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T A R G E T G A M E S P R E S E N T S

CHRONICLES

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LAND OF TWO
RIVERS
PREVIEW!

THE
FRAZERHEAD
COUNTERSTRIKE

CHRONOPIA
SCENARIO!

AND A LOT
MORE!!!

CHRONOPIA

WARZONE

MUTANT
CHRONICLES

ISBN 917898490-4



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HEARTBREAKER™

CHRONOPIA



THE AGE OF CHRONOPIA HAS ARRIVED.



**THE WORLD TURNS,
THE SAND FALLS,
AND BLOOD RUNS COLD.
NOTHING LASTS; NOTHING ENDURES.
ALL IS CRUSHED, AND GROUND TO DUST
BENEATH THE WHEELS OF TIME.
WARRIORS, KINGS - KINGDOMS,
WHERE TIME IS THE MASTER WE ARE ALL
VICTIMS.
THE ONLY QUESTION IS, WHO WILL BE THE
FIRST,
AND WHO WILL BE THE LAST.
IN THE WORLD OF CHRONOPIA THE BATTLE TO DECIDE HAS BEGUN.**

**FROM BEYOND THE GRAVE THE ONE KING HAS RETURNED TO
RECLAIM HIS LOST KINGDOM. AGAINST HIM STAND THE ELVEN
DUKES, THE DWARVEN OVERLORDS AND THE EMPIRE OF THE BLACK-
BLOODS. AND THREATENING TO ENGULF THEM ALL - THE CON-
SUMING SHADOW OF THE DEVOUT, LED BY THE FOUR DARK
PROPHETS.**

Chronopia is the new Dark Fantasy tabletop battle-system from the people who brought you Warzone. Over 200 pages of stunning artwork, superb miniatures, comprehensive rules and in depth, exciting, background material.

**THE WORLD IS FALLING TO THE BURNING SHADOW OF THE DEVOUT AND
ONLY ONE MAN KNOWS A WAY TO STOP THEM. A DANGEROUS GAMBLE,
MADNESS TO CONSIDER. BUT FROM HIS STUDY IN THE
ETERNAL TOWER THE ONE KING KNOWS - THE ONLY HOPE
FOR VICTORY, FOR PEACE, IS TO WAKE THE STYGIAN, AND
BRING VIOLENCE TO A VIOLENT WORLD.**

**IN THE LAND OF TWO RIVERS THE STYGIAN HAVE AWAK-
ENED.....FEAR THEM!**

The Land of Two Rivers is the first supplement for the Chronopia tabletop battle-system and rules. Featuring 96 pages of full color, we take the world of Chronopia to new heights. Building upon the history, adding substance to each of the races and introducing a completely new adversary in the form of the Stygian. New artwork, new warriors for the existing armies, new rules, spells and special abilities.

**A NEW CHAPTER IN THE UNFOLDING WORLD OF
CHRONOPIA.**



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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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**A DAY IN THE STUDIO**

As you all probably know, the entire staff working on hobby games is now assembled in our Edinburgh studio. Working in the studio is loads of fun, so much so that we wanted to print some quotes of the most oft said comments of the staffers.

John: "Where's that piece of paper? I had it here just a second ago."

Adrian: "Shouldn't you be working now?"

Jim: "vat ist dat?"

Thomas (aka Mr. Talk-too-Much): "When I grow up, blah blah blah blah blah..."

Stefan (in broken Swedish-English): "I think it's really great. No Pete not the Oasis album"

Artur (in broken Polish-English): "Could somebody give me a head/pen? Err... I mean a hand?"

Mr. Talk-too-Much: "... blah blah blah blah blah..."

Mark: "I just paint miniatures."

Dave: "I would have to say no: but yes also!"

Mr. Talk-too-Much: "... blah blah blah blah blah..."

Roy: "B-b-b-b-b-but..."

Pete: "Let's be fair. Let's do it my way."

Mr. Talk-too-Much: "... blah blah blah blah blah..."

A DAY IN THE STUDIO 2

We submitted all these quotes to an eminent psychologist for analysis. It would seem that among the studio staff we have the following personalities:

One world class nuclear physicist.

Two violent psychopaths on the verge of melt down.

One alien entity disguised in human form.

The reincarnation of Atilla the Hun.

Someone with a strong feminine side whose birth certificate lists them as one Doris Gropeworthy. One international spy using the studio for cover.

A particularly sad individual, who is a huge David Hasselhoff fan and keeps thirteen tamagochis.

And finally a cardboard cut-out stolen from the foyer of the local cinema.

ALL APOLOGIES

"Oops! A mistake." That was the first we uttered when we in sheer terror realized we hadn't included Mark on our credit lists for Chronicles #9. Not that we cared too much about not giving him the proper creds, it was more the knowledge that this guy would give us a thorough whooping until the credits were given to him.

Here I sit, a black eye, covered in bruises, my pretty nose broken; Mark is standing behind me making sure I get everything right. So here it goes:

The editorial staff of Chronicles is extremely sorry that we forgot to include Mark McNaught's name in the credits for Chronicles issue #9. His name should have been there under Figure Painters. We're sorry.

Still, it was one of those slips. OUCH!!! What are you doing, Mark? THUDD! Don't hit me again Mark, please don't... PHHH!!!!

However the same psychologist has proven that every member of the studio rates above genius on the world renowned Mensa test so despite our personal idiosyncrasies we are well equipped to produce outstanding products at every turn!



One of the most enjoyable aspects of working with games, is to meet plenty of different people, and play our games with them. It's what makes my job worth while. Playing with new players lets me see our games from an entirely new perspective, to see how other people interpret the rules we make, and to see the weak points of our games. I love it!

Sometimes, though, it's not as enjoyable as I'd wished it to be. At one time or another we've all been there when a couple of players start arguing about the rules. I love to dissect rules, to analyze them, but I hate it when people try to bend rules in their own favor. To me, it takes away some of the enjoyment of the game.

Very often though - actually in most cases, in my experience - the rules arguments stem from the fact that the players haven't agreed beforehand what rules to be used, or that one or more of the players play by unspoken house rules. I love house rules, but I hate when they're sprung on me like a trap without me knowing about their existence.

With the years, Warzone has become a pretty extensive set of rules, updates, and optional rules. The group of gamers I play with regularly only use the rules printed in the rulebook. Recently they've started using the close combat rules from Dawn of War.

What we always makes sure is to sit down half an hour or so before we start playing to decide which additional rules we're going to use, and almost as importantly which existing rules these optional rules render useless.

You don't have to do this before every time you play a game, but in order to enjoy Warzone to its fullest, you may have to make sure that everybody knows what rules are being used and not used. It gives you something hard and fast to go by, and in my experience it helps you avoid those boring, often traumatic rules arguments.

That's all from me! Have fun, and happy gaming,

Thomas

OH!

Hey ho and it's getting a bit frosty around one's tickly bits. Winter is drawing in and cups of hot bovril, long johns, and small fury mammals (er! Ed) are the order of the day in the studio. And yet, Stefan, our man from Sweden, is STILL wandering around in his T-shirt and shorts! It just adds to the general confusion now that we are releasing "The Land of Two Rivers" which is set in the scorching southern deserts of Chronopia, but hey that sums it all up. It would perhaps be more appropriate to be working on the next book we have planned for Chronopia called "The Sons of Kronos", which is set in the frozen realm of the northern wastelands. At least the Arctic weather fires the imagination as far as source material goes.

As you can see from our new recruit's page, things are getting rather crowded around here and we are quickly running out of space. However, we are still looking out for new talent, whether it be in sculpting, games design or painting, so if you feel that you qualify please send us a letter, fax, e-mail or a small fury mammal (ok what is it with small fury mammals? Ed) with your credentials to us and who knows, you may find yourself occupying your very own office here at the studio, albeit the size of a cupboard.

Some interesting things to look out for in the future are our new ranges of box sets. This product line starts with a Brotherhood Cathedral, which includes a scenario booklet, two new exclusive miniatures and a large full color, card cathedral. Still further, there is a First-born Watchtower for Chronopia.

Anyway I must go and throw another small fury mammal on the fire before I freeze to death.

See you in later issues.

NEW RECRUITS:

STEFAN THULIN



They call him Tarzan Lord of the Layout. There is a hint of wildness about Stefan who joined the studio in the first week of November to head our layout department. Having worked in our Swedish office for a number of years he is no stranger to Target Games. Not only can he work wonders on a Macintosh computer and wrestle giant rubber crocodiles, he also has a voice to put James Earl Jones to shame. You know the kind of thing, deep and gravely - "Thulin, he's a cop who believes no one is above the law!" and....."Just when you thought it was safe to go back into the studio..." Well now

he's here in Edinburgh adding the finishes touches to the layout for Land of Two Rivers, are any of us safe!

DAVID 'JIMBO' BOYLAN

Jim, as he prefers to be known, is one of the studio's few Scottish natives (though rumor has it he was born in England), coming from Glasgow just a few miles away, to work on the layout with Stefan. Looking like a young Paul McCartney and sporting a trendy, half shaved - half chaotic haircut, he was thrown in at the deep end when we asked him to start on the Italian version of Chronopia using Swedish programs. Now most people would protest at such an unfair challenge but not Jim, the Ice Man of layout! He sits at his computer cool as a cucumber, organizing the pages, only crying out when he finds a problem or error but even then his icy composure is only broken for the time it takes to solve the problem. Typos beware; David Jimbo Boylan has arrived!



ARTUR MARCINIAK



Looking like a character from Dr. Zhivago Artur has traveled from Poland to join the Studio here in Edinburgh. In Poland, as editor in chief of an RPG magazine called Sword and Magic, he increased their popularity and customer base by a considerable margin. If he doesn't use his impressive skills to do the same thing over here it will be a case of one good meal, a blind fold and a Cuban cigar. Originally brought in to work on Polish translations of our products he is now moving over to work on our own Chronicles magazine. On his desk sits a copy of Steel Panthers III, a game that requires good tactics and steel nerve, both of which Artur seems to possess and he will need all his wits to deal with the tasks assigned to him. "Oh, and by the way, I have just one question."

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ADRIAN SMITH — MASTER OF ILLUMINATIONS

Finally, after days of stalking my prey, I managed to corner Adrian. I'd spent hours preparing for the confrontation. In my broken English I recited the speech I had rehearsed: «Adrian, as we are going to feature the first part of your Chronopia comic in the next issue of Chronicles, don't you think an interview would be appropriate?» I flinched, waiting for the response. «Yeh, sure. It sounds like a good idea.» I couldn't believe my very ears, with my cunning ploy, I had actually convinced him that the interview was a good idea.

So, having thought long and hard about which questions to ask and those I didn't want to ask, I sat down, notebook in hand; pencil gripped in my sweaty palms. It was really happening. After having spent only a short time in the studio, I was interviewing the Master of Illuminations himself, Adrian Smith!



OGRE ELITE

Thomas: On later pages, we've featured the first part of your Chronopia comic. Tell us, how did the idea for a comic come about?

Adrian: First of all it was a good excuse to start exploring the world of Chronopia and secondly a chance to maybe show a different slant on one of the races, namely the Devout. Though above all, comics have been a big interest of mine since the full color painted stuff started appearing, so I thought I'd have a go.

Thomas: When making the comic, do the ideas for the its contents come from you, from Pete (who's writing the text), or is it a collaboration?

Adrian: When I proposed the idea, along with the first two color pages, I had a vague idea for the story but this has passed into the more than capable hands of that little 'love pouch' Pete Flannery, who I'm sure will do an excellent job, so watch this space.

Thomas: I must confess that while looking at your stunning artwork, I've often asked myself, «How on earth did he come up with that idea?». How on earth DO you come up with all these weird monsters and other abominations? What are your inspirations?

Adrian: When approaching a picture I've usually got quite a strong idea in my head but working with the design team is very helpful for bouncing ideas around, though in the end if they don't like my ideas they know what happens! Some concepts or illustrations come easier than others, though usually the weirder, the better. Getting the Tormented to stand still was a bit of a problem but a few 'innocents' later he behaved himself.

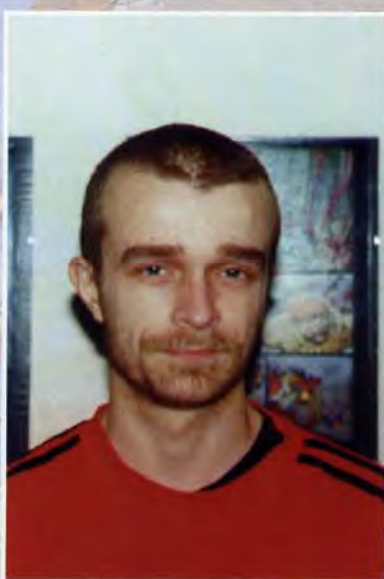
Inspirations would have to include — Clive Barker, Tolkien, Michael Moorcock and Iain Banks as some of my favorite authors and as for illustrators and artists there are too many to really put in any order.

Thomas: When painting a new picture, how do you start?

Adrian: By looking at the character's abilities in the game first of all. Doing a few idea sketches then seeing which one the lads prefer; lose my temper if they choose the wrong one, then go and do what I want anyway (he says grinning).

Thomas: Do you use any specific techniques?

Adrian: As for what techniques I use, there isn't real-



ly one technique that I use all the time, each project or idea demands its own individual approach.



DEVOUT WAILER

Thomas: Most people who've been into gaming for a few of years know that, despite being only 28, you have a long track record within the industry. Going all the way back to the beginning, how did you get involved in the gaming industry in the first place, when, and why?

Adrian: I started at Games Workshop, working mainly on Realms of Chaos. After a couple of years in the studio I thought I'd give freelancing a go, during which time I did covers for a British comic called 'Toxic'. Then I met that miserable Scots git (the man the rest of us know as John Robertson - Ed.) and moved up to Edinburgh to work with Fantasy Forge. After that and a few other things, I did stuff like the Leviathan book and concepts for Grendel, as well as a few cards for Magic - The Gathering, a couple of black and white comics for Iron Hammer Graphics, based on the Nordic myths and legends. After that and more I started doing black and white illustrations for Drakar och Demoner books (our first RPG which, 15 years down the line, we still publish. Unfortunately it's still only in Swedish - Ed.) which led me to where I am at the moment.

Thomas: And now you work for us. How do you like it here in the studio?

Adrian: I love it here in the studio, it's a wonderful environment to work in and the rest of the staff are just beyond description!

Thomas: Maybe you should tell the readers a bit more about what your job consists of.

Adrian: My job here is to design concepts, usually from scratch. But also to work on ideas already in place, elaborating on the theme of each race at a time, like the Starved, one of Dave's creations for the Stygian. In doing this it gives people like Roy and the other sculptors, something solid to interpret into their figures. Having said that, I work as part of the team, though my job also involves making sure no one else in the studio enjoys themselves too much while they're around me.

Thomas: What do you enjoy the most with your work?

Adrian: The biggest kick I get is obviously seeing my work in print but also being around to see ideas coming into fruition and ending up as figures for the games table, though just being able to work in this environment means a lot to me.

Thomas: I think that is the main motivation for most of us involved in this industry. Speaking of games: you're very famous for your Playstation skills, but do you play any other games? And which?

Adrian: Apart from games like Twisted Metal 2 and other Playstation games, my main interest is tabletop games.

Thomas: Have you ever given any thought as to why you like tabletop games? Are you the tactician who likes to ponder on new tactics for his armies, or like myself do you simply get a kick out of seeing tons of painted miniatures on a table covered with cool model terrain?

Adrian: Yes, the main reason is probably seeing and moving miniatures on the table, it lets the imagination run wild, but I do try to bring tactics into



ORC SWORDSMAN

play, though not usually with much success, especially at the studio because they all cheat (I don't - Ed.).

Thomas: Have you given the choice of an army for Chronopia any thought?

Adrian: Yes, I want them all. If I had to choose it would be the Blackbloods or the Devout.

Thomas: Personally I prefer the Firstborn because of the great paint job Mark has done on Neil's fine figures. Any particular reasons for your choice?

Adrian: I like an army with teeth!

Thomas: What does the future hold for you? In ten years will you still be working with games?

Adrian: As long as all goes well and they don't get sick of me, I plan to draw my last gasp at the drawing board. I'm sure that's what everyone

here plans as well!

Thomas: Yes, apart from drawing their last gasp at your drawing board, I'm sure you're right.

And then my little chat with Adrian was over, upon which Adrian returns to the drawing board. It wasn't all that scary. A bit, but not too much. I'm relieved that the whole thing went so easily. Little did we know that only days later Dave and I were going to end up at Adrian's apartment after a trip to our local watering hole and guess who got his ass whooped in Twisted Metal 2? Yours truly. Adrian Smith is still the reigning Target champion of Twisted Metal 2.



WARPED LORD

NEW RELEASES FOR

WARZONE

DARK
LEGION

RAZIDE
(#9675)



SCION OF ILIAN #1
(#9912)



SCION OF ILIAN #2
(#9913)

ANGEL OF MERCY
(#9409) (from Brotherhood Cathedral)

NECROMUTANT
(#9698)



METROPOLITAN PROPHET
(#9695)



NEW RELEASES FOR



IMPERIAL



FENRIS BIKE
(#9664)



BROTHERHOOD



PILGRIM EXECUTIONER
(#9694)

BROTHERHOOD CRUCIFIER
(#9693)

VISIONARY
(#9409 from Brotherhood Cathedral)



NEW RELEASES FOR

THRONOPTA

FIRSTBORN



FIRSTBORN CROSSBOWMAN
(1 from set #2309)



FIRSTBORN CROSSBOW LEADER
(#2506)



FIRSTBORN GREATSWORDMAN
(#2515)



FIRSTBORN GREATMACEMAN
(#2516)



FIRSTBORN LONGBOW LEADER
(#2514)



FIRSTBORN LEADER
(#2525) (inc. two arms: Sword or Mace)



FIRSTBORN STANDARD BEARER
(#2526) (inc. two arms: Sword or Mace)

NEW RELEASES FOR

THRONOPOLIS



ELF AXEMAN
(1 of set #2306)



ELF AXEMAN LEADER
(#2504)

ELVES



ELF SPEARMAN
(1 of set #2315)



ELF SPEARMAN
(1 of set #2315)



ELF SPEARMAN STANDARD BEARER
(#2512)



ELF ARCHERS
(#2320)

ELF ARCHER LEADER
(#2517)

NEW RELEASES FOR

CHRONOPIA

DWARFS



DARK-TUSK HERO
(#2523)



BLOOD-BONE CLAWSMAN
(1 of set #2314)



DARK-TUSK STANDARD BEARER
(#2524)

DARK-TUSK LEADER
(#2522)

DARK-TUSK SWORDSMAN
(#2313)

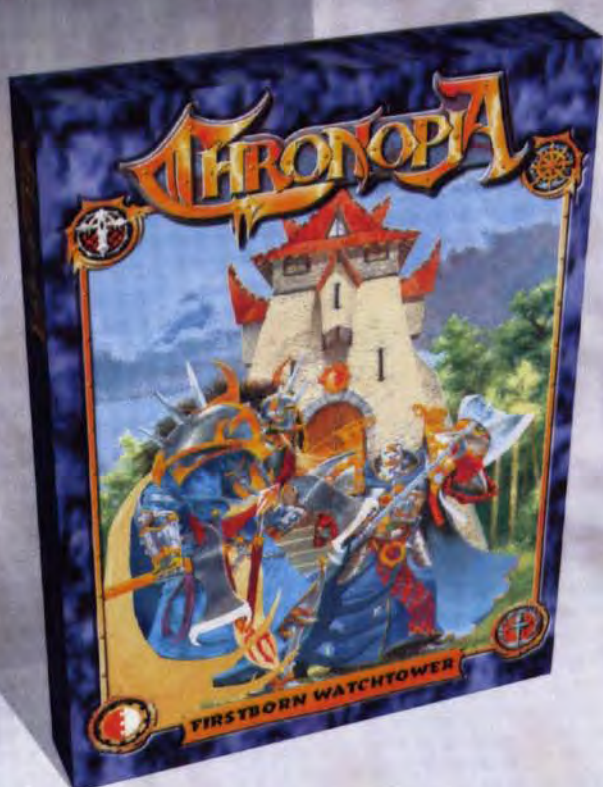


DARK-TUSK WITH PICK AXES
(1 of set #2319)



VULTURE MALLET WARRIOR
(1 of set #2312)

CHRONOPIA



THE FIRSTBORN WATCHTOWER TAKES THE CONCEPT OF FIGHTING IN AND AROUND BUILDINGS TO A NEW LEVEL, OFFERING A WEALTH OF NEW OPPORTUNITIES FOR FUTURE BATTLES IN CHRONOPIA. USING A MODEL OF THE FIRSTBORN WATCHTOWER AS THE FOCUS, THIS PACK CONTAINS NEW RULES FOR USING BUILDINGS IN ANY OF YOUR CAMPAIGNS.

This pack contains:

- An impressive cardboard model, for you to construct from 8 A4 sheets of card.
- Two exclusive new Target Games miniatures, available only with this box set. Namely, the "Enlightened" of the Firstborn and the "Stalker" from the shadowy ranks of the Devout.
- The pack also includes comprehensive new rules for fighting, in and around buildings.
- A scenario to get you started and exciting background text to bring the whole thing to life.

It begins with the Firstborn Watchtower, where will it end?.....In the Ringholds of the Dwarves or the tombs beneath a Stygian ziggurat. This product will allow you to take your battles to new heights and hidden depths.

THRONOPEA

THE DARK LORD'S PROMISE

Concept and paintings by Adrian Smith
Story by Peter Flannery

"The Dark Lord is generous with his gifts, I never dreamed there could be such power."

"I will achieve this victory but my service has a price. In return He has promised to restore me to my Blackblood self, make the haunting visions stop and grant me vengeance on the one that betrayed me."

THE CITADEL GATES OPEN AND THE DEVOUT MARCH OUT TO BREAK THE FIRSTBORN SIEGE. AT THEIR HEAD, A NEW SERVANT OF THE DARK ONE, AN OGRE LORD - IN HIS FORMER LIFE. HIS MIND DIRECTS THE FEROCITY OF THE DEVOUT; HIS WILL HOLDS THEM IN CHECK, TO ATTACK, TO KILL MORE EFFICIENTLY THAN EVER.

ASmith



«An army in my fist, to strike at the Firstborn; brutal, hateful, mine to command.»



«Hold fast, hold steady, savor the moment.»



«Now march and paint the dawn red with blood.»

«I see my family dying.»
«My wife defiled, my children carved up like meat.»

«Curse this steel eye, that shows me things too painful to bear.»

"But He has pledged to restore my
Ogre-flesh and make the visions stop."

And there it is the Firstborn camp, so
conceited, so secure - they sleep."



"Now we shall wake them like thunder."
"Attack!"



THE FIRSTBORN WAKE TO SEE HELL
MARCHING UPON THEM.

"Pain, pain. We devour pain, we cause pain,
our world is agony - share it with us!"



CONTINUED NEXT ISSUE

ESSEN



No one who works in the studio is a stranger to the world of gaming; whether from working in the industry or simply from playing table-top and other types of games. We all know the excitement that such games can generate because we have felt it ourselves. But nothing could prepare us for the stampede at the Essen Games Fair.



Five of us left Edinburgh during the later part of October; five bold ambassadors from the new studio here in Edinburgh. John Robertson, Studio Manager; myself Peter Flannery, writer and sculptor; Adrian Smith our resident artist; Roy Eastland sculptor par excellence; and Mark McNaught, figure painter of great renown. With our new and very shiny product Chronopia in hand and packed to the hilt with miniatures scenery and copies of the rules, we left Edinburgh airport to fly to Dusseldorf in Germany. From there a short train ride delivered us into the merciless hands of that most blessed and most intimidating of creatures known as our customers. Yes you, the very people who play our games. You are already familiar with the excellent Warzone; indeed the depth of your knowledge is often quite startling. You are our fiercest critics and you are the people we try hardest to please. If we do that we will be successful, if we are successful we can make our products better. Simple really.

We arrived at the huge exhibition

center on the Thursday to an awesome sight. Literally hundreds of people were queuing to join the many thousands more inside. It was a nervous time for all of us. Some of us had been to shows before but this was a big event by any standards. Steeling our nerve we showed our exhibitor's passes and entered the arena. The stand we would be working from had been arranged by Fanpro, our German distributors and they did us proud. We had a good position and an ingenious segmented gaming table on which to set up our show-piece. People were beginning to crowd round even as we carefully unpacked our painted miniatures and arranged the terrain.

One of the first things that became apparent was



just how different Chronopia was to anything else at the show. Sure there were other products of a similar nature but nothing with such a unique and distinctive look. The next thing that became crystal clear was the strength of the product itself. One of things that gives me so much confidence in Chronopia is that, even after slaving for weeks to try and get it finished, I really do enjoy playing the game. It would be difficult trying to promote a product that I did not like but with Chronopia it's easy. The game is ace, it's top! If you haven't tried it yet get a copy as soon as you can, you won't look back. OK, I'm biased but believe me it's good.

Once the table was set Roy, Adrian and Mark began to play, primarily to demo the game but also to settle our nerves and get comfortable with our chaotic surroundings. We began a game with Elves, Firstborn and Blackbloods. As we played people gathered closely, asking questions and bending down to admire the new miniatures that made up the armies. The first question most people asked was 'what is the game called?'; the second was 'when will it be coming out?'. Well the game is Chronopia and the English version was shipped in December followed by other language versions in February. I was surprised at how many people had already heard of the game after seeing previews of it on our website or talking to friends. It is very gratifying, after all our hard work, to be met with such enthusiasm and anticipation.

Within a turn or two of starting the game we began to invite some of the people watching to join in. People visiting the show took over from Roy, Adrian and Mark. We did not leave them to it, we stood by to assist them with the rules and to cover the many questions that cropped up. I was surprised by how smoothly the game played for its first outing. Obviously it is strongly based on Warzone, so one would expect it to play



well, but it is also very different with a greater emphasis on hand-to-hand combat and less of a reliance on mega-power Individuals to win the game. With many of the people already familiar with Warzone it was easy to introduce the new rule enhancements and changes and almost without exception, the new rules were warmly welcomed. Neither was the language barrier a prob-



lem, as most of the German people there spoke excellent English and they were able to translate finer points in the rules to others that didn't understand.

The first game went to the Blackbloods and there was much talk about the Orc Assault Warriors being too good. They were the most expensive Warband on the table but with their excellent Missile weapon ability and good Close Combat skill they were indeed very powerful. This was partly due to the open layout of the gaming table.

From then on we played one game after another with most lasting about two or three hours. The players rotated as different people had to leave, while new

ones joined in. It was however, very gratifying to see some people coming back again and again, to play or just to watch. We had armies from all the five races - Blackblood, Devout, Dwarves, Elves and Firstborn, and I found it encouraging, that each time we played, the battle was won by a different army. This was due to the tactics of different players and the different way the battles progressed but it showed that no one army was always going to win. Individuals also proved to be interesting, adding color and variety to the game but not dominating too strongly. All the models have strengths and weaknesses depending on the situation. There was much talk about the Troll for instance, say-

ing he was too devastating in Close Combat. True, if he finds himself in Close Combat with Actions to spare he is gonna mess you up, but more often than not, he only has the opportunity to kill one or perhaps two models before he finds others out of range, then it is his turn to face the music. Other models like the Warped Lord and the Tormented can be devastating under certain conditions and vulnerable in others. There were also surprisingly few arguments or points of contention. The rules seem to cover most eventualities and even when some bizarre situations arose, a simple initiative roll on a D20 was enough to sort the problem out.

Beside our table there were constant games of Warzone being played with equal fervor. We had volunteers from Germany who demonstrated the game and I must take this opportunity to thank them once again for their hard work dealing with the crowds and an excellent job, well done. We didn't get a chance to look in on their games much but from the noise and excitement around the table it would seem they had an equally successful show.

In the days we were at the show there was never a time when we did not have people crowding round the table. It was hectic, it was hard work but I have to say, despite all the nerves and the trepidation it was great fun. When you have your head buried in a project it is difficult to see beyond the next deadline. When you find yourself among thousands of people who simply love playing games and are genuinely excited about the work you are producing, then you know you are doing something worthwhile.

After five days in Germany, talking to people, demoing Chronopia and meeting numerous distributors, retailers, artists, sculptors, writers and gamers we returned to Edinburgh more determined than ever. A couple of weeks later there was a similar if somewhat smaller fair in Italy and another coming up shortly in Greece, with others throughout the year in Sweden and the United States. Hopefully, there will be a fair somewhere near you that you will be able to attend. Bring your questions, bring your enthusiasm it will be good to see you. And thanks for your support it means a great deal to all of us.



STONE ARCHIVES

edited by Thomas Østerlie

New name, old section, new contents. Welcome to these excerpts from The Stone Archives! Our regular readers will remember a section called The Archives. Well, since we've always taken the contents of these pages from the depths of the Brotherhood's Stone Archives on Luna, we thought it would be more appropriate to call this section by its true name. All contents found herein are approved by the Scribe Ambrosius and released to us under Brotherhood directive 25.CI.265/8. Enjoy before the Brotherhood closes their doors anew.

This issue from The Stone Archives could equally well have been called By Way of Electrons. For this issue I thought I'd take a closer look at a large faction of the Warzone community, that you can find on the Internet. The Internet has played an important part in the promotion of our games, and we felt it was time for us to pay the people a tribute. If you have access to the Internet, but still haven't checked out our Web-site, I really think it's time you did. The URL is www.target.se. Our Web-site contains up-to-date information about our latest releases, our release schedules and provides a place for our Web-forums — bulletin boards where you can post your questions and get answers from other players.

The Internet is a valuable place for players to change ideas, and to get feedback on their own designs. It is a place where everybody can be the games designer and publish their own designs and ideas. The following are ideas we've picked up from the Internet.

CLOSE COMBAT

Here is a rule I personally like very much. Many players have complained about how the parry roll has a tendency to slow down close combat. This is Steffen Holt from Norway's solution to this problem:

"When being attacked in close combat a warrior will try to defend himself by parrying and dodging. This is taken into account when the attacker makes his CC roll. Subtract 1/4 of the defender's CC from the attacker's CC. This is the value the attacker must roll equal to or less than in order to hit. If the roll is successful the defender rolls an Armor roll as normal."

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Suite 8,
2, Commercial Street
Edinburgh
EH6 6JA
Scotland

Now back to Matt. Here is a suggestion for revised spotting rules he sent us.

"A model can only make one Spot check each Turn. However, if the model chooses to, he can spend an Action in order to get his +4 bonus but not a roll. This is cumulative as long as the model has Actions to spend. Also a model can not Spot more than twice his LD away from him, he still gets his -4 when spotting anything over his LD. We find that this way is pretty balanced, and doesn't throw the favor to the spotters of the hidden troops. Either way in the 'core rules' we find that hidden models and Units are useless, because they all get spotted and hosed before they can get into position. Most hidden troops are CC orientated, so you are burning points."

MODIFIED RULES FOR HIDING

Matt Andersen is one of the many people who have been in touch with us asking questions, giving us feedback, and generally letting us know how the game looks from their perspective. This is what makes our job worth the while. We're always interested in hearing from you, whether you have questions or just want to let us know what you think about the game. If you don't have Internet access, you can still send us questions. Just use regular mail, and send your letters to

this URL: www.dark-ages.com. The Ratnest is maintained by Heartbreaker™ Freelancer Jim Williamson. Below follows one of Jordan's most interesting new troop types. I liked these rules so much that I now field several squads from the Kohorts of Semai. Take it away Jordan:

"Semai has his own cultists amongst mortals, swaying them toward the Darkness with promises of wealth and power, and using them for special operations that just wouldn't work if the dead were found to have traces of necrotechnology and the Dark Symmetry. Either that or it is simply to his advantage to use cheap, expendable (and gullible) servants, rather than those who have been endowed and entrusted with greater powers. Acolytes, Initiates and Sacristans of Semai are available. Their statistics, troop composition and equipment selection is identical to that for the troop types of the same name from the Kohorts of Algeroth, except as detailed here, and given that Reapers of Souls, Destroyers, etc., are not available to lead them, not being part of Semai's legions."

The Kohorts of Semai all cost 5 points less than the corresponding troop types of Algeroth (found in Beasts of War - Ed.). Also, they may be fielded in leaderless squads, or else led by a Heretic or Nephrite of Semai. A Heretic or Nephrite of Semai purchased to lead a squad of Acolytes, Initiates or Sacristans, does not count

KOHORTS OF SEMAI

Our regular readers will maybe recognize the name T. Jordan Peacock. Jordan is one of the prominent contributors on the Internet. He's contributed to several articles previously printed in Chronicles, and he's made a ton of new troop types. Most of them are found at the Ratnest, a Web-site dedicated to Warzone. You can find the Ratnest at

toward your total number of allowed Individuals. However, it may not be given more than one item of Necrotechnology as squad Leader, and may not be given any Heroic Abilities (if the Optional Rules are used). Furthermore, any heavy weapon carried by the squad Leader counts toward the maximum number of weapons allowed to the squad.

Squads of Acolytes, Initiates or Sacristans of Semai do not contribute to the number of Individuals or vehicles you are allowed to field. They are, after all, little more than cannon fodder, and do not warrant, by themselves, the attention of more powerful beings, with the exception of those Heretics or Nepharites who deign to lead them personally.

HUMANITY

Another important distinction for the Kohorts of Semai is that (with the exception of Heretics of Semai or Nepharites of Semai assigned to lead them), they are all human -- even the Sacristans, with their severe deformities. They do not have the «alien mind-set», and are therefore subject to normal rules for Panic, Rout and Fear -- even if they are led by a model that is immune to Panic, Rout and/or Fear, as their leader can be swept along by the chaos. (However, if such a model is the only member of the squad left, he does not have to take a Panic test. He doesn't CARE if his last underling just got blown away.) This also means that members of the Kohorts CAN be affected by special powers and effects that normally "don't affect Dark Legion models". They have no special immunities in this regard.

VIOLENT DEMONSTRATION

A special option for rallying panicked Acolytes, Initiates or Sacristans of Semai is to encourage them with a "Violent Demonstration". A Violent Demonstration is accomplished by any "friendly" (Semai) model attacking a member of the Panicked squad with a damage-causing attack. If the attack hits, whether or not it inflicts damage, the squad immediately may take a Leadership test to try to Rally. If the attack succeeds in killing the target model, the Unit will automatically Rally, without any need for a roll.

If the Rally roll caused by the Violent Demonstration should fumble (a natural roll of 20), then the worst case

scenario happens -- and the squad immediately Routs, whether or not it is Broken.

ASSOCIATION

The Kohorts of Semai may not be fielded in a Dark Legion force that includes any non-Semai models. (As an exception, any Dark Legion models that are not aligned to an Apostle -- such as Billy the Heretic -- may be included in your force without violating this restriction.)

One reason for this is that many of the cultists of Semai simply don't fully realize the true nature of the Lord of Promises ... or his brethren. They are simply not ready to fight alongside walking corpses and mutants, though they can tolerate the questionably human Heretic Legionnaires ... or Heretics or Nepharites. Perhaps their true natures are subtly disguised....

REPRESENTATION

Acolytes, Initiates and Sacristans of Semai are represented by the appropriate miniatures, though they may also appear dressed in stolen (but unfortunately inferior) Corporate armor. Their uniforms are typically darkly colored, bearing the symbol of Semai (except in the case of Acolytes, who have not yet earned the right). They typically have runes inscribed upon their armor (or tattooed on their bodies), representing the First Lies of Creation and the broken promises of their deceitful lord.

NEW IDEAS FOR SHOTGUNS

Jim Williamson is one of our many Heartbreaker™ Freelancers who travel across America promoting all of our games. Jim is also a prominent member of the Warzone Internet community, being the man behind the definitive Warzone-site: The Ratnest (the URL is found earlier in this article). Jim is also one of our playtesters. Below, follows one of Jim's many ideas.

Here are some ideas, myself and a member of my local group worked out, to make shotguns more interesting. Take a look and give some criticism.

Note: These rules apply to all Corporate shotguns only, including the Capitol M516D.

SHOOTING "FROM THE HIP"

Any model equipped with a shotgun, may "shoot from the hip". This allows the model to increase its rate-of-fire.

Any model shooting from the hip, may fire twice per Action (with the same weapon), but the model suffers a -2 penalty to its MW score. Shotguns loaded with slug ammunition may be "shot from the hip".

MODIFIED CHOKE SHOTGUNS

When you purchase a shotgun for a model, you must specify whether it has a narrow, standard or wide choke. It is not possible to change the choke on a shotgun during battle. DAM ratings and point costs remain the same for each of the different shotguns.

Narrow Choke Shotgun: A shotgun with a narrow choke has, as you might have guessed, a narrow area of effect, but an increased range. To simulate this, all narrow choke shotguns use the long, thin Flamethrower template. All normal rules for shotguns still apply.

Standard Choke Shotgun: A standard choke shotgun uses the normal shotgun template.

Wide Choke Shotgun: A wide choke shotgun has an extremely wide field of fire, but a very short range. To simulate this, wide choke shotguns use the Magmascorcher template. All normal rules for shotguns still apply.

SLUG AMMUNITION FOR SHOTGUNS

Shotgun Slugs

CR	MX	RM	DAM	Cost
--	15	-1	12(x2)	3 pts

1) A shotgun using slug ammunition may not be aimed; they are just too inaccurate.

2) If a model using a shotgun wishes to switch from standard ammunition to slug ammunition (or vice versa), the model must expend one action (to simulate loading the new ammo).

3) The Capitol M516D may not use slug ammunition (Mitch can't buy it anyway).

4) A slug may only hit one model (it does not use a template).

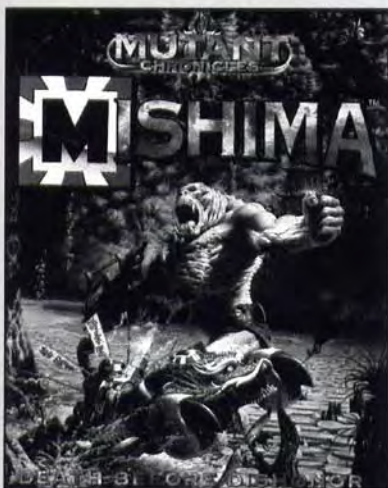
5) A shotgun with a modified choke may still fire slugs.

6) Any model struck by a slug, and not killed, is knocked to the ground. When the affected model is next activated, it must expend one Action to stand up.

PRODUCT LISTING

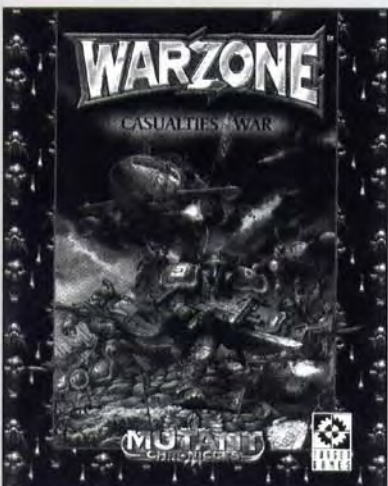
MUTANT CHRONICLES RPG

- 4002 Brotherhood Sourcebook
- 4003 Imperial Sourcebook
- 4004 Freelancer's Handbook
- 4005 Capitol Sourcebook
- 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
- 9410 Brotherhood Cathedral
- 9411 Bauhaus Bunker



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 Dragons
- 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
- 9547 Lutheran Fusilier Troopers (DE)
- 9548 Sons of Rasputin Shock Soldats (DE)
- 9549 Crescentian Lamenters (DE)
- 9550 Crescentian Khan's Guard (DE)
- 9551 Templar Gendarmes (DE)
- 9552 Northern Sons (DE)
- 9553 Jihad Infantry (DE)

WARZONE SPECIALITY 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 Demnogonis #1
- 9611 Nepharite Alakhai
- 9612 Curator
- 9613 Necromower
- 9614 Attila III-Cuirassier
- 9615 Nepharite of Demnogonis #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
- 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
- 9638 Vince Diamond
- 9639 Cyril Dent
- 9640 G.T. Offroad B-52 (resin)
- 9641 Dragonbike
- 9642 Pegasus Scout Bike
- 9643 Dark Huntsman
- 9644 Yojimbo
- 9645 Crenshaw the Mortificator
- 9646 Big Bob Watts

9647 Max Steiner
 9648 Brass Apocalypse
 9649 Golem of Darkness
 9650 Mitch Hunter
 9651 Tatsu
 9652 Edward S. Murdoch
 9653 Eonian Justifier
 9654 Tekron
 9655 Reaper of Souls #1
 9656 Reaper of Souls #2
 9657 Chemiman
 9658 War Medic
 9659 Dr. Diana
 9660 Valerie Duval
 9661 Sean Gallagher
 9662 Agent Nick Michaels
 9663 Billy the Heretic
 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)
 9676 Immaculate Fury #2
 9677 Ragathol
 9678 Stahler (2 figure blister)
 9679 Blessed Vestal Laura
 9680 Technomancer
 9681 Supreme Necromagus
 9682 Jake Kramer
 9683 Bauhaus Venusian Marshal
 9684 Karak the Keeper
 9685 Lutheran Patriarch
 9686 Templar Horde Std. Bearer
 9687 Sons of Rasputin Std. Bearer (DE)
 9688 Templar Gandarme Bestal (DE)
 9689 Infernal Corroder
 9690 Carnal Harvester
 9691 Dark Eden Razide #1
 9692 Dark Eden Razide #2
 9693 Brotherhood Crucifier
 9694 Brotherhood Executioner
 9695 Metropolitan Prophet
 9696 Gommorian Emasculator
 9697 Jaeger Commando (DE)
 9698 Necromutant
 9699 Soldat Schwerwaffe

WARZONE SINGLE MINIATURES

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.



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.
 9838 Ilian High Templar
 9839 Brotherhood Elite Trooper Sgt.
 9840 Brotherhood Elite Trooper w/ Hvy Wpn.
 9841 Heretic
 9842 Brotherhood Sacred Warrior #1
 9843 Brotherhood Sacred Warrior #2
 9844 Brotherhood Sacred Warrior #3
 9845 Brotherhood Sacred Warrior Sgt.
 9846 Brotherhood Assassin

9847 Brotherhood Valkyrie #1
 9848 Brotherhood Valkyrie #2
 9849 Brotherhood Vestel
 9850 Brotherhood Inquisitor Majoris
 9851 Necromutant w/ Tormentor #1
 9852 Necromutant w/ Tormentor #2
 9853 Centurion #2
 9854 Hatamoto Leader
 9855 Hatamoto Hero
 9856 Etoiles Mortant Sgt.
 9857 Etoiles Mortant Hero
 9858 Martian Banshee Sgt.
 9859 Martian Banshee Hero
 9860 Fury Elite Sgt.
 9861 Venusian Ranger Sgt.
 9862 Venusian Ranger Kapitan
 9863 Venusian Ranger w/ Hvy Wpn.
 9864 Destroyer Sgt.
 9865 Bauhaus Dragoon Sgt.
 9866 Bauhaus Dragoon Kapitan
 9867 Bauhaus Dragoon w/ Hvy Wpn.
 9868 Bauhaus Blitzter Sgt.
 9869 Bauhaus Blitzter Kapitan
 9870 Bauhaus Blitzter w/ Hvy Wpn.
 9871 Trencher Sgt.
 9872 Trencher Sniper
 9873 Trencher w/ Charger
 9874 Trencher Hero
 9875 Mourning Wolf Chieftain
 9876 Mourning Wolf Hero
 9877 Sunset Striker Sgt.
 9878 Sunset Striker Hero
 9879 Cybertronic Shock Troop Sgt.
 9880 Cybertronic Shock Troop Captain
 9881 Cybertronic Shock Troop w/ Hvy Wpn.
 9882 Ashigaru w/ Hvy Wpn.
 9883 Acolyte w/ Hvy Wpn.
 9884 Initiate w/ Hvy Wpn.
 9885 Sacristan w/ Hvy Wpn.
 9886 Imperial Pathfinder #1
 9887 Imperial Pathfinder #2
 9888 Imperial Headhunter #1
 9889 Imperial Headhunter #2
 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
 9895 Sons of Rasputin Soldat Flammen Trooper
 9896 Crescentian Brotherhood w/ Hvy Wpn.
 9897 Crescentian Brotherhood Sgt.
 9898 Templar Centur
 9899 Brotherhood Watchman
 9900 Crescentian Prophet
 9901 Greymourn Loader (DE)
 9902 Lutheran Fisilier Sgt (DE)
 9903 Lutheran Corsair (DE)
 9904 Sons of Rasputin Shock Soldat h/wpn. (DE)
 9905 Sons of Rasputin Shock Sgt. (DE)
 9906 Crescentian Martyr (DE)
 9907 Crescentian Khan's Guard Sgt (DE)
 9908 Crescentian Khan's Guard h/wpn (DE)
 9909 Gendarme heavy weapon (DE)
 9910 Gendarme Hunter (DE)
 9911 Sons of Rasputin Viscar (DE)
 9912 Scion of Ilian #1
 9913 Scion of Ilian #2

WARZONE RESIN KITS

- 4101 Dark Legion Citadel Archway
- 4102 Dark Legion Citadel Walls
- 4103 Dark Legion Citadel Corners



- 4105 Nepharite'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



WARZONE PAINT BLISTERS

- 5101 Basic
- 5102 Metallic
- 5103 Venusian Jungle
- 5104 Martian Desert
- 5105 Algeroth
- 5106 Dark Symmetry
- 5107 Inks

DOOMTROOPER COLLECTABLE CARD GAME

- 8805 Doomtrooper Starter Display
- 8806 Doomtrooper Booster Display
- 8807 Inquisition Booster Display
- 8808 Warzone Booster Display
- 8809 Mortificator Booster Display
- 8810 Golgotha Booster Display
- 8811 Apocalypse Booster Display
- 8812 Paradise Lost Booster Display

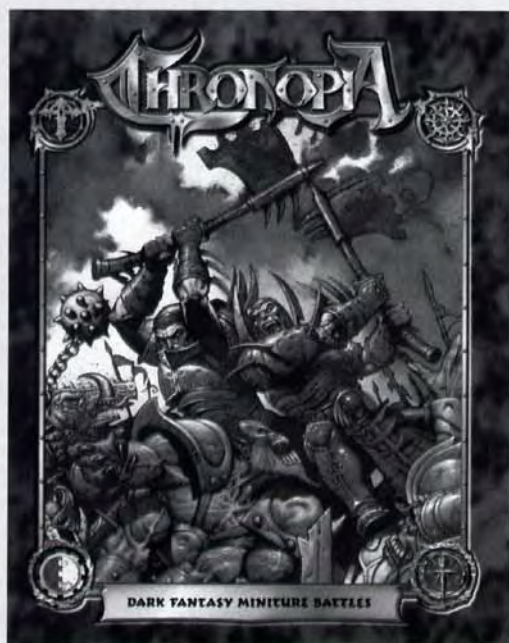


DARK EDEN COLLECTABLE CARD GAME

- Dark Eden Starter Display
- Dark Eden Booster Display

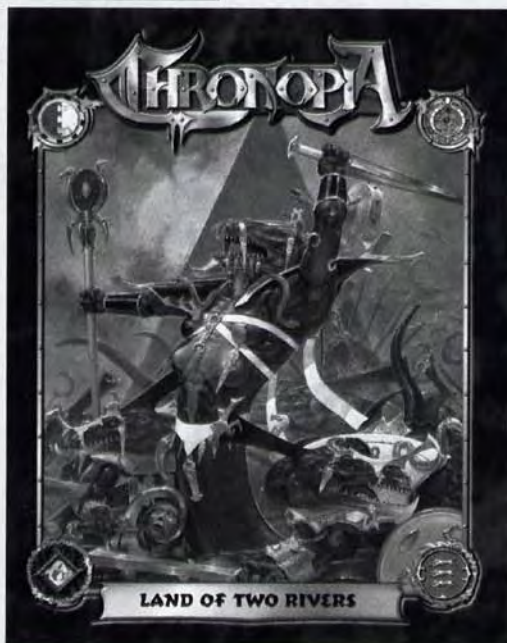


CHRONOPIA



CHRONOPIA RULES

- 2201 Chronopia TTG
- 2202 Land of Two Rivers
- 2203 Firstborn Watchtower



CHRONOPIA UNITPACKS

- 2301 Orc Assault Warriors
- 2302 Goblin Swordmasters
- 2303 Vulture Dwarf Swordsmen
- 2304 Dwarf Dark-Tusk w/morningstar
- 2305 Dwarf Blood-Bones w/axes
- 2306 Elf Axemen
- 2307 Firstborn Knights w/swords
- 2308 Firstborn Knights w/maces
- 2309 Firstborn Crossbowmen
- 2310 Devout Followers w/two handed swords
- 2311 Orc Swordsmen
- 2312 Vulture Dwarf Mallet Warriors
- 2313 Dwarf Dark-Tusk swordsmen
- 2314 Dwarf Blood-Bone clawsmen
- 2315 Elf Spearmen
- 2316 Firstborn Archers
- 2317 Dark Eye Warriors
- 2318 The Cursed
- 2319 Dwarf Dark-Tusks w/Pick Axes
- 2320 Elf Archers
- 2321 Stygian Warrior Swordsmen
- 2322 Stygian Warrior Spearmen
- 2323 Orc Archers
- 2324 Devout Followers w/swords

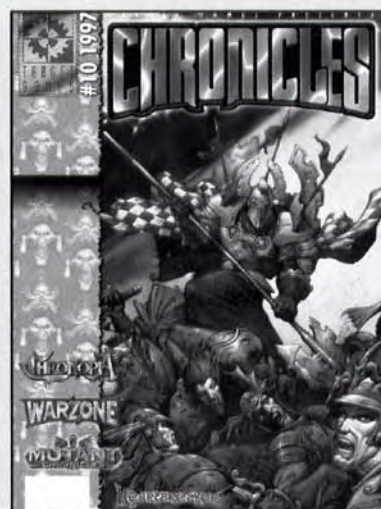


CHRONOPIA SINGLE MINIATURES

- 2501 Orc Assault Warrior Leader
- 2502 Orc Assault Warrior Standard
- 2503 Elf Axemaster
- 2504 Elf Axemen Leader
- 2505 Elf Axemen Standard
- 2506 Firstborn Crossbowman Leader
- 2507 Devout Follower leader
- 2508 Devout Follower Standard
- 2509 Devout Warped Lord
- 2510 Goblin Swordmaster leader
- 2511 Elf Spearman Leader
- 2512 Elf Spearman Standard
- 2513 Elf Great Swordmaster
- 2514 Firstborn Archer Leader
- 2515 Firstborn Greatswordman
- 2516 Firstborn Greatmaceman
- 2517 Elf Archer Leader
- 2518 Orc Swordsman Leader
- 2519 Orc Greatswordman
- 2520 Orc Standard
- 2521 Orc Archer Leader
- 2522 Dwarf Dark-Tusk Leader
- 2523 Dwarf Dark-Tusk Hero
- 2524 Dwarf Dark-Tusk Standard
- 2525 Firstborn Knight Leader
- 2526 Firstborn Knight Standard

CHRONOPIA SPECIALTY MINIATURES

- 2801 Troll #1
- 2802 Ogre Heavy Infantry #1
- 2803 Harbringer of the Dark Wings
- 2804 Dusk Realm Demon
- 2805 Judge
- 2806 Chronomancer
- 2807 Stygian Priestess
- 2808 Stygian Great Warrior
- 2809 Night Walker
- 2810 Firstborn Repulsar Knight



CHRONOPIA SCENARIO

by Thomas Østerlie



For several months Firstborn forces have been looking for a way of eliminating the Elven noble, Lord Ithak'zan. Scouts have reported that Lord Ithak'zan leaves with a hunting party at each full moon and returns three days later. He always passes through the Black-Tooth Pass on his way home and this is where the Firstborn ambush has cut him off. The ambushers were extremely lucky on this occasion, as Lord Ithak'zan has sent part of



you make the terrain before playing this scenario, you find some other terrain to substitute the missing pieces, or you use something to represent the terrain (scrunched up pieces of paper are perfect for representing boulders.)

The main issue is to have a good amount of terrain on the board. This scenario is only intended to be played on a 4'x4' table, and you need to break up the line-of-sight. For Chronopia, it is often preferable to have more terrain rather than less. The terrain you will need for this scenario is:

SETUP

his force to scout ahead of his entourage. Allowing the scouting party to pass, the ambushers spring their trap, cutting the Elven Lord off from his scouting party. The Firstborn objective is obvious; they want to kill the Elven Lord. The Elves realize this immediately, and try to get their Lord to safety on the other side of the Firstborn force.

THE SCENARIO

This is a battle between two forces; the Firstborn force - the ambushers; and an Elven force, you may choose from any Elven House, composed of the retinue and scouting party of Lord Ithak'zan. It is intended as a scenario for two players but can be played equally well with three (see the '3 Player Battle' section).

Part of the tactical challenge of Chronopia is setting up terrain. We have only included an outline-map for this scenario, showing the ideal table size and deployment zones. We have however, included suggestions for terrain that we think will help the scenario play better and make it more enjoyable.

Set up the terrain as described in the Chronopia rulebook. If you don't have all the terrain listed below, don't worry! You have three options, either

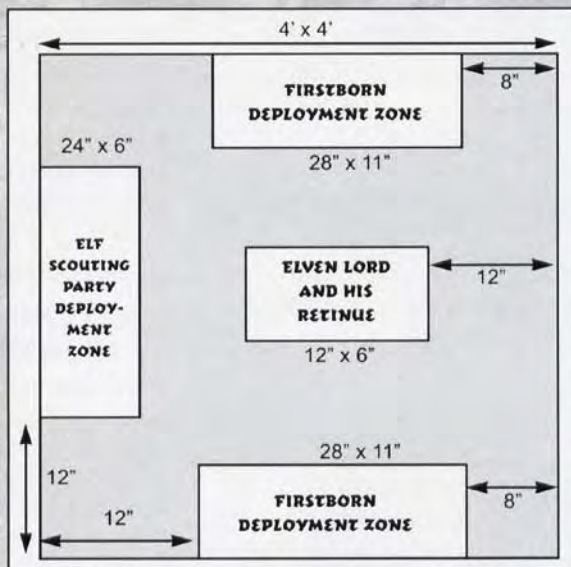


- Five hills (each approximately 10"x10")
- Five patches of wood (each approximately 10"x10")
- Four craggy pieces (approximately 4"x4" each)
- Three crag peaks (each approximately 4"x4")

DEPLOYMENT

The Firstborn have the element of surprise on their side. They are after all 'ambushers'! Instead of rolling for deployment as stated in the rules, the Elven Lord Retinue deploys first in the deployment zone as shown on the map. Once all the models in that force have been deployed, the entire Firstborn ambush force is deployed as per the map.

The Elven Scouting Force can hear the sounds of battle, and will arrive on the table after a short time. Deploy them at the beginning of Turn 3, before rolling for Initiative, as shown on the map. From now on the two Elven forces are treated as one, unless you play a three-player game (see '3 Player Battle').



TIME LIMIT

This scenario is played until - the Elven Lord escapes from the table, one side surrenders or is entirely wiped out.

FIRSTBORN FORCE

There are some restrictions to picking the Firstborn force. The total Cost of the force cannot exceed 1000 points.

Because of shortages in the local garrison, only a few missile troops are available for the Firstborn ambush. Therefore only 1 out of 4 Warbands may be Missile weapon troops, instead of 1 out of 2.

You are also limited to fielding only one Individual model.

VICTORY CONDITIONS

The Firstborn's task is to wipe out the entire Elven force.

- For every 100 points of Elven forces killed - 1 VP
- For every Warband completely destroyed - 1 VP

THE ELVEN FORCE

The Elven force actually consists of two separate forces, of which the total Cost must not exceed 900 points. Even though you are deploying the two forces separately, they are treated as one force for limitations regarding Missile Weapon troops.

Lord Ithak'zan is pretty sure he is safe in these areas, so he has sent most of his force ahead as a scouting party. He has with him only his most trusted troops.





THE ELVEN LORD'S RETINUE

The Retinue must contain only one Individual model to represent the Lord himself. It must contain at least one Warband, but the total Cost of this force must not exceed 350 points (although it may be less than that).

THE SCOUTING FORCE

Most of Lord Ithak'zan's troops are in the scouting party. This force must contain one Individual model - no more, no less. The rest of the Elven force's points must be spent on Warbands.

VICTORY CONDITIONS:

The primary task of the Elven force is to get their Lord off the opposite table edge.

- Getting the Lord Ithak'zan off the opposite table edge - 6 VP
- For every Firstborn Warband destroyed - 2 VP

3 PLAYER BATTLE

You can also play this scenario as a 3 player scenario. In this case, one player takes control of the Firstborn force. The two other players take respectively the Elven Lord's Retinue and the Scouting Force.

In this case the Elven forces are treated as two separate forces. For the Elven Lord's Retinue you have a total of 350 points to spend on your force. The Scouting Force is up to 550 points strong. Still, the two forces are treated as one for the number of Missile weapon troops available, so the two Elven players need to sit down and plan their forces together.

A 3 player battle will last for 6 Turns. The Scouting Force is deployed before rolling Initiative in Turn 3.

All other scenario limitations described above still apply.

FIRSTBORN FORCE'S VICTORY CONDITION

The Firstborn's task is to wipe out both Elven forces.

- For every 100 points of Elven forces killed - 1 VP
- For every Elven Warband completely destroyed - 1 VP

ELVEN LORD'S RETINUE VICTORY CONDITION

The primary task for the first Elven force is to get their Lord off the opposite table edge (marked as 'A' on the map), but the commander of this force can still win, even if he is unable to get Lord Ithak'zan to safety.

- Getting the Lord Ithak'zan off the opposite table edge - 4 VP
- If Lord Ithak'zan is still alive after the end of battle - 3 VP
- For every Firstborn Warband destroyed - 2 VP

SCOUTING PARTY'S VICTORY CONDITIONS

The primary task for the second Elven force is to help in the escape of Lord Ithak'zan:

- If the Lord Ithak'zan reaches the table edge - 3 VP
- For every destroyed Firstborn Warband - 2 VP



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THE FRAZERHEAD COUNTERSTRIKE

by Paul Beakley



In this battle report we will take a closer look at one of the many skirmishes of the Matochekland War of 1276. The 1276 war was particularly gruesome. Starting out as just a two-way war between Mishima and Bauhaus, it turned into one of the bloodiest and most terrifying clashes of the Second Corporate Wars, when Imperial pitched their forces in. The scenario in this article lets you recreate one of the first skirmishes between Imperial and Mishima. It's an exciting scenario. We played it, and wrote up how it turned out.

BACKGROUND

Frazerhead Counterstrike, 48th Southern Parallel, Venusian Northern Continent

As Operation Steel Fist raged between Bauhaus and Mishiman troops massed on the Matochekland border, the Imperials saw the perfect opportunity to retake and secure their holdings on Frazerhead (formerly the Bauhaus city of Van Arnem-sport). Imperial's Ministry of War contacted the Wolfbanes at their Winter Den and hired them as a far-forward strike force to break Mishima's force unity.

The Wolfbane Elders knew they had the Mishimans beat hands-down in a man-to-man conflict. Their primary concern was the sheer mass of Samurai the enemy could muster. The more warriors on the field, the more chances of a lucky break for the enemy.

CLAYMORES

Besides the frames painted around their squad badges, Pack Chieftains often display distinctive Claymores that have been passed down for hundreds of years. Sometimes the pommels are sculpted; sometimes the entire blade is engraved or unusually shaped. Here are the Claymores used by the Chieftains of some of the major Packs within the Wolfbanes:



SEAN GALLAGHER

As a sole heir to the throne of the Gallagher clan, Sean was trained from childhood to fight, and rule with unrelenting force. When Sean's entire clan was slaughtered by the Dark Legion, the young heir, with no one to rule, joined the dreaded Wolfbane Commandos.

The Clansmen respect only force. Sean is clear-minded, but also emotional and impulsive. He acts first and worries about the consequences later. He also has a very strong desire for revenge.

There was a second hitch: the intended strike location, once a dense forest, had been cleared by the Mishimen to provide for long, deadly fire arcs. Still, the chosen battlefield was where the Mishimen were weakest. Up and down the line the Mishimen were deeply entrenched amid rock formations. They could later be scoured out of their fox-holes with fuel air-bombs and napalm... if the Wolfbanes were successful. The Wolfbanes fielded Sean Gallagher's very own Pack, the

Expeditionary Force and Sean himself led the Pack.

The Mishimen fielded a standard defensive force, with one surprise: they had among their forces a Deathbringer from that corporation's Shadow Walker cult. Imperial military intelligence did not reveal this until the Wolfbanes had already engaged the enemy.

THE BATTLE

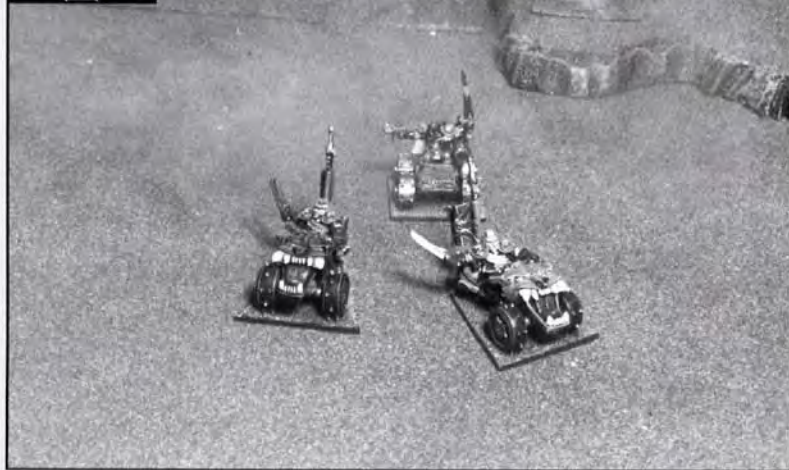
5:00 am, September 26th,
Y.C. 1276

The early fall weather, dead cen-



ter in the southern Ring of Strife, did not cooperate with the Wolfbanes' plans. Rain had soaked the shallow valley, which having been cleared was now only grass fields with a few rock outcroppings.

Daybreak: Gallagher's four Pathfinders, armed with Howlers and smoke charges, assumed a far forward position in rock outcroppings that flanked the centralized Mishiman force. McTaggart's men rolled their Necromower and Fenris Bikes by hand into a clearing behind one



of the rock outcroppings, leaving their engines cold so they could maintain the element of surprise. The rest of the forces – the War Hounds, the Berserkers, the standard Commandos – broke apart under the cover of night and joined the Pathfinders in their flanking positions. Sean Gallagher positioned himself with the most forward group of Pathfinders, prepared to lead his men into battle.

Meanwhile, Mishiman spotters, well aware that their position was the most exposed of the entire Frazerhead line, noticed

movement in the dusk light. They signaled back to their force and had nearly managed to position their own forces, with the heavy weapon squads setting up their fire-arcs first, when the Wolfbanes burst from cover.

Bellowing his great battle-cry, Sean Gallagher raced forward from the far left, as his Pathfinders on both sides blanketed the field with an impenetrable cloud of smoke. The Necromower and Bikes were the first behind Gallagher to rev up and burst onto the field.

The Mishiman heavy weapon gunners opened fire upon the faint silhouettes within the smoke, to



no avail. Their Deathbringer teleported behind the forces, unseen but soon to be discovered.

The Fenris Bikes screamed out of the smoke, trying to burst through the circle of Samurai protecting the Mishiman heavy weapon gunners, but they were quickly felled by the overwhelming firepower of the heavy guns.

The Necromower fared better, but not for long. It came around the rocks and plowed through an entire squad, including the heavy weapon gunner. However, it was obliterated by HMG fire from three different directions. It had done its job though, and

drew fire away from the close combat squads closing through the smoke.

As feared, the sheer number of Samurai on the field, combined with the cleared battleground, nearly negated the smokescreen cover. One by one, the Berserkers and standard Commandos were picked off by the horde of Mishiman forces. The survivors withdrew to the cover of their rock outcroppings; their brave Chieftains felled first by the gunfire.

The Headhunters had more luck flanking the Mishimen. The Pathfinders continued laying down a wall of smoke for the Headhunters as they closed on

one of the Shadow Walker squads. Once in close combat, the Headhunters easily tore through the Shadow Walkers and within moments were ready to move on to the next squad.

Meanwhile, as if guided by fate, Sean Gallagher and the Mishiman Deathbringer found one another. As the battle raged around them, Sean tried to close with the Deathbringer but it kept Shadow Walking just out of range. Suddenly, the Deathbringer teleported directly behind Sean and raised its poisoned blade. Sean spun around, parried the poisoned blade, and thrust his Runestaff relic sword into the Deathbringer's gut. A moment later, the Deathbringer expired.

At this point the tide turned strongly in favor of Gallagher's Expeditionary Force and the Wolfbanes were able to regroup and finish off the rest of the Mishimen. The Headhunters laid into the enemy with a ferocity normally saved for battles against the Dark Legion. The Commandos brought their Deathlockdrum to bear on the remaining enemy squads, no longer needing the Pathfinder's smoke cover.

A few more Clansmen fell that day, but their deaths brought honor and glory to their squads..



THE FORCES

THE EXPEDITIONARY FORCE

Sean Gallagher
Rune Blade
The Gallagher Amulet of Deflection

McTaggart's Rolling Death Squad

Hedgehog Necromower
Fenris Bikes x 2
Punisher Shortsword
Interceptor SMG

Algernon MacGregor's Commandos

Commandos x 4
Punisher
Aggressor
Deathlockdrum HMG (1)
w/Armor Piercing Grenades
Commando Chieftain
Nephrite Hammer

W. Smythe's Howling Hunters

Headhunters x 4
Battleaxes
Aggressor
Headhunter Chieftain
Clansman Claymore

Brosnan's Commandos

Commando x 4
Punisher Shortsword
Aggressor
Charger HMG (1)
Commando Chieftain
Clansman Claymore

Robin's Sneaky Squad

Pathfinder x 2
Aggressor
Iron Bolas
Howler GL w/Smoke Charges

Tiernay's Trackers

Pathfinder x 2
Aggressor
Iron Bolas
Howler GL w/Smoke Charges

MISHIMA DEFENSE FORCE

Squad One

Samurai x 3
Shogun Assault Rifle
Ceremonial Blade
Dragonfire HMG (1)
Samurai Leader
Shogun Assault Rifle
Ceremonial Blade

Squad Two

Samurai x 3
Shogun Assault Rifle
Ceremonial Blade
Dragonfire HMG (1)
Samurai Leader
Shogun Assault Rifle
Ceremonial Blade

Squad Three

Samurai x 3
Shogun Assault Rifle
Ceremonial Blade
Dragonfire HMG (1)
Samurai Leader
Shogun Assault Rifle
Ceremonial Blade

Squad Four

Hatamoto x 2
Shogun Assault Rifle
Ceremonial Blade
Hatamoto Leader
Shogun Assault Rifle
Ceremonial Blade

Squad Five

Hatamoto x 2
Shogun Assault Rifle
Ceremonial Blade
Hatamoto Leader
Shogun Assault Rifle
Ceremonial Blade

Squad Six

Shadow Walker x 2
Shadow Walker Punisher Combo
Scanners

Squad Seven

Shadow Walker x 2
Shadow Walker Punisher Combo
Scanners

Individual #1: Deathbringer

Deathbringer
Shadow Walker Punisher Combo
Combat Medic Unit
Subdermal Armor Implants
Chameleon Oversuit

Individual #2: Hatamoto Hero

Hatamoto Hero
Ceremonial Blade
Archer Sniper Rifle
w/Laser Sight
Scanner

Individual #3: Samurai Hero

Samurai Hero
Ceremonial Blade
Deathlockdrum w/Armor Piercing
Grenades
Bionic Eye
Cybernetic Arm



PAINTING MINIATURES - NECROMUTANTS

by Phil Lewis



Hello, and a very warm welcome to the first article in our new series Painting Miniatures. Over the coming issues we'll be looking at how to paint different models from the various ranges of Target miniatures. In this article, I'm going to do my very best to help you achieve something as close as possible to our finished Necromutant. So, if you've never painted a figure, but are keen to learn, or perhaps you've already started and not really been satisfied with the results, this article is for you.

MATERIALS

So what are you going to need to become involved in this exciting hobby? Well, fairly obviously, your requirements are going to include some paints and brushes. Along with these

you're also going to need the following:

- a scalpel or modeling knife with replaceable blades
- a selection of small "needle" files
- a small bottle or tube of superglue

Other tools, such as pliers and cutters are useful but can be added to your collection, along with some modeling putty, at a later date.

You'll also need something to clean your brushes, some form of palette on which to mix your paints, and a suitable work surface. As we

are going to be concentrating on the Heart-breaker range of acrylic (water based) paints, all we need for rinsing our brushes is a small jar/old cup of water and some old rags or paper towels to clean and dry them. Your mixing palette can be almost anything from a glazed tile, to a piece of plasticard, preferably white, so that you can see the color of paint you're mixing more easily.

WORK AREA

Your work surface can be any level surface of a suitable size. A table top is the most obvious choice here. If this means you're going to be working at the kitchen or dining table, make sure it's well protected! Sheets of old newspapers will do nicely. Just make sure you use a thick enough layer, so that in the unfortunate instance that a pot of paint tips over, there's enough paper there to soak up the spillage. Don't be that one person out of hundreds who ends up ruining an expensive table or desk!

If you don't trust yourself as far as knocking things over is concerned, you should also consider protecting the carpet or flooring in a similar manner.

LIGHT

As we're talking about your work area at present, it's also worth considering the light you're going to be painting under.

Daylight is undoubtedly the best form of light, so if you can situate your work area near a window you'll certainly benefit. However, that's not always going to be practical. Let's face it, most painting will be done in the evenings, and there's just not a lot of natural light about once the sun has gone down. (Odd that, isn't it?) So, you are going to need a table lamp of some sort.

Although it's easier to say than do, try and keep your work area as tidy as possible. For one thing it'll help you concentrate on the job in hand and as an added bonus it'll lessen your chance of a mishap (like the overturned paint pot we've already mentioned).

PAINTS

More years ago than I care to remember, when I first started in the hobby, most model painters used enamel paints. There really wasn't much else available unless you went to specialist artist's supply shops. Nowadays acrylic paints are far more popular, easier to use and readily available. They are water based but waterproof once dry. They also dry much more quick-



ly than the older style enamels.

As we've already mentioned, because the paints are water based, you can clean your brushes or thin your paints down with water. This is a lot more convenient than having to worry about having the correct type of thinners that you'd need for other types of paints.

If you're just starting out, a good basic paint assortment should include the following. Black, White, Red, Green, Blue, Yellow, Silver and Gold. Along with these a good Flesh color is very useful, as is a Mid-Brown. It's quite possible to mix up these last two colors from those you already have, but for wargames figures they are so useful, it's well worth having them as ready-made. These are all available in Heartbreaker™'s series of excellent Warzone paints, which all of our painters use.

BRUSHES

Well, you're certainly going to need some of these aren't you? Seriously though, individually, your brushes can be the most costly part of your painting requirements. Old and splayed brushes can have their uses in miniature painting, but for the basic color schemes and fine detail work, you'll need two or three good quality ones. Not only do good brushes give far better results; you will also find



them much easier to use. For our purposes the best brushes to use are made with good quality sable hair. In general, these can be purchased from good art suppliers. But nowadays, quite a number of model and craft shops keep a stock of this type of brush.

BRUSH SIZES

The sizes of brush used by most miniature painters vary from size 000, which has a very fine head, to size 3, which for our purposes is really a bit too large. Between these two extremes are sizes 00, 0, 1 and 2. For now, if you purchase a good quality size 0 and size 1 you shouldn't go too far wrong. A cheaper size 2 will also come in useful. Don't overspend on this one. This brush is going to be used for the rougher jobs such as dry-brushing and undercoating.

HANDLING BRUSHES

Having spent your hard-earned money on these items, look after them! Here are a few dos and don'ts to help you get the most from your brushes.

Do...

...always clean the brush after use.
...only use the tip of the brush to pick up the paint.

...store your brushes upright after use.

Don't...

...swamp the head of the brush so that

the paint goes right over the bristles and onto the metal ferrule.

...let the brush dry out with paint on it.

...leave your brush point downwards in your jar of water.

PREPARING THE MODEL

Now let's consider the stages we need to go through before you prise open that first pot of paint. Basically, there are three things we need to do.

- Stage 1 - Prepare and clean the model.
- Stage 2 - Assemble the model.
- Stage 3 - Undercoat the model (Oh all right! You'll probably have to open one pot for this!)

PREPARE AND CLEAN THE MODEL

Like we said a few moments ago the first thing to do is prepare and clean the model. For this we're going to need our scalpel/ modeling knife and the small files.

SAFETY FIRST

Because of the extreme sharpness of the blades you'll be using, you must remember to always make cuts away from yourself.

It's often very tempting to use the blade to scrape backwards towards the thumb of the hand holding the knife. Don't do it! At some stage you'll slip and send the blade deep into that poor digit.

Seriously, these blades are so sharp, especially when new, that you'll barely feel it, but wow—will the blood flow freely.

As far as the actual blades are concerned, use ones with a straight rather than a curved cut-



ting edge. Avoid those that are long and thin. Longer blades have a tendency to snap more easily than their chunky counterparts so, again, we're concentrating on the safety aspect here.

REMOVING FLASH

Due to the casting process involved in making metal miniatures, you'll often find small pieces of 'flash' on the figure. Flash is a thin film of metal that sometimes forms around parts of the model. This should be carefully cleaned away from the figure with your modeling knife or scalpel.

You'll also occasionally find what look like small extra studs on various parts of the figure. These are the sites of tiny venting holes that allow the molten metal in the mould to fill the cavity properly. These can either be picked off with your knife or carefully filed down.

Of course, you want to check over your model a few times to make sure you're not removing something that's actually supposed to be there. So take your time.

Finally, you may find a small line of metal around the very edge of the figure, in the position where the two halves of the mould have met. Unsurprisingly, this is known as the mould line. Again, this needs to be carefully filed down. In very many cases you'll find that the model you're working on needs almost no preparation or cleaning whatsoever, but it's always worth checking. It's much easier and more convenient to remove any little extra bits of metal at this stage rather than when you're half way through painting your model. The care that you put into the figure now will reflect on your finished miniature.

ASSEMBLE THE MODEL

In the case of our Necromutant we only have one tiny bit of assembly to consider. Fitting the model to the base. For this, all we need to do is first check that the tag under the figure's feet fits snugly into the slot on the base. If the tag is too big to fit in the slot, you can either file this down or, very carefully, enlarge the slot on the plastic base with your modeling knife or your files, so that there's a snug fit. So now we've got a good solid fit for the model in its base. Remove the figure and put a small drop of superglue on the tag and insert it into the slot. Couldn't be easier, could it?

UNDERCOATING

This is our final job before we start painting. The idea of undercoating is to cover the model with an even layer of paint. This forms... well, the undercoat, to which our top layers of paint will adhere. Without this, it's quite possible for the bare metal to show through. Alternatively, you'll need so many layers of paint

that you'll end up smothering the fine detail on the model.

Most figure painters use white as an undercoat as it enhances the richness of any bright colors painted over it. As we'll see later, a black undercoat works well with other colors. There are ready-to-buy primers that can be painted on straight from the pot or palette. For this task you'll want to use your larger, cheaper brush. If you haven't got a specific primer it's quite acceptable to use your ordinary white acrylic paint in its place.

If you want a really smooth and even undercoat on your model, the best method is to use a spray paint such as matt white car primer. This is really more suited to undercoating a number of figures rather than the single figure we're talking about here. Spraying a single figure does mean that an awful lot of the paint will get wasted. If you do decide to spray the figure there are a number of things you should be aware of. First of all, you'll need some form of 'spray booth'. An old cardboard box will be fine for our purposes. The idea of the box is to contain the spray and stop it going where it shouldn't. You should always spray your models in a well-ventilated area to avoid inhaling any fumes given off by the paint. Preferably, this is a job which should be done outside, or in a garage or outhouse where you can leave a door wide open. Don't run the risk of getting a fine layer of white paint over anything valuable, like the new family car. You have been warned!

Assuming that you've got a convenient area set aside for spraying, turn the open box on its side and place the figures inside. Hold the can about 30cm away from the figures and spray with light, smooth strokes. Once this coat has dried, turn the figures around to do the back. Try not to soak the models in paint, it is much better to build up several thin coats. This way, again, you won't take the chance of obscuring any detail. Use your brush to touch up any small areas that the spray has missed.



PAINTING THE MINIATURE

As we're painting a specific figure from the Warzone universe, you won't need to concern yourself too much about the color scheme, as we'll be telling you exactly what colors Jackie, one of our miniature painters, has used. Don't worry if the shades you get on your miniature aren't exactly the same as those shown in the pictures. The colors are never exactly the same in a photograph as they are in real life.

The purpose of our base coat is to cover the individual parts of the model with a smooth coat of the appropriate color. In many cases you'll find it easier to start on the larger areas of the figure before moving on to small details and accessories. Always try and paint with a steady flowing movement. Avoid the temptation to occasionally push the brush against the bristles, as this will shorten its useful life.

Concentrate on making as neat a job as you can with each stage of painting. Having said that, you are bound to get some splashes of paint on parts of the model you didn't intend. Don't panic. These mistakes can easily be retouched. If necessary, use a little Luna White to paint over an error if an unwanted darker color shows through the correct one. Those of you who aren't painting your first figure may well find that as you progress, you'll make fewer and fewer errors. You'll also find that as your experience grows, any mistakes that you do make will seem much easier to rectify.

The Base Colors we've used on the Necromutant are really put on in two distinct steps. This is because Jackie's going to be using black as an undercoat for various parts of the miniature. The use of this black "undercoat" means that some of the darker colors we're going to use will have a much more "solid" look, than if we were painting them over the original white undercoat.

BASE COLORS - STAGE ONE

For this stage we'll be using six colors. Four "straight from the pot", namely Mortis Black, Cavern Stone, Mishima Red and Gehenna



BASE COLORS - STAGE ONE



BASE COLORS - STAGE TWO

Orange, and two that we'll need to mix. Let's look at the two mixtures first.

The first is for the Necromutant's lower face. (The only bit of "flesh" that is visible on this particular figure.) Mix up a combination of Centurian Green and Wolfbane leather to produce a dullish green. Paint this on the part of the model mentioned above.

The second mix is a combination of Wolfbane Leather, Mortis Black and Luna White. This should be painted onto the horns on the miniature's helmet. Rather than trying to describe this particular brown, I think it's easier to refer you to the photograph of this stage. Check your own mix against this.

The 'plain' colors should be painted on as follows. Use the Cavern Stone for the sleeves, trousers and back of the Necromutant's overalls. The Mishima Red is painted on the Belzarach (gun) as in the photo, and also spotted onto the model's eyes. The Gehenna Orange is used on the rear 'vents' of the Belzarach, just above the model's left hand. The Mortis Black is basically painted on everything else.

BASE COLORS - STAGE TWO

In reality, we're going to jump slightly ahead of ourselves in this section as we're really going to be starting the highlights on various parts of the model. Don't worry when you see the technique called drybrushing mentioned below. This is explained right at the beginning of the highlighting section.

It's probably worth noting here, that as you become more experienced, you'll be able to complete a model much more quickly if you treat each part of the model separately.

Rather than painting the entire miniature in its block colors from head to toe, then working to the mid-tones, then to the highlights; you can speed up by picking on one area of the model at a time. Let's take the overalls as an example. You'd still be following the block, mid-tone and highlight technique, but on this area alone, before moving on to the next bit you want to paint, where again, you'd follow the same stage

by stage method.

Almost every figure painter, with a reasonable amount of experience, in this aspect of the hobby, paints their models in this way. Some will start on the flesh tones, some on any metallic parts; some will simply look for the largest area on the model which is destined to be the same color. In the case of the Necromutant it would be the overalls.

One tip that you might find useful when painting in this manner is to get as much of the "metallic" drybrushing done in the early stages of painting a figure. This will prevent the tiny flecks from the metal paints flicking onto finished parts of your figure. Unfortunately, this is something that the metallic paints are prone to do.

However, for simplicity's sake, it should be easy enough to understand our painting technique if you see the model completely painted at each of the stages we describe.

Right then, back to the paints!

Here, we're going to be overpainting certain parts of the figure we painted with Mortis Black in the previous section. Keep referring to the pictures of the model. There are so many small details on this particular figure that I'm bound to miss out something in the following description. Here it goes anyway!

We'll start with most of the parts of the miniature that might be thought of as being made of leather. Make up a dark brown mix by com-

bining Mortis Black, Mishima Red and Wolfbane Leather. Use this to paint the Necromutant's gloves, pouches, gaiters, belt and straps, except for the straps on the boots.

Jungle Green should be painted on the two pieces of tubing on the Belzarach and the larger tubes on the model's back and right arm.

For the straps on the figure's boots, use a mixture of Mortis Black and Bauhaus Blue. This should give a dark blue/gray color.

The hair should be painted with a mix of Pretorian Gray and Luna White. The white is used simply to lighten the shade of gray.

The final color we're going to use is Gunmetal. This should be drybrushed on the toecaps and heels of the boots, and on the Belzarach's bayonet, magazine and the small unit under the right horn on the helmet. You can also dry brush the unit on the figure's back and the horn 'cups' on the helm. The studs, spikes, buckles and pouch buttons on the model are really too small to drybrush. Simply paint or spot these with the Gunmetal. Look out for the studs on the Belzarach and right shoulder pad. These are very small and you will need your finest brush and a steady hand to paint them. Try and get the smallest amount of Gunmetal that you can, on the very tip of the brush. This may mean "recharging" the brush with paint for each stud, but this is no bad thing.

HIGHLIGHT

Probably, the easiest way to highlight a figure is with a technique known as "drybrushing". For this, we're going to use our cheaper brush. Unfortunately, drybrushing is not a very kind way to treat your brushes, as it tends to spoil them fairly quickly.

To begin highlighting the miniature using the drybrushing method, you will need to mix up a lighter shade of your original base color. Pick up a small amount of this mixture on your brush. Then, with a piece of rag or paper towel, wipe most of the paint from the brush. Even if the brush looks clean, you will still find there is enough paint left to transfer onto the figure.



HIGHLIGHT



Gently draw the brush across the part of the model you are highlighting. As you do this some of the paint from the brush will transfer onto the raised areas of the model. It is worth noting that certain colors will require more drybrushing 'coats' than others before you notice the effect.

First you will need to bring the shade up to a mid-tone. Then, using a lighter shade of your chosen color, you can repeat this technique, gradually decreasing the pressure you use on the brush, until you reach the final highlight. Repeat this process with the appropriate shades of color over the whole model until you have highlighted the entire figure.

Once you have got used to the technique

involved with drybrushing, you will find it very easy to do. A way of practicing your technique, without risk to your model, is with a small piece of reasonably coarse sand-paper.

Paint the paper with a strong, dark color. Mortis Black, for example, would be fine. Let the paint dry thoroughly. Now, try drybrushing this with differing amounts of Luna White left on your brush. See which amounts work and which look messy. Try varying amounts of pressure to check the different effects that you can achieve. Well, drybrushing is one way of quickly and easily adding highlights to your figure. It does take a little practice. But when painting your figures for gaming you'd be hard pushed to better it, it is quick and effective.

AND FINALLY...

Well that's about it! If this has been your first attempt at figure painting, we hope you are pleased with your finished figure and this article has been useful. There are bound to be parts of the model that you think you could improve on, and that will happen as you gain more experience. Most importantly, we hope you have enjoyed yourself and that you are encouraged by your efforts.

Remember... Practice and Patience.





This is the first of a new type of product for Target Games. A scenario pack using a Brotherhood Cathedral as the focus for a series of interconnected battles.

The pack includes:

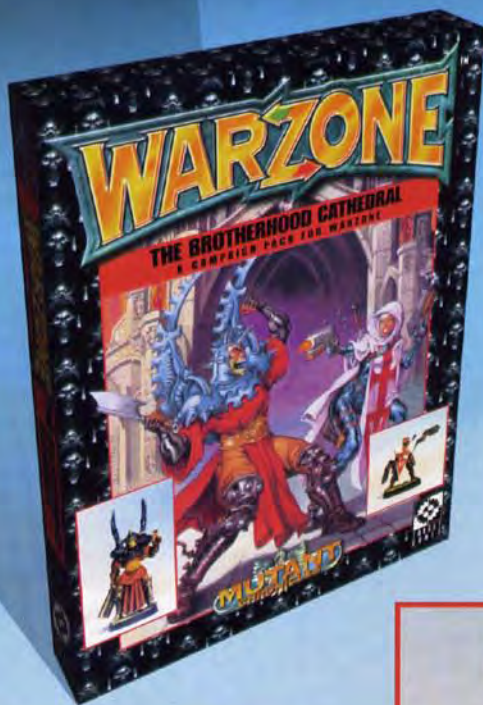
A detailed cardboard model, for you to construct from 8 A4 sheets of card.

Two exclusive new Target Games miniatures, available only with this box set. Namely, the Brotherhood's "Visionary" and the Dark Legion's "Angel of Mercy". The pack also includes 10, inter-linked scenarios to give a new dimension to your Warzone battles.

Descriptive text throughout, sets the scene for the scenarios and puts the bitter struggle for the Cathedral in context.

Will the Cathedral stand in the Light of the Brotherhood or fall to the Dark purposes of the Dark Legion.

It is for you to decide.



TARGET
GAMES

NEW RELEASES FOR

WARZONE

DARK EDEN



GOMORRIAN EMASCULATOR
(#9696)



SOLDAT VICAR
(#9911)



SONS OF RASPUTIN
STANDARD BEARER
(#9687)



SOLDAT SCHWERWAFFE
(#9699)



TEMPLAR GENDARME BESTIAL
(#9688 with 2 Bestials)



TEMPLAR HORDE
STANDARD BEARER
(#9911)

THE LAND OF TWO RIVERS

by Peter Flannery



Torn away from his haven in front of the computer, listening to music he considers cool (the poor bloke's from Manchester, home to the likes of Oasis, Stone Roses, and The Happy Mondays, no wonder he's got bad taste in music) and typing away on the fiction for the first Chronopia supplement, Pete lets us in on the ideas and thoughts behind The Land of Two Rivers.

It's always difficult starting a new project, especially when it follows a strong one like Chronopia. Chronopia is one of those products that you just know is going to be successful. Every aspect of the game is good – the rules, the artwork, the miniatures and the layout. Even the back-

ground text is fuller and richer than anything we've done before. So the first thing that crosses your mind when trying to come up with new ideas is "How the hell do we follow that!"

What we want is a product that builds on the strengths of Chronopia rather than starting again from scratch. We have the world well established and the five races clearly defined. Now we need to introduce a new element that will open up new possibilities and allow us to develop new troop types for the current races. We already had an idea, and a strong one at that – The Stygian. A race of serpent beasts who rise up from the southern deserts that we deliberately left empty on the Chronopia map. These are not the 'B-movie' lizard men that other companies have produced but a more sinister race with a true sense of culture and identity. They are the Stygian, an ancient race, who for centuries have slept in their huge temple cities while the other races filled the earth.

In the present day world of Chronopia the Devout are by far the largest single force, pressing the other races from every direction. The only way to save the world from the eternal shadow of the Dark One is to introduce a new danger that will pose as much of a threat to the Devout as to the other races. So the One King, who can see into the future and the past, sends a force down into the deserts to seek out the lost Stygian city of Ipkur-Kish, and rouse them from their slumber.

Here is a passage taken from the forthcoming book, that describes the first encounter with the Stygian, when a small band of Firstborn Knights enter the Stygian zig-gurat:

There came a sound, as of a seal be broken and the bronze covered door dropped back and slid to the side. The darkness beyond seemed deeper than ever and filled with menace. The knights drew their swords. One approached the doorway, peering



into the gloom. The light of the moon seeped passed him and glinted off something in the shadows. He squinted, trying to discern what the strange shape might be. He saw the dim light fall on black scales. Just a glimpse, a nostril, a heavy ridged brow, a sinister, slitted eye. A creature he thought, a snake or lizard, but big. The thing moved closer and the sound of its scales on the stone was like the rush of water.

The knight stepped back as the large saurian head emerged from the darkness, decorated with bronze jewelry. Not a beast he thought a being. Civilized, intelligent. The creature came on, slowly, the filtered light of the moon revealing a powerful body, decked in ornate armor. Strong, he thought, dangerous. The creature raised muscular arms as though in supplication or in prayer. And clenched in each large fist, a sickle shaped blade, sharp and cruel.

The knight turned to shout a warning and the creature struck. The first blade sliced up into his groin and slid like a cold spike into his belly. He screamed and struck out with his own sword but the creature ducked clear of the blow. Fast, he thought, too fast! The creature's second blade found a gap at the neck of his breastplate and bit deep into his chest. His sword clattered to the floor and he choked on blood as the creature, the Stygian, lifted him from his feet.

His companions backed away in horror as they saw their comrade raised high into the air. Two of them shouldered the victim of the trap, while the third covered their retreat as they backed out of the room. The Stygian watched them leave with cold reptilian eyes. Slowly, it moved into the chamber and gently, tenderly it laid the writhing, pinioned body of the knight on the altar. The knight's blood flowed black in the moonlight and was drawn into the sacrificial stone. The Stygian closed its eyes as though deeply tired or sated and the knights fled.

So as you can see, you don't

mess with the Stygian!

I am enjoying writing the color text for the Land of Two Rivers. It was difficult trying to get a handle on it at first but then I started thinking of the Two Rivers as the river of time and the river of blood. From then on things began to flow more easily. It was easy coming up with images of the Stygian because Adrian has done some excellent concept work. The Guardian, the Priestess even the standard troops look superb. Dave has been working on the rules for the new army and with Stygian that can leap over enemy models, camouflage themselves like chameleons, or even feed off dead enemies to regain lost Wounds, things are looking very interesting indeed!

As you begin to work on a project it gains a momentum of its own. What starts out as a basic idea slowly grows into a finished, professional product, drawing on the skills of all the people at the studio. The next problem will be how to follow the Land of Two Rivers. But fresh challenges are one of the things that keep the job from being boring. For now I will leave you with a section of the introduction, which depicts

the state of play as the Stygian enter the arena, hope it wets your appetite!

For centuries the Stygian have slept, entombed; and the world has forgotten them. The jungle claimed their Ziggurats in the east, concealing them from view. In the south the desert sands swallowed the Stygian pyramids, leaving not a trace. To the north they lie encased in Ice. To the west who knows what sleeps within the shadow of the Devout lands.

As written upon the Tablets of Destiny the Stygian will rise again and the world will bleed upon their sacrificial altar once more.

In The Land of Two Rivers the Stygian have awakened...

.....FEAR THEM!



NEW RELEASES FOR

THRONOPIA

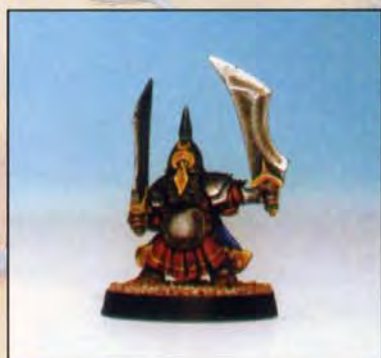
BLACKBLOOD



ORC SWORDSMAN
(1 from set #2311)



ORC SWORDSMAN
(1 from set #2311)



GOBLIN SWORDMASTER LEADER
(#2510)



OGRE HEAVY INFANTRY #1
(#2802)



TROLL #1
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THE CURSED

(1 from set #2318)



WARPED LORD

(#2509)

DEVOUT



DARK EYES

(1 from set #2317)



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(#2804)



HARBRINGER OF THE DARK WINGS

(#2803 with 2 swarms of Dark Wings)

NEW RELEASES FOR

CHRONOPIA



STYGIAN WARRIOR SWORDSMAN

(1 from set #2321)



STYGIAN WARRIOR SWORDSMAN

(1 from set #2321)



STYGIAN GREAT WARRIOR

(#2808)



STYGIAN WARRIOR SPEARMAN

(1 from set #2322)



STYGIAN WARRIOR SPEARMAN

(1 from set #2322)

NEW RELEASES FOR

THRIONOPH

THE STYGIAN



STYGIAN PRIESTESS
(#2807)



WORLDS AT WAR

WORLDS AT WAR - DARK EDEN

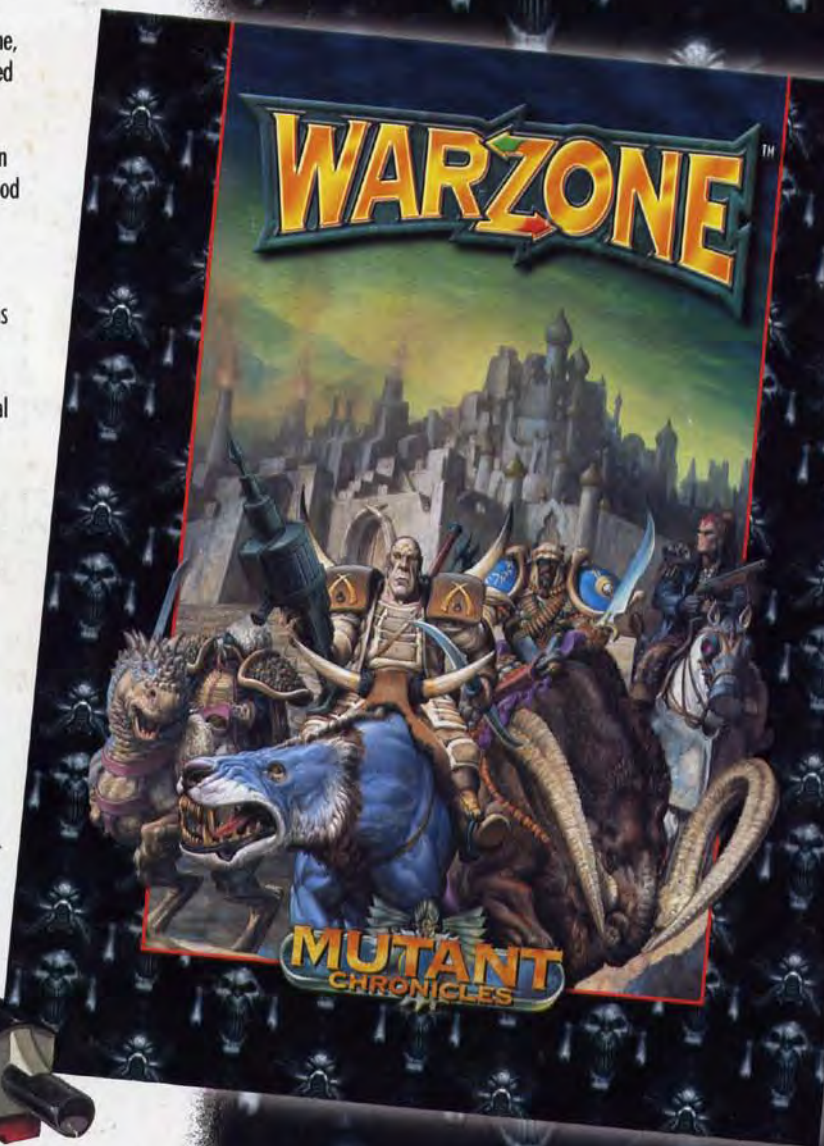
DARK EDEN

Dark Eden - The astounding new sourcebook for Warzone!

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