



#9 1997

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

CHRONICLES™

FIRST RANGE
OF DARK EDEN
FIGURES

CHRONOPIA
PREVIEW

DEN DEVILS
WARHEADS

AND A LOT
MORE!!!

WARZONE™

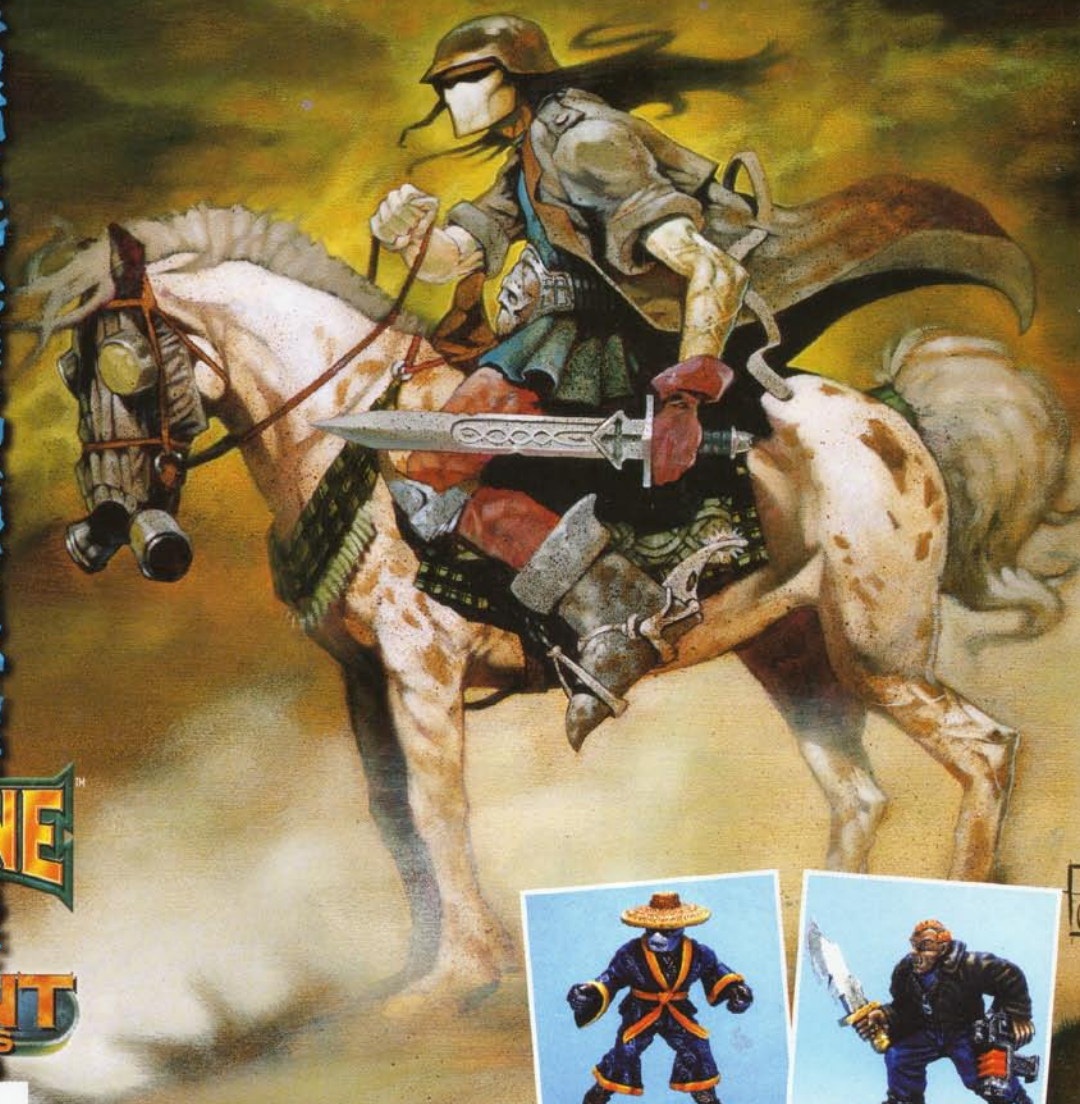
MUTANT CHRONICLES

ISBN 91-7898-482-3



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Heartbreaker™



131

WORLDS AT WAR™ DARK EDEN™

Dark Eden - The awesome new Sourcebook for Warzone!

Dark Eden is the first Sourcebook for Warzone set on Mutant Chronicles Earth. It brings even more variety to your favorite game.

The Dark Eden Sourcebook features the exotic setting of Earth, with complete information for waging war under its harsh conditions, including:

- Full details of the four major native Dark Eden tribes and the local corporate and Brotherhood emissaries!
- Rules for taking Dark Eden tribes off-world, and for bringing "normal" Warzone forces down to Dark Eden!
- Extensive coverage of the Dark Legion and their activities and forces on Dark Eden!
- Terrain Effects, Special Abilities, Beasts, Special Models and the most extensive force lists and armories ever presented for Warzone!
- New dynamic markers and templates - all on heavy-stock cardboard!

UNLEASHED SEPTEMBER '97



Heartbreaker™



IN THE STUDIO

By the time you read this, at least two-three months will have passed since I wrote it. But, I thought I'd tell you what has been going on. We have set up a design studio in Edinburgh, Scotland. Dave Jones is coming from Philadelphia to start working here, and I myself am on-site and steaming at full speed on Chronicles. Roy Eastland, our latest addition to the sculptor crew, will also soon start work at the studio (actually he will be the first one to put his hands to creating the new line of fantasy figures. See more about that below). And Peter Flannery has almost finished the first model ever made within these walls: a Dark Eden rivetbull! It is going to be a great beast! Tasty, John says. Look for more of Peter's work in the resin section of this issue. Soon you'll be able to visit, and play a game or two against us, at the Design Studio (we're setting-up some battlefields, with loads of figures, in the Studio's cavernous attic). We are also discussing putting up a web-site, where you will be able to get all the latest news direct from the studio. This is just in the planning stages right now, and no official decisions have been made. But, the idea is you'll get firsthand information on what we're doing as it happens - photos, previews, progress reports and upcoming release dates.

So, did you notice? No? Yes! Chronicles is sixteen pages thicker! AGAIN! To give you more of the best. And, since the fantasy game Chronopia is shaping up here in the studio, we knew 32 pages would not be enough. We're not even sure 48 pages will do. Regarding Chronopia, check out the preview on page 37!

Oh, yeah! I almost forgot! We also asked Thomas Østerlie, one of our Chronicles contributors, to write a few words about the Dark Eden Sourcebook, due for release anyday now. You'll find his article following the Chronopia preview.

That's all for now!

Take care,

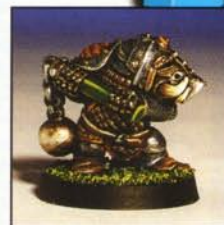
Sami Sinervo
Editor-in-Chief

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#9519



SAMI SINERVO

"I need it 4 weeks ago!"



DAVE JONES

"Ummm... What do you think?"



JOHN ROBERTSON

"I would be tempted to..."



STEFAN LJUNGVIST

"Normally I play to win."



JONAS MASES

"An Elephant never forgets!"

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WORK IN PROGRESS:



THE HURRICANE WALKER.

Imperial's mighty war machine, the Hurricane Walker, has reached its final phase of development. Phil Lewis has, with sweat and blood, crafted one of the greatest walkers ever made. Here you can see a photograph of the "thing" that will be going into the molds any day now; some parts will be cast in resin and some in metal. Due for release end of '97.

Oi! THE YELL OF THE STUDIO MANAGER:

Some thought it wasn't possible, some hoped it wasn't possible and some just thought. Target Games' Design Studio is now officially open. Set on the shores of the great misty loch in a high tower in the fabled city of Edinburgh, the Studio heralds a new era for Target Games.

The Design Studio is responsible for creation and development of all our miniatures and publications. It is staffed with its own graphics, modeling, photography and game design departments. In future issues of Chronicles there will be a regular feature on the studio to give you insights into aspects of our industry.

Starting in this issue, I'd like to introduce the members of the design team. First, I suppose, comes myself. My name is *John Robertson*. Some of you may know me from my days at Fantasy Forge and, perhaps more recently, at Grendel Productions. But, please don't hold that against me; I was young and impressionable then. I am the studio manager, which is just an officious way of saying that I keep the artistic types in hand. Other duties include developing new ideas, story lines and concept artwork. Occasionally I get to indulge myself in a bit of putty touching; the Bio-Giant featured in Chronicles #8 is one of my latest creations. Well, enough self-indulgence. Let's move onto some other members of the team.

Sami Sinervä is the editor-in-chief of Chronicles magazine. Sami was quite happy living in Stockholm, until brutally uprooted and dumped in the editor's chair in Edinburgh. He is responsible for meltdowns, layouts, gathering and commissioning of articles and artwork and generally bugging me to get things done for the magazine (in time!). Those of you familiar with the magazine will already know about Sami's Roger Moore impression.

Dave Jones is our resident rules guru. He's recently been shipped over from sunny Philadelphia. He is gradually familiarizing himself with our strange Scottish customs; hunting the greater spotted haggis on the skree slopes of our lochs, sampling single malt whiskeys and learning to look to the right when crossing streets. Despite his bizarre new environment, Dave manages to work hard, building gaming boards and terrain, and writing rules for Dark Eden and our new fantasy TTG system Chronopia.

Well, that's it for this issue. I look forward to you reading me next time!

See ya,

John
Studio manager (and a lot more ...)



CHRONOPIA™

CHRONICLES

THE FIRST CHRONOPIA FIGURES!



Just before deadline we received these photographs of the first Chronopia TTG figures. Roy Eastland sculpted these painted Dwarf beauties and Neil McKenzie the below Human Firstborns. As you can see, they kick ass!



WORK IN PROGRESS



WORK IN PROGRESS



POSING WARLORD

Guess what we did! We found these (a bit old) photographs from the New York City Toy Fair about two years ago, and thought we'd give you a piece of the action. That's a pretty cool suit!

NEW RECRUITS.



PETER FLANNERY,

Peter has been trying for many years to avoid coming to Scotland, for the simple reason it's full of Scots! However, after seeing Braveheart, he decided they were due for a good kicking. So he came up to sort them out. His bravado counted for naught because the studio manager, John, is a Scot. He has been sentenced to share an our with Roy in the bowels of the Target slave gallery. Now this sad English git is doomed to sculpt Target's larger pieces till the end of his days!

Watch for Peter's Dark Legion Citadel and Red Dragon Inn series, as well as his Sons of Rasputin Rivet Bulls and other Dark Eden beasts.

NEW RECRUITS.



ROY EASTLAND,

Roy started his apprenticeship as a figure designer at Games Workshop sometime around the turn of the century, which century he is not sure - "it was a long time ago in a galaxy far, far away". Since then he's done time at Fantasy Forge and Harlequin Miniatures. About two years ago, however, Roy downed his modeling tools to take up his paint brush and pencils to pursue a degree in Fine Arts at Edinburgh Art College.

He has now completed his degree and, after much rejoicing, has signed his life away to become Target Games' first resident figure sculptor. He is firmly shackled to his desk now, so you can look forward to some of his Chronopian Dwarves and Blackhounds in the next issue (and the sneaky here on the left).



LONDON TOY SHOW

Here we see the Heartbreaker/Gamecraft booth at the London Toy Show, Olympia, Jan 25 to Jan 29. Gamecraft's manager, Roger, "smiles" toward the camera.





ACOLYTES: *Acolytes are the lowest-ranking members of the Secret Kohorts. They are recent recruits to Algeroth's vast legions of Heretics, and do not yet possess any gifts.*



ACOLYTES
(#9537)



ACOLYTES
(#9537)



ACOLYTE WITH HEAVY WEAPON
(#9883)



INITIATES: *Acolytes who repeatedly prove their devotion to the Kohort on the battlefield (without dying) are eventually promoted to Initiate. Initiates can lead squads of Acolytes, but, can also form their own squads led by a Necromagus, Destroyers or Reapers of Souls.*



INITIATES
(#9538)



INITIATE WITH HEAVY WEAPON
(#9884)



Acolyt



SUPREME NECROMAGUS:



SUPREME NECROMAGUS
(#9681)

The Supreme Necromagus is the draconian patriarch of a Temple of Destruction. The next step for a Heretic come this far in the Secret Kohorts is transformation into a full-fledged warrior of Algeroth: a Nephrite, Pretorian Stalker or similar superhuman creature.



TECHNO-MANCER:



TECHNOMANCER
(#9680)

The Technomancers are Algeroth's foremost human technicians, standing on the very verge of becoming Tekrons. They use their abilities on the battlefield to support damaged vehicles. And, as they are exceptional mechsmitths, they are always equipped with the very best technology.

NEW FIGURES

WARZONE™

NEW FIGURES



KARAK - WARLORD



KARAK THE KEEPER / WARLORD
(#9684)



IMMACULATE FURY



IMMACULATE FURY #2
(#9676)



BAUHAUS VENUSIAN MARSHALL:



BAUHAUS VENUSIAN
MARSHAL
(#9683)

Riding the sturdiest of mounts - bred to endure the savage conditions of their planet's notorious jungle - Venusian Marshals gaze out from behind the same skull faceplates as those worn by Bauhaus' famed Rangers. Their armor demonstrates the importance of the Marshals to Bauhaus society; only the most courageous and tenacious are permitted to wear the honored white special forces mask.

PAINT SCHEME:

Armor is white, wrapped in a brown fur cloak. Details such as gloves, insignia and belts are dark blue or red. Marshals do occasionally wear camouflage armor, though, depending on the terrain being patrolled.



TEMPLAR



ILIAN TEMPLAR WITH
HEAVY WEAPON
(#9674)





BROTHERHOOD PILGRIMS:

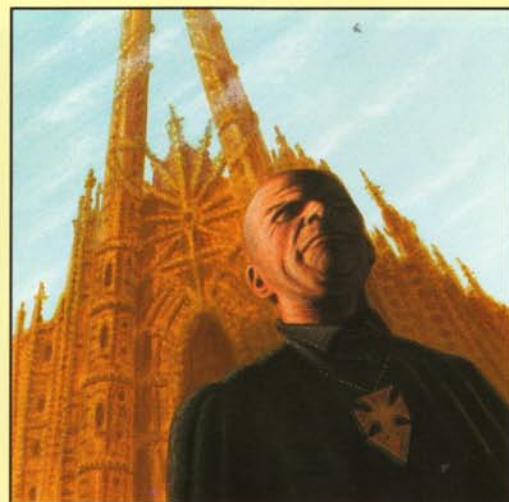
Pilgrims are mainly used as escort and recon units on missionary expeditions in unknown territories. They are brave warriors dedicated to the cause of the Light. They rarely turn from a battle against the minions of Darkness.



BROTHERHOOD PILGRIMS
(#9540)



BROTHERHOOD PILGRIMS
(#9540)



DESERT SCORPIONS:

The martian deserts are deadly to normal men. Then again, Capitol Desert Scorpions are anything but normal. They specialize in desert fighting, and combat in similar harsh environments. And rumors persist that they've mounted covert missions against the Darkness on Jupiter's moons, violating the holy Law of the Cardinal.



CAPITOL DESERT SCORPIONS
(#9541)



CAPITOL DESERT SCORPIONS
(#9541)

PAINT SCHEME:

Armor is painted the most common colors of their local environment; brown with red shading in the Deserts of Mars, white and cyan in the Polars of Venus and black in the Caverns of Mercury. Whatever colors camouflage their pads and plates, their under-armor suit is always pale blue, drybrushed white.



SCORPION:

The Scorpion's mission on the battlefield is to eliminate the enemy before they can bring their weapons to bear. The Scorpion is a sleek, powerful war machine that is very hard to stop.



CYBERTRONIC SCORPION
(#9673)

PAINT SCHEME:

Metallic blue or green covers the Scorpion's body. Small details are picked out in black and silver. The Scorpion has pale green eyes.



HEADHUNTERS:

The most bloodthirsty Wolfbanes become Headhunters. Headhunters stick to their own, though few outsiders would choose to spend time with them anyway. It is rumored that Sean Gallagher once said: "I would not share a beer, or even the warmth of a campfire with a Headhunter, though they are brave warriors!"



HEADHUNTER
(#9888)



HEADHUNTER
(#9889)



CRIMSON DEVILS:

The Crimson Devils revere a kami, or spirit, common to many time-honored Mishimese war stories. They say their kami possessed a devil hundreds of years ago, and did many good deeds for the Mishimese people. Some storytellers say that devil was one of the first Nepharites to appear; which was in turn possessed by one of the Seven Sages kami. What the truth is, nobody knows. But, the Crimson Devils never show fear in battle; they know the kami will care for their souls should they die.



MISHIMA CRIMSON DEVILS
(#9542)



MISHIMA CRIMSON DEVILS
(#9542)

PAINT SCHEME:

Crimson Devils' colors vary greatly. Most popular, though, are dark green and pale blues, with details in red. No two Crimson Devils look exactly alike.

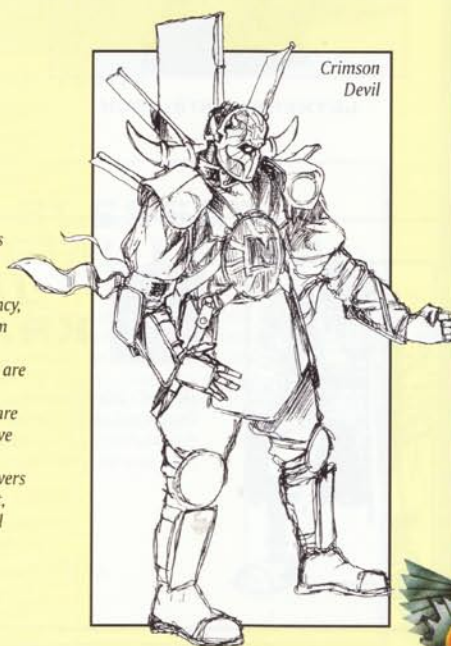


DEATHBRINGER:



Some rare Shadow Walkers display such talent and cunning, conducting every mission with deadly efficiency, that their sensei offers them biogenetic and cybernetic enhancement. Their bodies are made mountainous with grafted muscle, their eyes are improved with light-sensitive screens and some are even taught the dark ways - powers that allow them to teleport, and to perform other lethal acts.

DEATHBRINGER
(#9636)



Crimson Devil

NEW FIGURES

WARZONE™

NEW FIGURES



LUTHERAN DISCIPLES:

Disciples form the core of the Lutheran army. They are extremely loyal, more than willing to sacrifice themselves for their kin.



LUTHERAN DISCIPLES
(#9543)



LUTHERAN DISCIPLES
(#9543)



DISCIPLE SERGEANT
(#9891)



LUTHERAN PATRIARCH
(#9685)



GREYMORN HEAVY WEAPON
(#9892)



JAKE KRAMER:

Capitol's Jake Kramer is a veteran of countless battles and secret operations. He joined the Free Marines as a teenager, and the warzones have been his home ever since.

JAKE KRAMER
(#9682)





SOLDATS:

As the backbone of the Strosstruppe, Soldat Troopers are the largest branch of the Rasputin military. They move fast and pack heavy firepower.



**SONS OF RASPUTIN
SOLDATS**
(#9544)



**SONS OF RASPUTIN
SOLDATS**
(#9544)



SOLDAT SERGEANT
(#9893)



SOLDAT KOMMANDANT
(#9894)



FLAMMEN TROOPER:



SOLDAT FLAMMEN TROOPER
(#9895)

*Pyromaniacs!
That is what
the Soldat
Flammen
Troopers are.
They are
equipped with
two large
flamethrowers
, connected to
a central tank
on their backs.
With these
they sear the
enemy.*



BLESSED VESTAL LAURA:

Laura was once a simple girl, from a poor Luna missionary family. Then everything changed. She awakened exceptional understanding of the powers of the light - the Art. Laura first enrolled in the Directorate of the Mystics, where she learned the Art's foundation disciplines. She then joined the Valkyrie Sisterhood. There she quickly proved to be not only a master of the Art, but a great warrior also.

BLESSED VESTAL LAURA
(#9679)



CRESCENTIAN BROTHERBOUNDS:

Brotherbound troopers are the foot soldiers of the Crescentian military, as such they suffer alarming death rates. Their role is to protect the Crescentian Cavalry from attack. They sacrifice their lives in droves doing so.



**CRESCENTIAN
BROTHERBOUND
SERGEANT**
(#9897)



**BROTHERBOUND HEAVY
WEAPON**
(#9896)



CRESCENTIAN PROPHET
(#9900)



BROTHERHOOD WATCHMAN



BROTHERHOOD WATCHMAN
(#9899)



RAGATHOL:

Ragathol is a huge creature, towering fully 13 feet, and weighing over 500 pounds. A mere lesser Nephrite of Algeroth, he has nonetheless made a name for himself among his peers. They see him as a strong and powerful competitor. Few know, however, that inside he is a coward (in Nephrite terms, of course!), and will always back down if one of his plots seems about to be revealed.



RAGATHOL
(#9677)



HORDE TROOPERS:

Horde Troopers are the mainstays of any Templar army. They are led in conflict by proud and powerful Centurs, and chant prayers to increase their aggression and terrify their enemies. Centurs lead from the rear of their Hordes, whipping the troopers into a blood-frenzy.



TEMPLAR HORDE TROOPERS
(#9546)



TEMPLAR HORDE TROOPERS
(#9546)



TEMPLAR CENTUR
(#9898)



STAHLER:



Erwin Stahler has some of Bauhaus' most noble blood running through his veins. At least, that is what most people believe. But, not only noble blood courses through him. Tainted by the infectious poison of Dark heresy, Stahler is one of Nephrite Golgotha's most devoted servants.

STAHLER x 2
(#9678)



NEW RESINS



NEW RESINS

NEW RESIN SETS

THE DARK LEGION CITADEL RANGE

This series of blisters enables you to build your own customized Dark Legion temple. All pieces are interchangeable, permitting assembly in various configurations. These models are specifically designed for Warzone. But, this range would make excellent background for any diorama, too.



#4105



#4112



#4101



#4112

NEW RESINS

WARZONE™

NEW RESINS



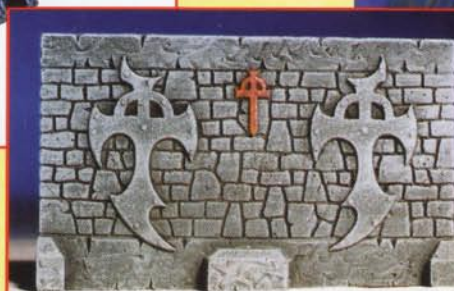
#4113



#4113



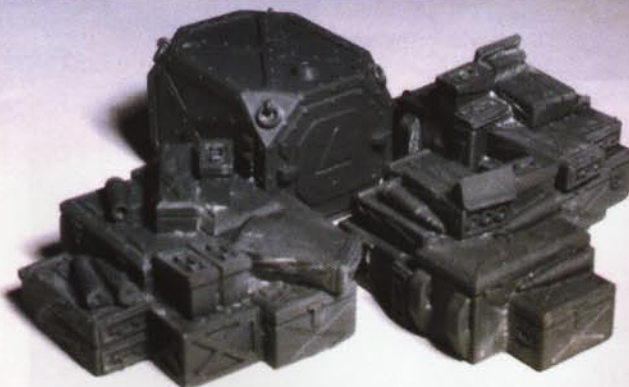
#4111 & #4113



#4111

BATTLEFIELD ENHANCER #3: AMMO DUMP

This pack contains four pieces. There are two large arrangements of cases containing assorted weapons and ammunition. Also there is also a weapons chest and a large cargo-style arms pod.



BATTLEFIELD ENHANCER #3: AMMO DUMP (#4109)

BATTLEFIELD ENHANCER #2: FUEL DUMP

This pack contains six pieces. There are four different arrangements of Jerry cans, oil drums, fuel tanks and canisters of various sizes. Also included is a large armored fuel pod and an L-shaped wall of sand bags.



BATTLEFIELD ENHANCER #2: FUEL DUMP (#4108)



THE ARCHIVES

The Archives is an all-new section in Chronicles! In the Archives you will find fan-made Mutant Chronicles, Warzone and Chronopia material, such as painted figures, drawings, dioramas, buildings and more. These are YOUR pages to fill! The address is:

Target Games UK Ltd.
44 Constitution Street, 2 Fl.
EH6 6RS Edinburgh
Scotland

Unfortunately we are unable to return any materials sent to us.

THE ARCHANGEL

Made by: Bill Refsland



THE ARCHIVES

THE BROTHERHOOD CATHEDRAL

By: Marcin Konczakowski



FREE MARINE CONVERSION

Painted and converted by: Tim Prow

THE ARCHIVES

THE MACE

- A CYBERTRONIC VEHICLE -
Constructed by: John Mangold

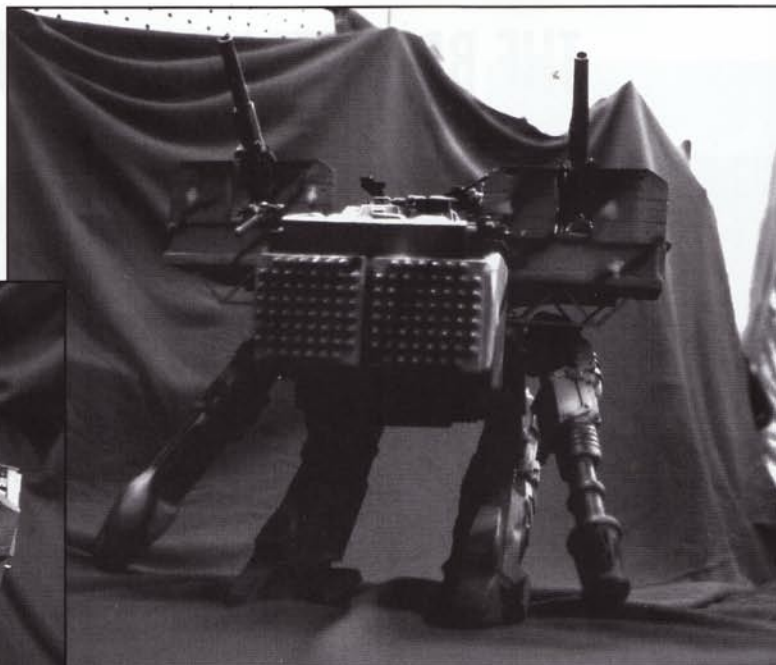
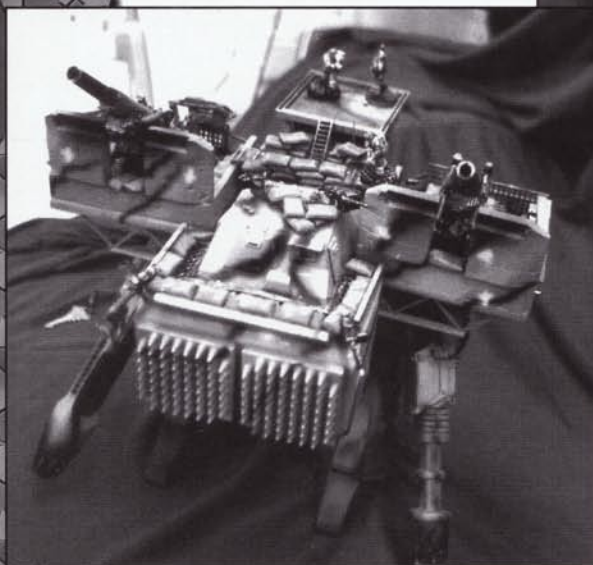


FIGURE CONVERSIONS

By your esteemed Editor-in-Chief!



IN THE STUDIO WITH NEIL MCKENZIE

CHRONICLES

Neil has sculpted many of the new creations that have escaped from the Target Games Design Studio. Some of the most popular figures he has done are the Mourning Wolves, many of the personalities (Jake Kramer, Nick Michaels and Big Bob Watts) and the new Chasseurs (seen in *Chronicles* #8). His current assignment is the Sons of Rasputin; find a few in this issue.

Full name: Neil McKenzie

Age: 26

Born in: Liverpool, England

Chronicles: So Neil! What were you doing before you started with Target Games, and what kind of experience did you have?

Neil: I used to make and repair musical instruments, and then I worked in a game shop. I've always enjoyed painting, making scenery and collecting figures. I've done that since I was 13. This seems more like a hobby than a job! I was lucky enough to meet my favorite figure designer and speak to him a few times. He was very positive and helpful. Watching him work was inspiring.

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

Neil: Since August 1996.



#9895



#9871



#9646



#9893

some figures as an experiment. Inquisitor Nikodemus, Female Mortificator and Female Heretic were my first complete figures. I sent them to Bob Watts in the U.S. and within a week I was making personalities for Warzone! I was really thrown in at the deep end!

Chronicles: Which is your favorite corporation in Mutant Chronicles/Warzone? Why?

Neil: I like all of them. But, I think Cybertronic is one of the most interesting because of their shadowy motives.

Chronicles: What do you think of the Mutant Chronicles universe? How do you feel about it?

Neil: I wouldn't be making the figures if I didn't like Mutant Chronicles! The background detail and wealth of gaming possibilities are the best things about it. I really like the inter-corporate warfare aspect.

Chronicles: A typical day for you; what is it like?

Neil: I don't really have any, other than that I'm always making models. There's a new challenge with every figure, and I tend to focus on different areas each day.

Chronicles: Can you give any hints to our readers interested in sculpting; what to start with, how to build up your skill? A few words of wisdom...

Neil: That's hard, as I'm still a beginner myself! First, you have to study anatomy; you can't play the game until you know the rules. Start by changing an existing model; cut off the arms or head and make new ones, and slowly build up to making a full figure. Learn from your mistakes and AIM for perfection. You have to care about your work, or you won't get very far.

Chronicles: Do you spend your spare time on something special, or is it just more work?

Neil: Mostly I work. Though, I also study Japanese, collect Japanese books and manga, draw and sculpt.

Chronicles: Plans for the future?

Neil: I want to improve all aspects of my work and make the best figures I possibly can. All other plans are top secret!

Chronicles: What of the work you've done are you most proud of?

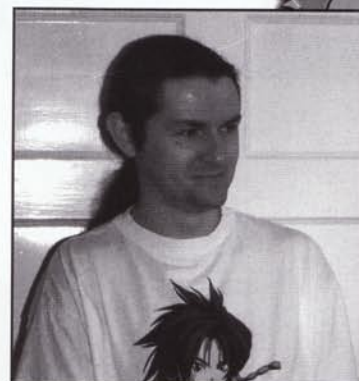
Neil: I'm never satisfied with my figures as I can always see room for improvement. Let's just say the best is yet to come.

Chronicles: Thanks, Neil! Just a few quick final questions:

Favorite Films: I like too many to list; I don't really have a favorite.

Favorite Music: Anything and everything, classical to industrial. I listen to Nine Inch Nails when I make Dark Legion figures!

Favorite Drink: Water!



#9652



#9667

QUESTIONS & ANSWERS



#9865

I SEE YOU! OR DO I?

QUESTION: From Warzone, p 57: "You can add 4 to your chance to successfully spotting someone for every extra action you spend trying to spot." The example that follows helps some, but I am wondering if there isn't an unstated restriction in there ... does the +4 per extra action continue to occur when I try to spot additional models?

ANSWER: No, it does not. Once a model that you are attempting to spot has been spotted, and you attempt to zero in on a different model, you have to start over again.

SPELL WAITING?

QUESTION: Can a Waiting model use a Use Special Power action?

ANSWER: No; unless the Spell or Dark Gift states it can be used by a Waiting model.

LISTEN TO ME! I'M IN CHARGE AROUND HERE!!

QUESTION: Can an individual model Give Orders to another individual model?

ANSWER: A model may Give Orders to another individual model if its Leadership is higher than the model being given orders.



#9867

YEAH, I'M SCARED. BUT ONLY A LITTLE!

QUESTION: How often does a squad have to take a Panic or Rout test from an enemy individual's or squad's attacks?

ANSWER: Only once for each enemy individual's or squad's activation.

KICK HIM WHILE HE'S DOWN!

QUESTION: Can you target a dead model, to teleport it or to cause it more wounds, so it cannot be revived?

ANSWER: No; you cannot target a dead model. (Man, you guys are sick!)

YOU'RE NOT THAT HEROIC!

QUESTION: Is it possible to drag or carry a dead model out of the line of fire?

ANSWER: No; dead models must remain where they fall.

I FEEL BETTER THAN I DID BEFORE!

QUESTION: When a model dies, you lay him on his side, and wait for the medic to arrive. When the medic revives him do you set him back up right where he lay, or can you relocate him to your deployment zone?

ANSWER: He would continue from the point where he was revived.

TWO IS COMPANY ... SO IS THREE!

QUESTION: Are you allowed two individuals of the same type? Like if I were playing Bauhaus, could I have all my individual models be Venusian Ranger Kapitan's?

ANSWER: As long as you don't exceed the individual to squad ratio. Remember you can only have one individual model per squad you have.

I'M EXTRA SPECIAL ... NOT!

QUESTION: How many special power actions can a player use during his turn? Is it one per turn, or one per model?

ANSWER: Each model may take one Use Special Power action per turn.

THIS IS A ONE MAN SHOW!

QUESTION: How many INDIVIDUAL MODELS (under Structure) can you have in your army?

ANSWER: You may have 1 individual model for every squad you have; it's a 1:1 ratio.

LEAVE ME ALONE, I'M AI!

QUESTION: Do AIs get a resistance roll AND an Immunity roll?

ANSWER: Only Cybertronic AIs are allowed Immunity rolls. This Immunity is a result of their manufacture by Cybertronic. It is not simply a bonus for being an AI. All models get a resistance roll, both AI and non-AI.

WHAT!? ME ROUT??

QUESTION: Does a panicked unit have to be broken from a previous attack before taking a Rout test from a new casualty or does a casualty that causes a panicked unit to become broken cause it? For example, 5 panicked members of an 8-man squad remain at the start of the turn. In the first enemy attack, one is killed leaving a 4-man squad (Broken). Do they take a Rout test now or after their next casualty from a different attack?

ANSWER: They would immediately have to take a rout test.

THE SIX MILLION DOLLAR MAN!

QUESTION: Is there an upper limit to strength? For example, can a Mishima Deathbringer be given a Cybernetic Power Arm to get a strength of ten?

ANSWER: There is no limit to strength. The Deathbringer may have the powerarm, but I don't advise going into close combat with him if it can be avoided!

MY EYES ARE BETTER THAN 20/20!

QUESTION: If I am inside a wooded area 3 inches deep, people in the open can't see me. I on the other hand may see out of the woods. Is this correct?

ANSWER: NOBODY can see through 3 or more inches of woods. So you would not be able to fire, nor would you have to worry about them firing at you.

I'LL MOVE WHEN I'M GOOD AND READY!

QUESTION: Is it legal to perform a move action as a wait action?

ANSWER: No; a wait counter may only be used for countercharge or dive for cover "movement" actions.

I'LL CHARGE WHEN I'M GOOD AND READY!

QUESTION: On page 5 of DOW under the section of "using a wait action" it does not list Charge. On page 10 under the charge section is says you may charge while waiting. Is this just an omission of acceptable actions on page 5? Or, can you charge from waiting as written on page 10?

ANSWER: A model may use his wait counter to perform a countercharge. This is the only "movement" action permitted by a wait counter, besides dive for cover. Unless of course, a special rule (e.g., the Mercurian Banshee rule in Chronicles #6) makes an exception.

AS THE WORLD TURNS?

QUESTION: A model is facing away from an enemy model (out of his forward 180 view). Can the model charge the model behind him or must he spend a movement action to turn around in order to see the model, and then use another action to charge?

ANSWER: When a model makes a move action, it may turn as many times as desired. So, a model may turn and charge an enemy that is behind it in one action.

I AIM AT EVERYBODY ... AT THE SAME TIME?

QUESTION: If I take one aim action, do I get the +4/+4 bonuses for the rest of the turn?

ANSWER: The +4/+4 bonus is only good for firing at one model. If that model dies, and you target another, you lose the aiming bonus. But, you can spend another action to aim at a different model. Also, when your aiming model ends his activation, he is no longer considered to be aiming. This means that you don't get an aiming bonus from a wait counter.

OK, I HIT. MAKE TWELVE ARMOR SAVES!

QUESTION: I'm still wondering how triple damage, like the Mortificators' special attack, works with a weapon that already has a damage modifier. Hit once and 6, or 9(!), armor rolls to resist damage?

ANSWER: No; the weapon's modifier BECOMES x3. For example, if a weapon does DAM 14(x2), its damage is 14. The x2 is the modifier. So in this case, the weapon's damage would remain 14, but, its new MODIFIER would be x3.

#9607



JUST HOW STABLE AM I?

QUESTION: When spending an action to brace, do you need to re-brace to change targets during the same turn?

ANSWER: No; once braced you remain so until you stop shooting (i.e., you do any action other than firing), or, until your turn ends.

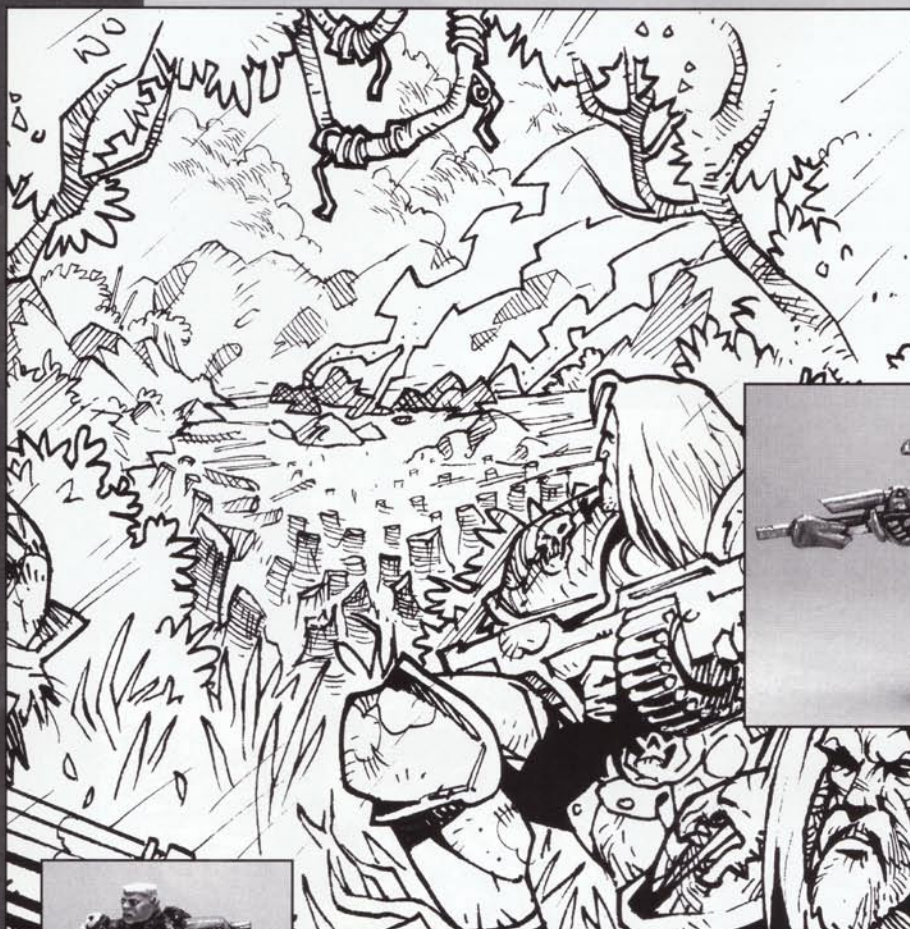


#9648

IN THE BLINK OF AN EYE!

QUESTION: Is teleporting into close combat considered a sneak attack, as from a Hidden model (no parry or countercharge allowed)?

ANSWER: No (if it was, that would be stated in the teleportation rules); there are such intense gatherings of energy at both ends of the teleportation that surprise is impossible.



#9643

WE ALL JUST LOVE TO PARRY!

QUESTION: Can you parry a sweep attack?
ANSWER: Each model under the template may attempt to parry. A successful parry only prevents the attack from hitting the model that parried. It does not stop the sweep.

WE'VE NEVER BEEN THIS CLOSE BEFORE!

QUESTION: Do models need to be in base-to-base contact to make sweep attacks?
ANSWER: The attacker must be in base-to-base contact with at least one enemy model. All other models that fall under the appropriate sweep attack template may then also be hit.

TAKE THAT! OK, THEN TAKE THAT! HOW ABOUT THAT? HMMM ...

QUESTION: Can sidearms/shotguns be parried?
ANSWER: Yes; a parry could be as simple as knocking the attacker's arm away, just enough for the shot to blow past you.

JUST HOW DEEP DOES THAT WOUND GO?

QUESTION: If you roll a 1 to hit in close combat, with a weapon with a damage modifier (e.g., 14(x2)), how many automatic wounds does the target take?
ANSWER: The target would take the first wound automatically, but would be able to save against the second.

JUST HOW HEAVY IS "HEAVY"?

QUESTION: When the Warzone book says one model in a unit may exchange his standard armament for a heavy weapon, does that mean it must say it is a heavy weapon in the description, or, may he take a LIGHT machine gun?

ANSWER: There has been a lot of confusion on this point. What we meant when writing the book was that a model can exchange his rifle (for example) for any weapon with "... heavy weapon ..." in its description, from the specified Armory lists. For example, the replacement weapon

couldn't be a sniper rifle, because sniper rifles are NOT heavy weapons. (Remember though, that in Casualties of War it is stated that all missile weapons except sidearms with a DAM multiplier are considered heavy weapons.)



#9657

IS THAT CHEMIMAN EFFICIENT, OR SHOULD WE SCRAP HIM?

QUESTION: Does the Cybertronic Chemiman have a Mark I or Mark II grenade launcher?

ANSWER: The Chemiman is an example of Cybertronics' battlefield technology excellence. Nothing less than a Mark II

would be acceptable. It also uses the Explosive weapons template (ignoring the negative modifiers).

NEW RULES

CONCENTRATE. ONE TIME!

Even though Warzone allows cumulative concentrate actions this, in fact, is not permitted. Multiple concentrate actions are only allowed when a specific Spell or Dark Gift states such. Sorry for any misunderstandings.

PERFECT ARMOR ROLL

A perfect success (a natural 1) when rolling for armor is always a save. For example, if a weapon does DAM 22, but your armor is only 20, you would still save on a 1.

RULES QUESTION GUY

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



LISTING OF PRODUCTS

MUTANT CHRONICLES RPG

- | | | | |
|------|------------------------------------|------|--------------------------|
| 4001 | MC RPG | 9525 | Fury Elite Guard |
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| 4003 | Imperial Sourcebook | 9528 | Destroyers |
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| 4005 | Freelancer's Handbook | 9530 | Bauhaus Blitzers |
| 4006 | Algeroth Sourcebook | 9531 | Trencher Regulars |
| 4007 | Bauhaus Sourcebook | 9532 | Mourning Wolves |
| 4008 | Cybertronic Sourcebook | 9533 | Sunset Strikers |
| 4009 | Mishima Sourcebook | 9534 | Cybertronic Chasseurs #2 |
| 4011 | Ilian: The Mistress of the Void | 9535 | Ashigaru |
| 4012 | The Second Seal of Repulsion, Adv. | 9536 | Cybertronic Shock Troops |
| 4013 | The Four Riders, Adv. | 9537 | Acolytes |
| 4014 | Beyond the Pale, Adv. | 9538 | Initiates |
| 4015 | Heimburg--City of Sins Sourcebook | 9539 | Sacristans |

WARZONE RULES

- | | | | |
|------|----------------------------------|------|------------------------|
| 9401 | Warzone rulebook | 9540 | Templar Horde Troopers |
| 9402 | Dawn of War, Compendium #1 | | |
| 9404 | Beasts of War, Compendium #2 | | |
| 9406 | Casualties of War, Compendium #3 | | |
| 9408 | Dark Eden | | |

WARZONE UNITPACKS

- | | | | |
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| 9501 | Capitol Troopers | 9601 | Cardinal Dominic |
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| 9505 | Undead Legionnaires #1 | 9605 | Pretorian Stalker #1 |
| 9506 | Blessed Legionnaires | 9606 | Pretorian Stalker #2 |
| 9507 | Wolfbane Commandos | 9607 | Mortificator #1 |
| 9508 | Cybertronic Chasseurs #1 | 9608 | Mortificator #2 |
| 9509 | Capitol Special Forces | 9609 | Ezoghou |
| 9510 | Cartel Special Agents | 9610 | Nepharite of Demnogonis #1 |
| 9511 | Undead Legionnaires #2 | 9611 | Nepharite Alakhai |
| 9512 | Brotherhood Troopers | 9612 | Curator |
| 9513 | Necromutants | 9613 | Necromower |
| 9514 | Ilian Templars | 9614 | Attila III-Cuirassier |
| 9515 | Screaming Legionnaires | 9615 | Nepharite of Demnogonis #2 |
| 9516 | Brotherhood Elite Troopers | 9616 | Nepharite of Ilian #1 |
| 9517 | Heretic Legionnaires | 9617 | Nepharite of Muawijhe #1 |
| 9518 | Hellfire Cart w/ Crew | 9618 | Zenithian Soul Slayer |
| 9519 | Hatamoto | 9619 | Rams Air Cavalry |
| 9520 | Etoiles Mortant | 9620 | Brotherhood Mystic |
| 9521 | Martian Banshees | 9621 | Brotherhood Keeper of the Art |
| 9522 | Combat Warheads | | |
| 9523 | Suicide Warheads | | |
| 9524 | Machinators | | |



#9508

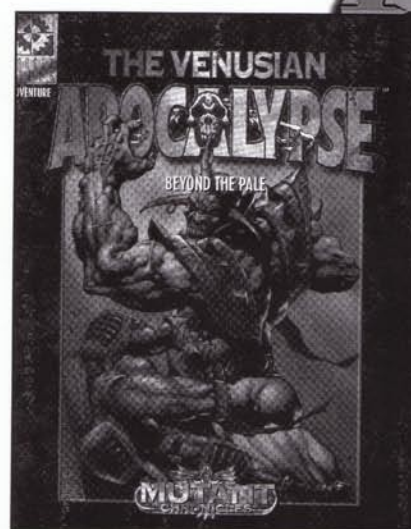
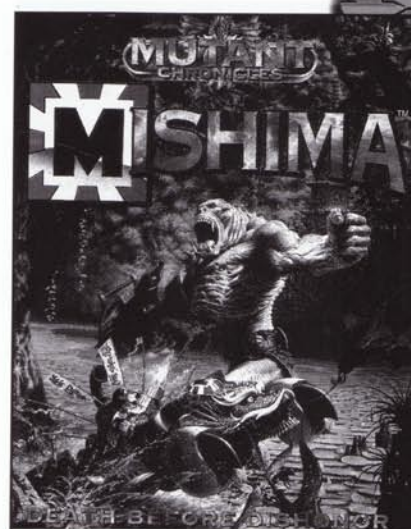


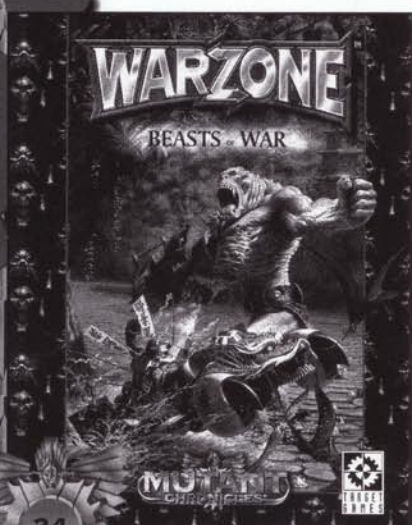
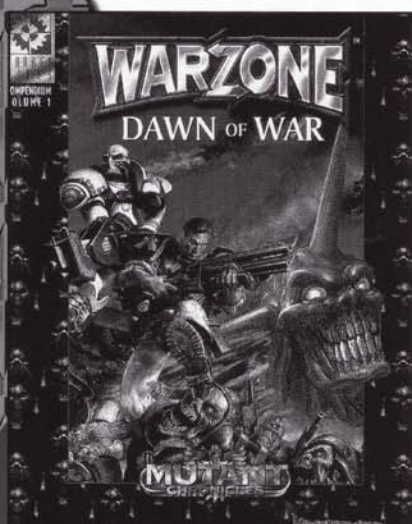
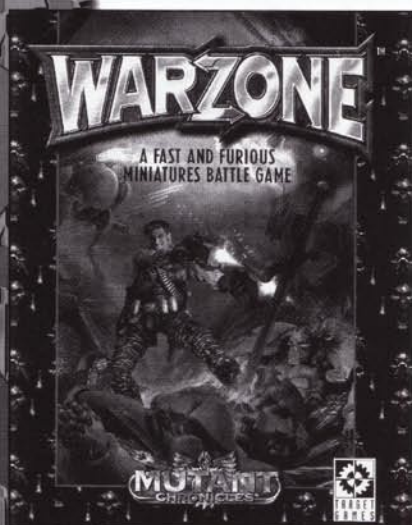
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CHRONICLES





#9836



#9613



- | | | | |
|------|----------------------------|------|----------------------------|
| 9622 | Immaculate Fury #1 | 9661 | Sean Gallagher |
| 9623 | Nepharite of Semai | 9662 | Agent Nick Michaels |
| 9624 | Callistonian Intruder | 9663 | Billy the Heretic |
| 9625 | Bio-Giant | 9664 | Fenris Bike |
| 9626 | Eradicator | 9665 | Female Heretic |
| | Deathdroid | 9666 | Inquisitor Nicodemus |
| 9627 | Unholy Carronade w/ Crew | 9667 | Female Mortificator |
| 9628 | TA6500 Light Recon Vehicle | 9668 | Machinator w/ Hvy Wpn. |
| 9629 | Death Angel | 9669 | Weapons Pack #1 |
| 9630 | KA-67 Great Gray | 9670 | Weapons Pack #2 |
| 9631 | Purple Shark | 9671 | Golgotha |
| 9632 | Mercurian Maculator | 9672 | Demon Hunter |
| 9633 | Attila Variant | 9673 | Scorpion |
| 9634 | Zenithian Slaughtermaster | 9674 | Ilian Templar w/ Hvy Wpn. |
| 9635 | Spawn of Demnogonis | 9675 | Razide #2 (replaces 9604) |
| 9636 | Deathbringer | 9676 | Immaculate Fury #2 |
| 9637 | Shadow Walker | 9677 | Ragathol |
| 9638 | Vince Diamond | 9678 | Stahler (2 figure blister) |
| 9639 | Cyril Dent | 9679 | Blessed Vestal Laura |
| 9640 | G.T. Offroad B-52 (resin) | 9680 | Technomancer |
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| 9642 | Pegasus Scout Bike | 9682 | Jake Kramer |
| 9643 | Dark Huntsman | 9683 | Bauhaus Venusian Marshal |
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| 9645 | Crenshaw the Mortificator | 9685 | Lutheran Patriarch |
| 9646 | Big Bob Watts | 9686 | Templar Horde Std. Bearer |
| 9647 | Max Steiner | | |
| 9648 | Brass Apocalypt | | |
| 9649 | Golem of Darkness | | |
| 9650 | Mitch Hunter | | |
| 9651 | Tatsu | | |
| 9652 | Edward S. Murdoch | | |
| 9653 | Eaonian Justifier | | |
| 9654 | Tekron | | |
| 9655 | Reaper of Souls #1 | | |
| 9656 | Reaper of Souls #2 | | |
| 9657 | Chemiman | | |
| 9658 | War Medic | | |
| 9659 | Dr. Diana | | |
| 9660 | Valerie Duval | | |

WARZONE SINGLE MINIATURES

- | | |
|------|-----------------------------|
| 9801 | Capitol Captain #1 |
| 9802 | Capitol Sgt. #1 |
| 9803 | Capitol Trooper w/ Hvy Wpn. |
| 9804 | Blood Berets Captain |



#9510



#9510



#9827

LISTING OF PRODUCTS

#9611



- 9805 Blood Berets Sgt. #1
- 9806 Blood Berets w/ Hvy Wpn.
- 9807 Bauhaus Hussar Kapitan #1
- 9808 Bauhaus Hussar Sgt. #1
- 9809 Bauhaus Hussar w/ Hvy Wpn.
- 9810 Mishima Samurai Leader
- 9811 Mishima Samurai Hero
- 9812 Mishima Samurai w/ Hvy Wpn.
- 9813 Wolfbane Commando Chieftain
- 9814 Wolfbane Commando Hero
- 9815 Wolfbane Commando w/ Hvy Wpn.
- 9816 Sea Lion Sgt.
- 9817 Sea Lion Hero
- 9818 Sea Lion w/ Hvy Wpn.
- 9819 Free Marine Sgt.
- 9820 Free Marine Hero
- 9821 Free Marine w/ Hvy Wpn.
- 9822 Cybertronic Chasseur Sgt.
- 9823 Cybertronic Chasseur Hero
- 9824 Cybertronic Chasseur w/ Hvy Wpn.
- 9825 Bauhaus Hussar Kapitan #2
- 9826 Capitol Captain #2
- 9827 Wolfbane Commando w/ Shotgun
- 9828 Capitol Hero
- 9829 Bauhaus Hussar Sgt. #2
- 9830 Capitol Sgt. #2
- 9831 Blood Berets Sgt. #2
- 9832 Necromutant #1
- 9833 Necromutant #2
- 9834 Centurion #1
- 9835 Brotherhood Trooper Sgt.
- 9836 Inquisitor



#9822

#9834

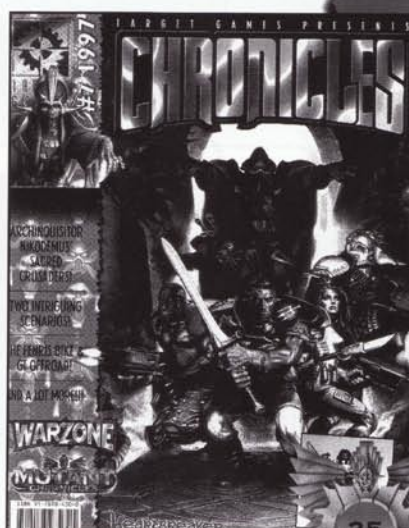
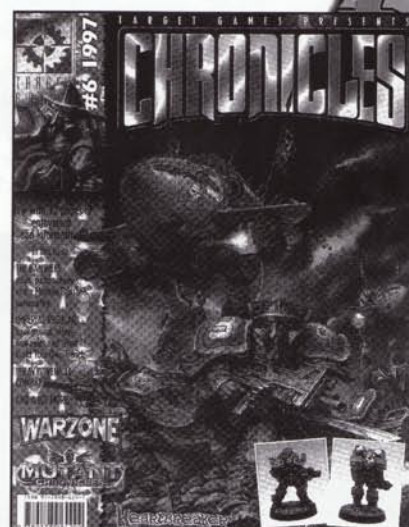
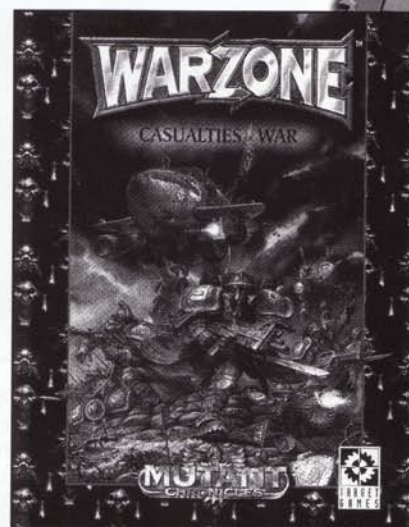


- 9837 Brotherhood Trooper w/ Hvy Wpn.
- 9838 Ilian High Templar
- 9839 Brotherhood Elite Trooper Sgt.
- 9840 Brotherhood Elite Trooper w/ Hvy Wpn.
- 9841 Heretic
- 9842 Brotherhood Sacred Warrior #1
- 9843 Brotherhood Sacred Warrior #2
- 9844 Brotherhood Sacred Warrior #3
- 9845 Brotherhood Sacred Warrior Sgt.
- 9846 Brotherhood Assassin
- 9847 Brotherhood Valkyrie #1
- 9848 Brotherhood Valkyrie #2
- 9849 Brotherhood Vestel
- 9850 Brotherhood Inquisitor Majoris
- 9851 Necromutant w/ Tormentor #1
- 9852 Necromutant w/ Tormentor #2
- 9853 Centurion #2
- 9854 Hatamoto Leader
- 9855 Hatamoto Hero
- 9856 Etoiles Mortant Sgt.
- 9857 Etoiles Mortant Hero
- 9858 Martian Banshee Sgt.
- 9859 Martian Banshee Hero
- 9860 Fury Elite Sgt.
- 9861 Venusian Ranger Sgt.
- 9862 Venusian Ranger Kapitan
- 9863 Venusian Ranger w/ Hvy Wpn.
- 9864 Destroyer Sgt.



#9825

CHRONICLES



25

CHRONICLES™

#4106



- 9865 Bauhaus Dragoon Sgt.
- 9866 Bauhaus Dragoon Kapitan
- 9867 Bauhaus Dragoon w/ Hvy Wpn.
- 9868 Bauhaus Blitzzer Sgt.
- 9869 Bauhaus Blitzzer Kapitan
- 9870 Bauhaus Blitzzer w/ Hvy Wpn.
- 9871 Trencher Sgt.
- 9872 Trencher Sniper
- 9873 Trencher w/ Charger
- 9874 Trencher Hero
- 9875 Mourning Wolf Chieftain
- 9876 Mourning Wolf Hero
- 9877 Sunset Striker Sgt.
- 9878 Sunset Striker Hero
- 9879 Cybertronic Shock Troop Sgt



- 9880 Cybertronic Shock Troop Captain
- 9881 Cybertronic Shock Troop w/ Hvy Wpn.
- 9882 Ashigaru w/ Hvy Wpn
- 9883 Acolyte w/ Hvy Wpn.
- 9884 Initiate w/ Hvy Wpn.
- 9885 Sacristan w/ Hvy Wpn.
- 9886 Imperial Pathfinder #1
- 9887 Imperial Pathfinder #2
- 9888 Imperial Headhunter #1
- 9889 Imperial Headhunter #2
- 9890 Imperial Warhound
- 9891 Lutheran Disciple Sgt.
- 9892 Lutheran Greymorn w/ Hvy Wpn.
- 9893 Sons of Rasputin Soldat Sgt.
- 9894 Sons of Rasputin Soldat Kommandant
- 9895 Sons of Rasputin Soldat Flammen Trooper
- 9896 Crescentian Brotherbound w/ Hvy Wpn.
- 9897 Crescentian Brotherbound Sgt.
- 9898 Templar Centur
- 9899 Brotherhood Watchman
- 9900 Crescentian Prophet

WARZONE RESIN KITS

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

WARZONE PAINT BLISTERS

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

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- 8805 Doomtrooper Starter Display
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A Freelancer is knowledgeable of at least one of Heartbreaker's games, featuring the Mutant Chronicles universe: Warzone TTG, Doomtrooper CCG, Mutant Chronicles RPG among others. A Freelancer is willing to travel through land and country to game stores and conventions to do demos. Of course, as a Freelancer, you always get paid in some sort of way. For your services you get figures, products, and the latest information from the Mutant Chronicles universe.



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DEN DEVILS

By Thomas Østerlie

BACKGROUND

Deep within Mercury's caverns, Darkness is taking hold. New citadels sprout from the living rock, transforming lush galleries filled with bountiful plants, and teeming with wildlife, into caverns of dread. The once-vibrant atmosphere of these caves turns sour. Animals able to avoid corruption flee. Plants fade, blacken and die.

Using Samurai to fight this new threat has proven unsuccessful. Those not killed or driven insane by the darkness, close confines and horrors of the Symmetry rout from the caverns, broken by their experiences. Lord Heir Moya even committed his own Guard to the struggle, but their losses were appalling as well. Shocked and broken, these disciplined warriors also found the Citadels too much of a challenge.

Their flight from the caverns had tarnished not only their own honor, but, also that of their families and, ultimately, Mishima's as well. There was only one atonement for such disgrace - seppuku.

Long did Lord Moya sit in meditation. For days he pondered the new threat, and possible responses to it. He was concerned not only with divining an appropriate reaction to the Dark Legion, but, also with preventing a large part of his force from having to commit ritual suicide. He sat for days in

the lush gardens of his Longshore palace, accepting neither food nor drink. Even his favorite concubines and geishas were forbidden from seeing him.

On the seventh day Lord Moya, debilitated by his fast, rose. His weakened body supported by attendants, he entered the council chambers to inform his subordinates of his decision; a decision which would be discussed within Mishima's high command for years to come - to establish the Den Devils.

A profane combination of men and machines, the Den Devils is a kamikaze unit consisting of dishonored Samurai, Ronin, leading mechanical Suicide Warheads. These Ronin, once counted among Mishima's mighty Samurai and Hatamoto, are eager to prove themselves worthy of regaining a position within keiretsu ranks. For showing cowardice in face of the enemy, or disobeying an order,

they have been banished from their units. All they desire now is to prove their worth, or die in the attempt. Within the Den Devils they are given that opportunity, serving as controllers for squads of Suicide Warhead Als. From the start, the Den Devils was a large unit. Many dishonored warriors who had fled the caverns on Mercury, and who were less diligent about committing seppuku, signed up immediately to make peace with themselves. And the force has had a steady pool of recruits ever since.

Den Devils were put to use everywhere, and soon proved their value in rooting out Dark infestations.

With inter-corporate conflicts throughout the System, and ongoing campaigns against the Dark Legion, there are plenty of soldiers with honor in need of restoration. Recently, Den Devils have been deployed against the Dark Legion on other planets, and not only underground either. For example, in his commitment to the Cartel, Lord Moya sent a detachment of Den Devils to serve with the multi-corporate force at Barnes River Gorge.



APPEARANCE

The Ronin of the Den Devils wear a camouflage uniform of deep blue splashed with mustard yellow, algae brown-green and black. The warheads are painted the same pattern. Their color scheme for surface operations is very different, however. In keeping with Mishima military doctrine, their uniform is not meant to conceal them. The uniform is intended to help allies locate them on the battlefield, and to clearly identify which unit they belong to. The uniform of Den Devils assigned to surface duty is, therefore, patterned with shades of blue, orange and yellow. Ronins' shoulder pads are orange-yellow, as are their arm and leg plates. The uniform cloth is camouflaged in yellow tone-patterns.

ORGANIZATION

As part of his personal warhost, the Den Devils are controlled directly by Lord Heir Moya. Despite this, he often commands them to assist other Mishimese forces throughout the System, in the never-ending struggle against the darkness.



#9523

THE FORCE LIST

Only through fighting the Dark Legion can Ronin prove their courage. Your Mishima force may include as many squads of Den Devils as you wish, as long as one of your opponents is Dark Legion. Although originally intended for subterranean combat, they now serve on battlefields throughout the System.

DEN DEVILS

	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Warhead	—	—	—	12	4	1	1	4	27	22
Ronin	13	11	—	13	3	1	0	4	22	23

#9523



DEN DEVILS WARHEAD

Suicide Warheads are preprogrammed with maps of the battlefield, and equipped with proximity detonators. Their chassis loaded with high explosives, they are meant to blow holes in enemy defenses. The problem with conventional Suicide Warheads is that they seek the closest enemy, and are rendered useless when blocked or intercepted by cannon fodder units such as Dark Legionnaires.

The complexity of the Den Devils' initial missions, combined with the uncharted nature of the caverns attacked, demonstrated the inadequacy of the Suicide Warheads' original AI CPUs. Therefore, Den Devils Warheads were upgraded, and assigned controllers to guide them deep into cave complexes to find the enemy, before being unleashed.

SPECIAL RULES

- Den Devils Warheads are given commands by their Ronin controller. While turned on they will follow him wherever he goes. They must stay within normal command distance of their controller at all times.
- Den Devils Warheads may be held in check by their controller; he may release them whenever he chooses. Den Devils Warheads must THEN take all of their actions to run toward the closest enemy foot troops (they all target different models).
- Den Devils Warheads may not attack.
- Once they end a move action within 2 inches of an enemy, they detonate themselves. Detonation causes a DAM 16(x2) hit to EVERYONE under the explosion template (negative modifiers from the template do not apply). After a warhead detonates it is dead, and removed from the game. It doesn't take an action for a warhead to detonate.
- If a Den Devils Warhead is killed before it reaches an opponent, it automatically detonates (work out the explosion, same as above).
- Den Devils Warheads are Als.

EQUIPMENT

Den Devils Warheads may not be given weapons or equipment.

STRUCTURE

Den Devils Warheads operate in squads of 3 to 5 warheads and 1 Ronin controller.

THE RONIN CONTROLLER

Dishonored, outcasts, renegades, some even outlaws, Ronin are the human soldiers of the Den Devils. They have signed up with the Devils is to atone for their wrong-doings, and to restore honor to themselves, their families and Mishima. They are zealous warriors, knowing there are but two outcomes on the path they have chosen - death or glory!

SPECIAL RULES

- Ronin are driven to restore their honor. They make all fear, panic, and rout tests at +4.
- All Ronin possess the Close Combat unit special power.

EQUIPMENT

Ronin are armed with Windrider SMGs, but, because they are disgraced, they may not bear Ceremonial Blades. Each carries a Chainripper instead.

STRUCTURE

Ronin are controller-squad leaders for units of Den Devils Warheads.



WARZONE™

SIEGE!

By Thomas Østerlie

"Were you sleeping, private?" The lieutenant shook me hard. "No, no Sir ... I wasn't sleeping," I answered. "Try to be more alert next time!" The lieutenant pointed toward the enemy's position; I saw scattered muzzle flashes through the rain and darkness, as though my falling asleep might have summoned them there. But, I hadn't been sleeping on duty; my trench partner, Sergeant-major Benjamin, had.

"Lieutenant, we've got to bug out! We can't hold this camp much longer, Sir," said the man who'd been asleep at his parapet. "Sergeant-major Benjamin, we will not withdraw. We have a duty to the corporation!" "But Sir ... " Benjamin started. "No 'buts' Benjamin. We do not give ground! End of discussion."

"I'm ordering my squad to retreat anyway, whether you like it or not Lieutenant!" Benjamin said defiantly. The Lieutenant's final words were: "Over my dead body, Benjamin. Over my dead body."

"So be it, Sir," Benjamin said, drawing his M13.
We retreated from the firebase we set up three days ago.

Unknown location in Venusian jungle, August 1277

Though one of your corporation's most respected commanders in the War of '68, Joseph Conrad is now considered a renegade. Few know what happened to him; many believe the war's toll was too great; that he went insane. Others claim he turned-coat; that he made a pact with the Dark Soul itself.

Your force has been sent deep into the Venusian jungle to finally track him down. He is suspected of staging attacks against his former corporation's bases throughout this sector. Your mission is to locate him and return him to headquarters, for "debriefing". If he really is a

Heretic, he must be terminated. If not, he will be "retired". One thing is certain, having a madman like Conrad on the loose is asking for trouble. Intelligence indicates he remains in command of a substantial force; most of these men unaware the war they've been fighting ended a decade ago.

SET-UP

After the terrain is set up, the corporate player may place five Claymore Mine markers anywhere on the table. These markers are numbered 1 through 5. Before placing them, he writes down two numbers, to be dummy markers. Dummy markers can not be detonated; they're just to confuse the opponent. For information on Claymore Mines see New Equipment, below.

The players have assigned deployment zones (see map). Roll normally to decide who deploys first. Deployment is standard.

SPECIAL RULES

NIGHT-FIGHTING

When fighting at night, models have a maximum vision range of 15". In darkness, all firing is at -6 to hit, in addition to range and cover modifiers. Spotting checks are also made at -6, in addition to normal modifiers. Figures with Bionic Eye Implants have a maximum vision range of 25"; all other modifiers apply.

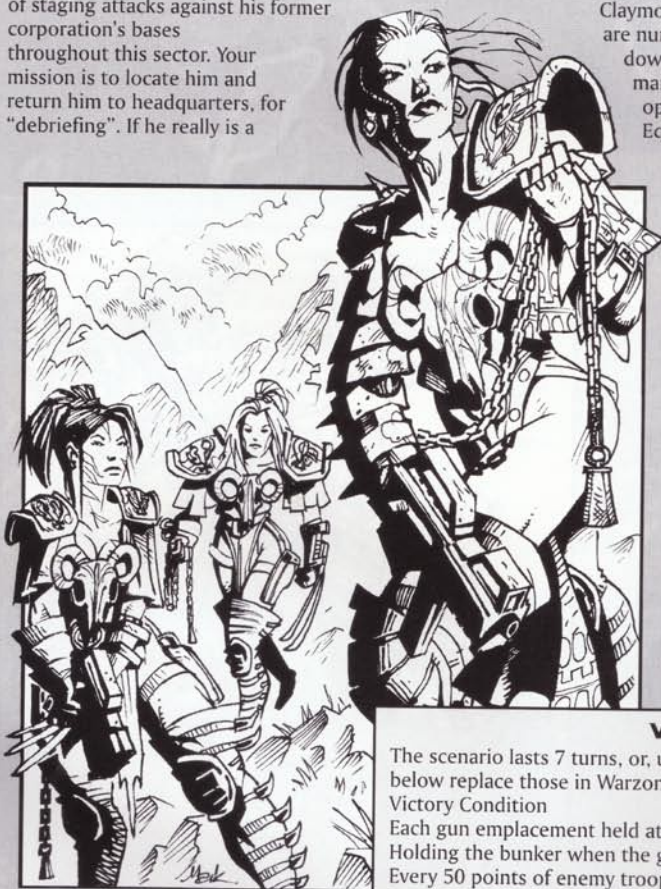
GUN EMPLACEMENTS

A gun emplacement is considered a trench, and uses the same rules (see Casualties of War). Each gun emplacement is fitted with a heavy weapon. This heavy weapon must be bought as part of a model's - either an individual model's or heavy weapon trooper's - equipment. The heavy weapon may be fitted with a bipod (see New Equipment).

VICTORY CONDITIONS

The scenario lasts 7 turns, or, until one side yields or is wiped out. The Victory Points listed below replace those in Warzone.

Victory Condition	Corporate VP	Secret Kohort VP
Each gun emplacement held at game's end	2	2
Holding the bunker when the game ends	3	3
Every 50 points of enemy troops killed	1	1
Every 100 points of friendly troops escaping the battlefield	1	—





CORPORATE BRIEFING

0104 hours, Monday, 12 August

You established your firebase three days ago. Several patrols have gone into the jungle to locate Conrad's force. But, minutes ago your lieutenant woke you. Sentries report someone closing on your camp. A stand-to has been ordered, and all your men are at their posts. You gear up. As you leave the command bunker you feel the tension in the air. You are under siege!

THE FORCE

Choose an army from one corporation force list (not the Cartel or Brotherhood) worth up to 750 points. Since it's an expeditionary force, it cannot contain vehicles (alas, no Airstrikes for Capitol forces). Both gun emplacements must be manned heavy weapon-armed models.

Your force must include one demolitions expert, to fire the Claymore Mines deployed around the perimeter. Therefore, at least one individual model must be included in the force. This model must be given the Demolition heroic special ability (see *Hired Guns*, in *CftW* #3), for an additional 10 points. Only this model may detonate the mines. He may fire any, or all, of them at any time, by expending one action. Additionally, you may fire one Phosphorous Flare (see *New Equipment*) during the battle.

DEPLOYMENT

Although your army might include models that can be deployed anywhere on the table (e.g., Bauhaus Blitzers), or even later in the game (e.g., Capitol Helicopter Deployment), you **MUST** place your entire force within your deployment zone during initial set-up. Except for...

LRRP.

One of your squads may be out on a Long Range Recon Patrol. Instead of deploying them during set-up, you may elect to have them enter the table later in the battle. If, at the beginning of any turn, you want to deploy the patrol, declare so before rolling initiative. Roll a D20 and divide the result by 3 (round up). If the result is less than or equal to the number of turns played so far (excluding the current one), you can deploy the patrol along any edge you choose, up to 6" onto the table. The squad may then be activated normally this turn. But, if the result is higher than the number of turns played thus far, the patrol may not deploy at this time. You can attempt to call in the patrol every turn.

THE SECRET KOHORT

The time is ripe! You've been waiting, preparing, and praying for so long, but at last the time has come. The comet has passed; the seal has been broken. It is time to lay waste humanity. In one short month the onslaught begins. Unfortunately, an enemy army has penetrated your territory. It must be destroyed before your attack can be launched. Everything must be perfect. He has said so. So you direct a crushing blow against their forces. Under the cloak of hallowed Darkness you attack. The enemy must die!

THE FORCE

Assemble your Secret Kohort from the force list in *Beasts of War*; your force may be 750 points



#9656



strong. But, it may not include a Supreme Necromagus or a Technomancer.

SPECIAL EVENTS

To add an element of surprise to the battle, you may play one (and only one) of the special events below:

TUNNEL RATS.

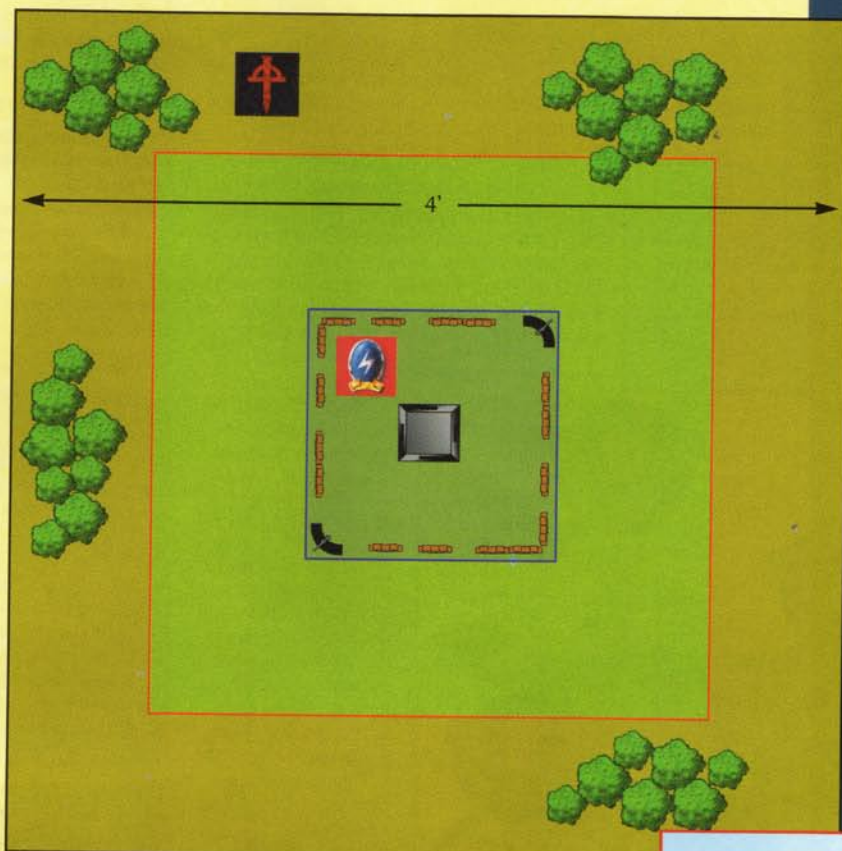
You have had the corporate troops under observation ever since they entered your territory. Using the Symmetry, you influenced their commander's mind, causing him to establish his camp in an area riddled with your secret tunnels. Now you spring the trap!

Choose any location on the table for the tunnel mouth; roll once on the deviation table. Move the opening D20" divided by 2 (round up) in the direction indicated. Mark the mouth with a counter, chit or die. The tunnel is now visible to all models in LOS. It takes one move action to exit the tunnel, and three models may do so per turn. You may choose to not deploy one squad during set-up. This unit is held in reserve, to use the tunnel. The location of the tunnel is not determined until you play this event.

TREASON.

You've contacted a heretic within the enemy's ranks. Although not one of your cohorts, he is willing to follow your commands. In suicidal fanaticism, he opens fire on his "comrades".

One of your opponent's basic squad members, not an



individual, squad leader or heavy weapon trooper, is a heretic. You may take control of him at any time; after he has been activated, or, you may choose to activate him yourself. You control him as an individual model for the rest of the battle.

CRACK OF DAWN.

You've delayed the attack, to approach under cover of darkness, and to use first light to your advantage.

This event may be played any time after the start of the fourth turn. Once dawn has cracked all models ignore modifiers for Night-fighting (see above).



#9663

#9528



#9526, #9526, & #9861



#9655

NEW EQUIPMENT

BIPOD

Any LMG can be fitted with a bipod, for improved stability when firing. It costs one action to attach: after which the weapon is always considered braced; or detach. A figure cannot move with the bipod attached. Bipods are General Armory equipment. **COST: 2 points.**

CLAYMORE MINE

A Claymore is a directional anti-personnel mine. It discharges a lethal cone of fragments through its targets. When fired, place the flamethrower/shotgun template so it covers the triangle on the marker (see example). The mine inflicts a DAM 14(x3) hit

on every model touched by the template. The hail of metal cannot hit models behind hard cover.

PHOSPHOROUS FLARE

This night-fighting device fires an illumination flare into the air, which then drifts on a miniature parachute, casting light over the battlefield. The flare lights up an area with a 5" radius. Place a marker to indicate the center of the illumination. Roll once on the deviation table as soon as the flare is fired. The flare

immediately deviates D20" divided by 2 (round up). Anything caught in the glow is treated as if in broad daylight (flares negate the penalties described under Night-fighting, above), but, models caught still suffer negative modifiers for shooting and spotting targets outside the light (see Night-fighting). At the beginning of every turn, roll a D20, adding 5 for every turn after the first that the flare has been in play. If the result is less than 20, roll once on the deviation table, moving the flare D20" divided by 2 (round up). If the result is 20 or more, the flare has burned out; remove the marker from play.

VARIATIONS

This scenario can be played equally well with two opposing corporate forces, or, with the Dark Legion, attacking or defending. The possibilities are endless. What if the corporate player lays siege to Secret Kohorts' camp? What if the defender is allowed special events, instead of the attacker? (In which case the defending force should be downsized to 600 points.) What happens after the scenario? Do the corporate forces locate Conrad? If so, what happens? This could develop into a very exciting campaign. In fact, I think I'll sink my teeth into that and write it up for my own group. For added suspense, you can use the Advanced Rules for Hide, below. They

add a further element of uncertainty to movement of troops under cover of darkness. One possibility, to simulate the Secret Kohorts' observation of the corporate force, is to allow only the Algethroth army to use these rules.

ADVANCED RULES FOR HIDE

On a real battlefield, it's almost impossible for enemies to know the exact composition of each other's forces. In Warzone this is not the case. Although you place a Hidden marker beside a model, your opponent can plainly see which of the hidden figures are carrying heavy weapons, which are individuals and so on. He can then avoid them. The rules below are meant to correct this. They will add some complexity to your games, but will not bog you down.

PREPARATIONS

You will need a few sheets of Hide markers. With a pen or pencil, one that doesn't show through, write a number on the back of each marker: one number for each squad you will field. You're making Hide markers for every figure in your force, identifying separate units and individuals by assigning them different numbers. You could also use unit names, such as Squad Jeremiah, Alpha Squad or Hishotiro's Squad. It's up to you, as long as you know which set of Hide markers belong to each squad and individual.

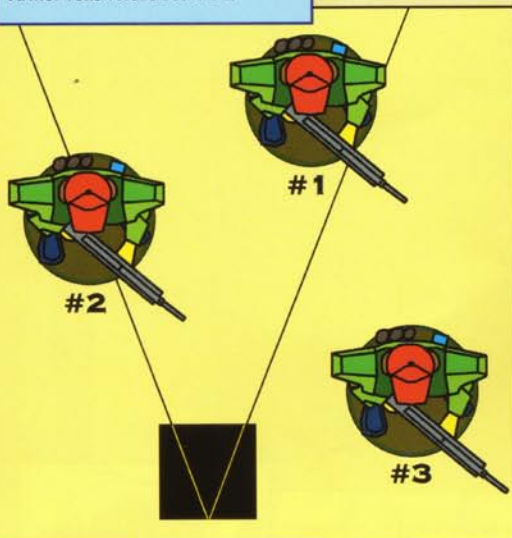
You will not need to know which specific trooper a marker belongs to, since troopers are troopers, whether they're John Doe or Graham Gamer. You will, however, need to make distinct markers for leaders and specially armed models (i.e., those with heavy or support weapons) in each squad, since it can matter who, and where, they are. Now you should be set to go!

THE RULES

The basic rules are really simple. When a figure goes into hiding, replace the miniature with the appropriate Hide marker. When the model loses its hidden status, return the model to the table. When you put the model back on the table, you are free to face it whichever way you like; it is assumed he is looking in the most advantageous direction. All rules for Hide and Spot in Warzone apply normally.

These are optional rules (like Jungle Rules, in Dawn of War) you can use in any Warzone game, not just this one. As with other optional rules, players must agree to use these before the battle.

The two black lines on this picture indicate the flamethrower/shotgun template. Anything even partially within the lines is caught by the Claymore mine. In this example, troopers 1 and 2 are hit by the discharge, and must make three Armor rolls versus DAM 14.



#9529



PUTTY TOUCHING: ERADICATING WEAPONS

By Jeremy Webb

OK! Sami gave me a call and asked me to do another conversion (I did the one in Chronicles #8). I thought about it, looking over the mass of figures cluttering my desk, waiting to be completed. Naturally I agreed! I shoved all the half-finished projects aside, and began a new one, but, this one is a little more complex. This time, we'll be tackling three different conversions on the Eradicator Deathdroid, from a simple repositioning of two weapons, to a complete rebuild of the entire figure, including the feet!

however, and you should really think hard before spending that kind of money. I will try to show you how to do these conversions without such tools whenever possible.

Other useful materials include brass and plastic tubing, wire, modeler's flock and ballast sand, PVA glue (e.g., Sobo) and some plasticard 1/8" to 1/4" thick. These are used for adding details to your conversions, pinning joints together and creating bases for your custom figures.

ERADICATOR #1

The first two eradicator were left in their original pose. I simply moved or changed their weapons around. On the first Eradicator I did the simplest conversion I could think of: I swapped the Chainripper and Magscorcher arms. To do this, carefully saw the weapons from their arms, above their elbows. Then use a file to smooth and clean-up the weapons and arms. Carefully drill a hole in each weapon, where it attached to the arm; put a short wire pin in the hole. Coat the protruding end of the pin with red paint, to mark where you will drill into the elbow. After drilling a hole in the arm, glue the pieces together, with the wire pin fitting both sockets. Use putty to fill the joint as necessary.

There you have it; the arms are redone with their weapons exchanged!

You can also use this technique to build an Eradicator with two Magscorchers (for looks only of course!). Yeah, I hear you calling for my head, since you can't duplicate weapons on a Deathdroid. But, if you want your Eradicator to have something other than the Chainripper, at least it will LOOK about right. Or, you can do what I did with the next Deathdroid.



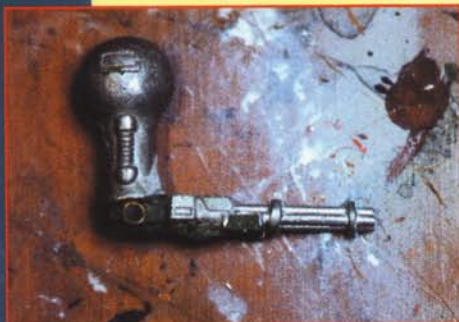
MATERIALS

As before, we are using several tools and materials that can be hazardous if used improperly. Remember the golden rule: BE CAREFUL! Now, for this project you'll need a hobby knife, file, jeweler's saw, CA glue, clippers and some type of putty (e.g., Milliput). Another handy device is a Dremel© tool. With this electric multi-tool you can drill, grind, cut and shape almost anything used in modeling projects. A Dremel isn't cheap,

ERADICATOR #2

I decided the second figure was getting all-new weapons for its arms. Looking through Dawn of War, I saw that the Titan Megablaster resembles Cybertronic's squad heavy weapon. The Anti-personnel System also looked interesting. My bits box surrendered the Cybertronic heavy weapon, as well as a Capitol heavy weapon that conveniently matched the shotgun arm. So the next phase of my madness began! To start, saw the weapons off your figure's arms, same as with the first Eradicator. Toss those weapons into your bits box, for





use at some unknown future time. Clip off, and file down any grips on the new weapons to be used. Using wire pins (as

before), attach the weapons to the arms. Now comes the real fun! Using either your imagination, or the Dawn of War page illustrated with Eradicator weapons, sculpt details into the putty you put on the arms. The object is to make the weapons look like they are mounted on the arms, and NOT like we just glued them on (even though we did)! I added some bulk to the joints where each arm and weapon met, even adding some short pieces of tubing to suggest a pivot point. For this work, dip your tools in water to prevent them sticking to the putty.



Set the new weapon-arms aside to dry, taking care not to leave fingerprints on the putty.

Once the putty sets, it can be trimmed and shaped with your knife. It can also be filed. Now, all you have to do is mount your new weapon-arms, paint your Eradicator and find someone's ass to kick.

ERADICATOR #3

Oh boy, here's the kicker. I used both techniques discussed so far, combining them to produce one

radically different model. On this final Eradicator we've got a Chainripper switched to the opposite limb, a Titan Megablaster installed on the vacated arm and the legs and body rearranged. I even went to a metal shop and used their band saw to carefully cut the model's feet out of its base. These I repositioned on a piece of thick plasticard. The legs and waist are reconfigured much the same way the weapons are switched; cut them at the joints, then reattach them using wire pins. Putty seams and gaps, set all the new pieces aside to dry, and presto! You've rebuilt a Eradicator.

Well, there you have it. Three unique looks (well, maybe not so unique, if you've done what I did) from one basic figure. Just the thing to make your army look spectacular on the gaming table. Remember: be patient, expect mistakes and above all, HAVE FUN! That is the point of all this in the end. Just keep trying new conversions, and in no time you'll be doing them like a pro.

Now, where's that diorama ... Sami will love it! ... If I can finish it...



DARK EDEN™

By Thomas Østerlie

Throughout these gloom-ridden centuries, all remembered one thing: that their off-world kinsmen had abandoned them. On distant Luna, the Brotherhood awakened to the renewed Earth. They witnessed the progress of civilization, and they felt the taint of Darkness. They looked upon their long-forgotten birthplace with dread. For they knew a sinister paradise had arisen. A paradise forged by war, tribalism and the stench of evil. They renamed the Earth, in reference to its bleak image ... DARK EDEN!

This month sees the release of Dark Eden, the fourth supplement for Warzone. Dark Eden is an introduction to the Dark Eden setting, already familiar to those of you playing the CCG. It covers the Old European continent of post-Exodus Earth. Unlike any setting you've seen before, Dark Eden is a unique synthesis of ancient and modern history, blended with a lot of new ideas.

WHAT'S DIFFERENT?

Dark Eden is a Sourcebook for Warzone, using the rules you've known and loved ever since their release two years ago (has it really been that long?). To portray the unique setting of destroyed and contaminated Earth, some exciting new rules have been developed. I'm sure you will like them as much as I do.

TERRAIN EFFECTS

The blackened Earth, her soil brutalized by years of corporate environmental abuse, finally punished humanity with the consequences of their own folly. The atmosphere surrendered to pre-Exodus pollution. The planet's climate and environment altered radically. The frayed ozone layer yielded to bizarre greenhouse effects, deforming the Earth's surface, and those left to suffer on its desolate soil. Ravaging plagues emerged from Mother Earth's poisoned womb. Viruses spread like wildfire. Bunker-fevered survivors launched nuclear strikes against the "hotzones," in a final attempt to sterilize the sources of disease. The skies choked with palls of radioactive dust and ash.

If you think it's strange taking weather conditions into consideration when playing Warzone, you're in for quite a surprise when fighting on Dark Eden. After set-up, but before the first turn begins, you may roll a special Terrain Effect. These vary from innocuous Black Snowstorms, through Flashstorms and Virus Outbreaks. All add an exciting new element to Dark Eden battles, and simulate the unpredictable conditions of the Scorched Earth. While Black Snowstorms only impair your troops' vision, Flashstorms threaten to kill unlucky models. And Virus Outbreak ... well, need I say more?

Using these rules, there is no such thing as a straightforward battle anymore. They've made me change the way I pick my forces. Earlier I could rely on one mode of fighting to win, almost any day. With the terrain effects I have to take into consideration every possible outcome of the Terrain Effect roll. I cannot rely as strongly on my heavy weapon troopers when playing a Sons of Rasputin force. What if we roll Black Snowstorm? That could render half my

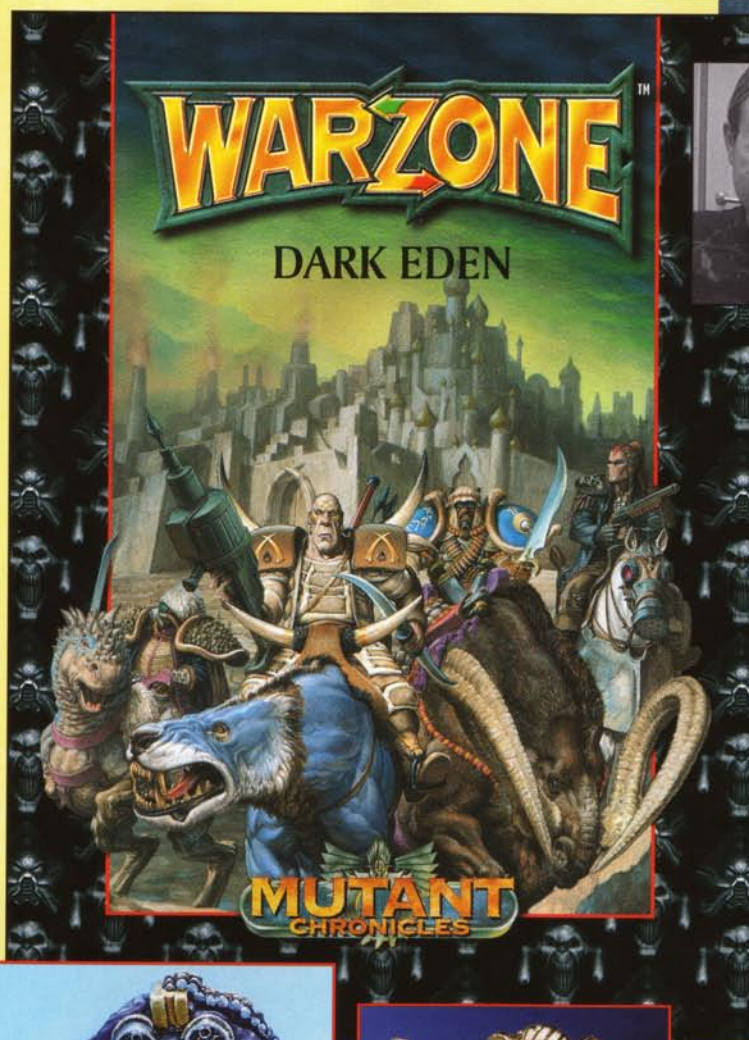
force blind. Thus, I have to think differently when compiling my Dark Eden forces, often very differently.

SPECIAL ABILITIES

The survivor-primitives explored the ancient ruins that escaped the destruction. They discovered caches of old technologies long forgotten, and weapons to make the strong nigh-invincible. Lacking abundant war-tech, many primitives also refined their fighting methods, developing new skills to compensate for their shortcomings in armament.

A FEW WORDS FROM THE EDITOR

In this special preview, Thomas Østerlie, one of the contributors and playtesters of DARK EDEN, gives us some highlights of the new book. Go ahead, Thomas!

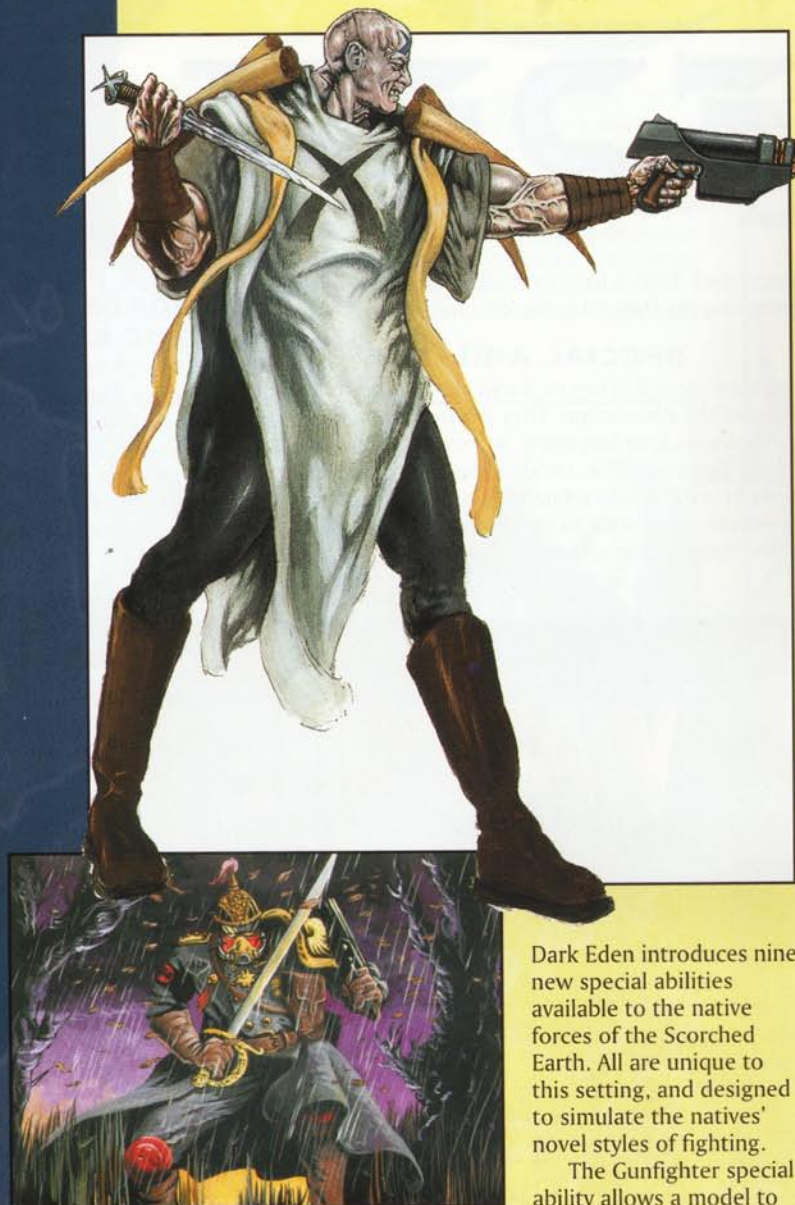


Gommorian Emasculator



#9906





Dark Eden introduces nine new special abilities available to the native forces of the Scorched Earth. All are unique to this setting, and designed to simulate the natives' novel styles of fighting.

The Gunfighter special ability allows a model to fire two weapons in one

action. The zealots' Sacrificial Run is akin to Banzai Charge but with more dire consequences for both the model using it and the model being attacked. Uttering an enraged scream, the zealot charges the closest enemy at double move, and initiates a close combat he won't leave until he, or all enemies within sight, are dead. Other special abilities include Martyrdom, Herding, Storming and Lamented, to mention only a few.

BEASTS

Toward us, thundering over the wasted battlefield came nightmare beasts, hulking creatures' intent on killing everything in their path. That meant us. Ridden by the most courageous native warriors, the beasts were terrifying to both friend and foe. Standing in their path was madness. But, there we stood, to receive their charge.

Each native force in Dark Eden has its own beasts; be they Rasputin Cossacks, Templar Cavalry, Triad Cavaliers or

Crescentian Eclipse Mammoths. All employ great lumbering beasts, all of which rage across the battlefield.

Rules for beasts are faithful to the style of Warzone - simple, yet realistic. Beast and rider are handled with one profile. After all, they fight as a single creature, so a second profile is redundant. They fight, and die, as one model.

Each native force uses its beasts differently, but most are deployed as mobile firing platforms or close combat juggernauts. In close combat, either the rider or the beast may attack. Beasts can be very deadly because many of them can make several close combat attacks in one action.

That's not something you want to face on the battlefield. Unless of course you've also got one to counter it.

SPECIAL MODELS

The standards of the Sons Of Rasputin always flutter ominously over their battlefields, strengthening the resolve of the Sons' army. At the same time, the dread banners and icons also strike fear in their enemies' hearts.

Special models are a new class of troops introduced in Dark Eden. Only certain units may be accompanied by special models, which are neither squad members nor individual models. Special models range from standard bearers to unusual weapon troopers. They semi-associate with squads; they have to remain within 6" of ANY squad member, not just the squad leader. Special models add still more variety to all your Warzone forces!

AND THE FORCES?

Old Europe is the stomping ground for four major powers, all warring against each other for hegemony: the Sons of Rasputin, the Lutheran Triad, the Templars and the Crescentians. Each embodies a unique and distinct imagery, crafted from an innovative blend of mythological, historical and contemporary themes.

Every Warzone supplement adds new forces to the game, and Dark Eden is no exception. These four new armies take Warzone to the next level; their force lists are quite different from those in other books. Being less technologically advanced, native weaponry emphasizes fighting at shorter ranges. There is a lot more close combat in Dark Eden, making Warzone, if possible, even faster and more furious than before. War on Dark Eden is extremely savage, with no quarter given.

#9908



#9910





During playtesting I found the lack of ranged weaponry most difficult to deal with. At first it led to widespread, swirling melees on the battlefield. Being used to regular Warzone battles, I saw no other way to use my troops. As playtesting progressed, I realized close quarters fighting doesn't necessarily mean close combat, a revelation that added many new dimensions to my games.

SONS OF RASPUTIN

The Sons Of Rasputin are strongest in northern and northeastern Old Europe. Their ever-expanding Reich recognizes no boundaries. All who resist their technological war-machine suffer dire consequences.

The Sons of Rasputin are my favorite force. I prefer them because of the great diversity in their troops. They have the best firepower among the native forces - their selection of heavy weapons is unmatched - and are relatively well armored. But, they also have some cool special troops; like Jaeger Commando Soldats, poorly-armored madmen who take to the skies suspended beneath hang-gliders. This diversity in troops, combined with their imagery (which counts a lot when

choosing a force), makes them a must-have for my collection. The backbone of the Sons' army, the Stosstruppe, is the Soldat Troopers. Well armored, and armed with powerful assault rifles, their

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specialty is intense fire-and-movement. Reinforcing the Troopers are Shock Soldats, commandos armed with terrifying gas weapons.

The Stosstruppe couldn't be what it is without the Cossacks. Astride their large Rivetbulls, they charge the enemy with sabers whirling. Supporting their charge are massive Cossack Heavies, huge bestial weapons platforms.

In addition to the core forces, the Stosstruppe has several Special Forces units. These include Jaeger Commando and Shock Soldats, as well as Cossack Scouts, to name only three.

LUTHERAN TRIAD

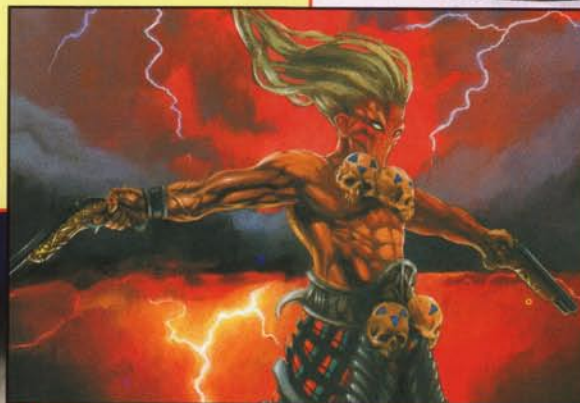
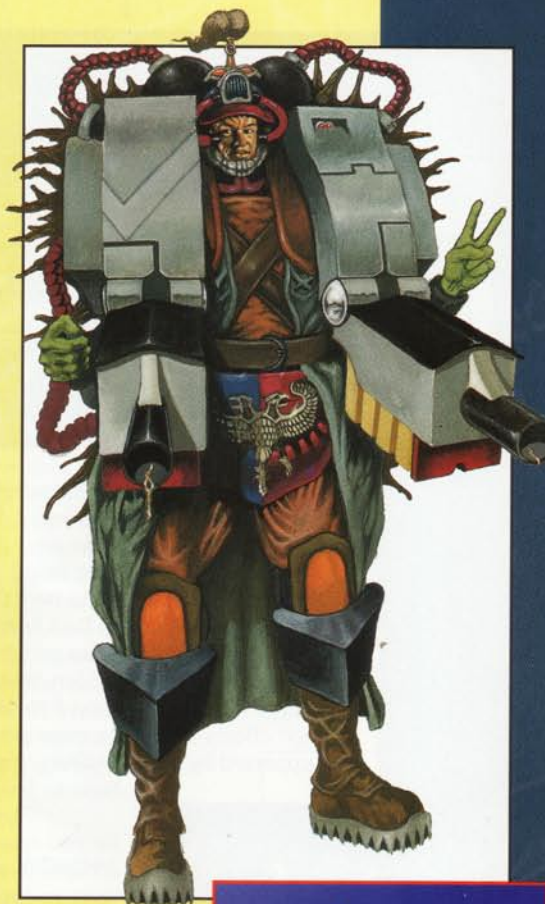
In the north and west, the Lutheran Triad defends their ancestral lands against the onslaught of the Sons of Rasputin from the east, and the depredations of the Templars from the south. Massively outnumbered, they place their hope in courage, faith and kin. To survive in their forsaken world, all Lutherans are surgically altered at birth, resulting in completely smooth lower faces. Along with this identifying mutilation, telepathic links powerfully bond Lutherans to their faith and tribes.

In playtesting I found the morale of Lutheran Triad soldiers unbeatable. They can withstand enormous punishment before they panic or rout. Though not the best in long-range combat, they excel in close quarters fighting, making them one of my playtest group's favorite forces.

The Lutheran Triad are three kin-groups joined by one commonality: their land. Each of the three - the Ash Kin, the Kain Kin and the Wrought Kin - have special traits making them



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unique. So, the Lutheran Triad are more like three forces in one. Ash Kin are known for sudden stigmata afflictions. Kain Kin adorn themselves with tattoos believed to





bestow mystical powers. Extremely superstitious toward all things supernatural, Wrought Kin are granted an immunity to mystical powers, be they Art Spells, Dark Gifts or the arcana unique to Dark Eden.

Lutheran Patriarchs can perform battlefield Rituals, one of the two types of Dark Eden mystical powers. Rituals are limited in scope, compared to the Art or Dark Symmetry, but, their effects tend to be more powerful.

Supported by their Cavaliers, the Lutheran Triad is a tough force to beat.

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Playing the Triad is a challenge, for two reasons. First, because they're actually three forces in one, selecting your troops can be a trial. Second, they require a solid grasp of tactics to make best use of them. But, when played effectively they're a joy to game with.

TEMPLARS

The Temple of the Deified Children of Mother Earth reigns supreme in southwest and central Old Europe. Not only are they the most organized of the native tribes, they are also zealots. They are a race of mutated humans, perfectly adapted to Dark Eden's toxic environment.

Being able to breathe Dark Eden's caustic air and live off its contaminated soil, the Templars see themselves as the land's chosen inheritors. With their battlecry "Ferro Et Igne", Horde Troopers, the rank and file of Templar forces, charge into combat. Their Centuri squad leaders whip them into a frenzy which, combined



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with their immunity to panic and rout, makes them ghastly close combat opponents.

The Gendarme, both Hunters and Bestals, are the finest soldiers the Templars have. Bestals are animal handlers; each controls 2 ferocious Cleanser, battle cats.

Spearheading Templar forces is their Cavalry, fierce warriors riding beast called Prophets. The faster first wave consists of regular Cavalry, while the Heavy Cavalry surges forward as a second wave, to deliver the final blow to shatter enemy forces. Supporting these Cavalry attacks are Heavy Cavalry Harpoons, massive weapons mounted on the largest of Prophets, making the Templars the undisputed rulers of central Old Europe.



CRESCENTIAN

Rooted in the southeast, the nomadic tribes of Crescentia roam constantly in their endless quest for a home. These nomads herd tremendous beasts that serve as laborers, guardians and battlefield support. The Crescentian's chosen leader, the Khan, guides them with pride, confidence and the power of their legend, uttered or visualized by the holy Prophets.

Although a nomadic people, Crescentian military forces consist mainly of infantry, well trained infantry. Driven by religious fervor, troops like Jihad Infantry, brutal warriors following the words and visions of their Prophets, and the Lamented, warriors having had visions of their own deaths, charge into combat. Crescentian soldiers are zealots; most of their troop-types are immune to panic and rout.

Leading these forces are the Prophets, holy men who divine Prophecies on the battlefield. These Prophecies, the second type of mystical powers in Dark Eden, aid their forces during battle.



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WHERE DOES THAT LEAVE YOU?

You're worried about not being able to use the Warzone figures you've already got, aren't you? Not to worry, it's all been taken care of.



THE CORPORATIONS

All five megacorporations ignored Dark Eden until recently. Perhaps they have returned to take what few natural resources remain unplundered. Perhaps they need room to expand. Or, perhaps there is another reason...

A fact known to precious few citizens of the System is that the corporations occasionally dispatch expeditionary forces to Dark Eden. All of the corporations, and the Brotherhood, have independent Special Forces troops permanently stationed on

Dark Eden. These soldiers are fully equipped for the planet's harsh conditions. Each corporation has several new troop-types in the book, especially designed for Dark Eden battles. There are times when the Dark Eden expeditionary forces require assistance from regular corporate troops. At an

additional cost for life-support systems, you may field regular Warzone forces on Dark Eden. You can use all your Warzone models. Pitching corporate forces against native armies is interesting. It's like starting to play the game anew, because the native opposition is like nothing you've fought before. While on Dark Eden, your corporate troopers must have what is called an operation overseer. The

operation overseer is one of the troops from your corporation's expeditionary force. An experienced individual, used to fighting on Dark Eden, he understands the terrain and potential opposition.

But it doesn't end here. If you wish, you can field a mixed force, of both corporate troopers and Dark Eden natives! This allows you the flexibility to fight battles on Dark Eden before you completed your native force.

As if all that wasn't enough, you can even field Dark Eden natives in off-world Warzone battles. Simply by adding an operation overseer to your corporation force, you may field Dark Eden allies on other planets. There is a downside to this, of course. As with all alliances, mixed corporate and Dark Eden forces suffer a -4 to initiative.

I bet you're pretty sure your corporate forces will beat the crap out of the natives. Aren't you? Well, think twice! I've never had so much trouble beating a force as when playing corporate against native. Because the natives' traits and tactics are so different, I lost time and again. Then I realized I couldn't play corporate forces the way I was accustomed to doing. I had to devise new tactics, setting me back to square one again; an experience I very much enjoyed. Being a so-called (did I hear self-proclaimed?) Warzone expert, I know the game through and through. I thought. Fighting with, and against, these new forces was an unprecedented challenge (some expert, eh?).

THE DARK LEGION

And through it all, the Dark Legion toiled. They befriended tribal headmen, and made enemies of the pure. They coexisted with humanity, and were welcomed with open arms by many. They taught, they controlled and they grew in power.

In addition to a whole range of new Dark Legion models, you can use every figure presented in previous publications. As such, the Dark Legion is one of the most diverse forces on Dark Eden; with their Nassals, Gomorian Emasculators, Nasca Razides and Infernal Corroders. And naturally, these new models may be used in battles on other planets as well. The Dark Legion knows no borders.

You can even assemble a Covenant organized by an infiltrated Heretic. This allows you to select models from one native force list in addition to your Dark Legion models. Now, what is the only thing missing? Fielding your Covenant in off-world battles. You may, simply by paying life-support costs for your native forces.

As you can see, Dark Eden has been designed for maximum flexibility. There was no reason to create a new setting that excluded your old figures, so it was created accordingly.



The Sons of Rasputin



The Templars



Crescentia



The Lutheran Triad



Valpurgius / Dark Legion



#9899



Carnal Harvester

ARTIFACTS

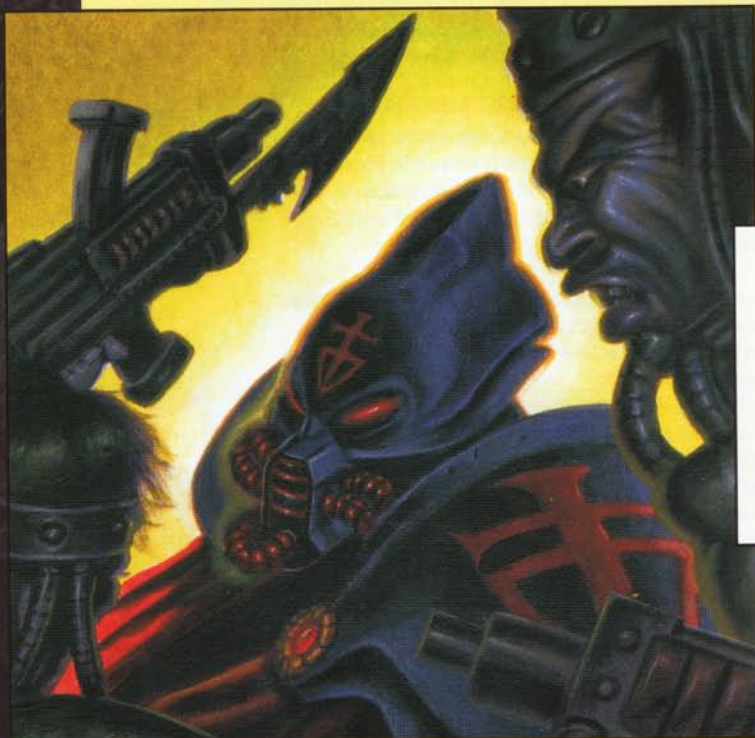
By Legion



The Book of Law scorns all invasive man-machine interfaces and forbids their use by followers of the Brotherhood. Special equipment subject to the Cardinal's Ban include: BIONIC EYE IMPLANTS, CYBERNETIC POWER ARM, HYPERACTIVATOR, SONAR IMPLANTS and SUBDERMAL ARMOR IMPLANTS. As reminders of the horrors wrought by the Thinking Engines in the old time, these devices are anathema to the Cardinal's flock. No

Brotherhood model may employ them.

But, the Light's adherents despair not. For within the Brotherhood, the Third Directorate's Cell of Artifacts holds many arcane relics in storage. Holy and blessed items, secreted away in sprawling catacombs beneath the Cathedrals, are issued to the faithful's elect in times of need. Ancient and mystical devices, these Artifacts are sacred icons borne in battle only by ranking members of the Brotherhood's First and Second Directorates.



Below are eleven ARTIFACTS for use exclusively by Brotherhood forces. Brotherhood squad leaders may be given either one piece of sanctioned special equipment or one ARTIFACT. Brotherhood individual models may carry three items, in any combination of approved special equipment or ARTIFACTS.

These rules are optional! However, if players agree to use any other optional rules, such as Extra Cover, Heroic Special Abilities or Jungle Rules, ARTIFACTS must be allowed also. These rules amend those on pages 111-112 of Warzone.

AVATAR

This ornate battledress is worn by ranking members of the Inquisition. Its all-enclosing carapace provides an Armor rating of 30. And due to Light energies surging through the armor's matrices, the wearer's MV is increased by +1 inch. An Avatar may only be issued to a Valkyrie, Vestal, Inquisitor or Inquisitor Majoris. COST: 7 points.

ENLIGHTENED AMMUNITION

Also known as Silver Bullets, these are blessed rounds fortified with the power of the Light. They increase their firing weapon's DAM modifier by +1 when shooting at any Dark Legion, Heretic or Cultist model (e.g., DAM 12 becomes DAM 12(x2), DAM 13(x2) becomes DAM 13(x3), etc). Any Brotherhood handgun, SMG, assault rifle or LMG can fire Silver Bullets. But, Enlightened Ammunition is only available to Brotherhood individual models, and must be purchased separately for each weapon (i.e. for an Inquisitor's Justifier and AGAIN for his Nemesis) so, unlike other ARTIFACTS, a model may purchase Silver Bullets more than once. COST: 6 points per weapon.

EXORCIST GLOVES

Bathed in the Light of the Cardinal's countenance, this pair of tight-fitting white gloves allows their wearer to cast each spell in the Aspect of Exorcism once per battle. The Gloves have an innate PW of 16, which is used instead of their wearer's PW value. You may not concentrate with the Gloves' spells. Any Brotherhood individual model or squad leader may use Exorcist Gloves, providing the faithful with a degree of battlefield medical aid where it is most needed. COST: 8 points.



FORCE SHIELD

This arcane shield is formed from a glowing blue energy field. It adds +6 to its bearer's Armor rating (up to a maximum of 30). Additionally, the carrier of the Force Shield may parry enemy close combat attacks by rolling against half his CC score (rounded up) PLUS 3 (i.e. a Mystic bearing a Force Shield parries on a 9 ((CC of 12/2=6)+3) or less). These bonuses only apply versus shooting and close combat attacks against the model's front facing. A Force Shield does not protect against flame-throwers, explosives, grenades, gasses or similar area-effect weapons. Any Inquisitor, Inquisitor Majoris, Mystic or Keeper of the Art may be issued one. COST: 8 points.

POWER STABILIZER

This device is a backpack displaying three to seven upward-jutting tubes, vaguely resembling a Cathedral



pipe organ. Through processes understood by only a few Mystics, a Power Stabilizer levels the surges and ebbs of the

Light's flow so its wearer may wield the Art more effectively. A Power Stabilizer adds +1 to its user's PW score. Any Brotherhood individual model that can use the Art (this does not include users of Exorcist Gloves etc.) may wear one. COST: 2 points.

PROTECTOR

Also called a Savior, this ancient coffin-shaped shield adds +4 to its bearer's Armor rating (up to a maximum of 30). The Protector also lets its bearer parry enemy close combat attacks by rolling against half his CC score (rounded up) PLUS 2 (i.e. a Sacred Sergeant so-equipped parries on a 10 ((CC of 16/2=8)+2) or less). However, these bonuses only apply versus shooting and close combat attacks against the model's front facing. The Savior does not defend against flame-throwers, explosives, grenades, gasses or similar area-effect weapons. Because each Protector is a revered warrior-relic belonging to the Second Directorate, only a Sacred Sergeant, Fury Elite Guard Sergeant, Inquisitor or Inquisitor Majoris may carry one. COST: 5 points.

SIGN OF FEAR

This is a sacred icon worn as a gorget, a symbol of office, by select officers of the First and Second Directorates. Any Dark Legion, Heretic or Cultist individual model or squad coming within 6 inches of the figure so-decorated must immediately make a panic test. Except for AIs and personalities, this unnerving illumination DOES affect models, which are otherwise immune to fear and panic. Once a unit or individual passes this panic test, it may disregard the Sign of Fear for the rest of the battle. Any Brotherhood individual model may bear a Sign of Fear. COST: 6 points.

SIGN OF TERROR

This most potent of Brotherhood symbols is the faith's ultimate signet of authority and devotion. As such it is worn only by the highest ranking members of the First and Second Directorates. Any Dark Legion, Heretic or Cultist squad or individual model coming within 6 inches of a model wearing the Sign of Terror must immediately make a panic test (as with the Sign of Fear) and, if that is failed, then a rout test. Except for AIs, models normally immune to fear, panic and rout ARE affected by this icon's irresistible energies. Once an individual or unit passes this panic or rout test, it need not test again for the rest of the battle. The Sign of Terror may only be given to an Inquisitor Majoris or a Keeper of the Art. COST: 15 points.

SPELLFINDER GLOVE

The wearer of this glove automatically knows the locations of all models on the battlefield with Dark Gifts or Dark Technology necrobionics, regardless of intervening terrain or distance. This awareness is constant. The gauntlet also adds +4 to the bearer's Leadership for spotting any other Dark Legion, Heretic or Cultist models. This relic may be issued to a Valkyrie, Vestal, Inquisitor, Inquisitor Majoris, Mystic or Keeper of the Art. COST: 6 points.

STAFF OF CASTING

This six-foot rod of eldritch material, resembling polished wood, is a focus for the myriad energies of the Light. The bearer's PW score is increased by +2. Only a Mystic or Keeper of the Art may carry one. COST: 4 points.

SYMBOL OF LIGHT

Also described as a Warder, this insignia shrouds its bearer against the patterns of the Dark Symmetry. It grants a +4 bonus to resistance rolls against effects of the Dark Symmetry (including Dark Gifts, Whirlwinds of Insanity and Foul Winds). The Warder does not protect against close combat or shooting attacks or damage; nor does it resist the Fear, insanity or Plague caused by many Dark Legion creatures and weapons. A Symbol of Light may be given to any Brotherhood squad leader or individual model. COST: 3 points.



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