



CHRONICLES FROM THE

WARZONE™

The battle rages on with this new issue of your favorite magazine:

- Heretical Units — use Mishima Samurai, or why not Imperial Regulars in your Dark Legion force?
- New Releases from the Warzone Armory - new equipment for your corporate force
- Cuirassier Squads — rules on how to use the dreaded Cuirassiers in squads
- Sergeant Buck's battles #1 "A Dark day on Venus" — a thrilling scenario
- The regular Departments
- Lots of new painted miniatures
- Mercurian Maculator — stats, rules and weapons



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Heartbreaker™



WARZONE™



The forces of Ilian, Muawijhe, and Semai fight the legions of Algeroth and Demnogonis. Ilian Temple Guards from the Triangled Wheel, Screaming Legionnaires led by a Zenithian Soulslayer, a Heretic, a Callistonian intruder, and Nepharites of Ilian, Semai and Muawijhe attack Nepharite Overlord Alakhai, an Unholy Carronade, two Ezoghoul, Necromutants and Blessed Legionnaires in a furious battle.



In the great forests of the Mercurian underworld, the remnants of a contingent of Capitol Free Marines and Sea Lions attack a Chasseur, a Chasseur Hero with a Gehenna Puker (custom made), a Cuirassier and an Eradicator Deathdroid. The Cybertronic unit is all that was left from three squadrons of Cybertronic warriors, earlier ambushed by Lord Moya's Guard.

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Check in this new equipment the corporate forces. This makes the struggle against the Dark Legion a bit easier... if you can keep the equipment clean from the Dark Symmetry

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"Well, our orders were simple. We were to helo in, harvest all the rock we could find (while keeping it out their hands), and bring it in. The Brotherhood would take care of it from there.", Buck said. But it was not that simple

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Now they are here. The dreaded Cuirassier battledroids in squads fighting and crushing everything in their way

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A big beast making way for the Dark Legion on mercurius. Lets just hope that it stays there...



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THE EDITORIAL



Chris Bledsoe, Warzone Designer

As Max Steiner says, "I'll be back" ... and so are we! By popular demand, in this issue, we start a campaign that is divided into several parts. The first part is: "A Dark Day on Venus", which is followed up in future issues of Chronicles. But that's not all you get—we have our regular departments, some new equipment for corporate players, a really

badass Dark Legion monster (the Mercurian Maculator) and the Attila Squads. Both are previews from the Warzone Compendium. Try playing them against each other sometime!

People ask us all the time for new figures with new weapon combos—well, for their own favorite forces—so we're busting our asses to keep you all happy, but in the meantime you can just do what I did to this 'chaz' guy. I took the Chasseur Hero (#9823) and used a carpet knife to cut the SA-SG72001 off. Then, I took one of the Cartel

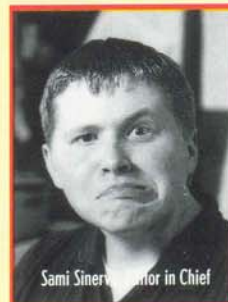
Agents with the Gehenna Puker (#9510) and cut the Gehenna off. Add some glue, and in my hand I had a Chasseur with a Gehenna Puker—a Chasseur Doomtrooper! Then I gave it to Jonni, who painted it up with a new type of color scheme.

If you can wait for a while, special blister packs with loose weapons—assault rifles, handguns, swords, HMG's, etc.—will be released after Christmas.

Have fun!

Sami Sinervä

The Darkness Within



Sami Sinervä, Editor in Chief

QUESTIONS & ANSWERS



QUESTION 1: WHEN do units test against the 6"-range fume effect of the Blessed Legionnaires? (Basically, it forces units to make panic tests unless they succeed with a gas mask roll.) Do I roll once per turn? Only once per game per unit? How does that work?

ANSWER: A unit that comes within the 6"-range of a Blessed Legionnaire unit has to roll once per turn per unit of Blessed approaching. If the unit is still within 6" next turn, it doesn't have to roll for the fume. If the unit is not within 6" next turn, and is approached by the same Blessed unit again, it has to roll for the fume.

QUESTION 2: What if the same Blessed Legionnaire moves into range, out of range, then back into range? Does he force the same unit to test twice just for him?

ANSWER: See above.

QUESTION: Does a sniper rifle allow a model to fire while retaining hidden status? One of my opponents claimed it did, but we couldn't find anything that said so. In my opinion, it would seem to make sense, but I can't find anything that says so.

ANSWER: No, you don't retain hidden status while firing a sniper rifle. The good thing about sniper rifles is that you can pinpoint any model on the battlefield, regardless of which is the closest one.

QUESTION: Can a heavy weapon dropped by a model be picked up by another member of the unit?

ANSWER: It cannot be picked up.

QUESTION: Cartel Agents are said to be able to use any weapon from the corporations or General Armory. Would I be correct to assume that they are still subject to restrictions on heavy weapons (i.e. they can't all have Gehenna Pukers)? Can at least one of them have a heavy weapon?

ANSWER: Yes, they are subject to the same restrictions as any other normal unit, so only one of them can have a heavy weapon.

QUESTION 1: When can a unit rally, and how does it do it? I'm pretty clear on the Rally action, but I'm not so clear on how a unit (without the help of an Individual model) would rally itself..

ANSWER: When no enemy unit can see the panicked unit, or if the panicked unit is in its deployment zone, it can rally.

QUESTION 2: For instance, let's say that a unit is behind soft cover, loses a model, and fails a Leadership test. a) Would this cover be considered automatically "compromised", forcing the unit to fall back to a new position? b) What if the models are already in their deployment zone when they fail the Leadership test?

ANSWER: a) They have to fall back. b) They may rally directly, when next activated.

QUESTION 3: Just how is a unit's attempt to rally handled? I've played against opponents who claim that they can ONLY rally if there's an Individual available to use a Use Special Power action

to try to rally them. I've also played against some who insist that it's just a regular action, and as soon as a unit can get to a safe zone, they can use all their actions each turn (quite a number with any decent-sized unit) to try to rally. IS this something that takes an action, or is it a once-a-turn roll, or what? And can they attempt to rally in the same turn that they reach their deployment zone or do they need some sort of cover to cower in?

ANSWER: It's a once-a-turn roll, and if it is successful the unit can start taking actions next turn. See page 61, "Rallying".

RULES CLARIFICATIONS

CFTW #2 CORPORATE MEDICS AND DR. DIANAS

In the article on Corporate Medics in *Chronicles from the Warzone #2*, there are a few points that should be clarified. Dr. Dianas can only be fielded by Cybertronic forces. Corporate Medics may be fielded by the Cartel, as per the normal rules for Corporate Medics.

AN ISSUE TO SCREAM ABOUT!!!

It has come to our attention that Screaming Legionnaires are a bit too powerful, so here is the word on these enigmatic Legionnaires.

The entire squad must use all three actions to create the whirlwind (including the Soulslayer), but the Soulslayer does not count towards the modifier. Regarding the potency, it is as follows:

First, total up the number of Legionnaires in the squad (not including the Soulslayer), then subtract 1 from the total, because the Soulslayer's presence sucks up some of the potency of the Dark Symmetry. Every attack the Whirlwind makes reduces the modifier by one, even if it doesn't inflict a wound. Being hidden does not save you from the Wind.

Also, from now on, every time you activate a Screaming Legionnaire unit (though not if the Soulslayer is the only model remaining) you have to roll a D20 and consult the table below.

WHIRLWIND TABLE

- 1-10 The player may use the Screaming Legionnaires as normal.
- 11-19 The Screaming Legionnaires must move at least one full move action towards the closest enemy model this turn.
- 20 The Soulslayer is not doing its job and the entire squad moves (full movement) with all their actions towards the nearest enemy model.

These changes should be used in conjunction with the rules on pages 126 and 127 in the Warzone rulesbook.

Send your questions and mail to:

Chronicles from the Warzone

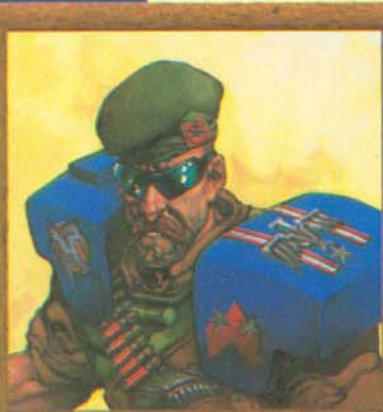
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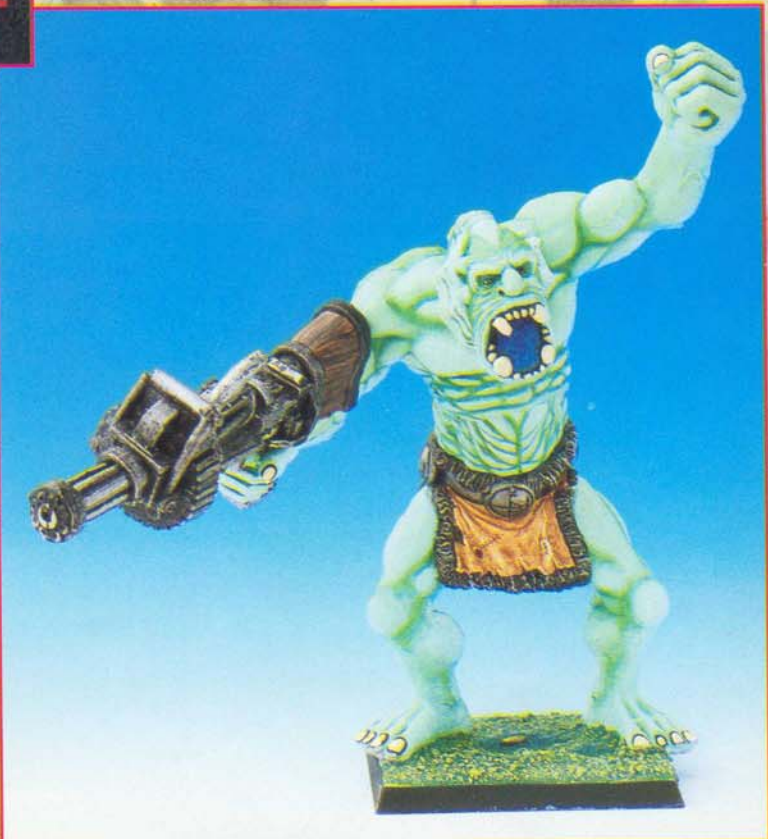
"They don't call me Jim Charles anymore. Now they call me "the one." I was the only officer to live through the assault on Molokh's Citadel. Every other Capitol officer got slaughtered. Like they say, only the strong survive. I'm strong."

TM

NEW FIGURES

WARZONE

NEW FIGURES



MERCURIAN MACULATOR

This huge brute is one of the latest additions to the forces of the Dark Legion. It prefers to make sneak attacks from under the water against unsuspecting humans. Beware, this is one badass monster (but probably not worse than your mother-in-law!).

#9632



BROTHERHOOD VESTAL

Among the Vestals you can find the most beautiful and brave women of all time. Once Valkyries, these women have acquired such skills of perfection that set them apart. With the Castigator spear, specially made for Valkyries, they extinguish the evil flame that scars humanity.

#9849



NEW FIGURES

WARZONE™

NEW FIGURES



TA 6500 LIGHT RECON VEHICLE

#9628



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Svedmyr

VEHICLE-RULES COMING SOON

see www.target.se



BROTHERHOOD VALKYRIES

These women are some of the bravest humans in the whole solar system. They show their face wherever the Dark Legion appears. Their lives are dedicated to the destruction of the Dark Legion and the protection of the human race, and the true word of the Cardinal, the Book of Law.



#9847 & #9848



NEW FIGURES

WARZONE™

NEW FIGURES



**BROTHERHOOD
DEATHANGEL**



#9629



#9630

KA-47 GREAT GREY



WARZONE™

NEW RELEASES FROM THE WARZONE ARMORY

By Jonathan W. Coulter
with some contributions
by Sami Sinervä

As the battle against the Dark Legion continues, new and upgraded equipment is essential to the success of the megacorporations and the Brotherhood. The general technology to develop this equipment is available to each of the corporations and the Cartel (but not to the Brotherhood and the Dark Legion, and other possible forces) and the numerous variations are nearly identical in function. Instead of presenting each corporation's version, all the general technology is provided in this single document.

GENERAL EQUIPMENT

WEAPON CLOAK

Handguns, sniper rifles, and SMGs may be fitted with a cloak which adds 9 to the cost of the weapon. The cloak functions as both a silencer and flash suppressor to prevent weapon fire from being detected. The cloak enables you to fire your weapon from hiding without giving away your position. Models with a hidden marker do not remove that marker when firing a weapon fitted with a cloak. Cloaks may be purchased for individuals, squad leaders or complete squads. For individuals and squad leaders, it counts as one piece of special equipment. When buying cloaks for squads, each cloak costs one point more, and each model in that squad which can be outfitted with one must be given one.

RANGE ENHANCER*

Any weapon, except sidearms, rocket launchers, and grenade launchers, may be equipped with a range enhancement device. This device looks like a scope and is attached to the weapon accordingly. In addition, the Range Enhancer is hardwired into the weapon's firing chamber which releases an electronic impulse as the round is fired. The impulse propels the round at a greater velocity, thus permitting a greater range. The Range Enhancer costs one half the cost (rounded up) of the weapon being fitted, and provides an extended range equal to the weapon's CR+MX. All shots greater than the MX range are at double the weapon's RM. As with most other general equipment, if the device is purchased for a squad, all models in the squad that may have one must be so equipped. This may not be mounted on vehicle weapons nor artillery (i.e. unholy carronades).

MORE EXPLOSIVES

All of the grenades listed in this section are thrown weapons and are subject to the same rules as the grenades listed in the basic rules. As with standard grenades, if a squad is to be

equipped with grenades then they must be purchased for every member of the squad.

GRENADES AND GRENADE LAUNCHERS

When purchasing a grenade launcher, the cost of grenades is extra and all of those listed below may be used. In addition, a grenade launcher may only be equipped with a single type of grenade.

THROWING GRENADES

Troops can now throw grenades 6 inches plus their strength.

GRENADE LAUNCHERS

There are two types of grenade launchers. There is the one described in the basic book, with a range of 10 inches with a cost of 2 pts. Then there is a more powerful one that can only be mounted on an assault rifle, or bought as a separate weapon: It has a range of 20 inches*, a minimum range of 6 inches, and it costs 6 pts. if you mount it on a weapon, or 10 pts. if it is bought as a separate weapon. You may only equip one model in a squad with a grenade launcher weapon instead of his normal weapon. If the squad consists of nine or more models (w/the squadleader) two models may be equipped with the grenade launcher.

*The range can never exceed the maximum range -4 of the weapon it is mounted on (if you mount it on a weapon). Ex. The "type 2" grenade launcher mounted on a Shogun assault rifle has its maximum range reduced to (16-4) 12 inches.

FRAG GRENADES

The Fragmentation Grenade is the most versatile grenade made by all the megacorps. In fact, several variations exist and two of those are noted below.

TYPE I

The Type I frag grenade is the same as found in the basic rules.

TYPE II

The Type II frag grenade uses the same template as the Type I version but packs more explosives into the same space. The result is a more damaging blast.

PYRO GRENADES

The pyro grenade creates an intense ball of fire which ignites anything it touches. This grenade uses the grenade template and any model under it is set on fire just as if it had been hit by a flame-thrower. Work out damage in the same manner as for flame-throwers.

ARMORY TABLE

| TYPE | CR | MX | RM | DAM | COST | Notes |
|---------------------------|----|-----|----|-----|------|------------------|
| Grenade launcher, type I | 10 | - | - | - | 2 | |
| Grenade launcher, type II | 10 | 20* | -4 | - | 6/10 | See special rule |
| Grenade, type I | T | - | - | 12 | 4 | |
| Grenade, type II | T | - | - | 15 | 6 | |
| Pyro Grenade | T | - | - | 13 | 6 | |



THE CORPORATE HERETICS OF SEMAI

(NOT FOR TOURNAMENT PLAY.)

By Joseph Goodman

The first to fall to the influence of the Dark Symmetry is not often humanity's warriors, but such an unfortunate occurrence does happen. Entire squads of corporate warriors have been known to turn traitor in the midst of a battle, corrupted by the lure of inhuman power.

An army of Semai may field corrupted corporate forces. The greatest and most powerful of the corporate forces do not commit such treason (no Wolfbane or Blood Beret has ever been known to do so, for example), but the weaker and more normal forces are sometimes susceptible. The player may choose from the corporate army lists for a single squad in his force. Any of the following units is eligible to be corrupted:

CAPITOL INFANTRY
BAUHAUS HUSSARS
MISHIMA SAMURAI
IMPERIAL TROOPERS

The unit is purchased exactly as if it were a corporate unit, with a few differences:

- The models may be equipped with weapons from the Necrotech Armory list, or the armory list of their own corporation.
- Capitol troops may not use air strikes or helicopter deployment. Bauhaus troops may not use The Moment Has Come special ability, but they do retain the Reliability special rule. Mishima troops retain their Banzai charge, and Imperial troops lose their Seize the Initiative special rule.
- All models in the unit receive an obvious stigmata. The symbol of Semai burns itself upon their foreheads, visible to all who view them. Its glow is so unearthly that it can even be detected through armor. The models cannot possibly be confused with their loyal counterparts.
- Traitorous troops are on their way to becoming Heretic Legionnaires (something which many of them do not yet realize). They have already endured immense pain and agony in pledging their allegiance to Semai, and are thus immune to panic, rout, and fear. They must be led by a Heretic, who takes command from their previous sergeant.

THE CORPORATE HERETICS

PROFILE

As appropriate corporate unit. Each model costs the same as it does for a corporate force, plus 5 additional points per model.

SPECIAL RULES

- Immune to panic, rout, and fear.

EQUIPMENT

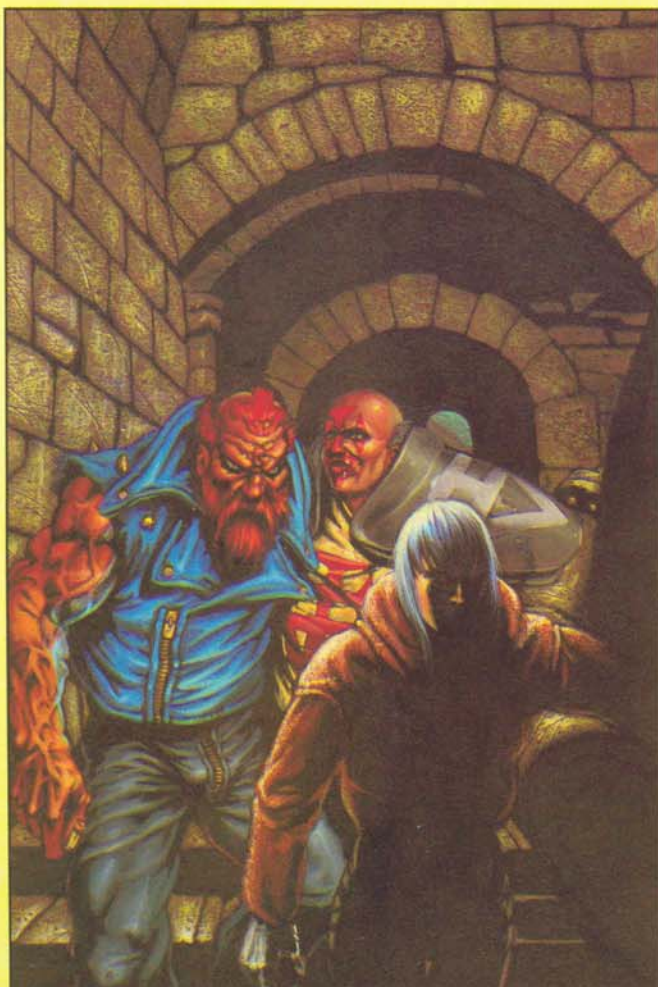
As appropriate corporate unit, or from Necrotech Armory list. If a model has the choice of a heavy weapon, it may choose it from the Necrotech Armory list.

STRUCTURE

As appropriate corporate force, with the addition of a Heretic as a leader. The original squad sergeant is still present in the squad, but he does not take a leadership role unless the Heretic is killed.



"The power of money to corrupt is absolute." That's what you'll hear over and over again. That's what's wrong with Capitol, they say; we depend too much on making a quick buck. But these guys prove us right. If the power of money were absolute, we wouldn't have heretics leaving Capitol. In Capitol, anybody can make it, from the little guy to the foreigner who doesn't speak the language. It ain't like that in Bauhaus or Mishima. But even like that, even with all Capitol has to offer, folks take up and leave for the Dark Legion. It proves us right: Capitol isn't as greedy as they say we are."



A DARK DAY

WARZONE™

ON VENUS

By Jonathan W. Coulter

SERGEANT BUCK'S BATTLES #1:

A DARK DAY ON VENUS

Hello! My name is Sergeant Buck ... Sergeant Anthony Willard Buck. I've been in the Capitol Infantry now for, oh, fifteen years or so and the Captain thought it would be a good idea to tell about the fightin' I've seen. And let me tell ya, this old body has seen some abuse too. My left leg was cut clean off by one of those big ugly Ezoghoul's but I've lived to tell about it. I now have a bionic leg and it works good as new... Well, anyway... almost. And just last year, I took a grazing shot in the head by one of those Imperial assholes. That one cost me an eye, but the lady recruits like the eyepatch, so I'm not complaining. At any rate, I'm not much for storytelling, but I've never disobeyed an order - no matter how strange. And speaking of strange orders, let me tell you about the time me and the squad got sent out on Meteor Detail. Meteor Detail? Yup ... sounded rather peculiar to me at the time too.

As strange as it sounded, me and the boys were actually looking forward to it. Being since we'd never seen any action on Venus we really didn't care how strange it was. We were on Mars at the time and were about to be shipped out to [deleted ... classified] when the order came through. So we gathered up our stuff and headed off to the deck to wait for transport.

Once in route Captain Darla Davenport (nice looking dame but a tough one to be sure) gave us the scoop. Seems that a comet got a little too close to the atmosphere of Venus and chunks of it broke off. Most of the bits and pieces of the comet burnt up as they were coming down but several bits hit dirt. In fact, this one section of jungle was littered with hunks of this comet. In any case, these little bits of cosmic rock were rich in that dark hokis-pokis stuff. You know, the Dark Symmetry. Even before we got there, those smelly Legionnaires were all over the place. You'd a thought there was gold in them thar hills, not space rocks.

Well, our orders were simple. We were to helo in, harvest all the rock we could find (while keeping it out of their hands), and bring it in. The Brotherhood would take care of it from there. This was not our typical engagement to be sure. Normally we just go in, blow the dead guys back to whatever planet they came from, return to base and drink some beer. (All right, drink LOTS of beer.) But this time it was like we were in a race for one of those ancient Olympic metals or something. Get the rock, worry about the Legions later. Yeah, right. Kinda hard to do when you both want to pick up the same piece of rock. Something's gotta die first ... know what I mean?

Anyway, my squad was chosen to be helo-deployed and I have to tell ya, being helo-deployed is dangerous duty. You sit in the back of this chopper waiting for your turn to boogie while the bad guys are shooting at ya. And there is not a dang thing you can do but pray the Cardinal gets you through. This time, he was with us as we hit our zone first and went prospecting. From that point on we was in the Warzone!



*Sergeant Anthony
Willard Buck*

INTRODUCTION

Welcome to the first in a series of scenarios right out of Sergeant Buck's pocket. From time to time, when the Sergeant isn't busy fighting Legionnaires, we'll ask him to share with us some of his old war stories. These stories will be presented as generic scenarios for Warzone play. By "generic", it is meant the scenarios will not be limited to specific forces, but will be adaptable to any force the players choose. In addition, the actual size of the forces will be completely at the discretion of the players.

A DARK DAY ON VENUS

On what was to be a typical June day on Venus, a rogue interstellar comet came dangerously close to the planet and bounced off its atmosphere. The momentary collision between the two caused thousands of particles to break away from the comet and fall toward the planet. Most of the smaller pieces simply burned up but the larger pieces didn't

have time to completely disintegrate. Whittled down to fist sized fragments, the remaining pieces of the comet littered a small section of jungle.

At first it was believed the fragments were harmless and were left alone. A few pieces were picked up as souvenirs but mostly they were simply ignored. That is until one evening a government official was killed in his office by a Razide and his fragment stolen. It seems one of his aides witnessed the attack and immediately afterward saw the Razide break the glass to a display cabinet and take the comet fragment. This prompted a closer investigation which quickly turned up some disturbing news. Upon closer study, it was determined the comet was actually fueled by the Dark Symmetry and possession of even a small fragment increases one's ability to wield those dark arts.

A joint Imperial / Capitol rapid deployment force was immediately dispatched to collect all the fragments before



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they could fall into the hands of the Dark Legions. Even though the force was swiftly deployed, the Legionnaires were already there. So much for getting there first. Now it was time to go to work.

SPECIAL RULES

Comet Fragments - Possession of a comet fragment has an unusual affect upon the bearer. If the individual carrying the fragment is able to use the Dark Symmetry, they will receive a +1 bonus to their Power (PW) for each fragment carried.

While a fragment increases one's ability to use the Dark Arts, it is also resistant to those arts. Therefore, in addition to the above, an individual carrying a fragment will gain a +1 bonus to its Leadership (LD) when making attempts to resist the power of the Dark Symmetry.

Using Fragments in Future Games - Comet fragments picked up during this game may be used in future games (if all the players agree; not for tournament play!) using the following rules: First, each fragment in future games cost 5 points each. You may not purchase fragments; the only



means of securing them is to take part in this scenario. Second, fragments will lose their potency as their power is used. To simulate this, a player must announce before any dice rolls that the power of a fragment is being used. In so doing, a +1 bonus is applied as mentioned above. Once used, the power of the fragment has been drained and can no longer be used. And yes, the power of more than one fragment may be used at one time. Third, fragments may be carried only by individual models and no more than three may be carried. And finally... fragments may be passed from individual model to individual model as per the rules below.

Picking up and Moving Fragments - A non-vehicle model which comes into base to base contact with a fragment automatically picks it up. Place the fragment behind the model and from then on, it moves with it.

A model may transfer a fragment to another model by coming in to base-to-base contact with that model. You may transfer a fragment to an open-topped vehicle (not closed), but then the vehicle has to stand still. Once in contact, fragments may be passed immediately without penalty.

A model may drop as many fragments as desired without penalty. Fragments dropped may be picked up by other models as normal.





A model may move off its own deployment table edge to drop off fragments. This costs one Action but all fragments carried are dropped off behind the lines. The model may move back on the board with its next action in the exact spot it left on. Fragments dropped off behind the lines are removed from play but are considered to still be in the possession of the player.

A model killed while carrying fragments drops them immediately. They may then be picked up by other models as per the rules above.

WINNING THE GAME

At the end of the game, you receive one victory point for each fragment either dropped off your table edge or in the possession of one of your models. Do not count fragments picked up and later dropped either voluntarily or as a result of being killed. Fragments must be carried in order to count toward victory points. No other victory points are awarded.

The player with the most VP wins.

SETTING UP THE GAME

This game requires lots of scenery, and this means LOTS! Use plenty of trees and hills to make the jungle as dense as possible. This should result in very limited lines of sight. Reduce the size of the tabletop if necessary to tighten up the terrain for these effects.

Next, you will need something to represent the comet fragments. An ideal choice would be ruby red

life-stone counters used for collectable card games. Other choices are little red dice, pennies, marbles or anything relatively small. The actual number of fragments is up to the players but a quantity equal to the total number of units is recommended.

Placing the fragments is easy. Each player takes a turn placing a fragment. Fragments should be placed at least 6" from each other and 6" outside either deployment zone if at all possible.

Choice of table sides and troop deployment is determined as usual.

GAME TIME LIMIT

The game itself does not have a set time limit or maximum number of turns to be played. Game play continues until all fragments have been picked up.

THE FORCES

The game is intended to be a battle between any Corporation and the Dark Legion, although any two forces can be justified. A Corporate vs. Corporate battle can represent a race to secure as many fragments as possible because of the Symmetry-resistant properties. A Legion vs. Legion battle would be just the opposite ... a contest to see who can get the most power-boosting fragments.

The size of each force is again up to the players and there are no special rules for their makeup. It is recommended that a force of 1000-1500 points be used due to the intended tight quarters of the terrain. If a large table and huge



BROTHERHOOD BRIEFING

"The Cardinal be praised! A material capable of resisting the dark arts has literally rained from the heavens and all you have to do is harvest it. Of course, those horrible Dark Legions are going to be all over the place trying to get them for themselves. You certainly can't let them take advantage of the comet's power. There is much planning to be done but you must act quickly before the enemy acts first. Who to send in? A Keeper would be crucial but then again so are all your forces. Not enough time to think, gotta get moving. Who to send?"





CORPORATE BRIEFING

"You have just been handed down some rather unusual orders from the CinC but really don't have time to think about it. You've got to get moving ... now! As you issue orders to get your rapid deployment troops moving you can't help but wonder why a bunch of space rocks are getting so much attention. Then, as if Command read your mind, you finish reading your orders. There at the bottom of the screen it says it all. These space rocks boost one's power to use the Dark Symmetry. One damn good reason to keep it out of the hands of the Legions ... they have too much power there already. But it also has the ability to resist the dark arts!? Hmmm, that would make for some interesting body armor! Anyway, no time for that now. You've got to decide which troops to deploy and whether or not you're going to ask the Brotherhood for some help. Some Doomtroopers may come in handy, too!"



carried and due to its weight there is a -1 penalty to movement, close combat and

amounts of terrain are available, boost this up to 2500-3000 points. This game has been play tested from 1200 points up to 2500 points per side.

OPTIONS

Each scenario will contain a small list of options which can be applied to give the game a different twist. These will be presented at the end of a scenario and several are listed below for this one.

1. The most obvious twist would be a multi-player game. Three or more players could enter the battle simply to secure fragments for future games.
2. Another option would be to make the fragments somewhat volatile. When a fragment is picked up, roll a die. If the result is 15 or less, the fragment is picked up without incident. On a result of 16+ however, the fragment explodes as if it were a frag grenade. Place the template centered on the model picking up the stone and work out damage as usual.
3. Make the fragments heavy. Only one fragment may be

shooting. Also because of their weight, it takes one full action to pick one up or pass it to another model. It still would be a free action to drop them, however. The penalty only applies to models with a Strength less than 2.

4. For this scenario, have the fragments "unrefined". That means that the special power of a fragment can not be used until the ore has been refined and extracted. This process would be time consuming, which means the power would not be able to be used during this scenario.

5. Expanding upon #4 a little more... the ore loses its potency quickly and the fragments must be collected and refined as soon as possible. Put a turn limit of 6-10 turns on the game. Any fragments not removed from the board by the end of that turn become powerless. Consequently, only those fragments removed from the tabletop are counted toward victory conditions.

Miniatures painted by Artur Marciniak (Razide), Joakim Rannikko (Cartel Special Agent & Brotherhood Inquisitor), & Jonni Teittinen (Brotherhood Sergeant & Demnogonis Nephrite)



DARK LEGION BRIEFING

"The Apostles must be pleased! They have sent the Legions a gift which will allow you to tap more easily into the Dark Symmetry. But the enemy is readying their forces to take that gift from you. That you cannot allow and will send in your Legionnaires before they can react. The Citadel is more active than usual as your troops head out into the jungle to take your gift. With this new gift you will crush those pathetic humans and extend the reach of the Apostles."



CUIRASSIER SQUADS

CYBERTRONIC



Wolfe ran up the stairs in the Cybertronic facility. Wearing his best GUARDSMAN MK3 armor, and carrying his favorite baby — a Bauforce HMG 1000 "DEATHLOCKDRUM" — he was confident he would succeed in his task: to wipe out that traitor, Heindrich Feltherren. Once he was one of the greatest scientists within Bauhaus ... but then Cybertronic got its claws on him.

So far, no problems. Wolfe was truly surprised that there had been so little resistance. On the first floor, he had knocked out the two Chasseurs guarding the facility. On the second, he had beheaded a Cuirassier with his Punisher sword. The sword had broken, but the Cuirassier was still destroyed.

Now, Wolfe opened the door to the third floor. "Down the corridor and to the left!" he thought, and started sneaking his way along. Just around the corner, he saw the door. He stepped up to it, grabbed the handle, and turned. The door opened and in front of him he saw ... Four Attila units and a Chasseur! Wrong goddamn door!

Attila squads are uncommon, but not unheard of. Every now and then, Cybertronic tries to prove its superiority by fielding entire squads of the fearsome A.I.s. They are especially used on really crucial missions concerning high-placed politicians, scientists and others. Also, Cybercurity prefers to use the Attilas in squads when they have been assigned an important task.

ADDITIONAL SPECIAL RULES

- You are not allowed to buy Enhancements or Programs for Cuirassiers in squads.
- In Cuirassier squads, Chasseur Heroes act as squad leaders. You don't have to buy a Chasseur squad when buying a Chasseur Hero to add to a Cuirassier squad.
- The Chasseur Hero is not allowed to buy any special equipment or heroic abilities.
- Formation Rules: As long as the Chasseur Hero is alive, the Cuirassiers have to stay within command range of the Hero. If the Hero dies, all Cuirassiers are activated and

played as individual models.

- If the Chasseur Hero is alive when a Cuirassier in the squad fumbles and is about to go amok, there is a chance that the Chasseur orders the Cuirassier to regain control — to override the command structure in the A.I. brain. That means in game terms that whenever a Cuirassier in a squad fails his LD roll when it has fumbled, the Chasseur Hero may roll for the override command. If the roll is equal to or under 10, the Cuirassier does not run amok, and the fumble is treated as normal.

FUMBLE: All the Cuirassiers go amok.

PERFECT: The fumbling Cuirassier does not lose any actions.

EQUIPMENT

When you purchase a squad of Cuirassiers, they are equipped with AR3000s and CSA404 swords. One of the Cuirassiers may substitute its normal equipment for a heavy weapon from the Cybertronic Army list. The Chasseur Hero is either armed with a CSA404 and AR3000 or else a heavy weapon from the Cybertronic or General Army list. The cost for these weapons are, as usual, not included in the models' points cost.

STRUCTURE

Cuirassier squads consist of 3 to 4 Cuirassiers and one Chasseur Hero. When you purchase the squad you pay for all the models and their equipment, and then add an additional 20 points.



By Chris Bledsoe, Dave Jones & Sami Sinervä

CSA 404

SWORD



| WEAPON | CR | MX | RM | DAM | Cost |
|---------------|----|----|----|-----|------|
| CSA 404 Sword | CC | - | - | 12" | 8 |

A model 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 (successfully or not), the sword is cooled and must be heated again to get the bonus. The CSA 404 is a sweep attack weapon.

MERCURIAN MACULATOR

DARK LEGION

The Maculator has only appeared on the battlefield as of recent years. Several small Mishiman escorts and patrols were mauled, almost completely destroyed, by a single Maculator. One of the few survivors told a tale of a huge beast, its pale green skin twisted and curled around a cartilage frame. The color of a pond's surface, it burst from beneath the water to take its victims by surprise.

The Maculator's first appearance was of great concern to the leaders of humanity, for it presented a new and previously unknown threat. Subsequent investigation revealed that the Maculators were an alien race, recruited by Algeroth to battle with his minions. The Maculator fights ranged battles with a huge hand cannon, and close combat with its massive fists. A Maculator's toothy visage tells tales of horror and raw destruction. For unknown reasons, Maculators favor waterways and areas of great precipitation, where they are known to lay ambushes for the unwary.



By Chris Bledsoe &
Dave Jones

| PROFILE | CC | MW | PW | LD | AC | W | ST | MV | A | COST |
|-----------|----|----|----|----|----|---|----|----|----|------|
| Maculator | 16 | 14 | 14 | 15 | 4 | 5 | 6 | 4 | 30 | 145 |

SPECIAL RULES

- The Mercurian Maculator is a Giant sized model. It therefore causes Fear (see the *Warzone Compendium #1* or *Chronicles from the Warzone #2*) and may not hide, with one exception: It can hide in water.
- Mercurian Maculators may possess up to 2 Dark Gifts chosen from the Dark Symmetry or Gift of Algeroth Lists.
- Mercurian Maculators regenerate wounds. If they take a wound, roll 1D20. If the result is 10 or less, ignore the wound.
- The Mercurian Maculator possesses a completely alien sense of self-preservation. Maculators have been known to commit dangerous acts of heroism, while shortly thereafter cowering in fits of terror. No human understands why a Maculator acts as it does, but on the battlefield all Mercurian Maculators are immune to both panic and rout.
- A Mercurian Maculator may not have any special abilities, special equipment, or necrobionics. Its weapon (the Attachia Hand Cannon) is specially constructed for its alien mentality, but it is unable to understand the mechanics of any other kind of weaponry. It may not be equipped with any other weapon from the Necrotechnology Armory.
- The natural environment of the Mercurian Maculator is swamps, marshes, rivers, and lakes. It moves quickly and easily through these areas. The Maculator suffers no movement penalties for moving through water or swamp.
- If there is water on the battlefield, the Maculator may be deployed there in hidden-status (but not in any opponents deployment zones).

EQUIPMENT

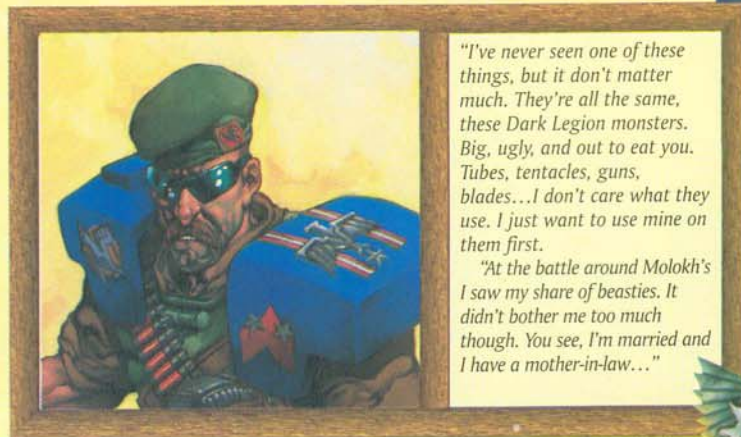
Mercurian Maculators are unable to comprehend the design of most objects of necrotechnology, much less the workings of typical human mechanics. Algeroth's Tekrons have designed a special weapon that the Maculator can use: the Attachia Hand Cannon.

| CR | MX | RM | DAM | COST |
|----|----|----|--------|------|
| 25 | 40 | -2 | 15(x2) | 27 |

The Attachia Hand Cannon is a burst fire weapon

STRUCTURE

Mercurian Maculators are purchased as individual models in any force of Algeroth.



"I've never seen one of these things, but it don't matter much. They're all the same, these Dark Legion monsters. Big, ugly, and out to eat you. Tubes, tentacles, guns, blades...I don't care what they use. I just want to use mine on them first."

"At the battle around Molokh's I saw my share of beasts. It didn't bother me too much though. You see, I'm married and I have a mother-in-law..."



WARZONE

TM



#9509-1

UNITPACKS

(4 FIGURES PER BLISTER)

All miniatures presented in order of release.

- 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 Illian Templars
- 9515 Muawijhe Screaming Legionnaires
- 9516 Brotherhood Elite Troopers
- 9517 Semai Heretic Legionnaires
- 9518 Algeroth Hellfire Cart w/Crew
- 9519 Mishima Hatamoto
- 9520 Bauhaus Etoiles Mortant
- 9521 Capitol Martian Banshees
- 9522 Mishima Combat Warheads
- 9523 Mishima Suicide Warheads
- 9524 Cybertronic Machinators
- 9525 Brotherhood Fury Elite Guard
- 9526 Bauhaus Venusian Rangers
- 9527 Algeroth Karnophages
- 9528 Algeroth Destroyers
- 9529 Bauhaus Dragons
- 9530 Bauhaus Blitzzer



#9827

LARGE FIGURES

(1 FIGURE PER BLISTER)

All miniatures presented in order of release.

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



#9504-1

- 9613 Imperial Necromower
- 9614 Cybertronic Atilla III Cuirassier
- 9615 Nephrite of Demnogonis
- 9616 Nephrite of Illian
- 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 Atilla Variant
- 9634 Muawijhe Zenithian Slaughtermaster
- 9635 Spawn of Demnogonis
- 9636 Mishima Deathbringer
- 9637 Mishima Shadow Walker
- 9638 Vince Diamond - Cybertronic
- 9639 Cyril Dent - Cybertronic
- 9640 Bauhaus G.T. Offroad B-52
- 9641 Mishima Dragonbike
- 9642 Capitol Pegasus Scout Bike
- 9643 Algeroth Dark Huntsman
- 9644 Yojimbo - Mishima
- 9645 Mortificator Crenshaw - Brotherhood
- 9646 Big Bob Watts - Capitol
- 9647 Max Steiner - Bauhaus
- 9648 Algeroth Brass Apocalypt
- 9649 Algeroth Golem of Darkness
- 9650 Mitch Hunter - Capitol
- 9651 Tatsu - Mishima
- 9652 Edward S. Murdoch - Imperial
- 9653 Algeroth Eaoonian Justifier
- 9654 Algeroth Tekron
- 9655 Algeroth Reaper of Souls #1
- 9656 Algeroth Reaper of Souls #2
- 9657 Cybertronic Chemiman
- 9658 Corporate War Medic
- 9659 Cybertronic Dr. Diana
- 9660 Valerie Duval - Bauhaus
- 9661 Sean Gallagher - Imperial
- 9662 Agent Nick Michaels - Cartel
- 9663 Billy the Heretic - Dark Legion

SINGLE FIGURES

(1 FIGURE PER BLISTER)

All miniatures presented in order of release.

- 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 Illian 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
- 9851 Algeroth Necromutant w/Tormentor #1
- 9852 Algeroth Necromutant w/Tormentor #2
- 9853 Algeroth Centurion #2
- 9854 Mishima Hatamoto Leader
- 9855 Mishima Hatamoto Hero
- 9856 Bauhaus Etoiles Mortant Leader
- 9857 Bauhaus Etoiles Mortant Hero
- 9858 Capitol Martian Banshee Sgt.
- 9859 Capitol Martian Banshee Hero
- 9860 Brotherhood Fury Elite Sgt.
- 9861 Bauhaus Venusian Ranger Sgt.
- 9862 Bauhaus Venusian Ranger Kapitan
- 9863 Bauhaus Venusian Ranger w/HW
- 9864 Algeroth Destroyer Sgt.
- 9865 Bauhaus Dragoon Sgt.
- 9866 Bauhaus Dragoon Kapitan
- 9867 Bauhaus Dragoon w/HW
- 9868 Bauhaus Blitzzer Sgt.
- 9869 Bauhaus Blitzzer Kapitan
- 9870 Bauhaus w/HW

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