



CHRONICLES™

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#10 1997

CHRONOPIA
PREVIEW!

THE BLACK
AND TANS!

AN URBAN
COMBAT
SCENARIO!

AND A LOT
MORE!!!

CHRONOPIA

WARZONE

MUTANT
CHRONICLES

ISBN 91-7898-489-0



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Heartbreaker



WORLDS AT WAR™

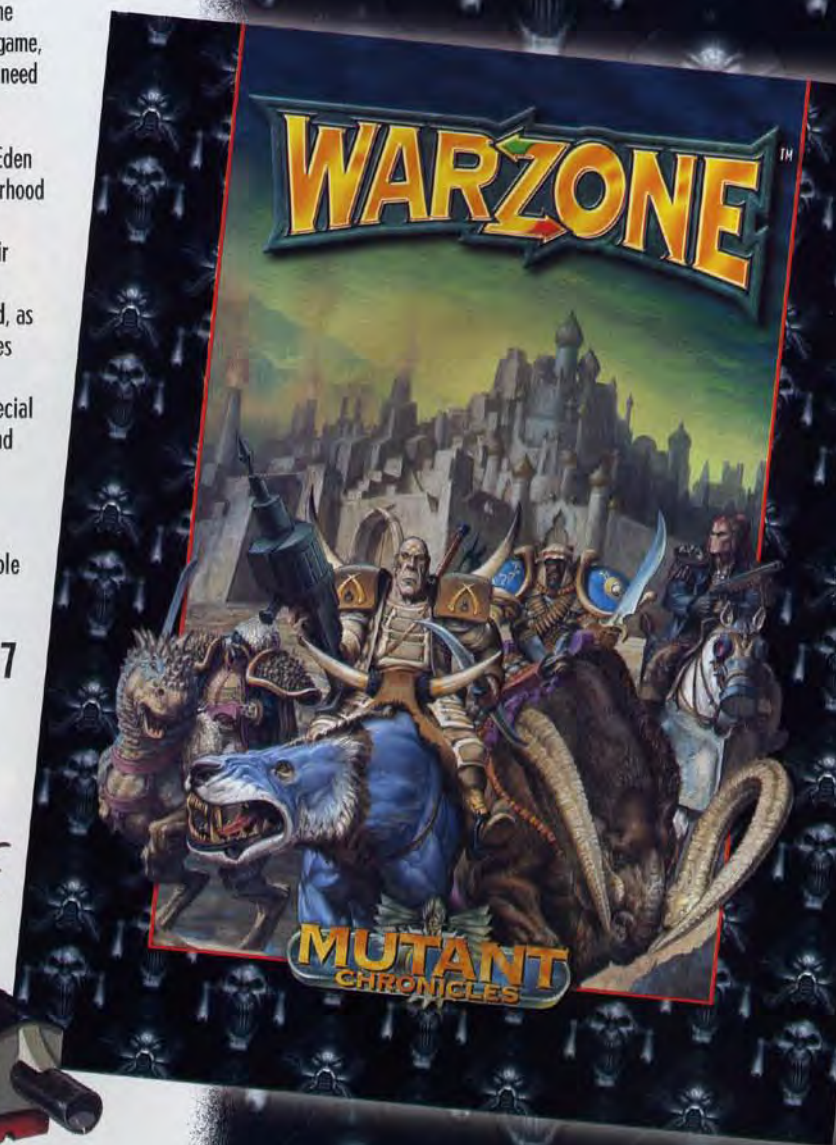
DARK EDEN

Dark Eden - The astounding new sourcebook for Warzone!

Dark Eden is the first sourcebook for Warzone set on the Earth of the Mutant Chronicles universe. Bringing the nightmare world of Forsaken Earth to your favorite game, the Dark Eden sourcebook contains everything you need to bring this strange new setting to life, including:

- Full coverage of each of the four major Dark Eden tribes, along with local Corporate and Brotherhood emissaries!
- An extensive look at the Dark Legion and their activities on Dark Eden!
- Rules on taking the Dark Eden tribes off world, as well as bringing your "normal" Warzone forces down to Dark Eden!
- New Beasts, Special Models, loads of new Special Abilities, and the most extensive force lists and armories ever presented for Warzone!
- Complete rules for waging war in the harsh environment of Forsaken Earth!
- New dynamic markers and templates on durable heavy stock!

UNLEASHED SEPTEMBER '97



Heartbreaker

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#2501

HEARTBREAKER

ISSUE 10 THE EDITORIAL



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It's been hectic here at the studio, but that can't keep us from playing a few games in the attic. Tomorrow we play the next round of the Chronopia playtest. The rules are coming together really well. Dave (and the rest of the Chronopia crew) is pouring both heart and soul into the game, producing a fantasy miniatures experience that no one's ever seen before!

Meanwhile, everything's finally starting to settle down in the studio. We've got two new recruits: Mark McNaught, a new painter, and Thomas Østerlie, who you might remember from earlier issues of Chronicles. Thomas is now in design, doing both graphics and rules. For more on our brave new recruits, check out the Bulletin Board.

So, what's so special about this issue? First of all, this issue marks Chronicles' entry into the double digits: ten issues! Milestones like this always feel special, and it's been fantastic for me to see how the magazine's grown over the year. I've seen what has worked well and what has not! Still, we need your input! What do YOU want to read in Chronicles? We are making this magazine for you and your wishes. E-mail comments to: chronicles@target.se, or send normal mail to the address in the Archives section.

On a more personal note, this is my last issue. Since I'm going back to school, I'm just not going to have time to continue as editor of Chronicles. I will, of course, still contribute to the magazine with articles, figure conversions, and whatever other stuff crawls into my mind - just because I'm not the editor any more doesn't mean I have to give up Warzone (not to mention Chronopia)! You can't make me! And who knows? Maybe someday I'll have time to get more involved again. Meantime, see you in the Chronicles, sometime in the future.

Finally, our web pages had a while ago gotten a heavy overhaul. If you still haven't checked them out, do it now: www.target.se

Take care,

Sami Sinervä

Editor in Chief

CONTRIBUTIONS/ADVERTS

We're still on the lookout for new painters, sculptors, layout guys, writers, and editors. If you've got what it takes, drop us a line. We are also always keen for people to contribute to the magazine. Feel free to send us your artwork, letters, articles, or pictures of your minis. In particular, our letters page exists (that has been none existent so far) for your thoughts, ideas, criticisms, and compliments, so write in!

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Chronopia Devout Beast-The Tormented-
sculpted by Peter Flannery

DAVE
JONES



JOHN
ROBERTSON



PETER
FLANNERY



MARK
MCNAUGHT



THOMAS
ØSTERLIE



SAMI
SINERVÄ

TARGET GAMES GOING INTERACTIVE:

Target Games and Korkeken announce the birth of Mesmer & Block. The goal of this partnership is to collect high-end technical and creative talent under one roof to create powerful computer games for PCs, Macintoshes, Internet and console machines. Each of the two companies plays a leading role in its respective field of expertise and the fiercely competitive computer gaming market might find itself turned upside down. Svea Rike, the partnership's first joint venture, has worked out well, and now the two companies are taking everything a step further.

In 1997, Target and Korkeken are spinning off a new Mesmer & Block design team with its own management and mission: to create good computer games. "Our first game will be released in November," says Franklin H. Block, president and CEO of Mesmer & Block. "If we don't pass the sales figures of competitors like 'Backpacker' and 'Safecracker' at the end of Christmas, I will be very disappointed."



CHRONICLES

NEW RECRUITS:



MARK MCNAUGHT

A true T-Rex, big, burly Mark caused ripples in our coffee as he stumbled into our office, laden with cases of superbly painted miniatures. It wasn't so much a matter of him asking us for a job, but us asking him when he could start. Since joining us, Mark has not only painted some amazing figures (you can see some of his in this issue), but he's livened up our carpets and chairs with an interesting combination of weird and wonderful colors. It must be pure coincidence that these patterns look remarkably similar to the ones on his trousers.

NEW RECRUITS:



THOMAS OSTERLITZ

Those of you who know Chronicles already know Thomas from his numerous contributions to the magazine. What you might not know is that he's also been running a fanatically industrious playtest group for us in Norway, and so it was no surprise when we kidnapped him and made him work here in the studio. He now does layout, editing, and rules writing, and he's one of those guys that everybody seems to like. There's definitely something wrong there. We're going to have to ply him with a few drinks at our local watering hole, and maybe then we'll manage to dig up some dirt on him.

Oi!

ANOTHER TWO MONTHS . . .

THE YELL OF THE STUDIO MANAGER:

Another two months have gone by and I've spent another two paychecks. Between putting the final touches on Dark Eden and developing the miniatures and artwork for Chronopia, the studio has been a frantic hive of activity.

Of course, we've also been doing a lot of rigorous playtesting. Thursday is now our regular gaming night, and it's been fun and extremely productive (when we're not fighting over rules or whose turn it is to get the pizzas and beer). Everybody's been busy lately building their forces for Dark Eden - you'll be able to see photos of our gaming sessions in upcoming issues. Most of us are still undecided about what forces we want to play for Chronopia. On any given day, the army of choice is usually the one that's got the newest figure designs. The problem is simple: all the Chronopia armies have cool figures which are not only nasty-looking fighters, but funky as death.

Further ahead the schedule is being drawn up for the next Warzone sourcebook: Worlds at War: Venus. The Venus book will be a sequel to Dark Eden, which in fact is called Worlds at War: Dark Eden. Venus will give detailed background on the warzones of the Jungle Planet, including new beasts and special troop types and new rules to cover the unique Venusian environmental conditions (and deadly vegetation).

Finally, the first sourcebook for our fantasy game Chronopia is underway. Called The Land of the Two Rivers, this book will be set among the vast Ziggurats of the Stygian Serpent Men, deep in the Southern Deserts. Two Rivers will not only detail the new race of Serpent Men, but will include new troop types for all the original five Chronopia armies, along with new rules for battles in the Southern Deserts.

See ya!

John

Studio manager (and as always, a lot more...)



SONS OF RASPUTIN/ DARK LEGION

SONS OF RASPUTIN
SHOCK SERGEANT
(#9905)



SONS OF RASPUTIN SOLDAT W/HVY WPN
(#9904)



CARNAL HARVESTER
(#XXXX)



INFERNAL CORRODER
(#XXXX)

CRESCENTIA/TEMPLARS

CRESCENTIAN KHAN'S GUARD:



CRESCENTIAN KHAN'S GUARD
(#9550)

The Khan selects members of his Guard when they are small children and trains them for only one purpose: to protect him with their lives. When Crescentia fields units of the Guard, the situation must be serious indeed.



CRESCENTIAN KHAN'S GUARD W/HVY
WEAPON
(#9908)



CRESCENTIAN KHAN'S
GUARD SERGEANT
(#9907)

CRESCENTIAN LAMENTED:



CRESCENTIAN LAMENTED
(#9549)



The Lamented are those who have foreseen their own death and do not fear it, and this makes them one of the deadliest forces in the Crescentian military. While they only comprise a small, elite portion of the Crescentian armies, their fanatical bravery is essential to victory.



TEMPLAR GENDARMES:



GENDARME
(#9550)

The Gendarmes are the best of the best, the elite of the Templar military, who are themselves the elite race of all Dark Eden. They operate without a leader; their skill, honor, and loyalty are all beyond question.



GENDARME W/HVY WPN
(#9909)

The Masters of the Hunt, the Hunters are specialists in tracking and hunting the great beasts of Dark Eden.



GENDARME HUNTER
(#9910)

THE LUTHERAN TRIAD

LUTHERAN FUSILIERS:



LUTHERAN FUSILIER SERGEANT
(#9902)



LUTHERAN FUSILIER
(#9547)



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

GREYMOURN LOADER:



GREYMOURN LOADER
(#9901)

The Greymourns operate most of the Lutherans' heavy artillery. Firing shells from hand-held launchers, the Greymourns rush fearlessly into the ranks of the enemy.



LUTHERAN CORSAIR
(#9903)

Elite soldiers of the Lutheran Triad, the Corsairs are not only trained in the arts of close combat warfare—they even know how to drain the very life force from those they fight.

LUTHERAN DISCIPLES:



LUTHERAN DISCIPLE SERGEANT
(#9891)



LUTHERAN DISCIPLE
(#9543)



LUTHERAN DISCIPLE
(#9543)



THE BLACKBLOODS



ORC ASSAULT WARRIOR LEADER
(#2501)



ORC ASSAULT WARRIOR
STANDARD
(#2502)



ORC ASSAULT WARRIORS
(#2301)



GOBLIN SWORDMASTERS (#2302)

THE BEAST CLAN DWARVES



DWARF BLOOD-BONES WITH AXES
(#2305)



DWARF DARK-TUSKS WITH
MORNING STARS
(#2304)



DWARF VULTURE
SWORDSMEN
(#2303)



THE ELVEN HOUSES



ELF AXEMASTER
(#2503)



ELF AXEMEN STANDARD
(#2505)



THE FIRSTBORN



FIRSTBORN KNIGHT
WITH MACE
(#2308)



FIRSTBORN KNIGHT WITH SWORD
(#2307)



FIRSTBORN ARCHERS
(#2316)



THE DEVOUT



DEVOUT FOLLOWERS WITH 2-HANDED WEAPON
(#2310)



DEVOUT FOLLOWER
STANDARD
(#2508)



CHRONOPIA BATTLESCENES



FANTASY RANGE

WE WILL BE PRODUCING A RANGE OF GENERIC FANTASY PIECES FOR GAMERS AND DIORAMA BUILDERS ALIKE, EXCELLENT FOR USE WITH CHRONOPIA, OUR NEW FANTASY GAME.



RED DRAGON INN GRAND STAIRCASE
(#2104)



RED DRAGON INN BAR
(#2105)



ROOM AT THE RED DRAGON INN
(#2106)



The Archives is the section in Chronicles devoted to all of our readers! Here in the Archives you will find fan-made Mutant Chronicles, Warzone and Chronopia material: painted figures, drawings, dioramas, buildings and more. These are YOUR pages to fill! The address is:

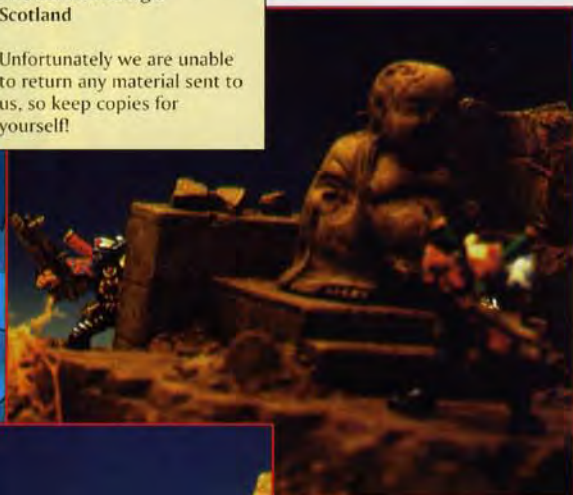
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Unfortunately we are unable to return any material sent to us, so keep copies for yourself!

THE ARCHIVES

THE RUINED MISHIMA TEMPLE

by Mickey Leach



THE ARCHIVES

TOM ROONEY

CHRONICLES

These excellent pictures are painted by Tom Rooney. Here at the studio we're very excited about the. We all find them very in-tune with the feel and intents of the Mutant Chronicles Universe. That is why we'd like to share them with you. So... lean back, and enjoy. Here's Tom Rooney for you.



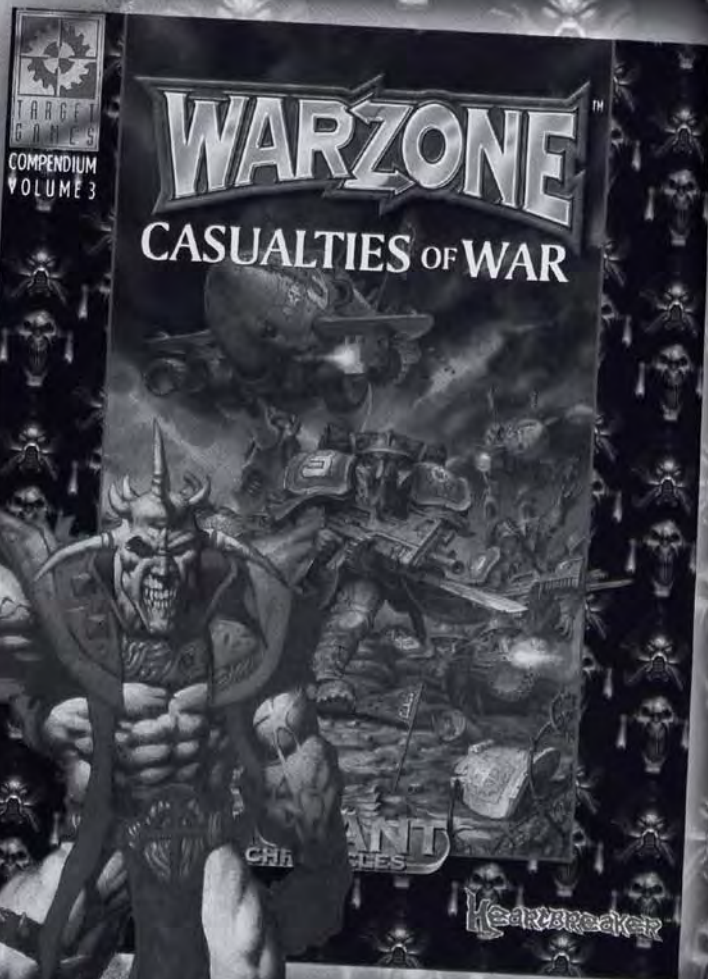
THE CASUALTIES OF WAR!!!

CASUALTIES OF WAR

An explosive tome of new forces for Warzone!
Unleashed May 1997

This 100 page book will be the most extensive new forces tome for WARZONE up to date. Incorporating the best of the Imperial Compendium with new extensive material and forcelists on ALL other Corporations, the Brotherhood and the Dark Legion, this book is guaranteed to have something for everyone, to make their Warzone tactics cutting edge, including:

- New Trootypes - Crimson Devils, Pilgrim Executors, Trenchers, Scorpions and more - and Personalities for all Corporations, the Brotherhood and the Dark Legion.
- New rules and updates.
- New improved blank forcesheet!
- Quick reference sheets, Markers and Templates - all on HEAVY STOCK CARDBOARD.



Heartbreaker



CHATting WITH "FIGURE MASTER" ROY EASTLAND

This time it was Roy Eastland's turn to get examined by the Chronicles staff. Roy working in the studio since several months back, was the studio's first resident figure sculptor, and created the first line of figures for our brand new action filled fantasy game, Chronopia.

Full name: Roy James Eastland

Age: 32

Born in: Margate, a sea-side town in East Kent - England

Chronicles: Hi Roy! Now it is your turn to be snared around the rope! I thought as usual that I'll start with checking, what you did do before you ended up in the Edinburgh Studio?! And what sort of experience did you have?

Roy: I used to sculpt figures for "Games Workshop" in Nottingham and then later on for "Fantasy Forge" here in Edinburgh. I have also done freelance work for various firms but got fed up of not getting paid for the work I'd done, so I gave it up. I managed to get into the 3rd year at Edinburgh College of Art and I've been producing and exhibiting work regularly since then.

Chronicles: How did you come in contact with Target Games?!

Roy: John Robertson phoned me up and talked me into it. I'd worked with John before at "Fantasy Forge" and "Grendel".

Chronicles: So how long have you been doing figures for Target Games?

Roy: I started full-time at the beginning of August. I have not done this kind of work for about 3 years so I've spent the past



few weeks getting back into it.

Chronicles: So you've been spending your time creating the first run of figures for Chronopia?!

Roy: Yes. I've been working on Dwarves, Orcs and Goblins so far.

Chronicles: What do you think about working in the studio?!

Roy: It's good. The people I am working with are good people and the studio is situated in an interesting part of Edinburgh, near the old Leith Docks. It's also much nicer working alongside other people and feeling part of a team, rather than in a kind of isolation you feel when you work freelance from home.

Chronicles: A typical day for you! How does it look like?

Roy: Assuming I survive the half-hour cycle ride through the center of Edinburgh, I start around 9-9.30 AM and work through to about 7 PM or later.

Chronicles: I know there are many people out there who are interested in the sculpting part of the hobby. In the previous issue I asked Neil McKenzie for some advice for a beginner - anything you'd like to add in just a few words?

Roy: I don't know if there are any simple bits of advice. I would say, look closely at how other people have made miniatures and observe real people, see how they look and move.

Chronicles: How much time do you spend on a normal 28mm figure?! What is the hardest part, the final touches or getting the shape of the figure right?

Roy: I spend about two or three days, sometimes a week on a figure. I suppose the difficult and time consuming thing is the working out of poses which look good whilst avoiding casting problems. Also making 2-D concepts work as castable miniatures.

Chronicles: What type of tools should you get your hands on, if you're interested in starting to sculpt?

Roy: Most figure sculptors use a dental tool called a "wax five" but otherwise I've found the best tools are home-made ones.

Chronicles: What do you do in your spare time? Or maybe more correctly, do you have any?

Roy: At the moment I don't seem to have much spare time but I hope that as I settle into this I'll be able to devote more time to drawing and painting.

Chronicles: Any plans for the future when it comes to figure design?

Roy: I'd like the chance to do some historical war-games figures at some point in the future.

Chronicles: And some final questions! Thanks Roy!

Favorite films:

Wings of Desire, The David Lean version of "Great Expectations". It's a wonderful life, A Matter of Life and Death, Restless Natives, Heavens Above, Laurel and Hardy films and some of the "Ealing" comedies.

Favorite music:

I don't have a single favorite kind of music but here's a sample; Virunga, Britten, The Divine Comedy, Django Reinhardt, William Walton... it all depends on what I am doing!

Favorite drink:

A nice cup of tea is the best drink. Otherwise a good pint of some real ale that I've never tried before.



QUESTIONS & ANSWERS



I'M NOT WILLING TO DIE JUST YET!

QUESTION: If I roll a "perfect" 1 on an attack, does the defender get to make any special rolls to avoid or heal the damage?

ANSWER: If the attacker rolls a perfect attack and the target model only has 1 W, nothing can save the unit and it dies. But if the target has two or more W, the defender is still allowed to roll for abilities like Sixth Sense, Regenerate, or Combat Medic Unit.

PARRY THIS, YOU FOOL!

QUESTION: In close combat, when a player rolls 1, can the other model attempt to parry?

ANSWER: No. The attack is so quick and so precise that the target doesn't even have time to attempt to parry.

YOU SHOULD AVOID SWALLOWING A GRENADE WHENEVER POSSIBLE.

QUESTION: If you roll a 1 when firing an AP Grenade, does the target automatically take both wounds? The damage is from a single attack, rather than from a "burst" of bullets hitting the target...

ANSWER: No, only the base wound is automatic. The target would still be able to save for the second part of the damage.

WAIT JUST A SECOND THERE, I'M ONLY A LITTLE BIT DEAD!

QUESTION: How do you define "partially covered" for template weapons: 33%? 50%?

ANSWER: Any model so much as touched by a template is considered partially covered.

LOOK! IT'S A LASER SHOW!

QUESTION: Let's say I fire a weapon that has both a laser sight and a damage modifier greater than my strength. If I don't brace, do I still get the bonus for the laser sight?

ANSWER: No. A weapon must be held still for the laser sight to be effective, and so the sight does not work unless you're either bracing the weapon or strong enough to not need to brace. Moreover, you can't even aim an unbraced weapon if its damage modifier exceeds your ST.

A LOT OF BANG FOR THE BUCK!

QUESTION: Does the Dragoon Kampfanone need to be braced?

ANSWER: Yes it does, because it has a DAM modifier.

AERODYNAMIC GRENADES?

QUESTION: Would you have to brace a grenade launcher with AP grenades if your ST is less than 2? Also, if you aim with an AP grenade, do you get a bonus on the DAM? The same goes for the Headbutt and the Megaslugger.

ANSWER: No to all questions.

BUT WE ALL WANT OUR VERY OWN MK II!

QUESTION: The way I read the MKII grenade launcher rules, you're allowed more than one MKII per squad if you mount them on assault rifles. Is this correct?

ANSWER: Yes. That is correct. In fact, as with normal grenade launchers, if you buy the MKII for assault rifles, then you have to arm the whole squad with them.

THERE CAN BE ONLY ONE...

QUESTION: When you Charge, do you have to get into base-to-base contact to perform a Sweep attack, or just within 1"?

ANSWER: You must get in base-to-base contact with the model you are Charging. However, if there are other models with range of a Sweep attack but you are not in base-to-base contact, then you may engage them in the Sweep.

I KNEW YOU'D JUST LOVE MY ART...BOTH OF YOU!

QUESTION: If two models are engaged in CC and I target one with an Art spell, does the other model get hit as well?

ANSWER: This can be handled as though you're firing a missile weapon into two models engaged in CC. Roll a d20: on a roll of 10 or less you hit the model you were targeting. On a roll of 11 or more, you hit the other model. Of course, this only applies to Art spells which cause physical effects (like, for example, Striking).

A LOVE-HATE RELATIONSHIP!

QUESTION: Would a Brotherhood model with the Art willingly teleport an AI?

ANSWER: Yes. If you try to keep in sync with the Mutant Chronicles universe, a Brotherhood model would never teleport an AI in such a way that would benefit the AI. However, teleporting an AI into hand-to-hand combat with the likes of a Zenethian Slaughtermaster isn't in the best interests of the AI, and is hence "acceptable."

CAN'T WE ALL JUST GET ALONG?

QUESTION: If you apply the history of the Mutant Chronicles universe to the rules of the game, can the Brotherhood fight the

Corporations or should they only fight the Dark Legion?

ANSWER: The Brotherhood can fight whoever might need an attitude adjustment. We know that the Brotherhood is not the Good Samaritan group that they would like us to believe they are. If anything gets in their way, they eradicate it and then tell us that the victim had ties to a heretical unit.

YOU MUST HAVE ME CONFUSED WITH SOMEONE ELSE!

QUESTION: The Warzone rulebook states that Sacred Warriors are the very best of the Elite Troopers. Since Elite Troopers have the special ability of Close Combat Training, should we assume that the Sacred (and their elite version, the Fury Elite) have this ability as well?

ANSWER: No. The Sacred Warriors' stats are ample evidence of their awesome power in close combat; they don't have the special ability!

REEEEAAACH! STRREEETTCH!

QUESTION: Does a Valkyrie within 2" of an enemy model count as an additional model for Close Combat bonuses?

ANSWER: No. The bonuses only apply for models that are in base-to-base contact with their target.

LIT UP LIKE A XMAS TREE!

QUESTION: Since models using the Art spell Shield are surrounded by a faint glow, am I right in thinking that Shield users cannot Hide?

ANSWER: Exactly! The glow caused by Shield will light up the vicinity of the model, making it impossible to Hide.

YOU WILL OBEY MY EVERY COMMAND!

QUESTION: Does the Art spell "Domination" work against Als?

ANSWER: It sure does! Just the other day, I overheard an Inquisitor at the rally telling a Mortificator that his fondest memory was the time he dominated an Eradicator Deathdroid!

PUSH JUST A LITTLE HARDER?

QUESTION: Can the spell Remove Evil Influence be used to cure the insanity caused by the Demnogonis weapon "The Plaguebringer"?

ANSWER: No, it cannot. Once caused, the Plaguebringer insanity becomes a "natural" state of mind and so is not considered an active Symmetry effect for the purposes of the spell.

A JACK OF ALL TRADES...SO TO SPEAK

QUESTION: The Dark Technology Improved Reflexes states that "the model may take one extra attack action every turn" Does the

word "attack" refer to HtH attacks or both HtH and Shooting actions?

ANSWER: It refers to both Hand-To-Hand and Shooting attacks.

WE CAN'T GO ON WITHOUT YOU!

QUESTION: I'm playing Dark Legion and my Screaming Legionnaires unit loses its Soulslayer. Can the Screammers still scream?



ANSWER: No. Without the Soulslayer to help them focus and channel their energy into the Whirlwind, they are normal soldiers of the Dark Legion.

JUST BECAUSE YOUR INSANE DOESN'T MEAN I CAN'T DRIVE YOU CRAZY, DOES IT?

QUESTION: Does the Whirlwind of Insanity affect Dark Legion models?

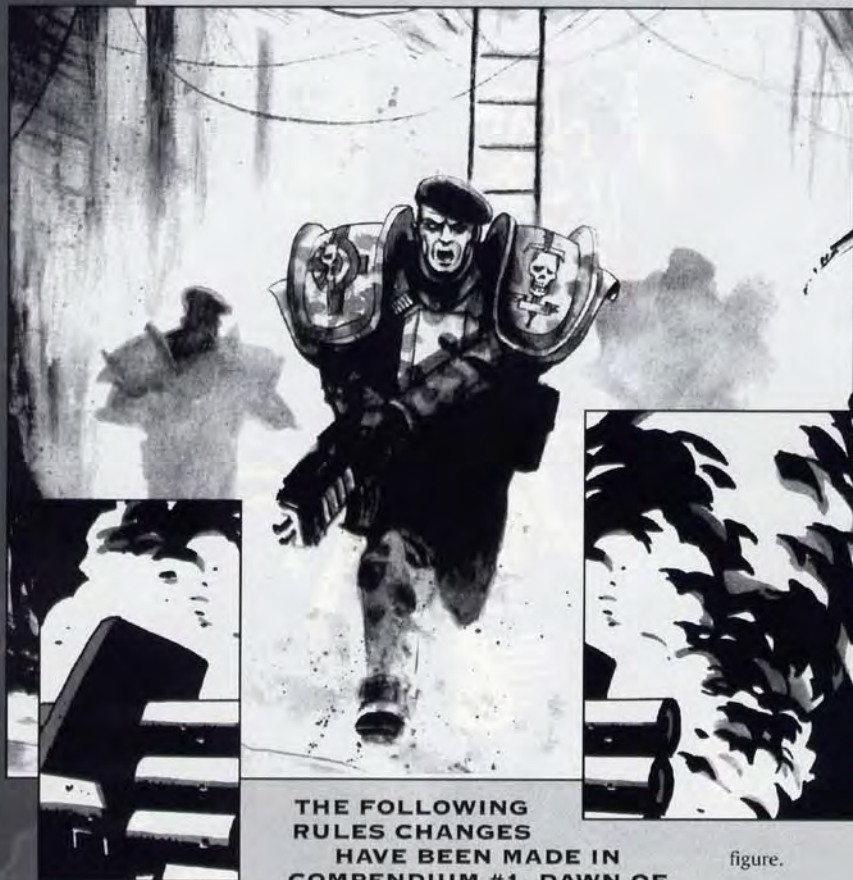
ANSWER: Yes, it will effect any enemy force, even your fellow heretics.

NO TURNING BACK NOW...

QUESTION: Can the Whirlwind Of Insanity be "shut off" by the Screammers before it reaches a power of zero?

ANSWER: No, it may not. Once the winds start, there's no stopping them.





**THE FOLLOWING
RULES CHANGES
HAVE BEEN MADE IN
COMPENDIUM #1, DAWN OF
WAR, SECOND PRINTING:**

PAGE 4: AN ISSUE TO SCREAM ABOUT

- If the Soulslayer is killed, the Screaming legionnaires may not perform any more Whirlwind attacks.
- The Whirlwind affects any opposing force.
- You only have to roll on the Whirlwind Table when first attempting to invoke the Whirlwind.

PAGE 5: USING A WAIT ACTION

- A model may Charge as a Wait action, as described in the Dawn of War Close Combat rules.

PAGE 9: CLOSE COMBAT ATTACKS

- Except for Sweep attacks and moving onto Hidden models, the Charge action is the only way you can enter close combat with another model.

PAGE 9: SWEEP ATTACKS

- When a model is performing a Sweep attack, all models 360 degrees around the model under the sweep template are vulnerable. Move the Sweep template 360 degree around the model to see whom it hits.

PAGE 11: PARRY

- When a player rolls a perfect success when attacking in close combat, the opponent does not get a Parry roll.

PAGE 21: MAX STEINER

- Max Steiner may use both of his Plasma Handcannons in one action. Also, notify that the Plasma Handcannons uses the grenade template.

PAGE 36: WAR MEDIC

- A War Medic (or Dr. Diana, for that matter) cannot be equipped with any special equipment or heroic abilities.

PAGE 40: MACHINATOR

- Machinator Heavy Weapons do not need to brace.

PAGE 40: CHEMIMAN

- Chemimen are armed with Mk II Grenade Launchers.

PAGE 41: ENHANCED CHASSEUR

- The Enhanced Chasseur only costs 64 points.
- Enhanced Chasseurs may fire both their weapons (the P1000 and Plasma Handgun) in one action.

**PAGE 53:
PLAGUEBRINGER**

- Plaguebringer can even cause Dark Legionnaires to go insane.

**PAGE 57: DRAGON
KAMPFKANONE**

- This weapon must be braced, and cannot be burst fired.

**ERRATA:
CASUALTIES OF
WAR**

**WOLFBANE SMOKE
CHARGES**

Unlike most template weapons, Wolfbane Smoke Charges do not have to be targeted on a specific

figure.

THE REAPER

The Reaper may fire both its weapons as a Special Power action. In addition, like all Hurricane Walkers, it is not a vehicle, but a normal troop model.

SHOCKTROOPERS

Once a Shock Trooper has used (fired) a heavy weapon it loses its special ability to take full advantage of all available lighting and terrain features for the rest of the game.

RULES QUESTIONS GUY

Les Robertson. E-mail: thingfish@internet-95.com.



LISTING OF PRODUCTS

CHRONICLES

MUTANT CHRONICLES RPG

4001	MC RPG
4002	Brotherhood Sourcebook
4003	Imperial Sourcebook
4004	Capitol Sourcebook
4005	Freelancer's Handbook
4006	Algeroth Sourcebook
4007	Bauhaus Sourcebook
4008	Cybertronic Sourcebook
4009	Mishima Sourcebook
9010	MC RPG 2nd Edition
4011	Ilian: The Mistress of the Void
4012	The Second Seal of Repulsion, Adv.
4013	The Four Riders, Adv.
4014	Beyond the Pale, Adv.
4015	Heimbürg--City of Sins Sourcebook

WARZONE RULES

9401	Warzone rulebook
9402	Dawn of War, Compendium #1
9404	Beasts of War, Compendium #2
9406	Casualties of War, Compendium #3
9407	Worlds at War - Dark Eden
9409	Worlds at War - Venus

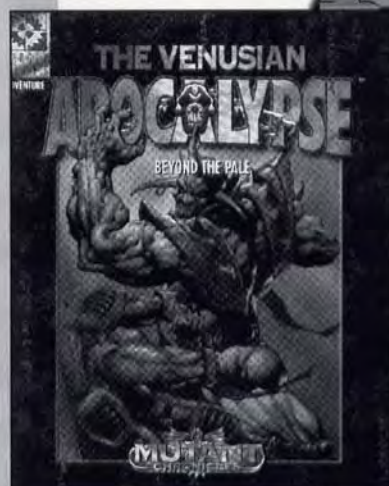
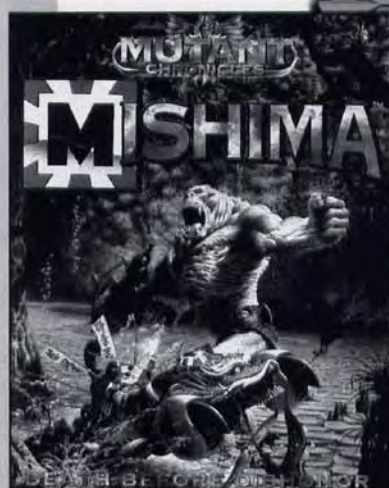
WARZONE UNITPACKS

9501	Capitol Troopers
9502	Blood Berets
9503	Bauhaus Hussars
9504	Mishima Samurai
9505	Undead Legionnaires #1
9506	Blessed Legionnaires
9507	Wolfbane Commandos
9508	Cybertronic Chasseurs #1
9509	Capitol Special Forces
9510	Cartel Special Agents
9511	Undead Legionnaires #2
9512	Brotherhood Troopers
9513	Necromutants
9514	Ilian Templars
9515	Screaming Legionnaires
9516	Brotherhood Elite Troopers
9517	Heretic Legionnaires
9518	Hellfire Cart w/ Crew
9519	Hatamoto
9520	Etoiles Mortant
9521	Martian Banshees
9522	Combat Warheads
9523	Suicide Warheads
9524	Machinators
9525	Fury Elite Guard
9526	Venusian Rangers

9527	Karnophages
9528	Destroyers
9529	Bauhaus Dragoons
9530	Bauhaus Blitzers
9531	Trencher Regulars
9532	Mourning Wolves
9533	Sunset Strikers
9534	Cybertronic Chasseurs #2
9535	Ashigaru
9536	Cybertronic Shock Troops
9537	Acolytes
9538	Initiates
9539	Sacristans
9540	Brotherhood Pilgrims
9541	Capitol Desert Scorpions
9542	Mishima Crimson Devils
9543	Lutheran Disciples
9544	Sons of Rasputin Soldats
9545	Crescentian Brotherhoods
9546	Templar Horde Troopers

WARZONE SPECIALTY MINIATURES

9601	Cardinal Dominic
9602	Nepharite of Algeroth
9603	Valpurgius, Nepharite of Alakhai
9604	Razide #1
9605	Pretorian Stalker #1
9606	Pretorian Stalker #2
9607	Mortificator #1
9608	Mortificator #2
9609	Ezoghoul
9610	Nepharite of Demnagonis #1
9611	Nepharite Alakhai
9612	Curator
9613	Necromower
9614	Attila III-Cuirassier
9615	Nepharite of Demnagonis #2
9616	Nepharite of Ilian #1
9617	Nepharite of Muawijhe #1
9618	Zenithian Soul Slayer
9619	Rams Air Cavalry
9620	Brotherhood Mystic
9621	Brotherhood Keeper of the Art
9622	Immaculate Fury #1
9623	Nepharite of Semai
9624	Callistonian Intruder
9625	Bio-Giant
9626	Eradicator Deathdroid
9627	Unholy Carronade w/ Crew
9628	TA6500 Light Recon Vehicle
9629	Death Angel



#9508



#9506



#9506

#9836



- 9630 KA-67 Great Gray
- 9631 Purple Shark
- 9632 Mercurian Maculator
- 9633 Attila Variant
- 9634 Zenithian Slaughtermaster
- 9635 Spawn of Demnogonis
- 9636 Deathbringer
- 9637 Shadow Walker
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- 9639 Cyril Dent
- 9640 G.T. Offroad B-52 (resin)
- 9641 Dragonbike
- 9642 Pegasus Scout Bike
- 9643 Dark Huntsman
- 9644 Yojimbo
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- 9648 Brass Apocalypt
- 9649 Golem of Darkness
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- 9662 Agent Nick Michaels
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- 9664 Fenris Bike
- 9665 Female Heretic
- 9666 Inquisitor Nicodemus
- 9667 Female Mortificator
- 9668 Machinator w/ Hvy Wpn.
- 9669 Weapons Pack #1
- 9670 Weapons Pack #2
- 9671 Golgotha
- 9672 Demon Hunter
- 9673 Scorpion
- 9674 Ilian Templar w/ Hvy Wpn.
- 9675 Razide #2 (replaces 9604)

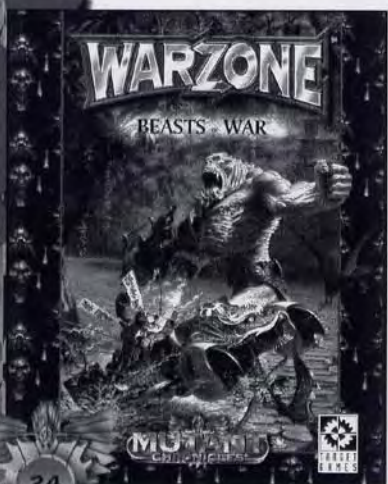
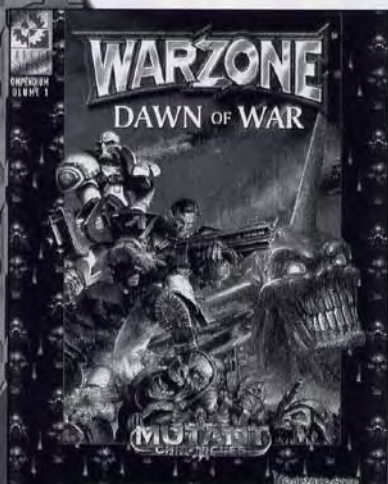
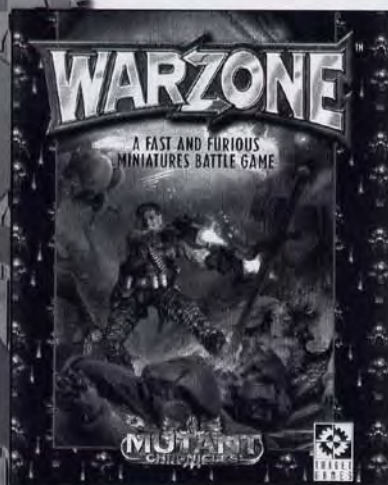
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- 9676 Immaculate Fury #2
- 9677 Ragathol
- 9678 Stahler (2 figure blister)
- 9679 Blessed Vestal Laura
- 9680 Technomancer
- 9681 Supreme Necromagus
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- 9801 Capitol Captain #1
- 9802 Capitol Sgt. #1
- 9803 Capitol Trooper w/ Hvy Wpn.
- 9804 Blood Berets Captain
- 9805 Blood Berets Sgt. #1
- 9806 Blood Berets w/ Hvy Wpn.
- 9807 Bauhaus Hussar Kapitan #1
- 9808 Bauhaus Hussar Sgt. #1
- 9809 Bauhaus Hussar w/ Hvy Wpn.
- 9810 Mishima Samurai Leader
- 9811 Mishima Samurai Hero
- 9812 Mishima Samurai w/ Hvy Wpn.
- 9813 Wolfbane Commando Chieftain
- 9814 Wolfbane Commando Hero
- 9815 Wolfbane Commando w/ Hvy Wpn.
- 9816 Sea Lion Sgt.
- 9817 Sea Lion Hero
- 9818 Sea Lion w/ Hvy Wpn.
- 9819 Free Marine Sgt.
- 9820 Free Marine Hero
- 9821 Free Marine w/ Hvy Wpn.
- 9822 Cybertronic Chasseur Sgt.



#9510



#9510



#9827

#9611



- 9823 Cybertronic Chasseur Hero
 9824 Cybertronic Chasseur w/ Hvy Wpn.
 9825 Bauhaus Hussar Kapitan #2
 9826 Capitol Captain #2
 9827 Wolfbane Commando w/ Shotgun
 9828 Capitol Hero
 9829 Bauhaus Hussar Sgt. #2
 9830 Capitol Sgt. #2
 9831 Blood Berets Sgt. #2
 9832 Necromutant #1
 9833 Necromutant #2
 9834 Centurion #1
 9835 Brotherhood Trooper Sgt.
 9836 Inquisitor
 9837 Brotherhood Trooper w/ Hvy Wpn.
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 9849 Brotherhood Vestel
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 9851 Necromutant w/ Tormentor #1
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 9853 Centurion #2
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 9855 Hatamoto Hero

#9834



- 9856 Etoiles Mortant Sgt.
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 9858 Martian Banshee Sgt.
 9859 Martian Banshee Hero
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 9861 Venusian Ranger Sgt.
 9862 Venusian Ranger Kapitan
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 9864 Destroyer Sgt.
 9865 Bauhaus Dragoon Sgt.
 9866 Bauhaus Dragoon Kapitan
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 9869 Bauhaus Blitzr Kapitan
 9870 Bauhaus Blitzr w/ Hvy Wpn.
 9871 Trencher Sgt.
 9872 Trencher Sniper
 9873 Trencher w/ Charger
 9874 Trencher Hero
 9875 Mourning Wolf Chieftain
 9876 Mourning Wolf Hero
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 9880 Cybertronic Shock Troop Captain
 9881 Cybertronic Shock Troop w/ Hvy Wpn.
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 9890 Imperial Warhound
 9891 Lutheran Disciple Sgt.
 9892 Lutheran Greymourn w/ Hvy Wpn.
 9893 Sons of Rasputin Soldat Sgt.
 9894 Sons of Rasputin Soldat Kommandant

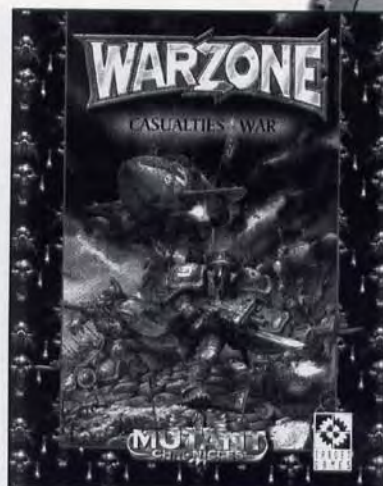


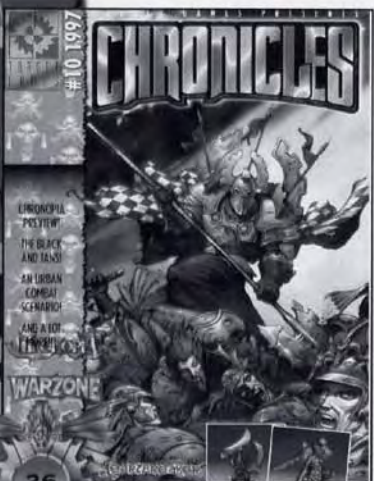
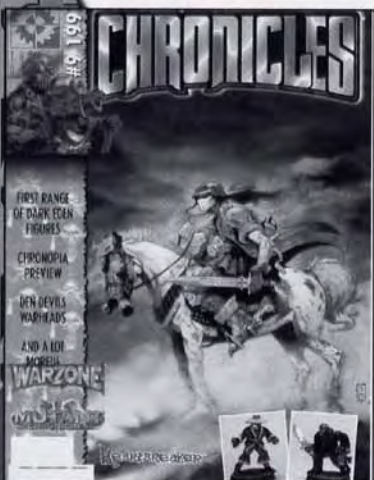
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CHRONICLES





- 9895 Sons of Rasputin Soldat Flammen Trooper
- 9896 Crescentian Brotherbound w/ Hvy Wpn.
- 9897 Crescentian Brotherbound Sgt.
- 9898 Templar Centur
- 9899 Brotherhood Watchman
- 9900 Crescentian Prophet

WARZONE RESIN KITS

- 4101 Dark Legion Citadel Archway
- 4102 Dark Legion Citadel Walls
- 4103 Dark Legion Citadel Corners
- 4105 Nephrite's Throne
- 4106 G.T. Offroad B-52
- 4107 Battlefield Enhancer #1-Crates
- 4108 Battlefield Enhancer #2-Fuel Dump
- 4109 Battlefield Enhancer #3-Ammo Dump
- 4110 Dark Legion Citadel Ruins

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- 5101 Basic
- 5102 Metallic
- 5103 Venusian Jungle
- 5104 Martian Desert
- 5105 Algeroth
- 5106 Dark Symmetry

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WARZONE

TM

SERGEANT BUCK'S BATTLES 3

TAKE THAT TOWN!

By Jonathan Coulter

Well, friends, it looks like Captain Davenport wants me to tell some more war stories. I guess I'd better do what the lady orders. Don't get me wrong — I like spinning a story as much as the next man, but I'd rather be shooting holes in the bad guys if you know what I mean. Anyway, since her ladyship the Captain thinks these stories are so important, I think I'll tell one about her this time.

Captain Darla Davenport of the AFC Anti-Legion Command is one unique dame. Gorgeous blonde hair, long legs, a face to die for — and she's one of the best damn marksmen in the entire Capitol army. Nobody makes it to Captain because of their looks, especially not this lady. She's a mean soldier. I've seen many scumbags get waxed because he underestimated her as just another pretty little thing, but she just winks, puts a hole in them, and goes on her merry way.

I remember the time we saved that little town for the Imperials. Seems that the Dark Legion wanted the town — it was "strategically important" or something — so they sent a couple hundred of their smelliest zombies to get it. Once the Imperials got wind of the enemy, they evacuated all the civilians and then moved their boys in to give the Legionnaires a surprise of their own.

It didn't work. The Nephrite running the show, being smarter than normal kept his troops outside the town, surrounding it but not attacking. Just making the Imperials nervous enough to get careless and launch a hasty attack and sacrifice themselves to a man, which they did, leaving the town undefended in the bargain.

Of course, not even a brainy Nephrite can plan on Captain Darla Davenport. She knew the local Imperials couldn't be trusted to do the smart thing, but she also knew how important the town was, so she had her entire force on alert and helo deployed before the battle outside town was even over. Some of us landed in the town square itself, while others landed on the outskirts and came in on foot.

Capt. Davenport was the first one off the chopper and headed straight toward the old ruined chapel near the town square. She ran up the stairs into the old-time bell tower, leaving me (and all the other old dogs) in the dust. Then we waited for the zombies.

It wasn't long before the first shot was fired and just who do you think fired that shot? Yep, the crazy woman. Before we could join the party, she had half a squadron of Legionnaires on their backs screaming. That woman is vicious with a sniper rifle, and once she was done warning up, she went after the first available Centurion, leaving the lesser slimeballs for Private Peterson to blow away with his HMG. We call Peterson "Tonka." Kid loves his job.

After that, it was all by the numbers. We crawled all over town, building to building, securing everything for the fearless leader. We had a few close dances with the stinking zombies, but they die better than they tango. Even when the Nephrite crashed the party (HUGE, even for a Nephrite!), it didn't bother the Captain. She simply drew a bead on its skull and threw all the ammo she had at it. Bugger had half a head left and he was still coming at us.

Out of ammo, the Captain rushed down the stairs and charged the thing with her chainripper. It took her down, but by that point the rest of us managed to overwhelm the beastie. "Doc" fixed up the Captain real nice and she managed to live. When she was back on her feet, she threw us one helluva party.



INTRODUCTION

As with all of "Buck's Battles", this scenario has been written so that any two forces may take part.

BACKGROUND

The enemy has targeted a town that controls a strategically important location. The local corporate military learned of the impending attack early enough to evacuate the town and occupy it with their own troops. However, the enemy opted to bivouac just outside town, forcing the defenders to leave the

cover of the town and attack the enemy head on. During the battle, a third force decided to take advantage of the chaos and moved in to claim the now undefended town. By the time the battle outside town ended, the victorious force was surprised to find the town already occupied by the new units.

This is where our scenario begins. The first force ("Force Alpha") has just finished fighting a battle and is moving into town, only to find the second force ("Force Beta") moving in also.



SETTING UP THE GAME

The game uses a standard 4' x 8' playing area, but requires at least twenty buildings. If you don't have enough buildings, you can use books, milk cartons, or cardboard boxes, provided that you clearly mark the doors to each building. Set up the buildings in the central region of the playing area, leaving at least a 1' zone on all sides for trees, hills and other natural scenery. There are no rivers within the playing area.

The actual layout of the town is up to the players, but a road should pass through the town. Because the town is important because of its location and not its contents, avoid using many fortifications. Trees and other scenery may be placed within the town area.

THE FORCES

All standard rules for picking your forces apply. Although there is no set point value, both players should agree before the game as to the size of each force; a good size is 1500 points per side. There are no troop restrictions and any army will work equally well.

One player will represent the victor of the earlier battle outside town and will be known as Force Alpha. It is assumed that Force Alpha won the previous battle easily, and so there are no penalties for having been in the recent engagement. The second player will be Force Beta and will try to take advantage of the previous battle by sneaking into town.

BRIEFINGS

Force Alpha: Your plan to draw the defenders out of town worked perfectly: your presence made them sufficiently nervous to pressure them into a foolish attack and your army

had little trouble taking out the pathetic few troops sent to hold the town. It is now wide open for your taking. But wait a minute! As you are marching into town, you notice another army has taken advantage of the fight and has started to take the town for themselves. We can't be having any of that! Not after blood has been spilled for the place, even if it wasn't your blood. Looks like you won't be walking into town after all; at least not before you win another fight!

Force Beta: Command has informed you of the strategic importance of this town and ordered you to take it. However, you have just received a report that another army has attacked the town themselves. The time to act is now. Every second counts! You immediately light some fires under a few butts and get your troops moving on the town, just in time to see that the attacking army wipeout the defenders. attacking force is on the move back toward town. You have a fight to win.

DEPLOYMENT

Each player rolls 1D20 and adds his best leadership value. The higher total chooses which table edge to deploy onto. The deployment zones are 6" in from the table's edge and you may only deploy 50% of your force according to the regular Warzone rules. The other half of your force will move onto the table from the deployment edge during the first game turn. Free Marines and similar forces may deploy as normal but must do so as part of the first group. In addition, Capitol players may deploy any of their first half of troops as airborne but may not helo deploy any troops in the second group. No troops may be held as a reserve.

GAME TIME LIMIT

The battle lasts for a minimum of five (5) turns. At the end of the fifth turn, count the total number of buildings secured by both sides. If at least 50% of all buildings are not presently secured, the game continues. Likewise, if enough buildings have been secured, but are evenly split between both players, the game continues. Past the sixth turn, the game continues until half the buildings have been secured and one player has secured at least one building more than the other has.

WINNING THE GAME

Victory points are not awarded as usual since the objective is to secure the town. The player with the most buildings secured wins the game (see Game Time Limit). The winner is assumed to have taken the town.

SPECIAL RULES

Securing Buildings — In order to win the game, each side must secure buildings. To do so, any model may enter a building and spend one action. Any enemy models already in the building must be killed before the building may be secured. Once the action has been spent, place a marker on the building to show your force has secured it (different-colored markers for each force are obviously needed). Buildings that have already been secured by the enemy can be taken from them. This is done in the same way as securing any other building:



move a model in, take out any enemy troops, spend an action, and the building is yours. Remove the enemy marker and replace it with your own.

Moving into Buildings — To move into a building, a model must first move into base contact with it. Once in base contact, it costs 1" of the model's movement to open the door and enter the building.

OPTIONS

- **Three Way Battle:** instead of starting the game after Force Alpha destroys the town's original defenders, allow a third force to deploy its units in town as the Defending Force. Defending Force deploys before the other two players choose their starting table edges. All deployment for Force Alpha is

- For a longer game, deploy from the table ends instead of the sides. This will force units to march a longer distance before arriving in town.

- **Special Buildings:** the first time units secure a building, roll 1D20. On a roll of a "1", the building contains items of value and is worth double victory points; place two markers on it. However, on a roll of "20", the building is booby-trapped and explodes, killing all models inside and inflicting a DAM 18 attack on every model within 3".

- **Time Bomb:** instead of attempting to secure the buildings, players are scrounging for anything of value. Place a marker in each building. Whenever a building is secured, the player searching the building takes the marker. Once a marker has been removed, it belongs to the player and is not replaced.

However, there is a twist here each building is sabotaged. Starting in the second turn, buildings begin exploding, taking anything valuable inside with them. Every turn thereafter, each player should randomly determine a building to blow up. Any models inside or atop the building are automatically killed. Those within 3" automatically take a DAM 18 hit.



done by moving onto the tabletop in the activation phase of the first turn — there is no on-table deployment for the attacking forces. Force Beta must deploy as per Force Alpha, but must wait until the second turn. If either Force Alpha or Force Beta are Capitol (or have special deployment capabilities) they must designate which units are being helo deployed before the game begins. However, pre-deployment of infiltration troops like Free Marines is not allowed in this variant.

- Another option is to play the scenario as a two-part game. Play Part One with a normal terrain setup, but Force Beta may only deploy one third of its troops. This is obviously lopsided, but the objective here is for Force Beta (the defenders of the town) to take out as many of Force Alpha's key troops as possible before being destroyed. Part Two is the scenario as written. However, neither force may deploy any troops killed in the earlier battle. If the point values of the surviving forces are unbalanced, adjust the forces to compensate — each force should have the same point value.

WARZONE™



IMPERIAL'S PRODIGAL SONS

By Legion. Fiction by Sami Sinervä.

In one of the many pubs in the Imperial City of Victoria, the Heretics were gathering. The city was under curfew, but Darkness had fallen all the same. Except for a few shadows in the back streets and the Young Guards on patrol, the streets were empty.

In the pub, the supreme Necromagus hissed a welcome to its servitors. "I know you have been waiting for this moment," it rasped, "and it is here, at last. It is time for our attack!"

Two of the men opened a hidden hatch in the floor behind the bar and three men emerged wearing iron masks, black robes and a deadly assortment of weaponry. A dog slunk into the room, but none of the Heretics took any notice as it scanned the room with its wide eyes. "My wonderful siblings!" the Necromagus continued. "Take these weapons, and go out on the streets and create havoc! Chaos! This city of the unfaithful is ours!"

Suddenly the door crashed inward, broken from the outside. Men in gas masks burst in through the splintered doorway while more men crashed in through the windows. All were armed with assault rifles and wearing black and tan trencher uniform armor.

Meanwhile, the dog made an enormous leap toward the throat of the Necromagus; its fangs expanding out of its flesh as it leapt. The Necromagus was taken by surprise, spurring Dark Symmetrical acidic fluids from his hands in a vain attempt to keep the dog away. The acid burnt right through the dog's skin, but did not even seem to slow the dog down. Through the burns, the Necromagus saw that the animal had a metallic skeleton — and then the fangs drove into his neck. The last thing the Heretic heard was the sound of the trenchers shooting at everyone else in the room.

It was all over in less than 10 seconds.

BACKGROUND

Her Serenity's Own Heresy Suppression Force, better known as the Black and Tan, is a multi-clan Imperial Special Forces unit under direct command of the C-in-C of the IAF. Deployed in squad-sized units euphemistically known as "cleansing teams". The Black and Tans' obligation to Imperial is to suppress Heretic activities using any means necessary. The IAF's Provost Marshall originally established the HSF during the Venusian Crusade as a penal battalion, assigned to house-cleaning operations. They quickly made themselves indispensable in the fight against the Dark Legion, and were granted a full pardon by Serene Decree. To this day, the Black and Tan remain among the legendary forces of Imperial, earning the honor of being called "Serenity's Own" as well as "the Prodigal Sons," and "Her Serenity's Prodigal Sons." Although they were once conscripted from the worst and most violent military criminals in the IAF, the Black and Tan are now recruited from the regular Imperial Special Forces. In fact, the unit is so prestigious that there is a long waiting list for personnel requesting transfers to the Black and Tan. Those whose service records reflect a history of harsh or violent behavior are still given preferential treatment by the Black and Tan selection board.

APPEARANCE

The HSF's nickname "Black and Tan" was derived from the uniforms of the Imperial Detention Barracks: black chevrons



printed on tan shirts and trousers. In accordance with the unit's penal tradition, troopers in the Black and Tan are called Magisters while their leaders bear the title of Proctor. Officers are known as Witch Hunters.

Despite their high rank, Witch Hunters often wear the same combat uniforms as the regular troops they command. This is another legacy of the Black and Tans' criminal past. During the first few years after the HSF was established, a number of Witch Hunters were killed by their own men. To make mutiny or other "accidents" more difficult, the officers began to dress identically to the conscripts, and continue to do so to this day. They wear Proctor uniforms only on dress occasions.



ORGANIZATION

The Black and Tan specialize in urban warfare. While the Blood Berets were formed to combat the Dark Legion on the open battlefield, the HSF was founded to root out and destroy heresy in Imperial's population centers. These talents also

the common people. In the inner cities, the locals despise the brutality of Her Serenity's Own as much as they fear the insanity of the Dark Symmetry, and anywhere the Black and Tan are pitted against Heretic outbreaks, the locals secretly hope that both sides lose.

IMPERIAL FORCE	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Black and Tan Magister	13	14	—	14	3	1	1	3	26	29
Black and Tan Proctor	14	15	—	15	3	2	2	3	28	40
Black and Tan Witch Hunter	15	16	—	16	4	3	3	3	28	51

make the cleansing teams useful on armed Imperial missions to claim hostile territory, and they work especially well with the Golden Lions on such missions. Because the Black and Tan employ K9 units (equipped with Iron Mastiffs), they also frequently cooperate with the Foxhound Department of the ISC in investigating heresies.

Active cleansing teams are given full legal powers throughout their area of operations. The HSF is famous for leaving a city with extensive property damage, and reports of excessive measures in pursuit of Heresy are far from uncommon. Although the Black and Tan are revered for their dedication, they are also hated for their ruthlessness, especially among

BLACK AND TANS

EQUIPMENT

Magisters are armed with Invader assault rifles and Aggressor handguns. Up to two Magisters may replace their Invader assault rifles with any other weapons from the Imperial armory. Proctors are armed with Aggressor handguns and Punisher short swords. Witch Hunters may carry any weapons from the Imperial or General armories.

The Black and Tan always wear gas masks in combat, as much for the purposes of disorienting their enemies as for protection.

SPECIAL RULES

- All Black and Tan units have the Cool heroic special ability.
- The Black and Tan are inured to the Dark Symmetry. Add +4 to their Leadership whenever they make resistance rolls against the effects of the Dark Symmetry.
- Black and Tan cleansing teams and Witch Hunters may be seconded to the Brotherhood. Brotherhood forces are allowed to include one Black and Tan cleansing team and one Witch Hunter in their orders of battle.
- Certain Witch Hunters have learned about the Art from their Brotherhood chaplains. For an additional 22 points, any Witch Hunter may have a Power of 12 and knowledge of one Aspect of the Art.

STRUCTURE

The Black and Tan are organized into cleansing teams, each containing one Proctor and between four and seven Magisters. Black and Tan Witch Hunters are purchased as individual models, and you may only field one Witch Hunter per Black and Tan cleansing team in your force.



IMPERIAL ARMORY

IRON MASTIFF

The Imperial Iron Mastiff is a ruby-eyed, stainless steel robotic attack dog manufactured by Clan Dunsirn's Kimberly Corporation. The Mastiff's enhanced night vision and olfactory discriminators are equally helpful in rooting out Heretics in both urban and rural terrain, making the synth-hounds valuable to both the ISC Foxhound Department and the IAF Black and Tan. In addition, Clan Dunsirn's special Hunters unit also makes extensive use of the Mastiffs.



PROFILE	CC	MW	PW	LD	AC	W	ST	MV	A	COST
IRON MASTIFF	16	—	—	15	4	1	1	5	26	31

Although the Iron Mastiff has a character profile, it is a piece of special equipment, not a troop type. The synth-hound must remain within a 6" command distance of its handler at all times, and is activated immediately after its handler has taken all of its own actions for the turn.

The Iron Mastiff can attempt Spotting actions independently of its handler — due to its advanced sensor array, it receives a +4 bonus on attempts to spot Hiding enemies. As an AI, it is immune to gas attacks, fear, panic and rout, but the Iron Master may not have any Enhancements or Programs. Only an Imperial individual model may purchase an Iron Mastiff.

WARZONE™



PUTTY TOUCHING:

CRESCENTIA BEAST

By Peter Flannery

"I wouldn't know how to begin!"

This is a common comment when people look at a finished figure or resin accessory. I can understand why they'd say that. Few people know that each piece is built up step by step, layer by layer, with painstaking care and patience. It's a complicated job, but that's the only way to do it. If you try to do it all at once, the figure looks bad or simply falls apart.

Once I moved to Target's new studio in Edinburgh, I was asked to work on some of the war beasts for Dark Eden. For the purposes of showing *Chronicles* readers how the figures are made, we thought we'd use one of the Crescentia Beasts, a massive creature that looks something like a buffalo, as an example.

Every designer works differently. The trick is to find techniques that work for you. First, since we will be casting this piece in resin, the base has to be part of the model. Let's start with the base. I mix some two-part epoxy putty and roll it out, making a flat oval shape. While this is still soft, I cut it to roughly the desired shape and texture it with an old chopped-up paintbrush. By using the stubby brush bristles, I can give the impression of rocky soil. Then, once the putty has set, I can go back and finish the base, which now has a hard, rocky texture. While the base sets, I prepare the wire armature that will serve as the model's skeleton. You can use any kind of wire as long as it is flexible enough to work easily. Copper wire from electrical cable should do nicely. I cut a long piece for the spine and two shorter pieces for the front and back legs. Most people would solder these joints together, but as I never learned the secret art of soldering, I fold the "spine" over and use an old compass point to twist it into a kind of rope. Then I open the braid in two places, one for each pair of "legs," and push the "legs" through the holes. A touch of super glue holds the wires in place, a small amount of putty on the joint gives additional strength, and the skeleton (as seen in the first picture) is assembled! It's not quite as neat as soldering, but it's a lot easier to master.

1) Once the joints are dry, I begin to bend the wire into the desired pose. This doesn't need to be perfect because we can correct the fine details with putty until later, but the

proportions and stance should still be a rough match for the end result you're going for. I always make the legs a bit too long for the finished figure because it's easier to trim them down than to lengthen them in case you make any mistakes. When you're happy with the basic pose, place the skeleton on the base and mark the points where the figure will touch the base: in this case, where the hooves of my beast will rest on the base. Drill holes into the base at each of these points and insert



the wire into the base, securing it with glue. Now I can start to add flesh to the bones by adding a layer of

putty to the wire. Build the figure up gradually, and don't worry about making it look perfect at this stage — you simply want to get a rough approximation of the creature's bulk. Shave off bits that don't fit, and keep adding putty in layers until you're happy that the shoulders aren't too wide and the hips aren't too narrow. As you can see from this picture, the model is already beginning to resemble the original concept sketch!

2) Now it's time to start on the final layer. Even now, you want to concentrate on just a small part of the model at a time. I like to work from the feet up because I think it gives the model a sense of solidity. The putty I use for the final layer has a very elastic feel to it, so it's good for imitating muscle, flesh and sinews. Like most sculptors, I use a number of tools for getting different effects. For example, dental tools are very precise, but they're unfortunately also very expensive. Generally, I find that homemade tools are better because you make them in order to achieve a very specific result. Old paintbrush handles are good, as are wire coat hangers flattened and filed down into sharp spatulas. Use whatever you can get your hands on, and if you can't find the right tool for the job, make it!

3) So, with my motley assortment of bought and homemade tools, I continue to add detail to the figure. Here you can see the new putty as I work on the back legs. The finish is becoming more refined now and the legs and hooves are beginning to look more like the real thing. As yet, however, the



figure seems unbalanced, with small, underdeveloped hind legs and a massive, overly-powerful chest and shoulders.

4) Here you can see how I apply the huge belly in one large piece. Notice, though, from the next photo how I add the rib cage separately. Even in places that appear to have been done in one step, it is likely that every square millimeter of the figure

was built up and then carefully smoothed in. This is especially true of the muscles around the neck, which started out as separate balls of putty before they were molded together to give the impression of bulging, clearly defined muscles.

5) Finally, the rough underlying shape has been completely covered and the overall proportions of the beast are finished. The front

legs are complete and the head is slowly taking shape, as are the hindquarters, belly, and imposing bulk around the shoulders. This is a difficult but satisfying time, as you can now see the model coming to life.

6) Still, the trickiest part of all remains: the head. There are probably as many individual stages in building up the head and face as there are in the rest of the model. It would take too long to go through the process of adding the lower jaw, lips, nostrils,

bridge of the nose, eyes, cheeks and forehead, but once again you can see the basic principle at work. A complex job is broken down into small, easily manageable steps. Look at the next photo and try to pick out all the shapes I have just listed!

7) Now it's time for a bit of fun. This is supposed to be a massive beast with large horns and a gore attack, so let's not skimp on the horns. Since the

horns are going to be cast in metal, I've got the freedom to let them extend out from the body. With resin pieces like this, extended areas should cling tight to the main body of the model due to necessary restrictions in the production process and the need to keep the product affordable. If we want horns this big, they have to be cast in metal. There's just no other way. Here you see how I use the same process of bending wire to make the armature for the horns that we used earlier in forming the beast's skeleton.



8) Likewise, I add a layer of putty to strengthen the wire before working on the final surface.

9) So here is the finished model! The horns look suitably threatening and the mane of hair along the ridge of his spine makes a nice final touch. The only thing left for me to do is to make the model castable, which involves the unfortunate process of filling the space under his belly and between his legs. Not an ideal solution but once again the designer must compromise between the requirements of the original design, the molding process and the final cost of the model.



10) Here in this last shot you can see the Crescentia beast alongside a fearsome Templar beast. Between the two hulking monsters is one of Roy Eastland's Beast Clan Dwarfes. While the beasts rampage across the desolate plains of Dark Eden, Roy's Dwarf will be battling the forces of Humans, Blackbloods, Elves and the vile Devout in the world of Chronopia.



WARZONE™



THE FREELANCER ARMIES

ASSEMBLING A CAPITOL FORCE

by Thomas Osterlie

The Venusian Naval Marine Corps are some of the toughest, meanest badasses in the Solar System. They've got their own Special Forces unit — the Sea Lions — and Admiral Colby's Guard, which recruits many of the finest commando soldiers in the Mutant Chronicles Universe. Still, the Venusian Marines are unsung heroes. When people talk about Capitol, it's mostly about the Special Forces, especially the Free Marines or the Banshees. Few bother to talk about the heroism of the grunts, but I'm honored to have them in my force. Let me tell you about a band of heroes: the Marines of Alpha Company's 4th Platoon, stationed at Port MacArthur as part of Task Force West. They were recently sent in to sort out the trouble in the Leech Block district, where their performance was exemplary. Heroes and martyrs, all.

A CALL TO ARMS

When I started collecting a Warzone force, the first thing I did was flip through the rule book. I have to confess that I had only read parts of the rules and the background before deciding to play the game. I'm not sure how it was for you, but I found myself unable to read the rulebook for the first three days I had it in my possession. I started reading, but soon ended up flipping through it and just looking at the pictures. I'd never seen a full color rulebook before, let alone one so filled with stunning illustrations.

Anyway, while flipping through the book, I found that Capitol had the imagery which best suited my tastes at the time.

Capitol was the perfect choice for me because I'm really into American Football. The only thing missing was the cheerleaders, but I decided I could make do without them for the time being.

After playing a few games of Warzone with a small Capitol force, I decided to switch to Mishima. However, as I became a more experienced player, I soon realized that Capitol really did have what I wanted from a Warzone force. After taking a closer look, I became convinced that Capitol was perfect for me!



What I like about Capitol is the diversity of troop abilities and the amazing mobility they offer. The troop types allow me the freedom to choose between the Free Marines (the perfect assault troops) and the Sunset Strikers (ideal for holding defensive positions). And that's not even counting the Infantry, which has proven its value time and time again. I love Capitol Infantry for the helicopter deployment, which might be a bit risky if you don't know which of your opponent's troops are Waiting. In one of my more glorious victories, I was able to deploy my Infantry in positions behind a large Brotherhood force, which I then wiped out in less than two turns.

THE CORE UNIT

If there is a downside to playing Capitol, it's their lousy individual troop types. Since their Wounds score is only 2, they're easy prey for opposing individuals with heavy weapons or sniper rifles. Because of this, I always try to field a force with only the bare minimum of individual models, preferring instead to use plenty of grunts.

The core of my force is always a large squad of Infantry. I will usually buy the maximum of nine figures, arming two with heavy weapons. Of course, a large squad amounts to a large number of points. If I buy M89s for the heavy weapon troopers, I'd spend almost 500 points. Even at 1000 points, I think M89s are too expensive, so I tend to give my HW models the M606.





However, with the new bipod rules in *Casualties of War*, the LMG is no longer such a terrible weapon. Since the Infantry troopers are armed with M13s, I never bother giving them bayonets, nor do I care for upgrading them with Grenade Launchers. It simply costs too many points, and the bottom line with Infantry is to keep the cost of the squads to a minimum. I tend to like arming the Sergeant with an M50 instead of a Chainripper, though.

While the Infantry squad and its armament is a constant no matter what tactic I'm using in a game, the rest of my troops will change from game to game. I have basically two tactics: assault or defend. There are of course nuances to these tactics, but I'll always be able to break the situation down into one of these two categories.

KNOW YOUR ENEMY

It is always important to know your enemy. I'd say knowing the enemy force lists is as important as knowing your own. To exploit your opponent's weaknesses, you have to know what they are — this includes not only knowing his force, but also knowing his gaming style and its weak spots. This can be more difficult in tournament play than in your regular gaming group. You must prepare to face whatever forces are thrown your way, and so it's even more important to know your enemies' force lists. Try to design a force that can grant you the victory no matter what force your opponent fields. For this I've found Capitol to be perfect. The force I've designed for this article has been picked for tournament purposes.

THE REST OF THE FORCE

As said above, the core of my force is made up of a large, yet relatively inexpensive unit of Infantry.

THE FREE MARINES

For flexibility I pick a squad of Free Marines. The Free Marines are perfectly suited for both assaults (because of their special deployment ability), and defense (because of their high Strength, Close Combat, and Punisher Blades). I used to field a smaller Free Marine force with heavy weapons, but I soon realized that this squad wasn't much help on assaults. The heavy weapon never really paid off and besides, the squad was only four men strong, which gave it the nasty habit of Routing.

Of course, that HW squad was perfect for defensive actions. It could pick off the enemy as it approached and still be worthy close combat opponents. For flexibility, I'll go with five troopers and no heavy weapons.

I usually deploy the Free Marines very close to the enemy, Hidden and Waiting. Why not? Just make sure to deploy them just far enough from the enemy that he can't reach your Marines in his first move. If possible, deploy them behind cover to give your opponent a total modifier of -8 (over 12" away and behind cover) to Spot the Marines.

My tactics for the Marines vary from situation to situation. I like using them to call in Airstrikes. If I field them with a Free Marine Hero, I'll activate the Hero, who then uses a Give Orders action to activate the Marine squad. Both the Sergeant and the Hero would then call in Airstrikes. I once decimated an entire Blood Berets squad with this tactic.

VEHICLES

I like the Purple Sharks for both their speed and their armament. Usually fielded in leaderless squads of two, these hovers tend to kick butt on the battlefield, and aren't terribly expensive. In tournament games, I like to field them with a Great Gray as squad leader, because the Great Gray lets me field a Pegasus bike. With its special Spot action, the Pegasus makes the likes of Wolfbanes and Mishima troops very vulnerable.

I like to send the Sharks on flanking maneuvers. If possible, I deploy them last, in order to determine which flank is the enemy's weakest. This is pretty important — you never want to risk your vehicles in combat with the enemy's best troops. Take on the troops you're confident you'll kill, and then, when they're out of the picture, combine the troops you have left on the enemy's strong front.

Always deploy the Pegasus far back in the deployment zone behind some real cover like woods or hills. You'll only use it to pop up to do its Spotting action.

THE INDIVIDUALS

As mentioned above, I include a Free Marine Hero with my force. I never give him any additional special equipment (except maybe for some AP grenades), but arm him as a regular Free Marine. His main function on the battlefield is to support the Free Marines, so I deploy him close enough to them to use his Give Orders action and activate both Hero and Squad simultaneously.

I also field a Banshee Hero. It is quite possible to field a force consisting of two very cheap squads and use the rest of the points on two extremely boosted individuals with heavy weapons (preferably Nimrods). The point of this is that these individuals are nearly impossible for regular grunts to kill. With a Coagulant Injector and a Combat Medic Unit, they've got an overwhelming amount of wounds. I'm sure all of you have faced a force of this kind.

I field the Banshee Hero to tackle just this sort of force. I equip him with a Command Helmet and Gehanna Puker and then, with his extra action and fast movement, he can take up position just out of range of the over-powered individual. When the time is right, the Banshee Hero flies in, carefully avoiding the individual's LOS if he's Waiting, and fires the Puker. If the enemy fails an Armor roll but saves with his Medic Unit, he's still on fire. Move the Banshee Hero back into his secure position. Repeat if necessary.

COLLECTING THE FORCE

Who hasn't come home from the game store with dozens of figures they didn't need? Who hasn't bought a pack of miniatures on the spur of the moment? I know I've done this many times, but sometimes these impulse buys have spawned



Free Marine

that look good together.

COLOR SCHEMES

Having played many tabletop games during the years (more years than I care to remember), I've fielded some flashy forces. Striking or even garish colors might not look realistic, but they look good on the battlefield. With the danger of sounding patronizing I have to confess that there's nothing wrong with painting your force this way, but it's sort of boring to me after painting over 3000 figures.

What I wanted for my force was realistic military colors. Unfortunately, while I used enamels in my youth, I use acrylics, and it's hard to find realistic military colors in acrylics. After looking through the local hobby and art stores and finding nothing, I decided that I didn't want to mix my own colors — if I were painting a single figure, I'd do it, but not for an entire force. I wanted to use paint straight from the bottles, so I compromised on a variation of the Capitol paint scheme seen in the rulebook. Not completely realistic, but close enough for me.

PAINTING AN ENTIRE FORCE

In my opinion, the most important thing in painting an entire force is that they should look like they all belong together. People should immediately recognize that all the figures are a single force. To achieve this, I generally work with a standard palette of three colors for the entire force — for Capitol, I use Wolfbane Leather from the Corporations paint set, a beige-yellow, and a green. Even with only these colors, I could create quite a diverse set of paint schemes. However, because I want the force to look unified, I choose to paint all the body armor green and all the shoulderpads and utility belts in the Wolfbane Brown.



great armies.

I tend to try a more structured approach to collecting a force. Since my funds are limited, I don't want to spend my money on figures that I know I'll never use. I've got enough useless figures in cupboards, drawers and closets. Instead, I design a force (usually starting with 500 points) and then determine which models I'll need. Then — and only then — I take a stroll down to the game store (yes, it's that close) and buy my first unit. Then I head home after spending only a few hours in the store.

Once I get home, I glue the miniatures to their bases and remove the worst of the excess metal. I usually don't bother to remove too much of the flash, because it takes too long and besides, once they're on the table, who notices? I want to field my forces fast, so I only remove the really glaring excess.

Next, I undercoat the figures and paint them as I describe below. When I'm done with the first squad, I stroll back to the game store and buy my next squad. Making sure I complete each squad before buying a new one, I can build a substantial force very quickly. When the 500-point force is ready to go, I add the figures I'll need to bring it up to 750-point strength.

PAINTING THE FORCE

I don't want to spend the rest of my life painting a single force. I don't have the patience to paint an entire force to a standard worthy of Jackie Prow or Mark McNaught, if I even had that kind of skill. All I want is a force that looks good on the table, so I'm going to have to find a combination of colors

In other words, the essence of painting an entire force is to create unity. This doesn't mean that every figure should look identical to all the others, though. That would not only make the force both dreary to paint and boring to look at, but it would be difficult to tell which troop type was which. Because of this, I opted for blue-gray trousers with black-and-white camouflage on my Free Marines. Still, notice how the beige-yellow returns on the Marines' gloves!

THE DETAILS

Sometimes I want the models in a force to be completely identical. This is often the case in historical games where I play with massed ranks of soldiers. However, to me Warzone is more personal. Every single trooper means something, and so I want every trooper to be different from the rest. As long as you have different models for each trooper type this is no problem. With Warzone, though, when at best you have four

different troopers per type, this might prove a bit difficult. The solution I came up with was to give my troopers a range of skin colors. My force has therefore a great diversity in human ethnic groups: African descent, Asian descent and European descent.

PAINTING TECHNIQUE

As I mentioned earlier, I've been playing tabletop games for eons. Most games have been the sort where I've fielded massed hordes of identically painted figures, and a fast way to field a force like that is to paint the figures in groups of ten or fifteen at a time. This is what I did for ten years, before I

or five hours a day for painting, if I don't skip supper. For me, the technique that works best is to block in all colors, then do the appropriate highlighting. This enables me to finish a figure a night. In a week I might finish an entire squad. I can get away with only one highlight, which I paint on the raised areas with my fine detail brush. I also only worry about highlighting the dominant colors for the force (brown and green, in this case), even if they're major parts of the figure. I do highlight the skin colors. With skin colors the base color will form the darkest shade on the finished figure — if you look closely at a finished figure, you'll see that the highlights actually form the dominant color for the skin.

THE BASE

In the end I paint in the figure's pupils and do the base. Again, I paint my bases in a very simple but efficient manner, first coating them with Wolfbane Leather and then painting the entire ground surface with diluted PVA glue. While the glue is still wet, I stuff the base into a bag of ground coffee (I prefer a local Norwegian blend). Since I quit drinking coffee, I now like to sniff my own figures in order to stay awake into the wee hours of the night!

Once the glue dries, I remove any excess coffee by lightly tapping the base. I then add more PVA in small spots all over the base and dip it into green flocking material. When this dries, I again tap on the base to remove the excess flock, and then paint the entire base again with a mix of the diluted PVA glue and a tiny amount of cleansing liquid. The cleansing liquid breaks the film that forms on top of the glue, making it flow easily into the smallest crevices on the base. I generally wait to secure the bases to the figures after I've finished an entire squad.

PARTING COMMENTS

What I've described in this article is my own approach to collecting, painting and playing with my Warzone forces. Keep in mind that there is no right or wrong way to enjoy this hobby. You might employ radically different tactics from me, even though you're playing a very similar Capitol force. You might paint your forces completely differently and even use completely different painting techniques. That's the beauty of this hobby.

The point is to have fun. Do what feels right for you. Do what works for you. But above all, have fun!



started playing Warzone, and I learned to hate it. Quite frankly, I had gotten tired of having to work for an entire week to finish off a batch. It even got to the point that I quit painting for awhile.

That's why I'm using a new technique for my Warzone forces. Since I'm not very patient, I want to see results (or at least some progress) immediately, and so I paint each force a figure at a time. I still prepare each squad as a group, blocking in the black areas like boots and guns and drybrushing the guns together, but that's the extent of my mass production these days.

Now that I have to work for a living and the constant pressure from publishers deprives me of my weekends, I only have the evenings for myself to paint. That gives me approximately four



AH/UH-64 "GRAPESHOT/GUARDIAN"

CHRONOPIA™

For centuries, the Firstborn prayed in secret for the return of their lost King. As the Elves sought to destroy the Old World and all they had built, their human slaves told the tales in hushed tones, ancient tales of the times when the world was united under one ruler, owing fealty to one king. When the Triad of Blackbloods, Dwarves and Elves carved up the Firstborn dominions, the wretched Firstborn who remained would whisper to one another of the times when the other races paid tribute to humanity. They told tales of the One King. The Reaper. The Unifier. The Martyr. Once a year, their warriors would weep in remembrance of his death at the hands of the Elven lords. They wept for their lost world, for their lost power, for their lost kin. Oaths were sworn. Oaths to await the King's return and to await the vengeance promised in the Scrolls of the Kindred. Little did the generations that kept the faith realize that their savior's rebirth would lead to unseen destruction and to the creation of an unimaginable evil. The return of the King marked the beginning of a period of wars that burned the entire land with flame that must have come from Hell itself.

From *The High History of Chronopia*, by the Chronomancers of the Seven Towers.





CHRONOPIA™



Obsidian Guard and the Dragon Skull serve the Serpent, while the Crystal Knights and Ice Warriors serve the Lotus and the Keepers of the Flame and the Warriors of the Sun serve Helios. All the Elves have access to the power of the Lotus-Eaters, witches and warlocks who consume the flowers of the Lotus to work their magic.

BEAST CLAN DWARVES

Dwarves are the most ferocious of all the peoples of the world, and the sight of their legions in armor crafted to resemble great beasts is one that all other races dread. There are five major Dwarf clans: Blood-Bones, Vultures, Dark-Tusks, Horned Ones and Wolves. Each Clan breeds the savage Keepers of the Blood Totems, monsters that are caged deep within the bowels of the Dwarf Ringholds until their masters loose them on their enemies.

THE BLACKBLOODS

Aziz Kinslayer, the Ogre Emperor, boasts the largest and possibly greatest land army in the world. The backbone of this highly trained, well-equipped army is the Orcs, supported by Goblin units which include the famous Swordmasters and the Ripperbeast Riders. The elite Warbands, however, are composed of the Ogres, who wear heavy

THE FIRSTBORN

The main strength of the Firstborn's army comes from the force of the Imperial Knights. Supporting the Knights are the archers from the Plains of Calamon and crossbowmen from the southern Principdom of Gergythia. Among the One King's elite Warbands are the notorious Repulsar Knights, armed with their polearms and armored in their crested, masklike helmets, and the Order of Judges, formed after the Purge of the Prophets to seek out the minions of the Devout within the Kingdom. With the Black Sisters, the Iron Guard, the Sons of Kronos, the Nightwalkers, the Chronomancers and the rest, the King has gathered all the most fearsome warriors in the human race to his side, the better to rebuild an empire.

ELF DUKES

The Elves are divided against themselves into three powerful Houses: House Helios, the Crystal Lotus and the Obsidian Serpent. Each House fields small forces of highly trained axemen, spearmen and swordsmen, but their main strength is in their archers. Dragonbane lancers and the unique mystical orders of each of the Houses: the





CHRONOPIA™



plate armor and favor enormous two-handed swords. Looming over all the Blackbloods are the Trolls, gigantic four-armed beasts who are peaceful enough until their native bloodlust overwhelms them. Once the scent of battle reaches a Troll's heart, he becomes a raging storm of death and destruction.

THE DEVOUT

The Devout are necromancers and demons of the foulest kind, led by the Infernal Four, the Dark Prophets who betrayed the One King and their own kin among the Firstborn with prayers to the Dark God. Among the fetid ranks of the Devout are such terrible bands as the Tormented, the Betrayed, the Shadow Hearts, the Soul Wraiths and the skeletal warriors known only as the Risen.

Here's a sneak preview of Chronopia, the first true 25mm fantasy skirmish system: It is fun, fast-paced and exciting, pitting your wits and cunning against your opponent in a game of skill and quick thinking. Chronopia has all the key elements that made Warzone an international success: alternate

unit activation, a wide variety of special actions, and a game system that only requires a single 20-sided die for play. What's more, we have honed and refashioned that system into an extremely versatile and innovative game to suit the needs of the fantasy genre. This book is over 200 pages thick, including a detailed history, timeline and background on all five major forces: Firstborn, Elves, Dwarves, Blackbloods and Devout. The rules section in itself is over 100 pages long, with comprehensive rules illustrated with diagrams and photographs of miniature armies and real game situations. The artwork is from some of the best artists in the industry. The Army Lists in the book are illustrated with over 50 different concept drawings. Chronopia also includes pull-out quick reference sheets, weapon templates, activation counters and Warband record sheets.

Does that whet your appetite?

The next issue of Chronicles will feature the first supplement for Chronopia: The Land of the Two Rivers. Be on the look out!



BIO-INTERFACES

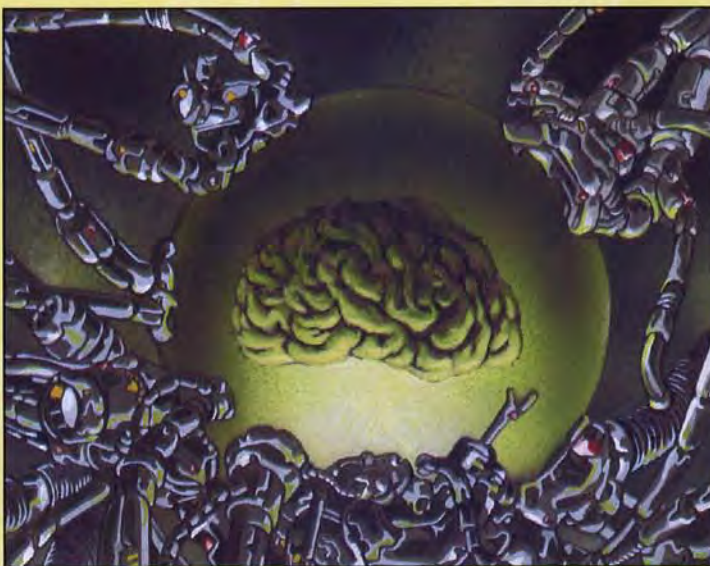
by Jonathan Coulter

Hello, my name is Dr. Alicia Neena. I'm the head engineer at Neena Bionics, a relatively new division of Cybertronic. My father started Neena a few years ago with the primary goal of creating cybernetic enhancements, that can interface with the human body without the necessity of an AI brain. This new technology allows members of all corporations to take advantage of Cybertronic's superior cybernetic interfaces, and while our products are not specifically designed with the AI-controlled life form in mind, we do offer similar models which take advantage of the AI brain.

I'd like to introduce you to our new line of bionics. Our product line consists of both human biointerfaces (artificial arms, legs, and so on) as well as a diverse selection of bioenhancements to be installed in the interfaces. Of course, the enhancements all require the user to first mount the interfaces on his or her body. Complete specifications of all these products are available for a modest security deposit, which can be applied to your first order. Contact our Corporate Relations Office for requests or order processing.

Thank you for your attention.

Note: Units from any of the corporations can use the following equipment, with the exception of the Cartel, Brotherhood and Dark Legion. These rules are optional and should only be used with other optional rules, such as Heroic Special Abilities.



BIO-INTERFACES

Any individual model may be equipped with a biointerface as one of its three pieces of equipment. It is possible to equip a model with more than one biointerface, but each still counts against the model's total pieces of equipment. Note that a biointerface does not do anything special in itself, but only allows the model to purchase bioenhancements.

Interface	Cost
Bionic Arm	10
Bionic Ear	3
Bionic Eye	3
Bionic Foot	5
Bionic Hand	5
Bionic Leg	10
Bionic Lung	5

BIO-ENHANCEMENTS

Each bioenhancement requires one (and in some cases two) biointerfaces to function. For each biointerface, the model may purchase one bioenhancement. Bioenhancements do not count toward the model's three pieces of equipment, but only one enhancement can be installed on any one interface.

ARM BIOENHANCEMENTS

STRENGTH BOOSTERS. This enhancement increases the arm strength of the user. This increase is in one arm only unless a second biointerface is taken and increases that arm's strength by 2.

Cost: 3

ARM FLAMER. This special enhancement incorporates a flamer in the arm interface. The palm of the hand contains a hole which is the mouth of the flamer. The flamer bioenhancement contains enough "juice" for two flamer shots, both of which use the long narrow template from Compendium #1, Dawn of War. The DAM is 14(x2).

Cost: 14

EAR BIOENHANCEMENTS

SONAR DETECTOR. This enhancement allows the model to "hear" the distance to nearby objects, allowing the user to pinpoint a target and determine ranges. The owner of the model is allowed to measure distances without cost or penalty while the model is activated.

Cost: 2

AUTODAMPENER. This unique enhancement reduces all sound greater than a predetermine decibel level to an acceptable audible range. It protects the wearer from all sorts of sound spells and gifts. This enhancement also protects the user from the special power of Screaming Legionnaires.

Cost: 7

EYE BIOENHANCEMENTS

NIGHT VISION. By using this enhancement, the model is capable of seeing in total darkness as if it were daylight.

Cost: 2

TARGET ACQUISITION. This advanced system, though not yet perfected, is in great demand with the corporations. Models with this enhancement will always hit any target within CR

with ranged weapons. If the target is within the weapon's CR and MX, no RM applies. However, at the beginning of the model's activation, before any actions are taken, the owning player must roll 1D20. If the result is 16 or greater, the enhancement fails to operate this turn. This bioenhancement requires two bionic eye implants.

Cost: 20

INFRAVISION. This primitive enhancement is still commonly used for spotting other models on the battlefield by registering their heat signatures. When the model with Infravision uses a Use Special Power action, it will automatically Spot all Hidden models within 16", even if they are outside line of sight. Only those models Hidden behind a heat source (fire or smoke) will be masked from the enhanced vision.

Cost: 8

FOOT BIOENHANCEMENTS

Note: all Foot enhancements require two foot biointerface.

HOVER BOOSTERS. This enhancement allows the model to hover one foot (in game terms: 1") above the ground during movement. The model may not brace a heavy weapon while hovering but can take any other action. Such hovering allows unpenalized movement across water and rough ground. It does not, however, allow vertical movement.

Cost: 8

CLIMBING CLAWS. These claws are installed in each foot interface. When extended, they allow normal movement up vertical surfaces.

Cost: 5

ANTIGRAV BOOSTERS. These boosters are similar to hover boosters except that they allow vertical movement only. A model may ascend or descend a number of inches in a single move action equal to the model's MV score. The model may not brace a heavy weapon while in the air but may take virtually any other action.

Cost: 8

HAND BIOENHANCEMENTS

WRIST ROCKETS. This enhancement is outfitted in the back of the hand, and come with four rockets total, one imbedded just behind each finger. Any of all of these rockets may be fired in a single Fire action, but once all are gone, the enhancement is empty for the duration of the battle. To fire the weapon, make a MW roll: if the shot misses, determine deviation as normal. Place the grenade template where the rocket explodes and apply a DAM 12 hit against any models affected. If multiple rockets are fired in a single action, only roll for the first rocket, placing additional templates near it so that their edges touch each other.

Cost: 18

FINGER SPIKE. This deadly close combat enhancement actually replaces the middle finger of the hand interface. When extended, the finger turns into a foot long razor-sharp spike. When retracted, it functions as a normal finger. When used in close combat, the spike does DAM 16 plus any strength bonus to anyone hit by it.

Cost: 6

LEG BIOENHANCEMENTS

Note: all Leg enhancements require two leg biointerface

SPEED ACCELERATORS. Before this enhancement takes effect, the model must spend one Special Power action, after which the model's movement is doubled for the rest of the turn.

Cost: 8

JUMP BOOSTERS. The jump boosters allow the model, as a Special Power action, to vertically jump a distance of up to twice its MV rate (maximum 10"), and 1" forward.

Cost: 2

LUNG BIOENHANCEMENTS

GAS FILTRATION SYSTEM. This specialized system will filter out any airborne particles that the enhancement has been programmed to remove (including smoke, poison gas and the like), removing them from the model's lungs. With this enhancement, the model may breathe normally despite the presence of such harmful substances.

Cost: 5

OXYGEN MOLECULATOR. This system provides a constant flow of oxygen to the lungs, negating the necessity for breathing. Not only is the model able to make use of the benefits of Gas Filtration Systems, but can also function in oxygen-free environments like space itself or the atmosphere of hostile planets.

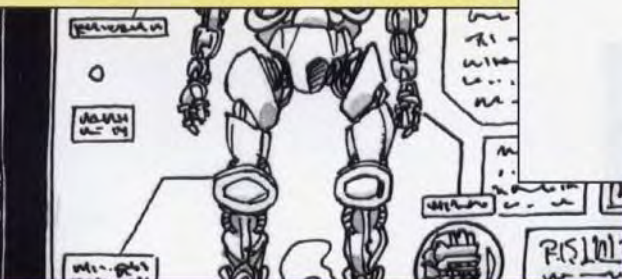
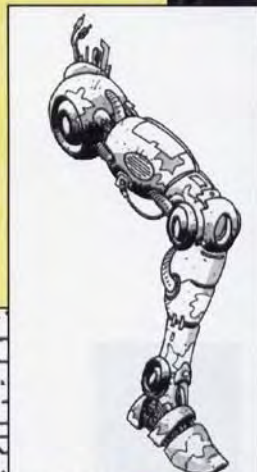
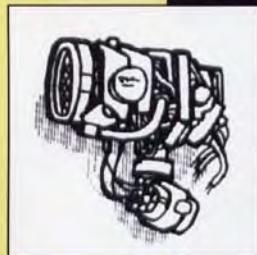
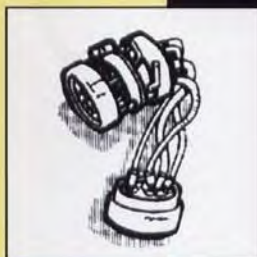
Cost: 15

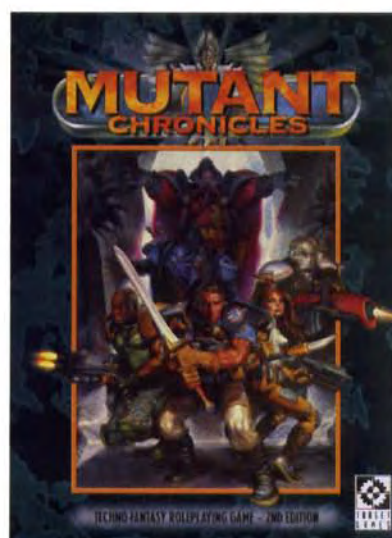
OTHER BIOENHANCEMENTS

LASER DETECTION AND REFRACTION NET. This system is installed at the base of the spine and generates a special sensor net about the model. This net automatically detects and refracts any laser device which contacts the model, including Laser Sight. Once the beam is detected, the sensor net refracts it, causing laser targeting to automatically fail, and then the enhancement alerts the model of the exact location and distance of the beam's source. The Net has a range of 3" from the edge of the figure's base. You may not fire through the area that it covers with the help of an lasersight.

Of course, the model equipped with the Laser Net cannot use Laser Sights because these would be disrupted.

Cost: 12





Heartbreaker

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