

CHRONICLES™

#6 1997



Now with 32 pages of
enjoyment
and information!

In this issue:

• THE BANSHEES -
rules, paint schemes,
and a Martian Banshee
personality

• IMPERIAL REGULARS -
background, stories,
new rules and "How To
Build Your Own Trench."

• "HEAVY" VEHICLE
COMBAT

• AND A LOT MORE...

WARZONE

MUTANT CHRONICLES

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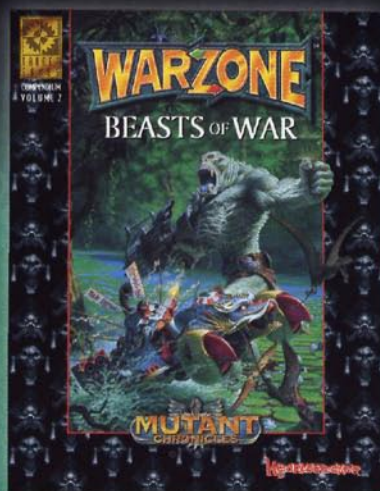
HEARTBREAKER



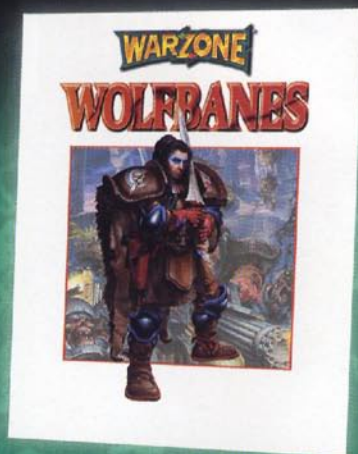
KEEP YOUR EYES OPEN FOR THE WARZONE COMPENDIUMS AND ARCHIVES BOOKS!!!



WARZONE COMPENDIUM #1: Dawn of War

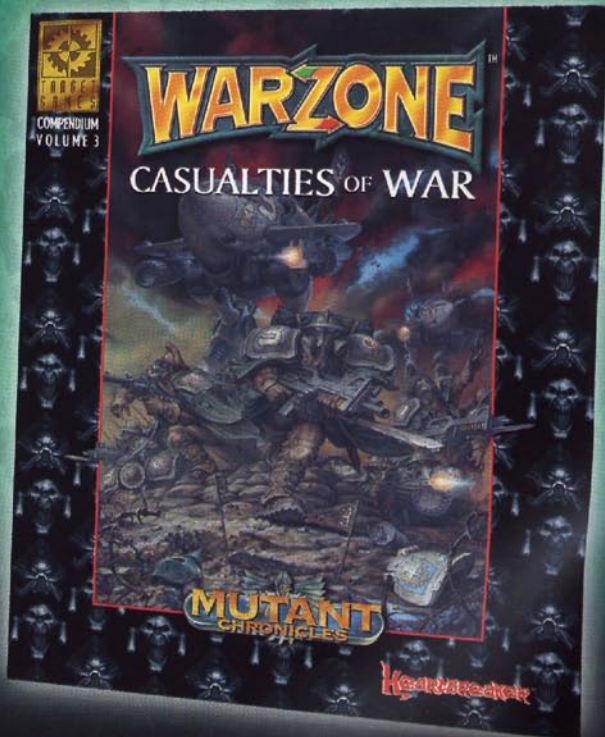


WARZONE COMPENDIUM #2: Beasts of War



WARZONE ARCHIVES #1: Wolfbanes

WARZONE ARCHIVES #2: 32nd Trench Battalion



WARZONE COMPENDIUM #3:
Casualties of War



Heartbreaker™

NOW 32 PAGES!!!

Well, here it is - Chronicles, packed with 32 action-crammed pages! So why twice the number of pages? To give you twice as much info about what's up, naturally. First off this month, we've got a lot (and I mean A LOT) of figures. Then, if that wasn't enough, we give you the first official preview of Dark Eden, where we bring the Mutant Chronicles home to Mother Earth. Get your extensive preview of this spring's brand new Warzone super-release right here. I just have one thing to say: Brotherhood Beware!

So, what else is new? Dawn of War was released before Christmas, and the second Warzone Compendium, Beasts of War, should have reached your store any day now. We've got two archives books coming up for all you Imperial players out there (the Wolfbanes and the 32nd Trench Battalion). But don't despair if you don't play Imperial - there are archives books coming up for all the other corporations, the Dark Legion, and the Brotherhood. The next in line is for Mishima.

Chronicles also has the World of Mutant Chronicles now, an entirely "new" section (well, it has been seen in an other variant in CftW#3) totally devoted to all you great Warzone players out there. Tune in, turn on, and check it out!

Have a nice one, and don't enter a Warzone without your latest issue of Chronicles!!!

Sam Sinema

Editor in Chief

CONTENTS

DEPARTMENTS

EDITORIAL3

THE WORLD OF MUTANT CHRONICLES4

Here's where you find Mutant Chronicles-related information from around the world. This month: Essen, TenCon, and an Interview with Paul Bonner.

NEW FIGURES.....10

CARTEL AFFILIATED/FREELANCERS.....24

Here is some information from your own local distributor: Heartbreaker.

QUESTIONS & ANSWERS.....29

FEATURES

TO THE BITTER END6

Obeys his captain's call, the soldier ran through the trenches to headquarters and saluted. The captain said, "Sergeant, the attack begins at 1500 hours. Prepare your men!" Back through the trenches the sergeant ran, holding his hand on the Brotherhood cross around his neck. As he ran, he muttered, "Bless the Cardinal...." Painted figures, drawings, trenches and more in this article about the Imperial Regulars and Trenchers, including rules for Trencher Assault Troops and how to build your own trench.

INFINITE PERMUTATIONS18

A special scenario with a focus on vehicles. With this randomized system for troops, vehicles, terrain, and additional optional rules, you can play this scenario over and over without losing interest.

THE BANSHEES21

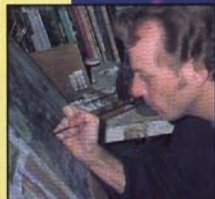
New Banshees, new rules, and a personality for your Capitol force.

BRING YOUR MINIATURES DOWN TO EARTH26

Once the world was a green, fresh, and wonderful place, but no more. Now Earth, home of the vast populations left behind by the Exodus, is the Dark Eden - the Lost Paradise. See what is on the Target Games/ Heartbreaker horizon for 1997 in this special preview.

CHRONICLES

Interview with Paul Bonner p.5



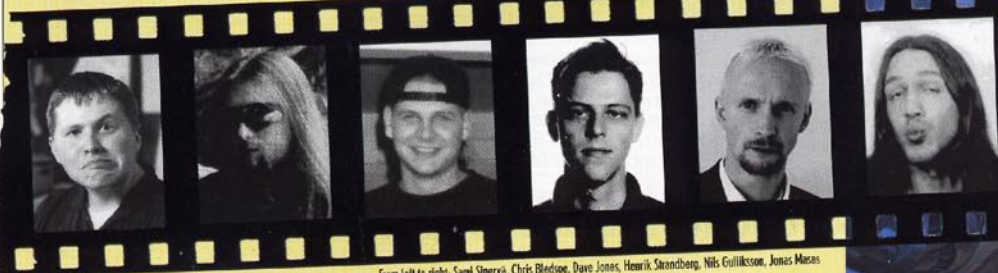
Vehicle Warzone p.18



The Banshees Attack p.21



The Lost Paradise p.26



From left to right: Sam Sinema, Chris Bledsoe, Dave Jones, Henrik Strandberg, Nils Gulliksson, Jonas Mars

ESSEN 17-20 OCTOBER 1996

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ESSEN 17-20 OCTOBER 1996 - THE LARGEST GAMES FAIR IN EUROPE

WARZONE SPECIAL ESSEN SCENARIO KICKS ASS!



Leading the Legions of Darkness, the co-operating crews from Heartbreaker and Target Games tried to force the Corporations to kneel before the Dark Apostles. But did they succeed? On the above photograph we see Stefan Ljungqvist (black t-shirt with the Dark Legion mark), Chris Bledsoe's hair and cheek from behind on the left (hey, are you trying to hide, Chris?) and Warzone players kicking some Dark Legion butt.

TENCON '96 TENCON '96 TENCON '96 TENCON '96 TENCON '96

Hi Folks!

Les Robertson and myself just got off the plane after three days of representing HEARTBREAKER HOBBIES at TENCON. We had an awesome time spreading the religion of WARZONE and the MUTANT CHRONICLES universe!! BRRAAAAAPP went the sound of my Charger as we converted players of other TTGs to the Warzone system.

Tennessee is a hotbed of miniatures gaming. The local hobby store (and our host for the occasion), GAMESTOP, has three locations in the area. As for TENCON, the event was a huge success, overrunning its original small area to fill a 33,000 square foot convention hall.

Popular events at TENCON included showings of Japanese animation and a Mechwarrior 2 tournament run on a couple of Pentium computers, along with a series of lectures given by Lester Smith «creator of Dragon Dice», a sanctioned Magic: The Gathering tournament, and a Sunday afternoon gaming auction. The Society for Creative Anachronism was present and gave non-stop combat demonstrations with swords and full armor. But despite their valiant attempt to make some noise, our WARZONE system was the big attraction of the convention!

We met many enthusiastic gamers and taught several dozen of them how to play WARZONE. We also met Charles Jenkins from the Mutant Chronicles mailing list «I hate consumer goods!» and taught him the finer points of diving for cover when a RAZIDE starts shooting at you!

By early Saturday, Les and I had managed to teach enough people the system to almost sell out GAMESTOP's WARZONE rack, so

«Ahem!» we «convinced» them to go back to the store for more «wipe that blood off your sword, Les!». At the end of the convention on Sunday, the area had been pretty well picked over - they'll carry more of Heartbreaker's stuff now!

The original TENCON plan was to have just one WARZONE event slated for the entire convention. When we arrived on Friday, it only had two players signed up. After the demo, though, we'd added several players to the list - even when other demos were being cancelled due to lack of judges and interested players! Our players had a great time, it was LOUD AND FUN! CHAAARRGGGEEEE!!!!

Ultimately, the growth of the MUTANT CHRONICLES world is deeply tied to the success of WARZONE. The more that we players teach the system to our friends and acquaintances, the more quality gaming opponents you'll be able to find. Right now there are very few FREELANCERS out there to learn the system from Heartbreaker. This has to change!

Freelancers are needed in every state in the USA. The basic requirement is quite simple: YOU HAVE TO LOVE WARZONE!! Anything else, we can teach you - just email Les (thingfish@internet-95.com) or myself and we'll get you an application package, or write directly to Heartbreaker for info.

C'ya Later,

Pat Cannon (patc@internet-95.com)

Heartbreaker
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TENCON '96 TENCON '96 TENCON '96 TENCON '96 TENCON '96



We thought that it was time to talk with one of the men that has created a lot of the atmosphere and mystic of Mutant Chronicles with his great artwork. So we fixed this interview. The man I am talking about is C. Paul Bonner, age of 38, born in Yorkshire, England...

Chronicles: So Paul, lets start somewhere... How did it all begin?

Paul: In college I took a 3 year Diploma Course in Illustration. Harrow Art College. After that I started with an agency in London doing children's books, leaning towards folk tales and fantasy, which I always loved since I was a kid. And then after doing some freelance work for GW (Games Workshop. Editors note) I was offered a full-time-job — and so moved to Nottingham in '89. This became known as my "ork-period". It was exciting work, but restricting so I jumped ship to Kopenhagen, Denmark after 2 years.

Chronicles: And when and how did you come in contact with Target Games?

Paul: Nils found me (probably through Interpol) and persuaded me to do my first MC piece in about 91/92 (guy in blue armor with chimneys) — and with the help of various threats and promises has been persuading me ever since.

Chronicles: And how do you feel about working with the Mutant Chronicles universe? It is not exactly the normal type of Fantasy setting.

Paul: Because I've been involved with MC from the beginning (I think?) I've seen it grow and have seen my work grow with it. The guys at Target Games have given me a lot of freedom in how I portray the scenes they want — and so with mutual respect we create the best we can. A painting they are happy with, and one I can really throw myself into.

There is something special about the MC universe that pulsates

drink tokens of course).

Often it is some months later you see it again, and think that "if I ignore that crappy bit it is okay!". I was proud of "bits" in "Red Monster with girl hostage", and the one I'm doing so far is behaving itself so far. It's a kind of WWI trench scene. More mud than blood and... Imperial grunts going "over the top".

Chronicles: Which part of painting do you think is most challenging? And what kind of technique do you use when painting?

Paul: Drawing it. This is where I think I should have listened to my parents and teachers and become a fireman. Juggling huge machines and huge figures with huge guns and huge spikes — all onto a small rectangular piece of paper can lead to psychotic behavior. But if you don't get the drawing right nothing else works.

When I paint I use watercolour splodged on thickly — and just recently some inks and occasional 2 second bursts from a borrowed airbrush.

Chronicles: It sounds like you have a lot of work... Do you have any freetime, to do whatever you want?

Paul: If I have any time left for sleeping and stuff I do my own work. Dinosaurs have been a life long passion, so I'm working on a collection of paintings and models purely for my own pleasure.

Books: Moomintroll, Flashman, Pratchett, Paleontology

Music: Rockabilly, Honkytonk: Rock 'n' Rythm 'n' Roll 'n' Blues 'n' Boogie: Tchkaikowsky, Wagner, Sibelius.

Film: Many different - but stand out ones: Braveheart, Dracula (Coppolas'), True Romance, Last of Mohicans

Artists: Many, many but these come to mind: Bauer, Frazetta, Kirby, Shishkin.

See page 26-27 for more of Paul Bonner's Dark Eden artwork.



with life. I guess it's a world built to give life to these games — but it has such vibrancy, colour and logic of its own that it demands to be a visual thing.

Chronicles: You've made lots and lots of Mutant Chronicles paintings! Is there any painting that you're especially proud of?

Paul: It is difficult to say which painting I'm most proud of. I usually only see the bits I wish I could have done better. I'm sure lots of artists would tell you the same — that they spend so long with their eyeballs to the paper that they are usually sick of the sight of it and can't wait to get rid of it (in exchange for some food and

BY JEREMY
WEBB

TO THE BITTER END



Private Jones squinted through the early morning fog and rain at the ragged outline of the Bauhaus fortress. Bauhaus had invaded Imperial territory, killing the settlers outright and erecting this prefabricated fortress which had stood up to weeks of Imperial bombardment, but that was all about to change. Jones grinned to himself as he squinted into the fog, occasionally glimpsing the faint shapes slipping around the trenches and razor wire on their way to the fortress wall, right under the Bauhaus sensors.

"I'd almost feel sorry for those poor fools in that fort," he thought to himself. They had yet to deal with the mighty 32nd Trenchers.

Jones slid back down his trench wall and looked along it to the command post where the colonel was watching the deployment unfold, his personal detachment of Young Guards ever watchful for signs of danger. "We'll give you a good show, sir," Jones thought as he looked down the other end of his trench to where the mortar teams were setting up alongside the heavy weapons teams with their Southpaw rocket launchers. He almost instinctively gripped his gas mask bag, checking for the umpteenth time that it was in good working order. He had no desire to breathe in the tear gas that filled the rounds his fellow soldiers were readying.

Jones's sergeant spoke to him over the commlink. "Jones, confirm that the spotters and Grey Ghosts are in position." Jones edged up the trench wall once more, squinting into the gloom. Sure enough, the Grey Ghosts were out there, setting their deadly charges scant inches from the fortress wall. The spotters had taken up their positions, triangulating ranges to the fortress and relaying the information to the artillery units miles away.

"Confirmed, sir," Jones whispered into his mike. He snapped his gas

mask shut and tightened his grip on his Destroyer LMG, ducking down as the Ghosts detonated their charges.

The mortar teams and Southpaws opened up on the breach the Ghosts had created in the fortress wall, firing tear gas and high explosive rounds. Artillery shells whistled overhead, detonating in the air and shredding the Bauhaus soldiers caught on the battlements.

Jones leapt up to fill the breach as the Trenchers poured out of their trenches and stormed the fort. The heavy weapons Hurricane walkers advanced, mowing down the flight of Bauhaus Cobras that had just cleared the wall.

"To The Bitter End!!!" the colonel shouted as he lead the charge into the breach. "To the bitter end indeed," thought Jones, "The end for the enemy!"

OVERVIEW

The Warzone Archives series continues with the 32nd Trench Battalion. This exciting new addition to the Warzone universe covers the history and structure of one of Imperial's most famed regular army units. New troop types, weapons, and tactics are just some of the ways this book will expand your battles.

32nd TRENCH
BATTALION

A CLOSER LOOK

Naturally, the trench troopers will be the main attraction in the 32nd Trench Battalion Archives book, but here is where you'll also find rules for the Imperial Regulars, Young Guards, Grey Ghosts, and the deadly Hurricane Walkers, along with a lot more.

TRENCHERS

The 32nd Trench Battalion is one of the most famous regular military units in the entire solar system. In this book you can find everything you need to command them on your battlefield, with rules for deploying the 32nd and their artillery barrages in trench-style battlefields. General rules and tactical suggestions for Imperial offensive, defensive, and neutral missions are also covered in detail, along with plenty of rich background material.

GREY GHOSTS

The Grey Ghosts act as the assault engineers of the Trencher Battalions. The Ghosts are famous for sneaking into enemy territory before a attack in order to damage barbed wire fortifications and set explosive charges behind enemy lines. During the main attack, the Ghosts detonate the explosives, adding to the mayhem and destruction.

HURRICANE WALKER

The Hurricane walker is an Imperial Steam-Powered Combat Machine, IAF's most powerful squad-level weapons platform. It is equipped with a mighty armory of multiple heavy weapons and has special reinforced-strength armor.

For all this and a lot more, see Archives #2, The 32nd Trench Battalion (coming soon).



IMPERIAL REGULARS

The Imperial Regulars are the most common type of force fielded by the Imperial Corporation. Regulars are well trained and disciplined soldiers, willing to sacrifice their own lives for Her Serenity Victoria Paladine. The legendary trenchers are part of the Imperial Regular force and can be seen wherever the normal regulars are found.



A Trencher Sergeant peaks out of a Trench as a flashgrenade lights up the sky...





MAKING YOUR OWN TRENCHES

The main problem with making your own trenches is how to create a terrain feature that is below ground level. If your scenery is made up of modular terrain, you have the option of digging trenches directly into the different modules. Unfortunately, most gamers still place their scenery onto a flat tabletop and digging holes in the table tends to make parents (or worse, spouses) slightly irritable.

Instead of ruining the furniture, the best solution is to make inverted model scenery. "Inverted" scenery means that instead of making the trenches as depressions, you build up mounds around where you want the trenches to be, creating a depression inside the built-up scenery which will create cover for the models inside.

EQUIPMENT AND MATERIALS

Making inverted trench scenery is easy. All you need is some thick brown cardboard, some bits of polystyrene, a sharp hobby knife, PVA glue (any other glue will ruin the polystyrene) and some DAS Pronto, Polyfilla, milliput, or Magic Sculpt (from Forge World Models). DAS, milliput, and Magic Sculpt are claylike materials that harden when exposed to air, while Polyfilla is a general purpose cellulose filler.

DESIGN

Before you start making your trenches, take a moment to think about how you want them to look. Trenches should have sufficient space for four models, so leave a space at least 3.5" wide by 5" long. Also, if you want a long line of trenches (and not just foxholes), you will also have to think about the joints between the different sections.

If you take a closer look at the World War One-style trenches of *Mutant Chronicles*, you will see that they're usually made in straight lines and corners with few natural curves or bends. This is the look I went for when making the trenches for this article.

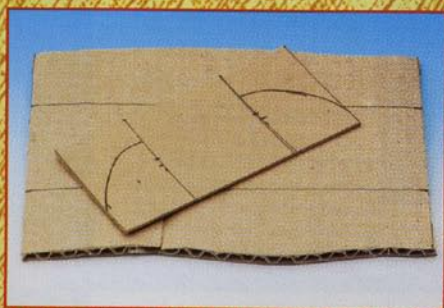
BUILDING THE ACTUAL TRENCH

When you've decided how you want your trenches to look, it's time to get to work. When I make trenches I always like to make them interconnectable, which allows me to decide the configuration of the trenches from game to game. It was with this aim of making my trenches as flexible as possible that I set to work.

THE BASE PLATE

First, I made a template to ensure that all the end-sections would fit together nicely. Since all the end-sections will be based on this template, this part is a one-time job. I had to leave space for an ordinary miniature's base to fit into the trench, and I add some extra space because miniatures are always a bit larger than their bases (take a look at the heavy weapon Free Marine, for instance).

For the first trench I started with the base plate. Measuring a length of



TRENCHER ASSAULT TROOPERS

BY THOMAS
ØSTERLIE

Green letters and numbers scrolled over Keslowski's line of sight. He had only gotten the implant last month, before his unit had been ordered to the front, and he still wasn't used to being fed with all this information.

It had been quiet for a while now, except for the meter that constantly went off to alert him to the slight toxic fume build up. One day, he was going to have to go through the implant programs and turn some of these functions off.

All of a sudden hell broke loose. Keslowski made the mistake of peeking over his trench and got hit by a wall of flame. As his integral systems started shutting down, his hearing sensors registered: "Trencher Assault Troopers! Retreat! Retreat!"

The Trencher Assault squads sweep the battlefield spearheading Imperial attacks. When the order for attack is given, they leap out of their trenches incinerating everything in their path. Behind them, the regular Trenchers mount the main attack.

The Assault Troopers work as a screen in front of the main attack, clearing a path for the Regulars to follow. Since little or nothing provides cover from their Hellfires and Wymbreaths, they usually manage to sweep a relatively clean path, often forcing their enemies to fall back to earlier positions.

The cover provided by the smoke of Trencher Assault weapons makes their head-on tactic less reckless than it might initially seem. But nobody would be wrong if they said the Trencher Assault Troopers were a bit crazy...

SPECIAL RULES

There are special rules that apply to the Imperial Trencher Assault Troopers. All rules that apply to Regular Trenchers also apply to the Trencher Assault Troopers.

DEPLOYMENT AND TACTICS

The Assault Troopers' role brings them all the way to the front of the battle line, where all the action is. When an attack commences, they leap out of their trenches, carbonizing everything in their path. During deployment the controlling player must deploy Assault Troopers in front of all of his other units.

Since their preferred tactic is to charge towards the enemy with their weapons blazing, they will never Hide and may subsequently never Infiltrate. Because of this, they will also never Panic or Rout.

COMMAND DISTANCE

Because of the wide area their weapons cover, the Assault Troopers are trained to operate in dispersed formation. Assault Trooper squads are leaderless (with no model ever acting as squad leader), and troopers need be no closer than 6" from any of the other troopers in the squad to be within command distance.

COHERENCY

Both the Hellfire flamethrower and the Wymbreath gas weapon tend to leak vaporized flame liquid, toxic gas and other highly flammable fumes. Because of this, Assault Troopers should never fire their weapons when they are within 3" of another Assault Trooper.

TRENCHER ASSAULT TROOPERS

CC	MW	PW	LD	AC	W	ST	MV	A	COST
10	12	-	13	3	1	0	3	26	40

ARMOURY

HELLFIRE

	CR	MX	FLAMETHROWER	
Hellfire	F	—	RM	DAM 18

The Hellfire is the standard flamethrower produced by Clan Bartholomew's second-largest arms corporation, FlameATec. Use the standard flamethrower templates with the Hellfire. Unless otherwise noted, the Hellfire can only be bought for the Trencher Assault Troopers.

WYRMBREATH

	CR	MX	GAS WEAPON	
Wyrmbreath	F	—	RM	DAM *

The Wyrmbreath is Imperial's infamous gas weapon, creating a green cloud of death in front of the Trooper which then sinks into the trenches to ravage enemy positions. Use the special gas spray template with the Wyrmbreath. Once the Wyrmbreath has been fired, the spray template remains in play until the Trooper uses an action to stop firing. If the unit moves, the template moves with him. If he is killed, the template stays in play for the rest of the turn, at which time it dissipates harmlessly.

All models caught by the template (Dark Legion models too) must roll under their Leadership or suffer a wound; there is no armor roll, although models with gas masks roll 15 or less to avoid the damage. Roll for each model that is hit by the template, enters the template, or is activated under the template, but models never need to roll more than once per turn. When fired, the dense clouds of smoke produced by Wyrmbreath lower battlefield visibility. Missile weapons fired through the gas spray template are at -4 to hit.

Trencher Assault Troopers are equipped with special protection units and are unaffected by Wyrmbreath. Unless otherwise noted, Wyrmbreath can only be bought for the Trencher Assault Troopers.

If an Assault Trooper does fire (or is firing; see the Wyrmbreath below) his weapon within 3" of another Trooper, he must roll under his Leadership value. If he fails the roll, he has set the other model on fire. Treat this fire as if it was a normal flamethrower attack. If there are several Assault Troopers within 3", only the closest one will be set ablaze on a failed roll.

If the Leadership roll is a fumble, something has gone terribly wrong. Not only has he set his poor fellow Trooper ablaze, but the victim turns into a deadly inferno as his fuel/gas tank explodes. Place the explosion template, centering on the victim. Models within the template are caught in the explosion, which should be treated as an ordinary flamethrower attack that inflicts DAM 18 on all affected victims.

EQUIPMENT

Due to their frontal tactics, the Assault Troopers are equipped with Imperial MK III Heavy Assault Armor, which is reflected in their slightly higher Armor value compared to Regular trenchers. All Assault Troopers also wear gas masks. Each squad of Trencher Assault Troopers will be armed with one of two weapons: the Hellfire flamethrower or the Wyrmbreath gas weapon.

This equipment is already included in the Trencher Assault Trooper's cost.

STRUCTURE

Imperial Trencher Assault Troopers always act as leaderless squads of 2-3 models.



5" on the cardboard. I made use of the template to make sure that the two end-sections were the correct width. Although the trench will be straight, I prefer making the borders of the base plate uneven - just make sure that, when you make the base plate, you leave at least 1" space on all sides for building up the trench walls.

THE MOUNDS

After preparing the base plate, it was time to start building the mounds to represent the cover which the trench will offer. Making sure to leave enough space for the models, I used PVA glue to attach several small roughly shaped pieces of polystyrene to the base plate around the "trench." These formed the rough shape of the mound.

Once the glue dried, it was time to bring the model to life. With DAS clay (or a thick mix of polyfill), I started filling in the cracks and spaces between the polystyrene pieces. At this stage, there are a couple of things you need to remember. First of all, stay within the template at the end-sections. If they differ too much, they'll look strange when you place them side by side on the tabletop.

Second, when making sectioned trenches, you will also need terminators. Instead of making an end-section at one end of the trench, continue with the polystyrene bits all around the sides, making a dead end. This same technique can be applied when making foxholes.

The last thing to remember at this stage is that you're trying to recreate actual earth mounds. Don't worry too much about texture, just try to make them look as natural as possible.

FINISHING IT OFF

I let the DAS dry for a day before I went back and finished the model by painting everything with PVA glue and sprinkling sand all over it. After leaving this to dry for another day, I painted everything brown, drybrushing afterwards in a lighter shade. Of course, the color you use will depend on the rest of your scenery, but remember that trenches are usually fresh earthworks and so grass probably won't have had much time to regrow.

Since my gaming table is green, I drybrushed the model borders green as well once all the paint had dried. Now my trench was ready for use with Warzone.

Happy modelling!

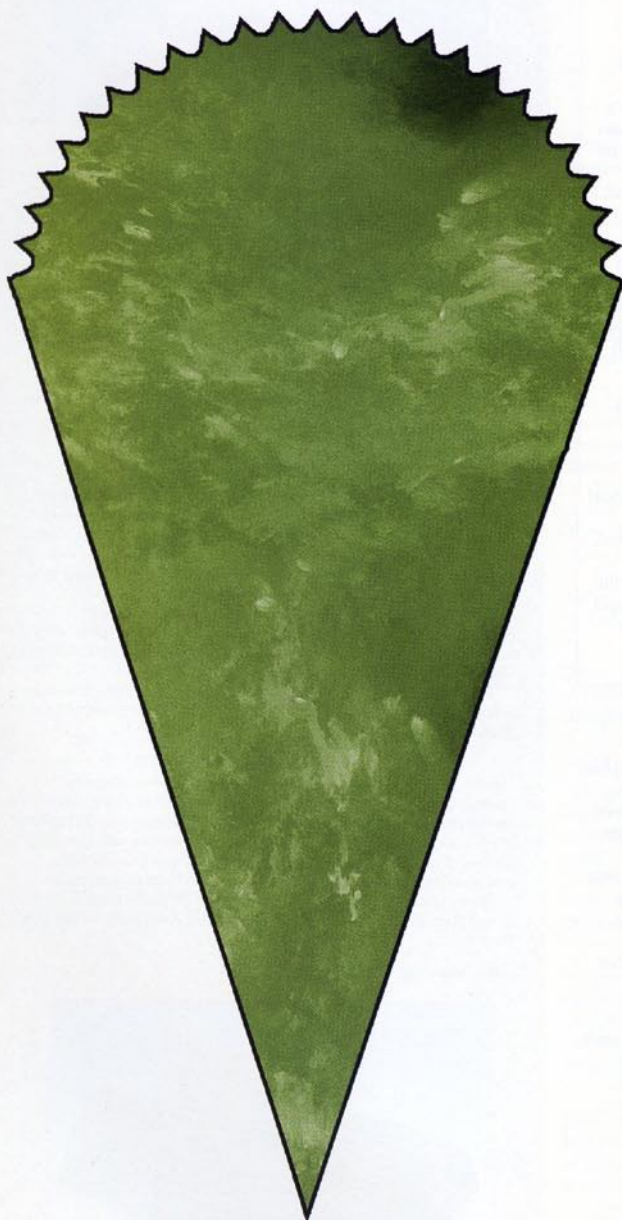


NEW FIGURES

WARZONE™

NEW FIGURES

NEW TEMPLATE



WYRMBREATH TEMPLATE

For use with the Trencher Assault Troopers

FURY ELITE GUARD

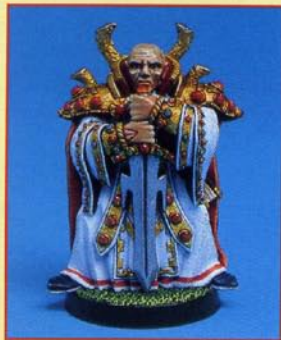
The Fury Elite Guard is very seldom seen on the battlefields, as their normal assignment is to guard members of the Curia and protect the Cathedrals from Dark Powers. If they are found on the field of battle, they are most often accompanied by a



Cardinal in the name of the whole Brotherhood.



FURY ELITE GUARD
#9525



CARDINAL DOMINIC
#9601



COMBAT WARHEADS

The Combat Warheads are just that: droids, fearless and cold, the ultimate warriors. The ability to make the Warheads is the one of the great achievements of Mishima and Cybertronic technology, as the Combat Heads handle their swords and Dragonfire HMGs with unbelievable skill. And, being droids, they never run from combat.



COMBAT WARHEADS
#9522

SUICIDE WARHEADS

Suicide Warheads are frightening robotic soldiers. Because normal ashigaru, samurai, and hatamoto refuse to work with them, most Suicide Heads are deployed as support troops for the Mishima Combat Warheads. Still, others can be seen in all kinds of forces. They are very useful warriors, programmed to run against the nearest enemy and blow themselves up.



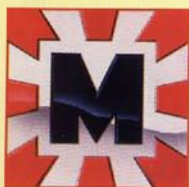
SUICIDE WARHEADS
#9523





DRAGONBIKE

The Dragonbike was specially developed to be used on the watery surface of Mercury, but when Mishima discovered how effective it is, Dragonbikes spread to all the populated planets of the solar system. It is armed with integrated Dragonfire HMG and a rocket ramp.



MISHIMA DRAGONBIKE
#9641

SHADOW WALKER



SHADOW WALKER
#9637





KARNOPHAGES

Unless heretics somehow manage to stop the degeneration process, most eventually become either Kadavers or Karnophages. Karnophages are what remains of heretics possessed by the Black Hunger, which forces them to eat fresh meat every day, no matter what (or who) it comes from. This terrible hunger draws them to the battlefields.



KARNOPHAGE
#9527



KARNOPHAGE
#9527



GOLEM OF DARKNESS
#9649

GOLEM OF DARKNESS

All human troops have reason to fear the Golems of Darkness. Bless the Cardinal that it takes a long time for the Legions of Darkness to create them! The Golems are droidlike beings who feel no pain or fear, and although their Dark Technology brains can only act on orders, they can learn and will never repeat a mistake.

REAPER OF SOULS

The Reapers of Souls are the dreaded assassins of the Heretic Cults of Algoth. They are armed with sharp Soulscythes that cut through bone and flesh like knives through butter and wear huge black-cowled cloaks which swirl about them in enormous folds.



REAPER OF SOULS
#9655

EAONIAN JUSTIFIER

These monsters are another of the Tekrons' creations, a complex blend of human DNA mixed together with spider and insectoid features. Their enormous claws are their main combat weapon, horribly infected with the black disease.

EAONIAN JUSTIFIER
#9653





VENUSIAN RANGERS

The Venusian Rangers are the most famous of all Bauhaus Special Forces. Their deeds of valor amid Venus's steaming jungles are legendary. It is the dream of every Bauhaus youth to wear the white skull mask and unadorned armor of the Rangers.



**VENUSIAN RANGER
SERGEANT**

#9861



**VENUSIAN RANGER
KAPITAN**

#9862



VENUSIAN RANGER

#9526



**VENUSIAN RANGER WITH
MG-80 HEAVY MACHINE GUN**

#9863



VENUSIAN RANGER

#9526

NEW FIGURES

WARZONE

NEW FIGURES



MACHINATOR

With the exception of the Machinator SW4100, the Machinators only fight in close combat. Their preferred tactic is to attack foes with the close combat units while the SW4100s kill anyone who tries to flee.



MACHINATORS
#9524

PERSONALITIES



TATSU
#9651



**AGENT NICK
MICHAELS**
#9662

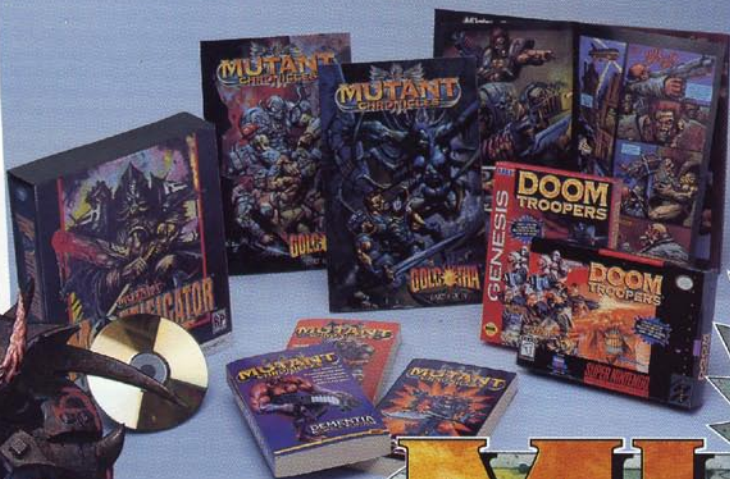


BIG BOB WATTS
#9646



**EDWARD S.
MURDOCH**
#9652





MUT CHRON



THE DARKEST AGE IS YET

Heartbreaker



INFINITE PERMUTATIONS

BY JEREMY WEBB, WITH ADDITIONAL MATERIAL BY JONATHAN W. COULTER



Deep within the bowels of the Cybertronic Headquarters on Luna, top operative Cal Needle was secretly meeting with his superior, the Nineteenth Executive. They sat in a dark conference room, with a glowing holographic table between them and a VAC secretary taking notes and operating the table's control panel.

"Most interesting, Cal," the Nineteenth Executive said, his voice eerily metallic and hollow sounding as it emanated from the speaker below his nutrient tank. "Please run the scenario for me once more, and change to a Venusian setting...say the lower Ring of Fire."

Needle turned from his superior and, casting his steely gaze on the VAC, said, "You heard him, Ms. Baker. Run it again, just as the Executive said: same troop composition, Venusian jungle terrain." The VAC nodded and turned to the terminal besides her, her fingers flying over the keyboard as she entered the new scenario parameters. The hologram on the table shifted, morphing into a miniature representation

of the dense Venusian jungle, with miniature Imperial troops and vehicles appearing opposite a large force of Bauhaus vehicles and troops.

The VAC pressed the enter key and the miniature soldiers leapt into action at a blinding pace, taking mere seconds to fight a battle that would ordinarily have taken hours. Although the holographic troops moved at a pace far too fast for normal eyes to follow, Needle's cybernetically enhanced eyes and the Executive's mechanical sensors did not miss a single nuance of the battle as it unfolded. In a mere span of a minute, it was over, Bauhaus defeating the Imperials by a huge margin.

"Yes, yes," droned the Executive. "I see your point, Cal. Now let us see this with Imperial fielding an equal amount of vehicular strength." Needle relayed the instructions to the VAC, who once more changed the parameters of the battle and restarted the holographic war. The troops of Imperial melted and reformed into a sizeable armored force, this time with Necromowers and Bauhaus Bullies dominating the field, and this time, the battle ended in a stalemate.

Cal took the initiative and said to the VAC, "Let's see a Capitol force fight, oh, say an Algoth force, equal troop composition, on Mars." The jungles of Venus faded away, replaced by the endless dunes of the Great Rust Desert of Mars, where a large force of Capitol tanks and flying vehicles tore into a large number of Necrotech vehicles and their demonic operators.

"Most enlightening," said the brain known as the Nineteenth Executive, as it floated in its nutrient bath. "Why don't we just simplify this and see what we shall see from a wholly random sampling of troops, force composition, size and terrain? Agreed?"

"Agreed, sir," Needle replied, leaning over the VAC and giving her the exact parameters he wished to see. She obediently typed in the codes for the random encounters and waited while the computer compiled the requested information. When it was ready she glanced at Needle, who nodded, and then she started the program. The room exploded into a torrent of light and color as battle after battle was fought at lightening speed on the table. Miniature Cybertronic TA6500s ripped into Mishiman Dragonbikes, Brotherhood Death Angels were bombarded into oblivion by Unholy Carronades, Bauhaus Bullies traded blows with agile Great Greys and Purple Sharks. The terrain shifted from jungle to arctic wastes, from arctic wastes to ruined city streets, streets into deserts.

Finally, after more than an hour of the blindingly fast simulation, the computer chimed its complete display of all possible scenarios and their outcomes. "As the data clearly shows us, sir," began Needle, "the need for military vehicular support is essential, and all trends in our competitors indicate a trend towards increasing vehicle numbers."

"I concur," the Executive replied. "Prepare a study of our own vehicular inventories and recommend any augmentations that you see fit to implement. Well done, Cal, as always."





#9630

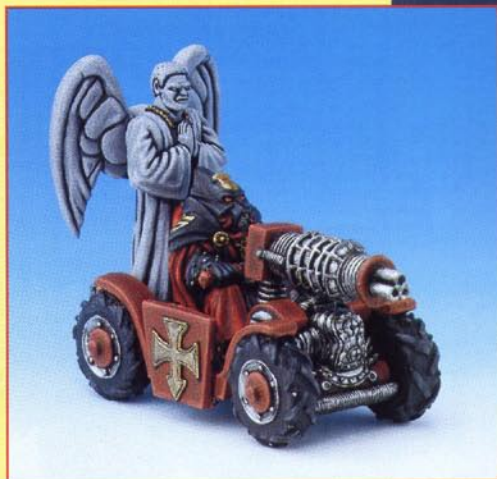
SCENARIO

In order to maintain an edge in combat, Cybertronic regularly conducts studies to determine its military strength in relation to its competitors. Corporate policy dictates that these studies frequently take the form of computer simulations detailing corporate forces in relation to

Cybertronic in a variety of troop sizes, composition, and terrain. After studying the conclusions of these simulations, Cybertronic then restructures itself as necessary.

This scenario is designed to help players become familiar with the new vehicle rules from Warzone Compendium

#2. It uses random generation tables to determine the entire battle. These tables will generate random troop size, percentage of vehicles in the force, and the terrain involved.



#9629

TABLE ONE

ROLL	# OF PIECES
1-3	none
4-9	one
10-15	two
16-20	three

TABLE TWO

ROLL	SCENERY TYPE
1-5	hills
6-9	foliage (trees, bushes, etc)
10-13	rubble
14-18	rocks
19-20	fortification.

TABLE THREE

ROLL	MAXIMUM FORCE STRENGTH
1-3	2000 points
4-10	1500 points
11-17	1000 points
18-20	500 points

TABLE FOUR

ROLL	PERCENTAGE OF VEHICLES
1-4	25% of total force
5-12	50% of total force (at least 1 vehicle)
13-17	75% of total force (25%)
18-20	100% of total force (50%)

TABLE SETUP

The playing area should be four feet by six feet (120 cm by 180 cm), divided into 12 equal zones, each two square feet in area. Now roll once on Table One for each area. This will tell you how many pieces of scenery, if any, occupy that square. For each piece of scenery, roll once on Table Two to determine its type. Of course, you are always welcome to substitute your own scenery categories.

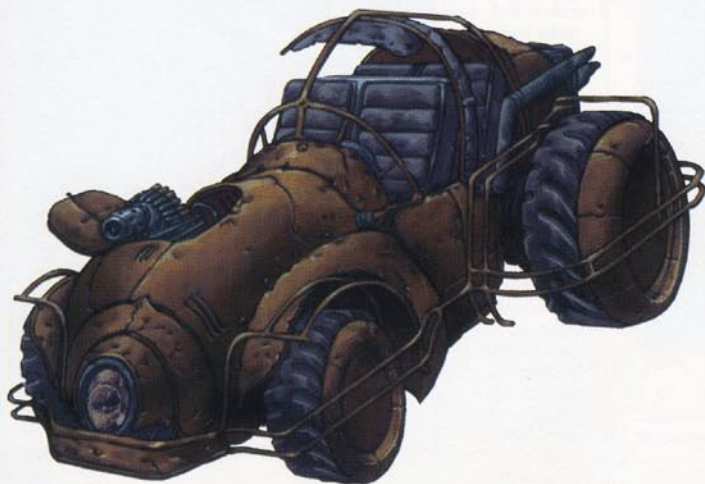
FORCES

Each player rolls on Table Three to determine the number of points available to him in constructing his force, then rolls on Table Four to see approximately how many vehicles he may have in his force. Determine deployment zones at all times using the standard Warzone rules.

VICTORY

After five rounds of combat or one player has lost all forces (whichever comes first) the players may either check scores to determine a winner or roll for reinforcements for each side (see below). If reinforcements are called, play continues for another three rounds of combat. In any case, the game ends after no more than eight rounds total.

To score the game, each player receives five points for each broken enemy squad and seven for each broken enemy individual. Routed or destroyed units are worth double their break value.



REINFORCEMENTS

If rolling for reinforcements, each player rolls once on Table Five to see how many points worth of reinforcements will arrive are coming into the battle. Make an additional roll on Table Four for vehicle requirements as well, using figures in parentheses when applicable.

All reinforcement forces are initially kept off table. During the activation phase of turn six, each reinforcement squad or

individual must be activated like any other, rolling on Table Six to determine the status and deployment options of each unit. Note that unless a unit is delayed, it may always enter the battle on the owning player's table edge.

Once the deployment option has been determined, place the unit on the appropriate table edge (or where otherwise specified by Table Six) with its rear edge even with the edge of the table. The model may then be activated as normal with its full complement of actions.

OPTIONAL VARIATION

The option listed below is a variation of the same scenario with minor modifications. Both players should agree whether to use this option before starting the game.

This option automatically assumes that reinforcements will be called, extending the game to the full eight round duration. Before the game begins, roll on both Table Three and Table Five to determine the strength of both starting forces and reinforcements.

Reinforcement units may be deployed during any turn including turn one. Before rolling on Table Six to see how the reinforcements arrive, roll 1d20 to determine whether they arrive at all. Subtract the number of turns the game has been played from the die roll, and if the result is eight or less, the reinforcements arrive normally and deploy according to Table Six. Otherwise, the unit has gotten lost or detained and will not be available to participate in the battle (lost reinforcements do not count toward victory scoring).

TABLE FIVE

ROLL POINTS WORTH OF REINFORCEMENTS

1-3	1000 points
4-10	750 points
11-17	500 points
18-20	250 points

TABLE SIX

1d20 ROLL - DEPLOYMENT OPTION/STATUS

1 - Rear Attack: The activated squad or individual has pulled off a tactical surprise. Do not place the unit on the table during this turn; instead, hold the unit in reserve until turn seven. During turn seven, the unit may deploy anywhere along the enemy's table edge once activated.

2-3 - Flank Attack: The activated squad or individual was able to outflank the enemy and may enter anywhere along either table side during this turn.

4-6 - Flank March: The activated squad or individual is attempting to outflank the enemy. Do not place the unit on the table during this turn; instead, hold the unit in reserve until turn seven. During turn seven, the unit may deploy anywhere along either table side once activated.

7-9 - Airdrop: The activated squad or individual is helicopter deployed according to the rules in the Warzone rulebook. Enemy units under Wait orders may shoot at the helicopter using the same rules.

10-19 - Normal Deployment: The activated squad or individual may deploy anywhere along its own table edge.

20 - Delayed: The activated squad or individual has been delayed and may not be deployed this turn. Roll again on this table next turn when it is activated.

THE BANSHEES

BY SAMI SINERVA
CONTRIBUTIONS
FROM T. JORDAN
PEACOCK



It was the first day at her new assignment. Yesterday, she had finally passed the last test and given her oath, and now she had her new red uniform and her flight pack. Now she was a corporal. Corporals usually had a number of men under their command, but not her...not here. Here, she was just a mere "trooper," but for the first time since her parents had been killed, she felt happy. Now it was time for vengeance, time to kill the heretic Mishimen who had slaughtered her entire family. Trained to fight Mishima and the Dark Legion, she was now a Martian Banshee.

The Banshees are one of the more unusual special units in the Capitol ground forces. Each Banshee carries a 60-pound heavy rocket pack on his backs which allows them to fly up to 200 mph with frightening skill. They use this maneuverability to wreak utter havoc on the battlefield.

In particular, the Martian Banshees have proven to be one of the most durable of the Capitol special forces, surviving when others have disappeared. They were first seen in the Great Rust Desert of Mars during the first Cardinal's reign. When several innocent families were slaughtered by Mishima Samurai, their children who had gone off to army basic training were devastated by the senseless destruction. They swore that their families would be avenged.

The determined youths stole several Mars infantry armor suits and rocket flight packs, then left the training camp armed only with standard-issue M-50s. Filled with righteous fury, they hunted the enemy until they had slain every last Samurai, giving the Mishima force no chance to survive.

Since most of the Samurai had been wearing warrior masks with demon faces and forehead symbols resembling a knifelike cross, the avengers took these masks as trophies. Ever since that time, all Banshees have worn ceremonial masks of similar design.

So began the Martian Banshee special forces units. At first, the CAF (Capitol Armed Forces) refused to accept the vigilante youths who comprised the Banshees, so the Banshees made several raids into Mishima territory on their own initiative. When the pervasive Capitol media made heroes out of the Banshees, the CAF was forced to recognize them as a legitimate part of the corporate military.

When the Dark Legion revealed its rotting face on the surface of Mars, it also became a major enemy of the Banshees. As it turned out, the cross/knife mark on the Samurai masks was the sign of Algeroth. Although by this time the hatred between the Martian Banshees and Mishima was too deep to ever peacefully resolve, this knowledge gave the Banshees someone new to hate.

Initially, the Martian Banshees were made up only of people who had lost family members in the struggle against the Mishima corporation or the Dark Legion. However, today they consist of all kinds of people who have lost their families in the seemingly eternal ongoing war. During the last decade, the Banshees have also spread to the other colonized worlds in the solar system; these different types of Banshees have kept a common background, training regimen, and armaments along with the famous name.

The standard tactics employed with the Banshees is to spearhead AFC operations - a dangerous role, as the fact that the Banshees have the largest death rate of any force in the entire CAF demonstrates. But those who become Banshees aren't afraid of dying. Instead, they care only for the death of their enemies, no matter what the cost. For this reason, members of other Capitol units tend to keep their distance from the Banshees. A person with only death in their eyes, after all, does not make for a pleasant companion.

APPEARANCE

The Martians are by far the best known of all Banshees, but there are currently three main branches: Martian, Venusian and Mercurian. Some Banshees with variant rocket packs have been deployed in the Asteroid Belt, but these have not yet been seen in conventional ground-based conflicts. Because all Banshees deliberately want to be seen by their enemies during attacks, no Banshee will ever wear sky-like or other aerial camouflage colors. Instead, they rely on the



intimidation value of whole squads of Banshees dropping out of the sky all at once, a sight which prompts most normal soldiers to take flight or at least forget everything but going on the defensive.

In Warzone, the differences between the different types of Banshees are largely cosmetic. Unless otherwise





Martian Banshee



Venusian Banshee (polar)



Venusian Banshee (normal)



Mercurian Banshee

noted, all Banshees follow the same rules as the Martian Banshees in the Warzone rulebook. Banshees, regardless of type, are traditionally armed with the M-50 assault rifle. They cannot use heavy weapons, due not only to the weapons' weight and bulk but because it is impossible to brace in mid-air.

Martian Banshees' armor is colored in the traditional "Banshee" colors (red, with some details in black). These are the most common of the Banshees, and therefore this uniform is the most widely recognized.

Venusian Banshees are the newest branch to the Banshee forces. Their armor is either skull white (in the Rings of Ice and Winter) or in a green camouflage scheme (in the other Rings of Venus).

Mercurian Banshees are known for special guerrilla-style attacks in strategic locations on Mercury. Their armor is usually black, with some variations in dark blue. Their facemask differs from the normal design, being a split between a white "happy face" and a black "sad face." They also carry melee weapons such as Punisher short swords or Ceremonial Blades confiscated from defeated Mishiman foes.

RANK STRIPES

The Banshees only recognize five ranks: Corporal, Sergeant, Captain, Colonel and General. Very few ever reach the grade of colonel or general, but a prospective Banshee must have reached the rank of corporal to even join the force. Typical Banshee squads consist of 3 to 5 corporals, led by one sergeant, who is responsible for training and is assigned to corporals since they first arrived at the Banshee training camp on Mars. Captains are solo Banshee warriors who are not attached to any squad. Above the captains, four colonels (one for each colonized part of the solar system where the Banshees may be deployed: Mars, Venus, Mercury, and the Asteroid Belt) report to the General, who is the head of all Banshee forces. The General runs the Martian training camp and is very rarely involved in actual combat, but he does still take to the field personally.

THE VENUSIAN BANSHEES

The Venusian Banshees wear a lighter variation of the Banshee uniform, sacrificing protection for the greater maneuverability needed for skimming along the treetops of the Venusian jungles and the forests in the Rings of Ice and Winter.

Venusian Banshees have an Armor of 22 and the special ability of Treetop Skimming, but otherwise they have the same points cost and statistics as Martian Banshees. Treetop Skimming allows Venusian Banshees to fly through jungle/wooded terrain, although they still are subject to the usual Difficult Terrain penalty to movement. While skimming, their flight movement drops to 5" per move action.

Flying at "Treetop Level" counts as being in Soft Cover, and lines of sight to and from treetop units are subject to the normal restrictions that apply to jungle/wooded areas, with the exception of models that are airborne or otherwise at higher elevations.



Martian Banshee Hero (#9859)

These models can see the Venusian Banshees without restrictions, and vice versa. While at Treetop Level, Venusian Banshees cannot engage in close combat, they cannot Hide, and the speed of movement and the whine of their rocket packs cancels out any penalty to Spotting (if applicable) that their cover might offer.



CORPORAL



SERGEANT



CAPTAIN

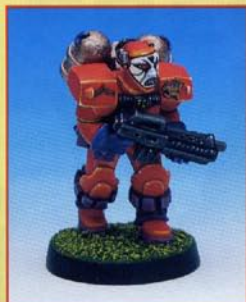


COLONEL



GENERAL





Martian Banshee Trooper (#9521)

THE MERCURIAN BANSHEES

The confines of the tunnel networks of Mercury limit the usefulness of airborne assaults, so the Mercurian Banshees have modified the Banshee rocket pack to sacrifice the highest speeds in exchange for increased maneuverability. They are specially trained in guerrilla warfare tactics suited to their unusual equipment.

Mercurian Banshees are often armed with weapons such as Punisher swords or Ceremonial Blades scavenged from their enemies.

Mercurian Banshees have the same statistics and cost as Martian Banshees, with the exception that they have a CC of 14, a MW of 12, and a MV of 6 whether on the ground or in flight. Their rocket packs are so maneuverable that they may use them to aid in movement on the ground. They may pass over gaps, pits and water hazards with no penalty to movement, and may even move straight up sheer surfaces.

However, it should be noted that the Mercurian Banshee cannot Infiltrate while using the rocket pack in this way. Although Banshees of any sort may Hide, the noise and fury created by their rocket packs is too much to allow Infiltration except by foot. If Mercurian Banshees wish to Infiltrate, they have to do so at a base MV of 3, with the appropriate penalties for doing so.

They also have a special tactic: the Mercury Ambush. If a member of the squad is Waiting, and sees an enemy model take a visible action that he can react to, you may use not only his Wait action but those of all other Waiting members of the unit to perform Charge actions. Even members of the unit who do not initially have line of sight to any enemy can use this tactic. As per the new combat rules in Compendium #1, each Banshee may each make a close combat attack with a +2 bonus to hit and to damage at the end of the Charge action. This ability allows a single member of the unit to act as a "scout," with the others out of line of sight waiting to charge in once enemies are spotted nearby.

PERSONALITIES

At 40 years old, General Connor N. Panzer is the oldest surviving Martian Banshee, having survived hundreds of battles through a combination of skill and dumb luck. He once saved the President's life, and when the General before him died, there was no need to look

around for a successor. Colonel Connor N. Panzer was the obvious choice. He can count the number of battles he has personally been involved in since then on the nine fingers of his hands, each of them at the direct request of either the Brotherhood or the President.

General Panzer wears a special set of Cybertronic armor with an enhanced flight pack. The flight pack has superior speed and acceleration. In battle, he carries a normal M-50 with an attached Type II grenade launcher that shoots AP (armor-piercing) grenades (see p. 8 of *Chronicles from the Warzone* #4 or *Compendium #1: Dawn of War*) for rules on Type II grenade launchers). He also carries the Capitol Honor Sword as a token of his exemplary service to the corporation.

SPECIAL RULES

Gen. Connor N. Panzer follows all the rules for the Martian Banshees in the *Warzone* rulebook, except that his modified Banshee pack gives an air movement of 12". He never Panics or Routs.

EQUIPMENT

Gen. Connor N. Panzer is armed with the M-50 assault rifle with Type II grenade launcher attached. The grenade launcher fires AP grenades. He also carries a Capitol Honor Sword. This equipment has already been figured into the Gen. Panzer unit cost.

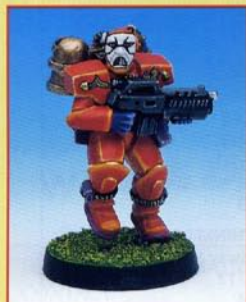
The statistics for the Capitol Honor Sword are as follows:

CR MX RM DAM
CC - - 13(x2)

The Capitol Honor Sword is awarded to individuals who have shown exemplary performance in Capitol's military.

STRUCTURE

Gen. Connor N. Panzer is an individual model, and as he is a personality, you can only have one General Panzer on the field and cannot give him any Heroic Abilities under the Optional Rules. He can only be fielded if you have at least three squads of Banshees in your force.



Martian Banshee Trooper (#9521)



Martian Banshee Sergeant (#9858)



GENERAL CONNOR N. PANZER

CC	MW	PW	LD	AC	W	ST	MV	A	COST
16	17	-	19	5	3	1	3	26	80

CARTEL AFFILIATED

The Dark Legion approaches, leaving a wave of destruction in its path. New Citadels are erected, some even crushing outposts that were loyal to their Dark Soul. Can nothing stop their quest for dominance? To answer this onslaught the Cartel is establishing their own line of defense.

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The Solar System is a mayhem of chaos. The Dark Legion's heretical minions conspire and makes war anywhere possible. Desperate humans try to do anything to protect themselves from the growing anarchy. Though, the darkest age is yet to come!!! But there is faith in the number of still anonymous warriors that can be found all over the Solar System. The Freelancers!

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BRING YOUR MINIATURES
DOWN TO EARTH

BY STEFAN
LJUNGQVIST,
CHRIS BLEDSOE
AND DAVE JONES

-DARK EDEN FOR WARZONE-



DARK EDEN FOR WARZONE

In the Mutant Chronicles universe, Dark Eden is forsaken Earth. Soon, you'll be able to command your very own tribal force, and even pit large resin beasts against your friend's Dark Legion or corporate force.

Dark Eden will be a complete new expansion line for Warzone including both metal and resin figures sculpted by the awesome Heartbreaker Design Studio: Phil Lewis, Tim Prow and Neil McKenzie and other. The first figures will hit the store shelves around the world in the middle of '97 together with the European Sourcebook, the first Heartbreaker/Target Dark Eden Warzone release featuring

THEN CAME THE Great Exodus.

The Earth, her soil fatally stained by the Corporations' centuries of environmental abuse, inevitably showed humanity the consequences of their indifference. Her riches and resources were soon exhausted; the atmosphere gradually surrendered to the heavy pollution spewed out by the corporate societies.

New diseases emerged from Mother Earth's womb. Viruses started to spread like wildfire, some more fatal or dangerous than others. All Corporations issued mandatory virus tests; those contaminated by the most heinous ones were stripped of their corporate affiliation and shipped like cattle in huge transport vessels to enormous underground quarantine bunkers in South America. In the end, South America was completely isolated and its people left to their destiny; but this was not enough.

The corporate leaders, working together for the first time in centuries, enacted massive plans to save their people and their livelihoods. Luna, Mars, Venus, even Mercury were terraformed to accept humanity. Enormous arks were constructed to carry the best and brightest to their new homes. Capitol ventured to the moon and Mars; Bauhaus tamed the wild jungles of Venus; Mishima fortified themselves within the soil of Mercury; Imperial, ever unwanted, sent their Conquistadors to every corner of the solar system, only to settle among the floating rocks of the Asteroid Belt. The brightest of humanity was saved.

But that is another story.

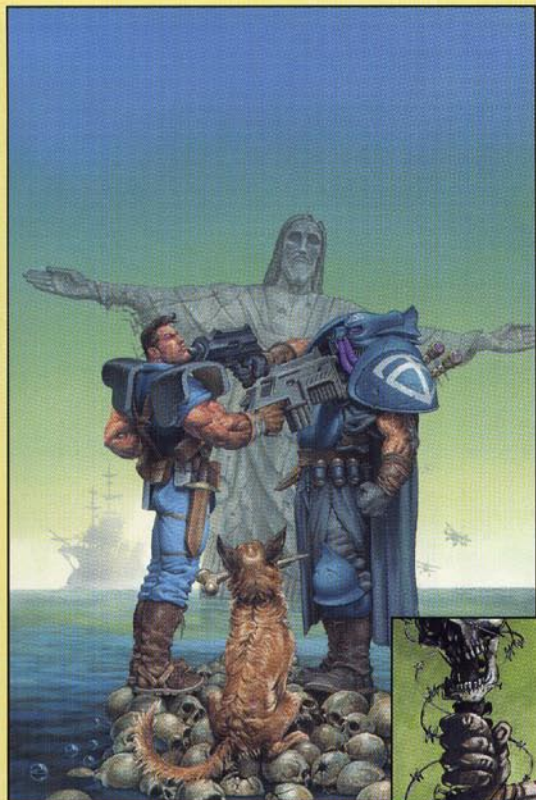
the four major European tribes: The Sons of Rasputin, The Templars, Crescentia, and The Lutheran Triad.

Here you can see a selection of sketches that provide inspiration for the miniature designers' work, along with some artwork from Paul Bonner and Peter Bergting.

We'll have more and detailed info for you in the Chronicles soon. Until then!

THE SONS OF RASPUTIN

The Sons Of Rasputin are strong in the northern and northeastern portions of the area once known as Europe. Their vast smoke-spewing, coal-driven cities are like blisters



on the surface of the world, further corrupting the already-polluted atmosphere. Their constantly-expanding reich knows no bound, and those who refuse to surrender to their huge war machines and technological advantages suffer dire consequences.



CRESCENTIA

With roots in southeastern Europe, the nomadic tribes of Crescentia are constantly on the move in their eternal quest to find a home. These nomads breed enormous beasts trained to serve as workers, protectors, and battle support. The largest beasts are used to carry whole parts of their villages from locale to locale. Crescentia's chosen leader, the Khan, guides them with pride and confidence through the power of their legends, channeled through the holy Prophets.

THE TEMPLARS

The Temple of the Deified Children of Mother Earth reigns supreme in the southwest and central part of what used to be Europe. Their symbol of supremacy - two crossed tusks - is everywhere. Not only are they the best organized of the European tribes, they are also the most zealous. They are a race of genetically mutated humans, perfectly adapted to the Earth's toxic environment. Feeling that this is nature's way of giving them dominion over the Earth, the Templars have proclaimed themselves the true rulers of Dark Eden and see "normal" people as slaves and workers for the new world - the Temple's new world.



The Sons of Rasputin



Crescentia



The Templars



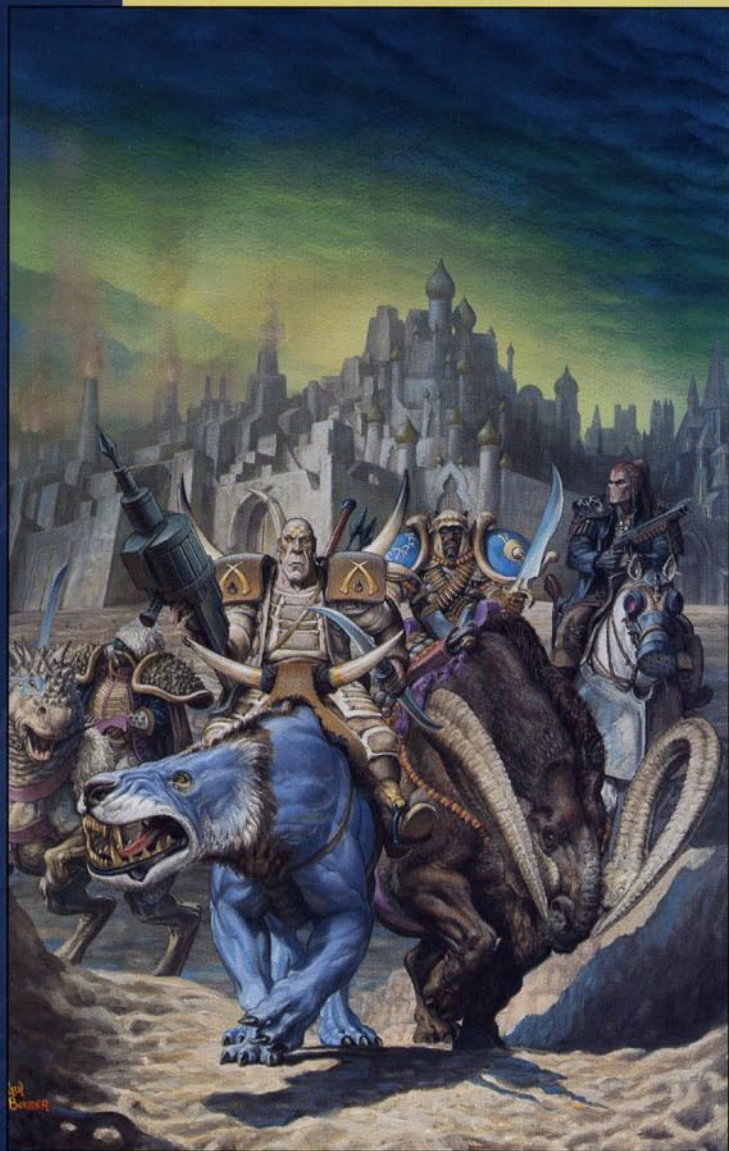
The Lutheran Triad



Valpurgius / Dark Legion

THE LUTHERAN TRIAD

In the northwest, the Lutheran Triad struggles to defend their lands against the ruthless Sons of Rasputin invading from the east and the malicious Templars from the south. Hopelessly outnumbered, they place their hope in kin, courage and faith. Their holy Patriarchs lead them with words of devotion and rituals of self-sacrifice. In order to survive in their forsaken world, each Lutheran is surgically altered at birth, resulting in a completely smooth lower face. Communication is by sign language and telepathy, with breathing and nutrition



provided by a small metallic filtering apparatus inserted into the back of the gullet and windpipe. This necessary mutilation, combined with telepathic bonds, has a powerful effect on the Lutherans' common faith and dedication to the tribe.

The vast rest of us were left here by the Great Abandonment, plagued by disease, ruin, famine and anarchy. Our planet's climate and environment changed rapidly. The ozone layer, frayed and torn, yielded to strange greenhouse effects which twisted the Earth and the beings left to suffer its desolate soil.

Meanwhile, the Dark Symmetry awoke.

Paranoia and corruption clutched what was left of civilization. As nuclear launches targeted Earth's continents in a last attempt to wipe out the sources of disease, small groups of chosen people were evacuated to makeshift underground shelters. South America was struck hardest, parts of it sinking into the Atlantic. Ash and nuclear dust turned the skies black as the remnants of civilization struggled and died and the chosen ones rose up from their makeshift shelters.

Nations formed and fought. Empires expanded. The primitive peoples explored the ancient ruins that escaped the destruction, rediscovering caches of old technologies long forgotten. They found weapons, and the strong grew stronger.

Amongst it all, the Dark Legion toiled. They befriended tribal leaders, and made enemies of the pure. They coexisted with humanity, and were welcomed with open arms by many.

They taught, they controlled, and, with human allies, they grew in power.

Throughout all the centuries, one thing was remembered by all: how their off-world kinsmen had abandoned them. Far away on Luna, the Brotherhood became aware of the reawakened Earth. They saw the progression of civilization, and they felt the taint of the Dark Legion. They looked down upon their long-forgotten birthplace with dread, for they knew a new paradise had formed. A paradise formed of warfare, tribal rule, and the taint of evil. And they renamed the Earth in its new image...DARK EDEN.

QUESTIONS & ANSWERS



QUESTION: Someone has told me that all close combat weapons that have a DAM multiplier are automatically Sweep weapons. Is this true?

ANSWER: No, it is not true. A weapon without a DAM multiplier could be used to make Sweep attacks with, and vice versa. Sweep capability, like Heavy Weapons and Fireburst capability, depends on the weapon description. You're only allowed to create firebursts with weapons with fireburst in their description; sweeping is the same.

QUESTION: What are the Blood

Beret sergeant's official statistics? I've found two different versions in the rulebook (in the Examples and the Army List).

ANSWER: The Army List stats on page 87 in the rulebook are correct. The Examples point costs on page 63 were incorrect in the FIRST EDITION of the book.

QUESTION: Another Blood Beret question. Does the BB captain really have an Armor Value of 26 (when all other BBs get 24) and 3 wounds (when all other captains get 2)? Are these values good, or simply misprints?

ANSWER: A: 26 and W: 3 is correct.

QUESTION: The "beam in" ability that the Triangled Wheel Templars have (seen in Chronicles from the Warzone #2) raises a few questions. First of all, when you beam a unit in, does it immediately get to take its actions, or does it end its turn just waiting like airborne troops would?

ANSWER: It works in the same way as helicopter deployment: the Templars have to wait.

QUESTION: Also, since Triangled units deviate, how does one place them?

ANSWER: The central point indicates the location of the High Templar of the unit, with the rest of the units placed anywhere within command radius. The Templars' owner decides their initial facing.

QUESTION: Last "beam in" question: Since I have a lot of catwalks and buildings, I need to know whether units targeted to "beam into" a multi-level structure can beam directly into the lower levels, or can they only beam down into areas open to the air?

ANSWER: They can only beam to an area that is open to air.

QUESTION: We're playing a lot of multiplayer games. When a scenario says that the opponent gets the option of doing something, which of the opponents is allowed to do it? We roll a die and the one who

rolls the highest gets the right to do it.

ANSWER: Yes. That is exactly how you should do it. You all roll once; the highest roller gets the choice.

QUESTION: Can flying models Hide/Infiltrate while flying?

ANSWER: No.

QUESTION: How often can the Combat Medic unit be used in a turn?

ANSWER: Every time a figure with a Combat Medic unit gets wounded, he is allowed to roll for the unit. But remember: If a figure only has one wound left, and he is wounded again, he will be dead before the Combat Medic unit will take effect. This goes for the ability called Luck too.

QUESTION: If you are wounded by a Flamethrower and you use your Combat Medic unit to heal the wound, are you still on fire?

ANSWER: Yes.

QUESTION: What kind of Grenade Launchers does the Chemiman have (see Compendium #1).

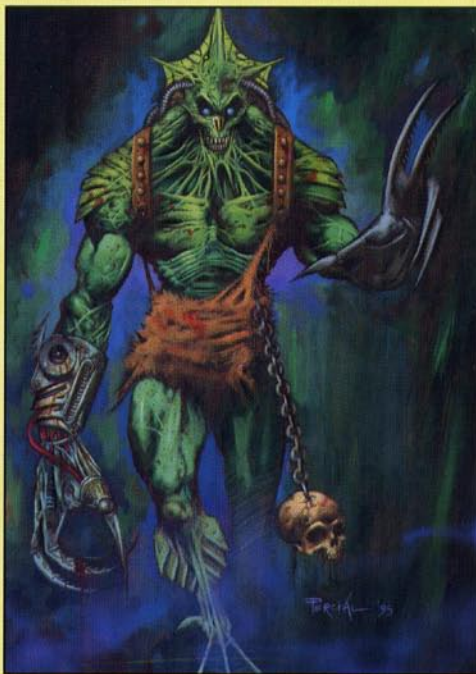
ANSWER: Both of them are counted as a Grenade Launcher Mk.II that uses the explosives template.



#9612



#9610



SECONDARY ATTACKS

We've heard that people have had a hard time understanding the secondary attack rules, so we've tried to clarify them here. (All examples use the new Close Combat rules from Compendium #1 and Chronicles from the Warzone #1).



Any figure with two visible weapons is allowed to use a secondary attack.

Example: A Samurai carrying a Shogun Assault Rifle and Ceremonial Swords on his back is allowed to make one secondary attack, as would be a Capitol sergeant with a Chainripper in one

hand and a M13 Bolter in the other.

In some special occasions it happens that a figure may even have three weapons, but only one of the three is a "primary" weapon and one other the secondary. You must nominate the third weapon as a "primary" or secondary weapon, or else you're not allowed to use it at all.

Example: The Samurai above has two swords on his back and one Shogun Assault rifle, totaling three.

Whenever you activate these figures, you can choose which weapon will be secondary. A figure with a secondary weapon gets one extra action with it per turn, but only the "primary" weapon can be used with any other actions.

Example: You activate a Mishima Samurai and say that his secondary weapon is one of his Ceremonial Swords and his "primary" is his Shogun Assault Rifle. In your turn, the Samurai moves once, fires the Shogun, charges into close combat with his third action (he can't attack again because he is not allowed to use the Shogun in close combat). Then he uses his secondary attack to strike his opponent. The next time the Samurai is activated you nominate both his swords as "primary" and secondary. The Samurai starts with striking with his "primary" weapon the three first actions, then he uses his secondary attack (the fourth total) to strike with the other sword.

The secondary attack action can be performed anytime during the other actions.

Example: The Samurai in the example above is activated again and you nominate the Shogun as his secondary weapon. The Samurai kills his foe with the first strike with his blade and uses his next action to move. For his third action, he uses his secondary attack to fire at a foe 4" away from him. Finally, as his third normal action (his fourth total), he charges the foe in close combat and strikes him down.

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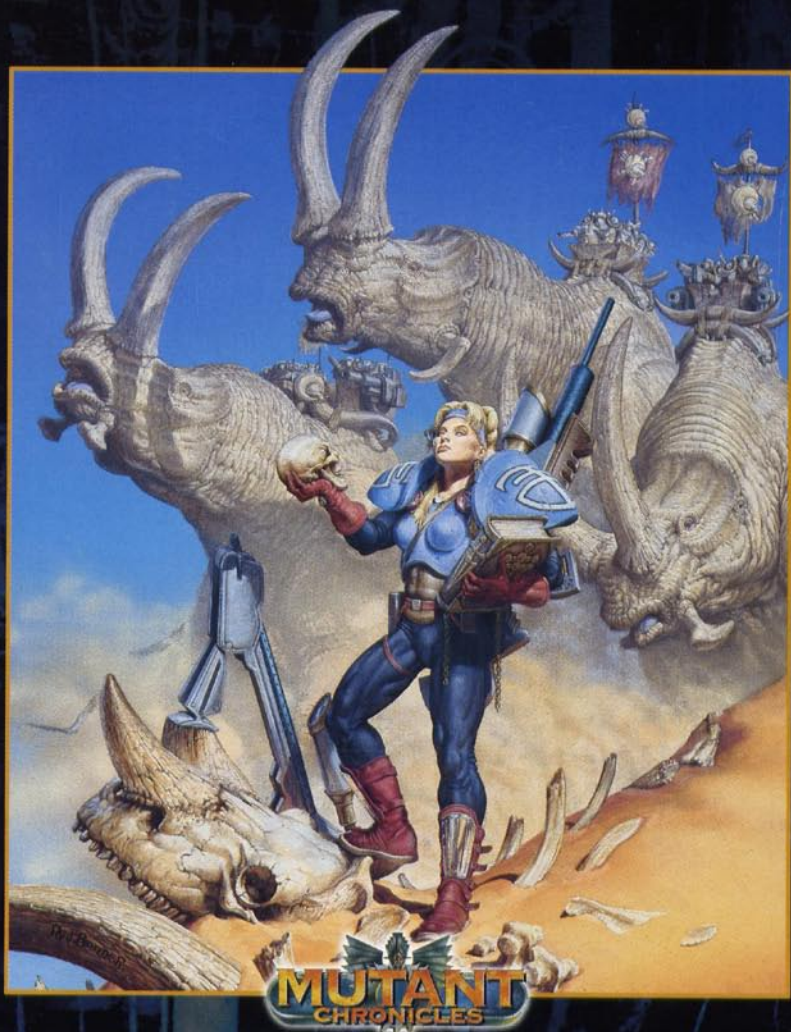
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