

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



#12 1998

CHRONICLES

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SONS OF KRONOS
PREVIEW

NEW PAINTING
GUIDE

CHRONOPIA
COMIC

NEW FIGURE
RELEASES FOR
WARZONE AND
CHRONOPIA

...AND MUCH,
MUCH MORE!

CHRONOPIA

WARZONE

MUTANT
CHRONICLES



Heartbreaker™



CHRONOPIA



THE AGE OF CHRONOPIA HAS ARRIVED.



CHRONOPIA

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
BLACKBLOODS. AND THREATENING TO ENGULF THEM ALL - THE
CONSUMING 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 art-
work, superb miniatures, comprehensive rules and in depth, excit-
ing, background material.

LAND OF TWO RIVERS

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 CON-
SIDER. 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 VIO-
LENCE 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 adver-
sary 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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CONTENTS

THE BULLETIN BOARD	4
INTERVIEW	6
SONS OF KRONOS PREVIEW	8
WARZONE FAQ	18
A CLASSICAL ADVENTURE	20
CHRONOPIA FAQ & ERRATA	22
COMIC "THE DARK LORD'S PROMISE"	24
PAINTING MINIATURES	34
PARTIZAN EVENT	44
WARZONE RELEASES	12, 28, 43
CHRONOPIA RELEASES	16, 32, 42
PRODUCT LISTING	46

OH!

The great saga continues...

As I am sure you all know, when you have a contained environment, such as our studio, and introduce large quantities of pizza, quality German lager and strange home-cooked vegetarian food there can be serious ecological implications. In our case these factors have conspired to produce a surprising variety of organic entities that threaten the very superstructure of the studio itself. And although there has been much rejoicing and manic laughter of late, strange puddles of goo have been sighted emerging from under the fridge door. Therefore we would like to inform our readers that there is a position open, for anybody brave enough, for a biological control technician. Anyone wishing to apply for this prestigious position should make his or her application in writing to the studio address. Applicants should not only include their current CV but also a short piece as to why they would be most suitable for the job. Please note that the successful applicant must supply their own rubber gloves, respiratory system and wellington boots. Inoculations against tropical diseases and virulent coffee fungus are highly recommended.

On the subject of tropical climes and mysterious poisons 'The Fallen Land', the third supplement to the Chronopia game system, is now well under way.

This book details intrigues surrounding the latest Blackblood civil war. The Goblins of the East have conspired with the Goblin High Lords of Terakan and rebelled against their Ogre Emperor, Nizar. The One King and Duke Zazen, following their own goals in this region, are also drawn into the escalating conflict. These conflicts are set against the backdrop of the great eastern jungles of the Fallen Land. The book introduces a new race of Goblins as well as new troop types for the other races and additional rules for jungle fighting. Look out for the review in the next issue of Chronicles.

See you in other issues.

John



NEW RECRUITS:

JOHN GRANT



Legend has it that John was born with a cigarette in one hand and a cup of coffee in the other. Now, only his mother and the gynecologist can answer this (though FBI agents Skully and Mulder are said to be looking into the case), but John definitely seems to have lived a double life. His Doctor Jekyll side is intelligent and organized, but rumors abound of his Mr Hyde persona. Is this the same man who once wore his hair long, like a laid back rock-hippie. The same man who played Ministry at deafening

volume in constant repetition, and the same man who couldn't pass an unattended sandwich without stabbing it with a pencil. The answer is no, this John Grant is bigger, better, er.....neater than before! Bringing all his experience and expertise to the task of designing new rules for all our products. He began with the Firstborn Watchtower, designing rules for buildings. But with so many products planned for Warzone and Chronopia his schedule should be full for the next fifty years or so!

STUART BEEL

Stuart has the face of an eighteenth century toy maker, round, cheerful and quick to smile. But when sitting at his drawing board he wears an 'Action Man-style' woolen hat and I can't decide whether he reminds me so much of a character from 'Chitty Chitty Bang Bang' or the 'Guns of Navarone'! But at the end of the day - who cares? He's joined the company as our resident Warzone artist and the stuff he produces is, oh so cool. What does it matter if he listens to 'Jesus Christ Superstar' on his personal stereo, he could listen to the Spice Girls and Barry Manilow for all we care, just so long as he churns out great pieces of art. His first task is to tackle the 'Bauhaus Bunker' one of our new 3D Expansion Sets and judging by the 'machine gun nest' he's currently working on things are looking good.



A MINIATURE WORK OF ART

Before we go any further, we would just like to extend our belated congratulations to Melodie Smith - winner of the Warzone Miniature Painting Contest at last years Gen Con. Here is a picture of the winning piece - Max Steiner, a Bauhaus personality in all his glory. Well done Melodie.



CONTRIBUTION / ADVERTS

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

Target Games UK Ltd.
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Edinburgh
EH6 6JA



...Jim and Stefan have a busy day, in the 'Lost World' that is the Target Games Studio!

ALEX HUNTER – INTERVIEW WITH A SCULPTOR

Hunter becomes the hunted as Pete Flannery tracks down Alex Hunter for a few quiet and well-chosen words. This is the censored version of the interview (Certificate 12). For those who would like a full transcript of the uncut hardcore interview, please send a cheque for \$50.00 and a large box of chocolates to:

Pete Flannery,
262, Pillock Street,
Dithering on the Brink,
Cloud Cuckoo Land,
Scotland.

Having just received the latest batch of Alex's figures, namely four 'Arch Primates' for Warzone and the first of the 'Sons of Kronos' for Chronopia, it seemed a good opportunity to grab a few moments of his time and put him to the Inquisition! Drawing on all my wit and imagination, I asked him the first of my soul searching questions:

Pete: So Alex. How did you first start sculpting?

Alex: I've been sculpting and making models since I was a kid, but I first got into this industry when I did some work for a company called Grendel. I started off by painting some miniatures before moving on to making my first model for them. It was a piece called the Wyvern's Eyrie.

Pete: What other jobs have you done in your time?

Alex: I've done all sorts. I worked as an upholsterer's apprentice for a time. But mostly I worked as an insulation engineer, working on oil rigs and petrochemical plants.

Pete: That's right, didn't you make a suit of armor or something, using your engineering and sheet metal skills.

Alex: It was more of a full-size fantasy robot really – it was over six feet tall. (Check out the photograph, for a glimpse of Alex's 'Metal Pal'!)



Pete: When you are working on miniatures how do you go about starting a new model?

Alex: First of all I study the concept work, thinking ahead to see how I can develop the figure and the characteristics of the race. I think of the pose for the figure, depending on the weapon it is using, as this can dictate how the figure will turn out. Then I build an armature (wire skeleton!) with tinned copper wire. I use a template, drawn on a piece of plasti-card, to mark the position of the waist and shoulders which helps keep the human-sized proportions consistent. Then I normally start with the feet and do a rough shape of the head, as this also helps with proportions. Then I build the figure up gradually to keep the options for posing open.

Pete: Do you prefer to work from concepts or from your own ideas?

Alex: Working to artwork can be quite challenging, but I prefer concepts to be a rough guideline rather than a fixed idea, to allow for my own ideas and input.

Pete: What tools do you use when you make a figure and do you have any favorites?

Alex: I use anything to hand – toothpicks, small screwdrivers filed down to shape. My favorite tool is a piece of welding rod, flattened at the ends and sanded smooth, with the handle built up using epoxy putty.

Pete: A lot of sculptors use a dentist's tool called a wax carver No.5; do you use any dentist's tools?

Alex: Well I'm afraid of the dentist but I do use some probes. (Yes, well we won't go into that!)

Pete: What materials do you use?

Alex: Apart from all the normal types of two-part epoxy putty I use a modeling material that you harden in the oven. I also use brass rod and tubes for things like spears and axe handles, and thin copper sheet for cloaks and for bridging gaps, such as between a miniature's legs.

Pete: You use magnifying goggles for working on very intricate detail; do you realize how ridiculous these make you look?

Alex: Er – yes but they do the job and I also use them for trying to spot buses and besides that, my wife says I need em!



"Alex makes a new friend, literally!"

Pete: Do you have any simple, but effective techniques that the readers could try out for themselves?

Alex: Yes, but once again you will have to ask my wife about that! Oh; you mean for making models. Yes, start by converting other figures and don't be afraid to experiment with different materials and techniques. And if there are any small pieces that you will be using regularly, like weapons, make one and try casting it so that you don't have to keep making the same thing over and over.

Pete: What qualities do you think a sculptor requires?

Alex: A good eye for proportion and movement in a figure is probably the most important thing. Artistic ability makes life easier but is not essential as this can be picked up as you go, the more you do the better you get.

Pete: People often say your models are crap - how do you feel about that?

Alex: I don't think about that when I'm putting the money in the bank.

Pete: What part of the job do you enjoy most and what part do you hate?

Alex: I enjoy developing a figure, especially when you see it looking good from the start because then you really want to see it finished. And I hate people saying my figures are crap!



Pete: What is the square root of six million, four hundred and thirty six thousand, three hundred and sixty nine?

Alex: Two thousand, five hundred and thirty seven.

Pete: Of all the models you have made is there one that you are particularly proud of?

Alex: No they're all crap!

(Now Alex; I was only joking about your models being crap.)

Alex: Well I've made so many I couldn't really say but I do like the Adamantite Golem, especially now I've seen it painted up.

Pete: If there was one model or piece of sculpture in the world that you could take a sledgehammer to what would it be?

Alex: The statue of William Wallace in Stirling / Scotland, I'd smash Mel Gibson's face off it! Not that I've got anything against Mel Gibson you understand.

Pete: Have you ever had any total disasters when making a model?

Alex: Yes. I was once asked to make a Fire Demon for a company. The first time I tried to harden the model in the oven it exploded. So I made it again and this time it set on fire. I took a photo of a Fire Demon that somebody else had made and the photo came out with the demon surrounded by balls of fire. I had taken some photos at a recent, pagan fire festival, and somehow the photos had become double exposed. Now I won't make another fire demon and besides I never got paid for my first two attempts! (Sounds like there are dark forces at work in your life! Ed)

Pete: Have you ever made a decent model?

Alex: Oh aye! Every one is a gem.

Pete: Do you play any games or do you restrict yourself to sculpting?

Alex: I've never played a wargame in my life but I've always been interested in miniatures and model making. You don't have to be a gamer to appreciate all this; you can still produce something to be proud of.



Pete: Is there any truth in the rumor that you like to dress in women's clothes?

Alex: No!!

Pete: What size dress do you wear?

Alex: Size 16, but it's a little tight under the arms.

(Hah! Got ya!)

Pete: You recently injured your hand, what did you do and has it affected your work?

Alex: I fell and broke my wrist while working in a top-secret nuclear facility. They had to put a screw in my wrist and a bolt through my neck. It put an end to doing manual work and even makes light work like sculpting difficult as it still gives me a good deal of pain.

Pete: What are you working on just now and what would you like to work on in the future?

Alex: I'm working on the Sons of Kronos just now and some figures for Warzone. I like to see a race through from start to finish and have a hand in its development. I

would also love to work on special effects in films.

Pete: Do you have a favorite artist and sculptor?

Alex: My favorite artist is Adrian Smith. Years ago I saw a cover he'd done for a comic called 'Toxic' and I always wanted to make figures from it; there was something really fresh about it. As for sculptors I would have to say Kev Adams, for the humor he puts into a model and Roy Eastland for precision and his eye for detail.

So there it is, a brief insight into the world of a sculptor and all credit to Alex, who dealt with my insulting questions, and the boring-but-necessary ones, with equal grace. Only after the interview did he give way to violence and the doctor says that a cold bath should reduce the swelling and it shouldn't harm my chances of starting a family!

Alex Hunter, a true professional, a fine sculptor and master of the old 'right knee into love-spuds' maneuver. Thanks Alex!



THE SONS OF KRONOS



HUNTER

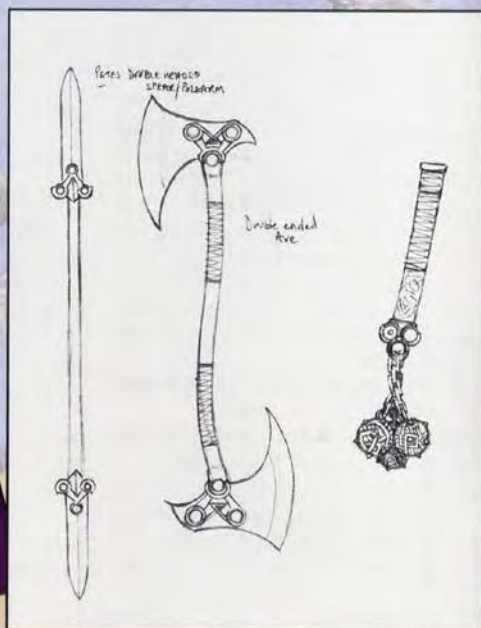


The world struggles to come to terms with the rising of the Stygian and the One King studies the Tablets of Destiny from the Stygian ziggurat at Ipkur Kish. In the harsh northern realm of the Sons of Kronos - the Untamed, the land is in the grip of a terrible winter and tension is building between the three great tribes. The Tribe of the Dawn follow the One King. The Shadow Tribe is drawn to the seduction of the Devout. While the Mother Tribe, the largest of the three, remains faithful to the Earth Goddess.

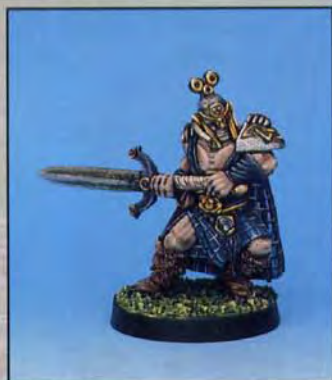
And now under the cover of the blistering cold, a sinister menace looms, as the Devout seek to exploit the divisions among the Sons of Kronos. The Dark Prophets Nemeth and Negral embark on a campaign to pass through the savage Wildlands and invade the Firstborn Kingdom from the north. The world watches as the danger grows and still the One King does nothing to oppose the approaching disaster.

But could it be that the Devout have underestimated the strength of the Sons of Kronos who's savage reputation is respected by all the races of Chronopia.

Here is a preview of some of the Artwork and miniatures from the Sons of Kronos, the third installment in the Chronopian Saga



CONCEPT ARTWORK



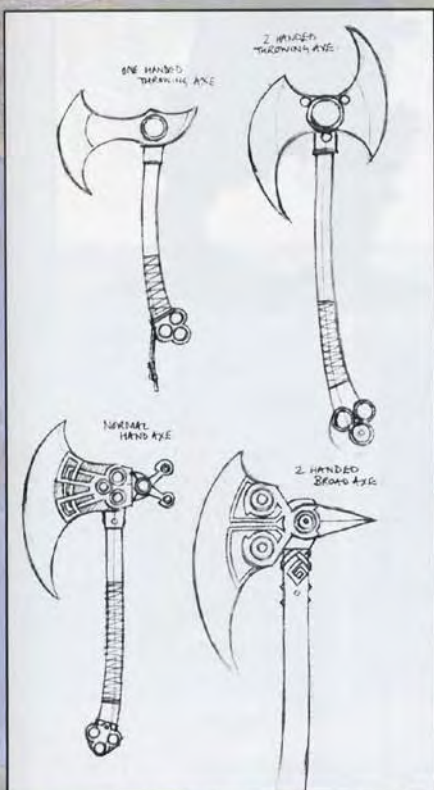
HEARTHGUARD



UNLIVING



WYRD



CONCEPT ARTWORK



VIRIDIAN LORD



VIRIDIAN LORD

A. Smith.



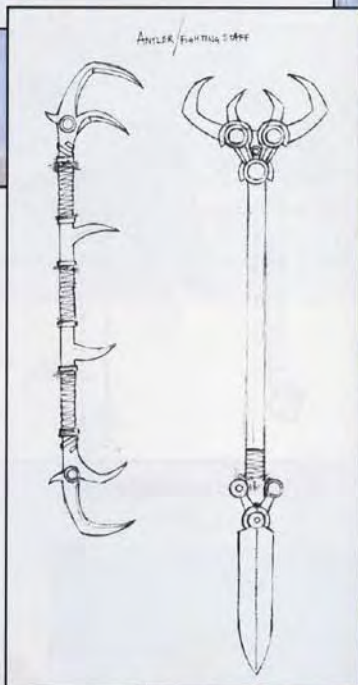
HEARTGUARD



UNLIVING

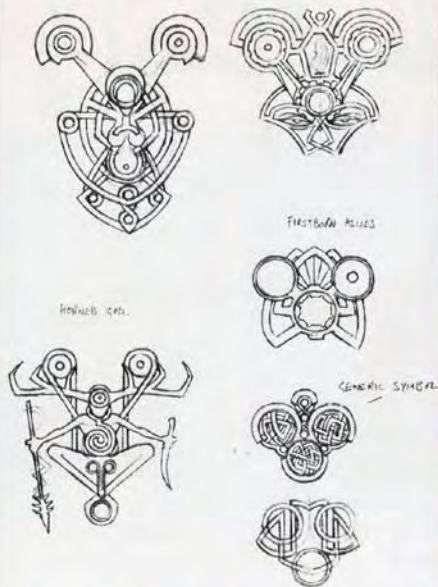


WYRD

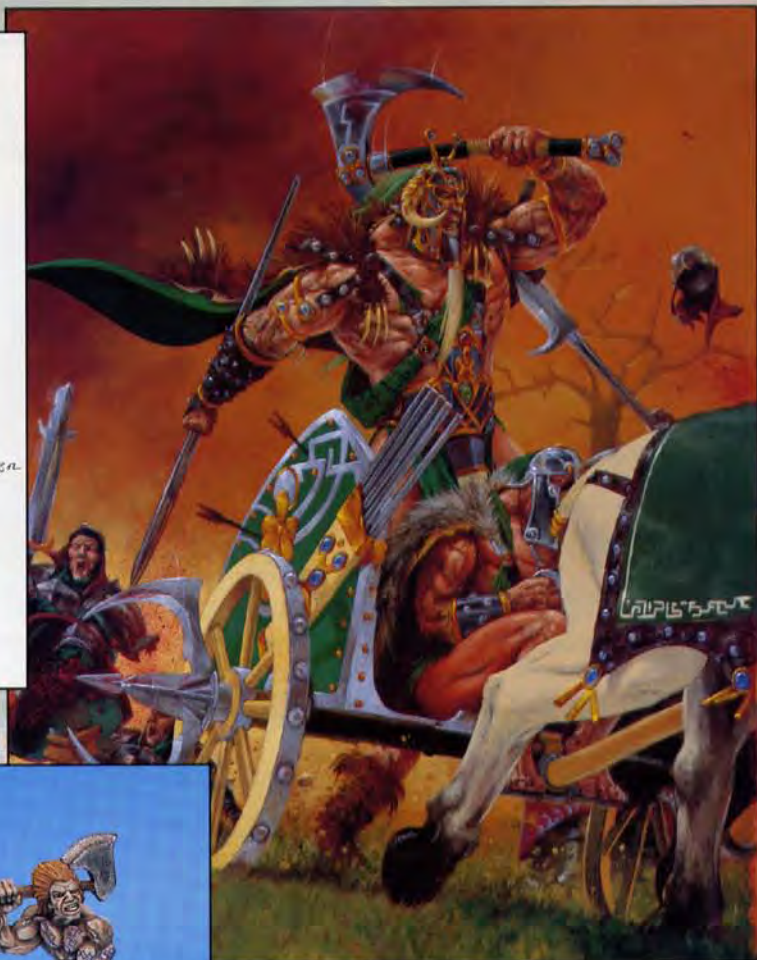


CONCEPT
ARTWORK

NOTES/DESIGNS



CONCEPT ARTWORK



CHARIOT



BLADE MAIDEN



BERSERKER

THE DEVOUT MOVE INTO THE VALLEY OF THE HIDDEN FALLS

High on the rocky outcrop, the Raven of Stone rose smoothly to his feet and took a firm stance at the edge of the cliff knowing that the enemies below would see him from the valley floor. A Wyrd from the Mother Tribe - broad shoulders, draped in heavy, sable fur, horned helmet held proud and high, and the Wyrd's spear across his back. They would see him and they would know that their treachery was unmasked.

The Lord of the Severed Hand seemed to sense the presence for he looked up sharply and locked eyes with the Wyrd on the rocks high above him.

"Now we move." Said the Raven of Stone, and they leapt down from the rocks, nimble, sure-footed and fast. The outcrop slopped back into the valley and the small band of warriors could see the Devout closing in on either side. There was still a clear route through the trees but it was narrowing. The warriors ran like they were born to the forest, but the jaws of the trap were closing quickly, too quickly.

The Wyrd dropped back as his comrades raced on. They did not worry for his safety for the Wyrd is master of his own destiny and does not rely on the strength of others. He would buy them time; though it cost him his life, he would see them safe.

He buried his spear in the ground and raised his arms, trembling with the strain as though he were lifting a great weight. His fingers curled into gripping claws and the forest around him came to life. Roots bent up to form tripping loops of wood and the light undergrowth thickened and wove together to form an unyielding mass of brambles. The Devout cried out in frustration as the forest rose up to slow them, but the Wyrd held open a channel down the middle of the valley and through it the Sons of Kronos ran. The runners were ahead, for they are swiftest of the Sons. Behind them the Heart of Fenris powerful and quick, his pack of mastiffs at his heels.

A handful of the Devout began to break through the Wyrd's barrier. A Devout Follower sprang out from the undergrowth and aimed a stroke at the first of the runners. The runner dropped under the blow, hit the forest floor, rolled once, twice and was back on his feet running. The Follower turned towards the fleeing barbarian and the second runner buried his axe in the small of the man's back. The runner pulled his weapon free, leapt over the body and ran on.

RELEASES FOR

WARZONE



PATHFINDER 1
(#9696)



WARHOUND
(1 of set #9556)



HEADHUNTER HERO
(#9929)



WARHOUND
(1 of set #9556)



HEADHUNTER CHIEFTAIN
(#9930)



PATHFINDER 2
(#9887)



WARHOUND CHIEFTAIN
(#9918)



**BROTHERHOOD ARCH PRIMATE
SERGEANT**
(#9916)



BROTHERHOOD ARCH PRIMATE
(1 of set #9555)



BROTHERHOOD ARCH PRIMATE
(1 of set #9555)

RELEASES FOR

WARZONE



MISHIMA TIGER DRAGONS
(1 of set #9554)



MISHIMA TIGER DRAGON LEADER
(#9914)



MISHIMA TIGER DRAGONS
(1 of set #9554)



DEMON HUNTER
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MISHIMA CRIMSON DEVILS
(1 of set #9542)



MISHIMA CRIMSON DEVILS
(1 of set #9542)



ASHIGARU
(1 of set #9535)



ASHIGARU
(1 of set #9535)



ASHIGARU HEAVY WEAPON
(#9882)

RELEASES FOR

WARZONE



INITIATE
(1 of set #9538)



DARK EDEN RAZIDE #1
(#9691)



DARK EDEN RAZIDE #2
(#9692)



INITIATE
(1 of set #9538)



IMMACULATE FURY #2
(#9676)



KARAK THE KEEPER
(#9684)



INITIATE HEAVY WEAPON
(#9884)

RELEASES FOR



ACOLYTE HEAVY WEAPON
(#9883)



CYBERTRONIC MIRRORMAN
(1 of set #9557)



CYBERTRONIC MIRRORMAN
(1 of set #9557)



ACOLYTE
(1 of set #9537)



CHASSEUR WITH HEAVY WEAPON
(#9922)



CHASSEUR SERGEANT
(#9921)



SACRISTAN
(1 of set #9539)



SACRISTAN HEAVY WEAPON
(#9885)



SACRISTAN
(1 of set #9539)

RELEASES FOR

CHRONOPIA



FIRSTBORN



CHRONOMANCER
(#2806)



JUDGE
(#2805)



NIGHTWALKER
(#2809)



SONS OF KRONOS CHIEFTAIN
(#2536)



SONS OF KRONOS WARRIOR
(1 of set #2331)



SONS OF KRONOS WARRIOR
(1 of set #2331)



RELEASES FOR

ELVES



SWORDSMAN LEADER
(#9696)



CRYSTAL KNIGHT
(#2535)



SWORDSMAN
(1 of set #2325)



SWORDSMAN
(1 of set #2325)



OBSIDIAN GUARD
(#2534)



MILITIA
(1 of set #2329)



MILITIA LEADER
(#2533)



KEEPER OF THE FLAME
(1 of set #2532)



KEEPER OF THE FLAME LEADER
(#2328)



KEEPER OF THE FLAME
(1 of set #2328)

WARZONE FAQ

As you will see from the following pages our web site is buzzing with comments and questions on both Warzone and Chronopia. We don't know whether to be flattered or frustrated by the sheer number of questions and points you have raised. The main bulk of your comments have been very complementary and believe me, that is very much appreciated. Now we don't like to blow our own trumpets, but let's face it we are ace!

Ace – yes.

Brilliant – but of course.

Dedicated to satisfying you, our adoring fans – unquestionably.

Talented to the point of genius – well only if you say so.

We can dance like Fred Astair, cook the world's meanest chili and we look sensational in our high-school party dresses! But, yes alas – we are also human and we do, from time to time, make mistakes.

There follows a selection of questions and an errata section from our Q&A department who have finally caught up on the backlog. Further questions will be included in future issues.

Cya



CAPITOL

MARTIAN BANSHEES

Q: Do Martian Banshees use the normal flying rules, as in they can choose to fly up and hover above the table? Or do they just "fly" ten inches and land back on the table.

A: Martian Banshees use the normal flying rules for helicopters, but are not considered Vehicles.

Q: Can a Martian Banshee be hidden when flying?

A: Nope sorry, any model flying can NOT be hidden.

Q: Do Martian Banshee Heroes really have a LD of 18?

A: Yep.

FREE MARINES

Q: Under the weapon restrictions in CoW, it states that Free Marines and Sea Lion squads carry M-50's, But in the Warzone book it says they may substitute one M-50 for a Heavy Weapon. Which is right?

A: We made a mistake... they may have a Heavy Weapon.

Q: When do Free Marines deploy? In the regular sequence of deployment or after all other deployment is complete?

A: The Free Marines are deployed in the regular sequence of the deployment phase.

AIRBORNE RANGERS

Q: Can I shoot at the Airborne Rangers when they parachute in if I am on Wait? Is it considered to be a visible action?

A: Yep.

Q: Can the Airborne Rangers parachute in at any point of the game, can they parachute in enemy deployment zones, do they land with their full set of Actions?

A: Yes, Yes, and Yes. They act as if they have just been activated.

Q: When the Airborne Rangers parachute in, is it as if they were being helicopter deployed? I.e. a model on wait may try to shoot down the helicopter?

A: Nope

DOG SOLDIERS

Q: Do Dog Soldiers have to make panic or Rout tests if the Dogs die? Or do the Dogs Panic or Rout if the Soldiers die?

A: No & No

Q: Must the Dogs be in Command Distance of the Dog Soldiers?

A: No, but the Dogs have to be within Command Distance of each other.

PURPLE SHARK

Q: Can Dog Soldiers be used to man Purple Sharks and still get their dogs?

A: Nope sorry.

Q: Can a Capitol player deploy Purple Shark squads by Helicopter.

A: No.

Q: Do Purple Sharks manned by Free Marines (or similar like Desert Scorpions) deploy anywhere?

A: No

BARKING SPYDERS

Q: I was looking through CoW and saw that Barking Spyders did not have to buy their equipment because it was already figured into their point cost. I looked at their cost and their equipment and it didn't add up. A type II grenade launcher casts 10 points, a gas Mask 2 points, Punisher Blade 3 points, Frag Grenades 4 points, and Gas grenades (I'm assuming their like Mortar shells, but with a bigger radius) 4points. Add these together and you get 23 points. Barking Spyders cost 27 points. So a soldier that doesn't panic costs 4 points! There has to be a misprint here right?

A: Nope. When designing troop types, you can't always design them based solely on what some of their equipment may cost. There are other things to consider, for instance their lack of heavy weapon. I hope that gives you an idea of why some points costs may not make sense at first.

ANTAGONS

Q: They are armed with 2 CAR-24s and the picture above shows the trooper firing both at the same time (while running), but nowhere does it say they have the Gun-fighter Special Ability.

A: Any Artwork found in our products is not to be used as rules.



MITCH HUNTER

Q: Mitch Hunter has the ability to get a CC attack against a model that charges into CC with him before they swing at him. Does this apply to all models that Turn or just the first model that engages him in CC that Turn? Could he make a STR test to use his Shotgun? Does the Model attacking him have to use a charge Action?

A: Mitch gets his Free CC attack versus ALL models that engage him in CC a Turn. He may make a STR test to use his shotgun, but it does NOT count as one of his free CC attacks. The only way to enter CC is to Charge.

BAUHAUS

GENERAL

Q: Do all members of Bauhaus have the Reliability Special Ability?

A: Yes

ORDER OF THE BEAR

Q: Can the Order of the Bear use any other Heavy Weapons besides the Atlas Megacannon?

A: Nope

THE ORDER OF STAFF AND HAND

Q: The Order of Staff and Hand is armed with "firearms". Is this any Firearm? Heavy Weapons? Bauhaus Armory? General Armory?

A: They must have the staff and they may also have a handgun from the Bauhaus or General Armory. I.e. an MP-105 handgun, a Punisher handgun, or a Panzerknacker may be substituted for the handgun.

WEAPONS

Q: Does the Dragoon Kampfkanone need to be braced, can it burst-fire, and is it in the Bauhaus Armory?

A: Yep, Nope, and Yep.

Q: Is the Kampfkanone considered to be a Light Machine Gun, and thus being able to use a tripod?

A: As stated in CoW on page 85, a heavy Weapon is ANY missile weapon that has a Damage Modifier. As far as LMG's go, they are considered Heavy Weapons, as long as they have a Damage Modifier.

Q: Is the HG-25 handgun in the Bauhaus Armory?

A: Yep.

Q: Is the Atlas Megacannon a machine gun, and thus eligible for a bipod/tripod?

A: Yes.

Q: Is the Firefist a Rocket Launcher?

A: No.



BAUHAUS BLITZERS

Q: Can I shoot at the Blitzers when they parachute in if I am on wait? Is it considered to be a visible Action?

A: Yep.

Q: Can the Bauhaus Blitzers parachute in at any point of the game, and can they parachute in enemy deployment zones??

A: Yes and Yes.

Q: Do the Bauhaus Blitzers land with their full set of Actions?

A: Yes, they behave as if they have just been activated.

Q: When the Bauhaus Blitzers parachute in, is it as if they were being helicopter deployed? I.e. a model on wait may try to shoot down the helicopter?

A: Nope

Q: Can the Bauhaus Blitzzer Kapitän parachute into enemy deployment zones and does he deviate?

A: Yes & No

Q: Does the Bauhaus Firefist really cost 50 points?

A: Yes it does, but we made a mistake and forgot the (x3) modifier.

GT OFFROAD

Q: The GT Offroad is crewed by Dragoons and/or Kapitäns. Do they use their standard weapons? Does the Kapitän come from my allowed squad/Individual ratios, or is it "extra"? In either case, is the Kapitän restricted to the squad types present in the army?

A: Yes, He would still be counted as an Individual, Yes.



A Classical Adventure

Anybody who knows me will know of my passion for classical history, so it didn't take me long to pack my bags when given the opportunity to travel to Athens, even though my deadline for *Land of Two Rivers* was less than a week away!

We were to take part in a Games-Day organized by our Greek distributors Kaissa. I stashed our current miniature releases, along with a number of Chronopia armies and a couple of pairs of clean socks and underpants, into my suitcase. Chronopia was just about to be released in Greek, so it was our job to promote the game at the show. We set off from Edinburgh around Thursday lunchtime, set for Athens via Brussels, which meant I had two trips through the beeping machines at customs. I don't know what it is, but Customs Officers the world over seem terribly interested in metal miniatures as a rule and they always take great delight in making me open up every last one of my boxes. However, in the end, they appear to be impressed with what's inside and I'm sure that's the real reason they make me open them all up (No John; that's because of your international reputation as a drug baron, arms dealer and evil slave trader! Ed). Anyway the flight was over quickly and when we touched down in a sunny Athens we were whisked off to our hotel. "The Presidents Hotel" was a rather grand affair, with large sweeping marble staircases and an army of porters to help you with your baggage to your rooms. By the look of things the interior designer seems to have inspired the world's Indian Takeaways. Check out the 'lovely wallpaper' in the picture and ask yourself if you've seen it somewhere before.

Luckily for us, the convention was situated in one of the conference halls in the hotel (which was well within my staggering distance first thing in the morning). The show started on the following Friday morning so after a slap-up dinner at Milto's favorite taverna we hit the sack to awake fresh the next day in time for the show.

I was amazed at the amount of people at the show. Every table was filled with people playing a wide variety of games, including three tables of Warzone and a demo table for Chronopia. Immediately I was inundated with questions about Chronopia, some in English and some in Greek. Fortunately from amongst this deluge I was introduced to "Nicos", Kaissa's resident Warzone/ Chronopia Guru. Much to my re-



lief he was able to help me with the task at hand. Anyway after some time we fought our way to the gaming table and set up to begin the first of many Chronopia games. It wasn't long though before Nicos was running the show, only consulting me later on some particular fine points of the game. Soon I was able to extract myself from the game and go on a wander. As I mentioned before there were a number of Warzone games going on. Also there was a bunch of guys that had been running a large Warzone campaign on a rather cool textured map, Mishima being the final victors. When I had done a tour of the show I came back to the Chronopia gaming table to find Vassilis, Kaissa's sales manager, fighting an animated battle with a younger chap, whose name I have unfortunately forgotten. It was very encouraging to see him take so much pleasure from the game or maybe he just liked winning because he was beating the poor lad and heading for victory.

After an exhausting day we retreated back to our rooms to recoup and I had a chance to get on with putting the finishing touches to the race chapters for the *Land of Two Rivers*.

Saturday was a beautiful sunny day. In the morning we managed to get to the Acropolis, which was fabulous. The after-



Frantic typing in the early hours.



"Did you say CAMEL!"



Mishima are victorious.



"Where have all the figures gone?" Enquired John.

"Sorry John, I was feeling a bit peckish."

Said Miltos.

noon was another sweaty affair with lots of frantic arm waving and finger pointing. That evening we sampled some rather interesting Macedonian wine as well as the proverbial stuffed vine leaves, moussaka and of course Ouzo.

Sunday was the last day of the convention and it therefore saw the heated climaxes of the various tournaments that had been on the go over the three days. Nicos and I were still busy running the demos as things never seemed to slow down. We only managed to start packing up at nine in the evening.

Chronopia had proved a resounding success and Miltos and the gang were looking forward to it being published in Greek.

Finally, we departed Athens on Monday afternoon.

I would like to take this opportunity to thank Miltos for the great time he showed us and for his unfailing generosity. Also I would like to thank Nicos, Christos, Theseus and Vassilis and all those people who came to the show and took part in our demonstrations.

Many thanks.

John



"My paper beats your stone so I get initiative."



Nicos the "Main Man."



Vassilis conducts his soldiers on to glory.

Contact Miltos at:

Kassia

8 Kallidromiou Street.

GR-114-72 Athens

Greece

Phone: +00 30 1 360 6488

Fax: +00 30 1 360 9642

E-mail: kaissa@compulink.gr



"Look see it's an F sharp."



"Nobody told me Fred was coming."

CHRONOPIA FAQ

ELVES

Q: The cost for the Helios Keepers of the Flame appears to be high, especially compared to Dragonskull Warriors and the Lotus Guard (the comparable units from other houses). Is the cost for Keepers of the Flame correct?

A: If look closely, you'll notice that they have a CC of 15, a DEF of -2, Killing Stroke, and Secondary Attack ability. I think that if you play with them a little more, you will start to understand why they cost 53 points each!

Q: Should the Keepers of the Flame be Immune to Panic and/or Fear?

A: Hey....c'mon now! They are not gods!

DWARVES

Q: How many Totems could a Keeper control if a Keeper could keep control?

A: Waoh!! That one was confusing! Ok, the Keeper doesn't control Totems, though he has the ability to turn into one. You simply need a Keeper to have Totems in your army and the number is only limited by the allowance for Individuals. And of course the Totems must be from the same clan as the Keeper. Hope that helps.



FIRSTBORN

Q: Are the Sons of Kronos only able to throw their spears when they charge or can they do it without charging?

A: They can throw their spears without charging as a normal thrown weapon, but they have the additional ability to throw them as they charge.

DEVOUT

Q: Why do the Demon Wings have a PW of 13 when they have no spells available to them to cast?

A: The Demon wings actually have NO power rating at all, and their point cost should be 39, not 52 as listed in the book.

BLACKBLOOD

Q: To avoid getting entangled in a net the target must make an Armor roll. As no DAM value is given many troop types automatically avoid getting entangled. Is this what's supposed to happen? If not, then what is the DAM value of the net?

A: The damage of the net is the same as its strength, 10.

GENERAL

Q: On page 130, the rules state that if you have a 1 inch gap between friendly models, you can shoot through them. If you don't have such a gap, then you can't. Sounds pretty straightforward. But then they go on to say, that if you have such a gap, but the target is obscured by figures, use the hard/soft cover rules. What???

A: If you have a 1 inch gap, there is no obstruction. If your target is obscured by friendly models, you don't have a 1 inch gap and can't shoot. How can it be both ways?

A: Ok, Think of it like this. Let's imagine you are shooting through a door but you won't waste your shot unless the door is 1 inch wide. Ok, so you have your 1 inch doorway and you will take the shot, but the target is standing to one side of the door and so is partially obscured by the door-frame so he deserves the benefit of some cover. Now replace the door-frame with models to either side and I'm sure you'll see what we mean.

Q: If I fire into CC, and one of the combatants is a skeleton; I can't hit the skeleton? So do I roll to see who I hit? Or does it go through the skeleton into the other guy?

A: Nice try! Yes you should roll to see who you hit, if it hits the Skeleton nothing happens, if it hits the skeleton's opponent work it out as normal.

Q: Can you fire a Hail Of Arrows on a leaderless Warband?

A: Yes, in a leaderless warband the first model that was activated is counted as the leader for the Turn, so all you need is line of sight to that model.

Q: How do you target a leaderless Unit with a spell that requires you to target the Unit's leader?

A: The first model activated is the Leader for the Turn, so you would target him.

Q: With spells such as the Firstborn's "Whither", that say they can only be cast once per battle, is this regardless of whether or not the casting was successful?

A: Yes, even if the spell was cast unsuccessfully, the attempt has still been made and may not be attempted again for the remainder of the battle.

CHRONOPIA ERRATA

FIRSTBORN

CHRONOMANCER

The Chronomancers MW and PW stats are incorrect. He should have a MW of 10 and a PW of 15.

FIRSTBORN SWORDSMEN LEADER

The Firstborn Swordsmen Leader is armed with a Straight sword and a Shield.

ELVES

OBSIDIAN GUARD

The Obsidian Guard's Size should be 1 and not 2.

CRUSHER

The Crusher's DEF is 0.

RING OF FIRE

It reads "... but there is a 2 MW penalty when firing..." it should read "... but there is a -2 MW penalty when firing..."

DWARVES

HORNED ONES SPEARMEN LEADER

The stats for the Spearmen Leader are as follows...

CC	MW	PW	LD	AC	W
15	10	0	14	3	1
ST	MV	A	DEF	S	COST
2	2	22	-1	1	45

HORNED ONES SWORDSMEN

The Horned Ones Swordsmen DEF should be -1 not 1.

BLACKBLOODS

ALCHEMIST

The Alchemist has a PW of 14 not 4.

DEVOUT

HORN OF DECAY

The Horn of Decay should read like this...

If the Warped Lord spends 2 Actions he may sound his Horn of Decay. All Models within 15 inches of the Warped Lord must make a Morale test against Fear, remove any Hidden and Waiting markers.

GIANT SKELETON

The Giant Skeleton's Size is 2 not 1.
The Giant Skeleton has a DEF of -1.

UNDEAD KNIGHT

The Undead Knight is size 2 not 1.
The Undead Knight has a DEF of -1.

DEVOUT FOLLOWERS

The Devout Followers DEF should read -1 not 1.

STAFF OF THE SEVEN HELLS

When using the Staff the model to be raised must be in LOS.

DEMON KNIGHT

The Demon Knight's DEF is -1

GENERAL

FIRING THROUGH FRIENDLY TROOPS DIAGRAM TEXT

B - Reads "... Target is available" it should read "... Target is NOT available".

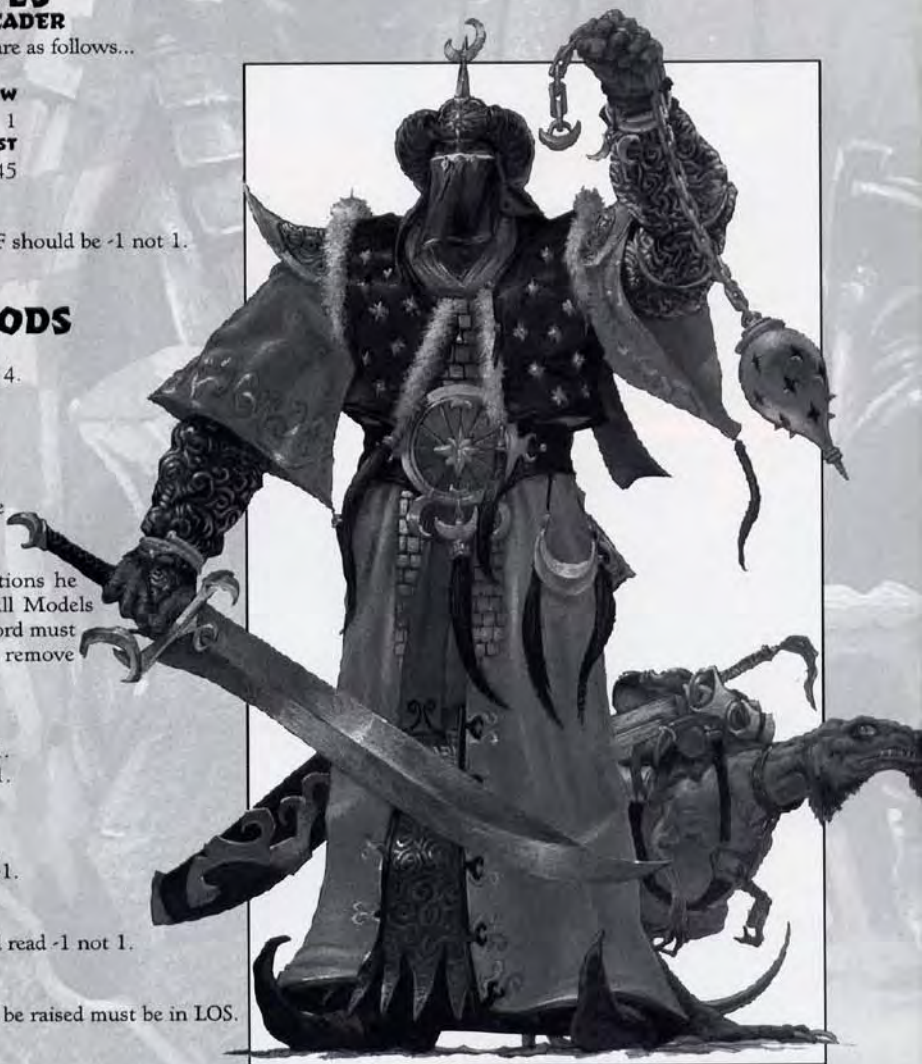
GIVING ORDERS

Giving Orders ends the model's turn.

TWO-HANDED SWORD

In the Devout armory the Two-Handed Sword should be Damage 15.

There should be a Two-Handed Sword in the Elven Armory, Damage 15.



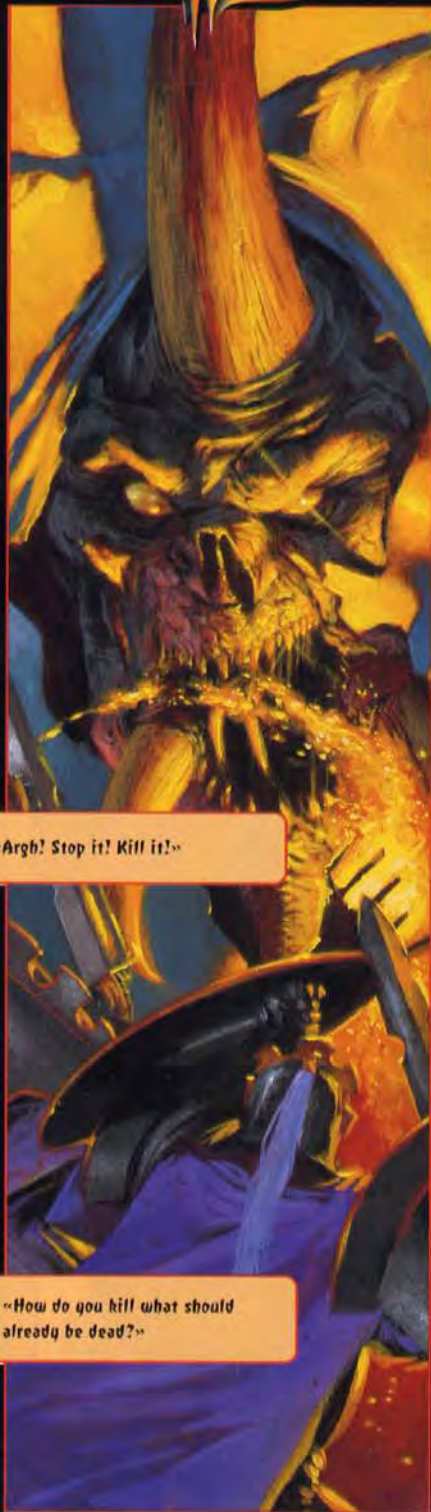
THRIONOPH

THE DARK LORD'S PROMISE

PART 2

Concept and paintings by Adrian Smith

Story by Peter Flannery



"Argh! Stop it! Kill it!"

"How do you kill what should already be dead?"



"Fall back, we cannot hold them."



"I see you Judge, with your Truth-bringer axe. You're mine!"



"Where were you Judge, when my family died, where was justice then? I judge you, unworthy to live. Now die and let the Darkness take your soul."

«Answer for their fear,»



«Which I cannot stop.»



«Answer for their pain,»



«Which I cannot end.»



«Answer for their deaths,»



«Which I cannot share.»



«For their suffering,»

«Which I cannot bear, nor bear to forget.»

TO BE CONTINUED

Are you up to the Challenge?

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THE CARTEL PROGRAM

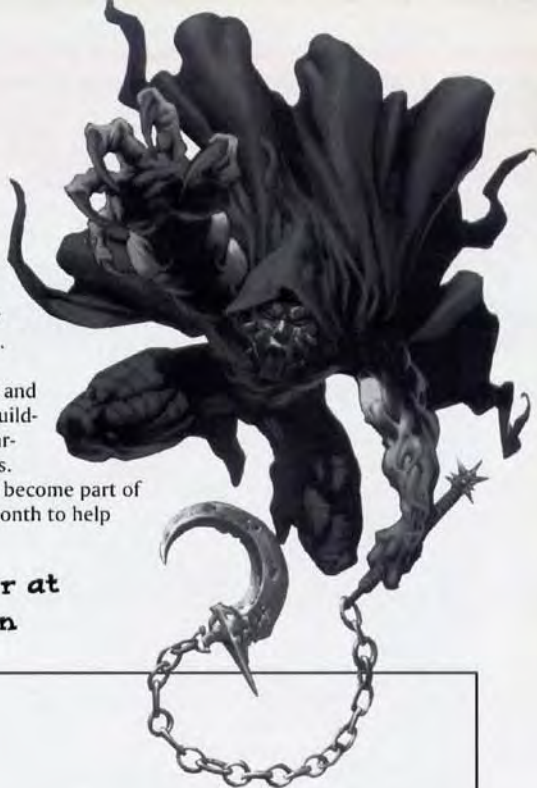
The onslaught of the Dark Legion is upon us.

In their far away chambers they scheme to overpower us all with their superior strength and their cunning ways. From our isolated outposts we strive to hold back this tidal wave of destruction, but it seems nothing can stop their quest for dominance.

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DESERT SCORPION
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THE BROTHERHOOD CATHEDRAL

WARZONE



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 full colour 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.

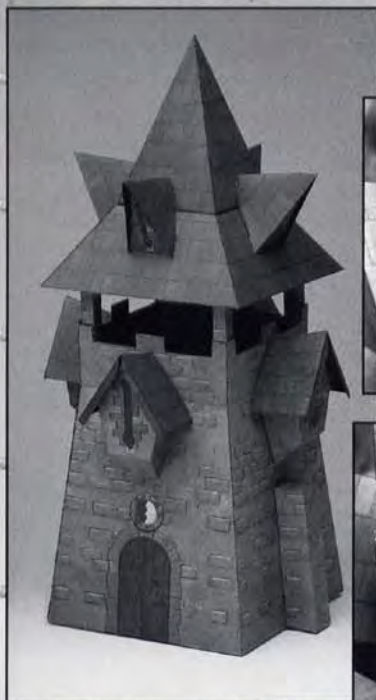
Will the Cathedral stand in the Light of the Brotherhood or fall to the Dark purposes of the Dark Legion.

It is for you to decide.

CHRONOPIA

THE FIRSTBORN WATCHTOWER

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.



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WOLF LEGION SWORDSMAN
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THE DRUGGED
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DEVOUT



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THE NAMELESS
(#2814)



DEMON WING
(1 of set #2813)

PAINTING MINIATURES

By Phil Lewis

Hello and welcome to the latest article in our series on painting miniatures. Before we move on to look at the featured model for this issue we have decided to give a second overview of the tools and materials you will need to take part in the hobby.

Also included is a guide to the various steps needed to prepare the model before painting and some techniques that can be applied to any of your painting jobs, so keep hold of this issue because we won't be repeating these basic steps again.

MATERIALS

Materials you will need to become involved in this exciting hobby?

- Paints and brushes (though some of our brighter readers might have already guessed that!).
- A scalpel or modeling knife with replaceable blades,
- A selection of small "needle" files.
- A small bottle or tube of superglue.
- As we'll be using acrylic (water based) paints, all we need for rinsing our brushes is a small jar of water and some old rags or paper towels to clean and dry them.
- Something to mix paint on. A glazed tile or piece of plasticard will suffice (preferably white, to let you see the color of paint you're mixing more easily).
- Some modeling putty.
- Other tools, such as pliers and cutters are useful but can be added to your collection, at a later date.

WORK AREA

Try to work at a desk or table where you will be comfortable, and remember to protect your work surface and the surrounding area with newspaper or something to guard against accidental spillage!

LIGHT

Daylight is the best form of light, so try to situate your work area near a window. However, as most of you are will be painting in the evenings, you will need some form of table lamp. Your work area should be well lit as this will avoid eye strain and make it easier to produce a good finished result, both in terms of fine detail and judging colors.

PAINTS

A range of specific WARZONE acrylic paints are available from Target Games, so contact your local supplier. Acrylic paints are water based but waterproof once dry. They also dry much more quickly than enamel paints. And because the paints are water based, you can clean your brushes or thin your paints down with water. If you're just starting out, a good basic paint set should include the following:

Black, White, Red, Blue, Green, Yellow, Silver and Gold; a good Flesh color and a Mid-Brown.

You can mix a multitude of colors from this basic set, but increasing your range of ready-made colors will make life easier and give you a greater range of possibilities.

A collection of inks will also be very useful for adding shading to your miniatures. You will probably use a mid-brown ink more than any other, so start with this and build up your range from that.



You should have a minimum of two brushes – one very fine (like the top one in the above picture) and one broader for undercoating and dry brushing (like the bottom one in the above picture). A brush in-between these sizes, for base coating, is also handy. Shown below are additional brushes that are more suitable for drybrushing and undercoating; these steps tend to wear the brushes down after a while.



BRUSHES

For the basic color schemes and fine detail work, you'll need three or four good quality brushes. Good brushes give better results, and are easier to use. Don't throw away brushes once they have lost their fine point, they can still be useful for other stages of painting, such as dry-brushing.

BRUSH SIZES

Start with a good quality size 0, a size 1 and a cheaper size 2 that can be used the rougher jobs such as dry-brushing and undercoating. Here are a few tips to help you get the most from your brushes.

- 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.
- Don't let the brush dry out with paint on it.
- Don't leave your brush point downwards in your jar of water.



BASIC TOOL REQUIREMENTS: Modeling putty, Super Glue, pliers, cutter, needle files and scalpel.

Before we actually start talking about how to paint a miniature, let's take a look at the finished result for this month's figure.

GETTING STARTED

Don't be discouraged if you don't achieve such a great result with your first attempt at miniature painting, with practice and patience you will improve.

Now let's consider the stages we need to go through before you 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

PREPARING THE MODEL

As 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 always make cuts away from yourself. Do not be tempted to use the blade to scrape backwards towards the thumb of the hand holding the knife, at some stage you'll slip and cut yourself. Use blades with a straight rather than a curved cutting edge and avoid blades that are long and thin as they have a tendency to snap more easily.

REMOVING FLASH

Due to the casting process involved in making metal miniatures, you'll often find small excesses of metal, either a thin film of metal, or tiny studs that are obviously not part of the model. These should be carefully trimmed away with your modeling knife or filed down with your small needle files. But take your time; check over the model a few times to make sure you're not removing something that's actually supposed to be there.

A model might need little or no cleaning but it's much easier to remove any unwanted bits of metal at this stage, rather than when you're halfway through painting the model. The care that you put into preparing the figure will reflect on your finished result.



The figure cleaned and assembled



Removing flash with a scalpel

ASSEMBLING THE MODEL

In the case of our WOLFBANE COMMANDO HERO all we need to do is fit the model to the base. 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, carefully enlarge the slot on the plastic base with your modeling knife or your files, until you achieve a snug fit. Put a small drop of superglue on the tag and insert it into the slot.

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 that subsequent layers of paint will adhere to. Most figure painters use white as an undercoat as it enhances the richness of bright colors painted over it, though a black undercoat works well with other colors.

The best method is to use a spray-paint such as a matt white car primer. If you are going to spray your figures you'll need some form of 'spray booth' to contain the spray and stop it going where it shouldn't. An old cardboard box will do nicely. You should always spray your models in a well-ventilated area, preferably outside, or in a garage or outhouse where you can leave a door open.

Place the figures to be undercoated in the cardboard box, as shown in the photograph. Hold the can about 30cm away from the fig-

ures 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's better to build up several thin coats, so as not to obscure any fine detail. Use your brush to touch up any small areas that the spray has missed.

ALMOST PAINTING NOW!

Many painters hold the figure by its base while they paint it but for a better grip hold you can attach the base to something more substantial. Some people use an old film cannister while others use a suitably sized cork. To hold the model in position, you can use a drop of glue, or better still, something similar to "Blu-Tak" (a type of sticky putty, most commonly used to hold up posters and small decorations).



Undercoated figure



Undercoated figure fitted to stand for easier handling while painting

STAGES IN PAINTING A MINIATURE

Before we go on to the specifics of this issue's featured model I am going to include the following section on shadows and highlights, using the Wolfbane Commando as an example of the techniques you can apply to any of your models.



Apply block colors

SHADOWS AND HIGHLIGHTS

The idea of having shadows and highlights on your model, is to give it a solid three dimensional look, making the figure seem larger than life. Even if a model is wearing a brown jacket it will not be just one uniform shade of brown. It will have folds where the light catches the material, making the brown of the jacket seem lighter, and creases where shadows make the color of the jacket look darker. It is this effect of light and shade that we are trying to simulate on the figure.



Lighten the dark tones to bring the colors up to the mid tones

We can break the stages needed to achieve this effect down into four stages as outlined shortly: Stage 1: Apply block colors of the dark (shadow tones) to the model.

Stage 2: By mixing the appropriate colors, lighten the dark/shadow tones to bring the colors up to the mid-tones you are after.

Stage 3: By mixing the appropriate colors, light-



Lighten the mid tones up to the highlights

en the mid-tones up to the highlights.

Stage 4: Add any fine details.

This is obviously an over simplification but it will serve to illustrate the technique, which can then be applied and developed as you go on.

As far as the actual colors are concerned, we've included a small chart showing which paints you'll need to use and mix, to go from the deepest shades to the highlights. There's not enough room to give an absolutely comprehensive guide to every color you might want to use, but by referring to the chart you should have enough information to see you through your early attempts and hopefully beyond.

If you study the chart closely, you'll see that for gold, Jackie uses brown and yellow inks. Strictly speaking the brown ink wash is used for shading the gold, rather than taking it to a mid-tone, but I'm sure you're not going to get too confused by the way we've written it on the chart.



Add any final details

BASES

As we're primarily concerned with painting figures, we don't want to spend an too much time basing the figure. However, some form of basing really does add that finishing touch to a figure. If necessary, use a small amount of mod-

eling putty to fill in any small holes between the model's tag and the slot in the base.

One of the easiest and most effective methods to base a figure is by using ordinary methods. Using an old brush or even a cocktail stick apply a thin layer of PVA glue onto the top of the base. Put some sand in a small box and dip

the model's base into the sand until the glue on the base is covered in sand. Remove any stray grains from the edge of the base with the tip of your finger and leave this to dry for an hour or so. Once the base has thoroughly dried, you can paint it with any colors you think suitable.



Base Stage - 1



Base Stage - 2



Base Stage - 3

MIXING CHART

COLOR	BASE COAT	MID COAT	TOP COAT / HIGHLIGHT
BLACK	Paint area Mortis Black.	Bauhaus Blue/Mortis Black mixture - repaint whole area with this mixture.	Add Luna White to blue/black mixture a little at a time until a pale grey is reached for highlights.
RED	Paint area Mishima Red.	Add Gehenna Orange to Mishima Red a little at a time until orange is reached.	Mix Cartel Yellow with Gehenna Orange until yellow is reached for highlights.
BLUE	Paint area Mortis Black, allow to dry, then repaint with Ilian Blue.	Add Bauhaus Blue to Ilian Blue until the mix is almost Bauhaus Blue.	Add Luna White to Bauhaus Blue until a blue/white is reached for highlight.
WHITE	Mix Mortis Black, Bauhaus Blue and Luna White to a pale blue/grey colour - paint area with this.	Keep adding Luna White to this mix to gradually bring it to white.	Luna White.
BROWN	Paint area Mortis Black, allow to dry, then repaint area Tree Bark Brown.	Mix Wolfbane Leather Brown with Tree Bark Brown until the mix is almost Wolfbane Leather Brown.	Mix Wolfbane Leather Brown with Legionnaire Flesh until the mixture reaches a mid-tone between these two colours.
SILVER	Mortis Black	Drybrush with Gunmetal.	Mix Violator Metal with Gunmetal until the mix is almost Violator Metal - drybrush these tones.
GOLD	Temple Guard Gold	Thin wash of Brown ink.	Thin wash of Yellow ink.
GREEN	Paint area Necrotech Green.	Mix Centurion Green with Necrotech Green, bringing the mix towards Centurion Green.	Add Cartel Yellow to Centurion Green until the yellow highlight is reached.
YELLOW	Paint area Luna White to make sure no hint of bare metal is visible, allow to dry, then mix a small amount of Gehenna Orange with Cartel Yellow and paint area with this mix.	Paint the area with Cartel Yellow leaving a small amount of the base coat showing.	Add Luna White to Cartel Yellow until white is used on the very edges.
FLESH	Mix Wolfbane Leather Brown with Graveton Tan (more WLB than GT) and paint the area with this mix.	Add more Graveton Tan to the original mix then paint the area with this, leaving a bit of the base coat showing.	Add Legionnaire Flesh to the mid coat mix until you reach Legionnaire Flesh.

INKS

Inks are a very convenient way of giving color or washes to parts of the figure. Although the painting style we're demonstrating makes little use of washes, it's still worth a quick description of the technique involved.

A wash is generally a very quick way of adding shading to a part of a miniature. In the case of inks, they can either be painted directly onto the appropriate area undiluted, or thinned with a little water. Brown and yellow inks are particularly useful in figure painting. Indeed, some figure painters use a whole armory of different colored inks. They can be used to thin acrylic paints, while still allowing the paint to maintain a good strong color.

VARNISHING

To protect your figure, it is worth considering giving it a coat of varnish to stop the paint being chipped or worn. Matt or Gloss - it's your choice really. Many people prefer the more natural look of a matt finish though both do the same job. Both matt and gloss varnishes are available as either 'paint from the pot' or cans of spray.

As far as our own figures are concerned, we use a matt spray varnish as our final coat, though we tend to photograph them before this is put on.



Base Stage - 4

THIS ISSUE'S FEATURED MODEL

A WOLFBANE COMMANDO HERO



Ok, now for the featured model in this issue of 'Painting Miniatures'. We will go into detail on how to paint one of the Solar System's most daring and magnificent warriors – a Wolfbane Commando Hero of the Imperial corporation.

The Wolfbanes are renegades from the rest of the Imperial corporation. Not all of them are warriors, but without a doubt it's their Headhunters, Commandos, Berserkers and Fenris Bike riders that have earned them fame all over the human worlds.

The Wolfbanes are organized in packs that are spread all over the Solar System. Each pack is led by an Elder, and his senior officers are the Chieftains. Experienced and extremely skilled warriors and commanders, the Wolfbanes are among the finest warriors and most lethal foes you can encounter on the Warzone battlefield.

The Wolfbane Commando Hero we are going to paint this month is armed with the Mandible Shotgun – very good for close range combat, but less effective at long range. The special ability among the Wolfbanes is that they can sneak up on the enemy hidden, so that they can get into close quarters without the risk of detection.

BLOCK COLORING (BASE COAT)

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 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 things like the figure's 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're almost bound to get some splashes of paint on parts of the model that you didn't intend to. 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.

The Base Colors we've used on the WOLFBANE COMMANDO HERO 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 dark browns 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 step we'll only be using three colors, namely Wolfbane Leather, Mortis Black and the base mix for flesh (a combination of Wolfbane Leather and Graveton Tan).

The Wolfbane Leather should be painted on to the model's shoulder pads, knee pads and gaiters, while the face and arms will require the dark flesh mix. All the other parts of the figure will be painted with Mortis Black.

You'll notice from the photos of this stage, that we've left two broad stripes on the rear



Base colors stage –1, front side



Base colors stage - 1, back side



Base colors stage - 2, back side

of the cloak unpainted. You'll want to do the same. You can also leave the shoulder badge white. Don't worry if you get a little Wolfbane Leather over this detail. It's very easy to over-paint this with a little Luna White.

BASE COLORS - STAGE TWO

In reality, we're going to jump slightly ahead of ourselves in this section as we will be starting to highlight some 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.

To begin with, mix Nephrite Red and Mortis Black to give a dark reddish/brown color. Use this to paint the model's gloves, loincloth and the inside of the cloak. The next step is to make a new mixture, consisting of Nephrite Red, Mortis Black and Wolfbane Leather, to give a slightly lighter brown than that we've just used. This new color should be used to paint the toes and heels of the boots, the figure's trousers and the small area of chest-armor that's showing.

A combination of Bauhaus Blue and Mortis Black (giving a dark blue/gray color) should be painted on the straps and soles of the boots and also the ammo packs on the miniature's gaiters and waist.

Temple Guard Gold is used to paint the studs

on the gloves and the sporran's clasp and chain. The grenades and shotgun should be carefully drybrushed with Gunmetal. And finally the sporran and the two stripes on the back of the cloak should be painted with Pretorian Grey.

As we've got the Pretorian Grey out at the moment, we can also start our first bit of highlighting by drybrushing the black stripe on the back of the cloak.

It's worth noting, 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 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. Let's take the face as an example. Finish the block, mid-tone and highlights on this part alone, before moving on to the next bit you want to paint. Here again, you'd follow the stage by stage method.

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.

HIGHLIGHTING, STAGE 1

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'll first need to mix up a lighter shade of your original base color. You can refer to the color chart here. 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'll still find there's enough paint left to transfer onto the figure. Gently draw the brush across the part of the model you're highlighting. As you do this some of the paint from the brush will transfer onto the raised areas of

the model. Here, it's worth noting that certain colors will require more drybrushing than others before you notice the effect.

You'll first 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've highlighted the complete figure.

Once you've got used to the technique involved with drybrushing you'll find it very easy to do. A way of practicing your technique and experiment, without risk to your model is with a small piece of reasonably coarse sandpaper.

Paint the paper with a good, 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 differing amounts of pressure to check the different effects that you can achieve.

Well, that's 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 particularly effective when painting units of figures.



Highlights stage - 1, front side



Base colors stage - 2, front side



Highlights stage - 1, back side

HIGHLIGHTING, STAGE 2

What if you want one of your favorite figures to really stand out on the battlefield? A hero, a personality, the commander of your forces perhaps. How do you get that really professional finish?

You'll still be starting with the darkest tones on the figure. However, the change from these deepest shades to the lightest is painted on to give a more subtle effect than drybrushing.

On our color chart you'll see how Jackie goes from the base to topcoat when she paints a model. You'll also notice that not every color is treated in exactly the same way, so Jackie's giving away a few tricks of the trade here.



Highlights stage – 2, front side

As we'll be concentrating on a specific figure, in this case our WOLFBANE COMMANDO HERO, we won't go into too much detail at this point. Broadly speaking, this technique involves constantly mixing lighter shades of paint and applying them to the miniature, so that the change from the shadows to the highlights is very gradual. On a model that's been well painted with this method, you'll have a real job to see any 'joins' between the different tones. They just appear to blend into one another. The important thing, is not to change the color too drastically from your previous shade, to the next.

Just seeing it written down it sounds fairly easy doesn't it? Believe me, you'll need a fair amount of practice to perfect your technique,

but if you persist with this method you should find your models will really come alive and look stunning on the gaming table.

You can practice this style quite simply on a piece of paper or plasticard. Start with the base coat color and by following the chart; see how well you can 'blend' the color towards the highlight. Try white to start with, as once the base coat is mixed you'll simply be adding Luna White to your original color. Experiment with the consistency of the paint you're using, simply by adding a little water to thin the paint slightly.

Once you're happy with this method, you might even decide to paint all your miniatures this way. If you do, your army will certainly draw admiring glances on the battlefield.

Let's check the colors that Jackie has used during this stage. Refer to the photographs as you go along, to check you're working along the right lines. Remember, you can use the following colors to drybrush the highlights on, rather than blending, if you feel more comfortable with this method.

On the parts of our WOLFBANE COMMANDO HERO that we started with Wolfbane Leather, add Legionnaire Flesh to Wolfbane Leather, a little at a time, until the final highlight is almost Legionnaire Flesh. In the case of the shoulder pads, leave the recessed areas in their base colors and gradually build up to the lightest shades in the center of the pads and round the rims.

BOOTS AND TROUSERS: We started with a base coat mixture of Wolfbane Leather, Nephrite Red and Mortis Black. To this mix add Wolfbane Leather a little at a time until you almost reach Wolfbane Leather. The final highlight is a mix of Wolfbane Leather and Legionnaire Flesh. You don't want this highlight to be quite as pale as the one above.

THE GLOVES, LOINCLOTH AND THE INSIDE OF THE CLOAK: We started with a Mortis Black, Nephrite Red mix. Add Mishima Red to this color in relatively generous amounts. You'll need to do this in order to notice any change in the color of the mixture. The lightening process is continued with new mix, this time made up of Gehenna Orange and Mishima Red. Gehenna Orange is added to this mixture until the final highlight is almost orange. The easiest part to see this is on the knuckles of the figures right glove.

THE SHOTGUN AND GRENADES: These should be drybrushed with a Gunmetal/Violator Metal mix. Violator Metal is added to this mixture until the final highlight is put on with plain Violator Metal.

THE BOOT STRAPS, BOOT SOLES, AMMUNITION PACKS AND STRAP: These had a combination of Bauhaus Blue and Mortis Black painted on as a 'secondary' base coat. To this dark blue/gray color add Luna White until the final

highlight of a pale gray is reached.

Graveton Tan should be added to the base flesh mix of Wolfbane Leather and Graveton Tan for the figure's face and arms. Add Legionnaire Flesh to this new mixture a little at a time. The final highlight should be almost Legionnaire Flesh.

THE CLOAK: We started off with Pretorian Grey, and this sounds like the most complicated part to paint but in reality it's very easy to complete. Drybrush Armour Grey over the two Pretorian Grey stripes you've already painted on the back of the cloak. Also, use the Armour Grey to paint two new thinner 'stripes' on the edges of the cloak. These new stripes should be drybrushed with a mix of Armour Grey and Luna White. The final highlight is drybrushed on with a light coating of Luna White at the very edges of the cloak.

The model's hair is drybrushed with Pretorian Grey. Drybrush this again, with a mixture of Pretorian Grey and Luna White, until the highlight is a light gray.

The gold chain and clasp can be given a wash of brown ink, and once this has dried, a wash of yellow ink.

OUTLINING

With outlining, the idea is to paint fine lines between the different areas on the model, creating dark shadows and defining the different parts of the model.

The most basic form of outlining just involves the use of black paint and, unsurprisingly, this technique is known as 'blacklining'. Other colors such as dark browns and grays can be used if you want to be more adventurous.

You'll only need a small amount of paint on the tip of your brush. You'll also need to slightly dilute the paint with water so that it flows easily but still gives a good line. Outlining requires a very steady hand and quite a lot of practice. An example of this technique can be seen around our WOLFBANE COMMANDO HERO'S kneepads. If you look carefully at the photograph of the finished model, you'll notice quite a few others.



Highlights stage – 2, back side



Outlined model

For now, if you're at the beginners stage of figure painting, it's probably better to wait until you're confident enough with your overall painting technique before you attempt this. It's very easy to overdo the outlines you're trying to put on the model and it's quite possible that you'll think you've rather spoilt the hard work you've put in so far. Perhaps wait until you have a little more experience.

DETAIL

Now we reach what is really the most challenging section of painting your model, where we add the final details. We'll still be using the same techniques, but this is where care and a steady hand become vital.

The areas being worked on will be smaller, and yet again you'll want to avoid spoiling the hard work you've already put into the miniature. You'll really need your finest brush for this work. The paint will want to be of a free flowing consistency.

The detail required on each figure, will naturally vary from model to model.

When you're more experienced you might, for example, like to try putting tattoos on a miniature with a bare torso and arms. Obviously this type of detail wouldn't be appropriate for a fully armored figure. On an armored figure you might consider painting a unit badge on a shoulder pad.

Take your time before deciding what detail you want to paint on. Don't rush this stage. As we've said above, you don't want to spoil your earlier work.

Conversely, when you are confident and experienced in fine detail work, don't smother the model in too much intricate work. It's possible to spoil the overall look of the figure by making it too fussy.

On many models, including our WOLFBANE COMMANDO HERO, one of the details you will need to put on are the eyes. One way of doing this, is first of all to carefully paint each eye black. A tiny spot of white paint put in each corner will produce a ready-made 'pupil' in the center.

Alternatively, paint the eye white and then put in a spot of black to represent the pupil. Using this method, you'll probably also want to put in a very fine line of black paint along the top of the eye, to help define it. This second method needs an extremely steady hand, and the paint will need to be of a very specific consistency. Practice your fine lines on a piece of paper rather than your figure until you feel confident.

One of the simplest forms of detail you can put onto a model is a stripe or stripes. If possible, you always want to paint a darker color over a lighter one. For example, if you want-

ed a series of black and yellow stripes, first you would want to paint your chosen area yellow. Once that had dried you would paint on the black stripes.

If you do need to paint a lighter color over a dark one simply use white as an undercoat for your lighter color.

As this is quite possibly your first attempt at painting a figure we haven't attempted anything too daunting. As carefully as you can, try and copy the colors that Jackie has used to paint the Imperial symbol on the Wolfbane's shoulder pad. If you want to be even more adventurous, try putting the 'tattoo' round the eyes. This has been painted on using thinned Mishima Red.



Finished Model

BASING YOUR WOLFBANE COMMANDO

In this article Jackie painted the base Jungle Green. Allowing this to dry thoroughly, she has then dry-brushed it with Centurian Green. Then mixing Cartel Yellow with the Centurian Green, to lighten the green, she has dry-brushed it again. The final coat of dry-brush is of plain Cartel Yellow, which has only been put around the edge of the sand.

The last job is to give the rim of the base a coat of Jungle Green.

AND FINALLY...

You may want to varnish your finished figure to protect it against the rigors of the battlefield, but otherwise that's about it! If this has been your first attempt at figure painting, we really hope you are pleased with the 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've enjoyed yourself and that you're encouraged by your efforts.

Remember... practice and patience.
Best wishes, and happy painting.
Phil



RELEASES FOR

CHRONOPIA



STYGIAN EMBALMER
(#2811)



FIRSTBORN BLACK SISTER
(1 of set #2334)



**ELF WARRIOR OF THE
GOLDEN MASK**
(#2538)



DEVOUT WAILER
(1 of set #2327)



DEVOUT WAILER
(1 of set #2327)



DEVOUT JACKAL SCOUT
(#2537)



**DEVOUT FOLLOWER
WITH SWORD**
(1 of set #2324)



**DEVOUT FOLLOWER
WITH SWORD**
(1 of set #2324)



**DEVOUT SWORDSMAN
MUSICIAN**
(#2531)



**DEVOUT SWORDSMAN
LEADER**
(#2530)

RELEASES FOR

WARZONE



DARK LEGION KADAVER
(1 of set #9560)



DARK LEGION KADAVER
(1 of set #9560)



DARK LEGION LAST RITESMAN
(1 of set #9561)



CHILDREN OF ILAN
(1 of set #9558)



CHILDREN OF ILAN
(1 of set #9558)



DARK LEGION LAST RITESMAN
(1 of set #9561)



DARK LEGION CAIRATH
(#9701)



MISHIMA MEKA
(#9700)

THE SECOND FANTASY & SCI-FI PARTIZAN EVENT.



I know it will sound strange, but it's not often that yours truly gets a chance to join in a game of Warzone. I'm often invited to play, (especially by Dave, who very kindly took the photos for us) but time always seems to be the biggest enemy!

So, it was a real pleasure to take the short drive down to Kelham Hall, just outside Newark in Nottinghamshire, to take part in a demo game run by my good friend Lewis Talbot from the Newark Irregulars.

Lewis, who is the assistant manager of Portprince, Newark's local model and hobby shop, has a truly wondrous collection of Warzone miniatures and a stunning selection of terrain. (He was even complaining that he'd accidentally left a load of it at home.) His miniatures are painted, and in many cases converted, by Paul Cook.

Being a really nice chap, Lewis gave me a substantial points advantage for the impending battle between the Dark Legion (Boo! Hiss! - his team) and what seemed, to me, to be a very strong Cybertronic force. (Hurrah for the good guys - my team!)

At the beginning things seemed to go extremely well. After the first turn, the only casualties were on the Dark Legion side. Almost an entire squad of Necromutants obliterated by the awesome firepower of the Eradicator Deathdroid's Titan Megablasters. (Heh, heh, heh!)

After that things didn't go quite so well. Although a squad of Machinators easily carved their way through a group of Undead Legion-



aires, this was a small victory in the battle, which seemed to be turning in favor of the Dark Legion.

Vince Diamond had heroically hurled himself out of the way of an exploding TA6500 light recon vehicle, only to be annihilated by a Pretorian Stalker before he could get off a single shot in anger. At least the Cybertronic Scorpion managed to cause some casualties in a group of Templars, before running into a Nephrite and failing too many saving throws. Even the Deathdroid had taken some damage from a sneakily placed Mercurian Maculator.

When the Deathdroid Fumbled with its first fire action in the next round, I felt it was time to bow out gracefully and let someone with a little more experience (and perhaps some loaded dice) take over to see whether the day could be saved for Cybertronic. Meanwhile, I had a quick look round the rest of the stalls and displays. (What do you mean - bad loser! Lewis said that the battle was still evenly poised! Ok, so he was being kind, Cybertronic were getting a good kicking.)

So what did you miss if you didn't go to Partizan? Well quite a lot, to be honest. With nearly two dozen trade stands and shops, and an equal number of participation and demonstration games, this really was a fun event. There were enough people through the doors for it to be busy and enjoyable, but not so many that you couldn't see what was



ORGANIZED BY: THE NEWARK IRREGULARS.



going on at any particular time. The Newark Irregulars, especially their secretary and show organizer Laurence Baldwin should be congratulated on their hard work and enthusiasm for putting on the show. And if you're wondering..... Cybertronic, (under the leadership of a decent general) did manage to fight back enough to force a 'draw'; though rumor has it that the Dark Legion was demanding a recount.

Many thanks to David Gates for the photos, Paul Cook for painting the figures, and Lewis for putting up with me constantly asking what my saving throws were.

bye for now
Phil.



**Forthcoming shows at Kelham Hall near
Newark (England) 10am-4pm:
The 'historicals':
Partizan' 98 - Sunday May 24th**

The Other Partizan - Sunday August 16th

**Next years Fantasy and Sci-Fi Show:
Date to be announced.**

**Further details about the Newark Irregulars, or the shows they put on, can be had from the Secretary,
Laurence Baldwin:
Phone (0115) 993 9254.**

E-mail: laurence@innotts.co.uk

**Internet Website -
<http://www.soton.ac.uk/~drb2/irregulars/irregulars.html>**

PRODUCT LISTING

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- 4003 Imperial Sourcebook
- 4004 Freelancer's Handbook
- 4005 Capitol Sourcebook
- 4006 Algeroth Sourcebook
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- 4008 Cybertronic Sourcebook
- 4009 Mishima Sourcebook
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- 4012 The Second Seal of Repulsion, Adv.
- 4013 The Four Riders, Adv.
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WARZONE RULES

- 9401 Warzone rulebook
- 9402 Dawn of War, Compendium #1
- 9404 Beasts of War, Compendium #2
- 9406 Casualties of War, Compendium #3
- 9407 Worlds at War - Dark Eden
- 9409 Brotherhood Cathedral
- 9410 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 Dragoons
- 9530 Bauhaus Blitzers
- 9531 Trencher Regulars
- 9532 Mourning Wolves
- 9533 Sunset Strikers
- 9534 Cybertronic Chasseurs #2
- 9535 Ashigaru
- 9536 Cybertronic Shock Troops
- 9537 Acolytes
- 9538 Initiates
- 9539 Sacristans
- 9540 Brotherhood Pilgrims
- 9541 Capitol Desert Scorpions
- 9542 Mishima Crimson Devils
- 9543 Lutheran Disciples
- 9544 Sons of Rasputin Soldiers
- 9545 Crescentian Brotherhoods
- 9546 Templar Horde Troopers
- 9547 Lutheran Fusilier Troopers (DE)
- 9548 Sons of Rasputin Shock Soldiers (DE)
- 9549 Crescentian Lamenters (DE)
- 9550 Crescentian Khan's Guard (DE)
- 9551 Templar Gendarmes (DE)
- 9552 Northern Sons (DE)

- 9553 Jihad Infantry (DE)
- 9554 Mishima Tiger Dragons
- 9555 Brotherhood Arch Primate
- 9556 Imperial Warhounds
- 9557 Cybertronic Mirrormen
- 9558 Children of Ilian
- 9559 Imperial Berserkers
- 9560 Kadavers
- 9561 Last Ritesman
- 9562 Wolfbairn

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 Eeonian 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 Commorian Emasculator
- 9697 Jaeger Commando (DE)
- 9698 Necromutant
- 9699 Soldat Schwerwaffe
- 9700 Mishima Meka
- 9701 Cairath

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 Kapitän #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 Kapitän #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

PRODUCT LISTING

- 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 Blitzr Sgt.
- 9869 Bauhaus Blitzr Kapitan
- 9870 Bauhaus Blitzr w/ Hvy Wpn.
- 9871 Trencher Sgt.
- 9872 Trencher Sniper
- 9873 Trencher w/ Charger
- 9874 Trencher Hero
- 9875 Mourning Wolf Chieftain
- 9876 Mourning Wolf Hero
- 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 Brotherbound w/ Hvy Wpn.
- 9897 Crescentian Brotherbound 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 Ilan #1
- 9913 Scion of Ilan #2
- 9914 Mishima Tiger Dragon Leader
- 9915 Mishima Tiger Dragon w/Hvy. Wpn.
- 9916 Brotherhood Arch Primate Sergeant
- 9917 Brotherhood Arch Primate w/Hvy. Wpn.
- 9918 Imperial Warhound Cheiftain
- 9919 Berserker Cheiftain

- 9920 Berserker Standard
- 9921 Chasseur Sergeant
- 9922 Chasseur with heavy weapons

WARZONE BOXED SET MINIATURES

- 10501 Imperial Hurricane
- 10502 Imperial Trencher Squad
- 10503 Capitol Free Marines Squad
- 10504 Bio-Giant
- 10505 Bauhaus Venusian Ranger Squad
- 10506 Mishima Hatamoto Squad

WARZONE PAINT BLISTERS

- 5101 Basic
- 5102 Metallic
- 5103 Venusian Jungle
- 5104 Martian Desert
- 5105 Algeroth
- 5106 Dark Symmetry
- 5107 Inks
- 5108 Fluorescent

WARZONE RESIN KITS

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

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
- 2204 Sons of Kronos

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 Spearman
- 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
- 2325 Elf Swordsmen
- 2326 The Drugged
- 2327 Devout Wailers
- 2328 Elf Keepers of the Flame
- 2329 Elf Militia
- 2330 Dwarf Wolf Legion Swordsmen
- 2331 Sons of Kronos Warriors
- 2332 The Starved
- 2333 Firstborn Black Sisters

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 Greatmace
- 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
- 2527 Elf Swordsman Leader
- 2528 Devout Necromancer
- 2529 Elf Lotus Eater
- 2530 Devout Swordsman Leader
- 2531 Devout Swordsman Musician
- 2532 Elf Keeper of the Flame Leader
- 2533 Elf Militia Leader
- 2534 Obsidian Guard
- 2535 Crystal Knight
- 2536 Sons of Kronos Chieftain
- 2537 Jackal Scout
- 2538 Elf Warrior of the Golden Mask
- 2539 Firstborn Black Sister Leader

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 Nightwalker
- 2810 Firstborn Repulsar Knight
- 2811 Stygian Guardian
- 2812 Tusked Raider
- 2813 Devout Demon Wings
- 2814 The Nameless
- 2815 The Embalmed

CHRONOPIA BOXED SET MINIATURES

- 20501 Goblin Myrmadon

THRONOPIA

SONS OF KRONOS



BATTLES IN THE FROZEN LANDS OF THE UNTAMED