had been an all-female branch of **Capitol's** Air Command, after all, and the military men of Victoria were loath to be assigned to pilot a "woman's" craft. The Bartholomew women hooted with laughter at how little male attitudes had changed, even in the teeth of all the historical and social upheavals of the centuries past.

And so it was that the **Spitfires** were born, named for an ancient flying craft from the dim recesses of Imperial's ancestral history before the time of the Great Emigration. The Women's Flying Corps, composed almost exclusively of **Clan Bartholomew** women, designed a fashionable uniform for its pilots in Light cream yellow with dark gray and green markings. They were to prove themselves in battle in what many described as "Imperial's finest hour".

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Pilot	6	8	9	13	3	1	6	3	8	2	51

	W	MV	A	MP	S
Spitfire	2	0/6	9	4	3



**Structure:** SQUAD

2-4 Models

**Equipment:****Pilot:**

Spitfire craft:

Pistol,

Twin Mounted Ultra-Light Machine Guns.

**Hit Allocation:**

1-15 = Vehicle; 16-20 = Pilot

**Special Abilities (all):**

Tactical Sense

**Special Rules:**

- The **Spitfire** depends partially on its speed to keep it aloft. It must therefore always move its full speed of 6 inches.
- Once per Turn The Pilot may use 2 of the Movement Points of the craft per turn in 1 action to move a total of 12 inches, but may not fire during that Action. She may also combine only 1 Turn and 1 change of Height Band with this 12" move.
- The **Spitfire** is a highly maneuverable craft. It may combine ascending or descending 1 Height Band with its movement of 6" as 1 action. It may also combine a move of 3" inches with an ascent or descent of 2 Height Bands as 2 actions.
- The **Spitfire** may change direction twice during each Action, but must first move 3 inches before each change of direction of up to 90 degrees.
- If it combines a move of 3" with an ascent or descent of 2 Height Bands it may only make 1 change of direction of up to 90 degrees.
- Because of its speed aloft, the Spitfire is harder to hit than normal, and receives a bonus of -1 to hit while moving
- The Pilot measures the horizontal distance plus 3 inches per difference in Height Band from her target to fire her Pistol or the vehicle mounted weapons.
- Fire Arc for the vehicle mounted weapons is 90 degrees to the front. For the Pilot's personal weapons, 180 degrees to the front.

**RAMS AIR CAVALRY**

The **Rams Air Cavalry** is **Clan Loughton's** contribution to the Air branch of Imperial Defense Ministry's Special Forces. They fly through the air by means of the **Barracuda**, an ungainly monstrosity that functions as a jump pack with hovering capability. They operate in small squads, and their primary function is to neutralize enemy ordnance and air power.

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
TLG Spec	rac	rac	rac	rac	rac	rac	rac	rac	rac	rac	54
TRL Spec	rac	rac	rac	rac	rac	rac	rac	rac	rac	rac	76

**Structure:** SQUAD

1 to 3 Models

Up to 1 Twin Rocket Launcher Specialist

Up to 3 Twin Mounted Light Machine Gun Specialists

**Equipment:**

TRL Specialist:

Twin Rocket Launcher, Pistol

TLG Specialist:

Twin Mounted Light Machine Gun, Pistol

**Special Abilities (all):**

Immune to Fear, Tactical Sense

All else is the same as Warzone FOW.

**IMPERIAL SECURITY COMMAND (The ISC).**

The **Imperial Security Command** is responsible for Imperial's intelligence gathering, counter-insurgency, and domestic and foreign security operations. It hunts down heretics within Imperial territory, and roots out the presence of the Dark Legion wherever it finds them. It also defends Imperial from external and internal threats from competing corporations. It also assists the Imperial Defense Ministry in off-world field operations by providing specialized troops and liaison services to indigenous military forces. In addition, the ISC works extensively with the civilian population in both urban and rural areas of the Imperial system by providing police personnel at all needed levels. It is now firmly in the hands of the Bartholomew clan, which has run the Imperial government since ending the Sad Struggle by dislodging Clan Murdoch from control.

conditions usually don't change much over the course of the day, I wanted to build variability into at least some aspects of the rules for weather. Most game battles that I see, take place over a period of time ranging from two hours real time for small battles, to the better part of a day for large ones. Each battle is moreover assumed to take place, regardless of the actual time it takes to conclude, over the course of a day, Game Environment Time. Most battles last three to four turns. Thus each turn, from one point of view, occurs over a period of a quarter of a day. This is the assumption that I kept in mind structuring the effects of weather changes. The weather thus potentially changes every two to four hours in game time.

The rules for **Urban Fighting** and for **Zero Grav** environments are less elaborate, but will hopefully serve as a springboard for the creativity of others to build on.

**NEW SPECIAL ABILITIES**

There's a host of them here. From rules for **Arctic Fighter** to **Zero-Grav Training**. They cover **Horses**, **Frenzy**, **Luck**, **Under The Influence**, **Urban Combat**, and many others. They have all been refined and they all work.

**ARMY COMPOSITION CHARTS**

There are four **Army Composition Charts**. These are flow charts designed to make the task of army selection simpler. Think of this FOW as not one but four FOWs. Each chart narrows the choices of each army type to a limited number, and each allows you to define a force suited uniquely to your style of play, with many variations.

**SPECIALIST WEAPONS CHART**

The costs of weapons in this chart were derived mostly from Griefbringer's posts on the forum on calculating troops costs for new units. This greatly simplified the assigning of points to new units, which were then verified by playtest feedback when I departed from this scheme in initially assigning points.

**THE OLD GUARD**

When I saw the Young Guards listed in WZ1, my first thought was "Where are the Old Guards?" I found them in my MC source books. These are modeled after the Guards at the gates of Buckingham Palace, and also the French Imperial Guard of Napoleon's time. "The Old Guard dies, it never surrenders!" This is why it is almost impossible to break this unit. The need for Assault Trenchers is met in this unit. Try to visualize Trenchers without holes in their tunics, wearing polished boots, in Bearskin hats, advancing through the mists into combat.

**THE YOUNG GUARD**

This was one of the most widely requested units on the wish list of forum players. I made them essentially pushed up regulars with very high morale and high marksmanship, as fits their background.

**THE HORSE GUARDS**

This is another unit modeled after a regiment outside of Buckingham palace. **The Life Guards** and **Horse Guards**. I see them as wrapped in cloaks, wearing Imperial combat armour over their cuirasses, riding horses barded in bulletproof kevlar.

**THE FIRESWORD**

The concept for this unit came from the Napoleonic wars, when rocket borne artillery was first introduced into the European theater of war by Wellington – Unreliable and potentially dangerous to use, but devastating. It, along with the **Heavy Mortar** of the **Old Guard**, occupies the niche held by **Capitol's Hammerhead** and the **Hellfire** of **Bauhaus**.

**THE LIGHT HORSE**

Theses started out as lightly armed lancers. But their potential as true light cavalry emerged with the development of the **Cavalry Carbine** weapon for **Warzone** here included. With the shift in tactical emphasis, the lance is now an optional weapon. Their original pseudo-paradebay ability was changed to the similar Special Ability of **Forced March**. The two are roughly equivalent, but **Forced March** causes them to arrive a turn later, at the end of the Turn, but with the ability to partially mobilize immediately.

**GRAY GHOSTS**

Everybody's favorite Imperial babe now has a squad of her own, with demolition and squad specialists. She gets a **Field Tech Specialist** to repair vehicles, also – all derived from **WZ1** background.

**REGULARS AND TRENCHERS**

These get their critically needed Specialist and Support units. They also get another officer and a Personality.

**BULLDOG BATTLESUITS**

Imperial's answer to **Vulkans** and **Orcas**. They are bought as escorts for **Hurricane Walkers**. By fielding them in this manner, I avoided having to make the **Hurricane Walker** obsolete. It also served to restrict their availability.

**SPECIAL FORCES**

The **Blood Berets** now get an **RL**, and the **Golden Lions** get additional specialists and a **Captain**.

**BAD SAMARITANS**

This **Special Forces** unit is very scenario specific, but is included for the sake of completeness.

**ISC IRON MASTIFFS**

These beasts are not real dogs at all, but massive robotic, steel armored replicas of real mastiffs. **Section 9**, the division of **ISC** responsible for **Operation Foxhound**, which oversees this program, has demonstrated their usefulness in running down Heretics on numerous occasions, but their robotic nature continues to engender controversy with the Brotherhood, and with other departments of Imperial Government. To date, no known instances have ever occurred of corruption of these beast-machines by the Dark Symmetry, which probably accounts for much of the hostility towards them on the part of the Brotherhood, who do not like to be proven wrong.

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Mastiff	8	---	12	10	3	2	9	3	10	2	27
Handler	6	8	9	12	3	1	7	3	8	2	19

**Structure:**

SQUAD

2-4 Models

Up to 3 Iron Mastiffs

1 Handler

**Equipment:**

Handler:

Pistol

Iron Mastiff:

Steel Teeth

**Special Abilities:**

Iron Mastiff:

Immune to Panic, Immune to Fear, Extra CC Attack

Handler:

Immune to Fear

**Special Rules:**

- No Stalkers may remain invisible within 6 inches of Iron Mastiffs.
- No Unseen Assailants may deploy within 6 inches of Iron Mastiffs.
- Iron Mastiffs must remain within Command Distance of their Handler at all times, unless charging into CC from within Command Distance.
- If the Mastiffs begin their move out of Command Distance, unless they are in CC, they must move back into Command Distance before doing anything else.
- If the Handler is killed, the Iron Mastiffs are removed from the board.

**THE YEOMAN GENDARMERY**

This is the branch of **ISC** that deals with the ordinary matters of internal security: routine police matters and internal unrest. In times of emergency, they are called out to assist the Imperial Defense Ministry in repelling invasion,

Units of this division are hastily impressed into service and issued regular combat weaponry. Under these circumstances, they are fielded as ACZ (Armed Combat Zone) forces. The Conscrip squads are referred to as Armed Constabulary Units. These ride to battle on the bicycles that they normally use to make their rounds when discharging their normal duties. A special assault team of Veterans is also sometimes fielded, but never without Armed Constabulary support. These are known as Force Majeure. The Officer in charge of these units is known as a Seneschal.

They operate as a first line of defense and support, but have some counter-strike capability of their own with the Force Majeure squad.

The HDU operates under the mandate of the **Deadly Force Rule**. It will not use deadly force except as a last resort. Its policy is crowd dispersal and control. It's object: to keep the peace. It does have deadly weapons to use as a last resort, and the Hostage Rescue team operates as a crack force to extract innocent civilians from the hands of terrorists and other insurgents.

The two divisions are separate and distinct, even though the personnel is often the same. But the one is never fielded alongside the other, as their missions are entirely different. Your scenario will dictate which division to use.

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Armed Constable	7	6	8	11	3	1	7	3/4	7	2	19
Peace Officer	7	6	8	11	3	1	7	3	7	2	24
Force Majeure	8	7	8	12	3	1	7	3	9	2	25*
Sergeant	8	7	8	12	3	1	7	3/4	7	2	23
Armed Constabulary	8	7	8	12	3	1	7	3/4	7	2	28
Sergeant, Peace - keeper	9	8	8	13	3	1	7	3/4	9	2	29
Sergeant, Force Majeure	10	8	9	13	3	2	7	3/4	9	2	38
Inspector/Seneschal											

\* Includes weapons costs

#### Structure:

4-12 Models  
 4-9 Models  
 Up to 2 GR Specialists  
 Up to 1 LMG Specialist  
 Up to 1 Sergeant  
 Armed Constabulary, Peacekeepers: 1 Specialist for every 5 non-specialists  
 Force Majeure: 1 Specialist for every 3 non-specialists

#### Equipment:

##### Armed Constabulary:

Constable: Truncheon, Assault Rifle, and Bicycle  
 LMG Specialist: LMG, Pistol, Truncheon, and Bicycle  
 GL Specialist: Grenade Launcher, Truncheon, and Bicycle  
 Sergeant: Shotgun, Pistol, Truncheon, and Bicycle  
 Seneschal: SMG, Pistol, and Truncheon

##### Force Majeure:

Officer: Shotgun, Pistol  
 GR Specialist: Grenades, Pistol, and Shotgun  
 Sergeant: SMG, Pistol

##### Peacekeepers:

Peace Officer: Truncheon, Pistol, and Riot Shield  
 GR Specialist: Tear Gas Grenades, Truncheon, Pistol, and Riot Shield  
 Sergeant: Shotgun, Pistol, and Riot Shield  
 Inspector: Pistol, Truncheon, and Tear Gas Grenades

#### Special Abilities (all):

Sergeant: Add Tactical Sense, Extra CC Attack  
 Inspector: Tactical Sense, Give Orders  
 Force Majeure: Stealth

#### Special Rules:

- Bicycles allow the increased move rate of 4 along roads and level, unobstructed terrain.
- They also negate move penalties going down a slope.
- Bicycle mounted troops have a reduced CC ability of -1.
- Movement on bicycles is reduced to 1 inch per Action over difficult terrain.
- It doesn't cost an action to mount or dismount a bicycle, but the action must be declared, and a marker left where the bicycle is parked.
- You may purchase an **Inspector** or **Seneschal** like any other individual, as long as you have at least one Squad of **Yeoman Gendarmery** in your army.
- Riot Shields** provide **Hard Cover** against Missiles and **Weapons Immunity 5** in **CC**.
- You must buy at least 1 unit of **Armed Constabulary** or **Peacekeepers** to purchase a unit of **Force Majeure**.

#### THE HIGHLANDERS

**Highlanders** are often alluded to in **WZ1** and **MC**, but no units for them were ever constructed. But there they were associated with the **Fergans**, so they are able to help out in a **Great Clan Murdoch** force. They are an all-purpose unit – a cross between **Trenchers** and **Wolfbanes**, with the best (or worst) of each.

#### THE SPITFIRES

These are a **Clan Bartholomew** inspired and dominated unit. They answer the need for **Imperial** to take **Capitol** on in the air. Vehicle for vehicle, they are not as powerful as Capitol's two air vehicles, but they are faster and more maneuverable. They also enable me to recycle all those **Pegasus Scout Bike** minis I own.

#### RAMS AIR CAVALRY

The **RAC** figure has never been a pretty model. In fact, it is ugly beyond belief as a sculpture, and hideously overpriced as a model for its capabilities and vulnerabilities. But it has achieved an immortality of sorts, because up to now, it has been the only source of Anti-Tank fire available to Imperial. So players swallowed their distaste for the homeliness of the figure, and set aside their disgust at the point cost they had to pay because they had no other alternative.

Some of the feedback I had on them suggested their removal altogether. This I was loathe to do, as it would have rendered yet another figure obsolete, and wasted the financial investment of the player, not to mention his painstaking efforts to mitigate its barbarously ungainly appearance with a decent paint job.

The profile stats of the **RAC** Pilot are identical to a **Blood Beret**. Thus I used this as the basis for my cost calculations. I added a cost of 15 points for Flight – a not unreasonable figure arrived at by deconstructing the **Capitol Great Grey** and **Purple Sharks** into its component parts. Each **RAC** pilot had now accumulated 36 points.

Substituting for the **AR** with **Twin LMGs** for the **TLMG** Spec. added 6 points for 42 points. I felt this was not enough, given the extended range capabilities of the mounted weapon. A mounted **HMG** is 24 points. Deducting 6 from 24 to account for the benefits of Hard Cover that the **MHMG** provides that the **RAC** pilots don't get left a raw cost of 18 per gun. Deducting a further 25% for the lesser firepower reduced the cost to 13.5 or 26 for two of them. Lastly, I deducted 1/3<sup>rd</sup> for the fact that the weapons must be focused on the same target. So I was left with a base cost of 18 for the Twin LMG, which I then added to 36 to give me 54. I added 5 points more to test playtester reactions for a total of 59 points each (Lt. Cragg's Stetson Modifier).

The Twin Barracuda RL model was more straightforward. I had already costed it out on the original version of the FOW. No deductions for cover or range were necessary, and hitting and



damage probabilities were a straight multiple of the weapon. Adding 48 to 36 gave a cost of 84. I had then deducted 3 points for reduction of targeting capability from 2 targets to 1. But I still felt it was high. A straight reduction for targeting of 33% would have led to a cost of 68 for the model. I felt this was too low so I left it at 81 for playtesting to await developments.

Returns were almost unanimous: They were still overpriced for what they could do, especially the **TLMGs**. So I have reduced the **TLMG** models back to 54. But what about the **TRL** model? At 68 its too cheap, and at 81 its too expensive. OK. So I used the Stetson Modifier again. I took 5 points more off for a total of 76 and let it go at that.

### THE ISC

One of the best of the Individual units in WZ1 that didn't make it into WZ2 was **the ISC Agent**. I had a choice between including him as an Individual, or as a Personality. I chose the latter. But in order to justify the inclusion of a single ISC individual, ISC squads needed to be created.

### THE JUNIPERS

There were some interesting discussions about the role of **ISC Agents** in **Warzone** on the forums. This unit is essentially a unit of squad-level **ISC Agents** focused around fighting in Urban Warfare scenarios with demolition and sabotage capabilities.

### THE IRON MASTIFFS

This is a unit straight out of **Clans of Damnation**. It fills the same role as the **K-9 Corps** does for **Capitol**.

### THE YEOMAN GENDARMERY

These are the grunts of the grunts of the **ISC**. The police forces of **Imperial**. I have structured them in three flavors, so that they can be fielded in a variety of scenarios, dealing not only with foreign invasions as a first line of defense, but also with armed insurrection and riot control scenarios.

### THE FALLEN ANGELS

These were developed from the **Dark Eden** volume in **WZ1**. They are Imperial's Foreign Legion. They are used to take and hold key enemy territory. They are expendable, but not so easy to dislodge. They are Desert Fighters that are not available to all Imperial armies.

### THE GREAT CLANS

Amongst the posts, there was widespread agreement that the clans should return in some form. The difficulty was that there were so many. Imperial is recorded to have some 62 different clans. Where to cut? Who to include? These were the questions I was faced with.

I wanted to give players the ability to field clan-based armies, each with its own unique flavor, and its own mode of fighting, while still

- You may only have 1 unit of **Force Majeure** in your force.
- Units operating under the **Deadly Force Rule** may use deadly force weapons only if fired upon by deadly weapons first. Bricks, stones and bottles do not qualify.

### THE JUNIPERS

The **Junipers** are a special Strike Force originally formed to combat the subversive influence of **Cybertronic**. As often, happens, however, the Section evolved into something else: A Strike force with special capabilities for Counter-Intelligence and Counter-Terrorism. They are deployed as small Squads to perform special tasks wherever Imperial has a presence, but they are most effective conductive sabotage operations in an urban environment. They wear precious little combat armour, and are thus vulnerable, but what they sacrifice by the loss of such protection they make up for with the speed they gain.

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Assassin	9	8	8	13	3	1	8	4	6	2	42
Demolition Man	7	8	8	13	3	1	7	4	6	2	32
Weapons Spec	8	9	8	13	3	1	7	4	6	2	39

### Structure:

1-3 Models  
1 Demolition Man  
Up to 1 Weapons Specialist  
Up to 1 Assassin

### Equipment:

Assassin:

Machine Pistol, Sword, and Smoke Grenades

Demolition Man:

Grenades, Explosive Charges, and Pistol

Weapons Specialist:

SMG, Combat Knife, and Pistol.

### Special Abilities(all):

Assassin

Stealth, Infiltrate, Urban Combat  
Add: First Strike, Extra CC Attack

Demolition Man:

Add: Close Quarters Training

Weapons Specialist:

Add: Extra RC Attack.

### Special Rules:

- The Assassin's Sword is an Enhanced Weapon. It does + 1 Damage.
- The Assassin is equipped with 2 Black Smoke Grenades.

### FALLEN ANGELS

The Fallen Angels are administered by the ISCEF Department, and are the most numerous of the Imperial Security Command Expeditionary Forces. Its members number many of the last remnants of the disgraced Kingsfield clan amongst them, but they also open their ranks to the dispossessed of other clans, and to assorted rogues and drifters from not only Imperial, but other corporations as well. All are welcome. Most assume a new name in an attempt to wash away their past. They thus function as Imperial's Foreign Legion. Only Imperial is spoken officially, although you may hear all languages in the ranks, but never in the mess. What motivates this unit is difficult to say. Perhaps each member hopes to redeem some episode in his shameful past. For in the Fallen Angels, no questions are asked. All that is demanded is obedience and loyalty to the Regiment. What is notable, is the tenacity of their defense, and the pride that they take in each other.

Most often, they are to be found on Dark Eden and on Mars, but they are sent wherever else the ISC needs to conduct military operations where Imperial needs to officially deny the existence of such goings on. They are considered expendable troops, but they have proved surprisingly adept at surviving. Because of their history, they are used strictly off world, and are never stationed as a unit on Ganymede, much less Victoria. But they are able to use service in the Fallen Angels to gain entry – or re-entry - into Imperial society after their service is completed, although not on any influential level. Many have been known to move on to higher positions in the ISC.

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Trooper	7	7	8	11	3	1	7	3	7	2	25
Sergeant	8	8	9	12	3	1	7	3	8	2	29

**Structure:****SQUAD**

4-12 Models

Up to 1 GL Specialist

Up to 2 HMG Specialists

Up to 1 Sergeant

May include a maximum of 1 Specialist for every 4 non-specialists

**Equipment:**

Trooper: Assault Rifle, Machine Pistol

GL Specialist: Grenade Launcher, Machine Pistol

HMG Specialist: HMG, Machine Pistol

Sergeant: Assault Rifle, Machine Pistol, and Chainsword

**Special Abilities (all):** Stealth, Camouflage, Desert Fighter, Dig In

Sergeant Add Tactical Sense

**Special Rules:**

- For 7 points more per member, up to 1 unit of **Fallen Angels** may purchase the Special Ability of **Infiltrate**. If you purchase this ability for one member of the squad, you must purchase it for all.

**CONQUISTADOR**

Conquistadors fell into disrepute when they accidentally triggered the onslaught of the Dark Legion on the Solar system by touching the mysterious Black Monolith on Pluto. Because of this, **Conquistadors** tend to operate in secrecy, and usually always off planet. The position of **Conquistador** was officially disbanded by the **Imperial Defense Ministry**, but the **ISC** considered their role to be too important to be retired. Thus they took the program over the better to pursue their own objectives. The Conquistador plays a critical role as Liaison to native populations that Imperial wishes to ally with. Their negotiation skill is such, that they are also used to facilitate and coordinate battlefield objectives with the **Wolfbanes**, who, since the Unfortunate Misunderstanding that followed the Sad Struggle, have pursued their own objective semi-autonomously, notwithstanding their nominal affiliation with Imperial

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Conquistador	10	10	12	14	3	2	9	3	9	2	45

**Structure:****INDIVIDUAL**

1 Conquistador

**Equipment:**

Shotgun, Machine Pistol, Sword, Combat Medic Unit

**Special Abilities:**Infiltrate, Tactical Sense, Operations Overseer, Camouflage, Jungle Fighter, Desert Fighter, **or** Arctic Fighter

- The **Conquistador's** Special Ability of **Operations Overseer** also allows him to Give Orders to Wolfbanes if they are a part of an Imperial army.
- Once per game, the **Conquistador** may use his Combat Medic Unit to attempt to heal a wound. An unmodified roll of 10 or less is needed to restore the Wound.
- The Conquistador begins the game with one Environmental Special Ability [Desert, Jungle, or Arctic Fighter]. A second such ability may be purchased for him for +3 points.

retaining the Imperial way of doing things. In essence, each clan has its own FOW, as there are strict limitations as to the choice of troops that each can field.

I structured the clan armies into three Great Clans – three agglutinations of one major clan with three minor clans, and references to additional lesser clans. There were three obvious choices for the Great Clans dictated by **Imperial's** history: **Bartholomew**, **Murdoch** and **MacGuire**. Since all three are dominant powers in **Imperial** government, I extended their sphere of influence to **Household Guard** regiments, and to **Air Force** and **Special Forces** regiments, and in the case of the **Bartholomews** (since they are the government), the **ISC**.

I also wanted 3 minor clans for each Great Clan to draw from. 2 each didn't seem enough to me, as there were ten Clan Special Forces listed in WZ1, plus the **Golden Lions** and the **Blood Berets**.

Each of these clans has a wide base of fans amongst players, so I decided to bite the bullet and include them all. The latter two had been co-opted by the **Imperial Defense Ministry**, so fitting them into this structure was out. Again, the history didn't justify it. Moreover, both the history and the function of the Clan Paladine **Blue Berets**, the Clan Finn **Bad Samaritans**, and the Clan Branaghan **Blue Lions** prevented their inclusion in this structure.

That left seven **Clan Special Forces** and their militia to be divided by 3. Unless I found 2 more to plug in, I was either going to have to eliminate one of the seven, or short-change two clans. The solution was to invent two more Special Forces, one to plug the gap, and another to fulfill a needed function in the military line-up. This is where the **Wild Boars** and the **Highlanders** came in. The **Oakenfists** and the **Fergans** from the **Mutant Chronicles** fitted the bill for their background admirably.

The next problem was the fact that all these **Special Forces**, as **Veteran** squads, had to be paid for with **Conscript** squads. It went against the grain to have **Veteran** from one clan and **Conscript** forces from another. So each clan now got a militia and a Clan Special Force squad to represent it. All of it fit within the history that I found in the works cited.

According to the histories, **Clan Murdoch** and **Clan MacGuire** are firm allies on the political front. Since warfare is an extension of politics, it seemed logical to extend this alliance into the military arena as well.

**THE SMYTHE-AXLETHORPES**

These are the money guys. When have you ever seen bank guards traveling with money in anything but an armoured car? Making them into mobile armoured infantry with a Vermin APC and militia infantry backup seemed a natural.

continued on page 63

## CLAN MILITIA & SPECIAL FORCES

Clan Forces are structured along lines similar to those of the **Regular Army** and **Special Forces**. The following general rules apply to all such forces.

- **STRUCTURE:**
  - **Clan Militia Squads, Clan Support Squads, and Clan Special Forces Squads** are classified as **SQUAD**. They are subject to all rules pertaining to that unit type.
  - **Clan Militia Colonels, Clan Special Forces Captains, and Clan Special Forces Snipers** are classified as **INDIVIDUALS**, and are subject to all rules pertaining to that unit type.
- **COMPOSITION**
  - **Clan Militia Squads** are **4 to 12 models in size**. They may include a **Sergeant**, who counts as a **Non-Specialist**. These are equipped as in the **CLAN MILITIA EQUIPMENT & SPECIALISTS** chart.
  - **Clan Militia Support Squads** may be **Lt. Mortar Squads, HMG Squads, or Shrike ATV Squads**, depending on what the chosen Clan allows. **Some Clans have no Support Squads.**
    - **Lt. Mortar Squads** have a crew of **3**, including the **Sergeant**, plus **1 Light Mortar**.
    - **Clan Militia HMG Squads** have a crew of **3**, including the **Sergeant**, plus **1 Mounted Heavy Machine Gun**.
    - **Clan Militia Shrike ATV Squads** have a crew of **2**, including a **Gunner** and a **Driver**, plus **1 Mounted LMG** on a **Shrike ATV**.
  - **Clan Special Forces Squads** are **4 to 9 models in size**. They may include a **Sergeant**, who counts as a **Non-Specialist**. These are equipped as in the **CLAN SPECIAL FORCES Equipment & Specialists** chart.
- **SPECIALISTS**
  - **Clan Militia Squads** may have up to **1 Specialist** for every **5 Non-Specialists**, and are limited to:
    - Up to 1 of any type of **Specialist** allowed the squad, up to the number of **Specialists** allowed.
    - Consult the **CLAN MILITIA EQUIPMENT & SPECIALISTS** chart for types allowed each Clan.
  - **Clan Special Forces Squads** may have up to **1 Specialist** for every **3 Non-Specialists**, and are normally limited to:
    - Up to 1 of any type of **Specialist** allowed the squad, up to the number of **Specialists** allowed. If more than 1 of a **Specialist** is allowed, the number allowed will be indicated in parenthesis ().
    - Consult the **CLAN SPECIAL FORCES Equipment & Specialists** chart for types allowed each Clan.
- **PROFILES & COSTS**
  - **Profile "Stats"** for **Clan Militia** are listed for each Clan's **Troopers**, and **Support Crews** in the **CLAN MILITIA – Troop & Crew Profiles** chart.
  - **Profile "Stats"** for **Clan Special Forces** are listed for each Clan's **Troopers** **CLAN SPECIAL FORCES – Troop & Crew Profiles** chart.
  - **Militia Sergeants (including Support Unit Sergeants)** and **Colonels** each have their own separate charts, as do **Special Forces Sergeants**, and **Captains**, along with **Specialists** classed as **Individuals**.
  - **Clan Droughan** forces has more than one set of Stats. They are governed by the Stats listed in the **UTI**-marked row while **Under The Influence**, and those listed in the **SOBER** row while **Sober**.
  - **Specialist** equipment and training costs for both **Clan Militia** and **Clan Special Forces** are added to the basic trooper cost from the **SPECIALIST EQUIPMENT** chart.
- **INDIVIDUALS**
  - The Morgans have no Colonels. The Clan Special Forces of the **Dunsirns**, the **Hunters**, also have no Captain. They have a **Sniper Specialist** instead.
- **SPECIAL ABILITIES**
  - **Clan Militia** models have **Special Abilities** unique to each clan as listed in the **CLAN MILITIA Special Abilities** chart
  - **Clan Special Forces** models have **Special Abilities** unique to each clan as listed in the **CLAN SPECIAL FORCES Special Abilities** chart.
  - **Special Abilities** for **Troopers** and **Support Unit Crews** are listed in the 1<sup>st</sup> column.
  - **Sergeants** get the same **Special Abilities** as **Troopers**, and add the skills in the 2nd column.
  - Likewise, **Clan Militia Colonels, Clan Special Forces Captains** and **Snipers** get the same **Special Abilities** as **Troopers**, but add the skills in the 3rd column. They do not get to add the **Sergeant's** skills.
  - **Clan Droughan** gain and lose some **Special Abilities** depending on their state. Those marked by 1 asterisk (\*) apply only while **UTI**; Those marked by 2 asterisks (\*\*) apply only while **SOBER**.
  - **Clan Militia Colonels** have their own special chart of potential disabilities, which are rolled for at the beginning of the game.
- **UPGRADES**
  - Some **Clan Militia** and **Clan Special Forces** are eligible for upgrades. These can take the form of enhanced equipment that modifies the unit's **Profile**, or optional **Special Abilities**. The **CLAN FORCES Upgrades** chart lists the costs and eligibility for these.
- **Special rules**
  - These are rules that govern special situations not covered by the charts. They are listed by **Clan** and **Unit type**. Not all clans will have such rules.



**CLAN MILITIA – Troop & Crew Profiles.**

These costs include the model's basic weapons and equipment. Support Unit crew costs, including personal weapons, are calculated into the cost of the squad.

CLAN GROUP	CLAN	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
BARTHOLOMEW	Smythe-Axlethorpe	6	7	6	12	3	1	7	3	7	2	18
	Droughan UTI	7	5	10	9	3	1	7	3	6/7	2	17
	SOBER	6	6	8	11					7		
	Morgan Jolly Rogers	7	6	7	11	3	1	7	3	7	2	21
MURDOCH	Oakenfist Trooper	7	6	7	10	3	1	8	3	7	1	17
	Driver, Gunner		7									--
	Fergan Lowlanders	6	7	7	12	3	1	7	3	7	2	19
	O'Laughton	7	7	6	12	3	1	7	3	6	2	19
MacGUIRE	Dunsirn Rifles	6	7	8	11	3	1	6	3	7	2	22
	Murray	7	5	6	11	3	1	7	3	7	2	19
	Loughton	6	6	7	11	3	1	7	3	7	2	18

**CLAN MILITIA – Sergeant Profiles and Costs:** These costs include their basic weapons and equipment

CLAN GROUP	CLAN	CC	RC	PW	L D	AC	W	ST	MV	A	S	Cost
BARTHOLOMEW	Smythe-Axlethorpe	7	7	7	13	3	1	7	3	7	2	24
	Droughan UTI	8	6	10	10	3	1	7	3	6	2	21
	SOBER	7	7	8	11					7		
	Morgan J.R.	8	7	8	12	3	1	8	3	7	2	23
MURDOCH	Oakenfist	8	7	7	11	3	1	8	3	7	1	21
	Fergan Lowlander	7	8	7	13	3	1	7	3	6	2	23
	O'Laughton	8	8	7	13	3	1	7	3	7	2	23
	Dunsirn Rifles	7	8	7	12	3	1	6	3	7	2	26
MacGUIRE	Murray	8	6	7	12	3	1	8	3	7	2	23
	Loughton	7	7	8	12	3	1	7	3	8	2	22

**CLAN MILITIA Equipment & Specialists:** Clan Militia troops are known for their unique preferences in weaponry. Use the chart below to identify the weapons of the Clan Militia unit being purchased and the types of Specialists available to the unit. The chart also lists the type of support unit available to the Clan.

CLAN GROUP	CLAN	Troop Weapons	Sergeant Weapons	Specialists Available	Colonel Weapons
BARTHOLOMEW	Smythe- Axlethorpe	AR	Shotgun, Pistol	HMG, RL	Shotgun, Sword, Pistol
	Droughan	AR, Shillelagh	AR, Shillelagh	HMG, GL	AR, Pistol, Shillelagh
	Morgan Jolly Rogers	AR, Cutlass	AR, Pistol, Cutlass	HMG, LFT, Medic	
MURDOCH	Oakenfist	AR, Axe	AR, Axe	LMG(2), GL, RL	SMG, Pistol, Axe
	Fergan Lowlanders	AR, Sword	AR, Sword	HMG, GL	Claymore, Pistol
	O' Laughton	AR	AR, Pistol	HMG, RL	AR, Pistol, Sword
MacGUIRE	Dunsirn Rifles	AR, Axe	AR, Axe	LMG, GL	
	Murray	AR	AR, Pistol	HMG, GL	Claymore, Pistol
	Loughton	AR	AR, Pistol	HMG, GR	AR, Pistol, Sword

**CLAN MILITIA Support Units**

CLAN GROUP	CLAN	Support Unit	Crew	Crew Weapons	Vehicle	Weapon Type	Number Allowed	Cost
BARTHOLOMEW	Smythe-Axlethorpe	None	n/a	n/a	n/a	n/a	n/a	n/a
	Droughan	Light Mortar Squad	Sgt. and 2 Crew	Pistol, Shillelagh		Lt. Mortar	1 per Clan	64
	Morgan Jolly Rogers	HMG Squad	Sgt. and 2 Crew	Pistol,		MHMG	1 per Clan	80
MURDOCH	Oakenfist	Shrike ATV Squad	Gunner and Driver	Pistol, Axe	Shrike ATV	MLMG	1 per Squad	64
	Fergan Lowlanders	Light Mortar Squad	Sgt. and 2 Crew	Pistol, Sword		Lt. Mortar	1 per Clan	70
	O'Laughton	None						
MacGUIRE	Dunsirn Rifles	Light Mortar Squad	Sgt. and 2 Crew	Pistol, Axe		Lt. Mortar	1 per Clan	79
	Murray	None	n/a	n/a	n/a	n/a	n/a	n/a
	Loughton	HMG Squad	Sgt. and 2 Crew	Pistol,		MHMG	1 per Clan	71

**CLAN MILITIA Special Abilities:** Each Clan has a unique set of skills and Special Abilities. These are included in the cost of the models representing them.

**LEGEND:**

ArF = Arctic Fighter      DsF = Desert Fighter      FCh = Ferocious Charge  
 GO = Give Order      GpA = Group Attack      HiM = High Morale  
 Ifr = Immune to Fear      IPc = Immune to Panic      TS = Tactical Sense  
 UrbC = Urban Combat      UTI = Under The Influence      JgTr = Jungle Training

CLAN GROUP	CLAN	Troopers, Crew, Specialists	Sergeant Adds	Colonel Adds
BATHOLOMEW	Smythe-Axlethorpe	Keen Eyes.	TS.	GO
	Droughan	UTI, IPc*, HiM +1*, IRv*	FCh, TS**	GO
	Morgan Jolly Rogers	GpA. UrbC	TS	
MURDOCH	Oakenfist	HiM + 2, Climb, Insanity	TS	GO
	Fergan	FCh	TS	GO
	Lowlanders			
MacGUIRE	O'Laughtons	Climb, DsF	TS	GO
	Dunsirn Rifles	JgTr, Camouflage, Keen Eyes	TS	
	Murrays	Lucky Fate, Ifr	TS	GO
	Loughtons	Camouflage	TS	GO

**Notes:** \* Only while **Under The Influence**; \*\* Only while **Sober**.

**CLAN MILITIA – Colonel Profiles:** These clans only may buy Colonels for their militia. IDMF, ISC, Special Forces, and Clan Special Forces Captains and Officers outrank militia Colonels. The Colonel's Weapons and equipment are included in his cost.

CLAN GROUP	CLAN	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
BARTHOLOMEW	Smythe-Axlethorpe	8	8	8	14	3	2	7	3	8	2	35
	Droughan UTI	8	6	11	11	3	2	8	3	7/8	2	32
	SOBER	7	8	9	13					8		
MURDOCH	Oakenfist	8	8	8	12	3	2	9	3	8	1	37
	Fergan Lowlander	8	9	8	14	3	2	8	3	8	2	36
	O'Laughton	9	9	8	13	3	2	7	3	8	2	37
MacGUIRE	Dunsirn Rifles											
	Murray	9	7	7	13	3	2	8	3	7	2	38
	Loughton	8	8	9	12	3	2	8	3	9	2	35

**Special Rules:**

- You may not buy more than 1 Militia Colonel for a Clan, regardless of the number of Militia units of the same Clan in the army.
- Militia Colonels may give orders only to Militia Units of their own Clan
- The Morgan Jolly Rogers don't like Colonels. They made the last one that they had "walk the plank" (through the airlock), and no one has wanted the job since.
- Both the Dunsirn Rifles, **and** the Hunters, who don't have a Special Forces Captain, are highly independent thinkers. They must make a LD roll to be activated by their Colonel's **Give Orders** command.

**MILITIA COLONEL DISABILITIES CHART:**

Colonels of Militia Units have reached their position for a number of reasons: They may be well past their prime, have bought their positions through influence, and are for the most part, not fit for military service for a variety of reasons. The chart below reflects some of them.

- For each Militia Colonel purchased, you must roll at the beginning of the game for his Disabilities and apply the results below.
- These results are modified by the Clan the Colonel is from, as follows:  
 Clan Smythe-Axlethorpe: 0; Clan Droughan: +4; Clan Fergan: +7; Clan O'Laughton: +1; Clan Murray: +5; Clan Loughton: +8; Clan Dunsirn: -2
- If you have purchased a Militia Colonel for Clan Oakenfist, no roll is needed. Insanity is considered disability enough.
- A Militia Colonel is always deployed next to a unit of his Clan at the beginning of the game.

D20	The Colonel Is
-1 to 2	An ex-Old Guard Officer whose arm was shot off. - 1 CC, May only use 1 weapon in CC, - 1 RC. Inspiring Leadership to his clan.
3 - 4	In the pink. He has no disabilities. No change to Profile.
5 - 6	Hugely obese (S 3) Takes 2 Actions to go Prone or to Get Up. Must roll LD to move 3 actions in a row (he gets winded easily) Failure loses the Action. Fat fingers. - 1 RC, and -1 CC in 2 <sup>nd</sup> + rounds of Melee.
7 - 8	In the pink. He has no disabilities. No change to Profile.
9 - 10	Cashiered due to a hushed-up scandal involving unspeakable consensual acts with a prominent general's wife and daughter. He always tries to redeem himself. He is Frenzied, and always Gives Orders as one of his Actions. The unit he activates always moves towards enemy as if Frenzied. They are not.
11 - 12	In the pink. He has no disabilities. No change to Profile.
13 - 14	A genial bungler with no Tactical Sense who thinks he is a military genius. Negates Sgt.'s TS of any unit he is in Command Distance of, and of any unit he gives orders to.
15 - 16	A rich aristocrat with a posh Sniper rifle, but cant hit broad side of barn. - 2 RC and Gains Sniper S.A. but Aim bonus of +1 only.
17 - 18	In the pink. He has no disabilities. No change to Profile.
19 - 20	An absent-minded old codger knee deep in his senility. He needs a LD test to Give Orders, and forgets to do so if he fails. He thus wastes his own Action, and 1 Action of the unit he tried to Give Orders to. He also tests Ld to shoot. Forgets if fails.
21 - 22	In the pink. He has no disabilities. No change to Profile.
23 - 24	Shall we say, "Cautious". He Gives Orders 1 <sup>st</sup> and must make his LD to advance himself and unit activated towards the enemy. Failure means the unit moves only to the side or rear, but never closer to the enemy. Or it can stay put. The unit may also go prone, but only if he does.
25 - 26	In the pink. He has no disabilities. No change to Profile.
27 - 28	Lame. He has a wooden leg - old war injury - Each Turn roll D20. 1-10 Move Normally. 11-20 lose 1 inch MV from pain. The unit he gives orders to loses 1 inch per Action out of courteous regard.

### CLAN SPECIAL FORCES – Troop & Crew Profiles.

These costs include the model's basic weapons and equipment. Any special troops such as APC Drivers for the Smythe-Axlethorpes, are also covered.

CLAN GROUP	CLAN	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
BARTHOLOMEW	Sterlings Trooper Driver	8	8	7	13	3	1	7	3	9	2	24
	Vermir APC	See Vehicles Section for Profile										106
	Wild UTI	8	6	12	10	3	1	8	3	7	2	22
	Roses SOBER	7	8	9	13	3	1	7	3	9	2	22
MURDOCH	Black Berets	9	8	8	13	3	1	8	3	10	2	28
	Wild Boars	8	8	7	12	3	2	8	3	9	1	25
	Golden Panthers	9	9	8	13	3	1	8	3	9	2	29
MacGUIRE	Hunters	9	9	8	13	3	1	6	3	9	2	32
	Shamrocks	9	7	7	13	3	1	7	3	8	2	22
	Rams	8	8	9	12	3	1	8	3	10	2	28

### CLAN SPECIAL FORCES – Sergeant Profiles and Costs:

These costs include their basic weapons and equipment

CLAN GROUP	CLAN	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
BARTHOLOMEW	Sterlings	9	9	8	14	3	1	7	3	9	2	27
	Wild UTI	9	7	12	11	3	1	8	3	7	2	26
	Roses SOBER	8	9	9	13	3	1	8	3	9	2	26
MURDOCH	Black Berets	10	9	9	14	3	1	7	3	10	2	32
	Wild Boars	9	9	7	13	3	2	9	3	9	1	29
	Golden Panthers	9	10	9	14	3	1	8	3	9	2	34
MacGUIRE	Hunters	8	10	9	14	3	1	6	3	9	2	37
	Shamrocks	9	8	7	14	3	1	8	3	8	2	26
	Rams	8	9	8	13	3	1	8	3	10	2	32

### CLAN SPECIAL FORCES Equipment & Specialists:

Each Clan Special Forces Unit has its own way of fighting, and their choice of weapons and equipment reflect this. Use the chart below to identify the weapons of the Clan Special Forces unit being purchased and the types of Specialists available to the unit. The Specialist Weapon purchased usually substitutes for the model's default long distance missile weapon with one exception: Grenades. If a GR Spec is being purchased, he is assumed to be armed with the default weapon as well.



CLAN GROUP	CLAN	Troop Weapons	Sergeant Weapons	Specialists Available	Captain/Hawkeye Weapons
BARTHOLOMEW	Trooper	Shotgun, Sword	Shotgun	LMG,GR(2),APC	Shotgun, Sword, Machine Pistol
	Driver	Shotgun, Pistol	Sword, Pistol		
	Wild Roses	AR, Shillelagh	Shotgun, Shillelagh	LMG, GR(2)	Shotgun, Pistol, Grenades
	Black Berets	SMG , Chainsword	SMG, Pistol, Chainsword	LMG, GR, FT	GR, Machine Pistol, Saber
MURDOCH	Wild Boars	SMG , Pistol, Spikehammer, Grapple Hooks	SMG ,Pistol, Grapple Hooks	LMG, GR(2), LFT	SMG, Spikehammer Machine Pistol, Grapple Hooks.
	Golden Panthers	AR, Sword, Pistol	Shotgun, Sword, Pistol	LMG, GR(2)	FT, Machine Pistol, AR
MacGUIRE	Hunters	AR , Axe	AR , Pistol Axe	LMG, GR (2)	Sniper Rifle ,Axe, Pistol
	Shamrocks	AR , Sword	SMG, Sword, Pistol	HMG, GL	Claymore, Pistol. Grenades
	Rams	AR , Pistol	SMG, Chainsword	HMG, GR	Shotgun, Pistol. Grenades

**Note:** The Fergan's Clan Special Forces are part of the IDMF Special Forces, and their Profiles are found in that section.

**CLAN SPECIAL FORCES Special Abilities:** Each Clan Special Forces unit has a unique set of skills and Special Abilities. These are included in the cost of the models representing them.

**LEGEND:**

ArF = Arctic Fighter  
 Ech = Enhanced Charge  
 GpA = Group Attack  
 IPc = Immune to Panic  
 PrD = Parachute Deployment  
 UrbC = Urban Combat  
 ZGC = Zero-Grav Training

CQT = Close Quarters Training  
 FCh = Ferocious Charge  
 HiM = High Morale  
 Irv = Immune to Revolting  
 ROt = Rally Others  
 UTI = Under The Influence  
 JgTr = Jungle Training

DsF = Desert Fighter  
 GO = Give Orders  
 IFR = Immune to Fear  
 IsL = Inspiring Leader  
 TS = Tactical Sense  
 XCC = Extra Close Combat Attack

CLAN GROUP	CLAN	Troopers, Crew, Specialists	Sergeant Adds	Captain/Hawkeye Adds
BATHOLOMEW	Sterlings	Keen Eyes, UrbC.	TS	GO, ROt
	Wild Roses	UTI, IFR* & Irv*, HiM +3*, FCh*	IsL**, TS**	GO,XCC
	Black Berets	CQT GpA, UrbC, ZGC FCh vs. Semai	TS	TS, GO
MURDOCH	Wild Boars	ArF, Climb, FCh, Insanity +3	TS	GO, XCC
	Golden Panthers	Climb, FCh, DsF	TS	GO,XCC
MacGUIRE	Hunters	JgTr, Tracker, Camouflage, Keen Eyes, Infiltrate	TS	Sniper, Join Squad
	Shamrocks	Lucky Fate, FCh, IFR	TS	GO, XCC
	Rams	Camouflage, PrD	TS	GO

**Notes:** \* Only while Under The Influence; \*\* Only while Sober.

**CLAN SPECIAL FORCES – Captain & Sniper Profiles:** These clans only may buy Captains or Snipers for their Special Forces. Special Forces Captains are outranked by IDMF, Household Guard, ISC, Special Forces Captains and Officers. The Captains and Sniper's Weapons and equipment are included in his cost.

CLAN GROUP	CLAN UNIT	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
BARTHOLOMEW	Sterlings Captain	9	10	9	15	3	2	8	3	9	2	45
	Wild Rose UTI	10	8	13	12	3	2	9	3	8	2	40
	Captain SOBER	9	10	10	15					10		
	Black Beret Captain	12	10	10	14	3	2	8	3	10	2	50
MacGUIRE	Wild Boars Captain	10	10	8	14	3	2	10	3	10	1	46
	Gold Panthers Captain	0	11	9	15	3	2	8	3	9	2	70
	Hunters Hawk-eye (Sniper)	7	10	9	13	3	1	7	3	9	2	45
	Shamrock Captain.	10	8	8	16	3	2	9	3	9	2	43
	Rams Captain	9	10	9	14	3	2	8	3	10	2	47

**Special Rules:**

- You may buy only 1 **Clan Special Forces Captain** or **Hawkeye** for a Clan, and you must have also purchased a unit of Special Forces of the same type as that of the Captain.
- Clan Special Forces Captains** may **Give Orders**, **Rally Others**, or give **Inspiring Leadership** only to Units of their own Clan, including **Militia Colonels**.
- Sergeants** with **Inspiring Leadership** only inspire members of the unit type they belong to, including Captains of the same unit, but no one else.
- They do not inspire Colonels.

**CLAN FORCES – Upgrades.**

For the point costs indicated on this chart, you may buy upgrades for your Clan forces, if they are eligible to do so. These take the form of better armour, weapon enhancements, morale boosts, and Special Abilities.

- If you buy an upgrade for 1 member of the squad, you must buy it for all.
- Only 1 Upgrade may be bought per unit.
- You may not buy more than 3 such upgrades for Clan Forces in your army
- Cost paid is per model...

CLAN GROUP	CLAN UNIT	UPGRADE	EFFECT	COST
BARTHOLOMEW	Smythe-Axlethorpe Militia	Flak Vests	+1 A	+1 Point
	Sterlings	Marksmanship	+1 RC	+3 Points
	Droughan Militia	Enhanced Weapons	+1 Dam	+2 Points
	Morgan Jolly Rogers	Dig In	Build foxholes	+3 Points
	Black Berets	Infiltrate	Early Setup	+8 Points
MURDOCH	Oakenfist Militia	Dig In	Build foxholes	+3 points
	Fergan Lowlanders	Enhanced Assault	+1CC	+1 Point
	O'Lughton Militia	Enhanced Weapons	+1 Dam	+2 Points
MacGUIRE	Dunsirn Rifles	Enhanced Assault	+1CC	+1 Point
	Murray Militia	Flak Vests	+1 A	+1 Point
	Loughton Militia	Dig In	Build foxholes	+3 points
	Rams	Enhanced Weapons	+1 Dam	+2 Points

**Miscellaneous Special Rules:****STERLINGS SPECIAL FORCES**

- A squad of **Sterlings** may purchase a **Vermin APC** for the appropriate point costs as part of the squad without the vehicle counting against the ratio of squads to individuals.
- The **Driver** and the **Gunner** reduce the size of the squad purchased accordingly. The gunner of the **Vermin APC** serves as the squad's **LMG specialist**, so he does not need to be purchased as part of the squad.
- The **Driver** may only fire his Pistol while driving.
- The **Driver** may disembark from the vehicle and function as part of the squad.
- The **Gunner** may likewise do so, but takes 2 actions, as both are needed to dismount the LMG for field use. Should he return to the vehicle, it takes 2 actions to embark and re-mount the weapon on the vehicle.
- If the **Driver** and **Gunner** choose to stay with the vehicle when the squad disembarks, it does not need to stay within command distance to maintain Squad Coherency. They effectively function as a separate unit in all respects. They take LD checks when the Vehicle crew is down to 1/e or when the vehicle itself is reduced to ½.
- If the **Driver** is killed in the field, the **Gunner** may take over the driving of the vehicle.
- All other **Vermin APC** rules and rules for Vehicles apply.

**OAKENFIST MILITIA & WILD BOARS SPECIAL FORCES**

- If you field **Oakenfists** in your **Great Clan Murdoch** army, you may field one unit of **Blue Berets**, in remembrance of services rendered to her **Imperial Serenity**.

Against all Forces of Illian, Oakenfists gain an extra RC Attack. Against Children of Illian, they reroll RC misses once, but are – 2 in CC.

**DUNSIRN RIFLES & HUNTERS SPECIAL FORCES**

- The Dunsirn Clan is highly independent, and hates taking orders. This is why they have no officers, only Specialists. If given orders by a model capable of doing so, a Dunsirn Rifles or Hunters unit must first pass a LD test to Activate. If they fail, the unit may not be activated by the Give Orders. The model using the Give Orders skill still loses the Action for it.

**MORGAN JOLLY ROGERS AND BLACK BERETS**

- The Morgans have a fatal weakness that often proves to be their undoing: Women.
- Except for Flame-thrower armed troops, no Morgan will initiate RC against female troops, but will shoot back if shot at.
- If within 18 inches of female troops, they go into Frenzy, and will follow the rules for that Special Ability, attempting to close with the female troops to initiate CC.
- All blows inflicted by them to these units are Stun damage. An enemy unit that gets a "Dead" result in this manner is instead subdued.
- The Morgan model must then march these subdued units back to the base line, up to 2 such models per Morgan model.
- Models taken prisoner in this way only count towards victory conditions if they reach the player's deployment zone.
- If the escort model is killed before reaching the deployment zone with his prizes, the female troops are free, and may continue to take part in the battle, using their full weaponry, which they take off the dead Morgan's body.

## PERSONALITIES

### HER IMPERIAL SERENITY

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Victoria Paladine	7	7	12	16	3	2	6	3	11	2	65

**Structure:** INDIVIDUAL/PERSONALITY

Victoria Paladine

**Equipment:** Sword, Machine Pistol

**Special Abilities:** Immune to Fear, Give Orders, Rally Others, Inspiring Leadership +2, Medic, Group Attack, Tactical Sense

**Special Rules:**

- **Victoria Paladine** is a personality. You may only field one **Victoria Paladine** in your army
- You may only field **Victoria Paladine** in an Imperial Defense Ministry force.
- **Bodyguards always accompany Victoria Paladine.** These may be **Lorin Oakenfist**, and/or at least a minimum squad of **Blue Berets** and/or **Blue Leopards** within command distance of her. If the bodyguards are **Blue Leopards**, they are under her personal command and she functions as their squad leader.
- If you field **Victoria Paladine**, you may not field **Conquistadors** or **Fallen Angels**.
- If **Victoria Paladine** is killed, **Wolfbanes**, **Droughan** and **Oakenfist** clan troops Frenzy. **Household Guard** troops are gripped by **Cold Fury**. All others make a Leadership roll. If they succeed, they gain +1 to both CC and RC attacks.
- If **Sean Gallagher** is also fielded as part of an allied **Wolfbane** contingent his **Inspiring Leadership** skill will also affect **Victoria Paladine**, but she loses her **Tactical Sense** while she remains within Command Distance of him.

### SSGT. MICHAEL McBRIDE

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
SSgt M. McBride	10	10	13	15	3	2	8	3	10	2	48

**Structure:** INDIVIDUAL/PERSONALITY

SSgt. Michael McBride

**Equipment:** SMG, Pistol, Grenades

**Special Abilities:** Jungle Fighter, Camouflage, Inspiring Leadership, Tactical Sense.

**Special Rules:**

- **SSgt Michael McBride** is a personality. You may only field one **SSgt Michael McBride** in your army.
- **SSgt Michael McBride** is a Blood Beret. He may join any Blood Beret unit on the board and be activated with it. If he does, he becomes the Squad Leader.
- **SSgt Michael McBride** is a **Bartholomew**. A Murdoch or MacGuire Clan army may not purchase him.
- **SSgt Michael McBride's** SMG is an enhanced weapon. It does +1 Damage.

### EDWARD S. MURDOCH

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
E. S. Murdoch	esm	esm	esm	esm	esm	esm	esm	esm	esm	esm	esm

**Structure:** INDIVIDUAL/PERSONALITY

Edward S. Murdoch

**Equipment:** as Warzone FOW, p. 32

Add Grenades

**Special Abilities:** as Warzone FOW, p. 32.

Add Tactical Sense, Immune to Fear.

**Special Rules:**

- **Edward S. Murdoch** is a personality. You may only field one **Edward S. Murdoch** in your army
- You may only field **Edward S. Murdoch** in an Imperial Defense Ministry force, or in a Murdoch Faction clan army.
- **Edward S. Murdoch** sets a shining example to his men. Any squad of Golden Lions he joins becomes **Immune to Fear**.
- **E. S. Murdoch** and **Tim McGuire** dislike each other intensely. You may not field both in the same army.

### TIMOTHY McGUIRE

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
T. MacGuire	tmq	tmq	tmq	tmq	tmq	tmq	tmq	tmq	tmq	tmq	45

**Structure:** INDIVIDUAL/PERSONALITY

Timothy McGuire

**Equipment:** as Warzone FOW, p. 32

**Special Abilities:** as Warzone FOW, p. 32.

Add Infiltrate, Inspiring Leadership



**Special Rules:**

- **Timothy McGuire** is a personality. You may only field one **Timothy McGuire** in your army.
- You may only field **Timothy McGuire** in an Imperial Defense Ministry force, or in a MacGuire Faction clan army.
- **Timothy McGuire** and **E. S. Murdoch** dislike each other intensely. You may not field both in the same army.
- **Timothy McGuire's** weapon is custom-made to his own design. Add +1 to Damage

**SIDNEY REILLY – ISC AGENT**

Occasionally, the Imperial military leaders will call upon the most heralded of ISC members; the ISC field Agents who are the light of the ISC, they uphold the Imperial way of life both on the streets and on the battlefield. Their presence on the battlefield is so inspiring to fellow Imperial troops, that they rarely feel any form of fear. The Field Agents live by the code "Shoot first and ask questions later".

Most celebrated amongst these agents is the name of **Sidney Reilly**, whose exploits on the field of battle and elsewhere on behalf of Imperial Interests have become legendary. "Old Sid", as his friends call him, has never been known to lose his temper, or to blow his cool. He treats every bullet that life shoots at him as a joke, and disdains, with equal humor, the accolades of men and women, and the "slings and arrows of outrageous fortune". He has stopped counting the number of assassination attempts made against him. He simply views them as all in a day's work, and carries on. As a result, the most dangerous assignments are routinely handed to him with more than the typical complacency that characterizes the Imperial Bureaucracy's way of dealing with the world. It simply never occurs to them that Sidney Reilly won't come through.

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
<b>Sidney Reilly</b>	9	10	12	16	3	2	8	3	10	2	59

**Structure:** INDIVIDUAL/PERSONALITY

Sidney Reilly – ISC Agent

**Equipment:** Sniper Rifle, Machine Pistol, Sword

**Special Abilities:** Immune to Panic and Fear, Inspiring Leadership, Give Orders (to Imperials only), Rally Others (Imperials only), Sniper, Tracker, Extra RC Attack.

**Special Rules:**

- **Sidney Reilly** is a personality. You may only field one **Sidney Reilly** in your army.
- **Sidney Reilly** is an **ISC Agent**. A Clan Murdoch or Clan MacGuire army may not purchase him.

**SERGEANT JUBILATION "Jube" McFEE**

Sergeant "Jube", as he is known to his troops, is a fanatical Soccer fan, and a not inconsiderably skilled player in his own right. In addition to his standard kit as a Trencher, he carries with him a Soccer ball, which he prizes above all else in the world. He has survived many an assault of enemy trenches because of this ball, and many an enemy has grown to dread the arrival of this artifact flying over the parapet of their defenses. On the eve of a major assault, he makes the following speech to his troops:

*"O'roight, lads, y'know wot tomorra is - its Goime Doy! 'n were 'avin'a go ovah th'top. Now - ya know wot this is, don't yer? It's me Sacred Soccer ball, wot woz giv'n t'me by me sainted Muvvah when I woz a nippah - may She Rest In Peace! Oim tossin' it ovah t'the blokes on th'othah soide tommora. And then Oim goin t'blow th'Magic Whistle, an' then - WE'RE ALL GOING T'GO GET IT BACK - an' 'ave a bit of a chat an' a cuppah with th' Crappies as well. An the first of you lot wot brings the ball back to the goal loine -roight 'ere - gets a two-week furlough out of this 'ole! An' Oi'll shoot th' loizy buggah 'oo lags be'ind!"*

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
<b>Sergeant Jube Mcfee</b>	9	8	10	14	3	2	8	3	8	2	48

**Structure:** INDIVIDUAL/PERSONALITY

Sergeant Jube Mcfee

**Equipment:** AR, Pistol, Chainsword

**Special Abilities:** Immune to Panic and Fear, Join Unit

**Special Rules:**

- **Sergeant Jube Mcfee** is a personality. You may only field one **Sergeant Jube Mcfee** in your army.
- His Pistol is an **Enhanced Weapon** - +1 Dam.
- Once per game, he will punt the ball into the enemy defenses and blow the whistle. This does not take an action. He and his squad will then charge the enemy, up to the limit of his move.
- During this charge, he is subject to **Cold Fury**. The rest of his unit is **Frenzied**.
- As long as the Sergeant is alive, the squad he is leading need not take morale tests for casualties. All other squads within LOS get +2 to their Ld.

**LORIN OAKENFIST**

**Lorin Oakenfist** is **Victoria Paladine's** devoted bodyguard. He has been so since he rescued her from the forces of **Illian** as a child during her stay at Honoria the Blessed Children's Hospital in Port Elizabeth. From that day to this he has been her Blood-Uncle, and, until she grew up and succeeded her mother, **Gloriana I**, to the Serenity's Seat, has never been beyond earshot. His oath binds him to defend her with his life, which he will gladly give to do so. Now that Victoria is occupied with Affairs of State, and has access to other bodyguards, he is free to travel to his home in the asteroids to visit his clan, and to take on more independent assignments for the IDMF. But he always tries to be on hand if he knows that Victoria will be exposed to any danger.

	CC	RC	PW	LD	AC	W	ST	MV	A	S	Cost
Lorin Oakenfist	12	10	8	15	3	2	10	3	11	1	58

**Structure:** INDIVIDUAL/PERSONALITY

Lorin Oakenfist

**Equipment:** Shotgun, Machine Pistol, Spikehammer, Grapple Hook

**Special Abilities:** Tracker, Tactical Sense, Immune to Panic. Give Orders to Oakenfists, Blue Berets, Victoria Paladine and her Blue Leopards only, Extra CC Attack, Insanity +3, Ferocious Charge

**Special Rules:**

- **Lorin Oakenfist** is a Personality. You may only field one **Lorin Oakenfist** in your army
- You may only field **Lorin Oakenfist** in an **Imperial Defense Ministry force**, or in a **Great Clan Murdoch** army – that fields at least one unit of **Wild Boars**.
- If **Victoria Paladine** is a part of your force, and with no other bodyguards purchased for her, **Lorin Oakenfist** will be deployed alongside her. He will **never** go further than Command Distance away from her, unless involved in **CC**, and will always return to within Command Distance thereafter.
- If **Victoria Paladine** is hit by a **CC** or **RC** attack, and **Lorin Oakenfist** is within 3 inches, he intercepts any shot or blow and takes it for her.
- **Lorin Oakenfist** dislikes **Wolfbanes** as a rule, but will serve with them in an **IDMF** force if **Victoria Paladine** or **Sean Gallagher** is also fielded.
- Against all **Forces of Illian**, **Lorin Oakenfist** gains an extra **RC** Attack. Against **Children of Illian**, he re-rolls RC misses, but is – 2 in CC.

**VEHICLES****HURRICANE WALKER**

Cost: 114

**VEHICLE**

	W	MV	A	MP	S
Hurricane	6	5	12	3	6

**PERSONNEL**

	CC	RC	PW	LD	AC	W	ST	MV	A	S
Pilot	hwp	hwp	hwp	13	hwp	hwp	hwp	hwp	hwp	2

**Structure:** INDIVIDUAL/VEHICLE

1 H. Walker

1 Pilot

**Equipment:** Twin Mounted HMGs

**Special Abilities:** None

**Special Rules:**

- The Walker uses a Stomp attack in Melee. It is –2 to hit, 12(x2) Dam.
- For 10 Points more per model, a Hurricane Walker may be given Tactical Sense.
- If the Walker is hit by enemy fire roll for Weapon Immunity before rolling for hit allocation. If penetration occurs then roll for additional effects on the Hurricane Walker Hit Allocation Chart.

**Hurricane Walker Hit Allocation Chart:**

Roll	Effect
1–13	No Additional Damage
14	Engine Damaged. <ul style="list-style-type: none"> <li>• The driver must roll 10 or less successfully to move the vehicle or it remains stationary.</li> <li>• A second hit in this location causes the vehicle to explode, killing the driver. Everyone within the radius of the large explosion template must take a Dam 9 hit, and the vehicle is removed from play.</li> </ul>
15	Left Leg Damaged. <ul style="list-style-type: none"> <li>• The player must declare his intention to move the vehicle, and the direction of the move.</li> <li>• The driver must roll 10 or less successfully to move in the declared direction or the vehicle pivots an additional 45 degrees left before moving.</li> <li>• A second hit on this location renders the vehicle incapable of movement.</li> </ul>
16	Right Leg Damaged. <ul style="list-style-type: none"> <li>• Same effect as above, but to the right.</li> </ul>
17	Steering Damaged. <ul style="list-style-type: none"> <li>• The vehicle may only move forward or backward.</li> <li>• A second hit on this location immobilizes the vehicle.</li> </ul>
18	Right Wing Weapon Damaged. <ul style="list-style-type: none"> <li>• Vehicle's firepower is reduced by 1 mounted HMG.</li> </ul>
19	Left Wing Weapon Damaged. <ul style="list-style-type: none"> <li>• Vehicle's firepower is reduced by 1 mounted HMG.</li> </ul>
20	Firing Mechanism Damaged. <ul style="list-style-type: none"> <li>• May only fire weapons on a 1-10 on 1D20. It takes 1 action to repair.</li> <li>• A second hit destroys the mechanism. It must be repaired to fire, and takes 2 repair actions.</li> </ul>

- The driver does not survive the demise of his vehicle. The last Wound on the Walker is always the driver. It may not be healed by a Medic.

**SHRIKE ATVS**

Cost: 64

The **Shrike ATV** is a three-wheeled motorcycle characterized by large, balloon-like tires and a single forward wheel used for steering by the Driver. It is normally employed to transport mining equipment on the asteroids where **Clan Oakenfist** members live and work. These they readily adapt to warfare as a mobile heavy weapons support platform on which they mount a Light Machine Gun.. Each Militia infantry unit contributes one vehicle to form a Support Squad to the unit.

**VEHICLE**

	W	MV	A	MP	S
Shrike	2	5	10	3	3

**PERSONNEL**

	CC	RC	PW	LD	AC	W	ST	MV	A	S
Driver	7	6	7	10	3	1	8	3	7	2
Gunner	7	7	7	10	3	1	8	3	7	2

**Structure:**

SQUAD/VEHICLE

1 Shrike ATV  
1 Driver  
1 Mounted LMG Gunner

**Type:**

Open/Wheeled

**Equipment:**

Vehicles:

1 Mounted LMG

Gunner:

Pistol, Spikehammer

Driver:

Pistol, Spikehammer

**Special Abilities(all):**

Insanity, Climb, Tactical Sense,  
High Morale+2

**Special Rules:**

- A Shrike is an All Terrain Vehicle. It receives no movement penalties for going over difficult ground or for increased elevations going up or down slopes. It must have sufficient width on the slopes for the vehicle to pass through.
- The Gunner and driver both have a forward firing arc of 180 degrees.
- The Driver may drive or shoot his pistol during an Action. He cannot do both.
- The Driver and the Gunner take their actions independently of each other, in any order, but each must have completed an Action before the other can take a second Action.
- If the crew survive the demise of their vehicle, they form an independent squad activated separately.
- Hits on the Shrike ATV are allocated randomly, as follows:

D20	RESULT	Notes
1-12	Vehicle Hit	
14-20	Crew Hit	The Driver is always the last one hit

**VERMIN APC**

Cost: 106

The **Vermin Armored Personnel Carrier** is one **Clan Fieldhausen** design that has caught on with tremendous success. For its function, it has few equals on the field of battle. Not only is it quick and highly maneuverable, it is cheap to manufacture. The tradeoffs to its economy of design are that it's not very heavily armored, and has wheels instead of tracks. This makes it hard for it to handle on really rough terrain.

**VEHICLE**

	W	MV	A	MP	S
Vermin	5	5	12	3	6

**PERSONNEL**

	CC	RC	PW	LD	AC	W	ST	MV	A	S
Driver	7	7	7	12	3	1	7	3	8	2
Gunner	7	7	7	10	3	1	8	3	7	1

**Structure:**

INDIVIDUAL/VEHICLE

1 Vermin APC  
1 Driver  
1 Mounted LMG Gunner

**Type:**

Closed/Wheeled

**Equipment:**

Vehicle:

1 Mounted LMG

Gunner:

Pistol

Driver:

Pistol

**Special Abilities:**

Vermin APC

Weapon Immunity 8

**Special Rules:**

- A **Vermin APC** is a Wheeled Vehicle, and is thus subject to terrain limitations for its type.
- A **Vermin APC** 's Mounted LMG may fire 180 degrees to its front.
- A **Vermin APC** may transport around the battlefield, in addition to its crew, a maximum of 10 models of size 2 or smaller.
- A **Vermin APC** may be deployed with the models being transported already aboard. Set the models aside in the rear of the deployment area until they disembark.
- A **Vermin APC** must transport all or none of a Unit. It may not transport a partial Unit.
- While aboard the vehicle passengers are effectively parts of the vehicle crew.
- The Vermin APC Takes a LD test when the total number of passengers on board, including Driver and Gunner, is reduced to ½ or when the number of wounds on the vehicle is reduced to ½, whichever comes first.
- The **Vermin APC** and its passengers function in all respects as described in the Vehicle Section in **Warzone Rules of War**.
- At any point during the vehicle's Turn, passengers may expend one Action to disembark.
- All members of the unit must disembark at the same time, and must complete their Turn before the vehicle can complete the remainder of its Turn.

- Disembarking passengers may not subsequently board the Vermin APC in the same Turn.
- At any point during their Turn a friendly model in base contact with a Vermin APC may expend one Action to climb aboard the vehicle. Passengers boarding in this way finish their Turn.
- If the Vermin APC is destroyed or crippled, surviving crewmembers can abandon the wreck and form a small Squad to continue fighting. Use an appropriate model to represent the pilot and gunner.
- If the vehicle is hit and damaged roll a d20 and see the Vermin Additional Damage Chart for any additional effects.

D20	DAMAGE RESULT
1-10	<b>No Additional Damage.</b>
11-12	<b>Engine Damaged.</b> <ul style="list-style-type: none"> <li>• To drive the vehicle the Driver must roll 10 or less on a <b>D20</b>.</li> <li>• If the roll is failed, the vehicle remains stationary, but the Driver's Action is lost.</li> <li>• A second hit in this location causes the vehicle to explode killing the crew. <ul style="list-style-type: none"> <li>• Center the Large Explosion Template on the vehicle.</li> <li>• All, the passengers inside, and any models touched by the template, take a Dam 9 hit,</li> <li>• The vehicle is removed from play.</li> </ul> </li> </ul>
13-14	<b>Mounted LMG Damaged.</b> <ul style="list-style-type: none"> <li>• The Driver or Gunner must roll 10 or less on a <b>D20</b> to successfully fire the vehicle mounted weapon.</li> <li>• The Driver or Gunner expends an Action in the attempt, whether successful or not.</li> <li>• A second hit in this location destroys the weapon.</li> </ul>
15-17	<b>Wheels Damaged:</b> <ul style="list-style-type: none"> <li>• Whenever activated, the vehicle may make only one turn.</li> <li>• A second hit in this location immobilizes the vehicle.</li> </ul>
18-20	<b>Crew or Passenger Compartment Ruptured.</b> <ul style="list-style-type: none"> <li>• Roll a D20 : <div style="display: flex; justify-content: space-between; margin-top: 10px;"> <div style="width: 45%;"> <p style="text-align: center;">1-10</p> <p style="text-align: center;">11-20</p> </div> <div style="width: 50%;"> <p><b>Crew Member takes a Dam 8 hit.</b></p> <ul style="list-style-type: none"> <li>• The first casualty is always the gunner.</li> <li>• The Driver is always the last casualty.</li> </ul> <p><b>Passengers take hits.</b></p> <ul style="list-style-type: none"> <li>• Roll a D20 for each passenger.</li> <li>• Passenger hit for Dam 8 on 10 or less.</li> </ul> </div> </div> </li> </ul>

### NEW WEAPONS:

#### BLACK SMOKE GRENADES

CC		PB		SR		MR		LR		ER	
H	D	H	D	H	D	H	D	H	D	H	D
--	--	0	0	-2	0	--	--	--	--	--	--

#### Type:

Indirect Fire, Ranged Template Weapon

#### Special Rules:

- Uses the Small Template.
- The smoke produced blocks Line of Sight for the remainder of the turn and the unit is activated the following turn and is then removed.
- Troops caught in the blast area are blinded temporarily, and must move out of the area of effect on their next activation in a random direction.
- For the rest of that activation they are panicked unless they make a successful, unmodified Leadership roll.
- Troops on Wait may attempt to Dive for Cover as normal.

**CUTLASS = Sword or Machete in Warzone FOW**

**DIRK = Combat Knife in Warzone FOW**

#### FIRESWORD ROCKET HOWITZER

CC		PB		SR		MR		LR		ER	
H	D	H	D	H	D	H	D	H	D	H	D
--	--	--	--	--	--	-3	13	-5	13	--	--

#### Type:

Mounted, Direct Fire, Ranged Template Weapon

#### Special Rules:

- Uses the Small Explosion Template for each Hit.
- The FireSword is an Incendiary Weapon. A model hit by this weapon continues to take 1 Wound Damage until it makes its Armour save.
- Each subsequent Armour save reduces the Strength of the Damage by 2.

#### HEAVY MORTAR

CC		PB		SR		MR		LR		ER	
H	D	H	D	H	D	H	D	H	D	H	D
--	--	--	--	--	--	-2	12	-4	12	-5	12

#### Type:

Mounted, Indirect Fire, Ranged Template Weapon

#### Special Rules:

- Uses Large Explosion Template.



**CAVALRY LIGHT CARBINE**

CC	PB	SR	MR	LR	ER
H D	H D	H D	H D	H D	H D
-1 10	+1 10	0 9	-1 9	-- --	-- --

**Type:**

Direct Fire, Missile Weapon

**Special Rules:**

- None.

**CAVALRY SABRE**

CC	PB	SR	MR	LR	ER
H D	H D	H D	H D	H D	H D
0 ST	-- --	-- --	-- --	-- --	-- --
+1					

**Type:**

One handed, Melee Weapon

**Special Rules:**

- None

**LANCE**

CC	PB	SR	MR	LR	ER
H D	H D	H D	H D	H D	H D
+1 ST	-- --	-- --	-- --	-- --	-- --
+2					

**Type:**

One handed, Melee Weapon

**Special Rules:**

- The Lance may only be used when Charging or Counter-charging.

**LIGHT MORTAR**

CC	PB	SR	MR	LR	ER
H D	H D	H D	H D	H D	H D
-- --	-- --	0 12	-2 12	-4 12	-5 12

**Type:**

Mounted, Indirect Fire, Ranged Template Weapon

**Special Rules:**

- Uses Small Explosion Template.

**MOUNTED ULTRA-LIGHT MACHINE GUN**

CC	PB	SR	MR	LR	ER
H D	H D	H D	H D	H D	H D
-- --	0 10	+2 9	0 8	-2 7	-- --
	X2	X3	X2		

**Type:**

Mounted, Direct Fire, Missile Weapon

**Special Rules:**

- None

**RETRIBUTOR LIGHT CANNON**

CC	PB	SR	MR	LR	ER
H D	H D	H D	H D	H D	H D
-- --	-- --	-1 12	-2 12	-3 12	-- --
		X2	X2		

**Type:**

Mounted, Direct Fire, Missile Weapon, Anti-tank

**Special Rules:**

- None

**SOUTHPAW ROCKET LAUNCHER**

CC	PB	SR	MR	LR	ER
H D	H D	H D	H D	H D	H D
-- --	-- --	-3 14	-4 14	-5 14	-6 14
		X3	X3	X3	X3

**Type:**

Two-handed, Direct Fire, Missile Weapon, Anti-Tank

**Special Rules:**

- None

**SPIKEHAMMER**

CC	PB	SR	MR	LR	ER
H D	H D	H D	H D	H D	H D
0 ST	-- --	-- --	-- --	-- --	-- --
+1					

**Type:**

Close Combat, One Handed, Melee Weapon

**Special Rules:**

- None

**TANKBUSTER**

CC	PB	SR	MR	LR	ER
H D	H D	H D	H D	H D	H D
0 13	-- --	-- --	-- --	-- --	-- --
X2					

**Type:**

Mounted, Close Combat, Anti-tank

**Special Rules:**

- None

**TEAR GAS GRENADES**

CC	PB	SR	MR	LR	ER
H D	H D	H D	H D	H D	H D
-- --	0 0	-2 0	-- --	-- --	-- --

**Type:**

Indirect Fire, Ranged Template Weapon

**Special Rules:**

- Uses the Small Template.
- All those caught even partially under the template take a Leadership test, which, if failed, causes Panic.

A second dose causes Fear as well.

**HEAVY ASSAULT SHOTGUN**

CC	PB	SR	MR	LR	ER
H D	H D	H D	H D	H D	H D
-- --	+3 10	+2 9	+1 8	-- --	-- --
	X3	X2	X2		

**Type:**

Mounted, Direct Fire Missile Weapon

**Special Rules:**

- None

**TRUNCHEON/SHILELAGH**

CC	PB	SR	MR	LR	ER
H D	H D	H D	H D	H D	H D
0 ST	-- --	-- --	-- --	-- --	-- --
+0					

**Type:**

Close Combat, One Handed, Melee Weapon, Stun Damage

**Special Rules:**

- A model takes Damage from this weapon the first time it is stunned if it fails its save. The effects of stunning are equivalent to Panic.
- A model that takes Damage from this weapon a second time while still Stunned or Panicked by other means, and fails its save, take a Wound.
- A model that is Immune to Panic is not Immune to Stunning.
- The effects of being Stunned last until the beginning of Activation of the unit taking Damage or until the unit taking Damage inflicts a Hit on one of his attackers, whichever comes first.
- Wounds inflicted by this weapon are permanent. They may only be restored by the use of a Supernatural Power, or by the ministrations of a Medic.

## TWIN MOUNTED ULTRA-LIGHT MACHINE GUNS

CC		PB		SR		MR		LR		ER	
H	D	H	D	H	D	H	D	H	D	H	D
--	--	+1	11	+3	10	+1	9	-2	8	--	--
		X2		X4		X3		X2			

Type:

Mounted, Direct Fire, Missile Weapon

Special Rules:

None

continued from page 50

## THE DRUNKS

The Wild Roses Special Forces were enormously popular with players in WZ1. But how to make their inebriation work cleanly presented a challenge. The parallel structure of UTI and Sober solved the problem. The Special Forces drink the whiskey, the Militia drink the Ale. That is why the effects on the Militia are not as pronounced. The effects can vary from turn to turn. Built into this variance is the assumption that each Turn takes place over a number of hours in Game Environment Time, much like the weather rules for Arctic Environments. Although combat actually simulates a few minutes worth of engagement (as all wargames do), the assumption is that from Turn to Turn a few hours elapse, and the combat witnessed by the participating gamers is a snapshot of the combat that is occurring over a far greater period of time.

## THE MORGANS

These guys are probably the toughest of the clans. The MC history gives them a shady origin, which I extended to (game) present time. Their clan name, their skill set, and the name of their Special Forces all screamed "pirates!" at me. But they had to have a weakness. The weaknesses of sailors have historically been grog and wenches. The grog had already been commandeered by the **Wild Roses**. That left wenches for the **Morgans** to be done in by.

## THE OAKENFISTS

A reading of their background and description in *Mutant Chronicles* makes it obvious: These guys are dwarves! Pure and simple. Why the WZ1 and WZ2 designers left them out I cannot conjecture on. But I have always thought it to be a serious oversight in Warzone. So why not correct it? This enables me to field all those Squat minis and vehicles that have gathered dust on my shelves for years. They have the added bonus that they are insane. What a concept! Crazy dwarves!

They have been driven insane by the loss of their children. This added a bit of poignancy to them, and gives them a bit of sadness and dignity that people don't normally associate with dwarf miniatures.

## THE O'LAUGHTONS AND THE LOUGHTONS

What's **Imperial** without a family feud or two? These two clans admirably plug two specialty holes in the Imperial forces: the need for **Desert Fighters** and **Parachute Deployment** troops.

## THE DUNSIRNS

The mythos from MC and WZ1 for this clan made it clear that they had to be elite and quasi-elite jungle fighter forces. The elites also have the **Tracker** skill, which provides for a different, more aggressive way to deal with **Stalkers** and **Unseen Assailants**, and the **Keen Eyes** of both makes them a force to contend with. So to compensate for ramping up their shooting skills, I seriously ramped down their abilities in CC, and made them difficult to deal with on a command level. I also ramped up their point costs.

## THE MURRAYS

These guys have the luck of the Irish. The Shamrocks were another great favorite with players from WZ1. The challenge here was how to make them lucky without unbalancing them as a force. By lowering their profile stats I force these units to rely on their Luck to be successful. I made their Luck dependent on their PW. It seemed a natural fit.

## NEW VEHICLES

Virtually all players on the forums agreed that **Imperial** needed more vehicles. Of those that cited the need for them, every last one of them mentioned Vermin APCs. The Shrikes I gave to the Oakenfists as a lightweight Necromower type vehicle with two crewmen as a support squad to their militia. The Spitfires filled a critical gap in Imperial Forces.

But why are they crazy, other than the fact that **Clans of Damnation** says they are? Then I remembered the **Children of Illian**, and linked them to the **Oakenfists**.

## NEW WEAPONS

Many of these new weapons were designed to go with the background of the troops wielding them. The **Cavalry Carbine** in particular seemed like a good idea. The **Truncheon** and **Riot Shield** allow scope for Insurrection and civil unrest scenarios. The **Tankbuster** gives **Imperial** a critically needed anti-tank melee weapon. **Heavy Assault Shotguns** give **Imperial** an equalizer in Jungle terrain. **Retributor Light Cannon** plug an ordnance gap that exists at Long Range. **Ultra-Light Machine Guns** filled the need for a shorter-ranged lighter damage missile weapon for the **Spitfires**.

## SIZE REVISITED

In this volume, you will find that every **Imperial** miniature is supported. Every unit from Warzone 1 has made its return, and many more units have been added. All are supported, without contradiction, by the mythos developed either in WZ2, or by Warzone 1 and by **Mutant Chronicles** and **Imperial: Clans of Damnation**. Virtually every unit in this volume has been playtested. No unit survived unchanged from the original manuscript, and all that were changed have been modified as a result of playtester feedback and informed commentary by veteran experienced players.

But, the problem of size still remains. How much is too much? Should I have followed precedent, and put out a limited volume, or should I have just gone for it as I did and built the kind of FOW for **Imperial** that I wish the game designers had built for me for **Bauhaus** and **Capitol**? I have no regrets about my decision. There is a lot more material that I simply didn't have time to include.

You, the reader, the player, must be the judge of whether I have gone over the top. But before you make the judgment, please play it. Everyone who playtested these rules enjoyed themselves thoroughly and got into the spirit of the material. There is a wealth of it here. Have fun with it and drop me a line with your comments. This is not a commercially produced work, so your reactions are "coin of the realm". If you enjoyed it, let me know. If you didn't, tell me why so that I may do better next time.

Regards,

Nevile Stocken  
[isc\\_agent@hotmail.com](mailto:isc_agent@hotmail.com)

[www.armorcast.com](http://www.armorcast.com)

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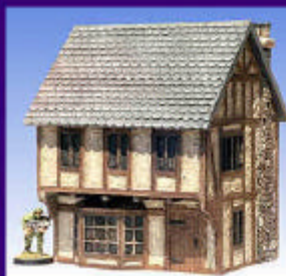
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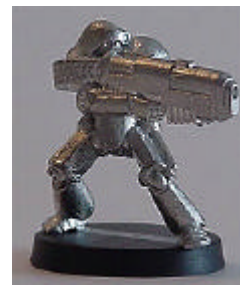
All of the items pictured above, and more, are all available now as part of release #11 from ARMORCAST. Check your local hobby shop or order direct.

Coming Soon - OGRE Macrotores!



# MINIATURE REVIEW

For this issue's miniature review the nice guys at I-Kore were good enough to send in some samples from the upcoming Syntha models for their game VOID. The models to the right are all regular Tactical Androsynths, cybernetic front-line warriors of Syntha. They are all armed with Pulse Rifles and are wearing fully sealed armor.

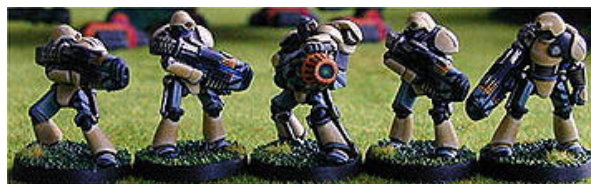


The Tactical Androsynth Sergeant is armed and armored in the same way as the regular guys, but his helmet is a bit different from theirs, giving him almost an alien-like or skull-like appearance.



The specialist for the Tactical Androsynths carries a Plasma Cannon, which is shorter than the Pulse Rifles, but much bulkier. His armor is also bulkier than the regulars or the Sergeant and he also has a different helmet design, but it is not too far removed from those of the regular troops. He also has a backpack / power supply as a separate piece.

All of the pieces sent had very minimal amounts of flash that was very easy to remove. Mold lines were almost non-existent and were cleaned up in no time. All of the Pulse Rifles have large power cables that stretch from the butt of the rifle around to the back of the figure where it attaches to a power source. This is one big power cable, not like the extension cord in your garage. There are also smaller power cables running from the power source to other parts of their armor. The armor is made up of large flat panels with some more flexible areas around the torso and other joints. The Pulse Rifles look very nice. A far cry from the Assault Rifles that the Viridian Marines carry. The Sergeant's helmet is also a nice touch, which really helps him stand out apart from the rest of the squad. Even while carrying the same weapon as the regular troopers he stands out as being something different. The specialist carrying the Plasma Cannon is crouching down a bit, bracing the weapon before he ends someone's day. Interestingly, the power cable running to the Plasma Cannon is not really as pronounced as those that feed the Pulse Rifles, but the power source itself is much larger. His helmet is the most streamlined of the group, almost bullet shaped. The helmet also sports what looks like a targeting device. His armor is considerably bulkier than the others, especially the legs that are reinforced with extra supports. Upon closer inspection of all of the models I found that all Tactical Androsynths only have



Examples of painted Tactical Androsynths from I-Kore

three fingers and a thumb instead of the normal four. Ah Ha! I have found their weakness! As the Tactical Androsynths are not armed with any pistols, grenades, or other such items you won't find them on the models. They come exactly as written up in the rulebook and are in scale with the rest of the human-sized models released by I-Kore. A box of four regular troopers, one Sergeant, and one Plasma Cannon Specialist will set you back \$13.95. Not a bad deal at under \$2.50 per model.





## Campaign Conversions

Continuing from last month's article, here we have two more unique player creations that have hit the field of battle in our ongoing Chronopia campaign. All of the troops presented here are so unofficial it's not even funny, but we believe them to be balanced and think that they fit in with the armies for which they were created.

### Blue Ice Dragon: designed by Clay Richmond (Crystal Lotus Elves)

The ancient predecessors and cousins of the current day Dragonbanes are powerful and highly intelligent creatures. It was before recorded history that these mighty reptiles became friends and allies of the elves. Although the intelligence and fighting style of the ancient Dragons do not lend them to be suitable mounts, it was with their help that the smaller Dragonbanes of today were first captured and trained for the Elven knights. These mighty dragons come in many forms but all have a will of their own and are treated as equals by the elves rather than mere beasts of War. In fact, they are even often found at the table in Elven war councils. Some races believe that there are even Dragons among these ancients that are capable of magic. The ancient ally and avatar of the Crystal Lotus Elves has always been the winged ice breathing Blue Ice Dragon.



CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
16	10	-	16	3	4	3	3/6	25	-3	3	145	Dragon

Special Abilities: Cause Fear, Immune to Fear and Panic, Magical Resistance

Special Rules: Flyer, May spend an action to breathe a blast of ice once per turn. The Ice Breath attack uses the Flame Template from "The Dwarven Labyrinth", Dam 10. All models touched by the template are covered by the freezing chill and must make a successful Armor roll or take a wound. If models have more than 1 wound they must continue to make Armor rolls until they succeed or die. This attack may not be used in Close Combat. May spend 1 action to make a bite and two claw attacks at no penalty. May engage and be engaged in close combat by enemies in either the same or the next higher height band.

Equipment: Bite Attack of DAM 12 and two Claw attacks DAM 8

Structure: Individual (only available to Crystal Lotus Elves)

### Minotaur Lord: designed by Mark Theurer (Shadow Tribe Sons of Kronos)

A bellowing roar shook the hunters down to the soles of their boots. They were tracking wild boar with little success, but now it seemed that they themselves were the hunted. Once again the roar came from the woods, only not as far away this time. The fear on the hunter's faces belied their training and experience. They were all expert marksmen and trackers in the employ of a wealthy Firstborn Baron. Then it came. Not the roar again, but something large came flying out from within the trees. It struck one of the four hunters and knocked him to the ground. The other three, startled nearly to the point of soiling themselves, recovered their wits to see that the wild boar that they had been tracking was now lying on top of one of their mates, but it was completely disemboweled and making quite a mess of their friend. Then it got worse. With a monstrous roar and snapping of tree limbs a monstrosity crashed through the trees towards the already startled hunters. Had it been standing erect it would have been twice the height of a man and easily twice the width. Its head was like that of a mighty bull or ram, its cloven hooves beat down a path to the hapless men. Two of the men, crossbows at the ready, fired at the beast and even with bolts sticking into its flesh it kept coming. It rammed one man and knocked him to the ground and it then used its two massive blades to carve up the men like a butcher. After the carnage and the screams came to an end there was more movement in the trees. This time, men emerged, clothed in animal pelts and their skin covered in strange dark markings. They approached the beast with no fear and it left with them, back through the forest as it had come...only after stringing the dead bodies together and carrying them along.

CC	MW	PW	LD	AC	W	ST	MV	A	Def	S	Cost	
16	10	-	13	3	3	4	3	23	-2	2	90	Minotaur

Special Abilities: Secondary Attack, Immune to Fear and Panic, Causes Fear, Ram Attack Dam 12

Equipment: Two really big bladed weapons DAM 10x2 each

Structure: Individual (only available to Sons of Kronos Shadow Tribe armies)



The Figs - The Blue Ice Dragon is actually "Gauth" by Reaper Miniatures and the Minotaur Lords are part of the "Barbares" line of miniatures by Rackham for Confrontation.

## CONTEST - FREE STUFF - CONTEST - FREE STUFF - CONTEST

The first three readers that e-mail me the identity of the crime fighting team pictured below (left) will win a free copy of Flashpoint! If you have kids you have an unfair edge, but I never promised you a rose garden baby!



Flashpoint! Is a generic science-fiction game system that allows you to use any miniatures you want, build custom vehicles and arm your troops with the weapons you choose.



## Coming Soon!

The next issue of Fictional Reality will be available the first week of December, just in time for Christmas. Among other things, it will feature....

Not one, not two, but three battle reports...



Terraforming in Miniature - Building construction

Game Review - Skullbrawl from Holistic Design

...and much more. See you soon!

