

MUTANT  
CHRONICLES

#5 1997

CHRONICLES FROM THE

# WARZONE™

See the void of darkness.

Read about:

- Over the Line - A thrilling scenario.
- Necromutant Tormen-tors and Zenithian Slaughtermasters - stats, rules, and weapons.
- The Secret World - sewer combat in Warzone.
- Hear the words of the great Hatamoto Doomtrooper, Yojimbo.
- The Regular Departments.
- The Order of Staff and Hand - a special forces unit for Bauhaus.



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Heartbreaker™

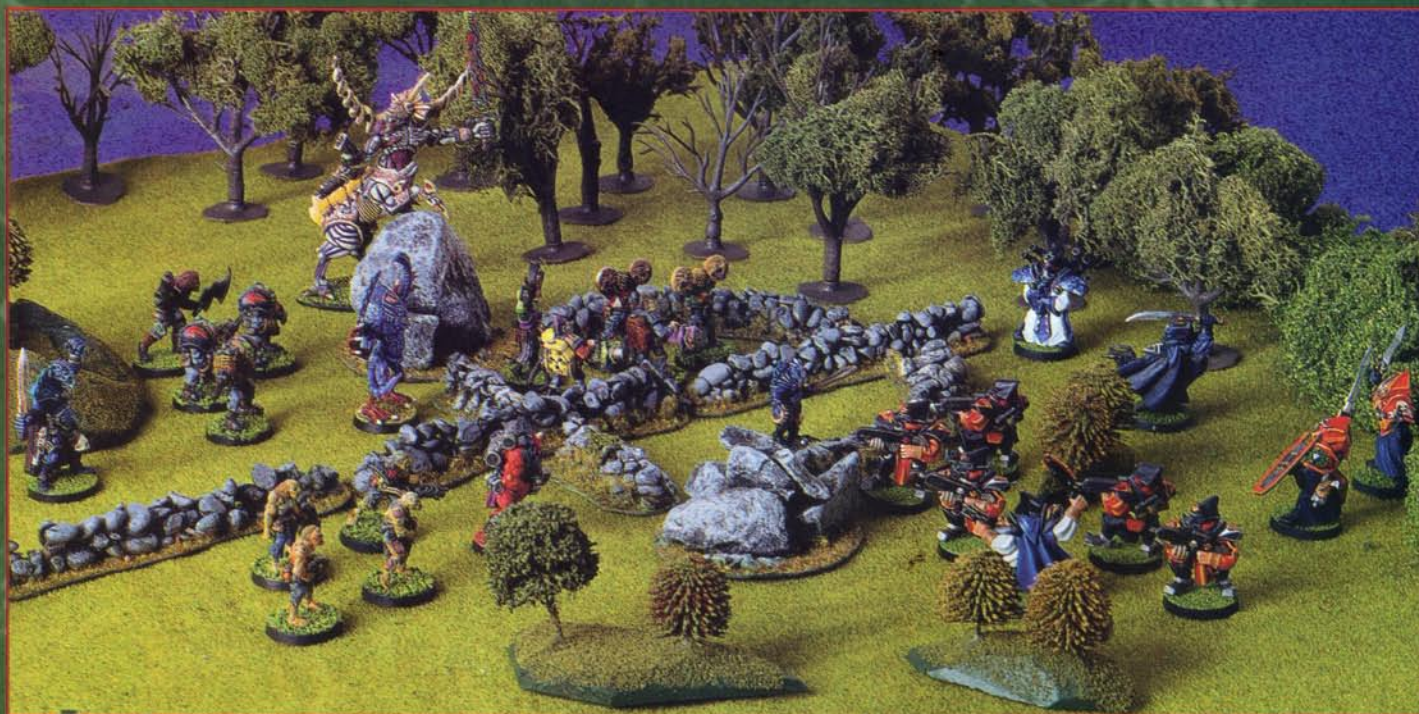




# WARZONE™



During the "Jungle Storm" campaign many Capitolian troops were blamed for Heresy. After the campaign was finished it was revealed by Cartel officials that one of the reasons to this blaming, was that Capitol had large amounts of land in the area where the campaign was fought—a trick by the other corporations, so that they could justify the attack on Capitol and take the land. Here we see Mishima Samurai troops in a combined force with Imperial Wolfbanes, attack Captiol Special Forces and a Badass freelancer.



It is not unusual to see different apostles' legions fight together against the human armies. In this Battle Scene, Algeroth, Muawijhe, Demnogonis and Semai forces fight together against several units of Brotherhood troops. Even a powerful Keeper of the Art can be seen on the Battlefield.





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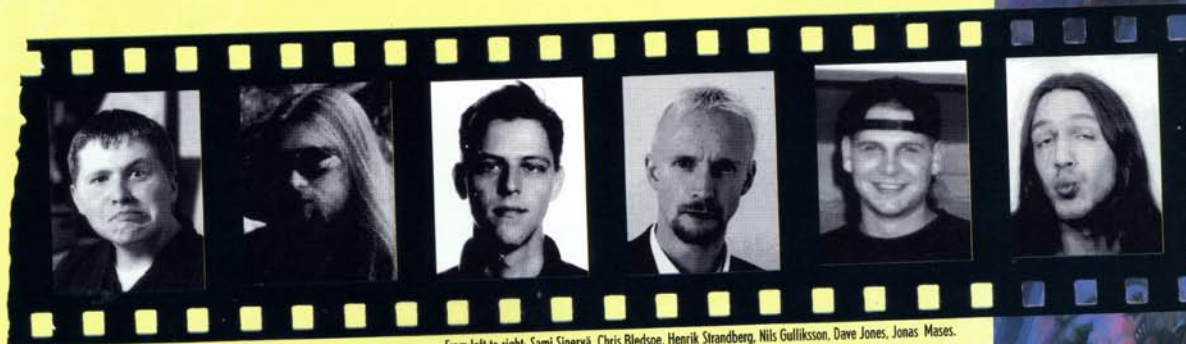
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From left to right: Sami Sinervä, Chris Bledsoe, Henrik Strandberg, Nils Gulliksson, Dave Jones, Jonas Mases.

## THE EDITORIAL

Here we are again with a new issue of your favorite magazine. Instead of telling you the regular stuff, like the contents of this issue, I'll tell you a bit about what's on the way. A new year brings new exciting stuff. First, with so much material, articles, and miniatures coming this spring, we have to double the number of pages in Chronicles. Second, we're changing the name from "Chronicles from the Warzone" to

"Chronicles"—short and simple!

There are a lot of new miniatures on their way to Warzone, plus more compendiums and files from the Warzone archives. In issue six we'll take, among other stuff, a closer look at the Banshees and get a special vehicle scenario.

We got a really big response on the WEB-pages ([www.target.se](http://www.target.se)) when we

updated them a few months ago, but we want even more people to tune in and turn on! On the WEB, you can ask rules questions, get rules updates, check out other Mutant Chronicles news, get stats for some Warzone models, and give comments on Warzone—simply helping us to make Warzone even better.

*Sami Sinervä* Editor in Chief



## QUESTIONS & ANSWERS



Because of the Dark Symmetry's corruptive powers, a few things were mixed up in the Warzone rulebook. In this issue, we'll take a closer look and will compile all the official rules that have been added to the table-top game. We'll also take a peek at some rule clarifications.

### ARMORY LIST

There are a few things that need to be clarified regarding the various armory lists shown in the book:

- The CSA 404. The rules for the Cybertronic sword CSA 404 should be: CR: CC; DAM 12; Cost: 8. The special rules are as follows: By using a Use Special Power action, a model may heat up the weapon and when it is next used, will do DAM 12 (x3). After being used once, successfully or not, it immediately cools and only does DAM 12 again. The reason is, to be used successfully the user must trigger the sword's electric charge at the exact moment he or she attempts to strike the opponent.
- Azogar. You don't have to rouse an Azogar as it suggests in the example on page 56 of the rulebook.

### HEAVY WEAPONS

There has been some confusion about when, and how, a heavy weapon may be fielded within a squad. A heavy weapon can be fielded in a squad whenever it specifically says so in the squad's description. Two heavy weapons may be fielded in a squad if the squad consists of at least 7 models.

### SPECIAL EQUIPMENT & HEROIC ABILITIES

There is a new rule addition regarding special equipment, heroic abilities, dark technology/necrobionics, programs, enhancements, and heroic abilities (as well as any other kind of enhancement which improves a model). A model may never have two or more abilities which have the exact same effect. For example: A Demnogonis Nephrite may not have the Lucky Fate heroic ability because he already possesses a special ability giving him the same effect. So, a model may still have an autoinjector and lucky fate, for example, because while both effects are similar, they are not exactly the same.

### THE ART, THE SYMMETRY, AND THE A.I.S

There have been a lot of questions on what can effect A.I.s and what can not. The following rules were supposed to appear in the rulebook but the Dark Symmetry deleted the information just before going to print.

- The following spells have no effect on A.I.'s: Domination, Pain, Panic, Exorcise Wound and Exorcise Fear.
- The following Dark Symmetry spells have no effect on A.I.s: None. All Dark Symmetry gifts can affect A.I.s. The reason is that the Dark Symmetry corrupts electronic brains and components. No one is safe. Since the gift «malfunction» does such a small amount of damage it doesn't have any effect on A.I.s.

### PLAGUE WEAPONS AND THE A.I.S

So do Plague weapons affect A.I.s? There is nothing in the rules to say they don't. Though the reason is not that the A.I. suffers from disease, but instead are affected by the Dark Symmetry within the plague. Just like the above.

### SNIPERS

There have been some rumors that have suggested snipers can fire from hidden status and remain in it. Well, that is wrong. There is nothing in the rulebook which says that. However, snipers can pinpoint troopers within a squad (i.e. they don't need to fire at the closest target!)

### CARTEL AGENTS

The Dark Symmetry has corrupted the entire paragraph describing the Cartel Agent's equipment. It should say the following:

- Cartel Agents are armed with whatever weapons, except for heavy, from any non-Dark Legion organization's Armory List. One Cartel Agent may be armed with a heavy weapon.

### DOOMTROOPER CHASSEURS

The Cardinal has suppressed the true word for a long time now, and given us false information. But not anymore. The Chasseur Doomtrooper should not have a LD of 13, but it should instead be 16. Seems the Brotherhood will try to do anything to place Cybertronic in a bad position ...

### EXPERIENCE

A model gets experience not only when killing in close combat or shooting, but also when killing with the art, dark symmetry or any other special power.

### THE FORCE ABILITIES

There has been some confusion over the different abilities the forces have in the rulebook. Here is a clarification on whom can use which abilities:

- **AIRSTRIKES:** All Capitol sergeant and individual models can call in Airstrikes.
  - **HELICOPTER DEPLOYMENT:** Only Capitol Infantry and Heavy Infantry may be airborne deployed.
  - **THE MOMENT HAS COME!:** Any Bauhaus force.
  - **RELIABILITY:** All Bauhaus troops.
  - **BANZAI CHARGE:** All Mishima troops.
  - **SEIZE THE INITIATIVE:** Any Imperial force.
  - **TO THE LAST WARRIOR:** Blood Berets and Wolfbanes.
  - **IMMUNITY TO THE ART AND DARK SYMMETRY:** Any Cybertronic model.
  - **ARTIFICIAL INTELLIGENCE:** Cuirassiers and Eradicator Deathdroids.
  - **ALIEN MINDSET:** All Algeroth models.
- In addition, other troop descriptions may say that it can use any of the forces' abilities.



"You'll say Yojimbo-sama to me. Not Yojimbo-san. Have you not been taught anything. I am one of the greatest warriors in the whole system and you say Yojimbo-san to me?! If it were not that I knew your father, your head would be staring up at your body from the ground. You know, these blades are a few of the sharpest in whole solarsystem. They cut through flesh and bone like a hot knife through butter. It is my own Mushashi-blade — a blade that has been carried by my ancestors for generations.

"Well, I trust you'll treat me with respect now that you know exactly who I am. You have no honor! You're just a rotten outsider, not even worth the spit of a commoner. If I just didn't know your father... Now, leave!"



NEW FIGURES

# WARZONE™

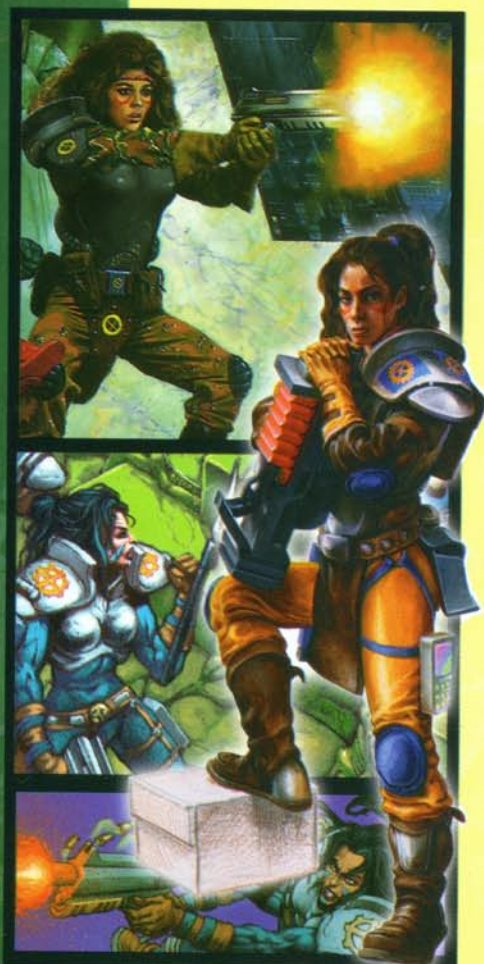
NEW FIGURES



## ETOILES MORTANT



The famous Doomtrooper Valerie Duval is a Etoiles Mortant, one of the most skilled women of the Bauhaus corporation. But the rest of the Etoiles Mortant aren't that bad either. With a sword in one hand and a Punisher handgun in the other, they ambush enemy troops anytime, anywhere, with no fear!



ETOILES MORTANT  
HERO W/PUNISHER  
HANDGUN AND SWORD

←  
#9857



ETOILES MORTANT  
LEADER W/PUNISHER  
SWORD

→  
#9856



ETOILES MORTANT  
W/PUNISHER SWORD

#9520



ETOILES MORTANT  
W/PUNISHER SWORD

#9520





NEW FIGURES

# WARZONE

NEW FIGURES



## MISHIMA HATAMOTO

The bravest and toughest men of the Mishima corporation are the Hatamoto. Only the most skilled of Samurai, those who have shown themselves to be worthy by incredible acts of bravery, become Hatamoto.



**YOJIMBO - HATAMOTO  
DOOMTROOPER -  
W/CEREMONIAL BLADES  
AND SCREECHGUN**

#9644



**HATAMOTO HERO  
W/DAGONFIRE HMG**

#9855



**HATAMOTO LEADER  
W/CEREMONIAL BLADES  
AND SHOGUN**

#9854



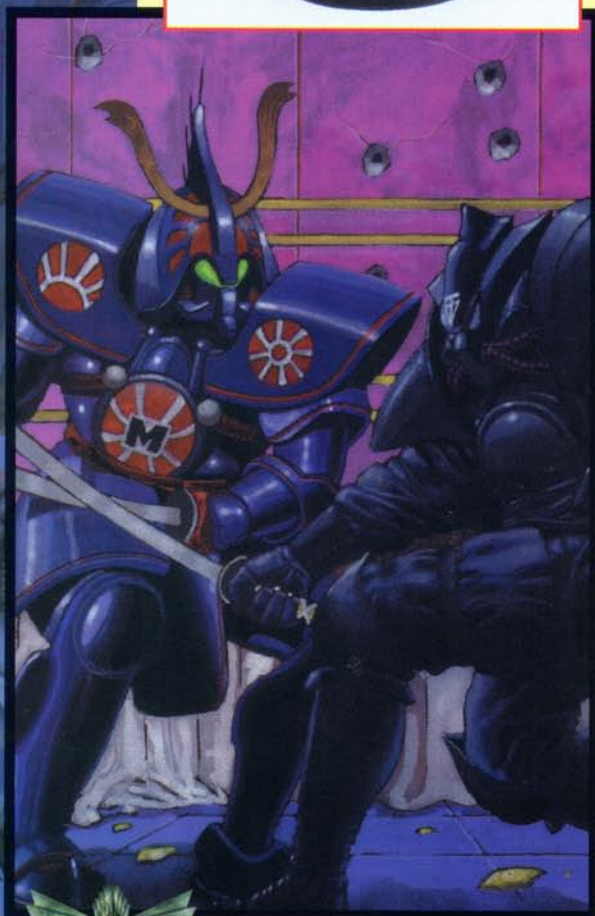
**HATAMOTO TROOPER  
W/CEREMONIAL BLADES  
AND SHOGUN**

#9519



**HATAMOTO TROOPER  
W/CEREMONIAL BLADES  
AND SHOGUN**

#9519





NEW FIGURES

# WARZONE™

NEW FIGURES

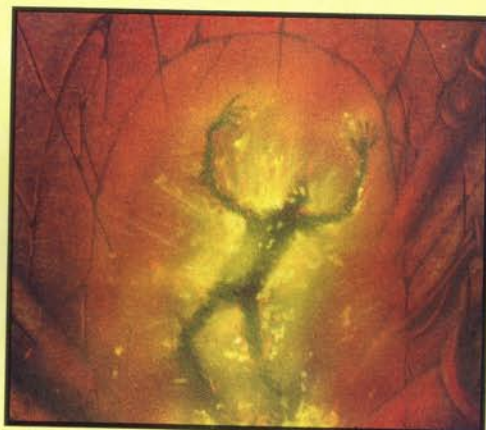


## NECROMUTANTS W/TORMENTORS

The Necromutants drive even the bravest human soldiers into shaking corpses, with their Tormentor flamethrowers.



NECROMUTANT  
W/TORMENTOR



#9851 & #9852



NECROMUTANT  
W/TORMENTOR



## HELLFIRE CART WITH SLAVES

Hellfire carts with slaves are not often seen on the battlefields but when they show up, they often show up in squads ramming and firing rockets against human troops.



### HELLFIRE CART WITH SLAVES: CHILDREN OF ILIAN

(one additional slave in figure package;  
total of three)



#9518



NEW FIGURES

**WARZONE**

NEW FIGURES



## ZENITHIAN SLAUGHTER- MASTER



With purple waves of symmetry dancing above their heads the mighty slaughtermaster leads a pack of his smaller kin into battle.

ZENITHIAN  
SLAUGHTERMASTER

←  
#9634



## SPAWN OF DEMNOGONIS

Is there something the human troops fear, it is the Spawns of Demnogonis. With the touch of Demnogonis' Plague they turn normal men insane.



SPAWN OF DEMNOGONIS  
#9635



## SCENARIO

# WARZONE™

## SCENARIO

## OVER THE LINE

BY JOSEPH GOODMAN

Sergeant Kriegel gently pushed aside the reeds in front of her. She was careful to bend them into L shapes so that the tops still stood straight. An observer watching the vast expanse of marsh would notice a slight discrepancy in the height of the reeds in one area, but that was not uncommon in these untamed areas.

The rest of the squad crept behind her, following her lead. All of the Etoiles Mortant were trained in infiltration and stealthy reconnaissance, and this mission was no different from their usual repertoire. The dismal swamp through which they slithered was on the far flank of a wasteland where Mishima and Bauhaus armies sat opposite disputed territory, each army firmly entrenched and unwilling to mount an assault. Shelling and rocket attacks had continued for days with no clear advantage appearing for either side. Kriegel's Etoiles Mortant were in the area, and after some political maneuvering on the part of the local Bauhaus commander the Mishima army was declared heretical by the High Command and the Etoiles Mortant were assigned to perform reconnaissance against them.

The mud bubbled and squirmed beneath Kriegel as she inched forward on her belly. The reeds seemed to continue forever, and it was only by her navigational training that she could make her way through the swamp at ground level. Soon it would be time to bear eastward to come up behind the Mishiman force.

Sergeant Kriegel whispered her directions into her mouthpiece as she brushed through the next line of reeds before her. As she pulled aside the next line of plants she flinched, for staring right back at her, directly in front of her, creeping through the muck just like she was, was the black mask of a Shadow Walker. He looked as startled as she did. Neither soldier moved for an endless instant as each digested the moment. Then in unison they swung forward their weapons and opened fire. The marshland waters turned a misty red and the two sides opened fire, neither able to fully see the enemy through the thick vegetation...

### THE SCENARIO

In a testament to their infiltration abilities, two separate scouting missions have encountered each other most unexpectedly. The Etoiles Mortant and Shadow Walkers detected the others' presence when they were only yards apart, and now combat has broken out at this minimal distance.

### FORCES

The Bauhaus force consists of a single squad of Etoiles Mortant. The squad sergeant has been killed, so the player should follow the normal rules for a squad without a sergeant.

5 Etoiles Mortant with Punisher blade and handgun

The Mishima force consists of two squads of Shadow Walkers. There were originally three to a squad, but one squad has suffered a casualty.

3 Shadow Walkers with special Punisher combo (poisoned blade and silenced handgun)

2 Shadow Walkers with special Punisher combo (poisoned blade and silenced handgun)

### SETUP

The tabletop should measure four feet to a side. Almost the entire tabletop is a marshland. There are a few trees and larger bushes scattered throughout the marsh. The only areas not marsh are a few hills that jut out over the reeds and form dry land.

Except for models on these hills, all models are considered to be in the marsh. Marsh is both rough terrain and soft cover, meaning models (in this scenario these rules also apply to the Shadow Walkers) within it move at half their normal MV, and are at -2 to be hit by enemy shooting. Models hidden in the marshland are considered to be behind

cover and so are at -4 to be spotted.

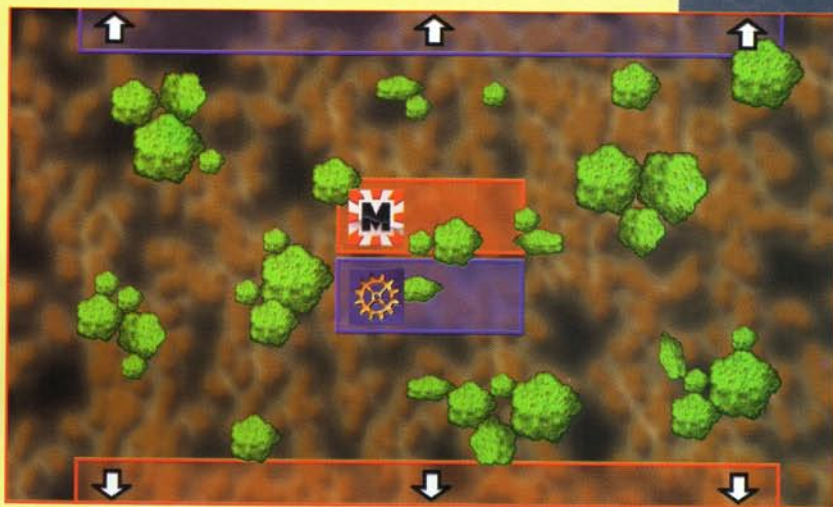
The players' deployment zones are adjacent to each other in the center of the table, as indicated on the map. Deployment should be determined as usual.

Initiative is determined normally.

### OBJECTIVES & VICTORY

Both sides have a dual objective. The original intent of each mission was to scout enemy territory and return with what is hopefully valuable information. But circumstances have changed, and now there is an equally important mission: kill the enemy!

Each player receives 1 VP for each of his models that escapes from the opposite table edge. (These models are assumed to go on and bring back valuable reconnaissance data.) Each player also receives 1 VP for each enemy model that he kills. Even when one force has completely exited the tabletop the other force is still capable of doing the same, so the battle does not end until all models are gone from the tabletop. At that point count up VP; the player with the most VP wins.



"Bauhaus, hmm no chance. Five Shadow Walkers are an army unto itself. The Etoiles Mortant are formidable opponents but lack the training to keep their heads about them. Ha ha ha."

"Shadow Walkers are the pride of Mishima, fierce, cunning, and invisible to the eyes of an outsider. I can say that you have never faced a Shadow Walker. I can say this because you are still alive..."





THE ORDER OF



TM

STAFF & HAND

# THE ORDER OF STAFF AND HAND

BY SAM  
SINERVA

THE OLD PILGRIM watched the darkness in front of him with terrified eyes. It was dark now. The sun had gone down one half hour ago, and the rain flowed down with such intensity that it told him that everything was just wrong. He was sure something was waiting for him in the jungle in front of him. But he knew that he had to go. He was only a bit more safe out here in the Venusian fields than in the jungle in front of him. And on the other side of the jungle was safety - Heimbürg, with the fabulous second Cathedral. There he was going to find food and heat. It was his fate and he had to do it. He picked out of his pocket his handgun, a HG-25 «EQUALIZER» with special made hot bullets, and pushed the unsafety button. He started to walk down on the path that would lead him to safety.

Continues...



"The methods used by the men of this strange Order are quite strange indeed. Staving off the Darkness with a small handgun and a staff of wood seems an unusual way to protect the pilgrims of Bauhaus."

"I chanced upon one of these guardians, while laying siege upon the citadel of the Muaawijhe Nephrite Natzeh. I was facing off against a Mercurian Maculator, whose head was to be a prized trophy from this day of battle. Suddenly a guardian from the Order of Staff and Hand leaped from the bush, landing between me and the Maculator, causing me to fall back on what was sure to be the fatal blow. From his hands came a streak of blue lightning that struck the maculator's chest, killing him instantly. My temper flared within, how dare this man snatch from me the trophy I sought from this day of battle. Luckily, I still left the battlefield with my prize. Hanging from my belt was the head of a guardian, from the Order of Staff and Hand."

Bauhaus is the one corporation that has the highest number of believers in the word of the Cardinal, and maybe that is not so strange, because the first Cardinal, Cardinal Durand came from Bauhaus. Every year masses of people emigrate from Bauhaus for a trip that takes two years, so they can visit all the Cathedrals in the solar system. To protect all this people, an order was found. The order's name became the Order of Staff and Hand, as these men and women protect the pilgrims on their travels, with the ebony staff and the art, against the threat from the legions of darkness and other evil spirits (i.e. other corporations).

## BACKGROUND

The Order of Staff and Hand was actually founded by the Council of Electors, not only to protect the pilgrims from danger they could become subject to during their travels, but also from the influence of the other corporations: so that they would not find out that maybe the liberty and freedom of Capitol is better than their life now; and the Dark Legion: to protect the pilgrims from any heretical contacts.

The men and women in the Order are handpicked from the best

of the special units within Bauhaus. Most of them actually come from either the Venusian Rangers or the Etoiles Mortants. With the skills they already have there is not much that has to be taught to these men and women. When they come to the order every man and woman has to make a test to show that they have the spirit needed to become a member of the order. Many of the soldiers make the test; the ones who don't return to their normal lives.

Once on duty, the guardians travel in groups of two to four, lead by a guardian who always has the knowledge of the art. They travel on the roads that are most often used by the pilgrims, but they are mostly seen in the cities if they're not following herds of travelling pilgrims. Sometimes it happens that the guardians come to fight, side by side, with other forces from Bauhaus when aid is needed.

## APPEARANCE

The guardians of the Order of Staff and Hand are dressed in white-grey hussar armor, wearing cresthelmets molded to the wearer's face. On their backs they wear great purple cloaks that covers a big part of their body. The cloak is the common sign of a guardian. The helmet is also purple, but with a slight darker shade. If the guardian is an art user there is a blue smiling star on the right shoulderpad.

All guardians are equipped with the reputed heavy ebony ironshod staff and some kind of fireweapon, most often a sidearm or the Panzerknacker.

## THE ART

As the Brotherhood considers the Order of Staff and Hand to be one of the most important in Bauhaus, they show their full support. They even teach the art to all the guardians, who so wish to be taught.

PROFILE	CC	MW	PW	LD	A	W	S	MV	AR	COST
Guardian	15	12	-/10*	11	3	1	1	4	24	22/45*
Leader	16	14	14	14	3	2	3	4	24	60

\* see special rule.



## THE ORDER OF

# WARZONE™

## STAFF & HAND

### SPECIAL RULES

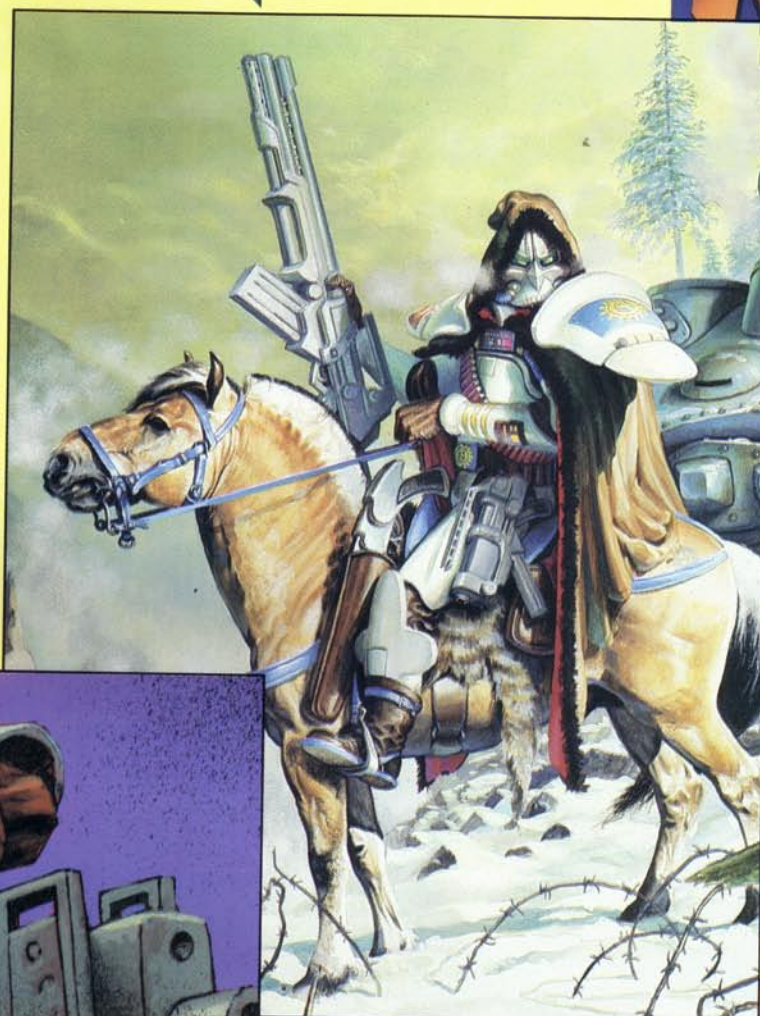
- For an additional 23 points, and the blue smiling star painted on the right shoulderpad, a Guardian may have a PW of 10 and the knowledge of one aspect of the Art. All guardians (with the leader) in a squad must have the same Art aspect. The Guardian Leader can choose one Art aspect (for no point cost).
- Members of the Order of Staff and Hand may never cast Art spells with higher level than 4.
- Reliability
- Close Combat training

### EQUIPMENT

All Guardians are armed with the ebony staff and a firearm, either a Handgun from the Bauhaus armory or General armory, or a Panzerknacker.

### STRUCTURE

For every part of 500 pts (to be able to buy the first unit of Guardians you need to play for at least 450 pts) of Bauhaus force you have you may field one unit of Guardians. *Example: If you play a 750 pts force, you may have one squad of Guardians, and one Guardian individual. If you play a 1200 pts force, you may have two squads and one individuals.*

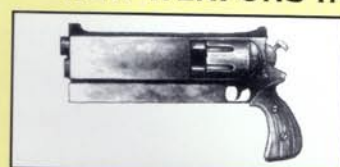


A standard squad from the Order of Staff and Hand consists of 2-4 Guardians and 1 leader. Guardian Leaders may also be bought as individual models, in which cases you may only purchase one Guardian Leader individual for each Guardian squad in your force.

### NEW WEAPONS IN THE BAUHAUS ARMORY



WEAPON  
HG-25 «EQUALIZER»



CR	MX	RM	DAM	Cost
4	8	-1	12	4



WEAPON  
Ebony staff

CR	MX	RM	DAM	Cost
CC	-	-	13	3

*\*Can make sweep attacks. Is only available to the Members of the Order of Staff and Hand.*



## ORDER OF STAFF AND HAND FIGURES

There are no official Order of Staff and Hand figures made, but what you can do is some nice conversions. What follows is two description of how to make your Order of Staff and Hand troopers. As always when making conversions you need some tools to do the conversions with: a sharp carpet knife or a scalpel, some milliput/Magic Sculp (from Forge World Models; I prefer the Magic Sculp because it is easier to mix together and form), fast glue, a match or toothpick and if you have it, a ironsaw.

**REGULAR GUARDIAN.** The most simple conversion you



Regular Guardian



Guardian Hero

can do is the normal regular Guardian. You take a normal Hussar Trooper (#9503) with a facemask. You cut the top of the helmet, and the two small tops of the face mask. You have to be really careful so that you don't cut your fingers and that you don't cut off the whole skull. If you by mistake do that you can always try to fix it with some milliput or Magic Sculp (no, not your fingers. In that case you should use bandade). Then you cut off the bayonett from the Panzerknacker. Then you mix some Magic Sculp and add it to the back of the model and sculpt it to a cloak. The last thing you do is take a match or a toothpick, carve it into a small staff (it doesn't have to look that good) and then use some glue and attach it to the cloak at the back.

**GUARDIAN HERO.** The guardian hero requires a bit more work to do if you want to make it really nice. What you need is a Hussar Kapitan (#9807). You can make a really simple version that is not really a conversion. You carve a match into a small staff, and stitch it to the models side or somewhere where it looks good. The other choice you have is to make it alot harder. You saw off the model's head. Then you take a normal hussar trooper, do the same as above (below regular guardian) and then cut off its head, and glue it onto the Hussar Kapitan. Then you start carving off the helmet that the Hussar Kapitan is carrying under his arm. This is really tough, and takes a while — a lot of patience is needed. Then when I had removed the helmet I took a Chasseur Hero, cut of his hand and glued it onto the Hussar Kapitan. I also used some milliput in the small holes and springs that appeared in the new arm. Then I carved a staff out of a match and glued it onto to the models hand.

*Continued...*

One hour went by and he was on his way. To safety. Suddenly he felt a tear of terror flow through him. In front of him stood five great beasts, with white fangs that glimmered in the darkness. The man knew that the beasts were Rexes... Devilcats. He had heard rumors that these beasts hunted humans only in packs under the influence of Dark Symmetry but he had never really believed in those stories. He pointed his gun at the closest one and fired. The bullet penetrated the thick black fur of the enormous cat and it fell to the ground... dead.... The other cats leaped against him, and the old pilgrim was sure that his last moment in life had come. Suddenly out of the forest three men burst out. The men were dressed in glowing white hussar armor with purple cloaks and white ebony staffs. As the Rexes saw the men come out of the forest they changed targets. One of the emerging men mumbled something and suddenly blue lightning shot from his hand and stroke one of the Rexes, which fell down to the ground lifeless. One of the other Rexes jumped with its fangs pointed against the throat of one the men in white armor. The man took his staff and smashed the big cat in the face so hard that all that was heard was headbone cracking. The last two Rexes attacked the last man. The man drew his Panzerknacker and shot one-handed one of the attacking Rexes in its chest. With the other hand he blasted the other rex in its face. It fell to the ground, but leaped up with the speed of light and grabbed the man in his throat. The man fell down with the cat lying on top of him. Unconcerned the man drew a hidden Punisher and shot the beast several times in its chest. The old pilgrim watched the men and recognized them as guardians from the Order of Staff and Hand. Protectors of the pilgrims.



ZENITHIAN

# WARZONE™

SLAUGHTERMASTER

## NECROMUTANT TORMENTORS

 BY  
CHRIS BLEDSOE &  
DAVE JONES

There is a specially trained Necromutant force within the Dark Legion that are specifically equipped to spread fear and carnage on the battlefield. Belonging to no squad of their own, Necromutant tormentors join and swell the ranks of Necromutant squads.

Tormentors are flamethrower's that come in various ornate forms, though the basic design remains the same. The user has a tank strapped to his back, from which runs a long hose. The tank contains some foul, unidentifiable brew which ignites on contact with air. The user guides the flame by pointing the nozzle of the hose. This is usually carved to resemble some demonic head. Those who use flamers must wear special protective gear to protect them from the heat and backblast that always accompany a Tormentors use.

### SPECIAL RULES

- A Necromutant Tormentor may be purchased and added to a squad of Necromutants, thus increasing the squad structure by 1. i.e. 4 to 6 instead of the stated 3 to 5.

Weapon	CR	MX	RM	DAM
Tormentor	F	-	-	16

The cost for this weapon is already figured into the Necromutant's point cost.

### EQUIPMENT

A Necromutant Tormentor is armed with a Tormentor.

### STRUCTURE

Necromutant Tormentors are purchased individually (but they are not individuals) for squads of Necromutants. They are considered to be part of the squad and must obey the command structure rules.

### NECROMUTANT TORMENTOR

CC	MW	PW	LD	AC	W	ST	MV	A	COST
12	13	-	12	3	1	2	3	25	59

## ZENITHIAN SLAUGHTERMASTER

When the Lord of Insanity calls for more potent amounts of terror, the Slaughtermasters appear, leading packs of their smaller brethren in frenzied rage onto the battlefield. They tower over the battlefield with clouds of Dark Symmetry circling their heads like birds of prey. Their fiery eyes look like portals to hell. In appearance they look like larger versions of the Soulslayer, while in action they are much more vicious and cunning.

### ZENITHIAN SLAUGHTERMASTER

CC	MW	PW	LD	AC	W	ST	MV	A	COST
17	-	14	16	5	5	5	5	29	105

### SPECIAL RULES

- Slaughtermasters are considered large models.
- The Slaughtermaster may possess up to 5 Dark Gifts from the Dark Symmetry or the Gifts of Mauwijihe lists.
- Slaughtermasters may lead packs of Soulslayers into battle. The pack can consist of 2 to 3 Soulslayers and one Slaughtermaster. The following rules apply to a Soulslayer pack:
  - The Soulslayers may not possess any Dark Gifts.
  - The Soulslayers must remain within command distance of the Slaughtermaster or they will do nothing until the pack comes back into command distance again.
  - All models in the pack are considered large models, but you may choose to fire at the Slaughtermaster instead of the Soulslayers because he is considerably taller.
  - If the Slaughtermaster dies, the Soulslayers become individual models and may act independently for the rest of the battle (and they may do actions only allowed to individuals).

### EQUIPMENT

Slaughtermasters use their claws in Close Combat. They have

a Damage 18 and may make sweep attacks. If the Slaughtermaster uses a Use Special Power action in Close Combat, it may use its pinchers on a single target for a 14(x3) damage. In addition the Slaughtermaster gets one free attack-action with its tail on a model within 2" of it once per round for a damage 10.

### STRUCTURE

Slaughtermasters are purchased as individual models, or they may be purchased to lead packs of Soulslayers.



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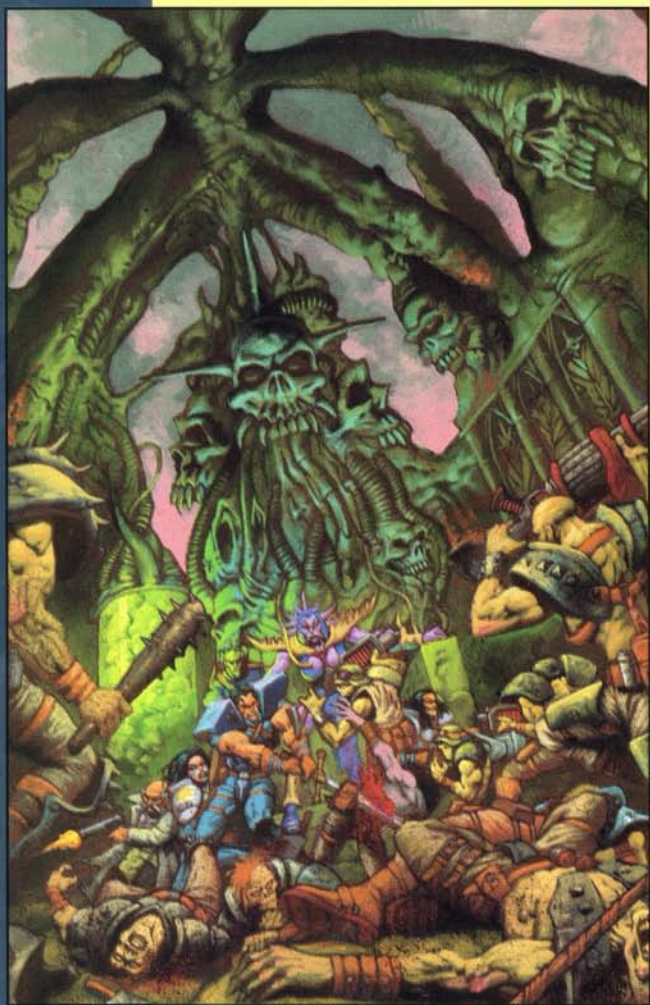


# THE SECRET WORLD

BY  
JOSEPH GOODMAN

## SEWER COMBAT IN WARZONE, PART 1

Feeding every majestic skyscraper, beneath each monument to heroes past, and under the most glorious Cathedrals known to man, there fester the remnants of humanity's triumphs.



Languishing within the endless tunnels of every city's sewer system is the excrement of society: the unwanted, unknown, and untouchable. Men too ugly to be accepted by their fellows and women so terribly disfigured that even a life of begging is unthinkable — these are the occupants of the sewers. In numbers these cast-offs of society eke out a meager and dangerous existence, their domains spread through vast expanses of pipes and ladders. Social hierarchies unknown to the upper world are well established

under the surface, for the residents of the sewers have had generations to build their own underground society.

The Dark Soul long ago recognized the usefulness of the sewer societies. Disenfranchised people, cynical and bitter about the upper world, ready to take their revenge on the humanity that exiled them: these make ideal foot-soldiers in the Dark Legion. Nepharites of every Apostle have labored to create and maintain strongholds in the sewers of every major human settlement. It is when these menaces are detected that the megacorporations take the greatest interest in the sewers.

Battles in the sewers beneath a city or stronghold can take an ordinary game of Warzone and transplant it into a whole new world. The sewers are filled with new dangers and unique situations, from the native residents to the dangerous chemicals that leak from corporate factories.

### SPECIAL RULES FOR SEWER BATTLES

There are a variety of new dangers present in sewers. Players involved in a sewer battle should agree beforehand to use all, some, or none of the following special rules. (But if you use none — why are you playing a battle in the sewers?)

**Difficult Ground.** Very few sewer areas are dry. Most ground in the sewers is covered by anything from a thin film of slime to a deep pool of sewer water. All areas of a sewer are considered difficult ground, meaning models move at half their normal MV in those areas. However, models can choose to move at their normal MV if they are willing to risk slipping and falling into the muck. Before a player moves a model at its normal MV, he should roll a d20 and add the model's MV. The die roll should be made before the movement begins. Any result of 16 or higher indicates that the model has fallen. This counts as a fumble: the model doesn't move on this action, and all remaining actions are lost.

**Cramped Quarters.** Even if a sewer is dry, it is still small and cramped. A model moving through a sewer may not shoot through friendly models in front of it. This means that only the front model of a squad in single-file order may fire.

**Giant-sized or larger models** may never enter the sewers. Unless tunnels are unusually large, large models may not travel through sewer tunnels, nor may any model fly in the tunnels. Nepharites seeking to control an area of the sewers are often confined to a throne room for months while their servants widen the tunnels in the surrounding areas.

**Sewer Chemicals.** The "water" that fills the sewers can hardly be called that. It is infested with the industrial fluids of the city above it. Some areas of the sewers boil unnaturally, even at low temperatures, because of the strange chemicals flowing through them; other areas form into a thick sludge that hardens like concrete when it touches flesh. The failed chemistry experiments of the megacorporations are often "flushed down the toilet" straight into the sewers.

**Plague pools** are areas of the sewers where chemical concentrations are most potent. Walking through a plague pool is dangerous. Any model that enters a plague pool immediately takes a DAM 12 hit that acts like a flamethrower hit — if the model takes one wound, roll to see if it then





takes another, etc. A model that is activated while in a plague pool will immediately take a hit.

Each player may place one 2"x2" plague pool on the tabletop for every 250 points in his force. Secretly note the location of the plague pool without telling the other player where it is. When a model has entered a plague pool, the player should reveal its exact location. Plague pools are usually indistinguishable from less dangerous sewer waters, so no one can tell whether an area of brackish yellow water is just excess dye or some toxic material.

**Visibility.** The sewers are unlit and visibility within them is limited. Hiding is made even more easy by the constant presence of rubbish, debris, and water to duck under. All weapon ranges are halved in the sewers due to low visibility, and for the same reason a -4 penalty is applied to all attempts to spot in the sewers.

#### MODELING IDEAS

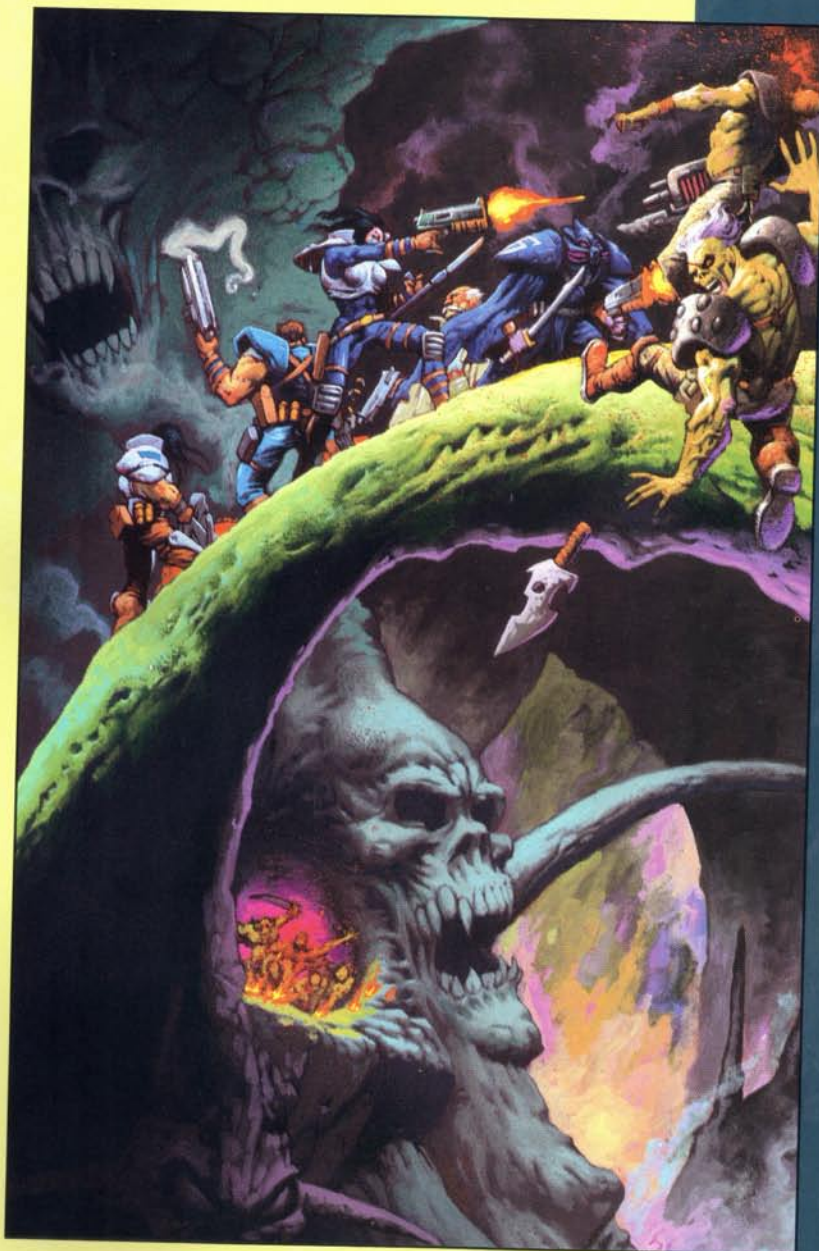
Building a tabletop full of winding sewer pipes and maze-like rivers of sewage can be a very interesting project. You could choose to go about it with a grand goal in mind (like a full 8'x8' tabletop completely finished and minutely detailed to resemble a sewer combat zone) or a more modest but equally playable objective (such as painted cardboard strips to represent tunnels).

If you're in the mood for a large project, a full-sized tabletop is an impressive sight and worth the effort. Here are some ideas on how to build your "sewerzone":

- Cardboard toilet paper tubes cut in half lengthwise make good pipes. A layer of clay, plaster, or resin along the bottom of the tube will represent water and also give a good flat surface to stand miniatures on. You can also cut tubes lengthwise and then cut them into sections 2" or 3" tall to get wall sections, which can be glued together to make walls with plenty of alcoves for machinery or hiding enemies.
- Plastic food containers make good rooms and corridors. Sample fast food restaurants and the microwave-ready section of your local supermarket to get good containers. With some paint and good application of random bits the containers will be unrecognizable.
- If you're willing to get yourself dirty, try applying paper mache or plaster wrap to a Slinky toy. If you stretch it out and twist it you can get sewer tunnels of almost any shape and dimension. Cover only the lower half of the slinky with

the solid material. You can leave the top in place to represent the ceiling, or make certain the bottom half will hold together well and then clip off the upper "ribcage."

- Don't forget about manholes! Mount a few ladders leading up, up, and away to represent connections to the surface world.



If that sounds like too much work, you can opt for an easier (though not so spectacular) method of building your sewers. Cut strips of cardboard, plasticard, or foam 2" wide and 6" to 12" long. Paint them a grey or steel color, add a blue streak down the middle, and you have a sewer pipe. The blue streak can be anything from a thin trickle to a wide river of muck. Don't forget intersections! Make some T-sections, crosses, and a variety of corners and turns. You could even go for large rooms with several entrances. The only thing to remember is make it look like a sewer: dark, dank, and dangerous!



# WARZONE

TM



#9811



#9502



#9515

## UNITPACKS (4 FIGURES PER BLISTER)

- 9501 Capitol Troopers
- 9502 Imperial Blood Berets
- 9503 Bauhaus Hussars
- 9504 Mishima Samurai
- 9505 Algeroth Undead Legionnaires-1
- 9506 Demnogonis Blessed Legionnaires
- 9507 Imperial Wolfbane Commandos
- 9508 Cybertronic Chasseurs
- 9509 Capitol Special Forces
- 9510 Cartel Special Agents
- 9511 Algeroth Undead Legionnaires-2
- 9512 Brotherhood Troopers
- 9513 Algeroth Necromutants
- 9514 Ilan Templars
- 9515 Muawijhe Screaming Legionnaires
- 9516 Brotherhood Elite Troopers
- 9517 Semai Heretic Legionnaires
- 9518 Algeroth Hellfire Cart w/Crew
- 9519 Mishima Hatamoto
- 9520 Bauhaus Etoiles Mortant
- 9521 Capitol Martian Banshees
- 9522 Mishima Combat Warheads
- 9523 Mishima Suicide Warheads
- 9524 Cybertronic Machinators
- 9525 Brotherhood Fury Elite Guard
- 9526 Bauhaus Venusian Rangers
- 9527 Algeroth Karnophages
- 9528 Algeroth Destroyers
- 9529 Bauhaus Dragoons
- 9530 Bauhaus Blitzzer

## LARGE FIGURES (1 FIGURE PER BLISTER)

- 9601 Cardinal Dominic
- 9602 Nephariite of Algeroth
- 9603 Valpurgius, Archmagus
- 9604 Nephariite of Algeroth
- 9605 Algeroth Raziide
- 9606 Algeroth Pretorian Stalker #1
- 9607 Algeroth Pretorian Stalker #2
- 9608 Brotherhood Mortificator #1
- 9609 Brotherhood Mortificator #2
- 9610 Algeroth Ezoghoul
- 9611 Nephariite of Demnogonis
- 9612 Algeroth Nephariite Overlord Alakhai
- 9613 Demnogonis Curator
- 9614 Imperial Necromower
- 9615 Cybertronic Atilla III Cuirassier

- 9615 Nephariite of Demnogonis
- 9616 Nephariite of Ilan
- 9617 Nephariite of Muawijhe
- 9618 Muawijhe Zenithian Soulslayer
- 9619 Rams Air Cavalry
- 9620 Brotherhood Mystic
- 9621 Brotherhood Keeper of the Art
- 9622 Algeroth Immaculate Fury
- 9623 Nephariite of Semai
- 9624 Semai Callistonian Intruder
- 9625 Algeroth Bio Giant
- 9626 Cybertronic Eradicator Deathdroid
- 9627 Algeroth Unholy Carronade
- 9628 Cybertronic TA6500 Light Recon Vehicle
- 9629 Brotherhood Death Angel
- 9630 Capitol KA-67 Great Grey
- 9631 Capitol Purple Shark
- 9632 Algeroth Mercurian Maculator
- 9633 Cybertronic Atilla Variant
- 9634 Muawijhe Zenithian Slaughtermaster
- 9635 Spawn of Demnogonis
- 9636 Mishima Deathbringer
- 9637 Mishima Shadow Walker
- 9638 Vince Diamond - Cybertronic
- 9639 Cyril Dent - Cybertronic
- 9640 Bauhaus G.T. Offroad B-52
- 9641 Mishima Dragonbike
- 9642 Capitol Pegasus Scout Bike
- 9643 Algeroth Dark Huntsman
- 9644 Yojimbo - Mishima
- 9645 Mortificator Crenshaw - Brotherhood
- 9646 Big Bob Watts - Capitol
- 9647 Max Steiner - Bauhaus
- 9648 Algeroth Brass Apocalypse
- 9649 Algeroth Golem of Darkness
- 9650 Mitch Hunter - Capitol
- 9651 Tatsu - Mishima
- 9652 Edward S. Murdoch - Imperial
- 9653 Algeroth Eonlian Justifier
- 9654 Algeroth Tekron
- 9655 Algeroth Reaper of Souls #1
- 9656 Algeroth Reaper of Souls #2
- 9657 Cybertronic Chemiman
- 9658 Corporate War Medic
- 9659 Cybertronic Dr. Diana
- 9660 Valerie Duval - Bauhaus
- 9661 Sean Gallagher - Imperial
- 9662 Agent Nick Michaels - Cartel
- 9663 Billy the Heretic - Dark Legion

## SINGLE FIGURES (1 FIGURE PER BLISTER)

- 9801 Capitol Captain #1
- 9802 Capitol Trooper Sergeant
- 9803 Capitol Trooper w/HW
- 9804 Imperial Blood Berets Captain
- 9805 Imperial Blood Berets Sergeant
- 9806 Imperial Blood Beret w/HW
- 9807 Bauhaus Hussar Kapitan
- 9808 Bauhaus Hussar Sergeant #1
- 9809 Bauhaus Hussar w/HW

- 9810 Mishima Samurai Leader
- 9811 Mishima Samurai Hero
- 9812 Mishima Samurai w/HW
- 9813 Imperial Wolfbane Commando Chieftain
- 9814 Imperial Wolfbane Commando Hero
- 9815 Imperial Wolfbane Commando w/HW
- 9816 Capitol Sea Lion Sergeant
- 9817 Capitol Sea Lion Hero
- 9818 Capitol Sea Lion w/HW
- 9819 Capitol Free Marine Sergeant
- 9820 Capitol Free Marine Hero
- 9821 Capitol Free Marine w/HW
- 9822 Cybertronic Chasseur Sergeant
- 9823 Cybertronic Chasseur Hero
- 9824 Cybertronic Chasseur w/HW
- 9825 Bauhaus Hussar Kapitan
- 9826 Capitol Captain #2
- 9827 Imperial Wolfbane Commando w/Shotgun
- 9828 Capitol Hero
- 9829 Bauhaus Hussar Sergeant #2
- 9830 Capitol Trooper Sergeant #2
- 9831 Imperial Blood Berets Sergeant #2
- 9832 Algeroth Necromutant #1
- 9833 Algeroth Necromutant #2
- 9834 Algeroth Centurion
- 9835 Brotherhood Sergeant
- 9836 Brotherhood Inquisitor
- 9837 Brotherhood Trooper w/HW
- 9838 Ilan High Templar
- 9839 Brotherhood Elite Trooper Sergeant
- 9840 Brotherhood Elite Trooper w/HW
- 9841 Dark Legion Heretic
- 9842 Brotherhood Sacred Warrior #1
- 9843 Brotherhood Sacred Warrior #2
- 9844 Brotherhood Sacred Warrior #3
- 9845 Brotherhood Sacred Warrior Sgt.
- 9846 Brotherhood Assassin
- 9847 Brotherhood Valkyrie #1
- 9848 Brotherhood Valkyrie #2
- 9849 Brotherhood Vestal
- 9850 Brotherhood Inquisitor Majoris
- 9851 Algeroth Necromutant w/Tormentor #1
- 9852 Algeroth Necromutant w/Tormentor #2
- 9853 Algeroth Centurion #2
- 9854 Mishima Hatamoto Leader
- 9855 Mishima Hatamoto Hero
- 9856 Bauhaus Etoiles Mortant Leader
- 9857 Bauhaus Etoiles Mortant Hero
- 9858 Capitol Martian Banshee Sgt.
- 9859 Capitol Martian Banshee Hero
- 9860 Brotherhood Fury Elite Sgt.
- 9861 Bauhaus Venusian Ranger Sgt.
- 9862 Bauhaus Venusian Ranger Kapitan
- 9863 Bauhaus Venusian Ranger w/HW
- 9864 Algeroth Destroyer Sgt.
- 9865 Bauhaus Dragoon Sgt.
- 9866 Bauhaus Dragoon Kapitan
- 9867 Bauhaus Dragoon w/HW
- 9868 Bauhaus Blitzzer Sgt.
- 9869 Bauhaus Blitzzer Kapitan
- 9870 Bauhaus w/HW

FOR MORE INFORMATION ABOUT HOW TO GET YOUR HANDS ON A COPY OF WARZONE OR A COMPLETE UPDATED LISTING OF AVAILABLE MINIATURES, PLEASE CONTACT:

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