

MUTANT
CHRONICLES

#1 1996



CHRONICLES FROM THE

WARZONE™

A new magazine
totally devoted to the
tabletop wargame
Warzone! In this issue:

- New violent close combat rules!
- Detailed answers to your most common rules questions!
- New figures!
- Three powerful personality descriptions:
 - Cardinal Dominic of Luna
 - Alakhai the Cunning
 - Valpurgius, Archmagus of Alakhai



TARGET
GAMES

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Heartbreaker



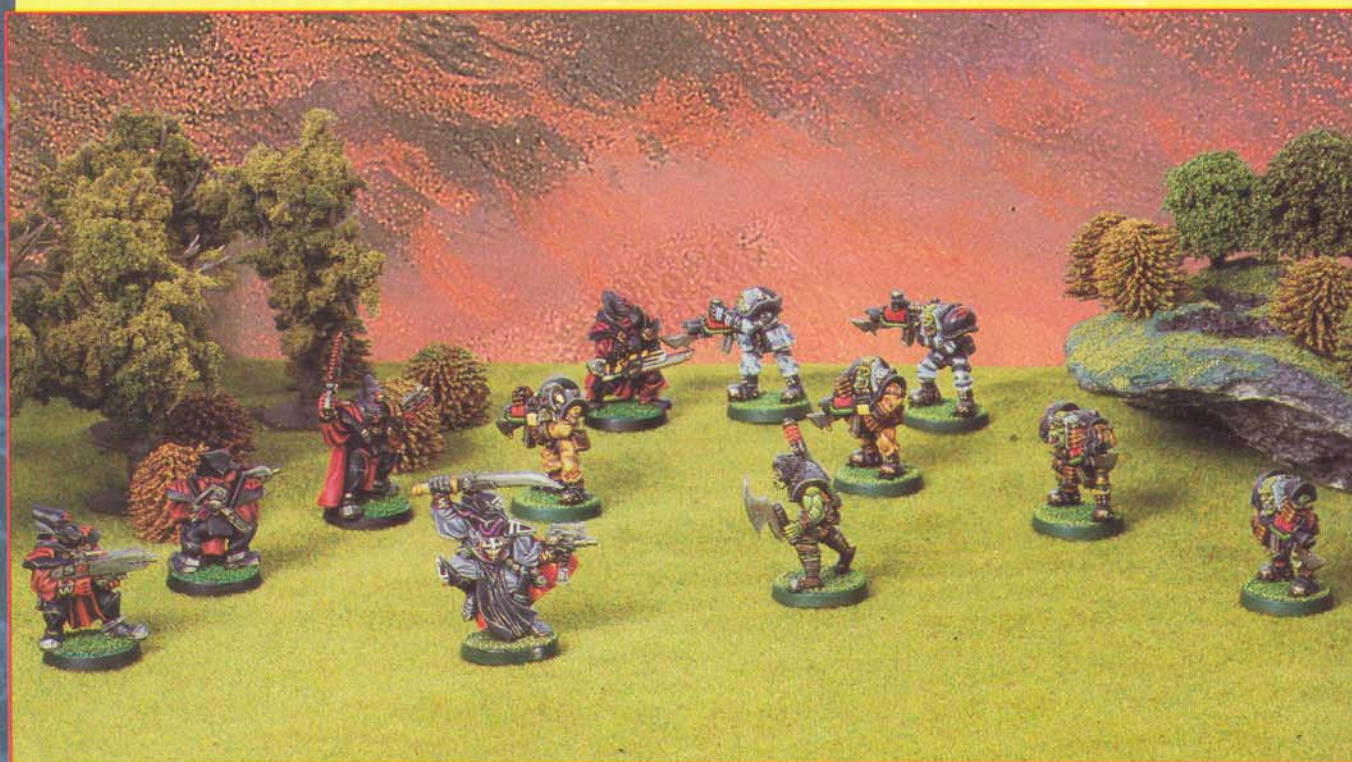
BATTLE

WARZONE™

SCENES



Cybertronic Chasseurs, accompanied by an Attila III Cuirassier, defend against attack from Imperial Wolfbanes.



An Inquisitor leads two Brotherhood troopers, their sergeant and a Mortificator into combat against a furious unit of Necromutants, led by a Centurion.

WELCOME TO CHRONICLES FROM THE WARZONE

I puffed. It had been a horrible morning. It rained and everything was just wrong. The regulars should have come this morning, but there was no sight of them. Guessed that they had probably already been wasted in combat a few miles away. There weren't many of us left now. "You there! Come over here!" I yelled to a young man in the uniform of a Regular as he stumbled past me. "What have you done with your armor? Put it on now!" The soldier answered me: "No... sir... I won't... It's too hot... Huh... huh..." Not another one. The jungle fever is going to kill us all, if the undead legionnaires don't do that first. It's five days we've been here now. I grabbed the man but he got away from me and started to climb out of the trench. "Noooo! Let me go!" Before I could grab the man again he had already gotten up and it took no more than one half second before a big bang came through the air and the man fell down, now with a big hole between his eyes.

Hi and welcome to Chronicles from the Warzone. So what is Chronicles from the Warzone, you ask? Chronicles from the Warzone is a magazine that handles everything that has something to do with the great miniatures game called Warzone. The purpose of this magazine is to answer questions, keep everyone updated with the latest news from us, mention what new Warzone products are on the way and what miniature releases will come this month, release rules for new units and monsters, and give you battle reports and scenarios. Let's take this first issue of

Chronicles from the Warzone as a typical example of what the magazine will contain. The miniature pages show you what figures have been released and give examples of how to paint your miniatures. The personalities will give you that extra little power you may sometimes need on the battlefield. The new rules for close combat could be seen as a bit more realistic than the ones in the Warzone rulebook. Future issues of Chronicles from the Warzone will also contain a Questions and Answers column, a page with mail from the readers, the latest month's miniature releases, and much more.

Write to us and tell us what you think and want!

Sami Sinervä, Editor & Chris Bledsoe, Warzone Guy



Sami Sinervä, Editor in Chief



Chris Bledsoe, Warzone Guy

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Hedgehog Necromower (#9613)

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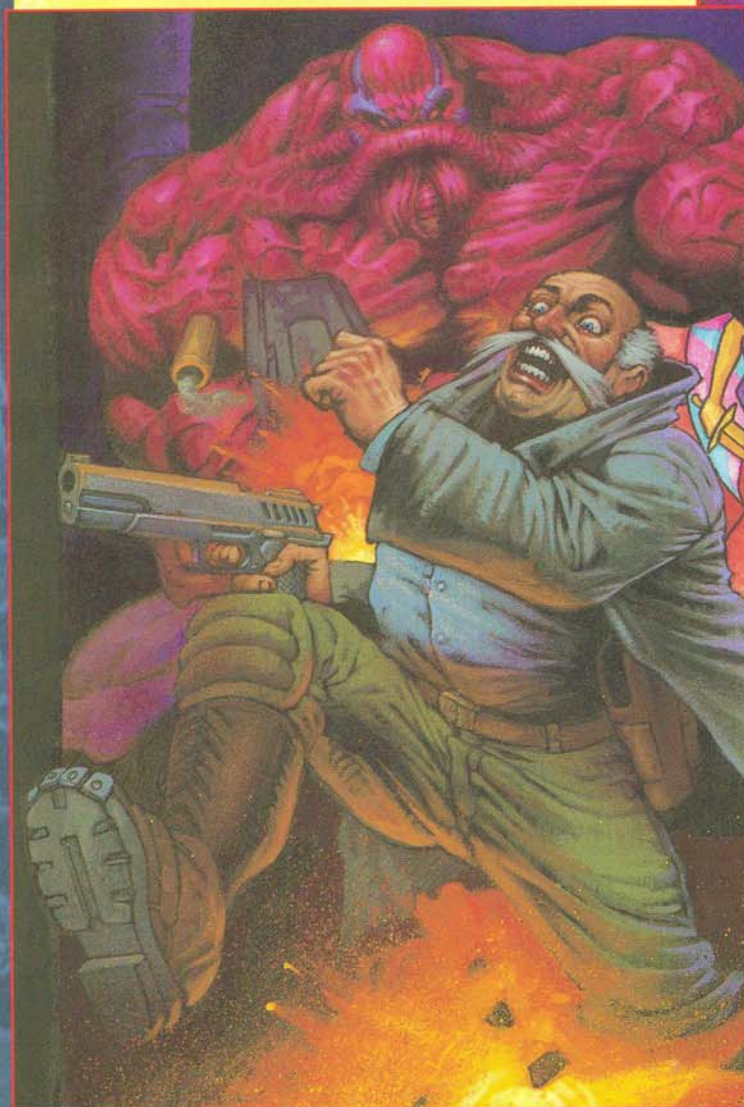
QUESTIONS & ANSWERS

QUESTION: Are Cybertronic forces subject to gas attacks? Is the Immaculate Fury?

ANSWER: No and yes. The Chasseurs are, but the AI's are immune. This should have been noted in the rulebook but was not. The Immaculate Fury is also immune to gas attacks.

QUESTION: You can buy Pretorian Stalkers, either as individual models or in a squad. If they are bought as a squad, can they still use actions only permitted to individual models?

ANSWER: Yes, they can. The structure text says that when you buy Pretorian Stalkers as a couple, they count as a squad and not as two individuals – but they are counted like that *only* when you check for how many individuals are allowed in a force (i.e. you can't have more individuals than squads).



QUESTION: It is implied that only one "use special power" action is allowed per turn. Is this correct?

ANSWER: Yes, it is correct. You can only use the "use special power" action once per turn, as with rally and give orders.

QUESTION: Is the cost listed for grenades for each grenade or for a full load?

ANSWER: It is listed for a full load. Otherwise, grenades would be quite useless because of the high cost.

QUESTION: Are custom heroes allowed three total special abilities (like squads) or three in addition to any profile-inherent special abilities? Can the Dark Legion use the rules for customizing squads and individuals? What about special equipment?

ANSWER: There has been a bit of quarrel about this question, but the correct answer is this: you can have three special abilities in addition to any already included in the profile. As it specifically says on page 141 ("Customizing Squads"): "If a unit already has a special ability, this counts as one special ability already" - but only when you customize squads, not individuals. You can also customize Dark Legion squads and individuals, but you can't buy special equipment for them.

QUESTION: Regarding template attacks (explosives and grenades): if there is a perfect hit, do all models under the template take max damage or just the one the template is centered on?

ANSWER: Just the one the template is centered on.

QUESTION: Are flame throwers blocked by hard cover (such as walls)?

ANSWER: As it says on page 49: "Cover provides no protection against the deadly blast of heat and chemical fire". That also includes hard cover.

QUESTIONS

WARZONE™

ANSWERS

QUESTION: If a figure equipped with a laser sight shoots with a heavy weapon, does it get the +4 to hit +4 to damage when:

- 1) It's unbraced on Burst Fire (for every shot in the burst)?
- 2) It's unbraced and firing normally?
- 3) It's on Burst Fire but braced?
- (and just to be complete...)
- 4) It's Braced and firing normally?

ANSWER: 1) No. 2) No. 3) No. 4) Yes.

QUESTION: If a trooper who's equipped with armor piercing grenades take an action to aim before firing (throwing) the grenade, does he receive +4 to hit and +4 damage (or just the +4 to hit as per Explosive Damage)?

ANSWER: He just gets +4 to hit.

QUESTION: What kind of weapon does that other Pretorian Stalker have (the one who does not have Scythe of Semai)?

ANSWER: It's a modified Scythe of Semai. The damage is the same as for the normal Scythe of Semai.

QUESTION: When trying to spot someone, are there any rules for having to spot the closest member of a squad, or not being able to spot an individual who is within 3" of a squad?

ANSWER: This one is a little rule that slipped out of the Warzone rulebook. When you try to spot figures in a squad, you have to try to spot the nearest one, except if the nearest one is in any sort of cover that makes it harder to spot. If an individual is within 3" of a squad, it counts as belonging to the squad if someone is trying to spot it.

QUESTION: When using the Dark Symmetry gift Time Death, does it double the model's unmodified or modified AC?

ANSWER: The unmodified AC. A Nepharite with 4 actions total would have 8 actions the round he used the gift.

QUESTION: Who can fight whom? Can Brotherhood warriors fight Imperials? Cybertronic? Can the Cartel fight the Brotherhood or the Corporations?

ANSWER: It's for you to decide. If you don't wish to follow the Mutant Chronicles setting anyone can fight anyone. If you do, use the following rules: Brotherhood troopers can only fight the Dark Legion and Cybertronic. The Corporations can't fight the Cartel or the Brotherhood. The Cartel can only fight the Dark Legion. Of course there can be exceptions. Maybe the Brotherhood has detected heretics in a corporation and attacks it because of that. Within the Cartel, forces could have joined together to attack another corporation. Mishima could fight other Mishima because of the various clans within the corporation. The same goes for Bauhaus and Imperial. And in all corporations there could be traitors, renegades that start fighting their own. Use your imagination.

QUESTION: Let us say that I have a unit of Capitol Infantry. It consists of four privates and one sergeant. If I start by activating one of my privates, can I leave command distance so that my sergeant, who I activate next, can then move into command distance, or does it always have to be the other way round?



ANSWER: As it says in the rules, all models in a unit must always be in command distance of their squad leader. They can never leave it. You can't move one of the privates out of command distance and then move the sergeant. In that case you first must move the sergeant, who can leave command distance, and then the private. But remember if the private it is out of command distance he must use all his actions to move into command distance until he is so. The squad leader may leave command distance but the other models can't do that by using their own actions. Of course someone may force a model to leave command distance, such as when ramming, using special powers, etc.

Send your questions (and mail) to:

Chronicles from the Warzone

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CYBERTRONIC CHASSEURS

Chasseurs are the basic cyborgized combat troops. They have been equipped with subdermal armor, and their bionic limbs make them many times stronger than a normal human.



9822



9508



9508



9805

BLOOD BERET SERGEANT



9614

CYBERTRONIC CUIRASSIER

Cuirassiers are the dreaded robotic warriors of Cybertronic, feared as relentless killing machines that show no mercy, know no fear and which never, ever stop until they are destroyed.



9513



9513

ALGEROTH NECROMUTANTS

Necromutants still retain some activity in their brains and are capable of taking initiative on their own. The small remains of human creativity in the Necromutants make them perfect commanders of small groups of Legionnaires.



9513



ALGEROTH CENTURION & NECROMUTANT

These creatures are the captains of Algeroth's Kohorts, culled from cultists, captives and deserters from the ranks of humankind.



9834



9513



CAPITOL SEA LIONS

The Sea Lions are an elite marine unit of the Venusian Navy. They are based in Port Mac Arthur in the Graveton Archipelago. They are specially trained and equipped for jungle warfare.

9816



9818



9509



9611

ALGEROTH NEPHARITE ALAKHAI

9833



9832



ALGEROTH NECROMUTANTS



SCULPTORS

Mark Copplestone, Phil Lewis, Kev Adams, and Tim Prow

PAINTERS

Jackie Appleton, Tim Prow, Joakim Ranikko, and Andres Rocabado

BROTHERHOOD MORTIFICATORS

Mortificators are the Brotherhood's assassins. They are warriors trained in every form of stealthy killing.

9607



9608





9510

CARTEL AGENTS

Cartel Agents are rugged individuals who are often the Cartel's first point of contact with a Heretic cell or a Dark Legion conspiracy. They must have nerves of steel to perform their task.



9510



9510



9814



9827

WOLFBANE HEROES



9817

SEA LION CAPTAIN



BROTHERHOOD INQUISITOR

Inquisitors are often called upon to investigate the doings of the Dark Legion and of Heretics. As such, they are among the most powerful and feared individuals in all the worlds.



9836



9509

CAPITOL FREE MARINES

The Free Marines are the most famous of Capitol's Special Forces, made up of heroic individuals who have dishonored themselves and now live only to redeem themselves.



9509



9821



9825

**BAUHAUS
HERO**


9808

**HUSSAR
SERGEANT**


9819

**FREE MARINE
SERGEANT**


BLESSED LEGIONNAIRES

Like enormous swarms of flies, these wretched creatures march to the mad commands of their Apostle. They never stop and can only be defeated by total destruction.



9506



9506



9506



9506

**BLESSED
LEGIONNAIRE**


9826

**CAPITOL
HERO**


9830

SERGEANT

BROTHERHOOD TROOPERS

Troopers are the backbone of the Brotherhood's armies. They are well-trained, versatile and dedicated.



9835



9512



9512



9815



9507



9813



WOLFBANE COMMANDOS

CHIEFTAIN



9510



CARTEL AGENT

HEDGEHOG NECROMOWER

Necromowers are used to enable rapid deployment of heavy firepower anywhere on the battlefield. The vehicle is steered with the right hand while the left is used to guide the mighty Ultracharger.



9613



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WARZONE™



WOLFBANE COMMANDOS

The most characteristic features of these blue-blooded warriors are their pony-tails, their fur coats and their hardened leather surcoats. They are also famous for using warpaint on their faces.



9507



9507



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9823

CYBERTRONIC CHASSEUR



9609

ALGEROTH EZOGHOUL



9511

UNDEAD LEGIONNAIRE

UNDEAD LEGIONNAIRES

The Legionnaire forces are the backbone of Algeroth's Dark Legions. The bodies are stolen from the uncountable mass graves that litter the battlefields of our solar system, as well as from ancient burial grounds on the colonized worlds.



9511



9511



9511



CARDINAL

DOMINIC



Cardinal Dominic is the Cardinal of the Cathedral of Luna and therefore the Brotherhood's second-in-command. He is a member of the Curia and hopes to one day become the Cardinal himself. He has no idea that he doesn't have a chance.

Known as the Sheriff of Luna, Dominic is an old man made infamous by his penchant for torture. There is nothing he likes more than to while away the hours interrogating some truly stubborn young heretic. Dominic will stop at nothing to obtain the answers he desires. No form of maiming or mutilation is too grotesque for this man. In fact, the more pain he can cause, the better.

Dominic's demeanor is that of a bitter old man, for that's what he is. He is cold and heartless, and the only time a gleam of life leaps into his eye is when he's presented with the opportunity to inflict cruelties upon others. He has a short temper which often snaps quickly and loudly. He expects nothing but total subservience from those around him, and if he doesn't get it, an unpleasant example is made.

CARDINAL DOMINIC

| CC | MW | PW | LD | AC | W | ST | MV | A | COST |
|----|----|----|----|----|---|----|----|----|------|
| 18 | 18 | 19 | 19 | 5 | 4 | 3 | 3 | 28 | 175 |

SPECIAL RULES

- Dominic is a man of intense mental fortitude and immeasurable devotion to his principles. He is immune to panic and rout.
- Dominic is a master of

the Art. He may use any and all Aspects of the Art.

- Dominic may use two Use Special Power actions each turn. However, he may not use the same Art spell twice in the same turn.
- Dominic's temperamental nature and furious rage is well known among the soldiers who fight beneath him. His cold gaze with its implied threat of retribution is often enough to bring otherwise rowdy troops back into strict discipline. If a friendly squad within 20 inches of Dominic suffers from panic or rout, Dominic can spend one action to inspire the squad, bringing it out of its panic or rout. Dominic's presence on the battlefield is enough to inspire any soldier that believes in his cause, so any non-dark legion squad within 12 inches (i.e. all troops except for those of Cybertronic) gets a +1 to its CC and MW statistics.
- Dominic is a living embodiment of the Light. He has the power of the light within him; it is an inherent part of

his holiness. To represent this, roll a d20 whenever he is targeted with a Dark Gift. If the result is a 10 or less the Gift simply doesn't affect Dominic.

EQUIPMENT

Cardinal Dominic always carries his sword wherever he goes. He calls his sword the Bringer of Light. The Bringer of Light can make sweep attacks. If Dominic strikes a servant of the Dark Legion with it, the sword's damage is DAM 16(x3); against any model that isn't a minion of the Dark Legion the sword's damage is DAM 16. The points cost of the Bringer of Lights is already figured into Dominic's points cost.



STRUCTURE

Cardinal Dominic is purchased as an individual personality model. He is, after all, a unique warrior, so like all personalities you may only field one model of the Cardinal on any battlefield.

By Chris Bledsoe,
Joseph Goodman
and Dave Jones

Personality rules.

- There can be no more than one of each personality in play.
- You cannot buy special abilities and equipment for personalities.

NEPHARITE OVERLORD

ALAKHAI

Alakhai is Algoth's supreme general. Of all the Nepharites beneath the Apostle of War, Alakhai is the mightiest. From his Citadel deep within the Venusian jungles he weaves military strategies that affect the entire solar system. His strategies are rarely more subtle than an ambush, for unbridled strength is his domain, yet his plans are so perfectly timed and well executed that his name is feared by human commanders (and his own minions) everywhere. Deception and distraction turn even his most simple assaults into brilliant maneuvers. To aid with his schemes he has achieved a remarkable mastery of the Dark Symmetry, which he wields when he himself partakes in the pleasures of the battlefield.

Alakhai is well over seven feet in height. His armor is forged of petrified human souls, its surface etched with runes telling of the atrocities he committed to acquire such protection. His piercing eyes cast a fiery glow across his thin lips and sharp teeth, which are always visible through his maniacal smile. Always accompanying Alakhai onto the battlefield is the Meat Wolfer, his huge battle sword.

ALAKHAI THE CUNNING

| CC | MW | PW | LD | AC | W | ST | MV | A | COST |
|----|----|----|----|----|---|----|----|----|------|
| 18 | 17 | 17 | 19 | 5 | 5 | 5 | 5 | 29 | 165 |

SPECIAL RULES

- Alakhai is immune to panic and rout.
- Alakhai is permeated with an aura of such pure darkness that he is partially immune to the Art. Any time Alakhai is targeted by a spell of the Art, roll a d20. A roll of 10 or less indicates that the spell is repelled by Alakhai's aura, such that the spell doesn't effect him.
- Alakhai is a Nepharite of Algoth. Like any Nepharite of Algoth, he may possess up to 10 Dark gifts chosen from the Dark Symmetry or Gifts of Algoth lists.
- Alakhai may use up to two Use Special Power actions each turn. One of the two Use Special Power actions must be used on a gift chosen from the Dark



Symmetry list (not one from the Gifts of Algoth list). Alakhai may not use the same Dark Gift twice in the same turn.

- Whenever Alakhai takes a wound, roll a d20. If the result is 10 or less, Alakhai simply shrugs off the damage.
- Whenever Alakhai uses a Gift of Algoth, he will automatically pass the required Power role unless he rolls a 20.
- Alakhai is a large model.

EQUIPMENT

Alakhai always carries the Meat Wolfer. This immense sword is so large that even Alakhai must wield it with two hands. The Meat Wolfer has a damage rating of DAM 15(x3), and it may make sweep attacks. The cost of the Meat Wolfer is already figured into Alakhai's points cost.

STRUCTURE

Alakhai is purchased as a Dark Legion individual model. He is a personality. There can't be more than one of any given personality in play, so you may never field more than one model of Alakhai.



PERSONALITY

WARZONE™

VALPURGIUS

ARCHMAGUS OF ALAKHAI

VALPURGIUS

Valpurgius is the most favored servant of Alakhai. As a Nepharite he is well endowed with physical strength, but he prefers to cultivate his skills with the Dark Symmetry. He uses his abilities to the ends of his master, yet constantly schemes to usurp him. This produces an unsteady relationship between Alakhai and Valpurgius, as each of Valpurgius' success increases Alakhai's standing beneath Algeroth while simultaneously increasing Valpurgius' power beneath Alakhai.

Few can match Valpurgius' cruelty. Even among the servants of Algeroth he stands out in this respect. His malicious plans are intricate and far reaching, for he is rarely rushed. He is content to move slowly and patiently as long as his ends are within sight, and prior to that, even more slowly to make his ends finally visible.

VALPURGIUS, ARCHMAGUS OF ALAKHAI

| CC | MW | PW | LD | AC | W | ST | MV | A | COST |
|----|----|----|----|----|---|----|----|----|------|
| 16 | 13 | 17 | 16 | 5 | 4 | 4 | 5 | 26 | 150 |

SPECIAL RULES

- Valpurgius is a Nepharite of Algeroth. Like any Nepharite of Algeroth, he may possess up to 10 Dark Gifts chosen from the Dark Symmetry or Gifts of Algeroth lists.
- Valpurgius is a Nepharite magus, almost literally a living embodiment of the Dark Symmetry. Valpurgius has gone so far as to cultivate his own warped version of the

Cardinal's Light. He can wield limited abilities in the Art almost as skillfully as the Brotherhood's mystics. To represent Valpurgius' ability in the Art, roll a d20 and consult the table below.

- Valpurgius may use up to two6 Use Special Power actions each turn. One of the two Use Special Power actions must be to use a gift chosen from the Dark Symmetry list (as distinct from the Gifts of Algeroth list). Valpurgius may not use the same Dark Gift twice in the same turn.
- Valpurgius is immune to panic and rout.
- Valpurgius may use a Give Orders action to endow any model within 12 inches of him with a Dark Symmetry gift (not one from Gifts of Algeroth list) until the end of the turn. The

model being given the orders must make a Use Special Power action to attempt to use the Dark Symmetry gift he has been given. If the model has no PW score, assume a PW of 8; otherwise use whatever PW the model already has. The model may only attempt to use one Gift per turn. Each of Valpurgius' gifts may only be used once a turn, so both Valpurgius and the ordered model may not use the same gift in the same turn.

- Valpurgius is a large model.

EQUIPMENT

Valpurgius always carries a short scimitar of a black, otherworldly alloy. The blade itself is not remarkably dangerous, being only DAM 14, but it is in his Dark Gifts that Valpurgius finds his strengths. The cost of the blade is already figured into Valpurgius' profile.

STRUCTURE

Valpurgius is purchased as an Dark Legion individual personality figure. You may never have more than one of any given personality in play at once, so you may only field one model of Valpurgius on any battlefield.

| ROLL | RESULT |
|-------|--|
| 1-5 | Valpurgius has recently dabbled in the Art of Kinetics. In this battle, Valpurgius may use any spell within the Art of Kinetics exactly as if he were affiliated with the Light. |
| 6-10 | As above, but with the Art of Changeling. |
| 11-15 | As above, but with the Art of Exorcism. |
| 16-20 | As above, but with the Art of Mentalism. |



NEW CLOSE COMBAT RULES

What follows is a new set of rules to run close combat in your Warzone games. These are intended to make close combat even more brutal and exciting, and we think they do the job well. It is your choice as to which set of rules to use; you can use these new rules, or the original ones in the Warzone rulebook. If you and your opponent can't agree as to which set of rules to use, roll a d20. The player who rolls highest gets to choose which set of rules to use.

CHARGE

Charge is a new action usable by any troop type. A charging model rushes towards the nearest visible enemy model, attempting to use the weight of its tackle to bring down the enemy. A Charge action is essentially a combined Move and Close Combat action. You can choose to charge the nearest enemy model within movement distance of your model. Note that you may not measure the distance between models before charging.

After declaring that your model has charged, remove any hidden or waiting markers from your model. Measure the distance between your model and the nearest enemy, and if the distance is within your model's MV stat in inches, move the two models into base to base contact. Always use the shortest route to determine the distance of the charge.

At the end of your model's movement it may make a single Close Combat attack at +2 to its CC and DAM. Part of the benefit of a charge is due to the extra momentum gained while running towards the enemy. It is very difficult to charge a foe who is uphill, so if a model charges up a hill or slope of any kind, you should halve the CC and DAM bonuses for charging.

If you begin a charge while hidden, your opponent cannot countercharge or parry (more on counter-charging and parrying below). The enemy model is taken totally by surprise. This surprise works in the favor of the attacker, giving the attacking model an additional +2 to its CC and DAM.

If you use these rules, charging is now the only way you can enter close combat with another model. You cannot charge hidden troops. If your model moves into base to base contact with a hidden troop, however, the hidden troop is considered to have charged your model, and gets a free attack.

If the opposing model is still alive after a charge, close combat proceeds as normal. When using these rules, you no longer get a bonus to your first close combat attack if you have just moved into close combat.

Waiting troops can use a charge action to attack enemy troops

within their movement distance. As with all charges, though, you cannot measure distances before declaring the charge.

If you declare a charge against an opponent beyond your model's movement distance, any hidden or waiting markers on your model are removed and your model moves its normal distance towards the enemy model. This is considered a fumble, and your model's turn is ended. It may not use any other actions this turn.

COUNTERCHARGE

A waiting model can choose to countercharge any enemy that charges it. Once your opponent declares a charge at your waiting model, you can declare a countercharge. Measure the distance between your two models. Assuming both models have the necessary movement allowance, they meet exactly halfway between their current positions.

When a charging model is countercharged, the result of the combat often comes down to quick reflexes and reaction time. In the event of a countercharge, both players should roll a d20 and add the respective charging model's leadership score. The model with the highest total gets to make its close combat attack first. The losing model then makes his attack if he's still alive. Normal charging bonuses to hit and damage apply to both combatants in a combat resulting from a countercharge. If both models are still alive following the countercharge, normal close combat rules apply.

If you have waiting models other than the one who is being charged, you cannot declare a countercharge with them. A model can only countercharge the model that charged it. You must wait until your enemy's charging model has resolved its attacks before making any close combat actions.

PARRY

A model can parry with any weapon that can be used in close combat. Your model automatically attempts to parry all incoming close combat attacks. You don't need to use an action to parry; simply make a parry roll against every enemy attack.

To successfully parry, you must roll equal to or less than half your model's CC score (rounded up). If the roll is successful, the enemy blow has been blocked or dodged, and your model takes no damage from the attack.

A model cannot parry its opponent's blows if the opponent is sufficiently powerful. If the difference in strength between two models in combat is 3 or more, the weaker model cannot parry the blows of the stronger model.

By
Chris Bledsoe,
Dave Jones,
and Bill King



MINIATURES



RELEASES



#9811



#9810



#9812



#9504

UNIT PACKS (4 FIGURES PER BLISTER)

- 9501 Capitol Troopers
- 9502 Imperial Blood Berets
- 9503 Bauhaus Hussars
- 9504 Mishima Samurai
- 9505 Algeroth Undead Legionnaires #1
- 9506 Demnogonis Blessed Legionnaires
- 9507 Imperial Wolfbane Commandos
- 9508 Cybertronic Chasseurs
- 9509 Capitol Special Forces
- 9510 Cartel Special Agents
- 9511 Algeroth Undead Legionnaires #2
- 9512 Brotherhood Troopers
- 9513 Algeroth Necromutants
- 9514 Ilian Templars
- 9515 Muawijhe Screaming Legionnaires
- 9516 Brotherhood Elite Troopers
- 9517 Semai Heretic Legionnaires

LARGE FIGURES (1 FIGURE PER BLISTER)

- 9601 Cardinal Dominic
- 9602 Nephrite of Algeroth
- 9603 Valpurgius, Archmagus
- 9604 Nephrite of Algeroth
- 9604 Algeroth Razide
- 9605 Algeroth Pretorian Stalker #1
- 9606 Algeroth Pretorian Stalker #2
- 9607 Brotherhood Mortificator #1
- 9608 Brotherhood Mortificator #2
- 9609 Algeroth Ezoghoul
- 9610 Nephrite of Demnogonis
- 9611 Algeroth Nephrite Overlord Alakhai
- 9612 Demnogonis Curator
- 9613 Imperial Necromower

- 9614 Cybertronic Attila III Cuirassier
- 9615 Nephrite of Demnogonis
- 9616 Nephrite of Ilian
- 9617 Nephrite of Muawijhe
- 9618 Muawijhe Zenithian Soulslayer
- 9619 Rams Air Cavalry
- 9620 Brotherhood Mystic
- 9621 Brotherhood Keeper of the Art
- 9622 Algeroth Immaculate Fury
- 9623 Nephrite of Semai
- 9624 Semai Callistonian Intruder
- 9625 Algeroth Bio Giant
- 9626 Cybertronic Eradicator Deathdroid
- 9627 Algeroth Unholy Carronade
- 9628 Cybertronic TA6500 Light Recon Vehicle
- 9629 Brotherhood Death Angel
- 9630 Capitol KA-67 Great Grey
- 9631 Capitol Purple Shark
- 9632 Algeroth Mercurian Maculator
- 9633 Cybertronic Attila Variant

SINGLE FIGURES (1 FIGURE PER BLISTER)

- 9801 Capitol Captain #1
- 9802 Capitol Trooper Sergeant
- 9803 Capitol Trooper w/HW
- 9804 Imperial Blood Berets Captain
- 9805 Imperial Blood Berets Sergeant
- 9806 Imperial Blood Beret w/HW
- 9807 Bauhaus Hussar Kapitan
- 9808 Bauhaus Hussar Sergeant #1
- 9809 Bauhaus Hussar w/HW
- 9810 Mishima Samurai Leader
- 9811 Mishima Samurai Hero
- 9812 Mishima Samurai w/HW
- 9813 Imperial Wolfbane Commando Chieftain
- 9814 Imperial Wolfbane Commando Hero
- 9815 Imperial Wolfbane Commando w/HW
- 9816 Capitol Sea Lion Sergeant
- 9817 Capitol Sea Lion Hero
- 9818 Capitol Sea Lion w/HW
- 9819 Capitol Free Marine Sergeant
- 9820 Capitol Free Marine Hero
- 9821 Capitol Free Marine w/HW
- 9822 Cybertronic Chasseur Sergeant
- 9823 Cybertronic Chasseur Hero
- 9824 Cybertronic Chasseur w/HW
- 9825 Bauhaus Hussar Kapitan
- 9826 Capitol Captain #2
- 9827 Imperial Wolfbane Commando w/Shotgun
- 9828 Capitol Hero
- 9829 Bauhaus Hussar Sergeant #2
- 9830 Capitol Trooper Sergeant #2
- 9831 Imperial Blood Berets Sergeant #2
- 9832 Algeroth Necromutant #1
- 9833 Algeroth Necromutant #2
- 9834 Algeroth Centurion
- 9835 Brotherhood Sergeant
- 9836 Brotherhood Inquisitor
- 9837 Brotherhood Trooper w/HW
- 9838 Ilian High Templar
- 9839 Brotherhood Elite Trooper Sergeant
- 9840 Brotherhood Elite Trooper w/HW
- 9841 Dark Legion Heretic
- 9842 Brotherhood Sacred Warrior #1
- 9843 Brotherhood Sacred Warrior #2
- 9844 Brotherhood Sacred Warrior #3
- 9845 Brotherhood Sacred Warrior Sgt.
- 9846 Brotherhood Assassin
- 9847 Brotherhood Valkyrie #1
- 9848 Brotherhood Valkyrie #2
- 9849 Brotherhood Vestal
- 9850 Brotherhood Inquisitor Majoris

FOR MORE INFORMATION ABOUT HOW TO GET YOUR HANDS ON A COPY OF WARZONE OR A COMPLETE UPDATED LISTING OF AVAILABLE MINIATURES, PLEASE CONTACT:

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