



# CHRONICLES FROM THE

# WARZONE™

A new brutal  
issue including:

- The Triangled Wheel  
- a special unit of  
Ilian Temple Guards
- Detailed answers to  
your most common  
rules questions
- The Pact at  
Ramsey's Rock -  
a scenario pitting  
Wolfbanes against  
the Dark Legion
- Rules for Corporate  
Medics & Dr. Diana
- "Business as Usual"



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**Heartbreaker™**



# WARZONE™



The Domain Wars were one of mankind's most recent struggles against the Dark Legion. Simultaneous assaults by heretical cells across Bauhaus' Matochekland on Venus brought Bauhaus to its knees, before the combined efforts of all of the megacorporations served to oust the invaders. Shown here, a Bauhaus force supported by allied Mishiman troops fights the Dark Legion within Matochekland.



Skirmishes in the Venusian jungles are common. Aerial support is limited by the dense forest canopy, though the occasional clearing allows its use. Shown here is a clash between the Imperial Blood Berets and Bauhaus Hussars, with aerial support for Imperial provided by a soldier of the maniacal Rams Air Cavalry.



## WELCOME TO CHRONICLES FROM THE WARZONE

Hi and welcome to the second issue of Chronicles from the Warzone. In this issue we take a closer look at some new miniature releases, have a fresh examination with a new Questions and Answers column, and check out the War Medics (a preview from the upcoming Compendium) and a special unit of Ilian Temple Guards. We also have a great scenario for you...



Dave Jones, Warzone Guy

I thought I'd also tell you that I have a new editor, Joseph Goodman, who has worked with (and still works with) Forge miniatures magazine in the U.S. His primary objective is to read, comment, and write stuff for the mag. He also does a bit of English-language

editing, just to make sure the grammar are right.

Besides the material in the mag, there is a lot of stuff on its way: The Warzone Compendium that should be released sometime on the fall, as well as all the nasty vehicles. What about a Grizzly Battle Tank, or an Unholy Carronade? Complete rules for vehicles in Warzone will be released soon — everything you need to start kicking some Imperial ass on the battlefield! (Why Imperial ass? Because they already have the Necromower!) Keep your eyes peeled...



Sami Sinervä, Editor in Chief

**Sami Sinervä, Editor in Chief**

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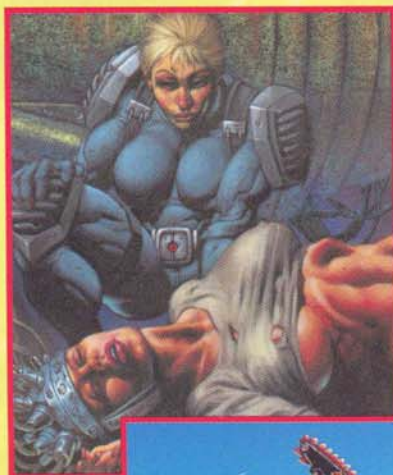
*From Demnogonis' sickening research comes the hideous Plague Bringer...*

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*Only the esoteric mysticism of Ilian could bring such a creation to life...*



Brotherhood Trooper sergeant (#9835) Painted by Jonni Teittinen

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## QUESTIONS & ANSWERS



**QUESTION:** Can Legionnaire units have a heavy weapon? (Or, given that Undead Legionnaires require at least 7 models anyway, would they qualify for two?)

**ANSWER:** No. The rulebook must specifically say that one of the Legionnaires can replace his weapon.

**QUESTION:** Is the "Use Special Power" action limited to one use per turn?

**ANSWER:** Yes, it is.

**QUESTION:** The Mortificators and Shadow Walkers may do triple or double damage (respectively) in a close combat attack. Does that mean triple the weapon's damage rating or triple the wounds?

**ANSWER:** That means that the weapon does DAM(x3). So if you use a Punisher blade it would do DAM 14(x3) in the hands of a Mortificator.

**QUESTION:** Do the special abilities for individual models apply to the Dark Legion as well?

**ANSWER:** Yes. With the release of the Warzone Compendium the Dark Legion will have the use of Necrotechnology.

**QUESTION:** Do armor-piercing grenades follow standard deviation rules? The rules indicate that as a group they do, but does that mean that if they miss they just happen to automatically hit another target?

**ANSWER:** They follow the standard rules and that means that if you are able to move the point of impact so that it hits another model, it hits it.

**QUESTION:** If I get a perfect hit on a model with a Deathlockdrum which does DAM 16(x3), does the target automatically take three wounds, or is he not allowed to roll for armor for only the first hit?

**ANSWER:** He gets one wound automatically, and

is allowed to roll for armor on the next two damage rolls.

**QUESTION:** If a unit's heavy weapon carrier gets taken down, can another member of the unit pick up the heavy weapon, or is the heavy weapon gone from play (as would be special equipment for an individual)?

**ANSWER:** That's really up to you. The normal rules do not allow that, but if you wish to play like that, do it!

**QUESTION:** Warzone, pg. 56: "Example: Belzroch...gets his turn. He uses an action to rouse his Azogar, and then decides to make a sweep attack..." Is it necessary to expend an action to "rouse" an Azogar?

**ANSWER:** No.

**QUESTION 1:** What sort of protection do gas masks afford against Blessed Legionnaires? Do they offer complete immunity, or do they only save on a 1-15 on 1d20, or what? (It says that the gas masks MAY protect from this effect, but it doesn't elaborate.)

**ANSWER:** They save on 1-15 on a d20.

**QUESTION 2:** Does this special effect of the Blessed Legionnaires affect other Dark Legion models? (Other units of Demnagonis? Undead Legionnaires?) I presume it would not affect Cybertronic Als and the like...

**ANSWER:** The ability does not affect any Dark Legion models or Al.

**QUESTION 1:** Let us suppose that two figures are in the jungle, exactly 3 inches apart. One figure is waiting. The other is going to move. If he chooses to move away, will the other figure get a chance to shoot him first?

**ANSWER:** Yes. He may shoot at exactly the moment the enemy starts to move.

**QUESTION 2:** The second half of this is this: two models are only 1 inch apart. One is waiting. The other wants to charge. Will the waiting model automatically get to shoot him before he can get into close combat?

**ANSWER:** Yes.

**QUESTION:** On a related vein, let us say that a model moves within line of sight of a hidden and waiting enemy. I stop after my first action, asking whether my opponent wants to use his wait action to interrupt my move. He declines. I then spend the two remaining actions trying to spot him, succeeding on the second attempt. He then decides to shoot, before I can have someone else in the unit fire. Can he do that?

**ANSWER:** No. See page 58 of Warzone, paragraph 6: the action must be visible, which a spot action is not.

**QUESTION:** Can Exorcise Wound be used to heal a one-wound model in the same way as First Aid? (i.e., if applied before the casualty is next activated...)

**ANSWER:** Exorcise wound is only used for wounded models.

Send your questions (and mail) to:

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## MODEL SIZES & FEAR

### MODEL SIZES

There are four general categories for model sizes in Warzone. These categories cover most of the miniatures you'll encounter, although they obviously cannot cover every conceivable model. The introduction of super-large vehicles (how about fielding a Grizzly?), or enormous monsters of the Dark, may elicit the need for even more categories of model sizes. For now, however, the following four should suffice.

Small models are smaller than a normal human. They are so tiny that they are often overlooked on the battlefield. This has its advantages, if one wishes to stay alive, and its disadvantages, if one wishes to prove one's might. At distances greater than 12", small models are always considered hidden. Attempts to spot small models always receive an additional -4 penalty to the LD roll. You may choose to target a normal, large, or giant model even if a small model is closer.

Normal models are approximately human sized. The standard rules, as written, apply to normal models with no modifications.

Large models are larger than human sized, but less than twice the size of a human. Large models may never hide, and you may shoot at large models even if they are not the closest targets. Nepharites and Razides are large models.

Giant models are larger than twice the size of a human. The Ezoghoul is a giant model. (Note that, although the Ezoghoul is not described as a giant model in the Warzone rulebook, it should be considered one.) All of the rules for large models apply to giant models; you may choose to target a giant model even if a large model is closer. All giant models cause Fear in all normal and small models, as described below.

### FEAR

Fear is caused by any creature so immense, or so frightening, or of such a dangerous reputation, that it immediately makes an enemy consider its own mortality. A creature that causes Fear will cause weak-willed enemies to retreat upon sight of it, without even attempting to stand and fight.

Units facing a Fear-causing creature become particularly aware of it when they get closer to the enemy. As soon as troops realize that an enemies' next move may be the last sight they'll ever see, they feel the effects of the fear. Any unit or individual model engaged in a charge by a Fear-causing creature must immediately make a panic test. (If the unit is already panicked and

broken, this panic test is considered a rout test.) If the test is failed, the unit suffers all of the effects of panic or rout, as appropriate. If the test is passed, the unit overcomes its trepidation regarding the Fear-causing creature and will not suffer from fear of the creature again this battle.

Any model listed as being immune to panic is also considered immune to Fear. All large and giant models are already considered immune to Fear, as are all Nepharites.

By  
Chris Bledsoe,  
Joseph Goodman  
& Dave Jones





# WARZONE™



## RAMS AIR CAVALRY

A wise sage once said that "great warriors are either fearless or stupid" — and that describes most men of the Rams Air Cavalry. Only the adrenaline high of soaring far above the enemy at immense speeds with guns blazing could motivate someone to don their garb.

#9619



## ILIAN HIGH TEMPLAR

#9838



## ILIAN TEMPLARS

The shock troops of Ilian's military arm, these otherworldly warriors continue the eternal war against humanity. Each armored Templar treads forward equipped for battle with a Templar Mace and Kratach.

#9514



#9514



## NEPHARITE OF MUAWIJHE

An abomination of gruesome capacity, the Nepharite of Muawijhe is a living symbolism of its master's insanities. Each hooked chain upon its cloak reaches for whatever flesh comes near, hoping to drag yet another screaming victim into Muawijhe's lunacy.

#9617



# WARZONE™



## NEPHARITE OF ILIAN

There are few Nepharites of Ilian, but each is singularly mighty. Crafted in the image of their mistress, Ilian's Nepharites travel through her many realms furthering her schemes.

#9616



## ZENITHIAN SOULSLAYER

No mortal knows the origin of the Zenithian Soulayer. Its fearsome musculature is the first thing to frighten most of its enemies, but that is hardly dangerous compared to the insidious mind it carries, which has been described as that of "a demonic philosopher."

#9618

## SCULPTORS

Phil Lewis, Kev Adams, and Mark Kay

## PAINTERS

Jackie Appleton, Tim Prow, Joakim Rannikko, and Jonni Teittinen



#9515

## SCREAMING LEGIONNAIRES

The reincarnated corpses of humanity's warriors, Screaming Legionnaires shamle forth to further their master's warped ways. Each Screaming Legionnaire has a crazed gleam and a maniacal glint in its eye, testament to Muawijhe's inexplicable will.



#9515



#9515



#9515

Special miniature scene by Jonni Teittinen (retail package does not include scenery)



## "BUSINESS AS USUAL"

Sebastian Crenshaw crouched in the doorway of an abandoned building and watched a parade of news vans leave the parking lot of the Stardust Hotel. A hotel employee had notified the local television stations that multi-millionaire Calvin Brinkley had flown in from San Dorado to meet a business associate, and that both men would be staying at the Stardust. Since the story broke, camera crews swarmed around the hotel. According to the press, neither of the men had been seen in the vicinity of the building, but Crenshaw knew that both men checked in late the previous night.



Calvin Brinkley had been under the surveillance of the Brotherhood during recent months, and they had discovered that he shared many of the same interests as members of the Dark Legion. His companion, Eduardo Chavez, had repeatedly evaded questioning by the Inquisition regarding his participation in Dark Legion events in three different cities. Both men were nothing more than corrupt businessmen that posed a minimal threat to society, but because of their high-profile lifestyles, arrest and interrogation were out of the question. Sebastian Crenshaw gladly accepted the task of assassinating both men before they left the Stardust.

Noticing that the last news van had turned off of the street, Crenshaw stood up and made his way toward the back wall of the hotel. He cleared his mind and channeled his energy, using the Art of Mentalism to send his body into flight. He came to rest on a concrete ledge that ran the length of the wall and flattened his body against the brick exterior. Fighting to maintain his balance, Sebastian Crenshaw inched his way across the ledge and stopped at a large window near the right corner of the building. According to a Brotherhood agent working in the hotel, the window would lead into the penthouse suite that housed Brinkley and Chavez. With his hand wrapped tightly around his Nemesis handgun, he braced his body for the impact and crashed through the thick glass. He landed on his back amongst pieces of the broken window in a dark and empty bedroom. Crenshaw leapt to his feet and raced toward an obscure corner near the door. He took cover in the shadows and waited for the penthouse occupants to come investigate the noise.

Within seconds, Brinkley burst through the door and switched on the light. Chavez followed close behind him, a glass of liquor in one hand and a pistol in the other. With the speed and agility that comes only from years of training and practice, Sebastian Crenshaw sprung from the shadows and aimed his Nemesis at Brinkley. He pulled the trigger and shot the millionaire directly between the eyes. The force behind the bullet sent a spray of splintered skull and displaced brain matter in Eduardo Chavez's face, temporarily blinding him. Although he couldn't see, Chavez fired two shots in Crenshaw's direction. One of the bullets missed its target completely, and the other barely grazed the heavy armor on Crenshaw's right shoulder. Fueled by his dedication to the Cardinal's law, Sebastian Crenshaw reached for the heretic. He wrestled the gun from Chavez's hand and grabbed him by the neck, nearly crushing his adam's apple in the process. With his hand still clutching the unarmed man's throat, Crenshaw drew his Punisher sword. Eduardo Chavez went limp, realizing that fighting back would only delay the inevitable. Using little effort, Sebastian Crenshaw ran his blade through the heretic's heaving chest. He released his grip and pushed the impaled body off of his weapon, leaving Chavez to die in a pool of his own blood and entrails. Wiping the gore from his sword, Crenshaw headed toward the shattered window through which he came. He looked back at the two corpses and shook his head, unable to understand humankind's fascination with the Dark Legion.

— Chrissy Casey





## CORPORATE MEDICS

The human military tradition has a long record of caring for its injured, and even the penny-pinching megacorporations realize the value of good medical care. One of the necessary measures required to avoid the influences of the Dark Technology was the abandonment of many of medicine's greatest advances. CAT scans, chemotherapy, and laser surgery all became notoriously unreliable, and even such a simple procedure as an X-ray took on new danger. In place of these reliable techniques, doctors now rely more on holistic theories backed by the Cardinal and exercised with rudimentary skill in the Art — but still supported by the traditional black bag filled with pill bottles, needles, and stethoscopes.

In a warzone, though, medical requirements are usually more stringent. Battlefield medics carry plentiful supplies for sealing bloody wounds and amputating damaged limbs. Those soldiers that survive the battle may be lucky enough to have their wounds treated at a genuine hospital when they return. Most often, however, they must hope their wounds can heal naturally before any taint of the Dark sets in.

In battlefields strong in the Dark, particularly near Citadels and in other regions controlled by the Dark Legion, dead tissue can take on unholy life, even while attached to its living owner. Medics are usually assigned in great numbers to these battles, because the consequences of tissue damage are much greater than in normal circumstances. One of the most famous of the wounds suffered at the hands of the Dark Legion concerns the Bauhaus soldier Parochet, though the story has doubtless been enhanced over time: Parochet, a strong and powerful man, participated in an assault upon a force of undead legionnaires. In the midst of the battle his left arm was mangled in the jaws of a legionnaire, leaving it almost unusable. The battle was won, but his arm was badly damaged. At the time there were no medics available to help him. Raw and bloody tissue gave way to muscle twitches and nerve spasms, and soon the arm's fingers were clawing the bedside by their own will. Parochet was terrified, more so when his arm flung itself upright, his festering left hand attempting to strangle him. In a bloody spectacle, he had to hold his own arm at bay while his companions sawed it from his body.

### WAR MEDICS

Any corporate force except Cybertronic may include a war medic, though they are most common in armies composed of elite troops. War medics are individual

models, though they are occasionally assigned to accompany certain squads. An experienced medic will usually take to the battle by himself, going from squad to squad to minister his care.

### SPECIAL RULES

- **Field Surgery:** A war medic can perform field surgery on any injured model. The exception to this rule is Cybertronic models, which are described below. When a model is killed, do not remove it. Instead, place the model on its side. The model is incapable of any action, and is considered killed. If it is wounded again while still on its side, remove it from the table. The next time the model is activated remove it from the table, unless a medic successfully performs field surgery upon it before it is activated. If a medic can get into base-to-base contact with a killed model and perform a Use Special Power action, then it may perform field surgery. Roll under the medic's LD score. If the roll is made, the surgery was successful and the model regains one wound. Turn it upright; it may be activated as normal next turn. If the roll is failed, the patient dies and the model is removed. Successful field surgery may also be used to return a wound to an individual model which has lost a wound.
- A model that has sustained more than twice its W score in wounds over the course of a battle may not be revived again. The same is true of a model that takes more than twice its W score in wounds from a single attack.

Cybertronic models are a blend of technology and biology, and require special knowledge to treat their wounds. They may not be treated by normal medics.

### EQUIPMENT

A war medic is usually equipped with light weaponry used only to defend itself. The standard equipment for most corporate war medics is a Punisher handgun and blade, though this sometimes varies. A war medic may be given any handgun or close combat weapon from either the General Armory or its own corporation's armory.

By  
Chris Bledsoe,  
Joseph Goodman  
& Dave Jones



Coming in Winter, miniatures for War Medics and Dr. Diana will be released. Until then, you can just use appropriately painted existing miniatures.



Painted by Jonni Teittinen

PROFILE	CC	MW	PW	LD	AC	W	ST	MV	A	COST
War Medic	12	12	-	12	3	1	0	3	24	20





## MEDICS

# WARZONE™

## DR. DIANA

### STRUCTURE

War medics are purchased as individual models, but they do not count towards an army's quota for individual

models. Any corporation except Cybertronic may field one war medic for every squad in the army.

## DR. DIANA

Diana Winter was an exceptional medical doctor. Her studies were more successful than any since the advent of the Dark Symmetry. Then the unthinkable happened: during a routine check-up, Diana's patient went berserk and killed her. Mournful of the loss of the greatest bio-doctor ever, Cybertronic set the wheels of creation in motion.

Using Diana's DNA and new Chauss-Tech, Cybertronic gave birth to a full-grown genius. The wonders of biotechnology and DNA cloning allowed Cybertronic to reproduce a dead woman, and in theoretically unlimited quantities. Dr. Diana is back — or is she? Despite a hollow look and her ever-cheerful nature, Diana is still excellent at patching up a trooper, Chasseur or not.

### SPECIAL RULES

- Field Surgery: Dr. Diana may perform field surgery on any non-Dark Legion model, including Cybertronic models.

### EQUIPMENT

Dr. Diana is armed with Cybertronic's P1000 handgun.



### STRUCTURE

Due to Dr. Diana's nature, she is not counted as a personality, because Cybertronic can manufacture as many as they need. Dr. Dianas are purchased as individual models, just like medics.

	CR	MX	RM	DAM	COST
P1000	6	18	-4	15	4

PROFILE	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Dr. Diana	10	14	-	14	3	1	0	4	24	20

## PLAGUEBRINGER

A plaguebringer resembles a huge, foul-looking machine gun. The stock and the barrel look as if they are sheathed in slime-dripping, wart-covered flesh. A huge tank of boiling, foul liquid is carried on the user's back. There is a nine-foot long living hose connecting the gun and tank.

The ammunition is peculiarly foul and disgusting.

Plaguebringers fire rotting, liquefied remains of human body parts. These can be arms, legs, rotting heads and even the innards of those too badly mutilated to be turned into blessed legionnaires.

These land splattering into a disgusting, slimy jelly that emits a stink like corpses left to rot for months on end. This has a terrible effect on the morale of those who come under bombardment, and there is even worse: The decomposing parts let off a shower of dreadful germs which swiftly infect all those who have been hit. Those

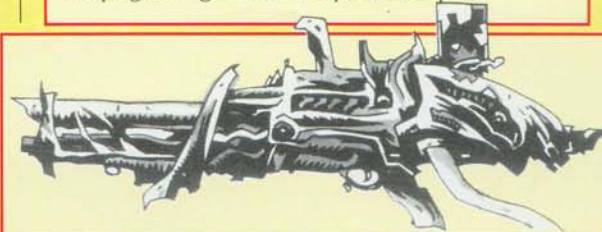
affected go into an insane rage and have been known to lash out at their own comrades. To represent this in

game terms, anyone hit by the disgusting ammunition this gun fires must roll a successful LD test or go insane. At the beginning of every turn both players roll a d20 (just before Step 2, Nominating the First Unit). Whoever gets the highest roll gets to control the insane model that turn. You must roll a separate d20 for each insane model.

Note that models outside the center ring of the explosion template are not damaged, but are still susceptible to the insanity effect.

CR	MX	RM	DAM	COST
15	30	-3	12	40

*The plaguebringer uses the explosion template.*





## THE PACT AT RAMSEY'S ROCK

McDougal rubbed the mud from his eyes, for the fifth time in the past minute. Never had he seen such a torrential rainstorm in these parts. What made it worse was his position: he was lying flush to the ground, trying to see while not being seen. Far ahead of him, through a maze of stones older than his family name, two malevolent creatures conversed in some alien dialect. The moon overhead was full, but so was the cloud cover. He could see clearly only when a patch of moonlight would shine through the clouds, which was rare. The best he could distinguish was two large humanoids engaged in some intense conversation, with a dozen or so smaller humanoids milling around them.

Why they were at Ramsey's Rock he didn't know, but he could certainly speculate. Ramsey's Rock had been sacred forever — perhaps literally forever, for all he knew. It was a site of tradition, the place where ceremonies were performed and sacred pacts made. It was the latter case that McDougal suspected tonight, but he had no way to know for certain.

So, as usual, McDougal's direct observation was just as useless as the mission briefing. "Intercept and Ambush," read the mission objective. "Possible meeting of powerful servants of the enemy." What that meant he had no idea. He'd been stuck in a puddle of mud for half of the most miserable day of his life, waiting for darkness to fall so that he could fight in the most difficult situation he could imagine: charging a defended position, in the dark, in the rain, against an unknown enemy. Under his breath he muttered to himself. "What could be worse?"

And then the air crackled behind one of the big creatures, and a massive armored warrior stepped out of a swirling blue hole formed in the sky...



### THE SCENARIO

Through desperate acts of heroism and means we probably don't want to know about, Imperial intelligence agents have discovered that two powerful Nepharites, one of Muawijhe and one of Ilian, are to meet at Ramsey's Rock to seal a secret pact of allegiance. What could prompt such a move isn't known, but the opportunity to wipe out both of the influential Nepharites at the same time is a very tempting one.

An Imperial force has sat in ambush around Ramsey's Rock waiting for the right moment. Now, as the mysterious portal opens behind the Nepharites, the time has come to attack...

### FORCES

The Imperial force is a crack assault force assembled specifically to fight the Dark Legion. Wolfbanes, Blood Berets, Rams Air Cavalry, and a Necromower await the order to charge.

The Dark Legion force is a pair of Nepharites, one of Ilian and one of Muawijhe, and their personal cohorts. The servants of the Nepharite of Ilian, a unit of Templars, are only now arriving through the portal, while the Screaming Legionnaires serving the Nepharite of Muawijhe are already present.

### TABLETOP SETUP

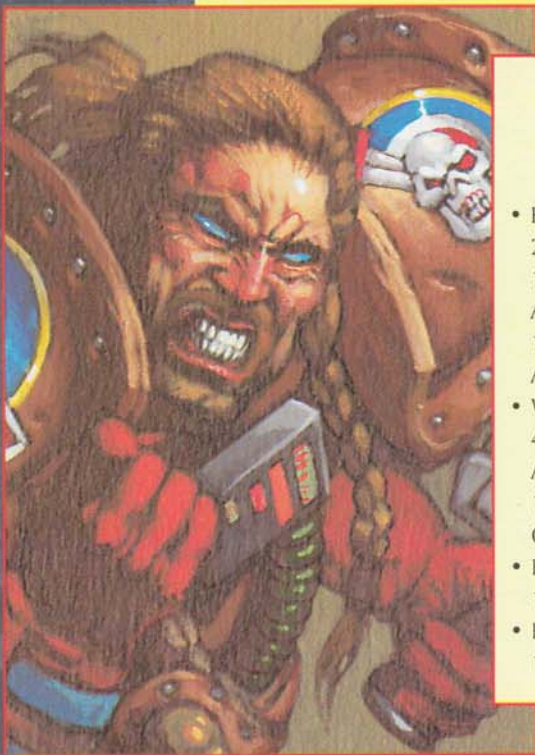
The tabletop measures four feet by six feet. Around its outer edges are several small hills. In the center of the table are the standing stones that surround Ramsey's Rock. The stones are massive pillars extending twenty or thirty feet into the air, the legacies of unknown natural events that passed millennia ago. Ramsey's Rock itself sits at the center of the standing stones. It is a large flat rock, measuring around 8" to a side in game terms. It is stained with the crimson hues of past sacrifices and blood-pacts.

The portal is a swirling misty hole in the air above

By  
Joseph Goodman







## THE IMPERIAL FORCE

(total points value of 557)

- Blood Berets (202 points)
  - 2 Blood Berets: Invader, Aggressor
  - 1 Blood Beret: Deathlockdrum, Aggressor
  - 1 Blood Beret Sergeant: Invader, Aggressor
- Wolfbane Commandos (150 points)
  - 4 Wolfbane Commandos: Punisher, Aggressor
  - 1 Wolfbane Chieftain/Sergeant: Claymore, Aggressor
- Rams Air Cavalry (100 points)
  - 1 Rams Air Cavalry: Twin Barracudas
- Hedgehog Necromower (100 points)
  - 1 Hedgehog Necromower: Charger

Ramsey's Rock. It comes in and out of existence as the dimensional seas ebb and flow.

The Imperial force may deploy anywhere along the outer edges of the table, as long as no model is further than 6" from the edge of the table, with two exceptions. The Hedgehog Necromower and the Rams Air Cavalry are not deployed at the beginning of the game. They are considered off-table reinforcements to be called in as

needed (you can't really hide a Necromower for an ambush), so they are placed at the beginning of the second turn of the game, before initiative is rolled but after the first turn has ended. They may move and shoot as usual in the second turn, being placed in the normal turn sequence like any other unit.

Because the Imperial player has laid the ambush, all Imperial units may be deployed in hiding and in waiting.

The Dark Legion force deploys within the circle formed by the standing stones. The two Nepharites must be deployed on Ramsey's Rock.

The Imperial player must deploy all of his models before the Dark Legion force need deploy any models. This is to represent the "waiting game": the Imperial force dug in hours ago and has had almost no mobility since then, while the Dark Legion force has been able to freely move during that time. What was once a good position for the Imperial troops may not be so anymore.

The Imperial player has initiated the charge, so the Imperial player automatically gets initiative on the first turn. In future turns, initiative is determined as usual.

## THE PORTAL

The portal is a direct passage to one of the realms of Ilian. Through it are arriving her servants.

The portal is translucent and doesn't affect line-of-sight. It is a one-way portal; Templars can arrive through it, but no one on the tabletop may enter it.

Some of Ilian's servants are constantly flowing through the portal. At the beginning of each turn, the Dark Legion player should roll a d20 and consult the table below.





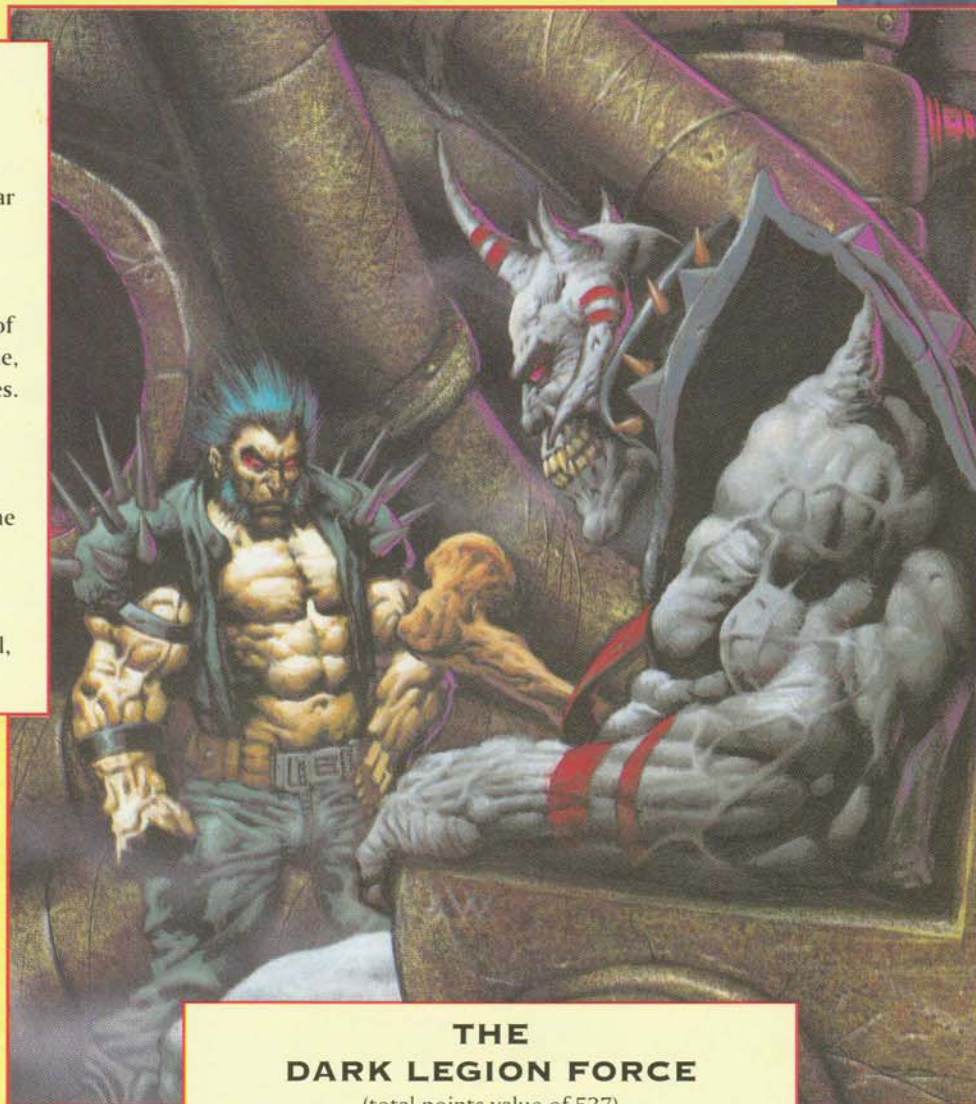
**ROLL     RESULT**

- 1-5     No allies arrive through the portal this turn.
- 6-10    A single Templar comes through the portal, armed with a Kratach and Templar Mace. Place the model anywhere on Ramsey's Rock. The Templar may be activated as normal this turn, with one note: The Templar counts as being part of any existing unit of Templars on the table, including the High Templar if he still lives. If the newly arrived Templar does not have proper squad coherency with the existing unit of Templars, he may not make any action other than Move until he regains coherency.
- 11-15   Two Templars arrive through the portal, as above.
- 16-20   Three Templars arrive through the portal, as above.

No more than seven Templars will arrive through the portal through the course of the entire game. Once seven have come through, the Dark Legion player should stop rolling on the above table — the portal will remain open but no more Templars will come through.

**VICTORY**

The objectives of the battle are simple. The Imperial player wishes to vanquish both of the Nepharites. If both of the Nepharites are killed before the Imperial force is destroyed, the Imperial player wins. If the Imperial force is destroyed before both Nepharites are killed, the Dark Legion player wins.



## THE DARK LEGION FORCE

(total points value of 537)

- Nepharite of Muawijhe (130 points)  
1 Nepharite of Muawijhe: Shrieketh. The Dark Legion player may choose up to 20 points of Dark Gifts to be given to the Nepharite.
- Nepharite of Ilian (130 points)  
1 Nepharite of Ilian: Ashreketh, Skalax. The Nepharite carries one sword in each hand. The Dark Legion player may choose up to 20 points of Dark Gifts to be given to the Nepharite.
- High Templar (32 points)  
1 High Templar: Templar Mace. Note that the remainder of the High Templar's unit is still arriving through the portal. As they arrive, he must assume command of them.
- Screaming Legionnaires (245 points)  
7 Screaming Legionnaires: Shrieketh.  
Zenithian Soulslayer: Up to 10 points of Dark Gifts.





By  
Chris Bledsoe

# THE TRIANGLED WHEEL

Deep within the cold void lies an area of endless sleep. In the foetus of this darkness lies the troops of the wheel. The wheel is one of Ilian's many frozen creations. It resembles an old spoked wheel with Ilian's symbol as the hub. The wheel is only called out in times of need for mass destruction and devastation.

The wheel houses the deadliest of the Templars, those that have no more comprehension of anything except battle. It keeps them in a stasis so that they can be used for specific battles. If they were free to roam they would probably destroy everything they saw, including themselves. When Ilian wills it the triangled wheel will show its black carapace above a battlefield. It then beams down squad after squad to the ground in a magnificent display of light, leaving behind a burn mark in the ground shaped like a symbol of Ilian.

## BACKGROUND

The first Templar brought through the portal to our plane was a mysterious creature known as Karak. Standing 10 feet tall, he was the perfect cross between life and machine, cool and calculating yet savage and unrefined. Ilian looked at this abomination and it was beautiful. Since then the Templars have been a valuable asset in Ilian's crusade. Karak has seen many battles and visited many warzones. As time passed, age and existence in our plane wrought its effects on Karak and the first signs of the curse had shone.

The curse of the Templars is a degenerate effect which only manifests if a Templar has lasted in our plane for many years. First their minds become so attuned to battle that nothing else matters. They become entranced or fixated with battle and war. Now, in their berzerker-like rage, their bodies start to mutate, as the machine grows

into contraptions more suitable for war. Eventually they just mutate into something much less than usable.

Berzerkers are not quite the most ideal guards, mostly because they will kill each other if left with no other options — but they do make for great shock troops. So Ilian's will constructed "the wheel." This housing is multi-purposed. Firstly, it puts the Templars in a stasis so their bodies do not degenerate any more. Secondly, the wheel can be used strategically to place the berzerkers into the mass of the fray without risking heavy losses on the Dark Legion's side.

## THE TROOPS OF THE WHEEL

The vast majority of the wheel are mostly Karak's original troops, plus a few of the later crossing. The central hub is the chamber of Karak the Keeper. It is only fitting that the first berzerker is also the keeper of his cursed brothers.

## APPEARANCE

The troops of the wheel are old and unkempt. Their original colors were red and black. They have had little or no spirit to clean or change. Some of them look much different due to the mutating process of their disease. Many have the symbol of the wheel inscribed in their armor.



## PROFILE

	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Wheel Templar	14	13	-	12	3	2	2	3	24	24
Wheel High Templar	15	13	-	13	3	2	2	3	24	30



## SPECIAL RULES

All rules for Templars still exist, plus these new ones apply to the wheeled troops.

- The troops of the wheel must always spend at least one action each round moving toward the enemy, unless they are in close combat.
- The wheeled troops never take cover.
- The wheeled troops never panic or rout.
- The troops of the wheel do not count as squads for purposes of purchasing individual models — you may not purchase individual models for them.

## EQUIPMENT

They are armed with Kratachs and Templar Macs. The High Templar has a Kratach and a Templar Blade.

## STRUCTURE

The wheeled troops are purchased in packs of 4 to 8 led by a



*Triangled Wheel Tempel Guards. Painted by Joakim Rannikko*

High Templar. One Templar may substitute its weapon for a heavy weapon; if there are 7 or more models in the squad, another model may also carry a heavy weapon.

# KARAK THE KEEPER

Karak has lost most of his mind over the years, but his cunning and coolness still show through. Karak still possesses the ability to use the Dark Symmetry, although it pales in comparison to his former self. Karak's war-like nature has spawned very unique mutations. No matter what, Karak is still extremely impressive on the battlefield.

PROFILE	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Karak the Keeper	13	15	14	16	6	5	5	4	30	150

## APPEARANCE

Karak stands some 10 feet tall. His large spiked shoulder pads make him look almost as wide as he is tall. His body is covered in robes hiding most of his deformities. From his back protrude 6 large tubes that bellow out smoke. His left arm has totally been replaced with a large weapon and a smaller one protrudes from his right forearm.

## SPECIAL RULES

All rules for Templars apply.

- Karak is a large model.
- Karak must always spend at least one action per round moving towards the enemy, unless he is in close combat.
- Karak may possess up to 5 Dark Gifts from the Ilian list or Dark Symmetry list.
- Karak never panics or routs.
- Karak may only be purchased if you have at least one squad of wheeled troops, and he may not be purchased as an individual in any other way.

## SPECIAL FOR ALL WHEELED TROOPS

The Beam: Karak or any wheeled squad may be beamed down to the battlefield. This costs 10 points per squad, or 10 points for Karak. To do this nominate a point on the table. The point will automatically deviate 6 inches — the player should roll on the deviation table to determine in which direction, and then the opposing player may place the unit. Any model caught under this will take a strength 10 hit and will be thrown 5 inches randomly from its position.

*Karak uses the weapons shown below.*



WEAPON	CR	MX	RM	DAM
Blastmaker Hand Cannon	15	30	-2	12(x3) Uses explosion template
Heavyfire Autocannon	20	40	-3	16(x3) Capable of burst fire
Claw	CC	-	-	14(x2)

*These weapons are already figured into Karak's cost.*

*"Keep your eyes peeled for issue 3 of Chronicles from the Warzone, or we'll peel your eyes."  
- Great Nephrite Golgotha and the Heretic, Stahlter*



# WARZONE

TM



#9836



#9615



#9510



#9613

## 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 Nephariite of Algeroth
- 9603 Valpurgius, Archmagus
- 9604 Nephariite of Algeroth
- 9604 Algeroth Raziide
- 9605 Algeroth Pretorian Stalker #1
- 9606 Algeroth Pretorian Stalker #2
- 9607 Brotherhood Mortificator #1
- 9608 Brotherhood Mortificator #2
- 9609 Algeroth Ezoghoul
- 9610 Nephariite of Demnogonis
- 9611 Algeroth Nephariite Overlord Alakhai
- 9612 Demnogonis Curator
- 9613 Imperial Necromower

- 9614 Cybertronic Attila III Cuirassier
- 9615 Nephariite of Demnogonis
- 9616 Nephariite of Ilian
- 9617 Nephariite of Muawijhe
- 9618 Muawijhe Zenithian Soulslayer
- 9619 Rams Air Cavalry
- 9620 Brotherhood Mystic
- 9621 Brotherhood Keeper of the Art
- 9622 Algeroth Immaculate Fury
- 9623 Nephariite 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

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