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DARK EDEN



MUTANT CHRONICLES

WORLDS AT WAR™

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WORLDS AT WAR: DARK EDEN

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Printed in Sweden. Miniatures and paint available from Heartbreaker.

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THE SCORCHED EARTH



The seas of Earth, the birth-world, filled with blood as the last of the old tribes unleashed a savagery that came close to destroying all things. The living refuse of mankind's pollution and wars were kept imprisoned in vast underground charnel pits of despair, those left above were ravaged by irradiated winds and black, acidic rains. For over a century a dark shroud of fear and death hung over the planet, claiming billions. For over a century those who managed to survive forgot the old ways and started to build anew. In that time of change and death, pain and suffering became the only Gods known to Man. In time, the new tribes grew strong and created their own fires. Their own destruction. Survival and life became the same thing, Death an ever present enemy. Vast armies of mutated scavengers clashed on ancient battlefields, thunder cracked open the broken skies as the new peoples found themselves with new powers and new ways of killing. Prayers to old Gods for peace became oaths to new Gods urging death to rain down on the enemy. Lightning the colour of blood tore open the heavens, snow storms of the blackest night swept across nations and still the new tribes fought. Their lives a never ending struggle against those who would destroy them. Earth was dead and in the fires of its destruction a new world was born. A world of blood and warfare. Pain and death. **A world called Dark Eden.**

BEFORE THE FALL

It was a time of terrible change. Scientists and Priests wandered the land predicting great dooms to come. Every advance made led to a thousand new forms of destruction. Poverty, plague, famine and war were becoming a natural part of the world order. It was the chaos-time, the dying days, when the last of the old Nations struggled to maintain some semblance of power as the Megacorporations rose to domination. Profit became the new God. The Megacorporations became the new nations. New paradises were formed on distant planets as the birth-world developed an ever increasing resemblance to Hell. Some believed Earth to be cursed and at times it seemed that way for even the brilliant advances made served only to plunge the home-world closer to oblivion. As the Great Exodus began and the chosen of the Megacorporations fled Earth in vast sky-arks, those left behind found themselves living in a world of blood and decay. What little remained of the old nations formed new alliances and raged new wars, as though they could continue their old ways when all around was burning and plague-ridden. Once proud cities emptied as people sought to escape the Red Death brought back from Mars only to find the Black Rot waiting for them in crowded refugee camps. Corpses twisted by the plagues were piled by the side of roads and incinerated. Those still struggling to survive resorted to more barbaric ways. And all the while, the leaders maintained their charade of importance and control.

Away from the darkened shell, new civilizations were forming and Luna itself was becoming the center of a new universal order. As their offspring enjoyed the wealth and luxury that accompanied a new golden age, those left on Earth choked on decay and pollution. Within one generation, the people of Luna demanded independence from Earth and launched Sub-atomic bombs at parts of their old world in a final attempt to extinct what was wrong. They unleashed the first of the terrible catastrophes that was to quake the planet for over a century. Knowing end was close, the remaining four leaders of the old world came up with a deadly plan. One that could destroy Luna and show the new order that the birth-world was still a power to be reckoned with. They called their plan the Megabody.



THE MEGABODY









Using covert agents, a vast nuclear arsenal was concealed under various parts of the Luna's surface. Enough to obliterate it from existence a thousand times over. If the rebels sought independence, they would only gain the independence of the grave. The four remaining leaders swore oaths that they were the only ones who should be able to destroy Luna and to this end the cache of weapons was given a 2,000 digit detonation code. Each of the leaders put forward part of the code and remained oblivious to the rest. Five hundred digits were engraved into each of their skulls. Those who engraved the numbers were silenced. Only together, would the four be able to destroy the new world.

THE LAST DAYS OF EARTH

The leaders had reckoned without the power of Luna. An onslaught of missiles ravaged the four capitals the leaders operated from, claiming their lives and all who followed them. Luna ceased fighting and declared independence from Earth. The Megacorporations backed their claim and took the last of their forces from the dying world. Earth was defeated. Those who followed the Megabody kept their leaders skulls close by as old grievances rose to the surface and new wars swept across the already devastated planet. In time, the skulls were lost and became little more than legend. It seemed those remnants of humanity who had survived the plagues and the wars and the famines could stand no more. Perhaps they were touched by the chaos cursing its way through the cosmos. The Dark Soul had been released and an epic war was taking place in distant corners of the galaxy. Perhaps this was echoed on Earth as insanity seemed to claim all things. South America was laid waste under an onslaught of missiles. Parts of Great Britain were lost to the ocean while land rose from the depths to connect the blighted isle with Europe. A united and proud Africa was torn apart by old hatreds. Part of Japan was lost forever under one of the greatest tidal waves ever seen. The conflict was only ended when the planet itself seemed to scream out in pain. Twisted and scarred by a millenia of pollution and war, the world now raged a war of its own against those who had damaged its shell. Volcanoes rose out of nowhere to destroy cities and bury entire lands under molten lava. Earthquakes sent thousands to a blackened doom as the earth split open and fires below claimed them. Hurricanes hotter than the sun appeared out of nowhere and left a blazing trail of death and terror wherever they passed. The sky became fire and the soil a poisonous grey. By the time the chaos started to settle, life was, to all intents and purposes, extinct. The poor fools left on the surface found the rain could burn skin from their body and the air scrape life from the inside of their blackened lungs. For a century a great funeral shroud of stygian, poisonous ash hung over the world like a scythe, bringing death to wherever it passed. The old world, the home of mankind, the birth-place of civilization was dying and no one in the universe cared. Anyone foolish enough to venture to the planet was never heard from again. Those looking back at the blackened slab from Luna and beyond called it by a new name. Dark Eden. The planet Earth was no more.

THE NEW WORLD

Life is a difficult thing to destroy completely. It adapts, changes, evolves. As the chemicals and poisons unleashed by centuries of pollution and war sank deep into the soil and strangled the air, new life was born with the ability to deal with the toxic environment. As the Dark Shroud left, descendants from the old land slowly crawled from their protective bunkers like corpses from a grave and started to explore the changed world. It was a world totally different from the one their ancestors had refused, or been unable, to leave. In what remained of South America the mutated descendants of the plague-carriers walked the surface of the new land in small tribal groups. Cut off from their past with no knowledge of what their ancestors had once possessed their only surviving memory was a hatred of the Megacorporations who had left them to rot. It was the same story across the globe. From Asia to Africa, North America to Europe, strange new life

began a fresh struggle for survival. Some came across the fallen remnants of the old kingdoms and settled in their haunted alley-ways, slowly starting to build new empires from the ashes of the old. Helped by distorted histories of the world before and old ways of producing weaponry and food, some tried to continue what they thought had gone before, creating twisted and corrupt regimes. While most were directly descended from those who sheltered underground many were something new. Some were little more than shambolic heaps of flesh while others developed societies that owed little to mankind's ancient history.



In Europe, the survivors wandered in small groups, some trying to clutch at the old ways, others trying to build new kingdoms. Tribes fought for dominion. Survivors not in groups were victims or food for the terrible beasts now roaming the world. For only the toughest had been able to survive above ground in the Dying Years and the beasts who had thrived did so because their form changed. Skins hardened to become as tough as steel, size increased so some rivalled the ancient pyramids themselves. The survivors who pulled together eventually became the main four tribes of Europe. The dreaded Templars, who believe themselves to be the next step in evolution and the Chosen Ones of the Earth Goddess herself. They alone have adapted to survive on the tainted fruits and corrupted air of Dark Eden. The Sons Of Rasputin, distant relatives of the old Russian and Eastern European kingdoms are the most advanced of the new races. They see themselves as the last bastion of civilization in a world gone mad.



The harsh Lutheran Triad, who believe their God is testing them, have grown to dominate parts of western Europe and made their appearance something less than human to survive. In the land that was once called the Middle East roam the Crescentia. An essentially peaceful and nomadic tribe, their vast townships are scattered on the backs of the great Beasts they have tamed, recalling the sacred words of their First Prophet - that they are the Chosen Ones. These civilizations have grown from the ashes of the old and with their birth have established new hatred and new grievances. As the Templars began their first crusade to conquer the world in the name of their Goddess, they came into bloody conflict with the Lutherans and the Sons of Rasputin. For a while, these two united in a deadly alliance to protect themselves from the Templars. Rumours of the Tsar meeting the Lutheran Archbishop to receive his blessings in the Dome appear to be more than speculation. Indeed, for a while it seemed peace might be achieved as the Templars were pushed back by the two powers and forced to begrudgingly accept a truce. The two tribes joined forces to build a new city together as a symbol of hope for their peoples. They called the city New Peace. It was never completed. While the Tsar wanted reconciliation, the five Obersts who held on to power



because of their military might did not. They betrayed their Tsar and their allies, allowing the Templars into the city to massacre the Lutheran settlers. Countless Lutherans died as the half-completed city was raised to the ground. In time, the Tsar himself was assassinated and replaced with one more sympathetic to the Obersts. The Lutherans will never forget the betrayal. Some of the victims still hang from crosses on Martyr's Hill, their skeletal remains a reminder that no one but their kin and the Lord can be trusted.

The sad truth is that even the Obersts, who so believe they can manipulate events have themselves been victims of the machinations of others. For emissaries of the Dark Soul have arrived on Dark Eden and started to seek ways to gain influence and control over the new peoples. They have wormed their way into Rasputin society and constantly seek new areas to expand. Dark neolithic citadels have been sighted across the world, as the first deadly tendrils of the Dark Symmetry stretch out to corrupt the new races. And where the Dark Symmetry works its power, the Brotherhood is ever present. Operating from a base hidden in the old city of Jerusalem, they prepare for the struggle to come, having foreseen that the final battle between light and darkness will take place not on the new worlds but on the old. The Cardinal's forces chart the progress of the darkness and the new peoples, ever wary of another world falling to the Dark Symmetry, making sure that the Corporate forces don't move too quickly, claim too much. The Mega-corporations themselves have sent their bravest to chart and explore the changed continents. Some with more success than others. But life is still developing and both the Dark Legion and Brotherhood have yet to gain a firm foothold. It is a time for the new races to war and expand. To create new kingdoms and new hopes. **It is the time of Dark Eden.**



THE SONS OF RASPUTIN



"For over a century our ancestors lived in the Great Shelters. Protected from the ravages caused by the Last Days, they kept the old ways alive. Waiting for the day when the world above would be ready for their return. Protected by their faith, comrade after comrade toiled under the earth. Now we have risen above, it is our sworn duty to teach the lesser races our ways, to educate them in our civilization and to destroy those who would threaten us. We will not be driven back into the Underworld again. We are the Sons of Rasputin and this is our land."



THE FIRST TSARS

Of all the new European tribes, the Sons of Rasputin are by far the most advanced. Living in the vast, gothic cities of the kingdom they've named Preussia, they are the descendants of those who sought shelter underground. As the wars of the Last Days signalled the end of the Old World, the First Tsar took his chosen peoples down into mammoth shelters. During those dark decades, generation after generation lived and breathed the sterile air of the world below as the world above changed and corrupted. A whole society living underground meant a strict code had to be developed to maintain order and while the society occasionally broke down into violence, the Tsar's teachings slowly came to dominate many of the lesser belief-systems. Thus when the day came to rise from the depths, they did so with the proud society of the Sons of Rasputin firmly in place. Ancient maps revealed locations of many old cities and the new people quickly started to rebuild, many of the tribes above joining them as serfs or slaves. Those who refused were simply moved on to other, more suitable locations befitting their mutated nature. Some were housed in huge Sanatoriums which now hold mainly political prisoners. These Sanatoriums were constructed in the harsh northern lands, where the sun blazes down through a torn hole in the ozone layer. The people who live there, more by accident of birth than choice, are slowly evolving darker, tougher skins than their cousins, enabling them to be survive the cancerous light. The same cannot be said for the poor souls of the sanatoriums, who usually die within a few years of arrival.





VON BERN'S 13TH

It was the first decades of the Preussian Empire and enemies assaulted the land from all sides. The deadliest threat came from the west and the Templar's deadly crusade. Von Bern's Cossacks were sent to the front to protect a minor fortification only to find the Templars waiting for them. Outnumbered ten to one Von Bern knew that retreat would provide the Templars with a path to the capital itself. Instead, he led the charge into the Valley of Blood. Not one Cossack survived the terrible charge but each took a great number of Templars with them to the grave. Their forces already depleted when Rasputin reinforcements arrived, the Templars withdrew. Legend has it that Von Bern was the last of his force to fall, standing in the centre of the carnage covered in the blood of his comrades, holding the Preussian standard in one hand and his sabre in the other. The 13th was rebuilt and renamed in his honor.



SOCIETY

Proud of their links to the past, Rasputin society believes itself to be far superior to that of the other tribes. While working on a feudal system, they have so far successfully adapted this to fit easily with the needs of a fully functional industrial society. The Tsar rules from his resplendent and heavily fortified Winter Palace, his five Obersts and chosen dukes carry his will to the people. The Dukes are granted dominion over vast tracts of Rasputin territory by the Obersts and enjoy almost royal rights over their own subjects. They are, for the most part, left to rule untouched by the court - providing the court's demands for tax, loyalty and military numbers are constantly met. Beneath them are the Barons, given charge of smaller fortifications often bordering dangerous territory. The Barons are an important link between military and social life, most of them come from the lower ranking military and lack the lineage required to become a Duke. The air in Rasputin cities is exceptionally toxic, a dangerous mixture of the already polluted atmosphere and the chemicals spewed forth by the Preussian factories. Many of the lesser serfs live miserably short lives of constant toil and suffering, content in the knowledge that at least they are safe. The military and those of a more noble extraction enjoy greater luxury and always venture forth into the outside world heavily protected from the elements in armor and gas-mask. The flamboyantly dressed nobleman and soldier is the hero of the serfs who are constantly told that if they are strong and fortunate enough, they may well one day gain such status. Such things do occur, although as times passes it is with ever decreasing regularity. To this day, each family provides at least one of their offspring - usually the strongest - for conscription into the military, many choosing to allow all their children to join.

The new Rasputin cities are the lifeblood of Preussia. Within one generation of their emergence from below, the Rasputin's capital city of New Prague was created, its monolithic factories belching out smoke and steam as ancient machinery ground into life. As the Rasputin power base expanded, they came into conflict with many other tribes - especially the hated Templars, who soon became their sworn enemy. Huge fortified cities were constructed on the cliffs and mountains bordering Templar territory to help protect them from attack.



Shock Soldat



THE INFLUENCE OF STRANGERS



The success of Rasputin society has not only attracted the attentions of their war-like neighbours. The Dark Symmetry's presence is ever increasing in the lower echelons. Dark Legion agents are constantly at work corrupting those they can against their masters and offering them another, darker way of life. Their proximity to the Dark Soul's citadel constructed deep in the Germanic wastes makes them a prime target for its attention. As the terrible fall of Zurich revealed - when one of Preussia's proudest cities was over-run by the Dark Legion and all its inhabitants massacred or corrupted to the Dark Symmetry. For decades the Tsar has been sought out by those opposed to the darkness. Brotherhood operatives have a permanent place in the Tsar's court and previous leaders have long been interested in the Brotherhood's knowledge not only of the Great Darkness but of those who have gone before. Of the Megacorporations and the world before the Fall. Some have gone so far as to form illicit alliances with the emissaries of Bauhaus, while others have sold their soul to the Dark One.



Soldat Sergeant Insignia

THE DARK CONSPIRACIES

For generations, the Tsar was the absolute ruler of Rasputin society. His five chosen Obersts loyal to the point of death. This has recently changed. The Tsar has been assassinated. Quietly and without the knowledge of anyone other than the assassins themselves - the Obersts. During the peace process with the Lutheran Triad, two of the Obersts were converted by the Dark Symmetry. They are heretics working in the court, trying to manipulate the other three rulers for their own ends. While the assassination of the Tsar allowed them to abandon the peace process and revert to war - thus increasing the Obersts' power and influence, it also destablised the continent aiding the Dark Symmetry's long term plans. The Obersts replaced the dead Tsar with an imposter and now rule the land through him. He obeys their will under threat of death and, in return, enjoys the decadent fruits of his office.

THE MILITARY

Rasputin society is one of the most militaristic of the new kingdoms. The Five powerful Obersts rule over every aspect of Rasputin life, maintaining an iron grip on power through the emergence of the military as the most important aspect of Rasputin culture. Having replaced the Tsar with their own puppet ruler, they now enjoy the luxuries of the Winter Palace and grant dukedoms to a favoured few, sending those who oppose them to the sanitarium or front-line. The military itself is split into five branches, each headed by one of the Obersts. The Rasputins also have the most advanced technology of any tribe at their disposal.



Kommandant Insignia



Soldat Trooper with Heavy Weapon



Soldat Trooper Kommandant

RULES

OFF BOARD ARTILLERY ATTACKS

Before the start of a battle, off board artillery attacks may be purchased for the price of 15 points each. You may only purchase a total of 3 for the entire battle. To utilise an artillery attack, a Kommendant must spend a Use Special Power action as he calls in the attack. The target must be within the Kommendant's LOS. An LD test is made once the attack is called. If you fail the LD test your opponent gets to decide where the attack hits. If you succeed you decide where the attack hits. The artillery hits a 10 inch diameter area of your (or your opponent's) choice at DAM 13.

SOLDAT TROOPER

The backbone of the Strosstruppe, Soldat Troopers are the largest section of the Rasputin military. They move fast and provide heavy fire.

SPECIAL RULES: All Soldat Troopers have the STORMING special ability. The Soldat Trooper Kommandant also has the GUNFIGHTER ability.

EQUIPMENT: Soldat Troopers are armed with MACHINENKRIEGER assault rifle and a FRITZ S89 sidearm. They also carry CONCUSSION GRENADES. One Soldat may substitute these weapons for any Heavy Weapon in the Soldat armory. The Sergeant is armed with a ROUTS 12. The Soldat Trooper Kommandant is armed with two HEIßPURGER sidearms.

STRUCTURE: Soldats are purchased in squads of 3 to 5 led by a sergeant. Soldats may purchase one SPECIAL MODEL (from the Sons of Rasputin army list) per squad. Soldat Kommandants are purchased as individual models.

SOLDAT STANDARD BEARER

SPECIAL RULES:

- The Standard Bearer is a SPECIAL MODEL.
- The Standard Bearer does NOT have the STORMING ability and may NOT Hide.
- All Sons Of Rasputin models (except vehicles and beasts) within LOS or in the same squad as the Standard bearer, get a +2 to CC and MW and are immune to rout. Only one banner gives effect at a time.

EQUIPMENT: The Soldat Standard Bearer is armed with a MACHINEN-KRIEGER and a FRITZ S89.

STRUCTURE: The Standard bearer is purchased as a SPECIAL MODEL.



Soldat Trooper



Soldat Trooper

SONS OF RASPUTIN FORCELIST

UNIT TYPE	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Soldat Trooper	10	12	-	12	3	1	0	3	24	16
Soldat Trooper Sergeant	13	13	-	13	3	1	1	3	24	21
Soldat Trooper Kommandant	13	14	-	14	3	2	1	3	24	36
Soldat Standard Bearer	10	12	-	13	3	1	0	3	24	16
Soldat Schwerwaffe	10	16	-	14	3	1	0	0	24	15
Soldat Flammen	10	13	-	13	3	1	0	4	22	17
Shock Soldat	11	14	-	13	3	1	0	4	22	23
Shock Soldat Sergeant	12	15	-	15	3	1	0	4	22	27
Jaeger Commando Soldat	-	14	-	14	3	1	0	8	25	25
Soldat Vicar	14	15	-	15	4	2	2	3	24	35
Northern Son	10	13	-	14	4	1	0	4	22	24
Cossack	14	12	-	13	4	4	3	5	26	65
Cossack Scout	10	13	-	15	4	3	2	6	26	59
Cossack Heavy	11	14	-	13	4	4	3	5	26	71
Cossack Kommandant	15	13	-	15	4	5	3	6	26	74



Soldat Trooper Sergeant





Soldat Standard Bearer Insignia



Soldat Schwerwaffe Insignia

SOLDAT SCHWERWAFFE

The Soldat Schwerwaffe are special troops trained in the use of heavy mounted weapons. The Schwerwaffe is the heaviest calibre weapon used by Rasputin soldiers and is designed for suppression fire to protect the troops. It is mounted on a tripod, which absorbs most of the recoil from each powerful blast.

SPECIAL RULES:

- If the Soldat Schwerwaffe is killed the SCHWERWAFFE HMG is left on the table, where he was killed. It may be re-manned by any model (enemy or friend) if they spend one action and are in base-to-base contact with the gun.
- The Schwerwaffe can be placed anywhere on your side of the battlefield (from the middle to your edge) during the deployment phase.

EQUIPMENT: The Soldat Schwerwaffe is armed with the SCHWERWAFFE HMG and a FRITZ S89.

STRUCTURE: The Soldat Schwerwaffe is purchased as an INDIVIDUAL MODEL.



Spetzgruppe uniform

Standard Soldat uniform

SOLDAT FLAMMEN

Soldat Flamers are pyromaniacs. They are even feared by their own troops because of their psychotic tendencies. In battle, they are equipped with 2 flame throwers connected to the central tank carried on the back.

SPECIAL RULES:

- The Soldat Flammen is a SPECIAL MODEL.

EQUIPMENT: Soldat Flammen are armed with he VULCAN flamethrower.

STRUCTURE: The Soldat Flammen is purchased as a SPECIAL MODEL.

SHOCK SOLDAT

Specialising in covert operations, Shock Soldats carry large tanks filled with deadly toxic chemicals. They get the best results from their gas attack weaponry by moving close to an opponent before unleashing them.

SPECIAL RULES:

- Shock Soldats have the COMMANDO and STEALTH special abilities.

EQUIPMENT: All Shock Soldats are armed with the CSS 100.

STRUCTURE: Shock Soldats are purchased in squads of 3 to 5 led by a Shock Soldat Sergeant.



Shock Soldat Sergeant Insignia

Shock Soldat Insignia



Soldat Flammen Insignia





Soldat Flammen



Soldat Jaeger Insignia

JAEGER COMMANDO SOLDAT

Soldat Jaegers strap special gliders on their back and soar over the battle-field, providing aerial support for their comrades below. As they fly over the carnage, they appear like vultures hovering over the dead and dying.

SPECIAL RULES:

- Jaegers are considered as flying models–all rules for flying models apply to the Jaegers. Jaegers can never land.
- Jaeger Commando Soldats are considered to be Helicopters (as other normal figures with flying abilities).
- If the Jaeger FUMBLES during an attack he must make a successful LD test or the glider plummets to the ground killing the Jaeger.
- Jaegers may be deployed anywhere on the battlefield except for the enemies deployment zone.

EQUIPMENT: All Jaegers are armed with the VESLOT assault rifle and are equipped with CONCUSSION GRENADES.

STRUCTURE: The Jaeger Commando Soldats can either be purchased as Individual Models or in leaderless squads of 2 to 3.



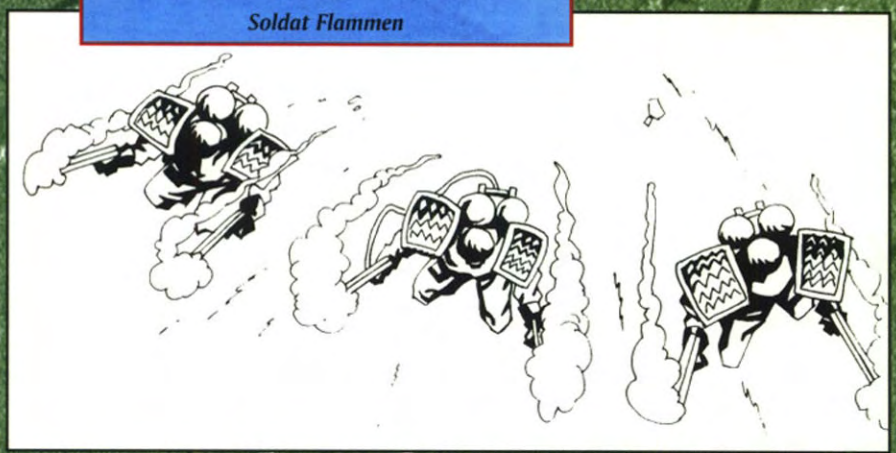
Trooper Plume



Sergeant Plume



Kommandant Plume



SHOCK SOLDAT FIELD TACTICS

Shock Soldats operate best in groups of three and five, moving through a battle-field in a deadly V-shape with one leading point and two others a little behind. Their favored weapon is their large CSS 100 gas attack weapons which they spray over the enemy, killing them the moment the deadly chemicals touch their skin. For the most part Shock Soldats are suicide troops, walking straight into the enemy ranks until their tanks run out - when they are usually killed. Most fight their way through to a key enemy position before their tanks are completely empty and use their last actions to create a minor explosion, taking their own lives and anyone close by in one last heroic act.

SOLDAT VICAR



Vicar Insignia

A vicar is a Kommandant whose excellent record and battle experience has helped him to gain promotion. Vicars oversee battles and enter the fray seeking glory for themselves and their men. If they are successful, they could one day become Obersts.

SPECIAL RULES: A Vicar may (but does NOT have to) purchase one SOLDAT STANDARD BEARER with whom he forms a squad of his own. The Vicar is still counted as an individual model towards your limit. The Vicar may still perform actions restricted to individual models, even though it acts as Squad leader for the Standard bearer.

EQUIPMENT: You may purchase the Vicar anything from the Sons of Rasputin armory except SPECIAL WEAPONS.

STRUCTURE: The Vicar is purchased as an Individual Model.

NORTHERN SONS

Originating in the Northern Wastes, this fast-moving squad are deadly killers who get in close to their enemy and cause havoc. Fast moving and quick firing, they're the best at what they do.

SPECIAL RULES:

- All Northern Sons have the GUNFIGHTER special ability.

EQUIPMENT: The Northern Sons are armed with two FRITZ S89 sidearms (one in each hand).

STRUCTURE: The Northern Sons are purchased in leaderless squads of 6 to 8



Northern Sons Insignia

COSSACK

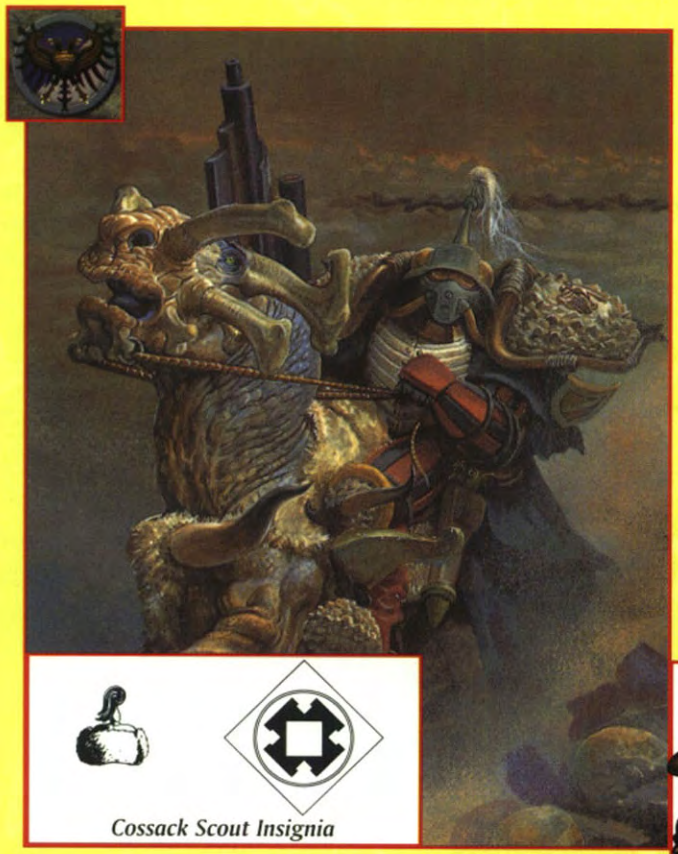
The largest part of the Rasputin cavalry, the fearless Cossacks charge into battle riding their ferocious Rivetbulls. They attack with their sabres while their beasts ram their enemies.

SPECIAL RULES:

- This is a Beast.
- The Cossack has the GORING special ability.
- Cossacks are considered Large models.
- The Beast can perform one additional attack for every close combat action the Cossack performs. This additional attack consists of a DAM 14 bite.
- Cossacks are immune to Panic and Rout.

EQUIPMENT: All Cossacks are armed with the SABER OF THE SONS and the FRITZ S89 Sidearm.

STRUCTURE: Cossacks are purchased as Individual Models.



Cossack Scout Insignia

COSSACK SCOUTS

Cossack Scouts ride the fastest Rivetbulls. Their main role is to locate enemy forces and report their positions back to command. They are also used on assassination missions by moving ahead of their main force and using the sniper rifles to kill enemies from a distance, causing chaos in the opponent's ranks.

SPECIAL RULES:

- This is a Beast.
- The Cossack Scout has the GORING special ability.
- If a Cossack Scout comes within 12 inches of any of the enemies hidden models, remove all hidden markers. As long as the Cossack Scouts stay within those 12 inches the enemy troops may not hide again.
- The Cossack Scout is a Large model.
- The Cossack Scout is immune to Panic and Rout.
- The Beast can perform one additional attack for every close combat action the Cossack Scout performs. This additional attack consists of a DAM 14 bite.

EQUIPMENT: Cossack Scouts are armed with the SIG 21 Sniper Rifle and a SABRE OF THE SONS.

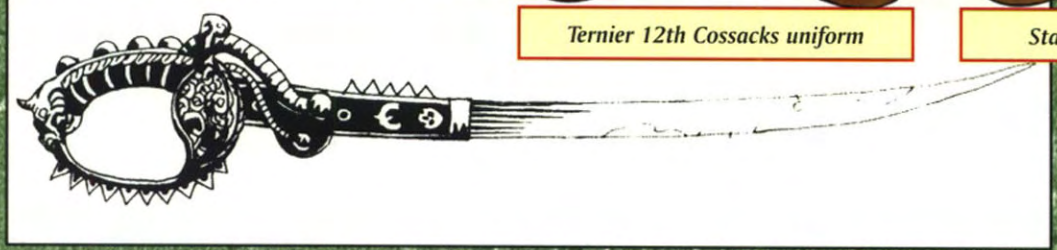
STRUCTURE: Cossack Scouts are purchased as Individual Models.



Ternier 12th Cossacks uniform



Standard Cossack uniform



VON STRASSER'S SABRE

They say it comes from before the fall. Von Strasser himself was one of the first Obersts appointed by the Tsar. With his sabre, Von Strasser helped the Tsar carve out a kingdom when the Rasputin's rose from the depths. An educated man, Von Strasser was also aware of the threat of the Dark Soul and used his influence to stamp out the darkness whenever possible. Following his assassination, the sabre became a symbol of hope for those who supported the Tsar and opposed the Darkness. It is now the symbol for a covert group who seek to find the heretics they believe are corrupting Rasputin society from within.





Cossack Heavy Weapon Insignia

KOMMANDANT HERT

Hero of the Siege of Strutzig and the Styrian Offensive, Kommandant Hert's dark skin is a result of his early years in Preussia's Northern wastes. He was a seventeen year old Soldat Standard Bearer when Strutzig was attacked by the Dark Legion. They were seeking to claim another city after the Fall of Zurich. By the time the relief forces arrived, all the commanding officers had long since been killed and Hert himself had taken control, inspiring the survivors to fight till the last. Since then, his career has been a brilliant example of a Preussian hero... but he hides a dark secret. He survived the Siege by becoming a Heretic and has since then enjoyed a meteoric rise due to the backing of those Obersts who also serve the Darkness. To the Preussians he is a hero, in reality he allowed his troops to be massacred so he could serve the Dark Soul.

- The Beast can perform one additional attack for every close combat action the Cossack Heavy performs. This additional attack consists of a DAM 14 bite.
- Cossack Heavies may spend 3 actions to unleash a hail of fire from their twin linked Maxim LMG. The DAM of this attack is 16(x3) and uses the explosion template (without any negative modifiers). Unless the Maxim is used in this manner they are both fired simultaneously at the same target as one fire action.

EQUIPMENT: The Cossack Heavy is armed with two linked MAXIM LMG.

STRUCTURE: Cossack Heavies are purchased as Individual Models.

COSSACK KOMMANDANT

Taking charge of the Cossacks, the Kommandant is a highly experienced fighter with a sharp strategic mind.

SPECIAL RULES:

- This is a Beast.
- The Cossack Kommandant has the GORING special ability.
- The Cossack Kommandant is a Large model.
- The Cossack Kommandant is immune to Panic and Rout.
- The Beast can perform one additional attack for every close combat action the Cossack Kommandant performs. This additional attack consists of a DAM 14 bite.

EQUIPMENT: The Cossack Kommandant may be armed with any weapon (except SPECIAL WEAPONS) from the Sons of Rasputin armory.

STRUCTURE: Cossack Kommandants are purchased as Individual Models.

COSSACK HEAVY

Carrying huge mounted assault cannons on their back and manned by a Soldat Trooper, Cossack Heavy can produce a deadly barrage of covering fire as their fellow Cossacks storm the battlefield.

SPECIAL RULES:

- This is a Beast.
- The Cossack Heavy has the GORING special Ability.
- The Cossack Heavy is a Giant model.
- The Cossack Heavy is immune to Panic and Rout.



Cossack Kommandant Insignia

THE TEMPLARS



"In the beginning Man tried to destroy all things. His pollution, his wars, his plagues altered creation and gave birth to a new world. Now, as the old humanity dies, we are the next ones. The proud ones. As new life rises from the decaying corpse of the old, we will be at the forefront of creation. We are the next step in evolution. We are beyond humanity. We are the Templars."

Warrior Cavour



The Templars, also known as the Sons of the Temple of the Mother Earth, are unique. Out of all the twisted forms of humanity on Dark Eden, they alone can survive the corrupted world unaided by artificial means. They not only survive, they flourish. The tainted air, the poisoned food - none of it affects the Templars. They believe themselves to be the chosen ones, the result of evolution. As they've adapted physically to fit in the new world, they've taken to calling themselves the New Humanity as a sign that they are better than the other tribes. Their history tells of a birth by fire known as The Great Culling, when millions died as the Goddess herself selected the strongest to follow her - destroying the weak and treacherous. The truth is that the Templars are descended from those who had nowhere to hide.



While the fore-fathers of the other tribes buried themselves in vast underground shelters, the First Ones, as Templars call their ancestors, were forced to remain on the surface. Millions did die and even those who survived would have eventually perished if not for outside help. Templar Creation belief tells how the Goddess sent angels to bless them. As with all the myths of Dark Eden, the reality is somewhat different. The blazing light that fell to Earth and brought the First Ones to the ruins of Paris was a Cartel science vessel forced to crash land in the ruins of Paris. Unable to make contact with their kin due to the fierce electromagnetic storms and with the craft damaged beyond repair, the survivors attempted to create a Corporate outpost in the ruined world. Their teachings were twisted by the First Ones, who worshipped them as Gods. The Cartel survivors used their technology to alter their own genetic structure and that of their followers so they could survive in the increasingly polluted world. As time and generations passed, their descendants thrived and expanded, quickly growing to believe that the world was theirs for the taking. It is a belief that is a cornerstone of their Empire, known as the Terra Nostra, which ironically was the name of the ship that started their race.



THE NEW HUMANITY

While Templars call themselves the New Humanity, to many they appear to be something less than human. Body hair was shed generations ago while their hands have developed long, thin razor like-nails and their lungs have grown accustomed to the polluted air of the new world. Their apparent inhumanity is emphasised by eyes that, at first glance, appear cold and dispassionate - almost ghost-like - due to a thin layer of white skin covering pale, insipid pupils.

To the outsider, Templar society itself is mystifying. The names used are based on the many old texts found in the Parisian ruins and collected in the Notra Dame fortress. Their senses are exceptionally acute and they can track kin for miles by scent alone.



THE CRUSADES

The Templar belief in their own supremacy has led them to become one of the most violent of the new tribes. They see themselves as the rightful heirs to the world and constantly seek to expand the boundaries of Terra Nostra. Their crusades have been a brutal success and many of the lesser tribes bordering Templar land have started to act as vassals. Others flee. Lesser tribes join the Templar Legions, hoping to find a quick and honorable death.



SOCIETY

A Templar family is one of the closest of any to be found in Dark Eden, their violence only ever directed at the lesser races. Their cities are beautiful and vast, white staccato buildings constructed on poles spreading across the plains and ruins, energy coming from a mixture of solar and wind power. City gates are usually made up of two huge tusks coming from the ferocious Great Beasts favored by Templars to carry their equipment into battle. The emblem of the crossed tusks is tattooed on to the young when they have made their first kill. Their empire starts from Terra Nostra, the capital built on the ruins of Paris and stretches through the lands once known as Spain, Switzerland and much of central Europe. It also hides a dark secret. Buried deep in the rubble of the Pere La Chaise Cemetery, a forbidden place of superstition among Templars, lies the crashed ship of the Cartel which gave birth to the Templar race and inside, the prize they were trying to take to the Cardinal - the skull of one of the four leaders of the old world. The skull with 500 digits of the detonation code engraved onto its forehead.

GOVERNMENT

The society is governed by nine Ascended Templars, the descendants of the most successful and powerful of the First Ones. They act in unison from a reconstructed Notre Dame cathedral, rebuilt completely by the Templars. The Ascended Templars appoint leaders from all areas of society and grant them districts to govern. These leaders have no titles but are similar to the Dukes used by the Sons of Rasputin.



RULES

SPECIAL ABILITIES

The Templars are a strong and resilient race. They believe that they are the chosen ones, because they are able to breath the air, and eat the food from Dark Eden. In game terms all Templars are immune to any sort of gas attack. This includes all caustic and acid attacks, Stench attacks (Blessed Legionnaires), Foul Winds (Spawn of Demnogonis) etc....



Horde Centur



Horde Trooper



HORDE TROOPER

The troopers are the mainstay of a Templar army. They are led into conflict by a proud and powerful Centur and chant prayers to increase their own aggression and terrify enemies. The Centur leads from the back of the Horde, ensuring honor and whipping the troopers into a battle-frenzy.

SPECIAL RULES:

- When activated, any Horde Trooper squad can be declared to Frenzy. The Frenzy makes the Horde Troopers and the Horde Centur gain +1 to CC, ST and MV. All Frenzied models must use all available actions to move towards the closest non-vehicle, non-flying enemy unit in LOS to engage it in close combat. If the Frenzied unit is not killed first, the Frenzy doesn't end until the enemy engaged is extinct. Panicked Horde Troopers and Horde Centurs that Frenzy automatically Rally.
- Horde Troopers and Horde Centurs are immune to Rout.

EQUIPMENT: Horde Troopers are all armed with IMPALER Dart Rifles, MARKER dart pistols and HORDE MACHETTES. Horde Centurs are armed with the MARKER dart pistol and a HORDE MACHETTE.

STRUCTURE: Horde Troopers are purchased in squads of 3 to 6 and led by a Horde Centur. The Horde may purchase one SPECIAL MODEL (from the Templar army list) per squad.

TEMPLAR FORCELIST

UNIT TYPE	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Horde Trooper	15	13	-	14	3	1	2	4	22	25
Horde Centur	16	14	-	15	4	2	2	4	22	37
Horde Standard Bearer	14	13	-	14	3	2	1	4	22	23
Gendarme	15	15	-	15	4	2	2	4	22	55
Gendarme Bestal	14	14	-	15	3	2	2	4	22	90
Templar Legionnaire	11	11	-	11	3	1	0	3	20	10
Gendarme Hunter	14	16	-	16	4	3	2	4	22	43
Templar Cavalry	14	13	-	14	4	4	3	6	24	59
Harpoon Cavalry	11	14	-	14	4	5	4	6	24	67



THE WALL OF FLESH

The Legionnaires first came to fight for the Templars during the 2nd Crusade when many of the conquered tribes sought to work with their new masters. No Templar would lower themselves to fight alongside someone they considered to be a lesser being so the First Legion was created. Consisting of vassals and renegades from other tribes, they are the first sent into action. Little more than cannon fodder, their role is to die in battle, providing cover for the Templar army to near the enemy before launching their full-scale attack. The Wall of Flesh was first employed against the Preussians during the Styrian Offensive with devastating results. Over the years, Legionnaires have developed their own strict code of honor and see death in battle as a means of redemption for any past sins.



Standard Horde Trooper uniform



Horde Jackals special unit uniform

HORDE STANDARD BEARER

The Standard Bearer is one of the bravest warriors and carries the banner into the fray, goading the Horde on to even greater heights of brutality.

SPECIAL RULES:

- The Horde Standard Bearer is a SPECIAL MODEL.
- All Templar models (except for vehicles and Beasts) with LOS to or in the same squad as the Standard Bearer get a +2 bonus to DAM in all their attacks. Only one banner gives effect at a time.
- Standard Bearers can NOT Hide.

EQUIPMENT: The Horde Standard Bearer is armed with the IMPALER dart rifle, a MARKER dart pistol and a HORDE MACHETTE.

STRUCTURE: The Horde Standard Bearer is purchased as a SPECIAL MODEL.





GENDARME BESTAL

The Gendarme Bestal control the Sacred Purgers. These are exceptionally large and vicious cat-like creatures bred especially for battle.



SPECIAL RULES:

- The Gendarme Bestal controls two Sacred Purger Cleanser beasts. As long as the Cleansers are not unleashed by the Bestal they are moved in base-to-base contact in front of the Bestal as ONE model, using the Bestal's MV value. If the Bestal is charged in Close Combat the Cleansers are automatically unleashed. If the Bestal is killed, the Cleansers are unleashed. Otherwise the Bestal may use one action to unleash both or one Cleanser.
- The Bestal and the Cleansers are immune to Panic and rout.

EQUIPMENT: The Bestal is armed with a WITHERER.

GENDARME



Gendarme

They are the best of the best. The elite of the Templar military. They operate without a leader as their skill and honor are without question.

SPECIAL ABILITIES:

- All Gendarmes have the CLOSE COMBAT and JUNGLE TRAINING Special Abilities.
- All Gendarme are immune to Panic and Rout.

EQUIPMENT: The Gendarme are equipped with IMPALER dart rifle and the HORDE SWORD. One Gendarme may substitute those weapons for a TAINTER.

STRUCTURE: The Gendarme are purchased in leaderless squads of 3 to 4.

THE CLEANSER

CC	MW	PW	LD	AC	W	ST	MV	A
18	-	-	12	4	2	1	5	18

- The Cleanser is a Small model.
- The Cleanser get 3 attacks per Close Combat attack action, one DAM 10 bite and two DAM 9 Claws.
- Once the Cleansers are unleashed they act on their own as Individual Models do. They use all available actions to get into close combat with the nearest non-vehicle, non-flying enemy unit in LOS. If the Cleansers are within Command distance of each other they may be activated as a squad.

WARZONE™

STRUCTURE: The Gendarme Bestal is purchased as an individual model. The two Cleansers are included in the Bestal's point cost.

TEMPLAR LEGIONNAIRE

Outcasts from other tribes, the Templar Legionnaires are the most expendable part of the Templar army. Often used as human shields by the Templar in the build up to a more concerted attack, they are looked on with disdain by their Templar masters but have a strict code of conduct that offers them redemption from past crimes if they die in combat.

SPECIAL RULES:

- When going into combat the TEMPLARS always use the Legionnaire that come from the tribe they are fighting, knowing full well that the outcasts will fight to the death against the tribe that has outcast them. Therefore the Templar Legionnaires are immune to Panic and Rout whenever they are directly involved in close combat or firefight with a Dark Eden Europe native force (a force listed in this book).
- Whenever a Legionnaire takes a wound roll a D20 if the result is a 3 or less the legionnaire ignores the wound, as they press on trying to kill the ones that have disgraced them.

EQUIPMENT: All legionnaires are armed with IMPALER dart rifles.

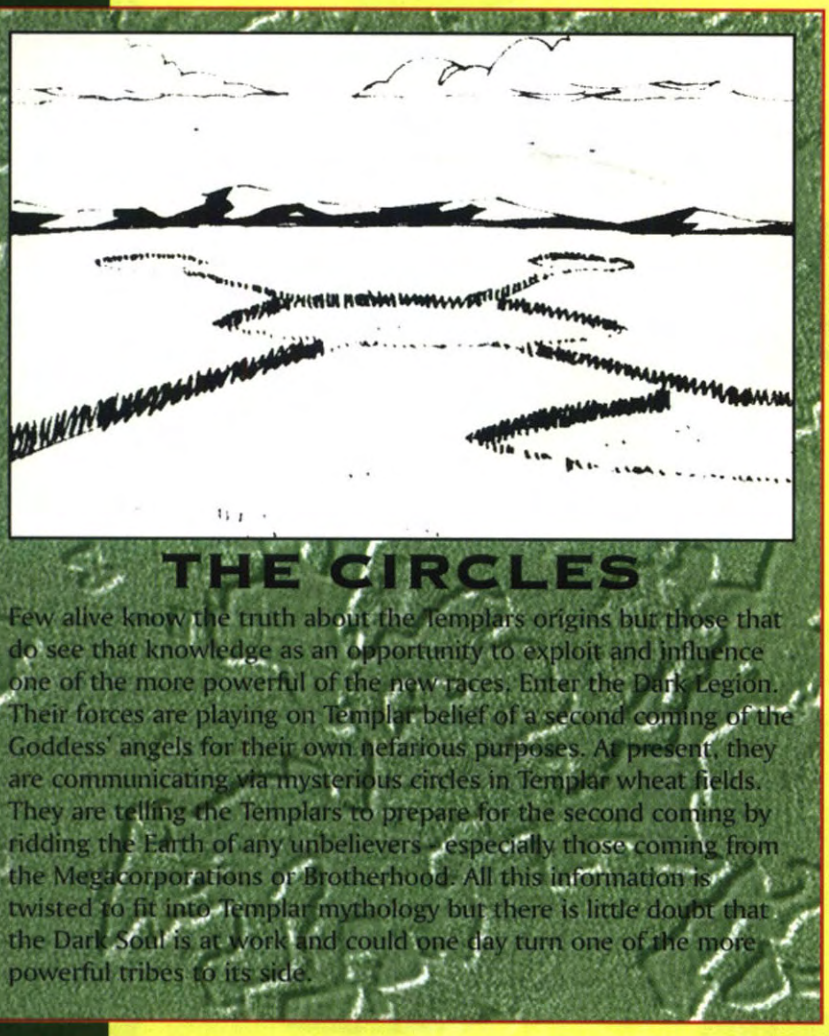
STRUCTURE: The Legionnaires are purchased in leaderless squads of 6 to 10.



Horde Trooper

THE LYONBERG ASSAULT

Lyonberg is now the second city of the Terra Nostra but it was not always so. In the early years of their empire, the Templars met ferocious opposition from the short lived Rasputin/Lutheran alliance. This alliance was best employed at Lyonberg, the Rasputin base of operations at the time. The Ascended Templar Castilon led a force to attack the city, meeting the Rasputin army just outside. The fighting lasted for twelve days, and the deadlock was only broken by a direct assault from Castilon himself, as the Ascended Templar led a charge into the heart of the Rasputin ranks and killed the Rasputin Commander. A rout soon followed, with every Rasputin in the city meeting their deaths at the hands of the Templars. Despite repeated attempts, the Rasputins have never been able to regain control of Lyonberg.



THE CIRCLES

Few alive know the truth about the Templars origins but those that do see that knowledge as an opportunity to exploit and influence one of the more powerful of the new races. Enter the Dark Legion. Their forces are playing on Templar belief of a second coming of the Goddess' angels for their own nefarious purposes. At present, they are communicating via mysterious circles in Templar wheat fields. They are telling the Templars to prepare for the second coming by ridding the Earth of any unbelievers - especially those coming from the Megacorporations or Brotherhood. All this information is twisted to fit into Templar mythology but there is little doubt that the Dark Soul is at work and could one day turn one of the more powerful tribes to its side.

GENDARME HUNTER

The Masters of the Hunt, they specialize in tracking and hunting the large beasts of Dark Eden.

SPECIAL RULES:

- The Gendarme Hunter is immune to Panic and Rout.
- The Gendarme Hunter gains an additional +2 to MW when firing at a Beast.

EQUIPMENT: The Gendarme Hunter is armed with the TEMPLAR HEAVY HARPOON and the MARKER.

STRUCTURE: The Gendarme Hunter is purchased as an individual model.



Gendarme Hunter

TEMPLAR CAVALRY

Templar Cavalry ride massive tiger-like creatures. They are used for quick and brutal attacks against their enemies.

SPECIAL RULES:

- This is a Beast.
- Templar Cavalry are Immune to Panic and Rout.
- The Beast can perform one additional attack for every close combat action the Templar Cavalry performs. This additional attack consists of a DAM 13 bite.
- Cavalry are considered Large models.

EQUIPMENT: Templar Cavalry are armed with the IMPALER, the HORDE SWORD and the MARKER.

STRUCTURE: Cavalry are purchased as Individual Models.

CAVALRY HARPOON

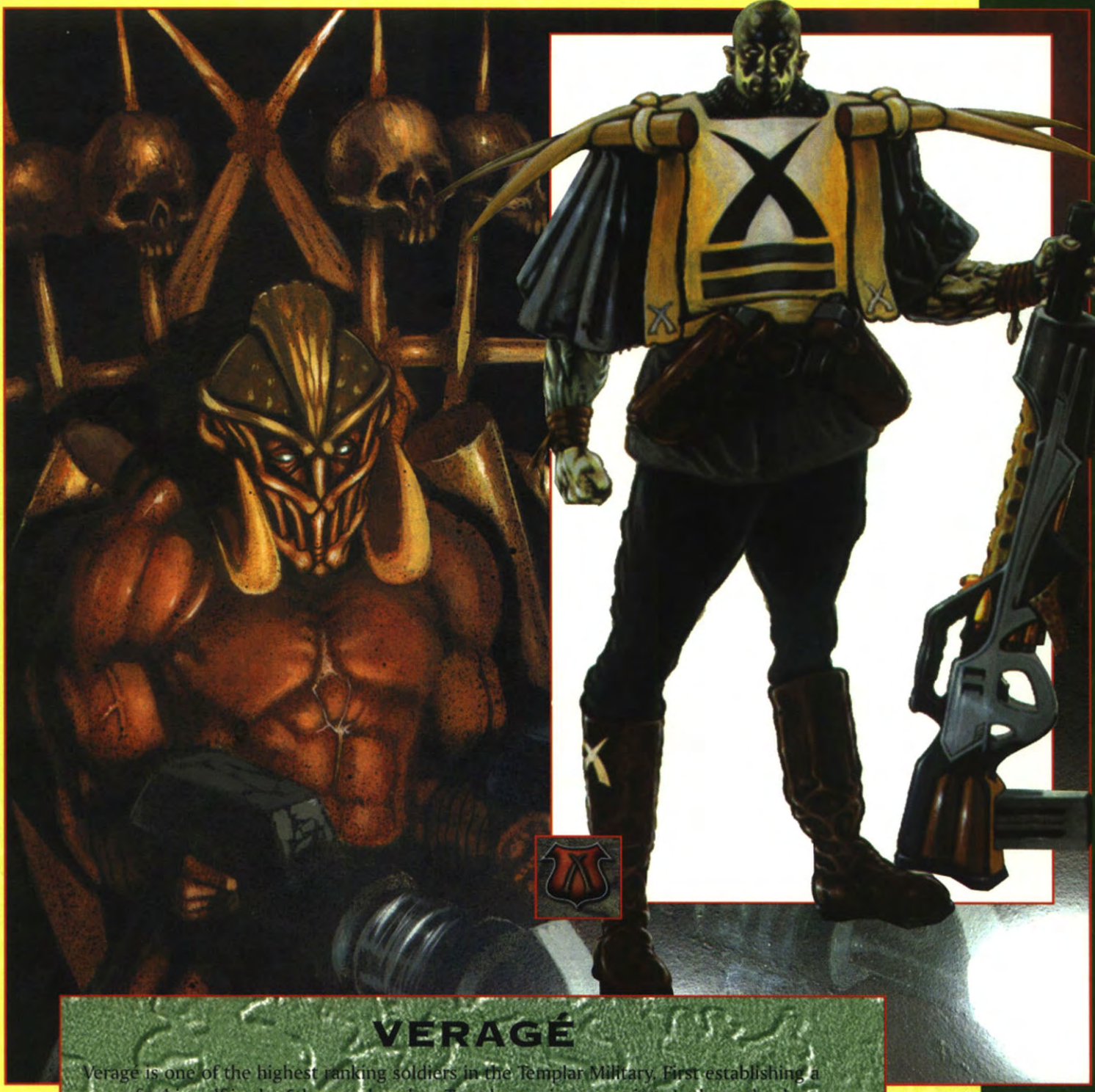
The Cavalry Harpoon's role is to take out the larger enemy beasts as they attack. Their beasts are far larger than the ones the Cavalry ride and are called Sabrebeasts.

SPECIAL RULES:

- This is a Beast.
- The Cavalry Harpoon is a Large model.
- The Cavalry Harpoon is immune to Panic and Rout.
- The Beast can perform one additional attack for every close combat action the Cavalry Harpoon performs. This additional attack consists of a DAM 13 bite.

EQUIPMENT: The Cavalry Harpoon is armed with the TEMPLAR HEAVY HARPOON.

STRUCTURE: The Cavalry Harpoon is purchased as an Individual Model.



VERAGÉ

Verage is one of the highest ranking soldiers in the Templar Military. First establishing a name for himself in the 6th crusade, when Templar armies swept into Lutheran lands, Verage's keen mind and brutal fighting skills led him to the Gendarmes. One of the Ascended Templars selected Verage to fight off-world as part of a Mishma force attacking Imperial in the Venusian jungles. Mishma tried to keep him on the distant world but Verage and a small troop captured a ship and fought their way back home. His experiences have left him with a deep hatred of the Corporations and strengthened his belief that the Templars are the Chosen Ones, better than the humans from both on and off-world.

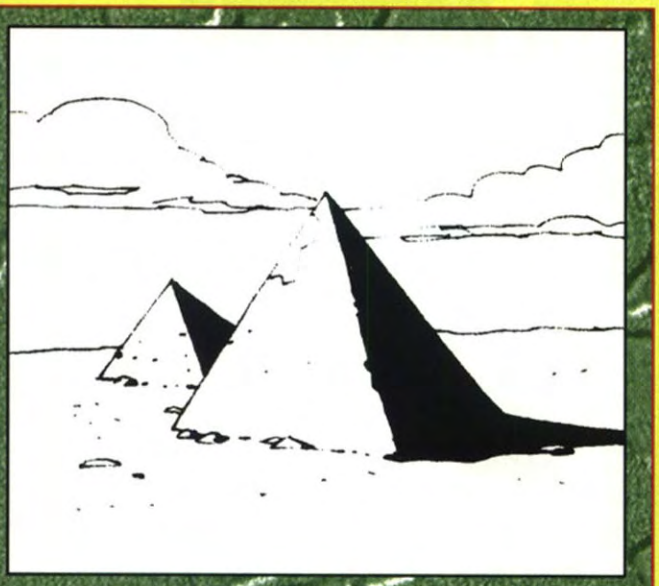
CRESCENTIA



"Cities burn. Corpses lie ten high in the streets. Foul creatures from the deepest pits of Hell will be spewed forth by dark forces and seek dominion over all things. My children's children will be the Forgotten Ones. They will roam the plains and forests of a ruined land, taking what they can to survive. They will be vigilant and on guard against all those who seek to destroy them. Friend and foe alike. They will be called the Crescentia and their nobility will shine for ten thousand years..."

Taken from the writings of the First Prophet.





THE PYRAMIDS

As the Great Scythe cut across the skies, some of the Chosen sheltered in the Great Pyramids. Digging underneath the ancient wonders, they created temples to the Prophets and found ancient texts foretelling the return of the Dark Soul. Those who lived in the pyramids became some of the wisest of the Crescentia and gained the powers of the Prophets. Some believe this is a result of the ancient ancestors creating the pyramids as vast power stores of psychic energy which, when the need required, aided the Crescentia. To this day, every Prophet born visits the ancient burial sites and spends three days there alone. When they emerge, they are changed and their powers and determination stronger than ever.

The Crescentia are true nomads. Their entire society consists of vast townships trekking the blasted lands on the backs of enormous beasts of burden. Mighty Eclipse Mammoths - whose rock hard backs can carry sections of an entire village across the chaos plains of the Middle East. Their domain, although they pay little heed to such concepts, stretches from the ancient Pyramids to the shadow-haunted catacombs of Babylon and on to their capital, The Pale Womb. Crescentian origins go back to before the Fall to the visions of The First Prophet. As the Corporations were abandoning Earth, a lone man was plagued by visions of the Last Days. As flames started to consume the world, people started to flock to the seer, whose grim predications were becoming reality. His visions were not only confined to ones of destruction. He foresaw the rise of the Crescentia and realised his own role in their creation. Taking many of The Chosen below ground, he sought out places of sanctuary for those who would follow him. Places were his people could hide and live until the dark scythe moved from the land. As his people lived below they started to construct the labyrinth of tunnels and homes that would one day be the base for the Pale Womb. The First Prophet was also the first Khan. His only son lacked the Prophet's gift of sight. While he became Khan the role of Prophet was past on to others. As the Crescentia emerged from the labyrinths, the Prophets directed the Crescentia to fertile lands. They used their power to tame and breed the wild beasts. The Eclipse Mammoths and the Two Tusk Mastodons soon became part of Crescentian society. They constantly moved to avoid the Blackstorms and Blood lightning ravaging the land. In time, their nomadic lifestyle became all they knew.

THE PROPHECY

"And after the years of conflict, a darkness greater than any before will cross the new world and seek to corrupt all things. Coming from beyond the dead planet, the lost tribes will return to aid those who stand against the Dark One. Millions will die screaming, undead legions will rise and march against the Crescentia and her allies. Old enemies will join together against a common foe and betrayal will cut deep as some go to the Dark One's side. A leader will offer the souls of all his people for a moment's power and blasphemers will march against their kin. All will divide into two vast armies and the Final Conflict will occur in the heartland of the Crescentia and the birthplace of mankind. If the Crescentia fall, the light will fall with them."

From the writings of the First Prophet.

Unlike all the other tribes, the Crescentia have no real centre. The Pale Womb is the nearest they have to an established capital but even that vast city has very few life-long residents, most moving on after a season or two.

THE PROPHETS

Crescentian society is held together by their belief in the Prophets. Their visions direct a clan towards an area of water and food while, in times of conflict, their prayers and blessing can inspire and aid Crescentian warriors. The mental toll of a Prophet's life is heavy and many end their days insane or catatonic. Their visions also help to give the Crescentia the fullest knowledge of life before the Fall of any tribe. They hate the Dark Soul and Megacorporations but are neutral towards the Brotherhood, as their Prophets have foretold of a time when they will be forced to fight with them against the Dark Legion.

APPEARANCE

The Crescentia are among the most colorfully dressed of the new tribes. Traces of their Arabian beginnings are still apparent in the style of their homes and designs. The lower half of the face is always covered by a breathing mask when in the open, with elaborate cloaks covering most of the body. Large shoulder pads are added before battle, with blessings from the Prophets carved into their tough hide.

GOVERNMENT

Each village is presided over by a Maraij who organises both the military and social aspects of village life. Seven of the Maraij from the largest villages form a council which runs Crescentian affairs. The council is ruled over by the Khan but his power has diminished over the years to such an extent that he is now merely the voice of the council. Despite this, he remains one of the most honored and respected members of Crescentian society. Indeed, respect and honor are two of the most important values of Crescentian life and any disrespect almost certainly ends in death.

Their nomadic nature and the barren wastes they are often forced to cross has made water a valuable asset. They have developed huge machines to hammer through the ground and locate long-lost underground streams and rivers.



RULES
OFF BOARD ARTILLERY MORTARS

At the beginning of every game the Crescentia player nominates a point on the battlefield where an off board artillery attack strikes. At the beginning of every turn the attack will deviatiate from that point, roll a d20 divided by 4 and that is the distance in inches (it can never be less then 1 inch). Use the Explosion template for the attack, and the Damage of the attack is a 13 with no negative modifiers.

CRESCENTIAN PROPHECIES

The Crescentian PROPHET can perform prophecies on the battlefield.

PERFORMING A PROPHECY

In order to perform a Prophecy, your PROPHET must take a Use Special Power action. Then you subtract the ritual's power from the caster's power. This tells you the number you must roll equal to or under to successfully perform the Prophecy.

RESISTING A PROPHECY

When a model is effected by a Prophecy they have a chance to resist. To resist a Prophecy, a model must subtract the Prophecies level from his Leadership. This tells you the number the model must roll equal to or under to resist the Prophecies effect.



RITE OF COURAGE

RANGE Entire Battlefield
LEVEL 3
EFFECT All Crescentias in play are not subject to Panic and Rout until they are activated again. Units already in panic rally.

SIGNAL

RANGE LOS
LEVEL 2
EFFECT May give orders to any Crescentian unit within LOS on the battlefield.

FLARE OF HOLYNESS

RANGE every enemy model within 30 inches
LEVEL 5
EFFECT When the Flare of Holyness is performed it exposes all hidden enemy troops within 30 inches. Remove all of their hidden makers.

POWER OF THE BEAST

RANGE LOS
LEVEL 5
EFFECT Increases MW, CC, LD and A of a selected model within the Prophet's LOS by 2 next time it is activated.

CRESCENTIA FORCELIST

UNIT TYPE	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Brotherbound Trooper	12	12	-	12	3	1	0	4	24	12
Brotherbound Sergeant	13	13	-	13	3	1	0	4	24	15
Jihad Infantry	14	14	-	13	3	1	2	4	24	22
Khan's Guard Trooper	14	12	-	14	4	1	1	4	24	35
Khan's Guard Sergeant	15	15	-	15	4	1	2	4	24	40
The Lamented	14	16	-	15	4	2	2	3	24	41
Martyr	11	15	-	13	3	1	1	3	22	14
Prophet	12	12	14	16	4	2	0	4	24	57
Mammoth Hero	16	16	-	16	4	4	4	5	26	75



Standard Brotherbound uniform

Tainted moon special unit uniform

THE PROPHET'S TEARS

RANGE LOS
LEVEL 6
EFFECT An enemy model within the Prophet's LOS is attacked by severe burning rain and takes 2 Wounds. This can be split between two enemy models.

THE PROPHET'S KISS

RANGE Entire battlefield.
LEVEL 8
EFFECT An invisible but powerful force crushes an enemy model, inflicting 2 wounds. This can be split between 2 models. If the Prophecy fails the Prophet takes one wound. (If it was split up on two different models, it is enough for one of the targeted models to resist, to have the prophecy counted as failed.)



BROTHERBOUND TROOPER

The Brotherbound Troopers are the foot soldiers of the Crescentian military and have an exceptionally high death rate. Their role is to protect the Crescentian Cavalry from ground attack and they would give their lives to protect them.

SPECIAL RULES: Brotherbound Troopers and Sergeants that are within Command distance of a Mammoth Hero (if there is more than one within Command distance, they have to choose one of the Mammoths) will automatically do everything in their power to protect the beast from getting hurt. In order to reflect this in the game do as following: Every time the Mammoth Hero is attacked with a missile weapon roll 1d20. On a roll of 5 or less, a Brotherbound Trooper (the one closest to the Line of fire, the Sergeant will only do this if he is the only model left in the squad) in that squad takes the shot instead of the beast. When a model is killed by such an attack no panic or rout test is required.



Jihad Infantry

EQUIPMENT: Brotherbound Troopers are equipped with the HOLY CARNAGER Polearm and the HOLY INFURIATOR Assault Rifle. One Trooper may substitute these weapons for the LEADEN FLARER HMG. The Brotherbound Sergeant is equipped with an ECLIPSIAN MARROWPIERCER and a SPIRIT CASTER.

STRUCTURE: Brotherbound Troopers are purchased in squads of 6 to 9 models, led by a Brotherbound Sergeant. You may buy a Mammoth Hero to lead the squad. If the Mammoth Hero dies the Sergeant leads the squad. Brotherbound squads may purchase one SPECIAL MODEL.

JIHAD INFANTRY

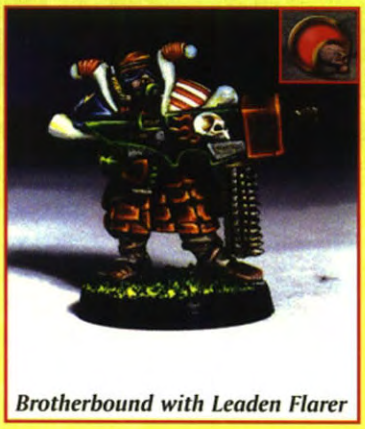
The Jihad Infantry are brutal warriors and blindly follow the words of the Prophets. They fight to the death and show no fear.

SPECIAL RULES:

- Jihad Infantry can NOT HIDE.
- Jihad Infantry are immune to Rout.

EQUIPMENT: Jihad Infantry are equipped with the ECLIPSIAN MARROWPIERCER and the ALABASTER INFECTOR.

STRUCTURE: Jihad Infantry are purchased in squads of 6 to 8 models led by a Prophet.



Brotherbound with Leaden Flarer



Brotherbound Sergeant





Crescentian Martyr

MARTYR

The Crescentian Martyrs are young warriors who launch suicide runs on enemy beasts. They are specially trained for this–using a special harpoon weapon they pull themselves upto the under belly of the beast, where they attach and detonate a high explosive.

SPECIAL RULES:

- The Martyr is immune to Panic and Rout.
- If a Martyr is hit by a fireweapon roll 1d20. On 1 to 5 it hits the explosives on the Martyr and detonates them. The Martyr dies immediately. Use the explosives template with the detonator packs' DAM value to determine damage to any adjacent models.

EQUIPMENT: The Martyr is armed with the STRATAGEM, a CRESCENT DETONATOR PACK and a VERACITOR.

STRUCTURE: The Martyr is purchased as a SPECIAL MODEL.

THE LAMENTED

The Lamented all have one thing in common. They have foreseen their own death and thus do not fear it - which leads them to being among the deadliest warriors of the Crescentian military. They are taken from all sections of the army and while they only compose a small part of the entire force, their role is essential to its success.

SPECIAL RULES:

- The Lamented has the LAMENTED Special Ability.
- The Lamented are immune to Panic and Rout.

EQUIPMENT: The Lamented are equipped with a CARCASSER LMG and two CREATORBLADES.

STRUCTURE: The Lamented may be purchased in leaderless squads of 3 to 4 models.



Lamented

Lamented



Khan's Guard



Khan's Guard



Khan's Guard with Leaden Flarer

Khan's Guard Sergeant

KHAN'S GUARD

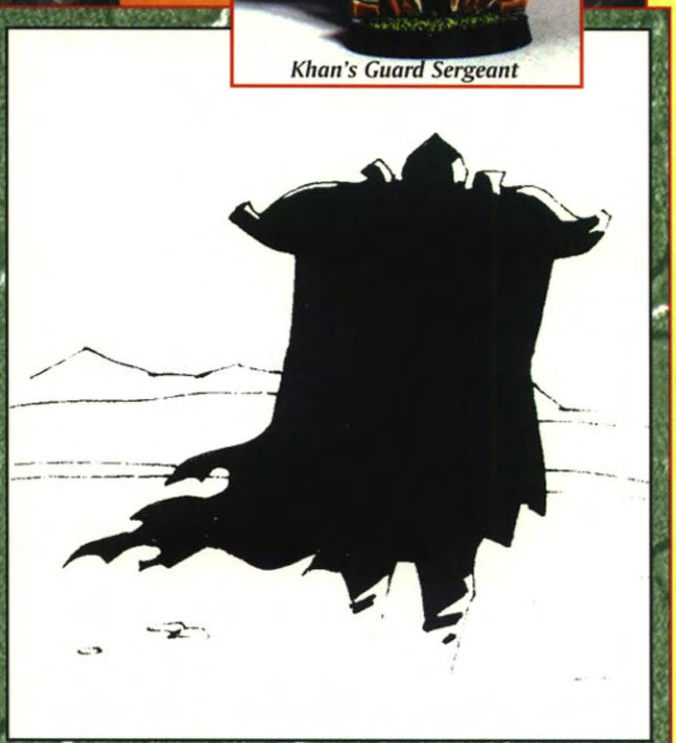
The Khan's Guard are selected and trained from a very young age with only one purpose - to protect their ruler until they die. The Khan also sends units of them into battle or on missions he has a special interest in.

SPECIAL RULES:

- The Khan's Guard are immune to Rout.
- The Khan's Guard have the SOLITARY and GUNFIGHTER Special Abilities.

EQUIPMENT: The Khan's Guard are armed with two ECLIPSIAN MARROWPIERCERS and two VERACITOR handguns. One Guard may substitute these weapons for the LEADEN FLARER HMG. The Sergeant is equipped with a HOLY CARNAGER and two VERACITOR handguns.

STRUCTURE: Khan's Guard Troopers are purchased in squads of 2 to 3 models led by a Khan's Guard Sergeant. You may buy a Mammoth Hero to lead the squad. If the Mammoth Hero dies the Sergeant leads the squad. Khan's Guard squads may purchase one SPECIAL MODEL.



THE PROPHET'S WALK

While they enjoy life to the full, it is not unknown for the sick or old to take the Prophet's Walk in times of famine, leaving the tribe in great ceremony to go alone to their deaths, giving up their own lives so what little food and water remains can help the rest of the tribe. It is the ultimate act of faith and honor and many see it as a good way to join The Prophet in the next world.





Prophet

PROPHET

One of the most important and respected members of the Crescentia, the Prophets are essential to any Crescentian military action.

SPECIAL RULES:

- The Prophet is immune to Panic and Rout
- The Prophet may perform Prophecies.

EQUIPMENT: Prophets are armed with a CREATORBLADE and a STAFF OF THE PROPHET.

STRUCTURE: The Prophet is purchased as a squad leader for a Jihad Infantry squad, or may be purchased a Individual model.

MAMMOTH HERO

The Mightiest warriors of the Crescentia, Eclipse Mammoth heroes charge into battle on the backs of the gigantic and deadly Eclipse Mammoths.

SPECIAL RULES:

- It is a Beast.
- The Mammoth Hero has the SOLITARY Special Ability.
- The Mammoth is a Large model.
- The Mammoth is immune to Panic and Rout.
- The Mammoth has the HERDING Special Ability.

EQUIPMENT: The Eclipse Mammoth Hero can be equipped with any two weapons from the Crescentia armory except the Alabaster Infector.

STRUCTURE: Mammoth Heroes are purchased as Individual Models.

















WAR-PAINT

Some Crescentians favor elaborate face painting for religious ceremonies and times of conflict. There have so far been several types recorded. The most dangerous is the Death-Masque, worn by warriors who feel it is time to die in battle. Warriors paint a white skull on their faces with the village markings on their cheeks or forehead.

For days of worship, some paint their faces brilliant colors to help them celebrate. When in mourning, Crescentia often paint a single black Crescent moon on their face for seven days after the funeral.





Holocaust Dawn special unit uniform



Desert Storms special unit uniform

BEAST WAR-TACTIC

The Crescentians have also been called the beast-masters. They seem to have an almost mystical control of a number of deadly beasts. The most infamous are the gigantic Eclipse Mammoths. They storm through an enemy's ranks carrying heavy weapons and Crescentians soldiers to the heart of the action. Once an Eclipse Mammoth starts its assault, very little can stop it and anyone foolish enough to try, often finds themselves a victim of the beast's deadly stampede.

THE LUTHERAN TRIAD





"The world is plagued by heathens and heretics. The enemies of mankind are legion. The darkness has almost destroyed the world in fire and still strives for dominion. We are the pure, the last of the true believers. We must be strong in this time of testing. We must be strong against the legion of enemies. We are the Lutheran Triad and we will survive the fires to spread his holy word."

THE FIRST MARTYR

Three tribes. Three histories. One religion. One hope. Lutheran belief dictates that the world was born in the fires of the Armageddon. That the Dark One sent his agents to destroy all things. Only the just opposed him. They see life as constant testing, constant war. Only by defending their faith can they hope to survive. The old Lutheran religion was recreated for the new world. A new bible written with new warnings and new histories. For generations the three tribes of the Triad Isles grew apart, sharing only their faith until a brutal massacre brought them together. The First Templar Crusade killed countless Lutherans at Castle Bridge. A direct result was the first meeting of the Triad's governing council to work out a self-protective alliance of the three Kins - Ash, Kain and Wrought. Thus the Triad Isles were born out of blood and into blood.

THE CLEANSING

The sharing of ideas helped to bring about a unique way of dealing with Dark Eden's corrosive and deadly environment - the Cleansing. When a Lutheran child is born, a baptism takes place bringing it into the Church. This baptism involves not only the blessing of the child but severe physical alterations which eventually give the child the smooth, featureless face that Lutherans are renowned for. In the years following the operation, the child is trained to fight and pray as a Lutheran while the scars are painfully ground away. When all scars have gone, a second baptism takes place - the Cleansing - after which the child is deemed to be an adult and a full member of the Triad.



TRIAD SOCIETY

The Lutheran Triad are still effectively three separate tribes. The Ash Kin originate in the storm-ridden mountains of the north. Their barren homeland is reflected in their gaunt, brooding appearance. Dark haired, they dress almost completely in black and are feared for their stigmatas. Painful beyond understanding, the stigmatas usually appear during the height of battle. Blood flows from wounds that appear on hands, feet and chest. In extreme cases, blood red tears pour from the martyr's eyes. During a battle, the onset of stigmata consumes an Ash warrior so completely that he is oblivious to any wounds inflicted upon him by the enemy.

The Kain of the Western Isles are proud of their Celtic tattoos, which instil special powers on them. Still dressing in the tartans of their forefathers, they have incorporated the clan lifestyle into Lutheran belief and favour their huge Helmore blades in battle.

Finally the Wrought kin of the Southern lands are well known for their fear of things unnatural. They have developed an immunity to mystical attack and are the main creators of the powerful Lutheran Rituals.

THE DOME

Religion not only unites the Triad but forms the centre of its existence. The ancient monument of Stonehenge has been reconstructed since Rituals revealed its importance as a place of power and healing. After battles, the injured are often taken to Stonehenge and prayed over until their wounds are healed. The only place of more importance is the Dome, a vast cathedral constructed in the centre of ancient Avalon and by far the largest of the many places of worship to be found in the Triad Isles. One of the new wonders of the world, every Lutheran seeks to pay homage there once a year to receive the blessing of the Archbishop. The Triad is governed from the Dome by the Archbishop, with local Patriarchs appointed to handle the day-to-day running of the outer provinces.

THE SILENCE

The changes made to Lutheran faces make speech impossible. To make up for this disadvantage they originally started to communicate by an advanced form of sign language. Recent generations have also gained a limited telepathic ability. This is seen by the Triad as evidence that God approves of their holy war against the other nations. It also enables them to communicate with kinsmen over very short distances.

THE HERETICS

In the early days of the Triads formation, Brotherhood operatives felt that the Lutherans might be the easiest of the new tribes to manipulate. They were wrong. Lutherans regard the Cardinal as the ultimate heretic and the Brotherhood as his vile servants. Lutheran belief tells how some of God's chosen abandoned the war and fled to distant lands at the start of the apocalyptic age. The Lutherans believe the Brotherhood were these traitors. While no member of the Brotherhood has openly set foot on Lutheran soil for over a century, rumours of Imperial involvement in their affairs are rife and increasing. Lutherans distrust the Imperial emissaries but see in the technology they bring, a means to an end.



THE BLASPHEMERS

There is a darker side to Lutheran society. The Blasphemers. Lutheran belief tells of the Dark One who opposed God and was cast down to Hell. Some Lutherans have been corrupted by this Dark Soul and operate in Lutheran society as hidden Blasphemers, gaining positions of power and awaiting the day when the Dark Soul will make launch its attack. When that day comes, the Blasphemers will reveal their true allegiance and join the Dark One's side, causing untold damage as they leave the Lutheran Triad.

RULES

THE MADONNA'S TEARS



Lutheran belief is filled with relics from before the fall. One of the most powerful is the statue of the Madonna. Taken from settlement to settlement, the small statue is seen to cry tears of blood on religious festivals. Praying in front of the statue before going into a campaign is said to bring good fortune. There have also been many recorded incidents of wounds healing when injured warriors have touched the statue and prayed. Kept in the Dome, legend has it that the statue appeared in Rome fifty years to the day after the Blessed Virgin was taken to Heaven and has brought strength and purity of spirit to whoever prays before it ever since.

The Lutheran Triad people are actually three kins with one major thing in common – their land. They have joined forces to defend their lands and lives against the invading hordes of the other tribes. Warriors of the three different kins are easily separated by their appearance and their special abilities. When you play The Lutheran Triad you may NOT form squads of models belonging to different Kins. You may form a force of squads and individual models belonging to different Kins though.

ASH KIN

The Ash Kin are well-known for their sudden Stigmatas – blood flowing wounds open on various place of their bodies at seemingly no cause at all. The wounds usually appear in both of their palms, on their foreheads or on their backs. They are also recognized by their long pitch-black hair which they commonly keep loose or in a pony tail.
Your Lutheran warrior can be of Ash Kin and get the Stigmata Special Ability that is listed below for 5 points per model.

STIGMATA

The sudden Stigmatas usually occur when warriors are under high stress, like during a battle. Wounds will suddenly open and blood pour out without any obvious cause. This will cause the warrior to go into a trancelike state of mind where he'll ignore all wounds he takes. When activated, a unit with the Stigmata ability can try to develop STIGMATISM by rolling against the highest LD value in the unit -4. If the roll fails the Stigmata has failed to occur and the unit is activated as normal. If the roll is a success all models in the unit falls into a deep trance where they'll ignore all wounds inflicted on them for as long as they are in trance. Models in a trance can NOT do ANYTHING. The next time the models are activated make another LD test at -4. If the roll is a success the Stigmatism stops and the unit falls out of the trance and may act as normal – if you fail the roll they'll remain in trance. If the unit is unable to wake from the trance for 3 consecutive turns, the unit is removed from the battlefield. Dead.

LUTHERAN TRIAD FORCELIST

UNIT TYPE	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Lutheran Disciple	13	11	-	14	3	1	0	4	20	17
Lutheran Sergeant	15	11	-	16	4	1	0	4	20	23
Fusilier	13	13	-	14	3	1	0	4	20	23
Fusilier Sergeant	15	13	-	15	3	1	0	4	20	26
Corsair	15	15	-	15	4	3	2	4	22	51
Greymourn	12	14	-	14	3	1	0	3	22	14
Greymourn Loader	14	10	-	14	3	1	0	4	22	14
Patriarch	14	11	14	15	4	2	0	4	20	38
Cavalier	15	12	-	14	4	4	2	6	24	45
Heavy Cavalier	14	12	-	14	4	4	2	5	25	47
Cavalier Scout	14	12	-	14	4	3	1	7	24	43

KAIN KIN

The Kain Kin prides themselves with celtic resembling tattoos that they claim will instill different powers upon them. They are also most well-known for their long red hair – often braided hair. If you choose to be of Kain Kin, you may purchase ONE tattoo for each of your warriors. If you purchase a tattoo for a warrior in a Squad, all warriors in that squad must be bought the same tattoo. The point cost for the tattoos are listed with the description of the tattoos.

TATTOOS

THE CROSS (10 POINTS): A model with this tattoo can take ONE wound, inflicted on any model on the game board, in its place. Only Individual models may have this tattoo.

THE HAVOC MAKER (5 POINTS): This tattoo will allow the model to make one perfect success on any attack made in the game. This can only be used once per game, and only one model in your force may posses this tattoo.

MARK OF KAIN (3 POINTS): This tattoo gives any model that possess it a + 2 to their LD.

THE BLACK HEART (15 POINTS): This tattoo will allow the model to ignore the first wound it takes.

THE BRAIDED KNOT (5 POINTS): All models engaged in close combat with a model with this hypnotic tattoo suffer -2 to CC.

WROUGHT KIN

The Wrought Kin are well known for their extreme supersticiousness against everything that are considered supernatural and being such they have an immunity to all Art, Dark Symmetry (ignore any Art or Dark Symmetry cast at any model if you roll a 10 or under), Crescentian Prophecies and Lutheran Rituals (total immunity) that directly affects them. Your model can be of Wrought kin and gain the ability above for 5 points.

RITUALS

The Lutheran PATRIARCH can perform rituals on the battlefield.

PERFORMING A RITUAL

In order to perform a ritual, your PATRIARCH must take a Use Special Power action. Then you subtract the rituals power from the casters power. This tells you the number you must roll equal to or under to successfully perform the ritual.

RESISTING A RITUAL

Once a Ritual affects one of your models you get a resistance roll. To resist a ritual, a model must subtract the ritual's level from his Leadership. This tells you the number the model must roll equal to or under to resist the ritual's effect.



The Black Heart



The Cross



The Havoc Maker



Mark of Kain



Order of the Cross



Holy Tear of God



Sacred Heart

HONOR MEDALS

All medals are post-mortum in Lutheran society and given as a sign of respect following a noble death in battle. Martyrs receives the Order of the Cross while those who die bravely receive the Holy Tear of God. The greatest medal is the Sacred Heart, awarded to those who die while performing a sacrificial run. The kin of any Lutheran who dies in such a way are greatly honored for the rest of their days and the memory of their lost one called out during the Day of the Dead services.



STAIN

RANGE LOS
LEVEL 4
EFFECT The model performing the ritual, cause a wound to himself which in turn causes the target model to take 2 wounds. You may split up the damage, 1 wound to 2 models. Even if the model(s) subject to the STAIN ritual makes the resistance roll(s) the Patriarch is wounded.

IMMEDIATE REINCARNATION

RANGE SELF
LEVEL 6
EFFECT Once the ritual has been performed it lasts for the rest of the battle and may never be used again by that specific model. If the model with the possession spell performed on him is killed, he may try to possess any model within LOS. When you try to possess a model, the model being possessed must make a successful resistance roll (even if it is your own model) or be possessed. The possessed model is now part of your force, and is still the performer of the ritual, (replace the possessed model with the model that has performed the ritual). All stats are kept the same except the wounds. The wounds of the possessed model is now the performer of the ritual's wounds.

FUNERAL PYRE

RANGE LOS
LEVEL 7
EFFECT If the Ritual is successful and the victim burned, he suffers two wounds. It can be split to two victims, each taking one wound (they each get a separate roll to resist).

HAND OF GOD

RANGE LOS
LEVEL 2
EFFECT The caster brings lightning down onto a FRIENDLY model, causing a wound to the victim if it does not make a successful Resistance roll. All allied models within LOS of the Patriarch succeeding with killing a model by this ritual gain +1 on LD, CC and MW (this effect lasts for the remainder of the battle). Several kills give cumulative effects.

KISS OF DEATH

RANGE LOS
LEVEL 6
EFFECT The caster performs the spell when wounded and attempts to transfer his own wounds to an enemy. If the enemy model fails to make a Resistance save, one of the wounds the caster has suffered is transferred to the victim. This means that the caster needs to have at least one wound left to be able to throw this spell.





LUTHERAN DISCIPLES

The core of the Lutheran army, the Disciples are extremely loyal and more than willing to sacrifice themselves for the greater good of the Kin.

SPECIAL RULES: Lutheran Disciples have the Special Ability MARTYRDOM. Lutheran Disciples armed with the second choice of equipment below (the Geminilasher combo) also have the GUNFIGHTER ability, and cost 3 more points to purchase.

EQUIPMENT: Lutheran Disciples are either armed with the HELMORE sword and the AGITATOR Assault Rifle OR two GEMINILASHER Shotguns. The Lutheran Sergeant is armed with the SICKLE OF SORROWS and a GEMINILASHER Shotgun.

STRUCTURE: Lutheran Disciples are purchased in squads of 3 to 8 models led by a Lutheran Sergeant. You may buy a Patriarch to lead the squad. If the Patriarch dies the Sergeant becomes the Squad leader. A Lutheran Disciple squad may purchase one SPECIAL MODEL.

FUSILIER

The Fusiliers are special troops trained to use high velocity missile weapons in close combat. Experts in infiltration, they are usually used for recon missions behind enemy lines.

SPECIAL RULES: All Fusiliers have the SACRIFICIAL RUN and GUNFIGHTER Special Abilities.

EQUIPMENT: Fusiliers are equipped with two INFERNAL BREATHS (one in each hand). Fusilier Sergeants are armed with the FIST OF JUDAH and the MARTYR'S NAIL.

STRUCTURE: Fusiliers may be purchased in squads of 3 to 6 models led by a Fusilier Sergeant. They may purchase one SPECIAL MODEL.



Lutheran Disciple

CORSAIR

The Corsairs are the elite infantry force of the Lutheran Triad. They are especially trained in close combat and can drain the life of those they fight.

SPECIAL RULES:

- The Corsairs are immune to Panic and Rout.
- Corsairs have the CLOSE COMBAT TRAINING and LUCKY FATE special abilities.

EQUIPMENT: Corsairs are armed with the SCYTHE OF MAIMING and the GEMINILASHER Shotgun.

STRUCTURE: Corsairs are purchased as Individual models.



Lutheran Disciple









PATRIARCH

The Patriarchs are some of the most important and respected leaders in Lutheran society. Their presence on a battlefield can inspire Lutheran forces and strengthen them through the use of Lutheran Rituals.

SPECIAL RULES: The Patriarch has the power to perform LUTHERAN RITUALS.

EQUIPMENT: The Patriarch is equipped with the STAFF OF THE ANCIENT KINS and a GEMINILASHER Shotgun.

STRUCTURE: The Patriarch is purchased as an individual model or as leader for a squad of Lutheran Disciples and their Sergeant.



Lutheran Patriarch

GREYMOURN

Most of the heavy artillery employed by the Lutherans are operated by the Greymourns. They rush fearlessly towards the enemy firing shells from hand-held launchers into their enemy's ranks.

SPECIAL RULES: When the Greymourn and the Greymourn Loader is activated, the Loader always has to use his actions first. The Greymourn can fire his mortar once per fire action, provided the Loader has spent an equal amount of actions to reload the mortar. The Greymourn may also himself spend one action to reload the mortar. If the Greymourn is killed the Loader may pick up the mortar as one action, provided he is within the special Command distance (see below) of the killed Greymourn.

EQUIPMENT: The Greymourn is armed with the GREYMOURN MORTAR and the MARTYR'S NAIL sidearm. The Greymourn Loader is armed with the MARTYR'S NAIL.

STRUCTURE: Greymourns are purchased either as single models or in pairs (one of them a loader) as SPECIAL MODELS. If you buy both the Loader and the Mortar they only count as one SPECIAL MODEL. The Greymourn Loader has a Command distance of 3" to the Greymourn.



Lutheran Greymourn





MARTYR'S HILL

The sight of Lutherans carrying crosses to the field of battle is a preternatural act to see and one very few outside of the Lutherans live to speak of. The weak and sick often choose to crucify themselves before a battle, hoping their dying spirits will inspire their kin on to victory.
They place their crosses on hills overlooking the battlefield, the dead and dying martyrs watch over the conflict and inspire Lutheran Troops to victory or heroic deaths. After the battle, the crosses are carried back home and placed on Martyr's Hill, overlooking the Lutheran capital. A constant reminder of the sacrifice that is part of Lutheran belief.

CAVALIER



The bravery and brutality of the Lutheran Cavalry in known across all the new tribes. They drive their powerful steeds into the heart of the enemy's ranks, with no fear for their own safety.

SPECIAL RULES:

- Cavaliers are Beasts.
- Cavaliers have the TERRAIN JUMPING and GUNFIGHTER Special Ability.
- Cavaliers are Large models.

EQUIPMENT: The Cavalier is equipped with the APOCALYPTIC GUSHER and a pair of GEMINILASHERS holstered at the saddle of their mount.

STRUCTURE: Cavaliers are either purchased as Individuals or in leaderless squads of 3 to 5 models.

HEAVY CAVALIER

The pride of the Lutheran army, the Heavy Cavaliers mount the largest and toughest of battle-steeds and sweep through the enemy like a plough through a wheat-field.

SPECIAL RULES:

- Heavy Cavaliers are Beasts.
- Heavy Cavaliers have the TERRAIN JUMPING Special Ability.
- Heavy Cavaliers are Large models.

EQUIPMENT: The Heavy Cavalier is equipped with the FAITH IMPLICITOR HMG, a HELMORE and a GEMINILASHER Shotgun.

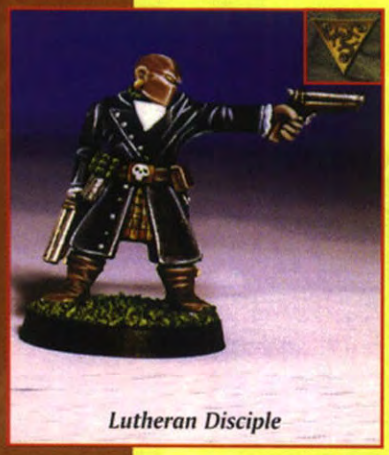
STRUCTURE: Heavy Cavaliers are purchased as Individual models.



Lutheran Disciple Kain Kin uniform

CAVALIER SCOUT

Riding the fastest and most hardy of Lutheran steeds, Cavalier Scouts operate behind enemy lines on deadly missions. They locate the enemy's weak points, allowing the Heavy Cavaliers to strike where it will be most effective.



Lutheran Disciple

SPECIAL RULES:

- Cavalier Scouts are Beasts.
- Cavalier Scouts have the TERRAIN JUMPING Special Ability.
- Cavalier Scouts are Large models.
- The Cavalier Scouts gain a +5 bonus on spotting any hidden models.

EQUIPMENT: The Cavalier Scout is equipped with any two weapons of your choice from the Lutheran armory except the Faith Implicitor HMG.

STRUCTURE: Cavalier Scouts are purchased as Individual models.









Lutheran Disciple Wrought Kin uniform



Lutheran Disciple Ash Kin uniform

THE CLEANSING

When a child is born, it's nose-bone is surgically removed and the mouth and nose sewn tightly together. Two metallic pipes are placed inside the throat. One is connected to the gullet and one to the windpipe. Both pipes are attached to a small metallic box - the Jehovah Box - which is strapped to the back of the lower neck. The box has one filtered opening and a fan that blows the polluted air through a series of cleaning mechanisms before it reaches the lungs. Wires connect the box to the heart, and the muscle's beat keeps it operational. In the first years of the child's life, the scars left by the surgical operations are slowly and painfully ground away.









THE BROTHERHOOD



From a base concealed deep beneath the ruins of Jerusalem, the Cardinal's forces keep watch over the European continent. While the Cartel has been forced to accept the Megacorporations demands to re-establish contact with the birth-world, such contact is strictly governed. The Cardinal has seen the future and knows that the final battle between the forces of light and darkness will occur on Dark Eden. Their envoys are watching the new peoples for signs of contact with the Dark Soul. In the Preussian court, an Inquisitor attempts to warn the Rasputins about the danger encroaching on their kingdom. Outposts on the edge of the other lands monitor the people covertly, awaiting the day they can either be turned to the light or destroyed as servants of the Dark Soul.

CRUCIFIERS

Crucifiers are the strong-arm enforcers of the Brotherhood. Feared by all who have come across them, they are exceptionally well trained and their exo-armor is adaptable to any scenario they might come across.



THE PROPHECY

The Cardinal's prophecy of a Final War with the Darkness on Dark Eden's surface connects strongly with the visions of the Crescentia's first Prophet. The Crescentia's hatred of the Dark Soul and the warnings of their Prophet have helped the Cardinal gain a small amount of influence within their ranks. In a world of chaotic bloodshed, such a foothold is vital to the Brotherhood's attempts to prepare the birth-world for the Final Conflict. The Prophecy has a darker side. The Cardinal has seen the corpses of a large number of Brotherhood Watchmen and Seekers crucified by followers of the Dark Soul as the final battle begins.

SPECIAL RULES:

- The Crucifiers are Immune to Panic and Rout.
- The Crucifiers have a special EXO armor. This armor grants the Crucifier with normal armament the ability to perform two close combat attacks and one fire weapon attack (with a sidearm), OR two fire weapon attacks (one with a sidearm) and one close combat attack per attack action. The Crucufier with the Heavy Weapon does not need to brace and is allowed to fire both of his weapons as one single attack action. The EXO armor is counted against the number of total Special Equipment the figure can have.

EQUIPMENT: The Crucifiers are armed with two NEMESIS sidearms and two MORTIS SWORDS. One Crucifier may substitute those weapons for a GEHENNA PUKER and a DEATHLOCKDRUM.

STRUCTURE: Crucifiers are purchased in leaderless squads of 2 to 3 models.

BROTHERHOOD FORCELIST

UNIT TYPE	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Crucifiers	15	15	-	14	3	1	2	3	26	38
Missionaries	13	14	12	14	3	1	1	4	22	45
Seekers	15	12	13	14	3	1	0	4	24	52
Watchmen	13	13	15	15	4	2	0	3	26	70



MISSIONARIES

The Missionaries are responsible for trying to convert the tribes of Dark Eden. With enemies waiting to strike them down from every side, they must show no fear.

SPECIAL RULES:

- TELEPORTATION - When activated, the Missionaries may try to teleport as the Art Spell Teleportation. Roll against the highest PW in the squad -8 (the Spell's level) when activated. If the roll is a success the whole squad is teleported. The first figure to be activated has one less action to perform the turn they teleported.

EQUIPMENT: The Missionaries are armed with a MISSIONARY POWERSTAFF. This is a unique weapon, it may be used in Close Combat and ranged attacks. When in close combat it has a Damage of 13 and may make Sweep attacks. When you use it in ranged attacks the Range is 12 inches and it will automatically hit with a Damage of 13. The Staff also grants you with a +2 to your parry rolls. The cost of the Power Staff is included in the Missionaire's cost and is counted against the number of total Special Equipment the figure can have.

STRUCTURE: Missionaries are purchased in leaderless squads of 2 to 3.

LAST NOTES

"Their forces are everywhere. We should have known. There are just too many. The Darkness is already here, working, manipulating... these new people... if help is not sent they are as good as dead. No, they are worse than the dead. They will be part of the Symmetry... the darkness will have found a new home. I am the last alive, this mission is doomed. Once this report is sent I will destroy the base. Better that than it falling into their hands. Please, my brothers, act now - before it is too late. Before another world falls. Before..."

Final report from Inquisitor Romulus following the first Brotherhood mission to the Germanic Wastes.



GIFT OF THE CARDINAL SNIPER RIFLE

CR	MX	RM	DAM	COST
40	70	-3	13	14

SEEKERS

The Seekers are the Bloodhounds of the Watchmen. Their skill enables them to track down enemies of the Brotherhood and destroy them.

SPECIAL RULES:

- The Seekers are Immune to Panic and Rout.
- As a Use Special Power action a Seeker may spot any model hidden in his LOS.
- The Seekers also have the Art of Kinetics.
- Seekers have the STEALTH special ability.

EQUIPMENT: All Seekers are armed with the GIFT OF THE CARDINAL sniper rifle and RETRIBUTOR sidearm.

STRUCTURE: Seekers are purchased as Individual models.

WATCHMEN

The Watchmen are the Protectors of Dark Eden. It is their sworn duty to watch over the world and prevent both Dark Legion and Corporate forces from corrupting the native peoples. If they have to, they will eliminate Corporate infiltrators on Dark Eden, just as easily as followers of the Dark Legion.

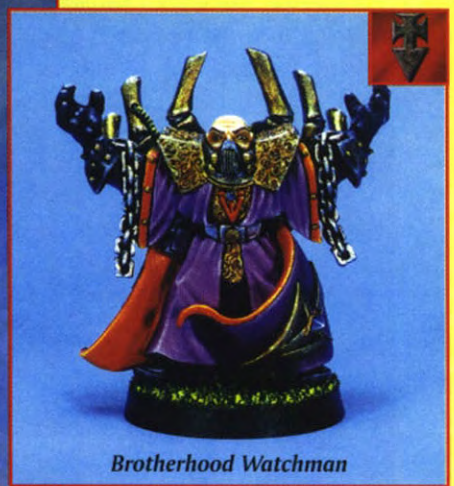
SPECIAL RULES:

- Watchmen are OPERATION OVERSEERS.
- Watchmen are Immune to Panic and Rout.
- Watchmen possess four (4) aspects of the Art.
- The Watchmen are versed in the Art. They have a way of using the power around them to help defend themselves. They may spend a action to shoot a bolt of pure energy up to 14 inches away. The Damage from this blast is 14. In close combat they have a electrical charge attack, which causes a Damage 17 to all enemy models in base-to-base contact with the Watchmen. You only roll ONCE for CC. If a success, you hit all figures in base-to-base contact. This attack cannot be parried.

EQUIPMENT: none.

STRUCTURE: Watchmen are purchased as individuals.





Brotherhood Watchman

CAPITOL



The Dead Sea hides a secret. The largest Corporate outpost on New Eden. Concealed under a thick crust of darkened salt that now resembles soil, the forces of Capitol have secretly constructed a heavily fortified citadel to help further their exploration of this new world. Their advisers know another war is coming. While the Cartel have arranged treaties on the Old World between the Megacorporations, Capitol knows that the best form of defense is attack. If they do not establish and fortify themselves - and find allies among the new tribes, the other Corporations surely will. Secretly trading with the Lutherans, Rasputins and Crescentia Capitol's forces are more than prepared to sweep across the continent and seize control by any means necessary.

WOLVERINE

These cool-headed soldiers have been changed on a genetic level to deal with whatever Dark Eden can throw at them.

SPECIAL RULES:

- The Wolverines are Immune to Panic and Rout.
- The Wolverine is an OPERATION OVERSEER.
- The Wolverine may start Hidden and Waiting anywhere on the table, except in the enemy's deployment zone.
- They all have the SCOUT Special Ability.
- The Wolverine has a COMBAT MEDIC UNIT built in to his armor which is counted against the number of total Special Equipment the figure can have.

EQUIPMENT: The Wolverine is armed with an CAR-24 from the Capitol armory and the FIST OF JUDAH from the Lutheran Armory.

STRUCTURE: The Wolverine is purchased as an individual model.

CAPITOL FORCELIST

UNIT TYPE	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Wolverine	15	16	-	15	4	2	2	4	25	50
Antagons	14	12	-	13	3	1	1	3	26	21



ANTAGONS

SPECIAL RULES:

- They start Hidden and Waiting anywhere on the board except in your enemy's deployment zone.

EQUIPMENT: The Antagons are all armed with two CAR-24 sidearms. One trooper may substitute these weapons for a M89 HMG.



THE FIRST EXPEDITION

One of their first exploratory squads of Wolverines was sent to the Parisian ruins after information of a legendary skull secreted there reached them. The expedition met with disaster when they encountered the Templars for the first time. An advanced scout had come across the wreck of the Terra Nostra, the ancient Cartel ship that the Templars named their land after. Seeking to utilize the fact that their ancestors aided the Templars, the Wolverines decided on an open approach to negotiations. It was the first and last mistake. The highly trained squad were wiped out to a man and their corpses impaled at the edge of Templar territory as a warning to others. A Black Sandstorm had prevented the Wolverines relaying their find to their base camp and the knowledge of the truth of Terra Nostra died with them.

STRUCTURE: The Antagons are purchased in leaderless squads of 4 to 6.

BAUHAUS



While Bauhaus have no official headquarters on Dark Eden, their emissaries have enjoyed great success in the Rasputin Court. Rasputin soldiers have been sighted alongside Bauhaus troops off-world and Bauhaus Ulfwerner's returning the favour by storming into secret conflicts with Rasputin cavalry. In return, Bauhaus has been allowed a foothold in Europe and sided themselves with one of the most powerful new tribes. With their own ancestral power-base deep in the Preussian heart-land, it is a bond that could grow stronger. Especially with the Dark Legion's almost constant aggression against the Preussians allowing the Bauhaus representatives a vital tactic as they teach the Obersts what they want them to know of the Dark Symmetry.

RECITOR

SPECIAL RULES:

- The Recitor has the STEALTH and COMMANDO TRAINING Special Abilities.

EQUIPMENT: The Recitor is armed with a HAGELSTURM Shotgun and a MP-103 sidearm from the Bauhaus armory.

STRUCTURE: The Recitors are purchased in leaderless squads of 6 to 8 models.

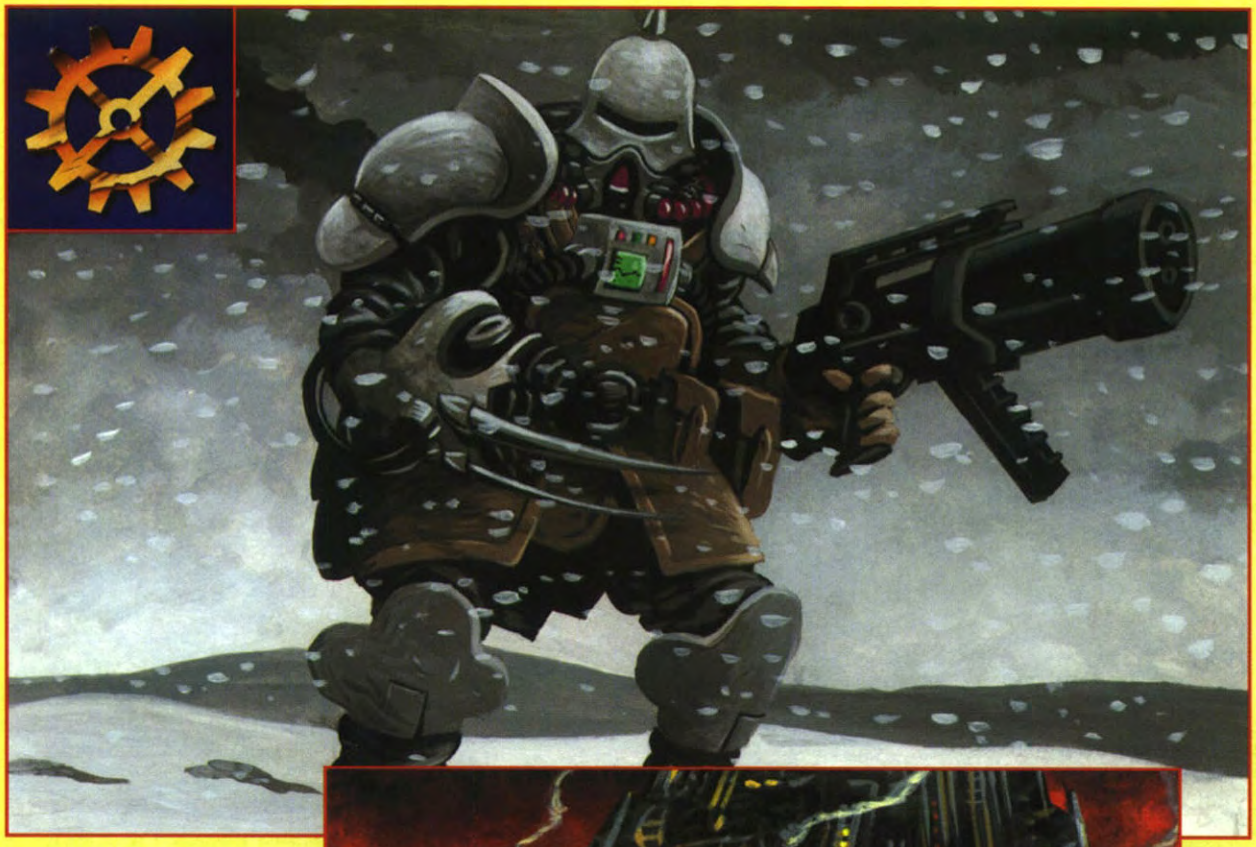
ULFWERNER

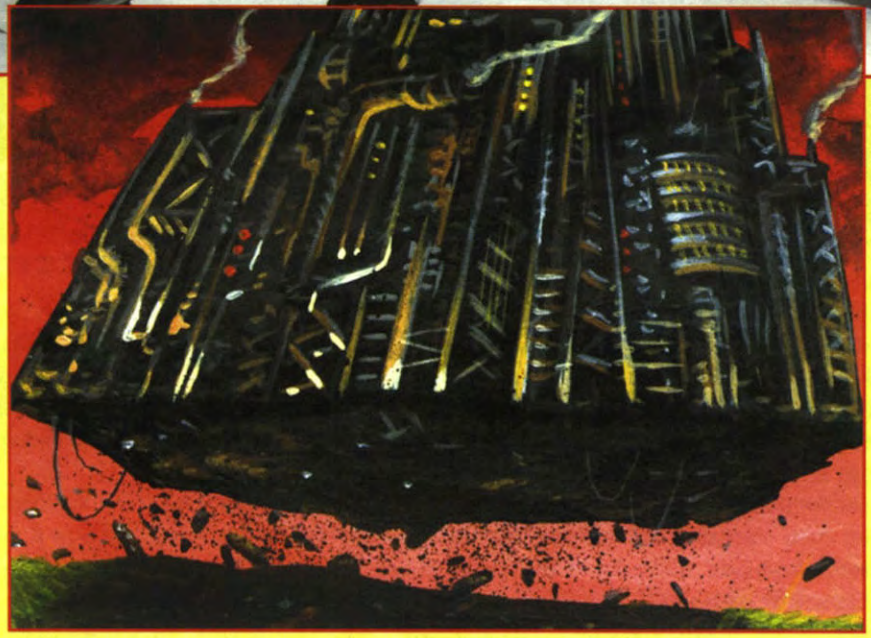
SPECIAL RULES:

- The Ulfwerner is an OPERATIONS OVERSEER.
- The Ulfwerner is immune to Panic and Rout.
- The Ulfwerner has the COMMANDO and JUNGLE TRAINING Special Abilities.

BAUHAUS FORCELIST

UNIT TYPE	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Ulfwerner	16	16	-	16	4	2	1	3	26	58
Recitor	13	13	-	13	3	1	0	4	26	23





- The Ulfwerner has a COMBAT MEDIC UNIT built into its armor which is counted against the number of total Special Equipment the figure can have.

EQUIPMENT: The Ulfwerner is armed with a HELLBLAZER from the Bauhaus armory and a FIST OF JUDAH from the Lutheran Armory.

STRUCTURE: The Ulfwerner is purchased as an individual model.

THE TSAR

The Rasputin Tsar was killed by his Obersts and replaced with an actor who obeys their every word. Two of the Obersts have links with the Dark Legion but another is in the employ of Bauhaus, who are using all their influence to manoeuvre their man into the strongest position of power. They see their best chance of maintaining Rasputin support is the eventual incorporation of their land into Bauhaus. The intrigue is of a highly sensitive nature, with the Brotherhood's Watchmen growing increasingly suspicious. The Brotherhood seems to be willing to turn a blind eye in hope the Bauhaus Oberst might weaken the increasingly strong hold the Dark Soul has over the Preussian court.

IMPERIAL



Imperial has emissaries scattered across Dark Eden. Some have met with more success than others. At least one Conquistador has been sighted in the Rasputin court, seeking to win the favor of the Tsar. Others have been seen trading with the Crescentia but by far the largest group have been seen in the Triad Isles. It is hardly surprising as the Isles are Imperial's ancient homeland and some of the nobler Clan leaders of Imperial can still trace their ancestry back to some of th e Isles' ancient sites. Their social structure and the Clan background parallels that of the Lutheran Triad. Only the religion differs... and until their forces are in a position to seize control of one of the new kingdoms, the Imperial emissaries are more than willing to allow the Triad to believe even that is the same.

CONQUISTADORS

SPECIAL RULES:

- The Conquistadors are immune to Panic and Rout.
- The Conquistadors are OPERATION OVERSEERS.
- The Conquistadors have the CLOSE COMBAT TRAINING and LEADERSHIP Special Abilities.
- The Conquistadors have a COMBAT MEDIC UNIT and SCANNER built into their armor which both are counted against the number of total Special Equipment the figure can have.

EQUIPMENT: Conquistadors are armed with the AGGRESSOR sidearm and the MANDIBLE shotgun from the Imperial armory.

STRUCTURE: The Conquistador is purchased as an Individual model.

IMPERIAL FORCELIST

UNIT TYPE	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Conquistadors	16	15	-	15	4	3	2	3	23	49
Fallen Angels	12	14	-	13	3	1	1	3	25	18



FALLEN ANGELS

SPECIAL RULES:

- The Fallen Angels have the STEALTH Special Ability.

EQUIPMENT: All squad members are equipped with INVADER assault rifles and INTERCEPTOR sidearms. One model in the squad may substitute his weapons for a CHARGER. All weapons are from the Imperial armory.

STRUCTURE: Fallen Angels are purchased in leaderless squads of 4 to 6.



THE LOST ANGELS

The first of the Fallen Angels to set foot on Dark Eden, landed in the Germanic Wastes. Led by Conal O'Brian, a warrior who had campaigned in the Martian Uprisings and the Venusian Bombardment, the group were pleasantly surprised to find a village of humans welcoming them with open arms. The troop relayed information back to base camp that they had made successful contact with the natives. They didn't have time to mention the Dark Gods the natives worshipped. The squad woke at dawn to find the villagers had led an entire Dark Legion force to them. They sold their lives dearly but their last message was one of doom. Imperial had landed on Dark Eden... only to discover what they already feared was true - the Dark Soul was also there.

CYBERTRONIC



DE-233 SMG

CR	MX	RM	DAM	COST
4	8	-3	11(x3)	18

- Capable of Burst-fire.
- Does NOT need to be braced.

Cybertronic have the smallest force on Dark Eden but potentially the most powerful. The problem they face is exactly what makes their potential so strong. Most of the relatively primitive societies of Dark Eden do not trust the cyborgs used by Cybertronic. They have had some dealing with the Rasputins, specifically one Obersts seeking favor in court but the Templars have provided the closest thing to an ally Cybertronic have so far found. With the cyborgs carefully making contact, the Templars consider them to be more evolved than humans. Perhaps even kindred spirits who are part of the natural evolution of the race.

SURVEILER

SPECIAL RULES:

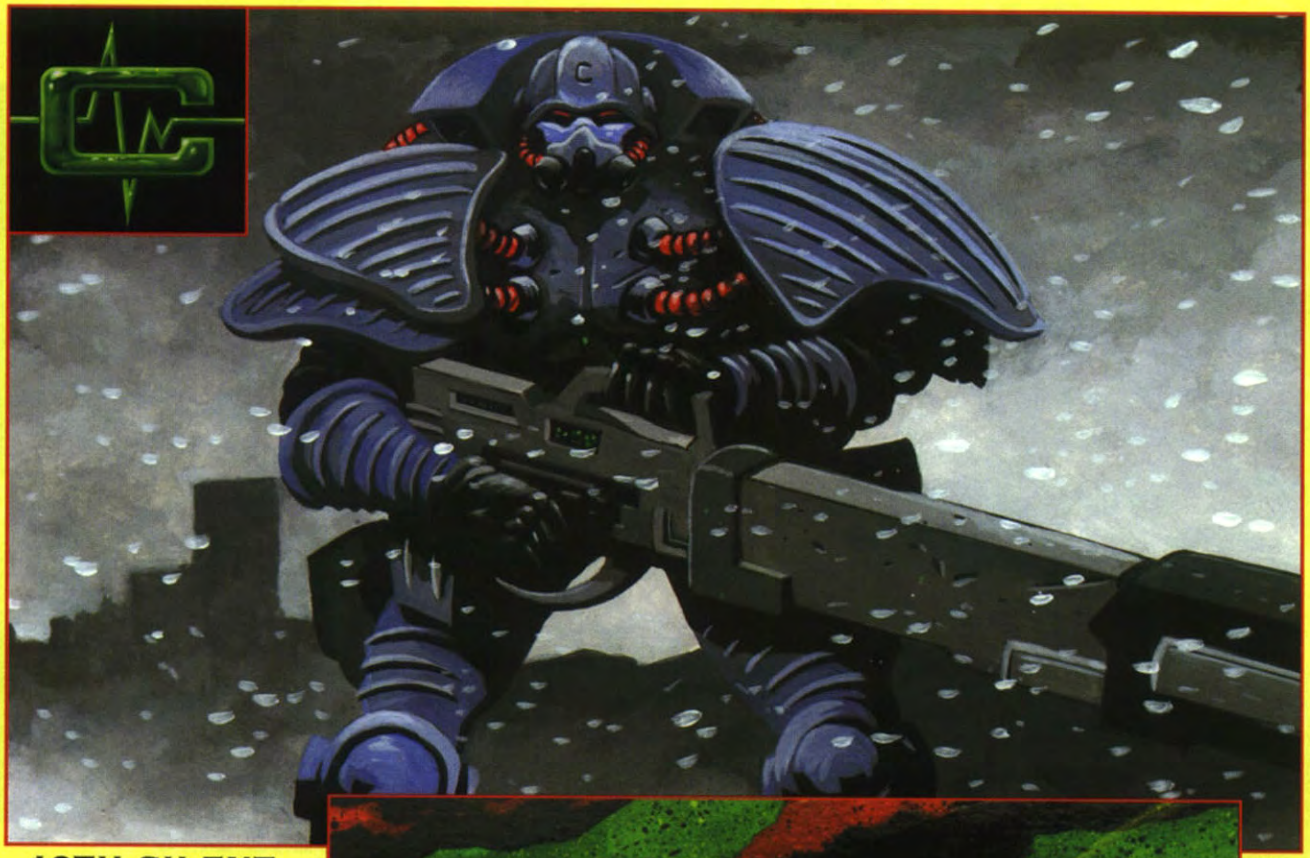
- The Surveiler is an OPERATIONS OVERSEER.
- The Surveiler has the GUNFIGHTER and KEEN EYES Special Abilities.
- The Surveiler has a COMBAT MEDIC UNIT into its armor which is counted against the number of total Special Equipment the figure can have.

EQUIPMENT: All Surveilers are armed with two DE–233 machineguns.

STRUCTURE: Surveilers are purchased as individual models.

CYBERTRONIC FORCELIST

UNIT TYPE	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Surveiler	16	16	-	16	5	3	3	3	28	61
19th Silent	14	14	-	13	3	1	2	3	28	33



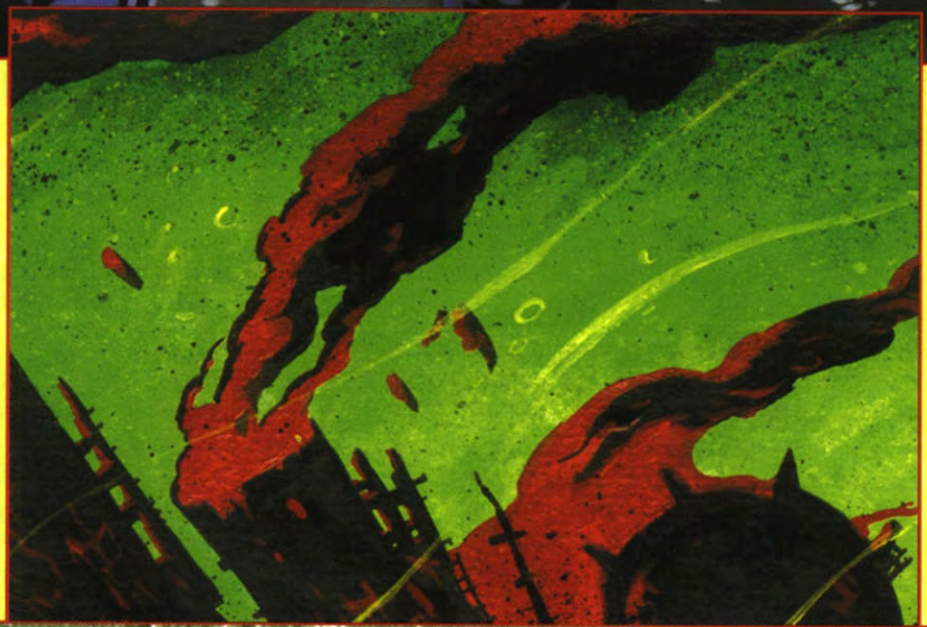
19TH SILENT

SPECIAL RULES:

- The 19th Silents have the COOL and FEARLESS special abilities.

EQUIPMENT: All 19th silents are armed with AR3000 assault rifles from the Cybertronic Armory.

STRUCTURE: The 19th Silents are purchased in leaderless squads in of 5 to 7.



STEEL NIGHT

Cybertronic's first contact on Dark Eden ended in tragedy and blood. The first Combat Overseer landed near a Southern settlement of the Lutheran Triad. The sight of the ship falling to Earth alerted the Triad to the presence of visitors and a scouting party was sent out to locate the intruders. The Combat Overseer sent by Cybertronic to make contact tried to establish peaceful relations with the Triad who, upon seeing the deformities caused by the cybernetic enhancements, became convinced the emissary was some kind of devil. In the fight that followed a great number of Triad kin were killed by the Cybertronic soldiers before they were overpowered and destroyed. Parts of the machinery were later discovered by Brotherhood watchmen operating covertly in the area, The Brotherhood filing the knowledge for future use.

MISHIMA



With their rigid structure and belief in personal honor, Mishma's forces have had more success than the other corporations among the Crescentia. They tread carefully, suspecting the Brotherhood to have a base on Crescentian land. Their agents are also at work in the Rasputin Court, trying to gain favor with the Tsar and Obersts. Mishma have also traded with the Templars and taken several away to join in campaigns off-world. Following the return of Verage from one campaign, Mishma influence has suffered in Templar society, forcing them to spend more effort trying to ally themselves with the Crescentia.

JADE GHOSTS

SPECIAL RULES:

- The Jade Ghost have the CLOSE COMBAT TRAINING Special Ability.
- The Jade Ghosts are immune to Panic and Rout.

EQUIPMENT: All Jade Ghosts are armed with the KENSI LMG and CEREMONIAL BLADES from the Mishima armory.

STRUCTURE: Jade Ghosts are purchased in leaderless squads of 2 to 5.

MISHIMA FORCELIST

UNIT TYPE	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Jade Ghosts	14	12	-	14	3	2	2	4	26	34
Enigmas	14	17	-	16	4	2	2	5	26	70



ENIGMAS

SPECIAL RULES:

- The Enigma is an OPERATION OVERSEER.
- The Enigma is immune to Panic and Rout.
- The Enigma has the CLOSE COMBAT and COOL Special Abilities.
- The Enigma has a COMBAT MEDIC UNIT built into its armor which is counted against the number of total Special Equipment the figure can have.
- Has a special KI power CONFUSION: Every time the Enigma is activated one model of the opposing force within 20" of the Enigma must make a LD test (chosen by the owner of the ENIGMA). If failed it will immediately move its full actions and move directly away from the Enigma. This will happen the next time the model is activated.

EQUIPMENT: The Enigma is armed with a SHOGUN assault rifle, and ENHANCED CEREMONIAL BLADES. These blades have a DAM of 12(x2) for each blade.

STRUCTURE: The Enigma is purchased as an individual model.

A MATTER OF HONOR

The Enigma known only as Chi gained great standing with the Ascended Templars on his first meeting with them. Both Chi's forces and those of the Templar warrior Castilon met a short distance from the Templar capital. A bloody battle was about to be played out when Chi offered to meet Castilon in a ritual duel. Castilon agreed and the two warriors faced off. They remained opposite each other for over thirty six hours, neither moving a muscle but each ready for the others attack. A further night went by and still the warriors did not move. As the sun tried to push through the black clouds the following dawn, one of Chi's men attacked the Templar. Before Castilon could react, Chi had killed his own man for attempting such a dishonorable act. Chi's actions greatly impressed the Templars and he became the first representative of a Corporation allowed in their lands.

WARZONE

THE DARK LEGION

THE DARK LEGION



"Dark Eden belongs to the Dark Symmetry. Corrupt, conquer and destroy"

Nepharite Overlord Valpurgius

There are no records to show when the Great Darkness first turned its malevolent attention towards Dark Eden but Brotherhood archivists believe they arrived during the Hundred Years darkness, constructing their sable Necrocities and citadels under cover of the reshaping world. Their European base is a brooding monolithic fortress in the dark and shadow-haunted mountains of the Germanic Wastes. Many legends have already sprung up about the shambolic creatures pouring forth from that scarlet citadel, as the Dark Soul tries to conquer the new land by a combination of force and deceit.

THE DEATH

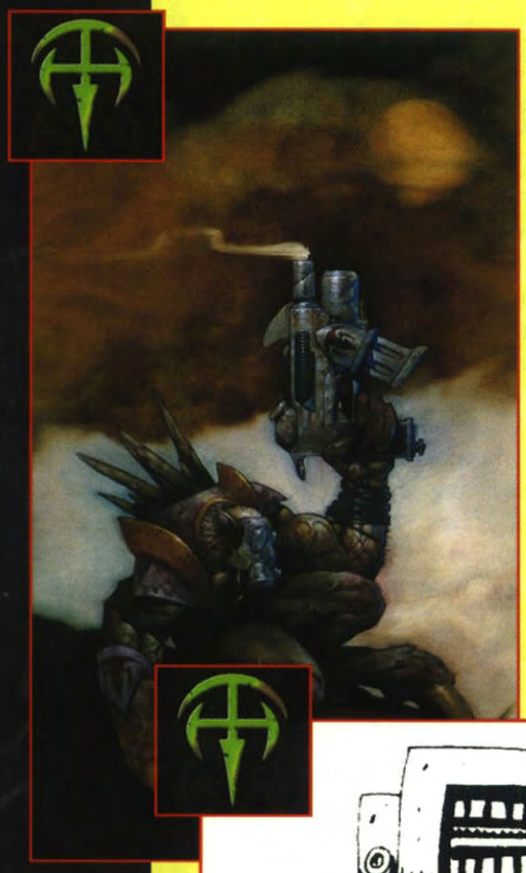
The Rasputin city of Zurich was one of the first to fall. A city that survived the ravages of the Last Days better than most, its gothic towers helped the Sons of Rasputin dominate the region until Dark Legion forces attacked swiftly and mercilessly. The Sons of Rasputin had no previous knowledge of the dark forces they faced and in a matter of days one of their proudest cities was a mausoleum to the Dark Soul, its streets buried deep in Rasputin dead. The Sons trapped in its walls were soon turned into the mindless undead followers that make up the dreaded Legionnaires. Rasputin Soldats have laid siege to the city for three generations and so many have died, the siege has developed another name. The Death.

THE BEGUILING

The Dark Soul does not win victories by physical conquest alone. Indeed, its most important successes on Dark Eden have so far gone unnoticed by the mass populace. Even the Brotherhood's ever vigilant Watchmen have no conception just how deeply they have managed to infiltrate the new tribes. The Dark Soul has agents in most of the new tribes. If present events continue, the whole Preussian court could be under the Dark One's control within one generation. When the Death Cry is heard and the Dark Soul summons his forces, new dark legions will be filled with heretics from all tribes as they turn on their kin and attempt to claim the world for their true lord.

DARK LEGION FORCELIST

UNIT TYPE	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Nassal	15	15	-	14	3	1	2	3	24	32
Gomorrian Emasculator	13	15	-	14	4	3	4	4	27	57
Infernal corroder	-	16	-	15	4	3	3	3	25	51
Nasca Razide	15	15	-	14	3	3	6	5	30	61
Carnal Harvester	14	14	-	15	3	4	5	5	27	61



NASSAL

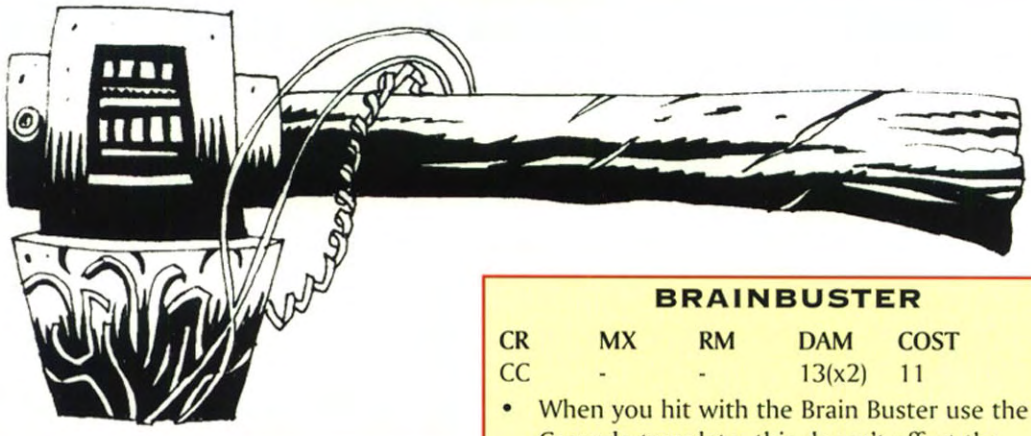
SPECIAL RULES:
- Immune to panic and rout.
- May lead squads of 3 to 4 Centurions, Necromutants and Undead Legionnaires

EQUIPMENT: All Nassal are armed with Belzarach assault rifles and Skalak swords.

STRUCTURE: Purchased as individual models or may lead squads of 3 to 4 Centurions, Necromutants, or Undead Legionnaires.



Gomorrian Emasculator



BRAINBUSTER

CR	MX	RM	DAM	COST
CC	-	-	13(x2)	11

- When you hit with the Brain Buster use the Grenade template, this doesn't effect the Emasculator.

GOMORRIAN EMASCULATOR

SPECIAL RULES:
- Immune to panic and rout.
- Large model.
- Causes Fear.

EQUIPMENT: The Emasculator is armed with AGETHZ MINIGUN and the BRAINBUSTER HAMMER.

STRUCTURE: The Emasculator is purchased as an individual model.



AGETHZ MINIGUN

CR	MX	RM	DAM	COST
12	24	-4	13(x4)	46

- Capable of Burst-fire.



MEATGRINDER

This weapon has a huge spinning blade and a Acid sprayer.

CR	MX	RM	DAM	COST
CC	-	-	15(x2)	38
T	-	-	17	

- The Grinder Blade is capable of Sweep attacks.
- The Acid Sprayer uses the Flamer Template.



Infernal Corroder

INFERNAL CORRODER

SPECIAL RULES:

- The Corroder is a SPECIAL MODEL.
- Immune to Panic and Rout.
- The Infernal Corroder is a very unstable creature, at the beginning of every turn roll a d20 and compare your result with the table below:

1 Corroder gains 1 action
2-5 Corroder acts as normal this turn
6-19 The Corroder has to make a successful LD test or loses one action.
20 Your opponent gain control of the corroder this turn.

EQUIPMENT: The Corroder is armed with a MEATGRINDER.

STRUCTURE: The Corroder is purchased as a SPECIAL MODEL and may be added to any Dark Legion squad.



Carnal Harvester

CARNAL HARVESTER CLAWS				
CR	MX	RM	DAM	COST
CC	-	-	11(x2)	included

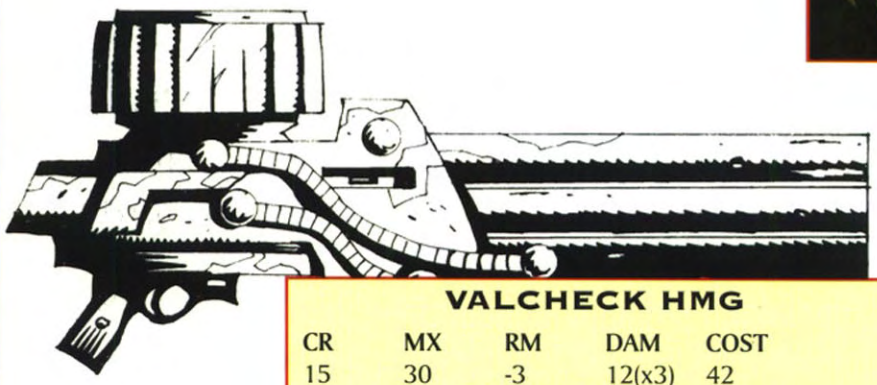
CARNAL HARVESTER

SPECIAL RULES:

- Immune to Panic and Rout.
- Is a Large model.
- If a Harvester kills a model in close combat it can take a Use Special Power action to drink its blood. Roll a d20, on a 10 or less it has healed a wound. You can not heal more wounds then you started with.

EQUIPMENT: The Carnal Harvester uses the VALCHEK HMG and his natural Claws in Close Combat.

STRUCTURE: The Harvester is purchased as an individual model.



VALCHECK HMG				
CR	MX	RM	DAM	COST
15	30	-3	12(x3)	42

- Capable of Burst-fire.



NASCA RAZIDE

SPECIAL RULES:

- Immune to Panic and Rout.
- The Nasca Razide is a Large model.

EQUIPMENT: The Nasca Razide is armed with either the HELLBLASTER or the ASHNAGAROTH.

STRUCTURE: The Nasca Razide is purchased as a Individual Model.

HELLBLASTER

CR	MX	RM	DAM	COST
10	45	-4	17	38

- Affects an area equal to the grenade template.

ASHNAGAROTH HMG

CR	MX	RM	DAM	COST
12	26	-4	13(x4)	48

- Capable of Burst-fire.





NEW RULES

GENERAL RULES FOR THE DARK EDEN TRIBE FORCES

None of the Dark Eden tribe forces may purchase any kind of Special Equipment or General Equipment. Dark Eden heroes may still buy Heroic Abilities, if you agree on playing with optional rules.

FIELDING ARMIES ON DARK EDEN OR OFF-WORLD

You have to determine where the game you are going to play is set before you start buying your army and playing, on Dark Eden or an Off-World planet. This is most easily done by peacefully agreeing with your counterpart on which planet your game is set. If you cannot agree we recommend that you roll 1d20 each and let the player with the highest score decide on which planet the game is set. Happy Gaming!

CORPORATE EXPEDITION TEAMS

There comes a time when the Corporate expedition forces temporarily assigned to Dark Eden need assistance in handling situations that may arise. Then they will bring down a Corporate force into the hazardous atmosphere of Dark Eden.

In order to bring any troops from other planets (force's not listed in the Dark Eden Sourcebook) to Dark Eden, you must have at least one OPERATION OVERSEER of that Corporate (or Brotherhood) affiliation in your force, or buy the Operation Overseer skill for an Individual model in your force. It will tell you in the Troops profile if it is a OPERATION OVERSEER. Any forces not described as being native (listed in the Dark Eden rule book) to Dark Eden must be equipped with Gas masks (1 point per model) to make sure they do not breath the toxic air of Dark Eden. Also any figure that has been transported to Dark Eden costs an additional 2 points because the upgrade of Armor and Life Support systems to Dark Eden standards. A force composed of mixed affiliations suffer a -4 penalty on Initiative rolls due to difficulties in coordinating the different units.

TRIBAL ALLIES OFF-WORLD

In certain battles it has been known that Corporate forces have turned to their ancestor's offspring to strengthen their forces and numbers in their universal never ending war. For example a Bauhaus affiliated regiment of Cossacks completely crushed a Mishima force in the jungles of Venus.

Any native model (listed in the Dark Eden rule book) that is transported from Dark Eden as an ally to a corporate force costs an additional 4 points because the upgrade of Life Support systems to "space" standards.

In order to bring any troops from Dark Eden to an off-world WARZONE, you must have at least one OPERATION OVERSEER belonging to your Corporation (or the Brotherhood) in your force or an Individual model with the Operation Overseer skill. It will tell you in the Troops profile if it is a OPERATION OVERSEER. As long as you have an Operation Overseer in your force you are able to purchase units from any ONE Tribal forcelist (you can vary which list from battle to battle though). A force composed of mixed affiliations suffer a -4 penalty on Initiative rolls due to difficulties in coordinating the different units. You may only spend 25% of your total points on troops from an allied force.

CORPORATE AND TRIBAL ALLIANCES ON DARK EDEN

Sometimes a Corporate expedition team will join forces with a local Dark Eden tribe to fend off a mutual enemy. In order to form such an alliance you must follow the rules for Corporate Expedition teams above. You are able to purchase units from any ONE Tribal forcelist and the Corporate forcelist the Operation Overseer (or the Individual model with the Operation Overseer skill) belongs to (you can vary which lists from battle to battle though). You may only spend 25% of your total points on troops from an allied force.

THE DARK LEGION

All Dark Legion forces can survive on Dark Eden with no problems at all. You may use all existing Dark Legion troops as well as the Dark Legion troops listed in this book on Dark Eden. You may also use the troops listed in this book in a battle on another planet than Dark Eden. If there is a change (except their looks) in any already existing troops they will be listed in this book and you must use these new rules/stats when playing on Dark Eden. You are able to form an Alliance with a native Dark Eden tribe (Sons of Rasputin, The Templars, The Lutheran Triad or Crescentia) if you pay 50 points for a temporary COVENANT arranged by an infiltrated Heretic. This Covenant will allow you to buy units from any ONE Tribal forcelist of the ones listed above (you can vary which list from battle to battle though). You may even

take these Tribal Allies to an off-world battle if you pay an additional 4 points per model because the upgrade of Life Support systems to "space" standards. A force composed of mixed affiliations suffer a -4 penalty on Initiative rolls due to difficulties in coordinating the different units. You may only spend 25% of your total points on troops from an allied force.



NEW UNIT TYPE – SPECIAL MODELS

Special Models are units which may be purchased by squads or individuals that have the ability to purchase Special Models. They are a part of the squad and "buying them" does not count against squad trooper limits or individual models. The Special Model must stay within 6 inches of any member in the squad. When you purchase a Special Model he is equipped with the weapons in his description (they are NOT included in the model's point cost though). You may not buy additional weapons, Heroic Abilities or Special Equipment for a Special Model. Special Models are the only ones that can be armed with Special Weapons, unless otherwise specifically stated in that troop's description.

BEASTS

The beasts in Dark Eden are new to the WARZONE setting. Here are the only rules you need in order to use them nasty critters to smash your opponent.

- There is one stat line for the beast and its rider to show how hard it is to discern the two on the battlefield. Their stats are under the specific army's force list.
- Do NOT add ST to a Beast's natural weapons (such as Claws, Bites etc).
- Because the Beasts are either Large or Giant sized models, the rider may use the sweep templates according to the size of the beast, due to the fact of the beast swaying back and forth.
- The riders of the beasts may never get off their beasts backs, they are counted as one.
- If a rider of any Beast FUMBLES during any action, you must make a successful LD roll or lose control of the Beast. If you lose control of a Beast the Beast must move forward (full movement rate) for its remaining actions. The next time the Beast is activated you must make another LD test to see if you regain control, if you regain control you act normally that turn. If a Beast moves over the table edge due to a fumble it is removed from the game. A Beast won't deliberately run into an obstacle, if there is an obstacle in it's way it will take the shortest route around it.

Besides the rules above treat these models as any other in the WARZONE T.T.G.

SPECIAL ABILITIES

OPERATION OVERSEER You may purchase this ability for any Corporate, Cartel or Brotherhood individual model in the BASIC Warzone rulebook. This ability makes the model you purchased it for an Operation Overseer. **POINT COST: 15**

GORING A model with the Goring ability may nominate a charge against any enemy model in a squad (even one in the back of the squad and charge through the squad). When this happens any model that the Goring model comes in to base-to-base contact with must make a successful LD test to dodge the attack or be Rammed. If the model successfully make it's LD test place it just outside of the Goring model's reach. The model that the charge is declared against (that model is not rammed) may not make a dodge roll, and once this model is reached combat is conducted as usual (if the Beast reached the model with the charge its allowed a charge attack as usual). The DAM of the Ram is 12 (for large models) and a DAM 14 (for Giant sized models). Once in Close Combat the Beast (or its rider) may perform normal attacks. Waiting models can NOT countercharge a GORING model.



THE RULES

GUNFIGHTER When a model has the GUNFIGHTER Special Ability he may shoot two guns in one action. For every action spent on firing the model may shoot twice (once with each gun in his hand). This ability may only be used with SIDEARMS. It may be used in Close Combat.

STORMING When a model has the STORMING Special Ability he may take a Use Special Power action as his first action. Then for the rest of the turn, that model may Move and Fire as one action. Once you spend the Use Special Power Action you must Storm for the rest of the turn (no other actions may be taken). If you fire while Storming you suffer an -2 penalty to your MW score.

TERRAIN JUMPING This ability allows the model to move with no penalty in terrain up to 2" high. This reflects how the model jumps obstacles in the terrain.

SACRIFICIAL RUN When activated, a unit with the ability may start a Sacrificial Run against an enemy within LOS. The unit must use all actions to move against the closest enemy unit. All models in Sacrificial Run gets +2 MW and MV, and gets to fire for every move action it makes (i.e. it fires and moves as one single action). The Run continues until all enemy units within LOS are dead.

MARTYRDOM A model with the MARTYRDOM Special Ability may throw himself in front of his comrade to take a bullet for him and thus saving him. If a friendly model within 3 inches of the model with the Martyrdom Special Ability is hit this model may immediately move in front of that model to take the hit instead of him. Work out the damage roll as usual.

HERDING The Herding Special Ability lets you herd your enemies to a specific area on the board. A Model with this ability may Herd by taking a Use Special action. The Herding model must be within 3 inches of any member of a squad or an Individual model that hasn't yet been activated this turn. The unit that is subject to the Herding must make a successful LD roll (against the highest LD value) or immediatley be activated and use all available actions to move in a direction determined by the Herding model. The Herding model may then take the rest of its actions.

LAMENTED When a Model with the Lamented Special ability dies that model reappears anywhere on the board for a full set of actions the next turn, and then dies. You do not have to place the model until you are ready to activate him.

SOLITARY A model with the SOLITARY Special Ability may take a Use Special Power Action as its first action to break free from its squad. It works on it's own from now on (in effect it is counted as an individual model). The model can still not use Actions restricted to Individual models.

DARK EDEN GAME-BOARDS AND SETTINGS

Dark Eden is a desolate and chaotic land. Pollution has turned the skies a crimson purple and black rain cascades down, burning the skin of those it touches. Flashstorms of blood lightning crash from the heavens turning entire squads to smouldering ash. Tornados of flame appear from nowhere and leave deadly infernos in their wake. Black snowstorms blind troops, making warfare even deadlier while irradiated soil threatens all who fight on it with agonising deaths. All of these factors can be used by utilising the relevant information in the special rules section.

Conflicts can occur anywhere, from the Southern Desert of the Triad Isles to the desolate mountain ranges of the Germanic Wastes.

Many of the most horrific confrontations have taken place in the ruins of the Old World's cities and towns. Now mausoleums to a long lost civilization, the buildings still stand and conceal secrets many would die for. In these ruins, death can hide around every shadowed corner, the ruins providing armies plenty of cover as they manoeuvre towards their enemy.

When invasions occur, battles take place in the new settlements. From the resplendent towns of the Templars to austere buildings of the Lutherans. Each setting present their own problems and dilemmas to game players and require their own specialist forces. Once the battle area is established, buildings, streams, chasms and wrecks should be placed on the game board. If Lutherans are involved in the conflict, the Martyrs should be crucified on hills or rises overlooking the field of battle.

A number of the bloodiest battlefields have other horrors. The fields outside Zurich are littered with the remnants of the fallen. Something that is reflected across the land. Corpses of defeated soldiers, most half-eaten by scavengers lie slumped against black rocks or caked into the blood-soaked mud. Ancient vehicles beaten and rusted by the centuries can still be seen, often buried under piles of rubble. Earthquakes and volcanoes have torn apart the land, gigantic chasms appearing in the old cities and streams of molten lava flowing like rivers to the blackened oceans.

The various settings are legion and provide a never ending theatre of war for the armies seeking dominion of this new land–The Dark Eden.



TERRAIN EFFECTS

In DARK EDEN there are many severe conditions that can effect game play. Here are a few different conditions that you may choose to play with if you want, these are optional rules that we thought could spice up your games. If you like, you may roll a d20 before you start playing to see which effect you will play with in your game.

1-5	SAND STORM / BLACK SNOWSTORM
6-10	FLASHSTORMS
11-15	RADIOACTIVE SOIL
16-20	VIRUS BREAKOUT

SAND STORM / BLACK SNOWSTORM When fighting in a SAND STORM or a BLACK SNOWSTORM vision is highly impaired. To show this in game terms any model outside of 10 inches from an enemy model can not be seen. Any model that is within 10 inches of an enemy is treated as if it were just a Hidden model, (the model may still move at normal movement rate and remain Hidden, once spotted all models within 10 inches can see the spotted model) and any models within 3 inches of an enemy model has no penalties or bonuses. Also it is harder to traverse in areas blowing with sand or blacksnow, due to this all movement is reduced by 1 inch. Movement however can never be less than 1".

FLASHSTORMS FLASHSTORMS are mysterious storms that rise out of nowhere. Dark clouds form and unleash massive amounts of lightning, devastating the area and then disappearing with in a few minutes. To show this in game terms, at the beginning of every round roll a d20 for every squad and individual you have, on a roll of 3 or less a model in the squad or the individual is struck by lightning. If a squad is struck you must find out what model in the squad is struck–do this randomly. The strength of the lightning bolt is DAM 12(x2).

RADIOACTIVE SOIL Certain areas of DARK EDEN are heavily laden with radioactive fallout. This results in pockets of radioactive soil that have strange effects on the creatures that may happen across them. To show this in game terms, get 1 radioactive soil template for every 4 square feet of table (This is just a number we are giving, you may use any number of templates you want) and place them in the center of the board before you start the game but after the deployment phase, then roll a d20 for each template and consult the chart below (or use the indicators on the template itself). After that, roll a d20 for each template that has moved and that is the number of inches the template moves (the template may never leave the table unless your result was a 1-2 on the table).

If the template goes off the table due to the placement just put it on the edge of the table where it went off. Once all templates are placed you may start the game. All models within 5 inches from the radiation template's edge will suffer the effects of radiation. Models that are touching or moving through the area of effect have to make a armor save from a DAM 14 hit (treat this as a Flamer attack) and a LD test to see if they lose their remaining actions, and for any model that isn't on the template but is still in the radius or moves within the radius must make a successful LD test or they lose all remaining actions due to the weakening effect of the radiation. If your model is still on the template or in the effects of the radiation at the beginning of the next turn, you must make another LD test or armor roll. If another model decides to attack a model being affected by the radiation in close combat, the attacking model must first make an armor roll or LD test (whatever is appropriate), then it may make its attack if the model is not affected. The affected model that is being attacked may not make any Parry rolls or defensive actions, if it failed its LD test during the turn they are being attacked.

1-2	leaves the board
3-4	north
5-6	northwest
7-8	west
9-10	southwest
11-12	south
13-14	southeast
15-16	east
17-18	northeast
19-20	stays in place

VIRUS BREAKOUT This does not affect native forces to Dark Eden–Corporate forces are affected. At the beginning of the game each player rolls a d20 for each of his units. If there is a result of a 5 or less then that specific unit has contracted a deadly virus from the lands of DARK EDEN. The virus makes the troopers very weak and unable to withstand the rugged environment. In game terms, when a squad or an individual model is affected by a virus, roll a d20 divided by 3 (round up) to see how many models get the virus. The number on the die shows how many models are affected. If the roll is higher than the number of models in the squad, all models in the squad are affected (this shows how easily viruses are spread). When a model is affected he will lose one action each turn (starting the second turn) until the model's actions reach 0, then the model dies. There is no way to prevent the death of a figure with the virus. Followers of Demnogonis are not affected by Virus breakouts.



THE RULES

BATTLES AND INTRIGUES

It is an era of conflict and suspicion. Alliances have been made and broken. Most notably between the Lutherans and Rasputins. The latter's treachery and the massacre of Lutherans by the Templars have left scars that will never heal. The hatred of the Lutherans runs deep for both Templars and Rasputins, while the Templars have nothing but disdain for the other tribes. The Crescentian Prophets have foreseen the future and know the only hope for mankind's survival is for the tribes to one day unite against the Dark Soul and drive it from the world. They also know that day is a long way off and for now they must be guarded against all other tribes.

The Rasputins are the master players of alliances and betrayal. The Obersts themselves, while maintaining a façade of unity, are constantly trying to achieve domination over each other and will work with anyone to achieve this power - even the Dark Soul. Indeed, the Dark Symmetry's hidden manipulations have had increasing success. Blasphemers are hidden in all the new tribes. Civil war on occasion breaks out, as the Blasphemers attempt to shatter alliances between Kins, weakening the tribes so the Dark Soul's eventual conquest will be all the easier.

In the Rasputin Court, the two Obersts serving the Dark One have been known to kill their own for the greater evil. The Lost tribe of the Crescentians is more than a nightmare story to frighten Crescentian children. They exist and roam the land destroying all they meet. Their Dark Eclipse Mammoths the equal of any beast.

Even the Lutherans have been tainted. At least three Patriarchs serve the Dark Soul and are concealed deep within Lutheran society, waiting for the call to arms.

In game terms, this means the choice of confrontation is limitless. Straight tribe against tribe battles are common and have a history of hatred to motivate them. Less usual but of immense strategic interest are the civil wars. A closely guarded secret among the tribes, civil wars have broken out and range from minor skirmishes to full blown rebellions. To outsiders, the three Kins of the Lutheran Triad appear united but it is an alliance more fragile than many believe. It is not unknown for some one Kin to strike out against another. Less well known are when Dark Legion forces attack with the backing of a Blasphemer, fighting alongside Lutherans against their Kin.

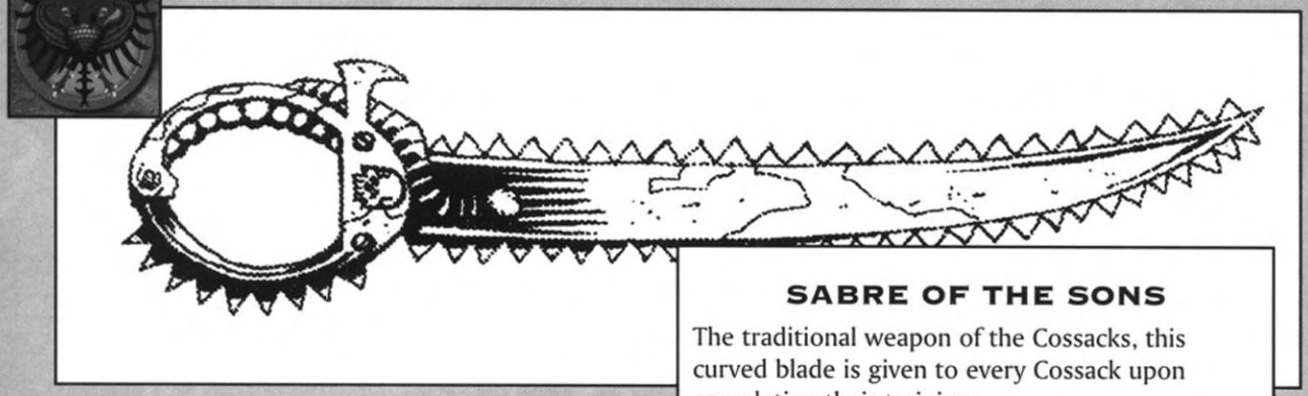
The same can be said of the Templars. For the most part united against all the other races, the emergence of the crop circles and their hidden meanings have led to the first jagged splits in the history of Templar society. The Dark Soul has been quick to act. Manipulating his way into their society, The Dark Soul has already caused one internal conflict. The infamous battle of Rourke's Pass, when a number of Heretical Templars were destroyed by a force headed by two Ascended Templars. Despite the victory, the seeds of the corruption remain.

Rasputin society is not only the most advanced, it is the most political. Even without outside forces attempting to manipulate them, there would be internal conflicts as the five Obersts seek to achieve ascendency. As it is, their society has more than its share of outsiders trying to gain favor. Agents of the Dark Symmetry, Brotherhood and Corporations have been sighted in the royal court and have led to some of the Rasputin military fighting off world. Indeed, while it is widely believed that the Rasputins were the first to gain an alliance with a Corporation, each of the tribes now has connections, however tenuous. It represents a conflict for their leaders as, on one level, they despise the Corporations for abandoning their ancestors they also admire and long for the technology at the Megacorp's disposal. The Obersts have granted permission on several occasions for sections of their military to fight alongside the forces of Capitol or Mishma on off-world conflicts. The Lutherans have formed tenuous links with Imperial while Templars have been sighted alongside both Cybertronic and Mishma in the Venusian dead-zones. The Crescentia are willing to work with any of the Corporations - providing they receive technology in return. If the truth be known, old grievances aside, it is a view shared by most of the new tribes, while they still have a deep resentment of the Corporations it is not as great as their desire to increase their power on Dark Eden. If the Corporation has the means and weaponry to help them achieve this aim, they are more than willing to fight alongside them whereever and whenever.

For players wishing to take their models and armies off-world to fight with other Warzone troops, the information provided in the Special Rules section should be followed. Likewise when Warzone forces arrive on Dark Eden to fight alongside or against the new tribes, the special rules explain how. As long as both players are content with the rules, anything can happen... and on Dark Eden it usually does.

SONS OF RASPUTIN ARMORY

CLOSE COMBAT WEAPONS

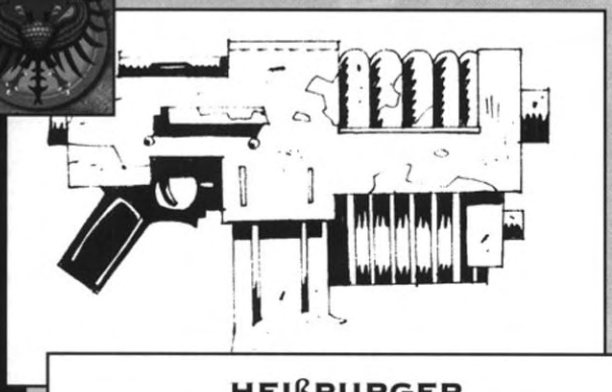


SABRE OF THE SONS

The traditional weapon of the Cossacks, this curved blade is given to every Cossack upon completing their training.

CR	MX	RM	DAM	COST
CC	-	-	12	2

SIDEARMS

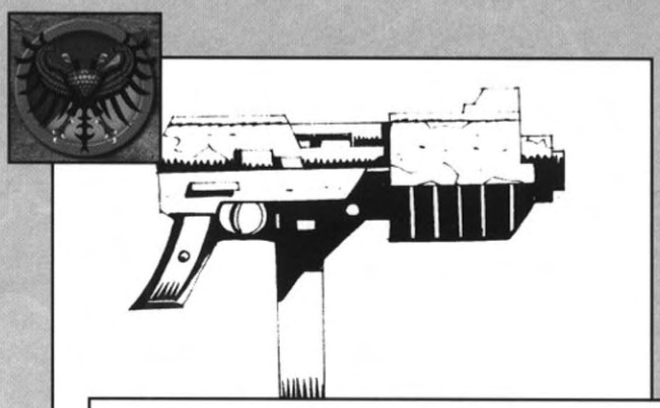


HEIßPURGER

This side-arm also has a flamer attachment for additional damage.

CR	MX	RM	DAM	COST
3	6	-2	11	13
T	-	-	12	

- Uses the small Flamer Template at the back of this book.

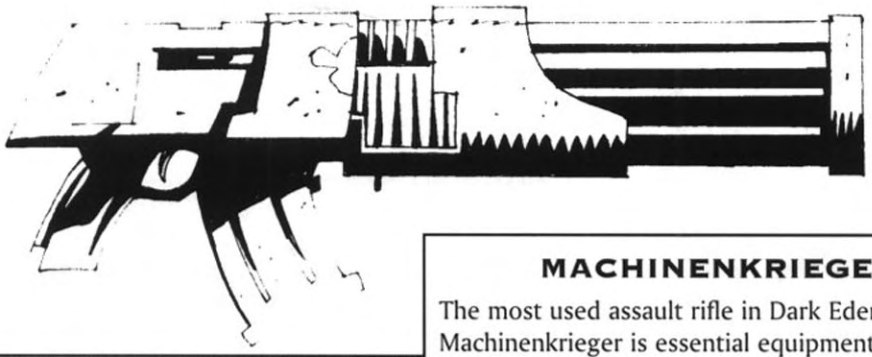


FRITZ S89

The most popular side-arm in Rasputin society is regarded as basic equipment for the Soldats.

CR	MX	RM	DAM	COST
4	8	-2	13	4

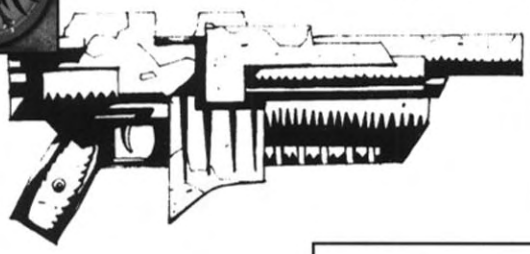
ASSAULT RIFLES



MACHINENKRIEGER

The most used assault rifle in Dark Eden, the Machinenkrieger is essential equipment for Soldat Troopers.

CR	MX	RM	DAM	COST
10	20	-3	13	6

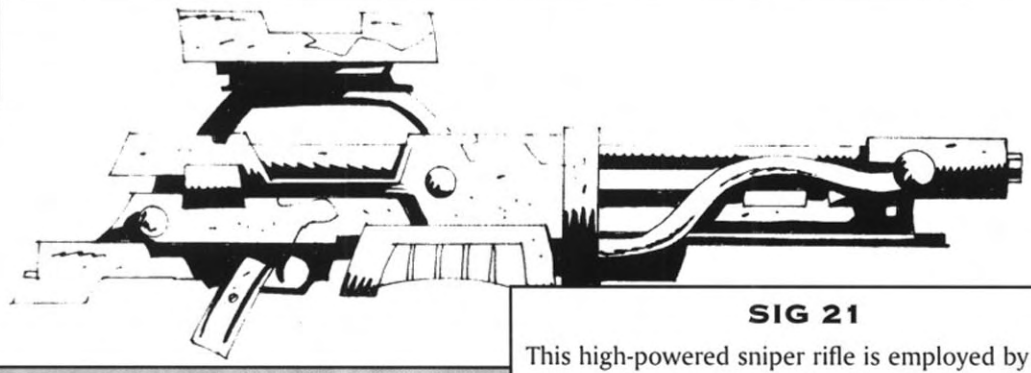


VESLOT

The preferred assault rifle of the Rasputin Special Forces.

CR	MX	RM	DAM	COST
12	24	-2	13	7

SNIPER RIFLES

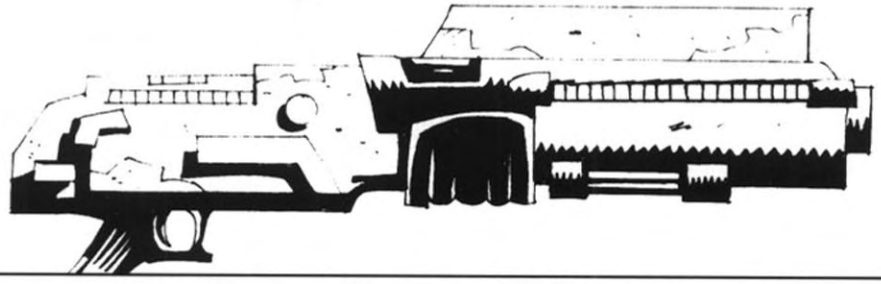


SIG 21

This high-powered sniper rifle is employed by Cossack Scouts with deadly effect in their assassination missions.

CR	MX	RM	DAM	COST
20	30	-4	12	10

HEAVY WEAPONS

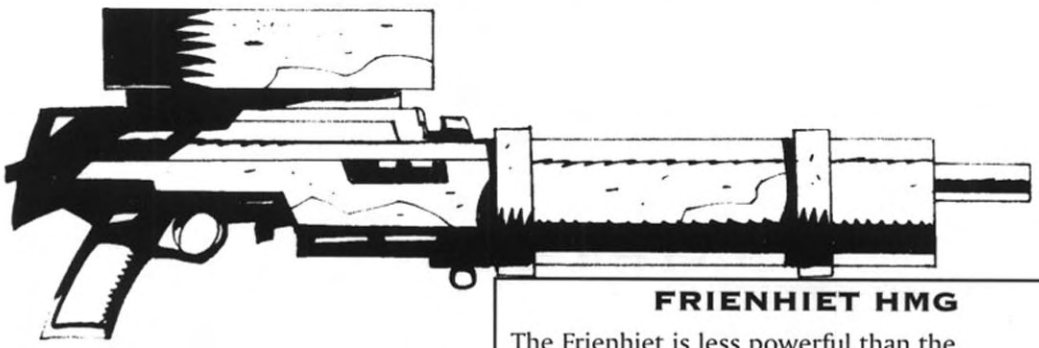


BLAZER 3100 HMG

The Blazer is a ferocious burst-fire weapon capable of using three different types of ammunition.

AMMO	CR	MX	RM	DAM	COST	OTHER
Explosive Shells	12	24	-3	14	37	Use Grenade Template.
Long Range	20	-	-1	13(x3)		Min. range of 20 inches
Short Range	12	-	-	14(x2)		

- The weapon cost includes all three ammunition types. State which one you are using before you fire. You may switch ammo type for each shot.
- Can NOT STORM when using this weapon.



FRIENHIET HMG

The Frienhiet is less powerful than the Schwerwaffe but far more manoeuvrable.

CR	MX	RM	DAM	COST
15	25	-4	14(x3)	30

SCHWERWAFFE

The Schwerwaffe is one of the deadliest Rasputin weapons that can produce devastating blasts.

CR	MX	RM	DAM	COST
20	30	-4	16(x4)	45

- Tripod mounted–no need to brace.
- The Schwerwaffe has a 180-degree fire arc. The Schwerwaffe may be turned up to 90 degrees as one action.

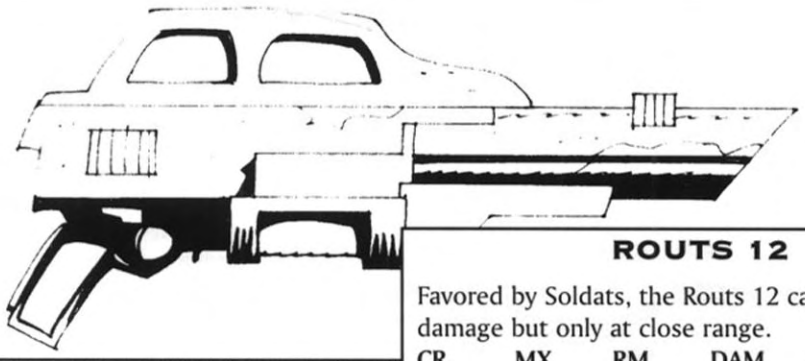
MAXIM LMG

The Maxim LMG provides a devastating fire and is used by Cossack Heavy and mounted on the backs of the larger Rivetbulls.

CR	MX	RM	DAM	COST
10	20	-3	11(x2)	15

- May NOT Burst-fire.
- The Maxim LMG can only be purchased for Cossack Heavies in a twin-linked version.

SHOTGUNS



ROUTS 12

Favored by Soldats, the Routs 12 can cause terrible damage but only at close range.

CR	MX	RM	DAM	COST
T	-	10	-	5

- Routs 12 uses the Shotgun Template

DIE PULSAR

CR	MX	RM	DAM	COST
T	-	-	12	9

- When using this weapon, measure 3 inches from the weapon, anywhere in the model's firing arc, and then place the shotgun template. This weapon may not be fired at a model closer than 3 inches.
- Cannot be used in Close Combat.
- The Die Pulsar uses the Shotgun Template.

GRENADES

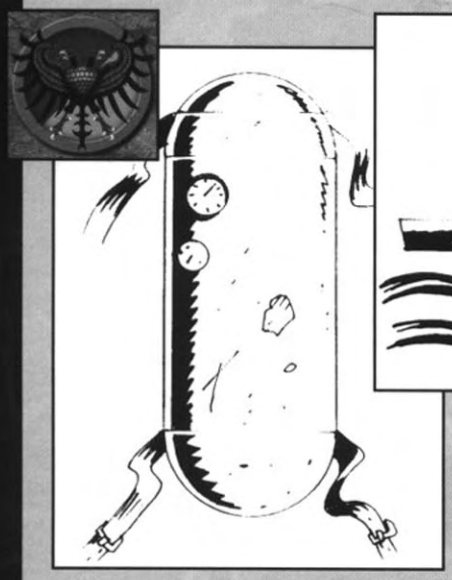
CONCUSSION GRENADES

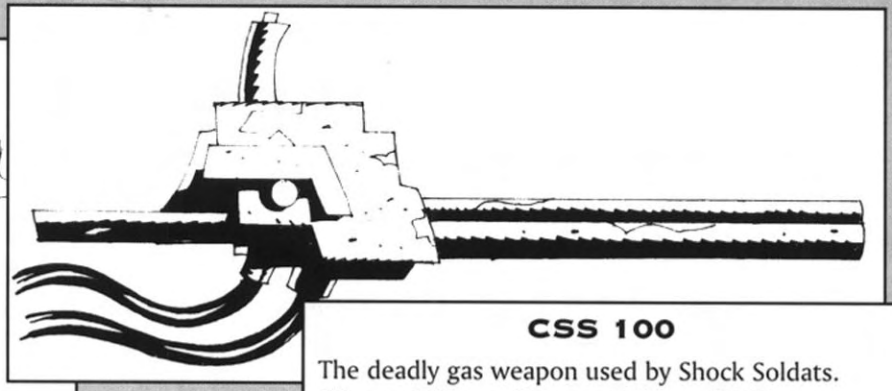
CR	MX	RM	DAM	COST
-	-	-	11	3

- Highly damaging weapons, Concussion Grenades make the victim lose all their actions the next time they're activated. Damage is worked out as normal. If the defending model's armor is pierced, it then loses its next set of actions. Models that lose their actions may still parry close combat attacks.
- If a figure fails the armor roll, any wait markers on it are removed.
- Uses the Grenade template.



FLAME THROWERS / TEMPLATE WEAPONS





CSS 100

The deadly gas weapon used by Shock Soldats.

CR	MX	RM	DAM	COST
T	-	-	13	18

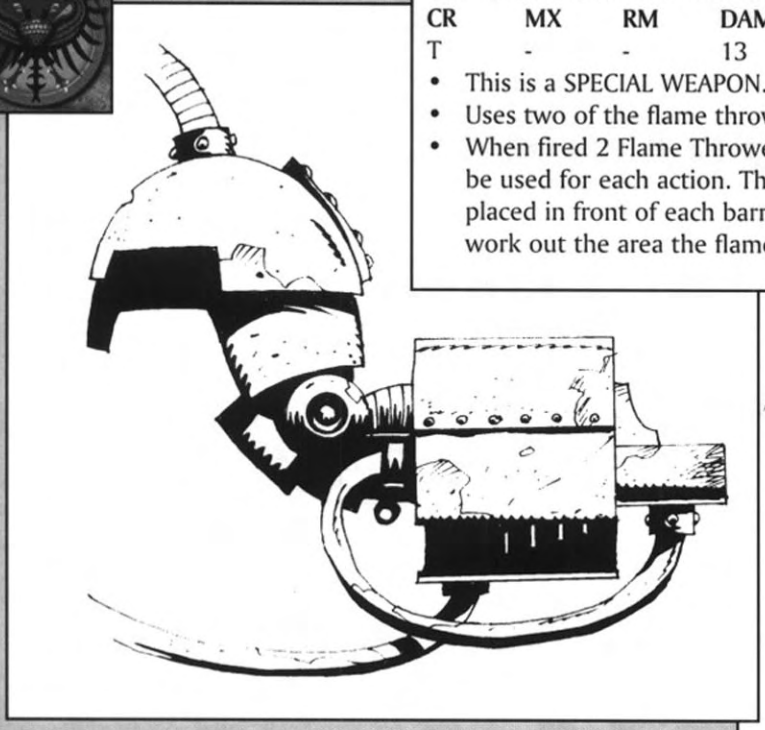
- When fired, two Corrosive gas templates should be placed in front of the model, one at each barrel.
- Uses the Gas template at the back of this book.
- No Gas Masks provide protection against attacks from this weapon.
- Uses the rules for Flamethrowers.

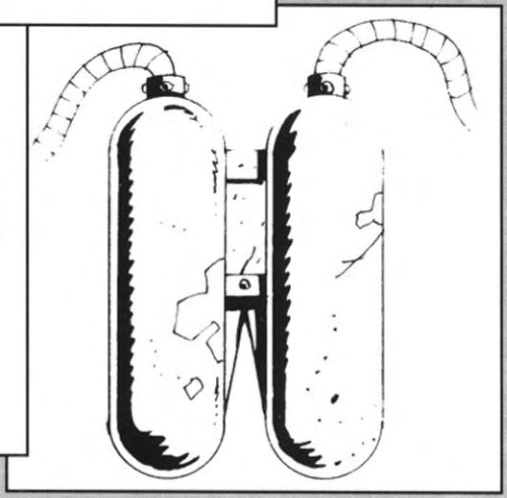
VULCAN

The Soldat Flammen's notorious weapon.

CR	MX	RM	DAM	COST
T	-	-	13	28

- This is a SPECIAL WEAPON.
- Uses two of the flame thrower templates.
- When fired 2 Flame Thrower templates should be used for each action. The flamer template placed in front of each barrel on the model work out the area the flames have touched.





"A DAY IN THE DEATH"



Flames. The screams of the dying. The once proud city of Zurich stretching out into the distance, its dark and beaten walls providing shelter for the foulest of demons. Thunder cracking open the black sky. The deep bellows of the war-beasts.

Baden grimaced. This was it.

"Almost time." Otto said to his right. His friend's voice sounded like that of an old man. Maybe it was just the rubber and metal of his gas-mask or maybe it was all the pain and death he'd seen in the last eight weeks. Two months at the Siege of Zurich. It was almost a record and a good six weeks longer than the average life expectancy for a Preussian Cossack at the siege. The Thirteenth Von Kuppel regiment was renowned for its high mortality rate. Already, Baden had been promoted to a Kommendant. His friend, serving as his second. Baden smiled weakly. They'd enlisted together back in the Spring. Back in Old Prage. A lifetime ago.

Beneath him, Baden's Rivetbull tensed it's powerful legs in anticipation of the coming charge.

"On my command." He told his men.

Baden closed his eyes and saw his beloved Anastasia once again. She would be back in Old Prague with his son, waiting for news of the campaign. When he'd received his commission and told her that he was being sent to the Siege, she had cried for three full days. The Siege was also called The Death. Few returned alive and those who did were scarred forever. It was something he knew only too well. He fought back memories of his father and opened his eyes to look down at the plains before the city. The ground was solid, the recent warm spell drying the mud. He could make out fallen weaponry scattered through the field. Echoes of previous battles. Without warning, the image of his father's final moments came to him, his corpse lying in the mud and blood eleven years before. The Kommendant had visited Baden and his mother personally to inform them. To tell the five year old child that his father had died a good death. A hero's death. Right now, with the cries of the dying before him, Baden wasn't sure there was such a thing. Death was death. More thunder echoed through the sky but this time it wasn't from the heavens. He glanced back to see the huge cannons firing from the hills. The barrage lasted for a full five cycles, smoke and dust covering the field before him. As it settled, he could see the Dark Legion still marching. Dead were scattered everywhere. Limbs and corpses blown apart under the cascade of fire. His Rivetbull growled. The twin headed eagle banner flew high in the air above them, the standard bearers ready to charge with them into the maelstrom. The flash of a gun came from the base camp. The order to attack. Baden raised his sabre.

"For the Tsar!" he roared, as the Cossacks began their charge down the rise into the bowels of Hell.

* * *

For what seemed the longest time there was only the sound of war. Baden's Rivetbull pounded into the undead legions but for every Dark Legionnaire he killed, two more took its place. Worse still, some of those injured continued their attack, oblivious to the gashing wounds torn into their undead hides. Baden's sabre ripped through one to his left. Without changing the stroke, he removed the

head from another. Before him, he could see the gates of the city slowly opening, more of the enemy marching shambolically into battle. Behind him, there seemed to be an entire legion of undead. He had no idea how he had managed to get so deep into their ranks. Otto was still close by his side, blood splattered over his cloak and plumed helmet. His left shoulder pad was smashed and the arm under it a bloody mess. Somewhere in the distance, Baden heard the horn signalling a retreat. A faint smile crossed his face. There was no way they could retreat, not through the mass of undead between themselves and base camp. He caught the eye of his friend, an angry and bitter look there. To his side, a soldier even younger than Baden clutched the Rasputin battle standard, firing his Machine kreiger into the undead. The young trooper's rifle clicked empty as Baden watched helplessly. The soldier caught his eye as gunfire from a Dark Legionnaire tore through his body.

"I heard Fleishmain was sent to the Winter Palace." Otto roared, forcing his Rivetbull to Baden's side. There was just the two of them now. The two of them and a whole legion of undead warriors.

"I would have liked the Winter Palace." Otto coughed, blood coming from his lungs, "I would have liked it very much."

His friend pulled his mask from his mouth and tossed it to the ground, blood seeping from the corners of his mouth. He didn't have long left. Only the rage apparent in his eyes was keeping him alive. Baden looked up towards the huge gates of the city. They seemed to beckon him. The Gates of Hell.

He gave Otto a mournful smile and motioned towards them. His friend nodded wearily.

"One last charge into The Death." he whispered. Baden sheathed his sabre and took out his second Heisspurfer gun.

Pulling the reins back on his beast, he made one final charge towards the gates, remembering the old Kommendant's words.

"Your father died well. He made it into the city with a whole regiment of Cossacks. The damage he caused... well, his actions could well have changed the course of the whole campaign. You should be proud."

"I should be proud." Baden whispered to himself, a red mist clouding his vision as his Rivetbull passed the standard bearer's corpse. Without pausing, Baden grabbed the battle-standard. Cannons roared from the hillside. A final salute.

He was close to the city gates now. For some reason, part of his mind told him if they could reach the gates, they might be alright. They might survive.

His Heißpurger spat death wherever he directed it, each bullet smashing into one of the attacking corpses. By his side, Otto swung his sabre like a man possessed. This was their death. The only thing they had left was an ability to kill. Or rather to destroy those who were already dead. The gates were so close. A final blast from his gun and they were there, galloping through like heroes from an old legend. Once inside, Baden pulled the reins back on his Rivetbull and looked around. The city swarmed with the undead. It was a necropolis, a dark citadel of the damned. Once proud buildings were charred mausoleums for a long lost people, the streets littered with bone and blood. He could smell their decay, their hunger even through his mask. Otto let out a cry from his side and slumped forward on his Rivetbull, the flesh of his back ripped apart by a Legionnaire's bullets. Baden picked the creature out and let loose his own volley. The creature blew apart under the onslaught of shells just before the chamber clicked empty.

"Don't..." Otto coughed, his voice just audible above the sound of the approaching Legionnaires, "Don't let them...claim...me..." he spluttered, as the life left him.

"I won't." Baden promised, making one final decision. Even though his death was on him there was no way they would claim his corpse or that of his friend and turn them into one of their own undead legion. There was no way they would do unto him what they had done unto his father. He grabbed the reins of Otto's Rivetbull and pulled the beast close to his own, removing the pins from Otto's anti-personnel mines and then his own. It was time to blow open the gates of Hell.

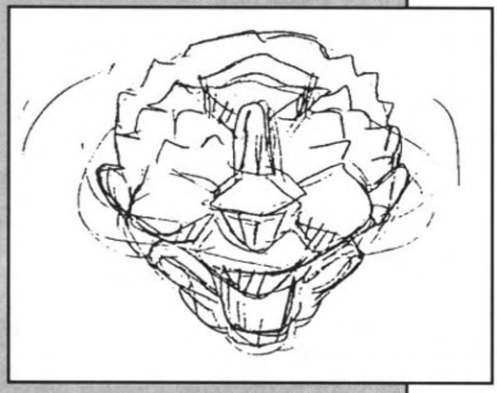
"For the Tsar." he bellowed, unsheathing his sabre as the Legionnaires started to grab for his body.

The mines exploded. It was the last sound he heard. Thunder cracking open the skies and then nothing. Nothing at all.



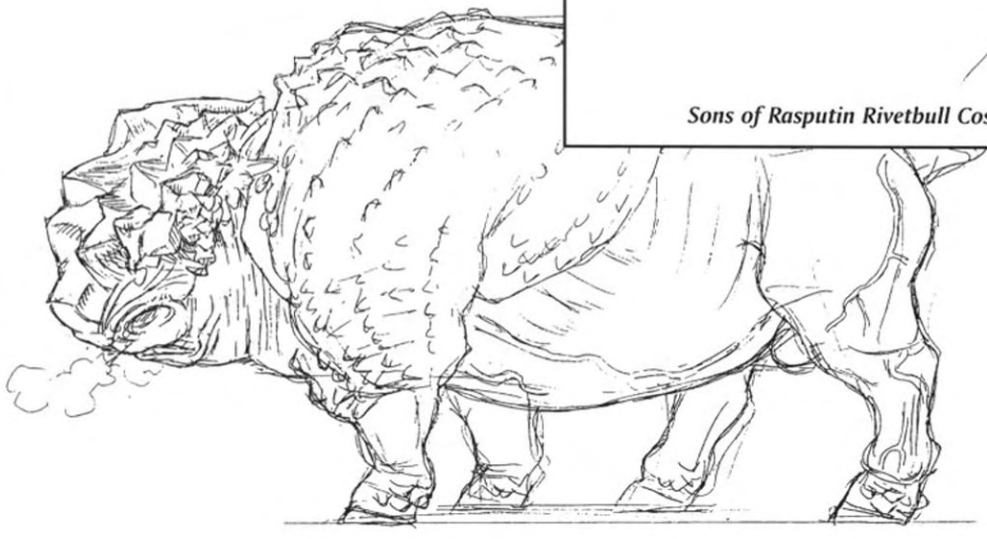
Sons of Rasputin Rivetbull Cossack Beast







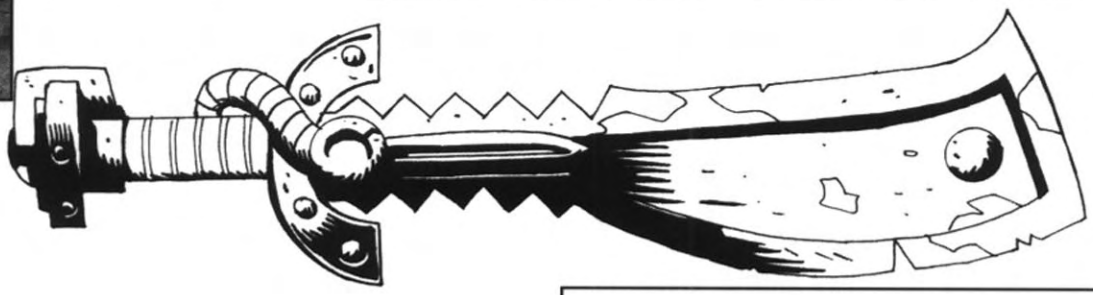
Sons of Rasputin Rivetbull Cossack Scout Beast



Sons of Rasputin Rivetbull Cossack Beast

TEMPLAR ARMORY

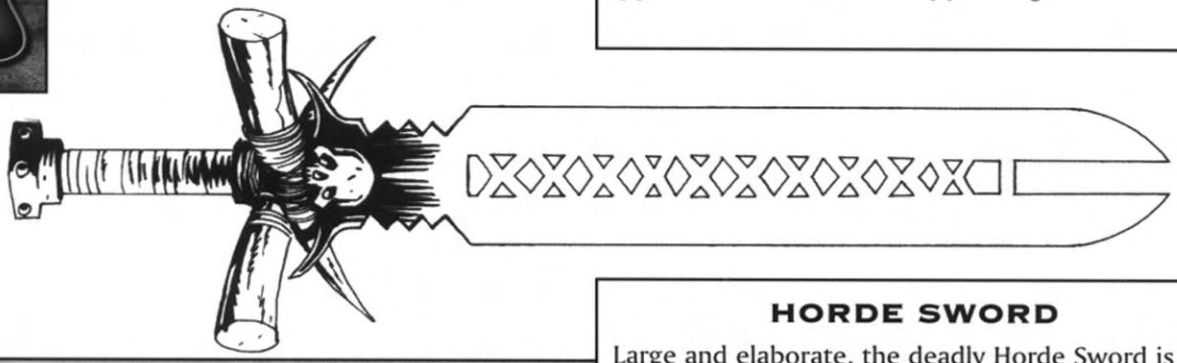
CLOSE COMBAT WEAPONS



HORDE MACHETTE

This large bladed weapon is favored by Horde Troopers.

CR	MX	RM	DAM	COST
CC	-	-	14	5

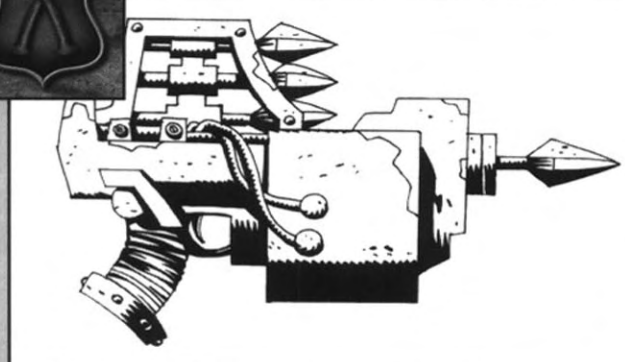


HORDE SWORD

Large and elaborate, the deadly Horde Sword is a sign of a warrior and only used by those who have achieved some standing in the templar military.

CR	MX	RM	DAM	COST
CC	-	-	16	8

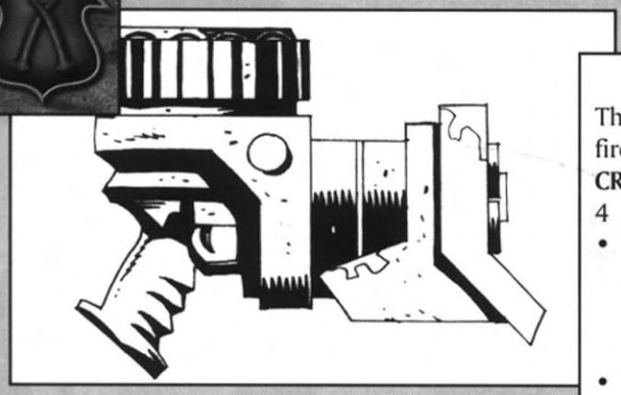
SIDEARMS



MARKER

The standard side-arm of the Templar militia.

CR	MX	RM	DAM	COST
3	6	-1	11	2



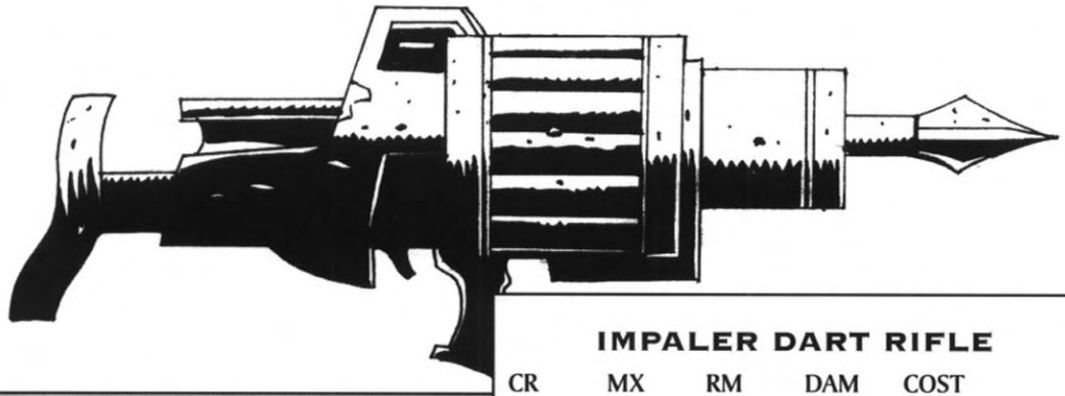
TEMPLAR WITHERER

This is a quick action weapon capable of deadly fire.

CR	MX	RM	DAM	COST
4	8	-2	10(x3)	15

- This weapon can only be bought for the Gendarme Bestal unless it is otherwise specifically noted in a troop's description that it can be armed with the Templar Witherer.
- This gun can NOT be fired as a Burst Fire weapon.

ASSAULT RIFLES

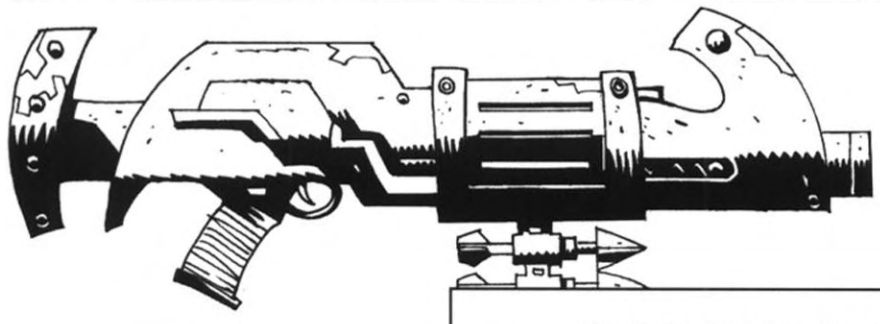


IMPALER DART RIFLE

CR	MX	RM	DAM	COST
8	16	-3	11(x2)	15

- This gun can NOT be fired as a Burst Fire weapon.

HEAVY WEAPONS

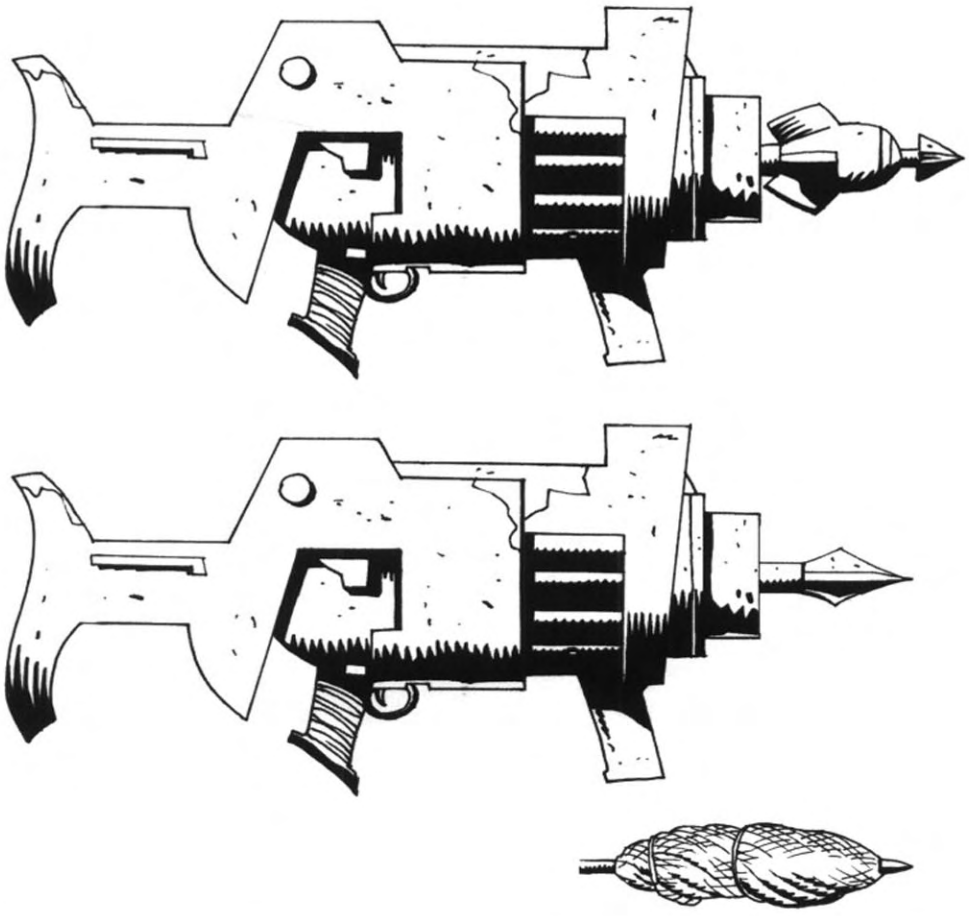


TEMPLAR TAINTER

Rare but effective dart rifle.

CR	MX	RM	DAM	COST
20	30	-3	15(x2)	30

- This weapon is capable of Burst-fire.



TEMPLAR HEAVY HARPOON

The Harpoon is used by Hunters and the Cavalry to deadly effect.

CR	MX	RM	DAM	COST
20	30	-3	special	39

- You may buy and use three different types of ammo for the Harpoon.

HARPOON - 5 POINTS This ammo is a single fire harpoon shot. It cannot be fired as a Burst fire weapon. The DAM of the Harpoon shot is 15(x2).

NET - 5 POINTS This ammo is fired using the Net template. Place the template over any models then roll to see if you hit. If you hit, the next time the models are activated they can do nothing except try to get out from under the net. To do this you must roll a Break out attempt roll vs. the net strength (which is 5). You can perform one Break Away attempt per action, if the attempt failed the model may do nothing else this turn and is still stuck under the net, if the attempt was successful place the model at the edge of the template then he may perform his actions, but minus the number of actions you spent on breaking out of the net. If a model that is stuck under a net is engaged in close combat it may not defend itself (cannot Parry). THIS TYPE OF AMMO MAY ONLY BE FIRED ONCE A TURN.

- A model can't be covered by more than one net.
- The net will deviate if it misses its target.

EXPLOSIVE HARPOON - 5 POINTS When you fire this harpoon it causes a DAM 14–use the explosion template. There are no negative modifiers for the explosion, all the damage is 14.

"BLOOD"

The Lutheran settler didn't have time to signal the alarm. He died instantly, the dart from a deadly Templar Impaler almost cutting him in two. The Gendarme known as Cavour stepped over the corpse, his face cold and emotionless. From behind came the heavy breathing of the Prophets and the whispered chanting of the Horde Troopers. They were preparing themselves for battle. The chanting was kept to hushed whispers by the Horde Centur who was carefully building their battle-fury. The other Centurs were following his lead. While the Horde was not large, it was more than enough for the mission. Somewhere in the cursed Lutheran settlement below were three of their own. Captured by the Lutherans when they had been collecting tithes from a nearby village under Templar control. Cavour's mouth twisted into a growl. His brother Louis was one of the prisoners. Louis had always believed the lesser races could be brought into the Terra Nostra, re-educated to become vassals of the Empire. He was too soft for his own good. Cavour knew the truth. The Goddess had told them all the truth through her signs. The lesser races had to die. A few chosen ones could die honorably as Legionnaires, fighting against their kin alongside the Templars, but die they must. Only when the Terra Nostra covered the whole world, would peace be achieved. The steady purring of a Prophet brought Cavour back from his musings. It was time. Over a hundred Troopers, including Gendarmes and Legionnaires, awaited his signal. The Bestals' huge Prophets were baying hungrily, the scent of death heavy in the air. The Legionnaires would lead the charge. A distraction for the Lutherans until the Templar Cavalry swept down the hillside. It would be a swift and merciless attack. It had to be, if their fellow Templars were to be saved. If his brother was to be saved. Cavour motioned with his hand and sent a silent prayer to the Goddess. The next instant chaos enflamed the small Lutheran outpost. The sight of the Legionnaires rushing towards the settlement set the alarm ringing. The bell summoned Lutheran soldiers to arms, but even as a few sought weapons, they were overwhelmed. Cavour gave a second signal and the Cavalry entered the fray, the Gendarmes alongside them. Even from this distance, he could scent his brother. He was somewhere inside the compound and scarcely alive. The scent of death and fear was everywhere and, coupled with the chanting from the Horde Centurs, increased Cavour's rage a thousand fold. The Lutherans didn't stand a chance. A couple of farmers were running for the false security of the settlement. Cavour raised his Impaler and pressed the trigger. Darts ripped the humans' pathetic bodies apart. A blade flashed to his left but Cavour ducked underneath the sweep and pressed the trigger of the Impaler. A dart sent the Lutheran flying back through the air. Flames were already claiming some of the buildings as he entered the settlement. A dying Lutheran struggled on the ground before him, two huge Purgers clawing and biting through his flesh. Cavour scanned turmoil, trying to pin-point his brother's weakening scent. Walking carefully through the heart of the settlement, Cavour's Impaler claimed more lives as Lutherans tried to stop him. It was a hopeless fight. They were outnumbered and outclassed.

"Bazaine!" Cavour yelled, seeing one of his kin virtually disembowelled by a Lutheran blade. Cavour fired his Impaler at the creature but the dart had little effect. Blood was seeping from wounds on the Lutheran's hands and feet, red tears streaming down his cheeks.

"A demon..." Cavour whispered to himself, "truly you are an enemy of the Goddess to stain her earth with your foul blood."

Cavour fired again. Still no effect. The monstruosity was close to him now and raising his blade for an attack. Cavour unsheathed his own blade - a mighty Sword of Destiny - and brought it crashing down onto the Lutheran, almost cleaving him in two. This time, the Lutheran remained still.

The scent of smoke and death was concealing the captives. At least Cavour hoped the smoke was masking his brother's scent. If not... Cavour caught sight of the three crosses at the far end of the village and screamed. They were too late. Far too late. He moved slowly forward, ignorant of the carnage around him as the few remaining Lutherans were rounded up. The crosses were barbaric things made of wood, each with a Templar hanging upside down, nailed savagely to it's hard surface. In the centre of the three was his own brother. All were dead. Judging by the blood and open cuts that lashed their naked corpses, their deaths had not been easy ones.

Other Templars were slowly moving to his side, waiting for his command. His brother had been the innocent. His brother had worked with the lesser races, even re-educating some and suggesting that their souls could be saved.

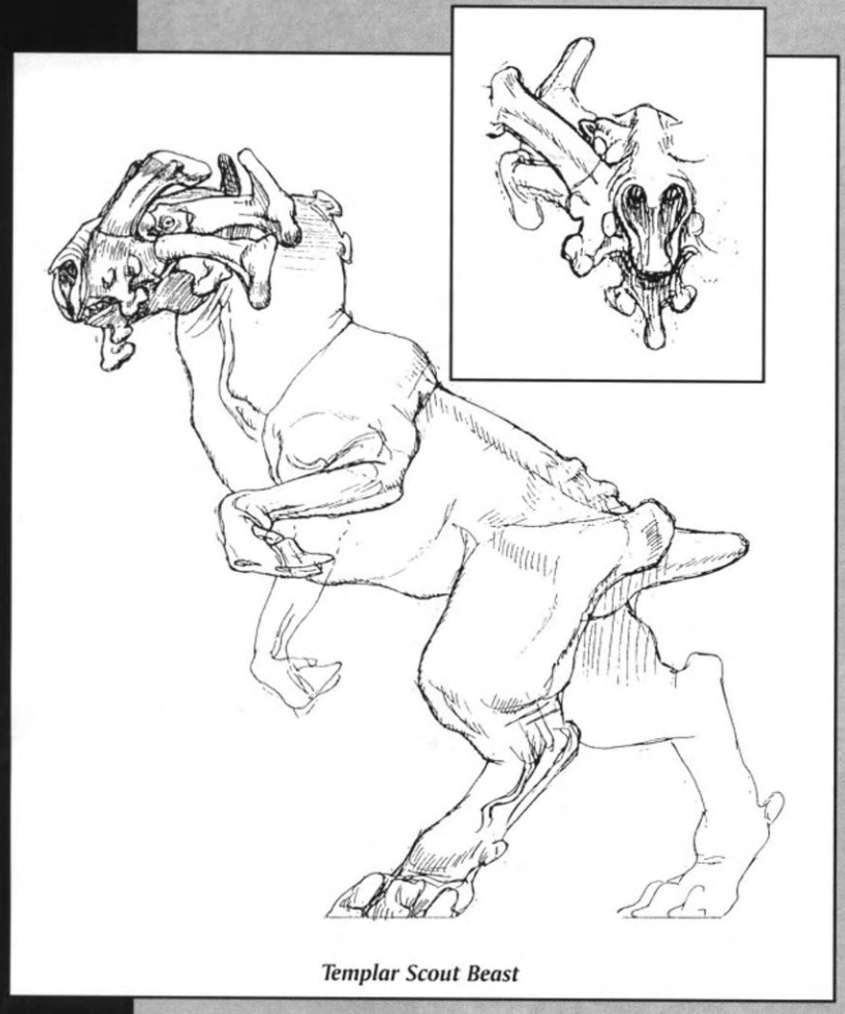
"See where you foolishness has got you, Louis?" The Gendarme whispered to himself, looking through the smoke at his brother's corpse.

The Bestals awaited a command.

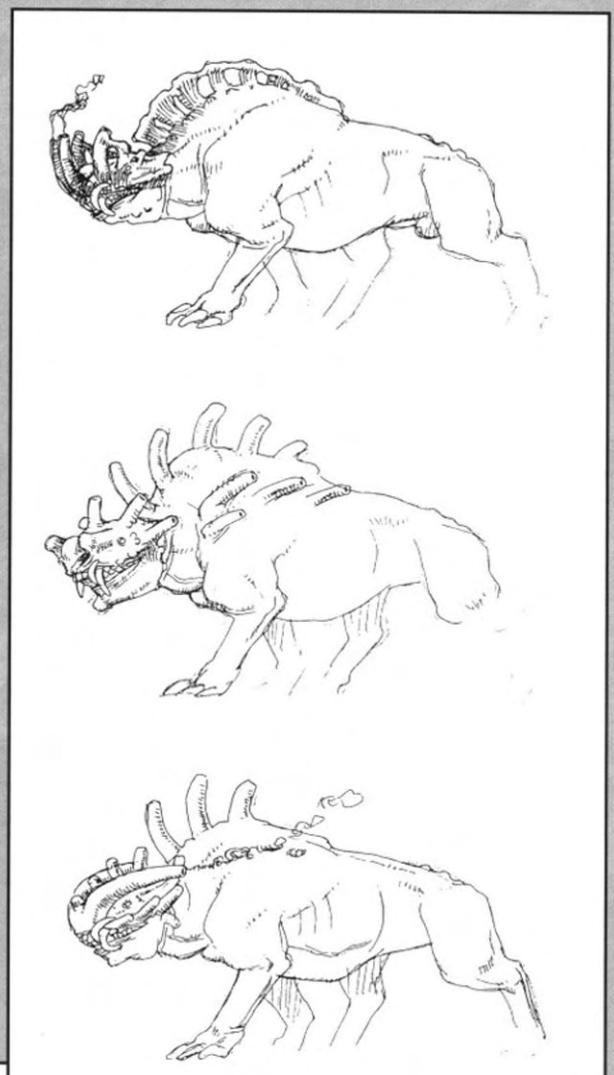
Cavour closed his eyes and cursed the pathetic creatures who sought to escape from Templar rule.

"Kill them." he ordered, "Kill them all and raise the village to the ground."

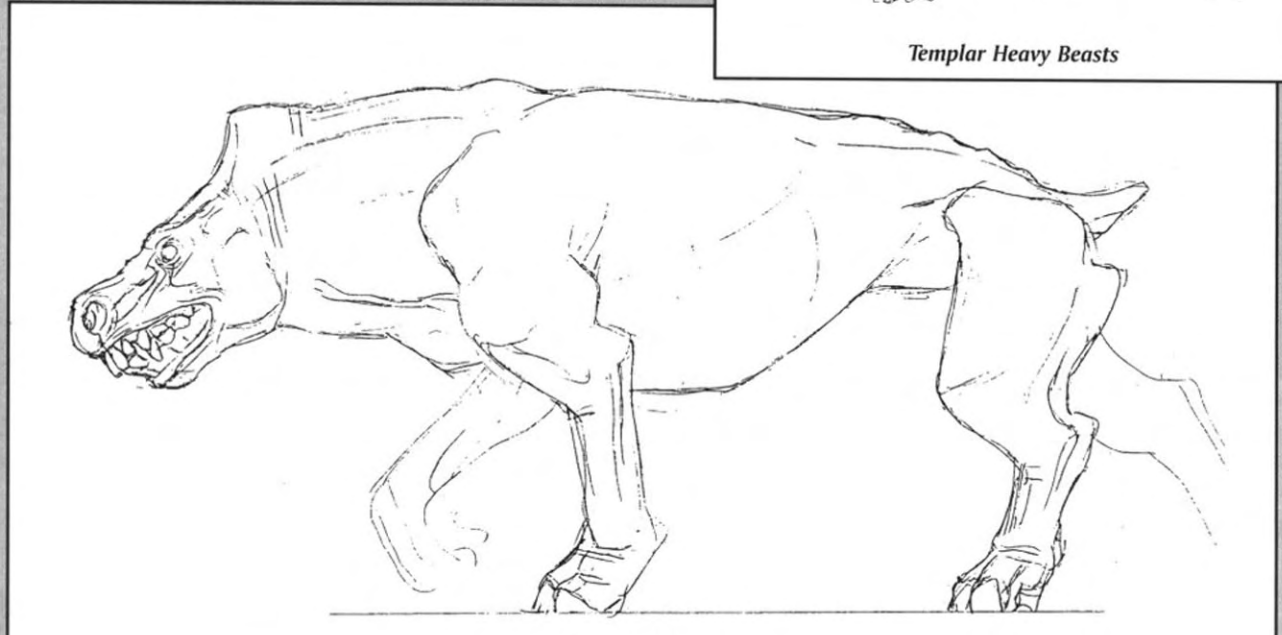
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Templar Scout Beast



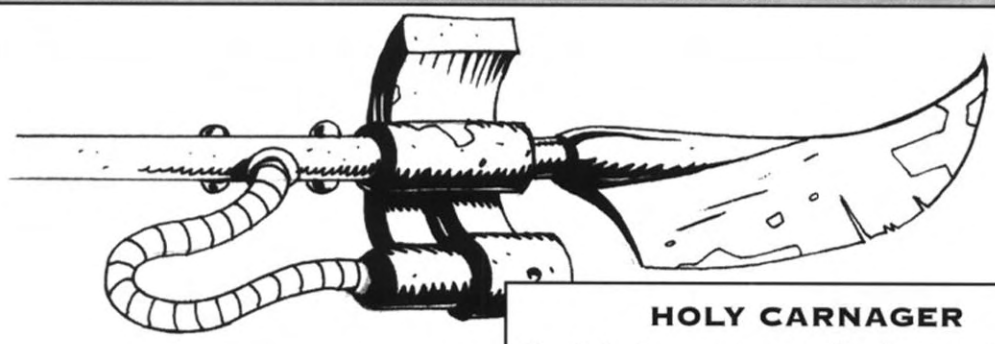
Templar Heavy Beasts



Templar Beast

CRESCENTIA ARMORY

CLOSE COMBAT WEAPONS

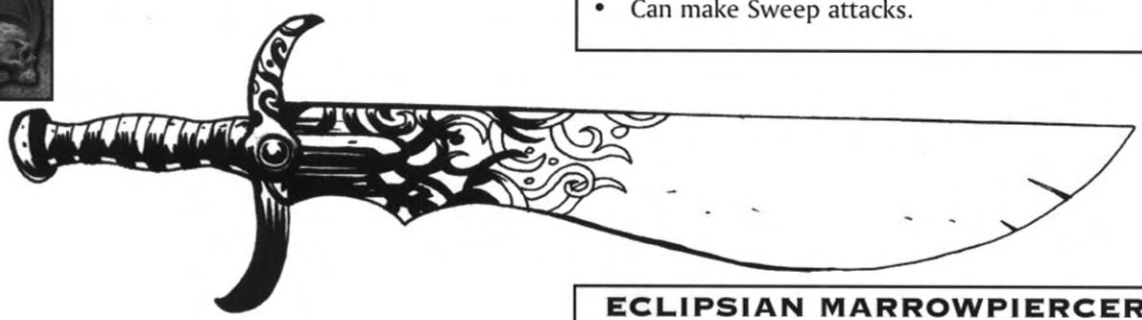


HOLY CARNAGER

The Holy Carnager is an ax-like close combat weapon favored by the Crescentian Infantry.

CR	MX	RM	DAM	COST
CC	-	-	15	5

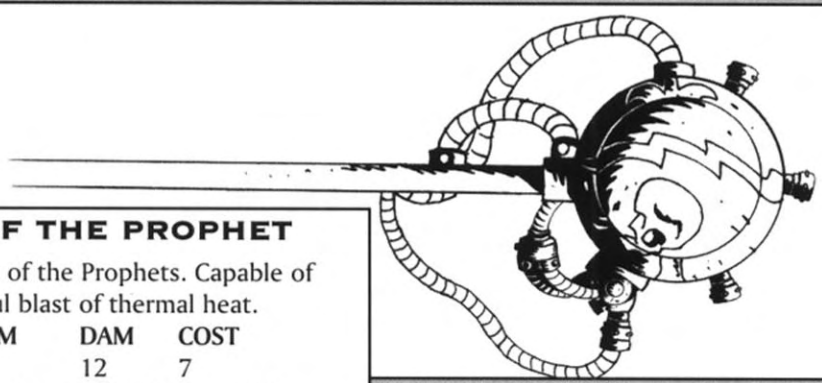
- Can make Sweep attacks.



ECLIPSIAN MARROWPIERCER

This huge steel scimitar can cut through flesh and bone with ease. It is the favored weapon of the Khan's Guard and Jihad Infantry.

CR	MX	RM	DAM	COST
CC	-	-	12	2



STAFF OF THE PROPHET

The sacred weapon of the Prophets. Capable of releasing a powerful blast of thermal heat.

CR	MX	RM	DAM	COST
CC	-	-	12	7

- Capable of releasing a DAM 15 thermal heat charge with a 6 inch radius if charged for 2 actions prior to use. This charge does not damage friendly models.



CREMATORGAUNTLET

This heavy and large steel gauntlet has small flamers inserted above each of the knuckles which release thermal heatwaves on impact.

CR	MX	RM	DAM	COST
CC	-	-	14	3

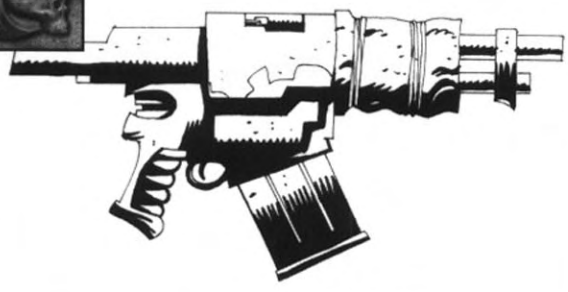


CREATORBLADE

An elaborately carved ceremonial dagger, the deadly curves make it the trusted weapon of the Prophets.

CR	MX	RM	DAM	COST
CC	-	-	10	1

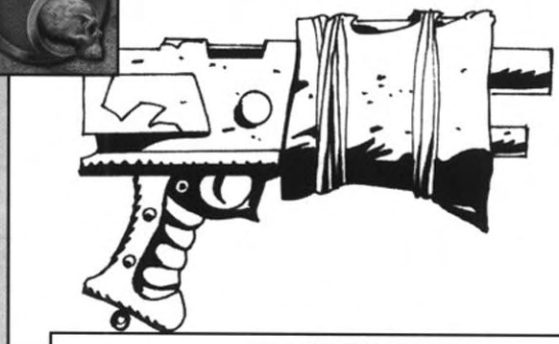
SIDEARMS



SPIRIT CASTOR

A twin barrelled handgun that can be devastating on the battlefield.

CR	MX	RM	DAM	COST
4	8	-3	13	6



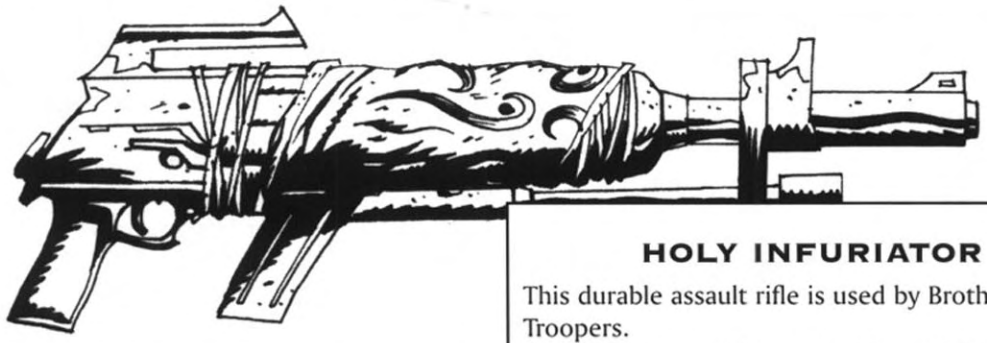
VERACITOR

This large calibred automatic hand-gun is the favored side-arm of most Crescentia.

CR	MX	RM	DAM	COST
3	6	-2	11(x2)	7

- May not Burst-fire.
- Does NOT need to be braced.

ASSAULT RIFLES

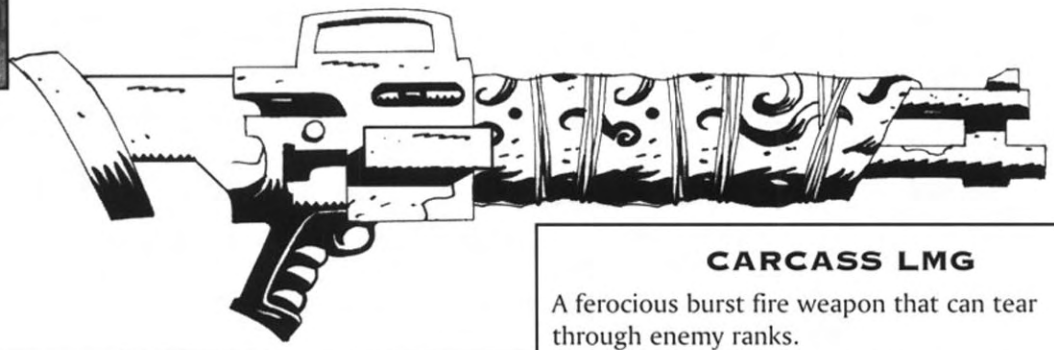


HOLY INFURIATOR

This durable assault rifle is used by Brotherbound Troopers.

CR	MX	RM	DAM	COST
9	18	-3	12	5

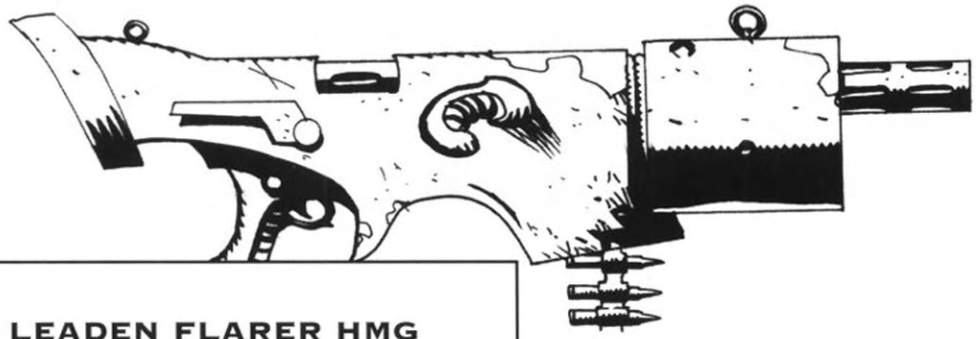
HEAVY WEAPONS



CARCASS LMG

A ferocious burst fire weapon that can tear through enemy ranks.

CR	MX	RM	DAM	COST
10	20	-3	11(x2)	15

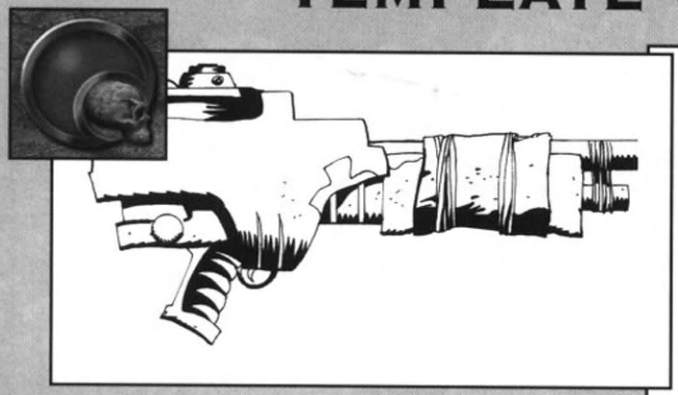


LEADEN FLARER HMG

CR	MX	RM	DAM	COST
18	30	-3	11(x5)	37

- May not Burst-fire.

TEMPLATE WEAPONS



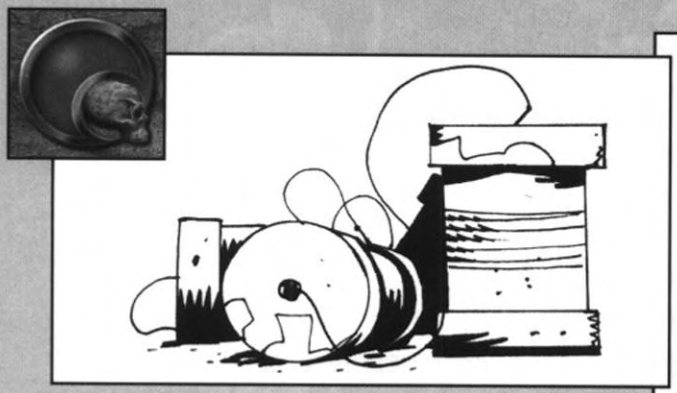
ALABASTER INFECTOR

This rare weapon is used with caution by specially trained troopers. It is loaded with small glass beads with an extremely contagious virus which attacks through the skin.

CR	MX	RM	DAM	COST
T	-	-	15	20

- The Alabaster Infector uses the Infected template enclosed at the back of this book–all models under the template are automatically hit.

SPECIAL WEAPONS

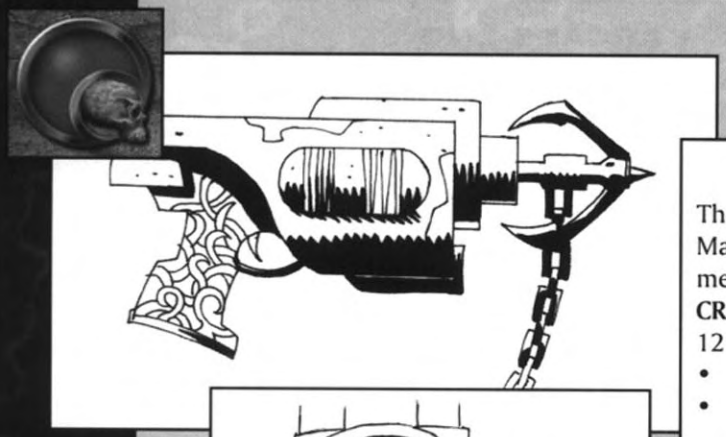


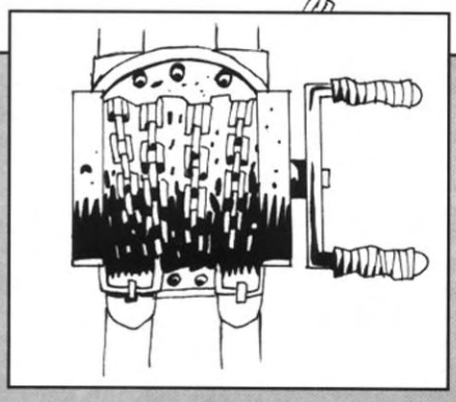
DETONATOR PACK

The Detonator packs are used by the Martyrs with the main purpose of killing enemy beasts.

CR	MX	RM	DAM	COST
-	-	-	16(x4)	10

- Once a Martyr has winched himself to the Beast, he may spend one Use Special Power action to blow himself up. The Martyr is killed and its target must roll to see if it is damaged/wounded.





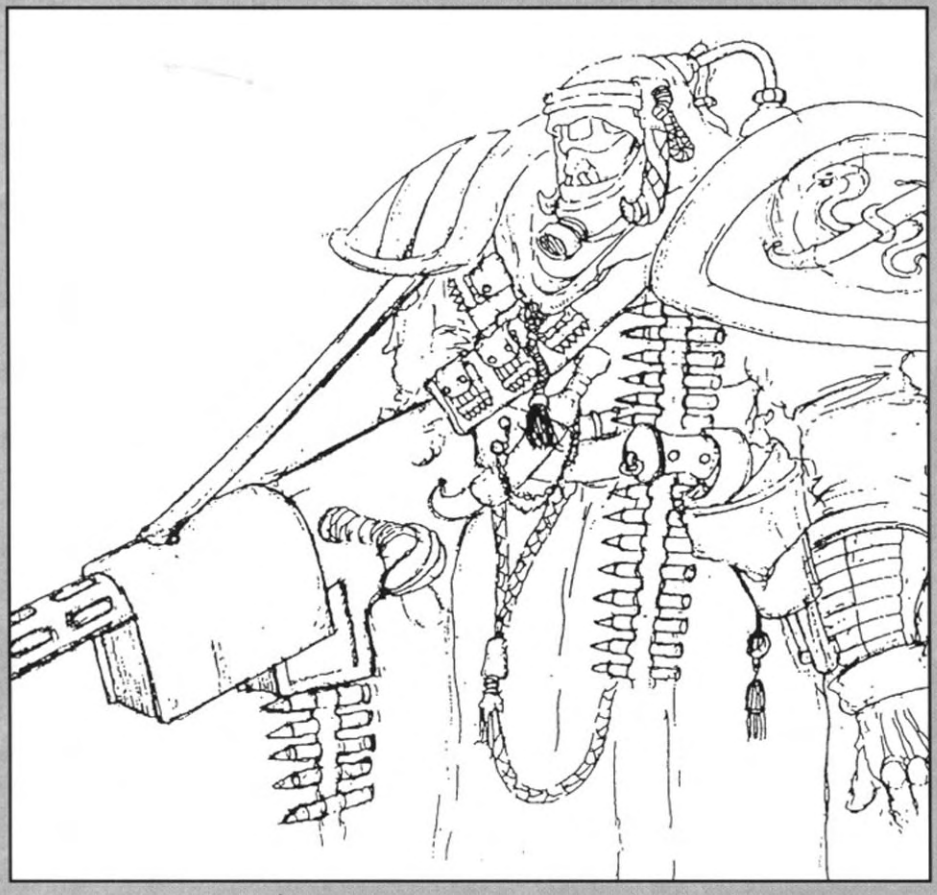
THE STRATAGEM

The Stratagem is the harpoon-based winch weapon used by the Martyrs against opponent beasts. It has a ranged extremely resilient metal wire connected to a barbed harpoon.

CR	MX	RM	DAM	COST
12	-	-	-	1

- The Stratagem can only be used against LARGE or GIANT models.
- If the harpoon hits its target it has stuck to the model. The Martyr can then choose to winch himself forward the full length of the wire (12 inches) in ONE action. The Stratagem is fastened to the Martyr meaning that he may never loose grip. If he is stuck to a victim that moves he moves with it, even if he hasn't winched himself to the victim, in which case he will be dragged by the wire as the Beast moves.

"MARTYR'S DAY"



Screams. The ground shaking under the pounding hooves of the mighty Eclipse Mammoths. The dank and desperate scent of blood, fear and death. Lal Roshan of the Crescentian village known as the Fallen Moon moved to the side instinctively, allowing the bullet from the attacking Rasputin soldier to harmlessly pass him by. A loyal Brotherbound trooper was on the infidel in an instant, his huge Eclipsian Piercer cutting through the unfortunate Rasputin's body armour to the flesh below. Above dark clouds roared their own menacing tune. Lal Roshan could foretell what was to come without using his skills as a Prophet. Flash Lightning. It could be the thing that could save his clan, if it didn't kill them first.

"By the First Prophet's grace, I implore the sacred powers to give me the strength. I, Lal Roshan..." The Prophet slipped into an ancient and long forgotten tongue as he summoned the power from within. Across the ruins of the ancient city he had led his kin to, only death and violence could be seen. It was wrong. This was one of their holiest times. Martyr's Day. It should be a day of peace and silent prayer, not chaos and bloodshed. The Infidels had attacked from the north with the dawn, taking the people of the Fallen Moon by surprise. It had taken little time for the Crescentians to don their battle armor and lead their beasts into the fray.

The sun was now burning overhead, the air around dry and barren. The Rasputin Cavalry were slowly retreating, preparing for a second charge. They had been forced back at great cost, the motionless forms of the many Rasputin and Crescentians revealed the losses both sides had suffered.

Lal ended his prayer and felt the power surge through him. He was now a weapon. A weapon of the Prophet. His deep-set black eyes scanned the battlefield to see where his power was needed.

To his left, the Khan's Guard were holding their position with honor. The Fallen Moon were fortunate to have such great warriors travelling with them - as the dead Rasputin soldiers by their feet testified, the Khan's Guard were the best in creation.

There could be little doubt that all were fighting with honor but there was a nagging doubt at the back of the Prophet's mind. The omens were bad. Blood was falling on Martyr's Day. Such a thing had not happened for two generations. The ancient ruins around them were catacombed with dark corridors concealing untold horrors and secrets. Perhaps the Prophet's dreams had been wrong and the Fallen Moon should not have come through here. Perhaps the visions had been false. Or worse still the work of The Dark One, the ancient enemy of his people, seeking to doom them before they could prepare for the Final Battle.

Yes, he decided grimly, the omens were very bad. It was a balance he would have to deal with. His body and mind ached as one as the power flowed out of him and into the troops, granting the entire clan renewed strength. They would not run now. They would stand and fight, even if it meant their deaths - no matter what horrors the enemy sent their way. Weak from the casting of the Prophecy, Lal Roshan dropped to one knee, supporting himself momentarily with his Staff of the

Prophet. The world seemed to swim out of focus. The Prophets were trying to tell him something. Something important. The reason for travelling to the ruins. Two mighty Jihad warriors were by his side without his knowing, their Holy Infuriators blasting at the Rasputin cavalry seeking to kill their leader.

"My friend, are you injured?" Sergeant Borak asked, helping him to his feet.

"No. I am fine." The Prophet replied, the weakness of his voice betraying his true condition.

He was still aware of the battlefield but it was a distant awareness. The images were fading only to be replaced with others. Images of the city in its prime. Powerful craft flying through the sky, healthy and beautiful people pacing the streets. His vision moved to a building, the words above the arches entrance way in some strange and unknown tongue.

"What you seek is inside." a voice whispered from his side.

Lal Roshan's heart stopped. It was his father's voice. A Prophet himself, claimed in battle some ten years gone and now standing by his side and directing him to the building with a calm and compassionate smile.

"You must hurry. There is little time." his father said, fading away with the last of his words before Lal Roshan could ask any of the million questions burning through his mind.

An explosion shattered the world before him like a mirror smashing into a thousand jagged fragments and he was again looking over the battlefield.

"Friend Lal, are you sure all is well?"

"There." the Prophet said, pointing his staff to the ruins of an ancient building. Age and the Great Death had destroyed a wall and part of the roof but Lal knew it was the one from his vision.

"What we seek is in there." his words were scarcely out of his mouth when the Sergeant was ordering a group of Khan's Guard into the building. They moved as one with the Prophet. Close to the door, Lal spun quickly and directed his Staff behind them. It charged with power as three Rasputins galloped towards them on the back of huge and hungry looking Rivetbulls. Lal could smell their hate as the Staff spat heat, all three going down in agony as their skin boiled and blistered.

Backing into the building, Lal Roshan knew his visions had been true. Maps were scattered across ancient tables. Maps showing forgotten places of power and food. The soldiers knew what to do without being ordered and gathered up the invaluable papers. A Rasputin soldier burst through the door only to be cut down by a fierce cry from Sergeant Borak's Veracitor.

"Outside." Lal ordered, the Guard laying covering fire as they moved from the building.

Half way down the battered steps, the small group froze as a troop of Rasputins broke through and galloped towards them. Too many to kill. Lal glanced weakly at his old friend, Borak.

"Martyr's day," he whispered, "a good day to join the Prophets..."

The Sergeant nodded silently and gave his weapons one last check. One of the guards fell to the floor, half his head disappearing under a cascade of Rasputin gunfire.

Lal prepared to die when thunder cracked open the heavens.

"May the Prophet watch over us." he whispered, blessing those around him and bringing his Staff up to block an attacking blade for the final actions of his life. Lal was prepared to die when lightning ripped open the sky. The world froze and restarted at an agonizingly slow pace. The Sergeant was firing and then falling backwards, bullets tearing through his muscular frame. Something hard and small struck Lal's left arm and he glanced at it only to see blood seeping from two bullet wounds. There was no pain. He turned his head towards the attacking troopers just as the Flash Lightning came crashing down among them. One of the Guard's vanished in a blaze of pure light... along with all but one of the attacking Rasputin soldiers. The air was heavy with the scent of blood and burnt flesh. Still alive, the world lurched forward and returned to its normal pace. More lightning struck the ruins, causing a massive explosion. The Rasputins were retreating now, deciding against the continuation of the struggle. Lal quickly gathered some of the maps from the Sergeant's dead hands. The ground vibrated and Lal looked up, thinking more lightning was striking the streets but smiled weakly when a huge Eclipse Mammoth caught his vision, retreating Rasputins dying under the beast's massive hooves.

Whispering another prayer, Lal sent the signal to his people to retreat. The time for battle was over. They had the maps. Now they must be studied to see where next the Fallen Moon would walk. As one of the Heroes helped him onto the back of the Eclipse Mammoth, Lal glanced back at the carnage littering the streets. Many proud warriors had fallen this day. Later, when the time was right, they would retrieve their fallen brethren. Pyres would be built and their spirits sent to the Prophets. They had died to help their brothers. There could be no nobler death. It was Martyr's Day and the heavens were crying with Crescentian blood. The blood of heroes. The blood of Martyrs.

* * *



Crescentia Beast



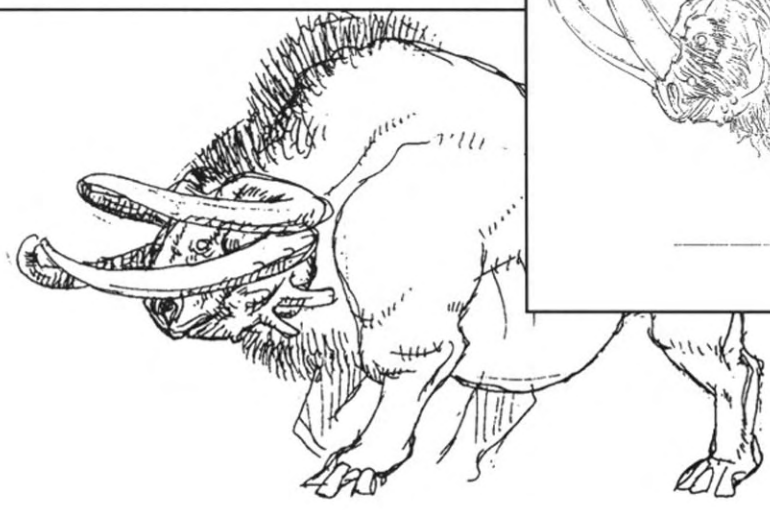
Crescentia Beast



Crescentia Beast



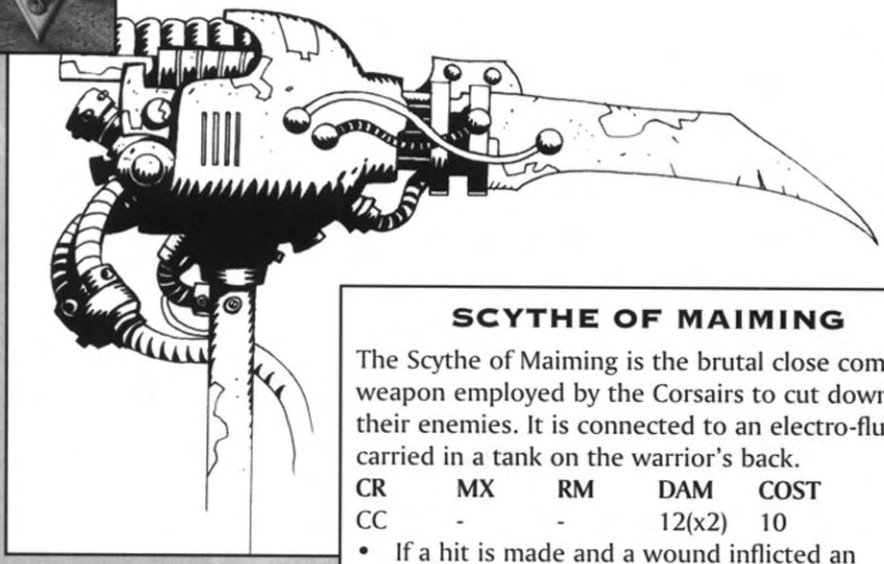
Crescentia Beast

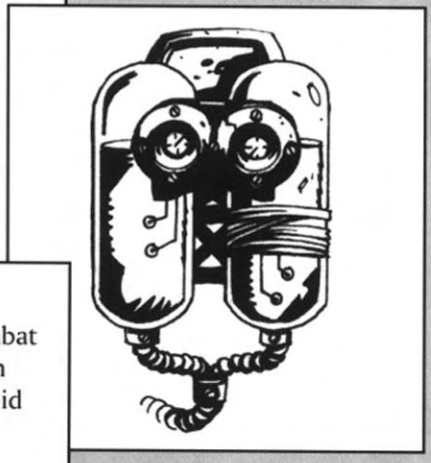


Crescentia Beast

LUTHERAN TRIAD ARMORY

CLOSE COMBAT WEAPONS



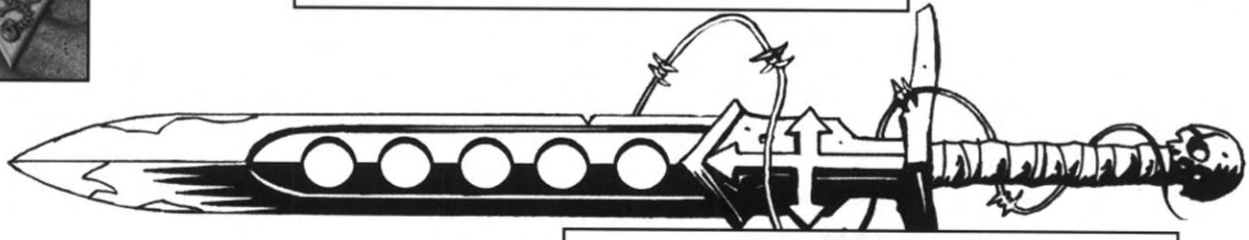


SCYTHE OF MAIMING

The Scythe of Maiming is the brutal close combat weapon employed by the Corsairs to cut down their enemies. It is connected to an electro-fluid carried in a tank on the warrior's back.

CR	MX	RM	DAM	COST
CC	-	-	12(x2)	10

- If a hit is made and a wound inflicted an additional automatic hit electric charge is released with a Damage of 14.
- Can make Sweep attacks.



THE HELMORE

This sword is unique to the Triad. It is given to a Lutheran the day after he passes through the Cleansing.

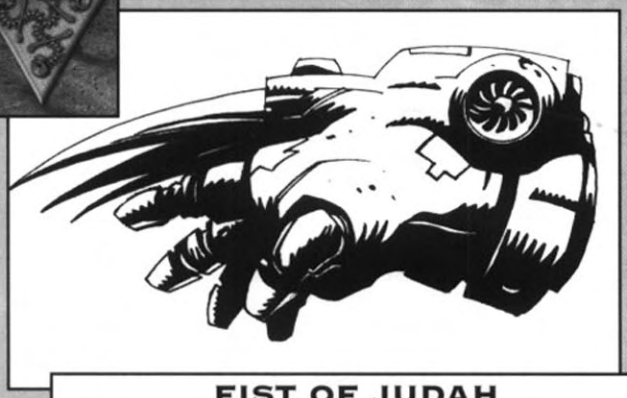
CR	MX	RM	DAM	COST
CC	-	-	13	3

- Can make Sweep attacks.

STAFF OF ANCIENT KINS

The staff wielded by the Lutheran Patriarchs as a status of their power within the Kin.

CR	MX	RM	DAM	COST
CC	-	-	11	2

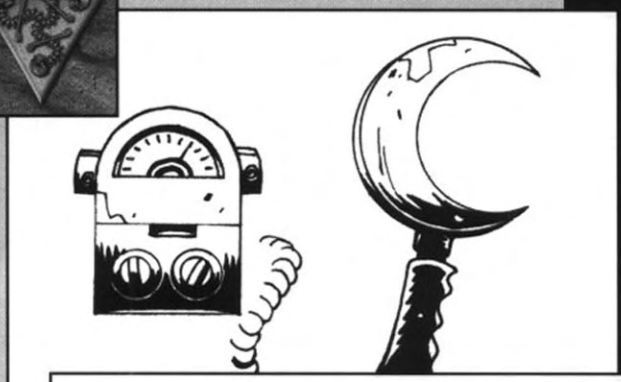


FIST OF JUDAH

This gut-ripping three-bladed metal glove is made of the blackest steel. It can slice through most alloys as though they were paper.

CR	MX	RM	DAM	COST
CC	-	-	12	5

- If a wound is inflicted with the fist, the victim has to make a break-away roll (no action required) or get stuck on the blades. If he does get stuck, the fist automatically inflicts one wound per Close Combat attack action spent, for as long as the victim is stuck. The victim is allowed one Break-away roll (no action required) per inflicted wound.



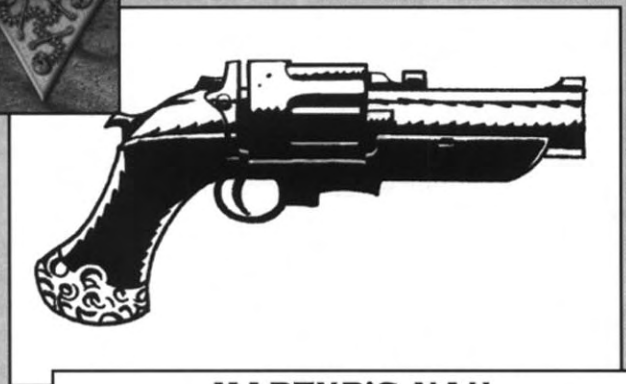
SICKLE OF SORROWS

This electro-boosted sickle is used by Lutheran Sergeants.

CR	MX	RM	DAM	COST
CC	-	-	12	6

- If it inflicts a wound you can automatically release an electric charge to inflict one additional wound by spending an additional action.

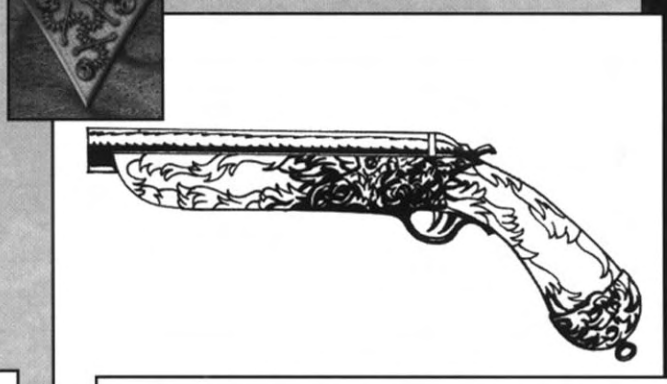
SIDEARMS



MARTYR'S NAIL

The main hand-gun of the Lutheran army, they are large calibre and effective.

CR	MX	RM	DAM	COST
2	6	-1	12	1

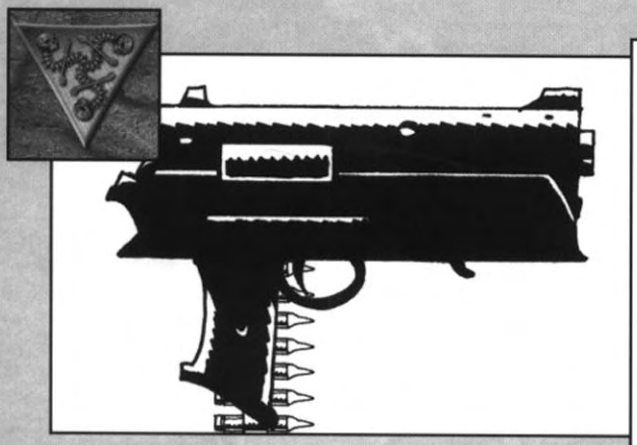


GEMINILASHER

This twin barrelled sawn-off shotgun is the most commonly used weapon by Lutheran forces.

CR	MX	RM	DAM	COST
T	-	-	10	5

- Uses the Shotgun template.
- Considered a Sidearm.



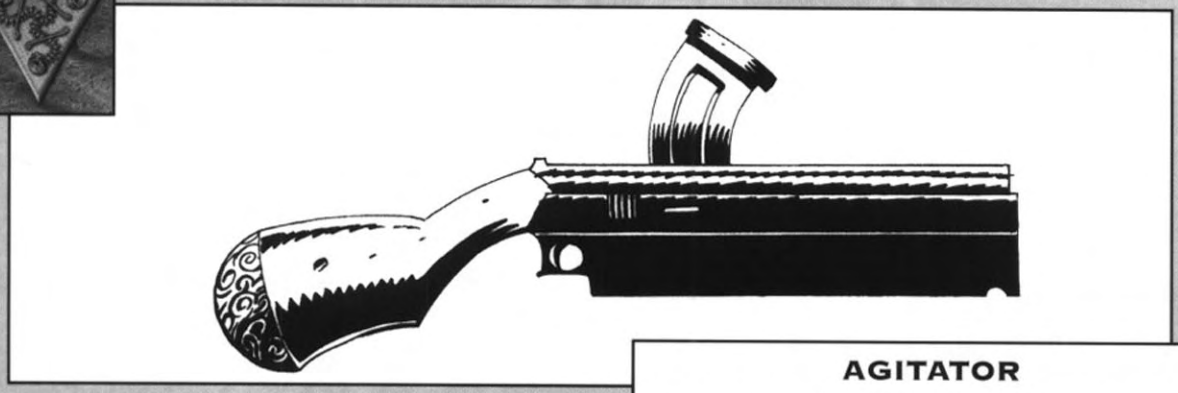
INFERNAL BREATH SMG

The Infernal Breath is taken into battle by the Fusiliers, who carry one in each hand.

CR	MX	RM	DAM	COST
4	8	-3	11(x3)	15

- May not Burst-fire.
- Does not need to be braced.
- Can only be purchased for Fusiliers unless otherwise specifically noted in a troop's description that it can be armed with the Infernal Breath SMG.

ASSAULT RIFLES

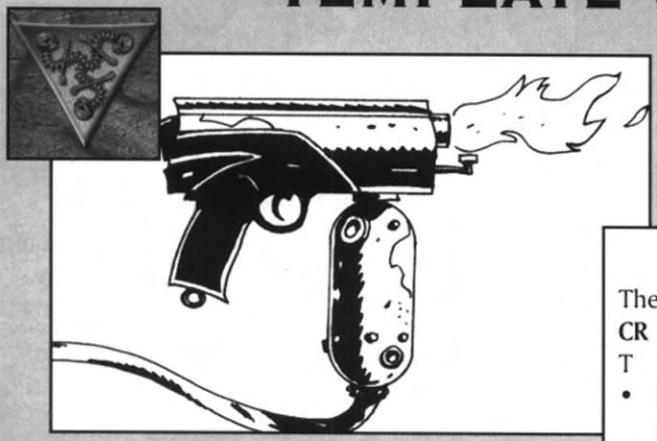


AGITATOR

Commonly used by Lutheran Disciples, it is heavy, hard and reliable.

CR	MX	RM	DAM	COST
9	18	-4	12	5

TEMPLATE WEAPONS



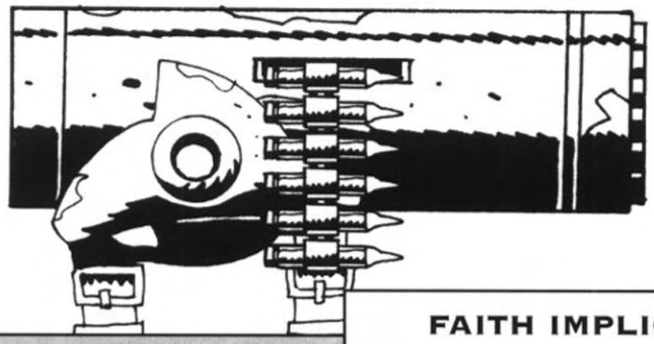
APOCALYPTIC GUSHER

The deadly hand-flamer used by the Cavaliers.

CR	MX	RM	DAM	COST
T	-	-	12	13

- Uses the Small Flamer Template at the back of this book.

HEAVY WEAPONS

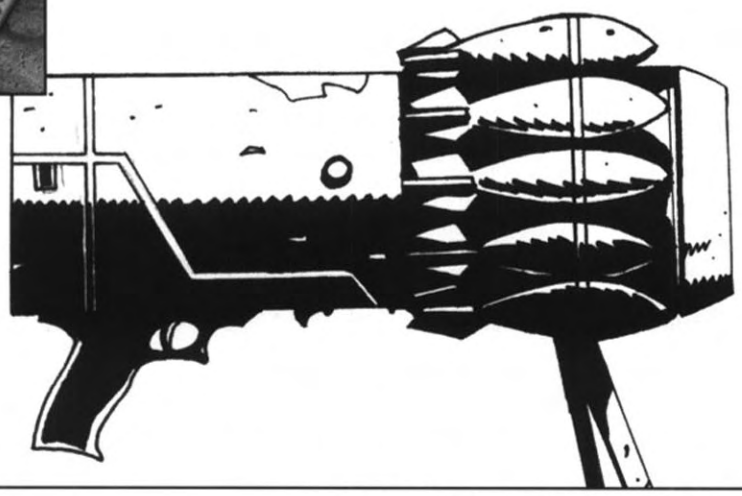


FAITH IMPLICITOR HMG

Mounted on the horses of the Heavy Cavaliers, the twin-set barrels are linked together and operated by a saddle-switch on the side of the horse. They are belt-fed with ammunition from boxes on the horse's back.

CR	MX	RM	DAM	COST
20	40	-4	15(x3)	43

- A Cavalier using a Faith Implicator is allowed a secondary attack with a side-arm or hand-held close combat weapon in the same action.

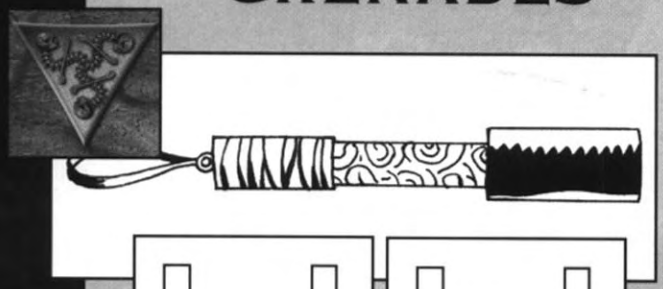


GREYMOURN AUTOMORTAR

AMMO	CR	MX	RM	DAM	COST	OTHER
Explosive Mortars	15 min.	30	-3	15(x2)	34	Explosive template no negative mod.
Long Range	35 min.	60	-4	13		Explosive template no negative mod.
Short Range	10	17	-2	14		Grenade template.

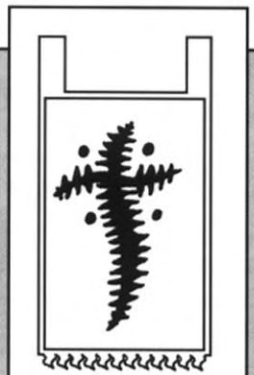
- The Automortar can use three types of ammunition, decide which you are using for the shot before you roll to hit. All three ammunition types are included in the weapon cost.

GRENADES





Kain Havoc makers unit banner



Kain marked unit banner

WRATH OF GOD

COST 10

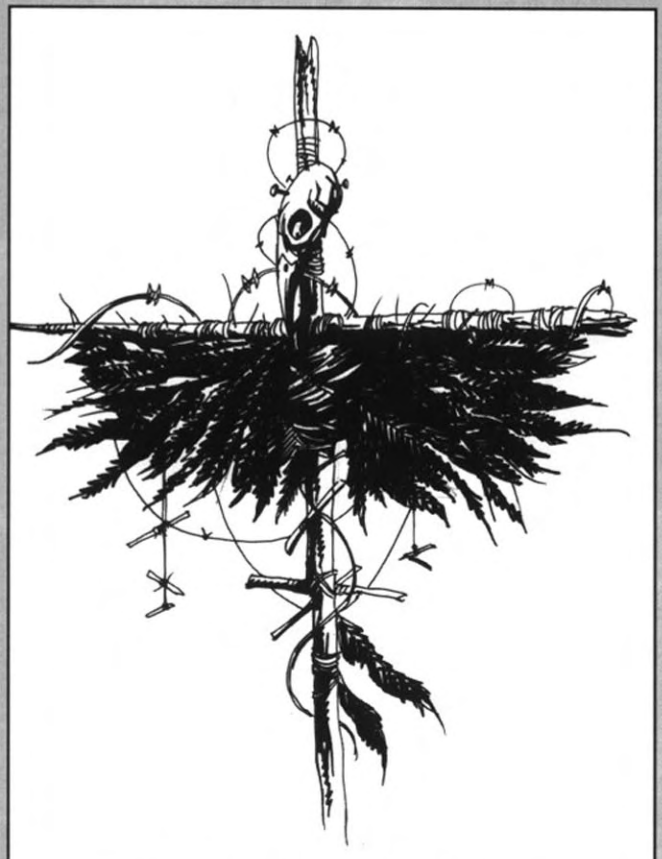
The Wrath of God is a Shockwave grenade. Upon impact it implodes, sending out a massive shockwave that affect all models within a 5 inch radius. Roll 1d20 and consult the table below for each soldier affected by the Wrath of God.

1–10 The model is pushed back by the wave – move the model straight back from the source of impact to the edge of the Shockwave radius, but is otherwise unaffected by the grenade.

11–16 The model is knocked out cold and may not perform any actions during its next turn. Move the model straight back from the source of impact to the edge of the Shockwave radius.

17–20 Blood starts flooding from the figure's ears and mouth – it immediately takes one wound and will continue to bleed for one wound each turn until it succeeds with an LD roll.

"KIN OF ASH"



Lutheran Ash Kin Regiment Battlebanner

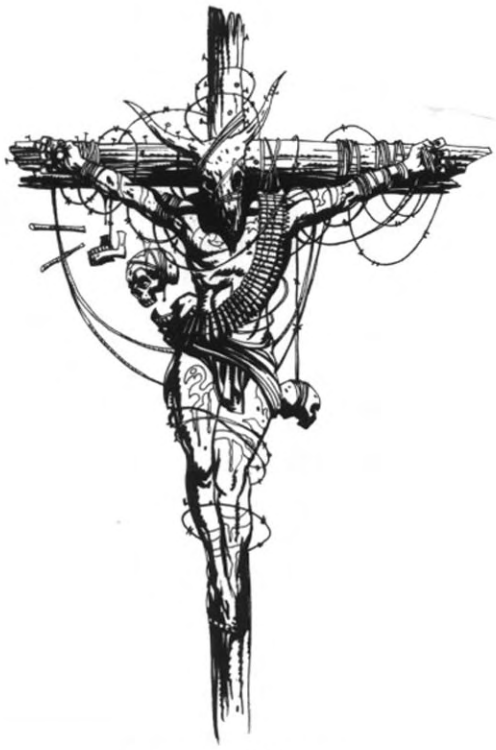
There had been nothing left of the settlement. Every house and building had been raised to the ground. Even the Church had been destroyed by the heathen savages. Kneeling by the remains of his kin, Gabriel touched the ashes with his fingers and closed his eyes. It was almost as though he could touch their souls. Almost as though he could hear their cries for vengeance. Gabriel looked up to Myrade, she remained on her horse, her face could have been carved from stone for all the emotion visible there. She had left her own kin to be with Gabriel and those of the Wrought. Her brother, Ezekiel, had moved to this settlement, bordering Templar land. That was the last anyone had seen of him. His death would not have been an easy one. The brutality of the heathen was renowned.

"Company." Myrade's voice whispered to him inside his head.

Blessed with silence by the Cleansing, those of the Lutheran Triad could communicate only by thought and signs, their mouths and noses sewn up at birth as part of their fiery baptism into the eternal struggle. Gabriel marked his forehead with the ash and rose to his feet. The sound of his army preparing for battle and the hungry growls of the approaching heathens made him know what to expect.

The Templars had returned.

He whispered a silent prayer. The others had still not arrived. Their force should have been far larger than it



Lutheran Ash Kin Martyr

was. Something had gone wrong. Something bad... and now they were outnumbered.

"It is time." he whispered to the Triad force he had gathered together.

Climbing onto his battle-mare, Gabriel Ash surveyed the burnt out remains. Crosses had been erected along the main path to the village and on each cross hung a Martyr. A Lutheran warrior who had died in battle. Some were little more than skeletons now but their names still respected and prayed to during the Days of the Dead.

"This is my last battle." Myrade's voice whispered to him grimly. No one else could hear. The thought was for him alone.

"I have dreamt this battle since I felt Ezekiel's death... but know this, we will meet again in Heaven and I will always protect you from the darkness."

A single tear of blood moved down Ash's cheek as he reared his battle-mare and unsheathed his Helmore.

He nodded at Myrade, his eyes smiling sadly. She was a Patriarch, one of the few women to be so blessed, able to use the power of the Lutheran Rituals to see and feel what others could not. If she had foresaw her own death then she would die and there was nothing he could do to prevent it. Part of him hoped that he too would die - after the heathens had been routed and the murder of his kin avenged.

As the first sound of gunfire cut from the sound of hoof-beats and hungry cries of the heathens, Ash had no more time for thought. There was only time for killing. The Templar force was large. Ash suspected it was far larger than the one that had destroyed the settlement weeks before. They seemed fresh and brutal while his own men had ridden hard to reach the outpost, hoping to save their kin from the attack they had heard was coming only to be broken when they realised they had arrived too late and all were dead. Still, the hunger for vengeance pushed the Lutherans on. From his horse, Ash split the skull of a heathen, his Helmore blade almost slicing the mockery of a human to his chest. Two of their foul beasts roared to his side as they leapt towards him and his battle-mare.

"Easy, Joseph." he thought, steadying his horse with his knees while blasting the beast with two quick shots from his Faith Implicator. The bullets shattered in to both beasts, leaving their handler momentarily confused and alarmed. Without pausing, Ash brought his Helsword around, shearing the creature's head straight off.

The battle was a strange and bloody sight. The Lutherans moved through the field like silent, avenging angels bringing death to all who opposed them. Myrade was struggling with one of the Templars, a powerful looking heathen who seemed to be some kind of leader. They were equally matched, until a Lutheran beast laid low Myrade's horse sending her toppling to the ground. A Legionnaire, one of the human scum that served with the heathens, brought a blade down on her before she could move.

For the first time in his life, Ash wished he could scream out loud. As it was, his mental cry cut through all the Lutherans on the battlefield, the anger and agony in his mind-scream pushing them to even greater heights of fury.

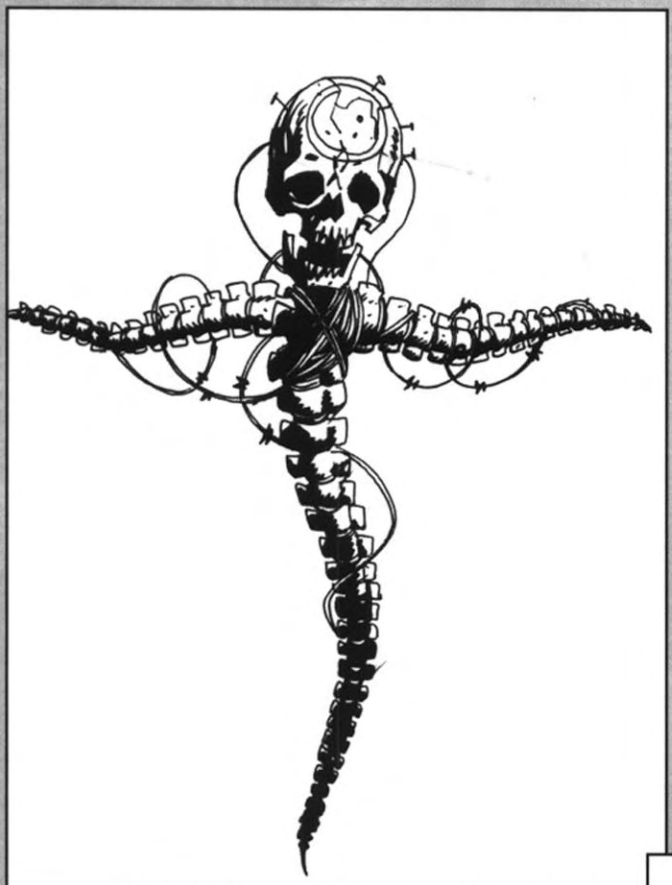
Urging his horse on, Ash hacked a deadly path through the Legionnaires. His blade claiming lives wherever it fell. His Helmore seemed too good for these scum. He was almost by the Legionnaire, who had the eastern appearance of a Preussian. Myrade's killer looked up with baleful eyes. Ash pressed the trigger on his Implicator and bullets tore the heathen's body apart.

The Templar Myrade had been fighting was still close by, pulling his blade from a fallen Lutheran.

Fury consumed Ash as he raised his Helmore and urged his horse on. The Templar's own blade came up just in time to block a deadly downward cut.

"Scum," the Templar said in the bestial growl they called a voice, "you are not worthy to meet death at the blade of Cavour."

Another Templar entered the attack, taking Ash by surprise, the second blade shearing through his left



Lutheran Kain Kin Regiment Battlebanner

shoulder. Pain shot through him and he felt the warm wash of blood flow down his now useless arm.

The battle-mare buckled suddenly and Ash caught sight of a Templar beast at his horse's hind legs, tearing at them with its savage teeth. He rolled off just as Joseph fell thrashing to the ground, the blade of the Templar's just missing him as he landed. The impact stunned him and pain shot up his damaged arm, the Helmore falling from his right hand. Shaking his head, he glanced up to see the two Templars dismounting their monstrous beasts and bringing their swords up for the killing stroke.

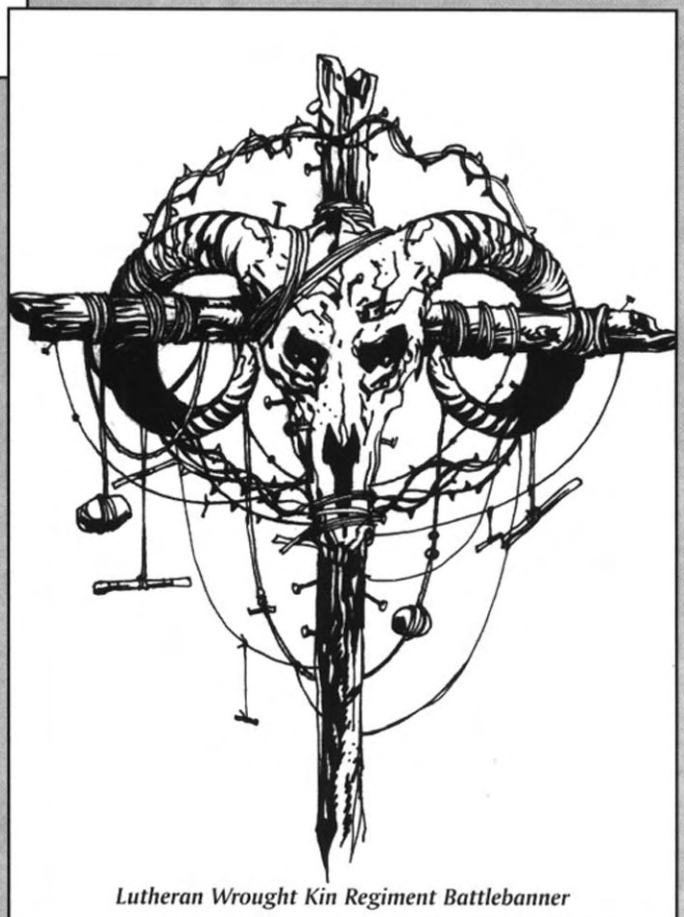
Ash looked to his Helmore but it was out of reach and there was no way he could get to it in time. This was it. This was death.

Something changed in the older Templar's eyes. What had his name been, Cavour? That was right, something changed in Cavour's eyes. The hatred and bloodlust was replaced by an echo of something Gabriel recognized.

The second Templar was bringing his blade down on to Ash now but froze, his eyes opening wide with shock as Cavour's blade was pushed through his chest. Pulling the blade out, Cavour turned to Ash and smiled, the mortally wounded Templar falling to his knees by his side. Even on the monstrous face, Ash recognized the mournful smile of Myrade.

"I will always protect you from the darkness." her voice whispered from beyond the vale.

Cavour's body collapsed to the ground. Unconscious or dead, Ash wasn't certain. He raised himself to his feet, regaining his Helmore and surveyed the field. Drums were beating somewhere beyond the village and the Templars were starting to retreat. Corpses, or those that would soon be corpses, thrashed and cried out in their death-throws. Lutherans dying from wounds fell to their knees and bowed their heads in final prayer. Through the red haze of battle, Ash saw the Heavy Cavalry moving as one towards them. Another entire troop of Lutheran soldiers coming to their aid. Gunfire echoed through the field as retreating Templars exchanged last volleys of fire with the Lutherans still standing. They had won. The Lutherans had avenged the death of their kin. Ash stared grimly at the corpse of his beloved. They had won but it didn't feel like victory. It felt like death.



Lutheran Wrought Kin Regiment Battlebanner



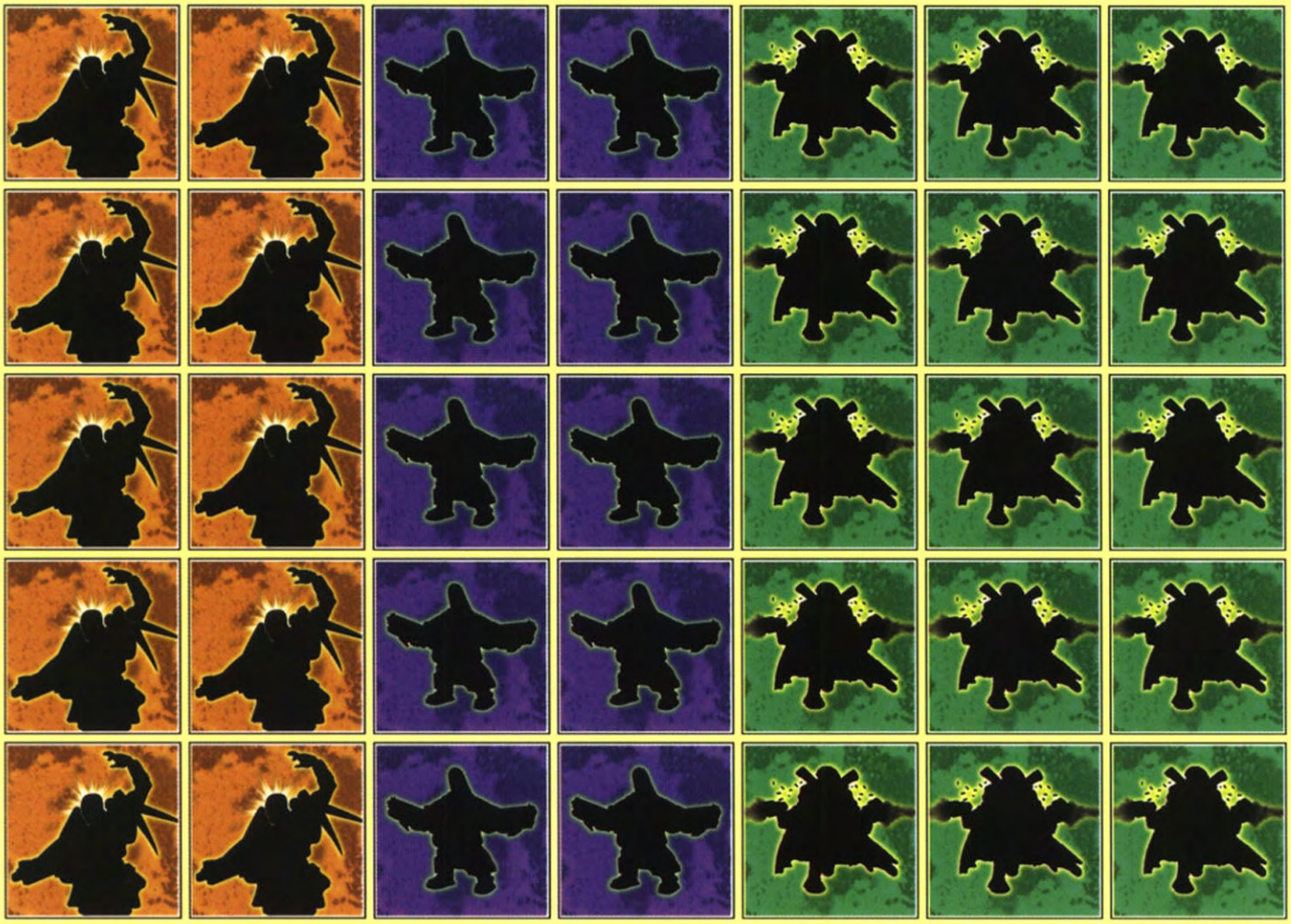
CSS 100
GAS TEMPLATE

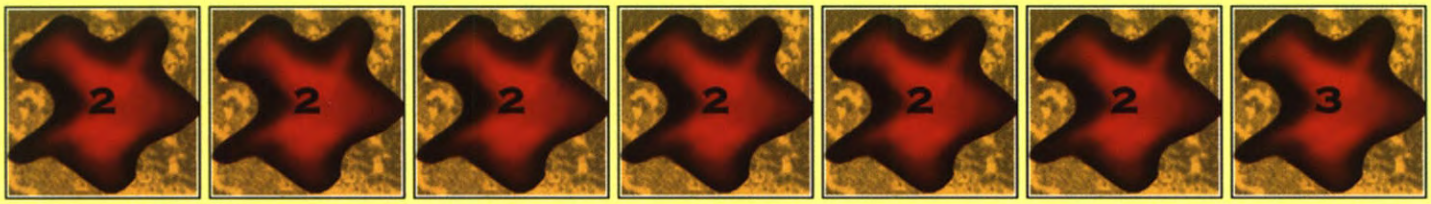
HEIßPURGER & APOCALYPTIC GUSHER
FLAMER TEMPLATE

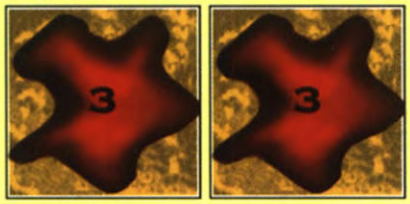
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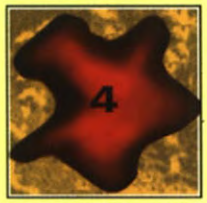
STORMING MARKERS

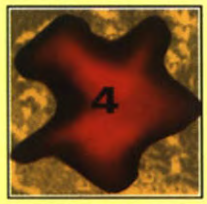
SACRIFICIAL RUN MARKERS

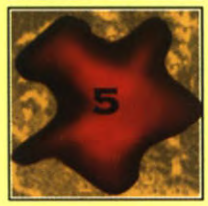




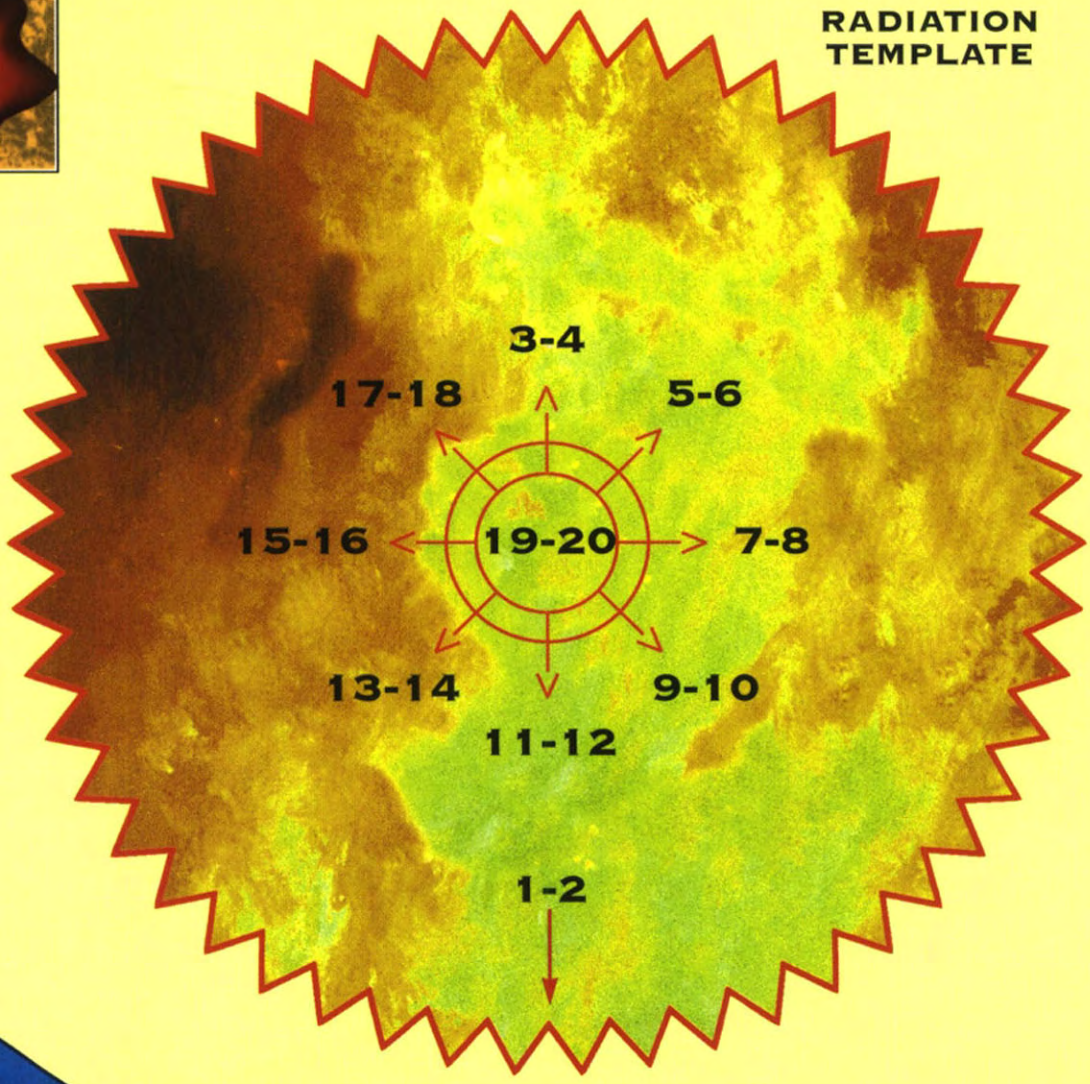


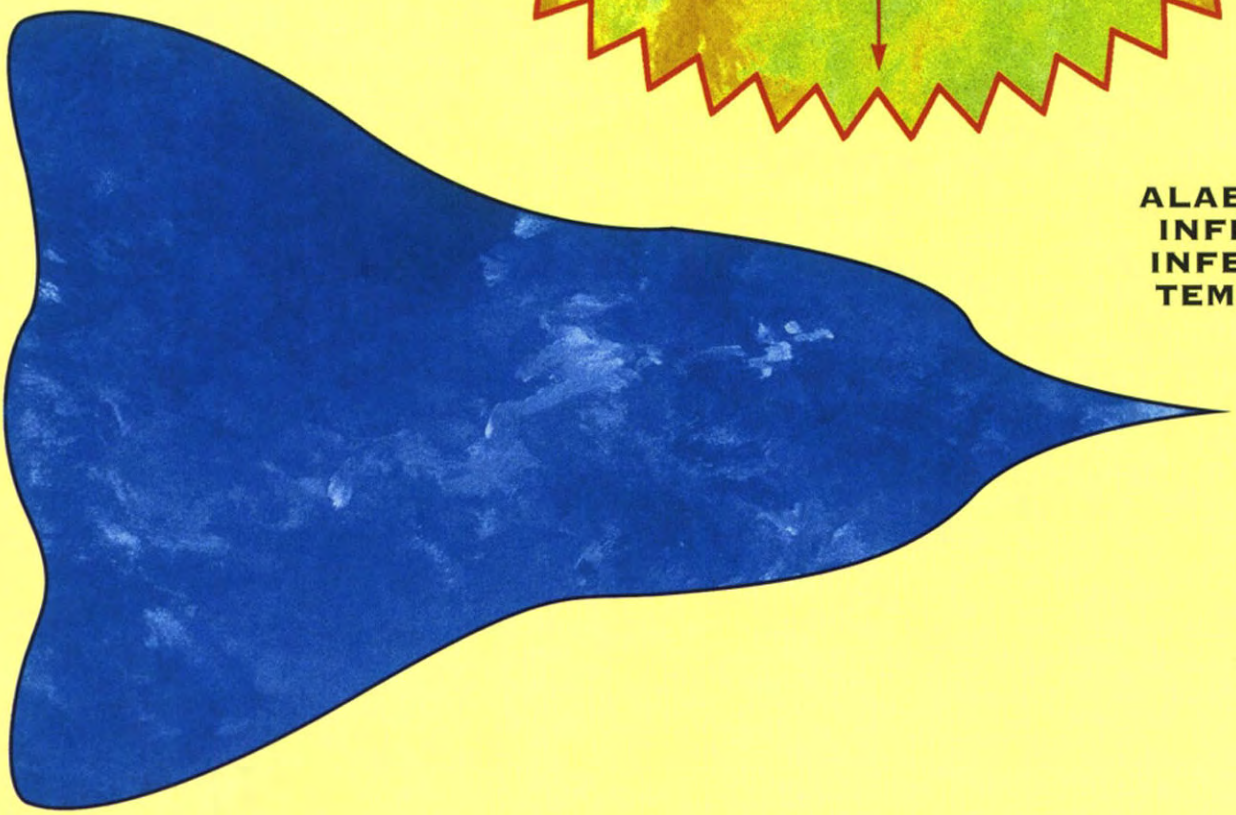






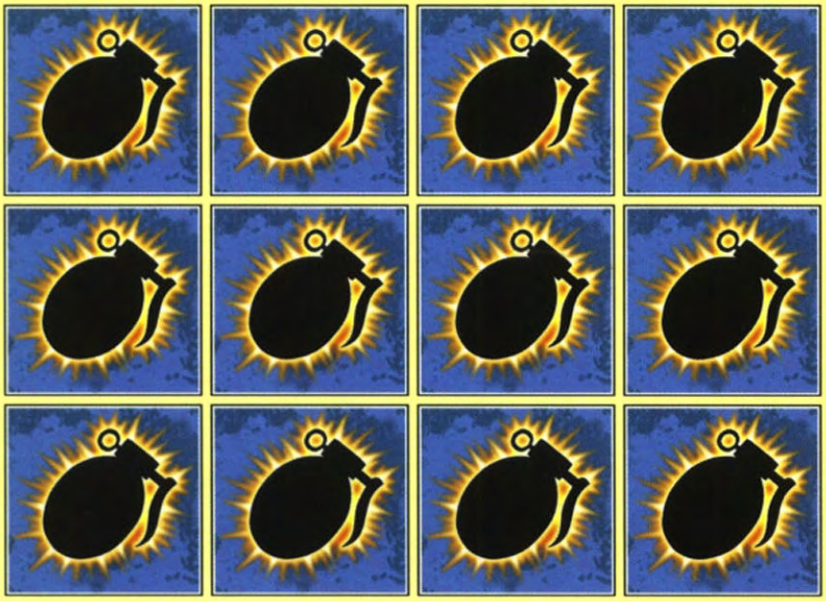
RADIATION TEMPLATE





ALABASTER INFECTOR INFECTION TEMPLATE

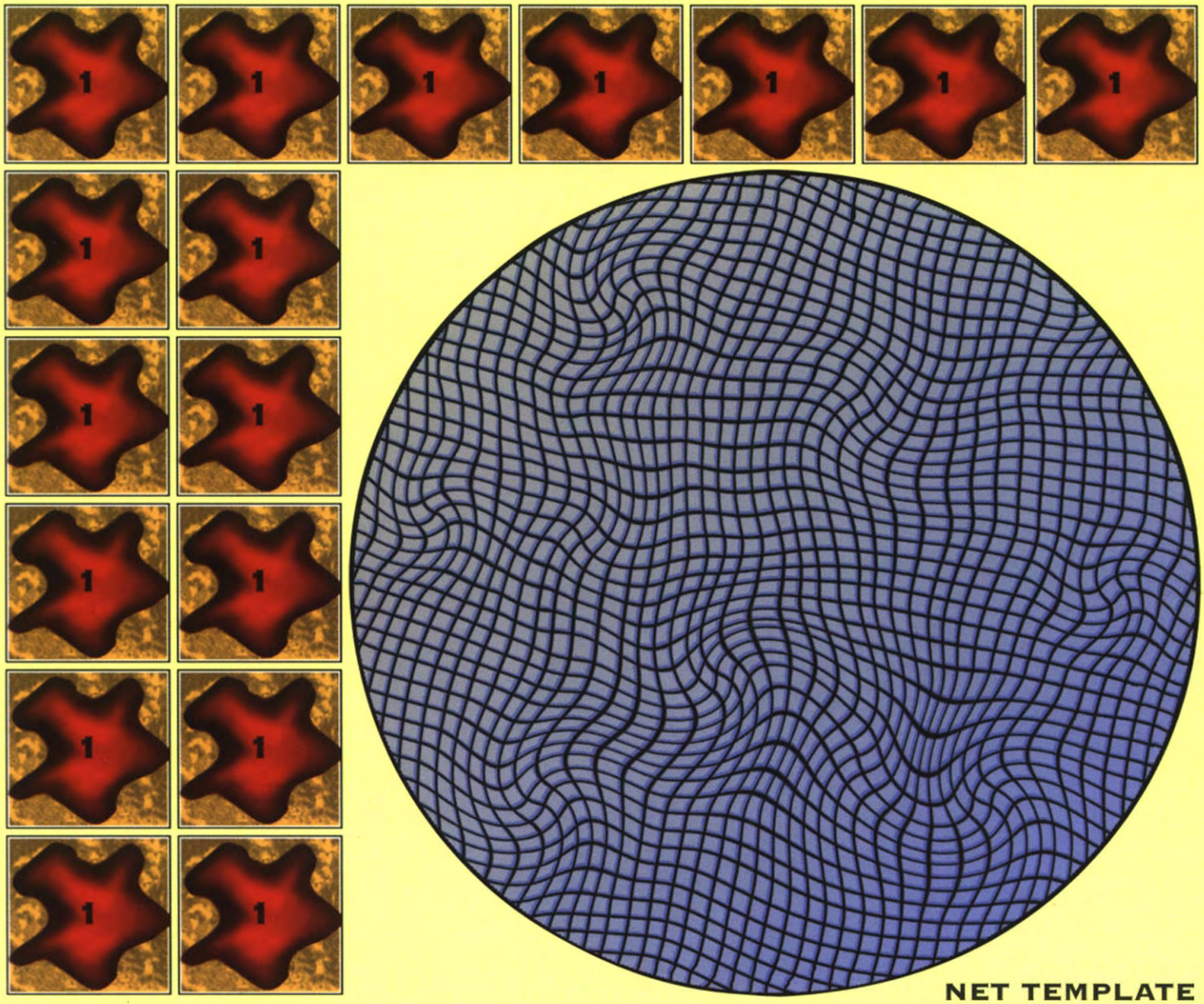
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