

MUTANT
CHRONICLES

#3 1996

CHRONICLES FROM THE



TM

WARZONE



The saga continues with this new issue:

- Hired Guns - Freelancers in Warzone
- New stats, rules and weapons for the Eradicator Deathdroid
- Lord Moya's Guard - a special unit of Mishima Samurai
- Lots of new painted miniatures
- Hear the words of Kapitan Wilfred Steiner
- Departments
- "The Nepharite's Rage"



TARGET
GAMES

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Heartbreaker™



WARZONE™



In the Rust Desert of Mars, there are a few areas where the Wolfbanes can be used to their best advantage. Here in a mountainous area with scattered shrubbery they use their skills in stealth and infiltration, with the support of a Hedgehog Necromower, to attack a unit of Capitol Martian infantry.

GBT-49 "GRIZZLY BATTLE TANK"

From Forge World Models



"I HAVE SEEN THE SOUL OF EVIL. AND IT WAS BEAUTIFUL."

Here we are again, with a thrilling new issue of *Chronicles* from the Warzone. I've got so much to tell you, I don't know where to start. I could mention that Forge World Models in the USA has released a resin version of the Grizzly tank, and it is really huge! We actually developed and playtested the rules for the Grizzly, and that was a challenge. There are around 20 big guns on the thing, with 10 active crew



Dave Jones, Warzone Guy

members that fire the guns every turn. That gives you a total of around 30 shots per turn. The problem with the Grizzly, though, is that its line of sight is quite limited and it is really slow, and it is so big that it can be shot at from almost anywhere on the battlefield (if there aren't mountains and great forests in the way). But a

model that big deserves to be played no matter what!

I thought that I'd also tell you that some of the articles in this issue and future issues are previews from the Warzone Compendiums...but the final Compendiums will have far more than what you see here in *Chronicles*! And that's only some of the articles you see here — there is a lot in each issue of *Chronicles* that you can't get anywhere else.

Hmm. Actually, I've run out of things to say. Well, that's that...see you next issue!



Sami Sinervä, Editor in Chief

Sami Sinervä, The Dark Soul

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The elite of the elite, these Samurai are specially trained to fight in close quarters. They know the lay of the land on Mercury like they know the backs of their hands.

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"Kapitan Wilfred Steiner. If you don't address me as Kapitan, don't address me. I don't like to call myself a warrior, because I'm not one. I'm a soldier. I drive a tank. Sometimes it's a small tank, other times it's a big tank...but no matter how big it is, I'll be driving it in your direction."

"My father, grandfather, and every great-grandfather back four greats has been in charge of my squadron. I'm in charge now. It doesn't take much to hit somebody with a club, or slice 'em up with a knife. Anybody can pop off a gun, and it doesn't take skill to shoot someone in combat. But it does take skill to move ten tons of steel where you want it to go. Stopping right, aiming on the move, taking out armor before it takes out you... that's where the real skill is."

"A hundred normal men can't stop one armored tank. A tank is the man's way to fight...."

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QUESTIONS & ANSWERS



QUESTION: There is no restriction in the Special Equipment list that keeps me from giving an individual model three copies of the same piece of equipment (for instance, three coagulant auto-injectors). Am I allowed to do that?

ANSWER: No. Each model may only have one copy of any given piece of special equipment.

QUESTION: My opponent said that according to the rules, his Mishima Samurai get a free heavy weapon due to the following wording: "One Samurai may replace a Shogun assault rifle with a heavy weapon from the Mishima or General Armory Lists." (Warzone, pg. 81) He believes that since the wording says "replace" he can pay for a Shogun assault rifle and instead give the model in question a heavy weapon at no extra points cost. He further believes that by

paying for more heavy weapons he can equip even more of his Samurai with heavy weapons. Is that the case?

ANSWER: No, you must pay the points cost for every heavy weapon carried. There are no free replacements or upgrades in the corporate force. Nor may you have more than the indicated number of heavy weapons in a squad, as determined by the force list and the text on page 65 of Warzone ("Usually, no squad can contain more than one heavy weapon...").

QUESTION: Deathbringers and Shadow Walkers are able to ignore terrain penalties, according to the book. How should I handle their movement up really large hills, mountains, and other structures? Is it just that they could walk "through" the terrain (or even end up inside it?) or can they simply walk up and over the surface, or on top of it, only considering the horizontal distance for movement...or do I have to figure the vertical movement involved?

ANSWER: You have to figure the vertical movement. Example: If a Shadow Walker stands in front of a 5" wall and he wants to climb it, you measure the vertical distance and check how far the model comes.

QUESTION: Is the points cost correct for the heat-sword listed in the Cybertronic section? It seems to be, point-for-point, inferior to a Punisher shortsword.

ANSWER: There are a few lines missing. First, it should have DAM 12. Second, before you go into close combat, or when you are in close combat, you may heat up the sword as one special power action, in which case it will do DAM 12(x3) when next used. After it has been used once, the sword is cooled and must be heated again to get the bonus. Remember that you may only use one special power action each turn. Finally, you may make sweep attacks with it.



"You can always pick out the greens once the briefing starts. The vets know not to ask questions. If you need to know it, you'll be told. Otherwise shut up. The greens, though...they wanna know. You can tell if it's their first, second, or third mission, just by the number of questions they ask. They usually learn by the fourth, if they're still alive.

"Me, I've put sixteen full-scale battles under my belt, plus a few bar fights and one duel. The duel doesn't really count, though, since I shot the bastard in the back before the count was finished. But I don't like to fight people. I like to fight steel. Bauhaus tanks are built better than any other, and it shows. Gimme my squadron and I'll take on any tank, anywhere. Nobody beats Bauhaus."

QUESTION: Would it be correct to assume that Brotherhood individual models CANNOT use special equipment that involves cybernetic enhancements (e.g., cybernetic arm, hyper-activator, eye implants, sub-dermal armor, and possibly combat drugs)? After all, it is suggested in multiple places in the role-playing sourcebooks that the Brotherhood frowns greatly upon cybernetic enhancement of human bodies.

ANSWER: It's up to you who play. If you want to follow the Mutant Chronicles setting, Brotherhood models should not be allowed to use cybernetics. But there is nothing in the rulebook that says no!

QUESTION: Do Shock Grenades have any use against Dark Legion figures?

ANSWER: Yes, against those who may normally panic.

QUESTION: Either a squad or individual may purchase a scanner at 3 points. Does this mean that only the sergeant has the scanner or does every trooper in the squad have a scanner?

ANSWER: Everyone in the squad has a scanner.

QUESTION: Per the campaign experience rules, individuals only gain experience for killing models by shooting or in close combat. It does not specifically say that experience is not gained by killing something with the Art. It also doesn't say that it is. Using the campaign experience rules, do individuals gain experience for killing models by using the Art?

ANSWER: The rulebook should say that you also get experience points for killing with Art and Dark Symmetry.

QUESTION: If a model has a grenade launcher must he buy grenades separately for thrown use and use in the launcher — four points for the hand-thrown and four for the launcher?

ANSWER: No.

QUESTION: The Deathlockdrum has an integrated grenade launcher. Must I buy the grenades separately?

ANSWER: Yes.

QUESTION: A model is burst-firing at three models, each of which is Waiting. His attack has a multiplier of 3. He wastes the first figure. Before he rolls against the second figure in line, can that figure use his Wait action to return fire before getting wasted, or does he have to wait until the entire action is completed?

ANSWER: He has to wait until the entire Fire action is done.

QUESTION: Can First Aid be used on an individual with multiple wounds? If so, would the wound (if nonfatal — if there are still Wounds left) have to be cured before the next activation (as with a one-wound casualty), or could it be healed at some later time in the game?

ANSWER: You can only use First Aid against casualties.

Send your questions and mail to:

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WARZONE

TM



#9624

CALLISTONIAN INTRUDER

Imagine a race created expressly to exercise the arts of murder and assassination — a race that can utilize mysterious ways to disguise their true forms, with strength and coordination far surpassing that of humans. Imagine that they can also quickly heal wounds fatal to a human. Well, if you really must know, they exist: the Callistonian Intruders.

SCULPTORS

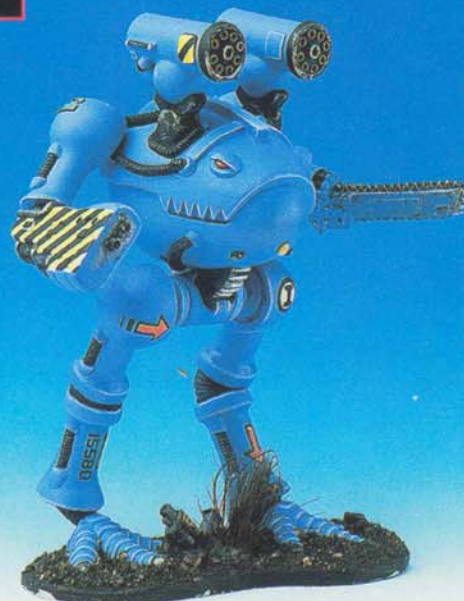
Tim Prow, Phil Lewis, Kev Adams, and Mark Kay

PAINTERS

Jonni Teittinen, and Anders Svedmyr



#9626



ERADICATOR DEATHDROID

A machine of death: no feelings, no desires, no needs. Blue cold steel covers its whole body, and with an arsenal surpassing that of most other warriors, it crushes all in its path. It doesn't care about who it is aiming at — It has a simple goal... Objective: Target and destroy any enemy activity.

#9620



BROTHERHOOD MYSTIC

These men and women are some of the most odd and mystical in the whole solar system. Taught in the ways of the Light — the Art — they use their powers to heal and help the poor ... but also to find and exorcise — or if that is not possible, kill — the corrupt.

#9840



BROTHERHOOD ELITE TROOPERS

These are the elite of the Brotherhood troopers. They fear nothing, and are picked from the best of the basic troopers. They are usually reserved to fight the forces of the Dark Legion, and excel at it.

#9516



5

WARZONE™



#9842

BROTHERHOOD SACRED WARRIOR

There are brave warriors, and then there are really brave warriors. The Sacred Warriors are beyond such classifications. They fight the Dark Legion anywhere it shows its face, using Avenger swords to decimate the Legions and Retributor carbines to finish the job.



#9843



#9841



HERETIC



#9621



KEEPER OF THE ART

Some of the Mystics, the best of the best, get the rare honor to be one of the few select: to become a Keeper of the Art. These men and women are probably the most powerful of humankind that have ever existed in the Mutant Chronicles universe. They have powers that, sometimes, not even the Dark Symmetry can withstand.



#9622



IMMACULATE FURY

The Furies: Humanoids, 8 feet tall, weighing over 400 pounds, with a face of evil — no mouth and jaw, only a vertical stretch of metal stripes. These creatures charge into battle, howling ululating cries and driving the human forces into panic.



WARZONE™



UNHOLY CARRONADE

#9627

This cannon spews out pure evil, pure Dark Symmetry... Nobody would ever want to stand in the way of this thing! Soldiers panic at the mere sight of it. Two Undead Legionnaires, bearing ammunition, drag the Carronade into battle, led by a Necromutant or Centurion.



#9623

NEPHARITE OF SEMAI

Lies, lies, lies.... Remember, trust no one, especially not a Nepharite of Semai. Their souls are made of lies. There is but one meaning in their life, and it is Deceit. By deception and the Dark Symmetry, the Nepharites of Semai subtly take control. They try to dominate puny human minds ... and do so with startling success. Beware...

#9845



Not original figure shield.

BROTHERHOOD SACRED SERGEANT



THE NEPHARITE'S RAGE

The Centurion's Skalak blade sliced through the air, tearing a gaping hole in Weber's throat. Blood gushed out like a raging river, drenching the front of the dead soldier and the ground beneath him. I fired my Deathlockdrum, and chunks of the Centurion fell from the air like rain. With my finger still squeezing the trigger, I charged forward, leaving a trail of fallen Undead Legionnaires in my wake. I felt exhausted, but I refused to stop fighting. The only way to end the battle was to kill or be killed, and I'm no quitter. An enormous, bloodthirsty Razide came at me out of nowhere, and I thought his Nazgaroth would finish me for sure. Regardless, I aimed my Deathlockdrum and pulled hard on the trigger, spraying bullets as the giant stood in front of me. Thankfully, he fell before he had a chance to fire back. Pieces of his disconnected tubing spewed some sort of thick green liquid into the dirt around my feet. I stumbled, but quickly regained my footing and pressed ahead with my men following swiftly in my bootprints.

Just when things had started to look up, the unbelievable happened. From the distance came a bearer of the Dark Gifts. He wore light purple robes that covered most of his grotesquely deformed body. He stood among his mutant bodyguards and started to laugh, pulling his black lips into a sneer that revealed his rotten yellow teeth.

"Nepharite!" someone shouted. "ATTACK!"

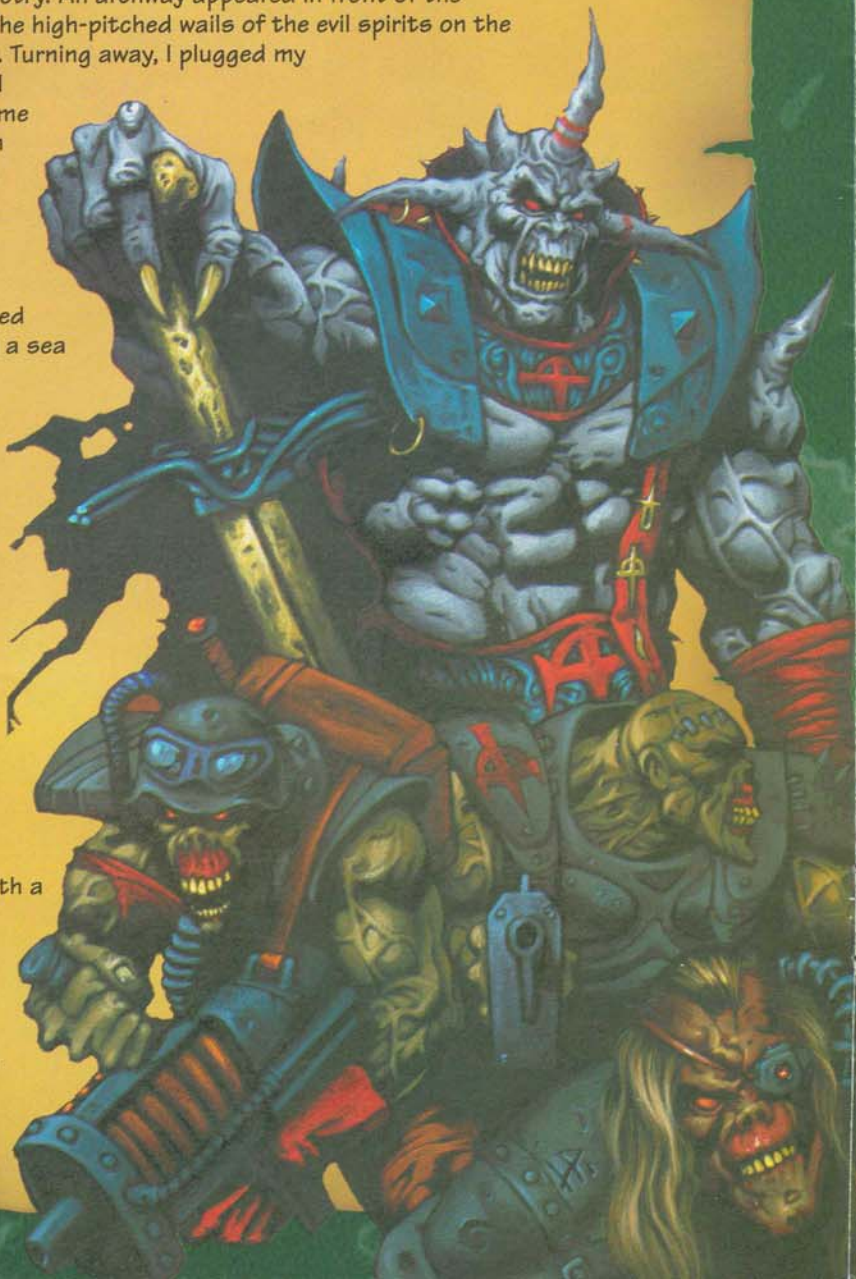
Machine gun fire rang out from both sides of the battlefield. Black bullets whizzed past my head and bounced off my helmet. One caught Henderson in the temple. He screamed as he went down, not realizing how lucky he was to have died such a quick death.

The air became thick with the energy of the Dark Symmetry. An archway appeared in front of the Nepharite mage, the doorway to a tortured dimension. The high-pitched wails of the evil spirits on the other side of the portal seemed to plead for redemption. Turning away, I plugged my fingers into my ears, blocking the image as best I could. I ordered my forces to do the same. The lucky ones heard me and saved themselves, but others turned and fled, driven mad by the Nepharite's spell. Preparing for round two, the master of the Dark Symmetry closed the portal.

"Retreat!" I commanded. "Abandon all offensive maneuvers!"

Before I had taken five steps, a tidal wave of acid washed over most of the remaining soldiers, submerging them in a sea of death. The corrosive liquid disintegrated their armor and flesh, eating them alive. I ran faster, praying for the Cardinal's mercy. Glancing over my shoulder, I saw that unearthly flames had erupted on the battlefield, torching the bodies of all who had fallen in battle. The stench of burning hair and flesh caused me to gag, and vomit streamed from my mouth as I continued searching for shelter. I pushed myself harder, feeling the heat of the fire creeping toward my back. In all of my years as a soldier, I have never witnessed such power. It's hard to believe that one being can cause so much destruction.

A Bauhaus rescue squad found me several days after my miraculous escape. I was disoriented and severely dehydrated, but I was alive. They airlifted me to a hospital where a team of doctors and surgeons treated my wounds, and members of the Brotherhood examined me for the taint of darkness. I was released with a clean bill of health, but my superiors relieved me of duty. Thank the Cardinal for that! I know now that the victorious Nepharite was Valpurgius, Archmagus of Alakhai the Cunning. His maniacal laughter haunts me constantly, even as we speak, and I see his twisted grin in my nightmares. Every morning, I visit the Cathedral and pray that no soldier will be forced to face his fury again. If only humankind should be so lucky...



ERADICATOR DEATHDROID

The Eradicator Deathdroid was one of the solar system's first bipedal armored vehicles. An extension and improvement of the technology used in the Mishiman gigameks, the Eradicator includes innovative Cybertronic technology that renders it much more heavily armored for its size than any other walker. That combined with its fearsome weapons yields an awe-inspiring weapon of war. The only drawback of the whole design is what Cybertronic also considers its greatest asset: the Eradicator's Artificial Intelligence. Unlike the human pilots of Mishima's meks, the brains behind an Eradicator never feel the tinges of mortality.

The Eradicator has been upgraded numerous times in its history, usually to correct minor problems or to tweak existing programming. The battlefield profile of the Eradicator has gradually improved, and the weapons

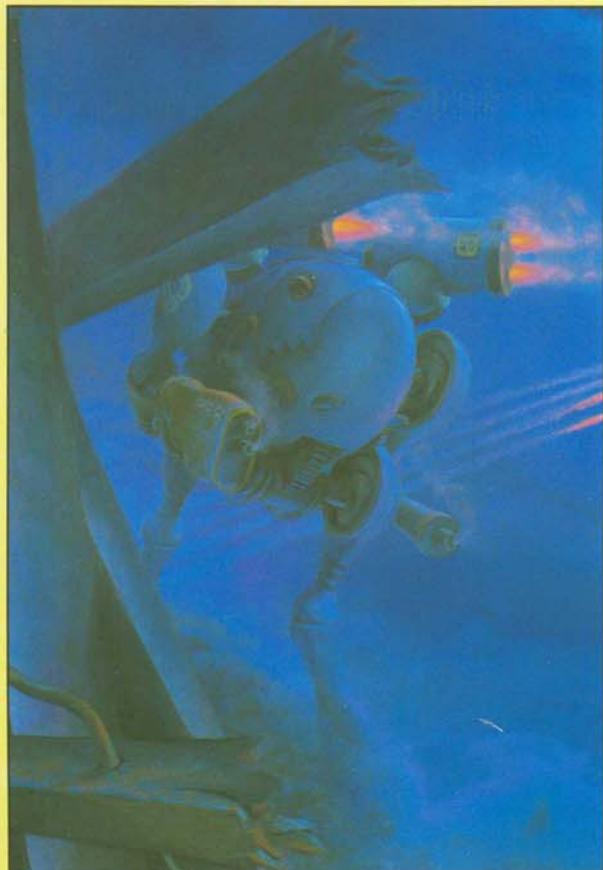
fielded on it are periodically altered to assess the viability of new (and hopefully improved) creations. The latest version of the Eradicator has been recognized as almost a different kind of machine, as it is distinctly different from its predecessors.

The following rules should be used with the Eradicator Deathdroid model produced by Heartbreaker. Any Eradicator may field a number of alternate weapons instead of its usual armament. Upgraded variations on standard Cybertronic weapons have been mounted on Eradicators, as the Eradicator's powerful generators can supply much more energy than smaller AI's.

All the rules for the Eradicator listed in the Warzone rulebook still apply. In addition, the Eradicator is a giant model. Use the following updated profile instead of the one in Warzone.

By
Chris Bledsoe,
Dave Jones &
Bill King

PROFILE	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Eradicator	14	14	-	12	3	4	8	6	30	175



The Eradicator is equipped with interchangeable limbs, which may mount a variety of weapons. Combinations of these weapons are selected for different styles of fighting. The Eradicator may pick 3 of the following weapons to use, but the Eradicator may only field one of each weapon (i.e. you can't put two Titan Megablasters on the same Eradicator). The cost of these weapons is already included in the cost of the Eradicator.

The Eradicator is filled to the brim with special programming to accommodate its interchangeable weaponry. It therefore may not use any enhancements or programs. (Enhancements and programs are explained in the Warzone Compendium.)

Because of the Eradicator Deathdroid's large size and variety of armament, it has a hit location table as do vehicles. Every time the Eradicator Deathdroid is hit, roll 1D20 and consult the table below.

1D20	LOCATION
1-17	Body
18	Weapon system 1
19	Weapon system 2
20	Weapon system 3





BODY. If the Eradicator Deathdroid is hit here and fails its armor and self-repair mechanism roll, it takes one wound.

WEAPON SYSTEM 1, 2 & 3.

Declare before the battle begins what weapon is represented by each weapon system. When a weapon is hit and the armor roll is failed, the Eradicator Deathdroid does not lose any wounds. You roll for the self-repair mechanism, but it only fixes the weapon on a roll of 8 or less. If the self-repair roll is failed, the weapon that was hit is destroyed, and cannot be used anymore.

Miniature painted by Jonni Teittinen



WEAPONS FOR ERADICATOR DEATHDROID

TITAN MEGABLASTER

HMG



WEAPON	CR	MX	RM	DAM
Titan Megablaster	36*	75	-	16(x3)

This upgraded SSW4200P is so heavy that no human could possibly carry it. It can only be fitted onto the reinforced chassis of an Eradicator Deathdroid. Has burst-fire capability.

SSW6000

MISSILE LAUNCHER



WEAPON	CR	MX	RM	DAM
SSW6000	30**	60	-2	13(x3)

The squad support weapon 6000 is Cybertronic's only entry in the autocannon class. It is a standard weapon of the long ranged Eradicators and is also used in several vehicles. Uses explosion template.

AR3002

ASSAULT RIFLE



WEAPON	CR	MX	RM	DAM
AR3002	15	30	-3	13(x2)

This upgraded version of the AR3000 is capable of firing twice as rapidly as its predecessor.

SASG80

SHOTGUN

WEAPON	CR	MX	RM	DAM
SASG80	S	-	-	13 per shot

Anti-personnel System. This gun is a unique invention of Cybertronic. It is an automatic shotgun. To represent this, it may make two shots for every Fire action. Fires twice per Fire action.

* Minimum range of 20 inches. May not be used against a target closer than the minimum range.

** Minimum range of 12 inches. Can not be used against targets closer than 12 inches.

MAGMASCORCHER

FLAMETHROWER



WEAPON	CR	MX	RM	DAM
Magmascorcher	T	-	-	14(x2)

The Magmascorcher is a flamethrower especially designed for the Eradicators. The double barrels ensure high reliability; when one barrel reaches a critical temperature, the weapon automatically shifts over to the other while cooling the first. Uses magmascorcher template (see the Warzone compendium. The template is triangular, about 6"x6"x6.5").

GIGADEATH CHAINRIPPER

CHAINSAW

WEAPON	CR	MX	RM	DAM
Gigadeath	CC	-	-	12(x3)

Only an Eradicator's internal generator can power this super-powerful chainsaw-based weapon. Can be used to make sweep attacks.

HIRED GUNS

On the battlefields of the wartorn universe of *Mutant Chronicles* it's not unusual to see freelancers fighting for the megacorporations. Assassins hired to eliminate important officers, Bombexperts blowing up bunkers, Infiltrators on scouting missions and Badasses wrecking havoc are all yours, if you've got the cash. Freelancers are expendable and are always given the toughest missions; if they succeed, good; if they fail, let another freelancer try.

FREELANCER RULES

No more than half of the individual models in your force may be freelancers. Freelancers do not add to the total number of individuals in your force; i.e. you can have your full quota of individuals and additional freelancers. The Dark Legion does not use freelancers.

NEW SPECIAL ABILITY

Demolition: To place an explosive charge, the model with this ability must be in base contact with the object it wishes to blow up, and then it must use one action to place the explosive. First choose which kind of explosive you will use, then roll a d20. If the result is 10 or less, the model succeeds in placing and preparing the explosives; if not, the action is wasted (but not the explosive charge). If you did succeed, remember to note that you used a charge. In the case of a fumble (if you rolled 20) the charge immediately detonates; place the explosion template over the model and use the explosive with the highest damage score that the model is carrying to determine what value all models under the template must make an armor roll against.

When a explosive charge has been placed, use a coin (or some other kind of marker) to show where the charge was placed. The model can detonate any charge by using one action, and this can be done from anywhere on the battle field. When the charge detonates all terrain under the template becomes rubble and counts as rough terrain. All models under the template must make an armor roll against the explosive's damage score. Buildings that are more than half covered by the template are turned into rubble, and you should replace them with ruins. (If you don't have a model for ruins, you can use small pebbles and place them where the building was). Models inside a blown-up building must make an armor roll against the explosive's damage score with a -4 modifier to their armor rating.

BOMBEXPERT

Usually Bombexperts amuse them self with blowing up bank vaults, safes, and the occasional building. Bombexperts go into battle for many reasons, most often



By
Arvid Blomberg



Let me tell you a story. There was once a person named you. You were in trouble. And you could pick one person to be your backup. Who would you pick: your brother, who you've grown up with, who knows everyone and everything you do, who thinks and fights like you...or somebody who said he'd fight with you if you paid him for it?

There isn't much choice in that. I don't hire my guns. I get them from Bauhaus, because I know they'll be dependable. How do you pay a freelancer? If you give him cash up front, he's gone before the fight. If you hold it back, he won't fight at all. If you go 50-50, he can still split with your money. And he knows how to fight, so it ain't easy cash to get back. Unless you've got a tank, of course.

because of the money they are offered and a lack of skilled personal in the megacorporation. It is well known that Bombexperts are considered very expendable.

SPECIAL RULES

Demolition and commando training.

EQUIPMENT

Bombexperts carry a shotgun or a sidearm from any of the corporations' armories or the general armory. Bombexperts can carry up to seven explosive charge units.

STRUCTURE

Bombexperts are individual models and freelancers.

FREELANCERS	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Bombexpert	11	12	-	12	4	1	0	4	24	40
Hitman	14	17	-	15	4	2	1	3	22	60
Badass	15	16	-	12	4	3	4	3	26	52
Infiltrator	15	15	-	13	4	2	0	4	22	55



HITMEN

Hitmen are hired to single out and eliminate enemy officers and individuals. It's expensive and time-consuming to train really skilled snipers, so the corporations often hire hitmen with a good "reputation" when there's sniping to be done. Freelancing hitmen are often better than army snipers, because they can't afford to fail a mission. If an hitman fails a lot of missions his career as an hitman is probably over, on the one hand because his reputation hits rock-bottom, and on the other hand because he's either dead or his targets on the battlefields will make sure that he is that very soon.

SPECIAL RULES

Hitmen never panic. Hitmen gets a +2 damage bonus when using sniper rifles. Hitmen can set up anywhere outside the opponent's deployment zone on the battle field. Hitmen are hidden and waiting when the game begins.

EQUIPMENT

Hitmen are equipped with a sniper rifle and a sidearm (usually a Punisher shortsword or the Eliminator SMG) from any of the corporations' armories or the general armory.

STRUCTURE

Hitmen are individual models and freelancers.

BADASS

Seven feet tall with bulging muscles; kicked out of the army because of insubordination, extreme violence, and beating up his superior officers...that's a typical Badass.

A Badass stalks the battlefields, harvesting lives with a huge machine gun clutched in his fists. Badasses: crewcut, unshaven, cigar-smoking, bad-mannered, noisy, bullet-spitting killing machines. In short, they're old-fashioned mercenaries.

SPECIAL RULES

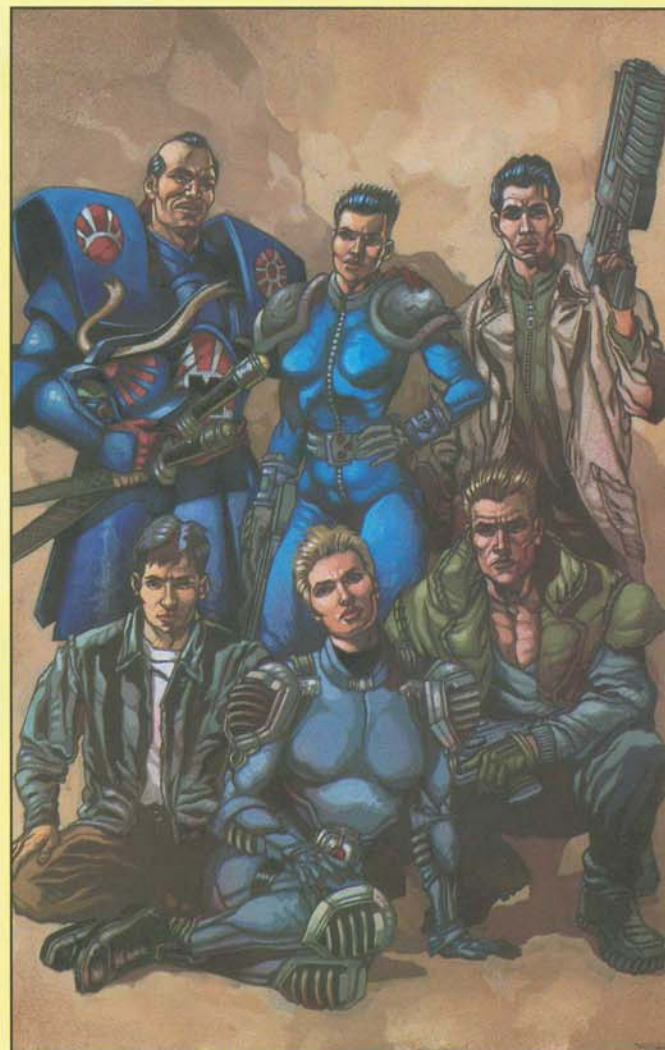
Badasses do not panic as the results of wounds; they can still panic as a result of the Art, the Dark Symmetry or other special effects. Badasses can never hide — they think it's cowardly.

EQUIPMENT

Badasses carry a heavy weapon and a close combat weapon (sidearm or sword) from any of the corporations' armories or the general armory.

STRUCTURE

Badasses are individual models and freelancers.



INFILTRATOR

Infiltrators are freelancing spies, but prefer to be called "independent agents." Stealing documents and kidnapping scientists is their business, so one might wonder what the heck they're doing on a battlefield. The answer is: they steal documents protected by walls that even a Bombexpert can't penetrate and kidnap scientists hidden in impenetrable bases...and they also make exceptional scouts.

SPECIAL RULES

Commando training. Infiltrators can move through rough terrain at maximum movement capacity, and through impassable terrain at half movement capacity. Infiltrators are able to climb walls of any height, using one movement action to climb 2". It takes one less action to climb down but it always takes at least one action.

EQUIPMENT

Infiltrators carry a sidearm and/or a sword from any of the corporations' armories or the general armory. Assault rifles, sniper rifles and heavy weapons are too cumbersome for them.

STRUCTURE

Infiltrators are individual models and freelancers.



Miniature painted and re-modelled by Anders Svedmyr



NEW WEAPONS FOR THE GENERAL ARMORY

L&A MK. 3 "ELIMINATOR"

SMG



	CR	MX	RM	DAM	COST
Eliminator	4	8	-2	12	8

The Eliminator is a popular assassination weapon. It has a built-in silencer and suppressed muzzle flash, which allows models carrying it to fire when hidden without losing their hidden status. The eliminator is a sidearm.

SHERMAN MOD. 7 "ENFORCER" HANDGUN

	CR	MX	RM	DAM	COST
Enforcer	3	6	-3	13	3

The Enforcer is large caliber revolver that has become popular among freelancers because it's easy to purchase and hard to trace. It is a sidearm.

DYNAMITE EXPLOSIVE

	DAM	COST
Dynamite	12(x3)	5

Ordinary dynamite. Dynamite takes up one charge unit. Only models with the Demolition ability may use dynamite.

DEMOLEX EXPLOSIVE

	DAM	COST
Demolex	13(x4)	12

Demolex is an extremely explosive substance, used by the military to sabotage bridges, relay stations and buildings. Demolex takes up two charge units. Only models with the Demolition special ability may use Demolex.

MEPHISTO

SNIPER RIFLE



	CR	MX	RM	DAM	COST
Mephisto	40	80	-3	15	21

The Mephisto is the best sniper rifle on the market and is used both by the famous Doomtroopers and the Mortificators of the revered Brotherhood.

NITROSYNITE EXPLOSIVE

	DAM	COST
Nitrosynite	13(x5)	20

Nitrosynite is an explosive that's only been on the market for a while. Nitrosynite must be contained in a special casing, because it's very unstable. Nitrosynite takes up four charge units. Only models with the Demolition ability may use nitrosynite.

ANTI-TANK BOMB EXPLOSIVE

	DAM	COST
AT-bomb	19	15

This bomb is specially made for taking out vehicles on the battlefield. A model with a anti-tank bomb can place it on a vehicle by standing in front of a it and successfully jumping out of the way just when the vehicle is going to ram him. The model does not need to succeed with a Demolition roll but must have the ability. When the bomb explodes you don't use any explosives template. Instead the bomb does damage on three separate locations on the vehicle (roll three times on the Hit Location Table). AT-bombs takes up three charge units.



EASY...



...NOT SO EASY



HARD...

LORD MOYA'S

WARZONE™

GUARD

LORD MOYA'S GUARD

Under the direct control of Lord Moya, the Guard numbers slightly less than 1000 warriors and is specially trained in tunnel fighting. The regiment, all Mishima Samurai with extensive additional training, is stationed on Mercury. In the undercities and mines of Mercury the Guard's special training is of obvious use, and the skills carry over to sewer fighting beneath other cities in the solar system.

Squads of Lord Moya's Guard stay in the tunnels beneath Mercury for weeks or even months at a time. They often travel in nearly complete darkness, for any light in the underground darkness will immediately give away their position. The dark, cramped quarters are sometimes so tight that a man cannot stand upright, and members of the Guard may be required to fight entire campaigns on

their haunches. Spending months without stretching or seeing a light other than a rifle's flash can drive normal men insane, so it is imperative that no member of the Guard have even the slightest tinge of claustrophobia.

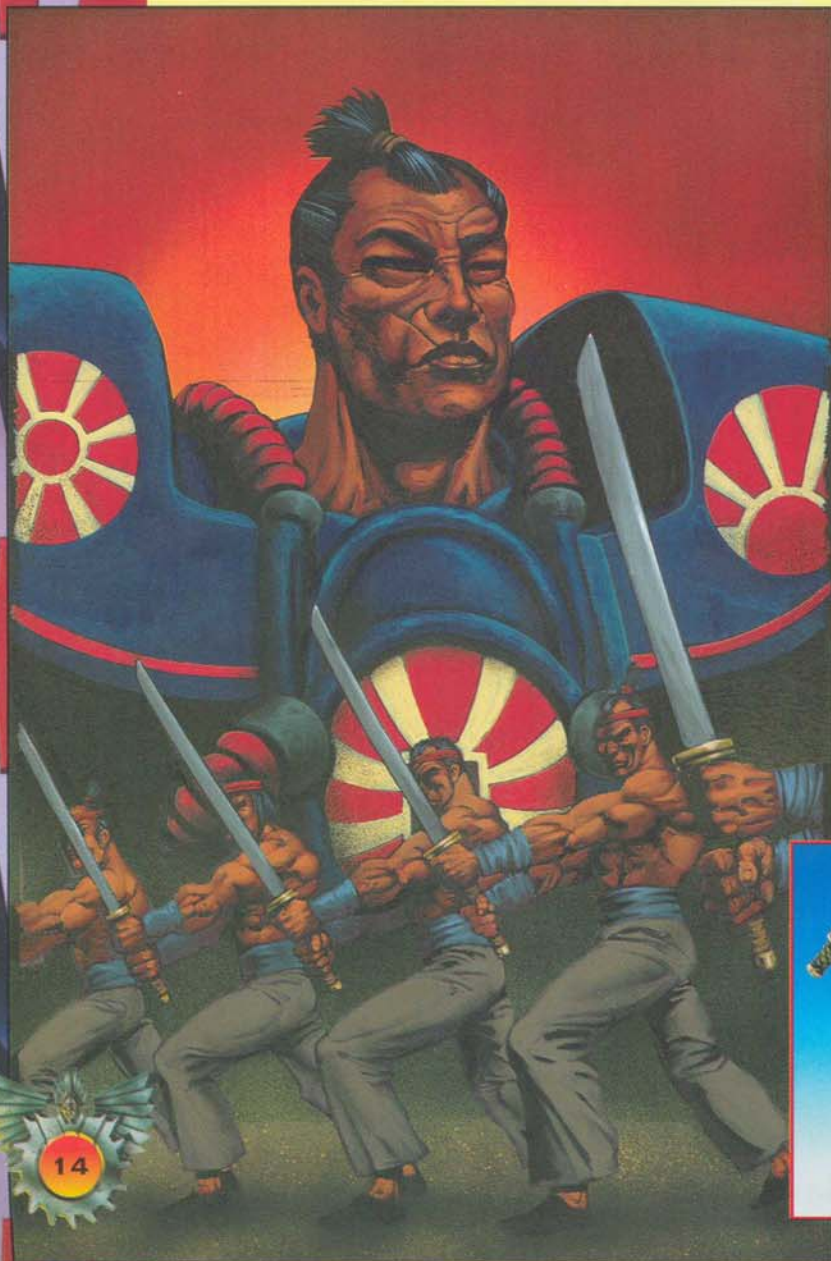
Eligibility for Lord Moya's Guard is on a volunteer basis. Any Samurai can volunteer to undergo the tests that must be passed to join the regiment. The tests emphasize mental endurance more than anything else. In one test, the aspiring Samurai is locked in a completely darkened room. The Samurai is given the key that will open the door and allow him to leave. To pass the test the Samurai must sit in the room, blinded, with no stimulation and no interaction with the outside world, for at least one month before choosing to come out. The longest recorded stay in the room was 67 days, by Lord Moya himself, but even he had to leave lest he go crazy.

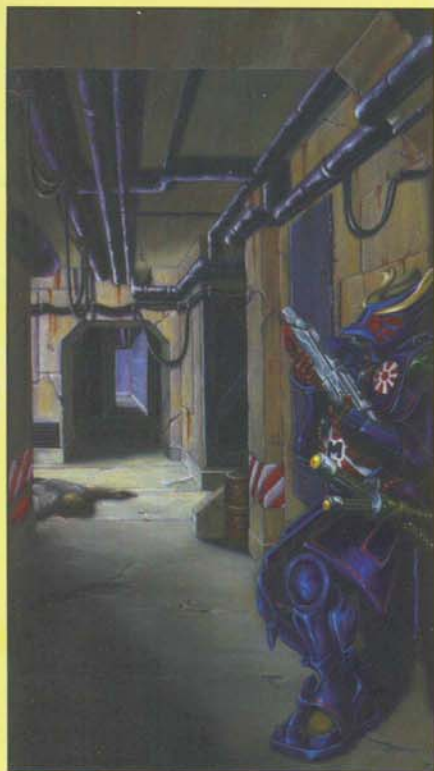
If a Samurai passes all of the tests, many of them far too grueling to be described here, he begins training with the Guard. Most training revolves around simulated life in the close quarters of the tunnels: fighting with no room to maneuver, moving rapidly through small tunnels, and taking cover when there is no cover to be taken. A thorough indoctrination follows the physical training, to prepare the Samurai mentally for what he will encounter in tunnel warfare. The entire training regimen lasts for several months, after which the Samurai must pass a final battery of tests before he is allowed to formally join Lord Moya's Guard in battle.

Lord Moya's Guard undergoes missions far more strenuous than what a normal Samurai encounters. They are often deployed against unknown enemies. When a mining expedition is slaughtered in the tunnels, or a tube train ambushed and destroyed, it is Lord Moya's guard that is sent in to track the attackers through the tunnels and deal out retribution as necessary. Dark Legion activity in the sewers beneath large cities is common and provides another front where Lord Moya's Guard must fight.

Warfare on Mercury often sees Lord Moya's Guard used in sabotage and flanking maneuvers. Its members' special training allows them to navigate their way through long winding passageways into the rear of enemy forces or to sensitive areas of enemy encampments. This unseen access can prove invaluable. One of the most famous battles fought by the Guard was one where Lord Moya's right-hand man, Makazagi, led two squads of the Guard behind an advancing Bauhaus armored brigade. Guiding

By
Joseph Goodman





vehicles in their tracks, blocking the entire column and ending its advance. The squads of Lord Moya's Guard sank back into the tunnels before infantry could reach them, returning to their own camp with only two casualties.

UNIFORM

Lord Moya's Guard wears the typical Mishiman colors when on parade or not in combat. When deployed for combat, however, they adopt a darker color scheme than is common in Mishiman forces. Shoulder pads and armored areas are usually a brown or black color, while less armored parts are lighter shades of grey or brown. The whole effect is intended to blend in with the dim light of the underground areas where the Guard fights.

SPECIAL RULES

Units of Lord Moya's Guard rarely see combat above ground, although it has been known to happen. When not

themselves through unmapped and previously unknown passageways, the squads found their way to the front of the brigade without being detected. At one point the armored column, 26 tanks in all, would have to pass single file through the tunnels, and it is there that the squads struck. Flurries of armor-piercing grenades and Dragonfire shots stopped the first two

in the tunnels they fight like any other troops. In tunnels, sewers, airlocks, and other crowded passageways, however, they fight with a style of their own.

Lord Moya's Guard is trained to fight in closed quarters. They are equipped with special goggles to enhance what little light there is in the tunnels, and their armor is covered with special hooks to let them maintain their footing in difficult areas. All of Lord Moya's Guard suffer no penalties for fighting in closed quarters. Any penalty normally applied to movement, shooting ranges, close combat ability, visibility, or any other effect of combat in tunnels, sewers, or other close quarters is ignored by Lord Moya's Guard.

Lord Moya's Guard is accustomed to fighting enemies it cannot see. A mysterious, unknown foe is the one the Guard fights the most. Being willing to chase anything and fight what you do not know requires nerves of steel, which renders Lord Moya's Guard immune to Fear. The Guard may still panic normally.

Lord Moya's Guard is subject to the usual rules for Samurai: Banzai Charge and Close Combat Training.

EQUIPMENT

Lord Moya's Guard is equipped exactly as are normal Samurai squads.

STRUCTURE

A squad of Lord Moya's Guard is just like a squad of Samurai, as are its heroes. Lord Moya's Guard models cost the same as the equivalent Samurai profile plus 4 points.



All miniatures painted and re-modelled by Anders Svedmyr



"I'd be dead before I'd drive a Mishima tank. Mishima makes it cheap, and I don't mean just in price. The stuff falls apart before you can start using it. I've seen what happens when an exit hatch malfunctions, and it ain't pretty. If you're lucky you'll get out somehow. But if the hatch stays shut when you get hit, you can say goodbye right then and there. That's why I'm glad to be Bauhaus. Our stuff doesn't break. It's reliable. We build it strong, and we build it to last."



WARZONE™



THE WORLD OF MUTANT CHRONICLES

The Chronicle continues, and a lot of new stuff is on its way! Rumors are slipping through, though the Cardinal fights to suppress the free word...

THE WARZONE COMPENDIUM, PART 1

The compendium should be released any day now — Here is all you need to beat your enemy anytime, anywhere, and any way.... New rules, new monsters and troops, personalities, AI enhancements and programs, necrotechnology, and vehicles!

BATTLE LINES — FORCE CARDS

Battle Lines is releasing Force Cards, so that you can easily keep track of your force's combat values, special abilities, and equipment. This makes your gaming more smooth and enjoyable.

FORGE WORLD MODELS

Forge World Models continues with its new line of models for Warzone. Stuff that is on its way or has already been released: Tatsu-Gigamek, Wolfclaw JBT, GEV 12 Cobra, GEV 10 Krait, Hellhound Necro Tank, Reaver APC and lots more...

ORIGINS '96

Just as a note — some really happy news for us Warzone guys and girls! A few months ago, Warzone was announced as winner in the "Best Miniatures Rules" class for 1995 at Origins. Origins is, for those of you who don't know, the second largest game convention in the U.S.

DARK EDEN CCG

Back to Mother Earth, the Lost Paradise... Dark Eden. In this new card game you are brought back to the human home-world. You take control of a clan and use politics, economics and war to attain rulership of Earth... for a while.

APOCALYPSE CCG EXPANSION

The latest expansion to Doomtrooper CCG is

called apocalypse and will be released fall '96. This expansion includes a totally new type of card category, Ki-powers and lots more.

MUTANT CHRONICLES RPG, SECOND EDITION

For those of you who liked the Mutant Chronicles Role-playing Game, we are proud to announce that the second edition should be released October '96 — a totally re-edited version with rules updates, a new character generation process with archetypes, new layout, more background info on Luna (with a map!), a complete introductory adventure and more. Keep your eyes open.

VENUSIAN APOCALYPSE - RPG SOURCEBOOK

"The Venusian Apocalypse" — Just listen to the name and you know what's going on! This three-part adventure-series is gonna make you just love Mutant Chronicles. Deep within the Venusian Jungle, a dark secret lies, just waiting to be revealed by some poor stinking bastards...

ILIAN - RPG SOURCEBOOK

She is beautiful... She is cold... and she would not pay a nickel for your life; she would just grab it. Here is all you need to run a campaign involving the Heretics of Ilian, the ways of the mightiest users of the Dark Symmetry, and the mysterious beings of the most evil and powerful of all the apostles, the Mistress of Darkness: Ilian.

JOHN CARPENTER SIGNS

John Carpenter ("John Carpenter's Escape From L.A.", "The Thing") has been signed to direct the feature film "The Mutant Chronicles". In Chronicles from the Warzone we will follow the production of the feature film, with photographs and updates on actors, the storyline, costumes, etc.



#9618



#9514



#9817

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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