MUTANT CHRONICLES

WARZONE™

A FAST AND FURIOUS MINIATURES BATTLE GAME



FROM THE MAKERS OF

DOOM TROOPER™



A FAST AND FURIOUS MINIATURES BATTLE GAME

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TABLE OF WARZONE™ CONTENTS

INTRODUCTION 3
War Without End 3
The Megacorporations 4
The Brotherhood 4
The Dark Legion 4
The Cartel 5
The Warzones 5

THE HISTORY OF MUTANT CHRONICLES 6

THE CORPORATIONS . 12
The Merchant Corporations 12
Capitol 13
Bauhaus 15
Mishima 17
Imperial 20
Cybertronic 24
The Cartel 25
The Brotherhood 27
The Dark Legion 33

THE RULES 38
The Character Profile 39
Equipment 39
Units 40
Rolling Dice 41
Facing 42
Setting Up 42
The Turn Sequence. 42
Winning the Battle 44
Using Actions 45
Move 45
Fire 46
Aiming 52
Bracing 52
Close Combat. 52
Other Actions. 56
Panic, Rout and Rallying . . . 59

FORCE LISTS 61
Special Powers 62
Unit Descriptions 62
Custom Equipment. 62
Example of Creating a Force 63
The Megacorps 64
Capitol 66
Force List 68
Armory 69
Hall of Fame 73
Bauhaus 74
Force List 75
Armory 76
Hall of Fame 77
Mishima 80
Force List 81
Armory 83
Hall of Fame 84
Imperial 86
Force List 87
Armory 91
Hall of Fame 92
Cybertronic 94
Force List 95
Armory 97
Hall of Fame 98
The Cartel 99
Force List 99
The Brotherhood 102
Force List 103
Armory 105
The Art 108
The Art of Kinetics . . . 108
The Art of Changeling . 109
The Art of Exorcism . . 109
The Art of Mentalism . 110
General Equipment. 111
Special Equipment 111
The General Armory 113

DARK LEGION FORCE LISTS 114
Algeroth 116
Force List 117
Armory 122
Ilian 124
Force List 125
Armory 125
Muawijhe 126
Force List 126
Armory 128
Semai 129
Force List 130
Armory 131
Demnogonis. 132
Force List 133
Armory 134

THE DARK SYMMETRY 135
The Dark Gifts 135
The Dark Symmetry Gifts . 136
Gifts of Muawijhe. 136
Gifts of Ilian 136
Gifts of Semai 137
Gifts of Algeroth. 137
Gifts of Demnogonis 138

OPTIONAL RULES . . 139
Multi-Player Battles 139
Creating Individual Models 140
Customizing Squads 141
Campaigns 142
Converting your Character 143

FORCE LIST SHEET . 144

TEMPLATES 145

FICTION STORIES
Citadel 11
Fire at Will 51
Valley Forge 58
Sergeant Carter 72
Banzai 93
Etoiles Mortant 101

WAR WITHOUT END

The Solar System is a battlefield. From Mars' red deserts to the steaming jungles of Venus, conflict rages. From the huge caverns of the Mercurian underworlds to the cold hells of the Asteroid Belt, battle lines are drawn. The five great megacorporations make war on each other. The fanatic soldiers of the Brotherhood clash with the undead warriors of the Dark Legion, who, in the names of their demonic masters, seek to conquer all who live. There is no peace. There are only small gaps between wars, when the combatants seek to rebuild their strength before another cataclysmic clash with their eternal enemies.



THE MEGACORPORATIONS

Where once there were nations, now there are only corporations. They rule the inhabited worlds. Everything is driven by their relentless quest for dominance and profit. The megacorporations are gigantic entities, fiscal titans who bestride the worlds of humanity, bending all to their needs. They manufacture everything from foodstuffs to firearms. Their workforces are numbered in billions. Their wealth is beyond counting. Their conflicts shake the tortured planets with their violence.

To be an employee of a corporation is to be part of a way of life and to commit yourself body and soul to a cause. Every moment of every day, the citizens and workers are bombarded by the propaganda of their employers. They are told that only their corporation is supreme, that only their corporation is right, that only their way of life is good.

The citizens of democratic Capitol know that they are free and that all others seek to destroy their freedom. Capitol's huge armies are committed to defending that freedom.

The subjects of Bauhaus's Four Elector Dukes know that they are surrounded by enemies who covet their wealth and their technical superiority. The generals of Bauhaus's military orders work hard to ensure that their wealth is preserved.

Those who serve Mishima's Lord Heirs know that only they understand the true meaning of honor and that the universe is full of those who seek to take advantage of the strife in their ancient dominions. The Samurai stand ready to give their lives in defense of those lands.

The clansfolk of Imperial are just as certain that only the strong survive, and by their conquests, they prove their strength.

The enigmatic employees of Cybertronic know that they are the focus of universal hate and that all seek their destruction. To succeed, their enemies must overcome their cybernetically enhanced defenders.

So conflicts are bred. So wars are born. In a time of economic catastrophe and scarce resources, these beliefs are enough to drive millions to war.

THE BROTHERHOOD

Rising above the wars of the corporations are the members of the Brotherhood, the spiritual guardians of humanity. At the head of the Brotherhood stands the Cardinal, the most powerful man in history, a being of enormous spiritual, moral and temporal power. He is served by countless billions. Missionaries spread his word. Inquisitors hunt down his heretical enemies. Seers wield the strange mystical powers of the Art in his name. Countless soldier-fanatics are ready to die at his command.

Faith in the Cardinal is the last remaining glue that binds humanity together. People of nearly every corporation (with the notable exception of Cybertronic) attend sermons in the towering Cathedrals on the walls of which the eternal truths of the Chronicles are inscribed. Citizens of every corporation heed his message of hope and redemption. They all need something to believe in, for the times are dark.

THE DARK LEGION

Those who serve the Dark Apostles are the eternal enemies of all humanity. The numberless hordes of the Dark Legion raise their gigantic Citadels on all the worlds of humanity. Undead warriors swarm against the armies of humanity and force even the fallen to serve them. Countless Heretics infest every corner of human society and spread their message of corruption and rebellion, fostering wars between the megacorporations, spreading distrust and hatred among humanity.

They serve Ilian, the Schemer, Mistress of the awesome mystical power of the Dark Symmetry. They revere Algeroth, Apostle of War, Master of the Dark Technology. They heed the lies of Semai, Apostle of Spite, who turns sibling against sibling. They dance to the insane tune of Muawijhe, Lord of Madness. They revel in the abominable foulness of Demnogonis, Apostle of Corruption. And these mighty beings serve a greater master, the ultimate source of all evil, the Dark Soul.

The Apostles are not only the enemies of humanity, but of each other. Their minions often skirmish in battles for leadership and dominion. Thus are even more battles fought. Thus is yet more blood spilled.

THE CARTEL

In the face of unrelenting attacks from the Dark Legion, even the megacorporations have declared an uneasy and sporadic truce. So mighty are the servants of the Dark Apostles that they have forced the corporations to band together to oppose them. Thus was formed the Cartel, a cooperative organization which acts in the name of all the megacorporations, seeking to maintain a fragile peace and coordinate operations against the Dark Legion. The greatest servants of the Cartel are the legendary Doomtroopers, recruited from the finest warriors of all the corporations, trained to a peak of perfection inconceivable to lesser mortals.

So far, the Cartel's success has been mixed. It has managed some triumphs against the Dark Legion, but has completely failed to keep the peace among the megacorporations. Indeed, it is more a vehicle for negotiating temporary cessations in hostilities than a true representative of human unity. Still, it offers the only fragile hope that a united humanity can stand against the darkness.

THE WARZONES

On all the inhabited worlds of the Solar System, there are warzones—huge areas of conflict where the megacorporations and the Dark Legion clash.

On Mercury, fiefworld of ancient and honorable Mishima, hundreds of small guerrilla wars are fought between the representatives of the megacorporations as they seek control of the huge, underworld caverns and the incredible mineral wealth these contain.

In the jungles of Venus, human armies besiege the towering Citadels that rise above the primordial jungle while the megacorporations make war against each other for possession of the riches of the Graveton Archipelago. Amid the ruins of southern Mars, the soldiers of all the great powers fight for what remains of the most fertile region in the system, even though the canals are dry and the great desert once more encroaches.

Amid the tiny worldlets of the asteroid belt, fierce battles are fought between Imperial and the Dark Legion. These conflicts are all the more savage because of the restricted areas they are fought in.

On no world is there peace, nor is there any prospect of it. This is an age of war, in which humanity fights for survival and only the cunning and the mighty can hope to triumph. This is an age in which sharp reflexes and good weapons make the difference between life and death. This is the world of *WARZONE*.



THE MUTANT CHRONICLES

THE EXODUS

Earth, late twenty-third Century.

Crops fail and nations starve. Populations huddle in fear of the constant threat of total war. Desperate billions clamor to be free from their poisoned birthplace.

Plans are laid in the boardrooms of the great corporate towers. They mature in secret over decades. Sleek silver ships are constructed at awesome expense. Entire worlds are reshaped according to the vision of corporate scientists.

An atmospheric cloak is thrown around the moon. The red deserts of Mars become fertile. Jungles sprout beneath the clouds of Venus. The Earth is raped and plundered to pay for this mighty work till the day dawns when all is in readiness and the corporations announce their plan.



I will speak now of the Exodus, of the teeming millions clambering into great Arks as the Corporations loaded their best and brightest onto the great ships, of the weeping and lamentation of those abandoned to wander the Cursed Lands forever, of the riots and protests of those who learned too late that they were doomed to be left behind.

Now the banners of the Megacorporations fluttered boastfully in the winds of new worlds.

It was a time of hope and terror and blighted promise, the dawn of a new age.

The children of the Megacorporations made landfall at the places prepared for them. Each corporation had a dream, a vision of a perfect world, an ideal to which all its folk aspired. Each corporation strove to achieve that ideal amid the new worlds of the re-shaped Solar System.

The proud Pioneers of mighty Capitol set foot on the soil of Luna. and began to build the greatest city that these worlds will ever know. They siezed the fertile red plains of Mars and colonised their Freedom Lands.

The Homebuilders of Bauhaus toiled in the sweltering jungles and volcanic archipelagoes of Venus, labouring to raise cities and factories and enormous estates. They strove against mighty monsters and awful conditions to build a new and perfect world of order.

The honour-bound citizens of Mishima excavated their cavern-cities beneath the burning sands of the Mercurian deserts. The great underworlds filled with people. Lights glittered where once there was only darkness. The miners burrowed deep. Giant smelters glowed with white heat. Overlord Mishima smiled as he finds his work good.

Imperial struggled to carve out is niche in the already crowded solar system, sending great forces of Conquistadors to grab land all over the inner system and to explore the uncharted territories of the asteroids and the outer worlds.

Everywhere there was unceasing activity. All the worlds of men were a hive of industry. Great cities were founded, new trade routes were forged. In all this activity there was only one quiet spot. Old Earth was ignored, left to degenerate into barbarism. It is a senile parent abandoned by its embarrassed children. Its people were hopeless. The sands swallowed its cities.

THE FIRST CORPORATE WARS

The corporations looked out on their worlds and found everything was good. The entire solar system lay under their control. Nothing could challenge their dominion. Their's was the greatest, wealthiest, most advanced and potent civilisation that had ever existed. They possessed technologies beyond the dreams of our own diminished folk. They could cure the sick and feed the hungry. They understood the mysteries of how to alter entire worlds. They were proud and haughty but their pride would soon count for naught, because they were to encounter a power that defied all human understanding. Every aspect of their civilisation was doomed to fail.

It began when Imperial Conquistadors reached Nero, the cold dark world on the fringes of our system. There they found a strange tablet. Not till much later were we to know what they disturbed, for soon all contact with them was lost. Shortly thereafter the Dark Symmetry reached out across the system and began to infect the mighty Thinking Engines. The first and most subtle of the Dark Soul's efforts to overthrow humanity had begun.

Dire events began to occur. Complex technological systems failed. Powerplants exploded, destroying cities. Thinking Engines ran amok, turning automated weapons against the human population. The great electronic credit webs collapsed, bringing the economic system to its knees. New plagues emerged

to bring death to the populace. Everywhere were rumours of sabotage. The corporations blamed each other. Evil influences saturated the Thinking Engines, showing rival corporations to be to blame when they were not. In the confusion no-one could tell truth from falsity. Men had become so reliant on the machines that they still believed them even when the evidence of their eyes told them something different.

As system after system went down, deeds of ownership were lost, invoices and contracts ceased to exist. The entire economy, on which the prosperity of worlds depended, evaporated overnight. As the automated factories ground to a halt, and the lights went out all over the System, the folk rioted, blaming their leaders for catastrophe. The rulers found it easier to blame rival corporations. Tension led to conflict. Conflict escalated to war. A new dark age fell. The First Corporate Wars began.

On the Southern Mars, the most fertile and prosperous part of the Solar System war raged as Capitol, Mishima and Imperial fought for control of the land. On the Graveton Archipelago of Venus, a titanic struggle between Bauhaus, Mishima and Capitol erupted across the Thousand Islands.

On every civilised world, between every corporation, wars were fought with insane ferocity. Fear fuelled them. Fear that the darkness would descend forever. Fear that technology was mankind's enemy. Fear that in this new and barely understood universe, there would not be enough for one corporation, let alone them all.

New alliances were formed wherever either side could saw a temporary advantage. Such alliances ended just as swiftly when a new opportunity arose. It was an age of terrible treachery that bred hatred and resentments that lasted for centuries. It was an age of insane violence where corporation smote corporation on the slightest provocation. Fighting bred fighting. Violence bred vengeance.

THE FOUNDING OF THE BROTHERHOOD

Into this dark age strode a man of hope and vision. His name was Nathaniel Durand. He was to become the first Cardinal of our blessed Brotherhood.

Durand spoke out against the gathering darkness. He spoke of the approaching threat of the Dark Symmetry. He showed how the thinking machines had become its tools, how they had been infected with the essence of evil, and had turned on their human former masters. He preached war against the machines, and the common people listened. They took hammers to the Thinking Engines. They demolished great machines and powerplants.

For Nathaniel Durand was the first practitioner of our blessed Art, and he weilded the forces of Light. He taught his arts to his most trusted followers and sent them across the worlds of men to bear his message. Everywhere the Lightbringers spoke, they were listened to by the common people. Their message was simple but it made sense of the chaos of the world. Soon the influence of Nathaniel Durand was felt in every corporation. In this time of war and carnage, he gave people hope, a thing more precious than gold.



So it came to pass that the corporations realised that they could not kill Durand, and that they could not stamp out his sacred message, so they decided to come to terms. They publicly acknowledged his spiritual authority and bent their propaganda machines to spreading his message. They believed that they could use his teachings to control their people. They stored the designs of the old machines and then enthusiastically ordered their soldiers to join in the destruction. Everything that bore the slightest taint of the Thinking Engines was destroyed.

So it came to be that the word of Nathaniel Durand was spread to all the worlds, and the powers of Light were made ready for the coming struggle with the darkness. Praise be.

By now, the people hungered for the words of Blessed Nathaniel as they had once hungered for bread. Durand himself saw that he must organise a force capable of contesting with the Darkness for possession of men's souls. From these twin imperatives was born our Brotherhood.

NathanielDurand was proclaimed the first Cardinal, and he swiftly became the most powerful spiritual and temporal leader mankind had ever known. He ordered the founding of the Four Directorates.

In the early years of Cardinal Durand's long reign, billions entered the Brotherhood's fold, hungry to hear the Cardinal's spiritual teachings. Willingly, each rejoiced to give up one tenth part of his income, to help in the spreading of the word. The Cardinal ordered this money to be used raising up Cathedral's, mighty structures that would be bastions of the faith, beacons of hope and light towering over the cities of men.

Knowing that a divided humanity would inevitably fall to the darkness, the Cardinal realised he must end the corporate wars. He send emissaries to each of the Megacorporations and told them to make peace, on pain of facing the wrath of the Brotherhood.



Haltingly, unwillingly, not wanting the full weight of the Brotherhood thrown behind their enemies, each Megacorporation sent emissaries to the negotiating table. After twenty five years of long and arduous negotiation, the Treaty of Heimburg was signed. The First Corporate Wars ended. The Cartel was put into place to resolve disputes between the Corporations.

A brief age of hope began. It was not to last. Searching for the secret of what happened to their long-ago predecessors, a secretly dispatched force of Imperial Conquistadors once again landed on Nero. There they found the First Seal of Repulsion.

THE FIRST SEAL OF REPULSION

The First Seal was broken and the servants of the Dark Soul were unleashed. A wave of terror passed through the Solar System. Some Brotherhood Seers went mad. Froth foamed from their lips. They plucked out their eyes in terror at the visions they were granted. Some became Heretics, prophets of the Darkness, who spoke out against the Blessed Brotherhood. For a full year the population of the civilised worlds were troubled by nightmares. Then the nightmares became reality.

The Dark Legion descended on the worlds of mankind like a scythe, bringing destruction, despair and corruption in its wake. Across the inhabited worlds huge citadels sprang up almost overnight. Despite their military might the corporations were unprepared to do battle with this new and mighty foe. Huge tracts of Mars, Venus and Mercury fell to the hands of the hideous invaders.

Monstrous armies marched across the worlds. The most stubborn human resistance barely slowed them down. City after city, fortress after fortress, fell to the powers of the Great Darkness. Only Luna, home of the Cardinal and site of the first and greatest of Cathedrals, was spared. Refugees fled there from across the Solar System.

Slowly the names of the Dark Legion's leaders became known. Slowly humanity became aware of the Dark Apostles—Ilian, Mistress of the Void and Weaver of the Dark Patterns; Muawijhe, the Apostle of Madness and Lord of Visions; Semai, Lord of Spite and Princ of Lies; Algeroth, the Lord of Dark Technology and Apostle of War; and finally Demnogonis, the Befouler, the Apostle of Corruption and Lord of All That is Unclean.

To understand the nature of the Dark Apostles you must understand the Dark Symmetry itself. The Symmetry is a mystical pattern of purest evil which flows everywhere and links everything. The Apostles are integral parts of this pattern. Each is part of it, and each controls it. You may say that each Apostle IS its part of the whole, a sentient part of the entire structure capable of manifesting in physical form.

THE ARRIVAL OF THE APOSTLES

Now came the time of dread. On Venus, mighty Algeroth, Apostle of War, Lord of the Dark Technology made his appearance and nothing could stand against him. Here was humanity's ultimate foe. His armies outnumbered those of any corporation. Their weapons were strange and terrible.

From the necrochambers and distortion chambers of his Citadels marched a seemingly unending horde. Grinning Necromutants led swarms of fly-encrusted Undead Legionnaires across the battlefields. Mighty Ezoghouls galloped into the massed ranks of the corporate armies. Stone fleshed Razides blasted away with their enormous weapons. With Algeroth in command, the armies of the Darkness seemed all but invincible. He strode through the carnage, his body sprouting weapons. All who oppossed him died. He was unstoppable, merciless, a cunning general, the greatest foe humanity had ever faced. Armed with the Dark Technology created by the evil genius of his Tekrons, Algeroth's Kohorts soon proved near-invincible.

The factories of his Citadels spewed forth the weapons of the Dark Legion. His Dark Technology provided the weapons. His forces were the most numerous. The mere rumour of his presence was enough to make armies flee screaming from the field. His was the most dreaded name of all the Dark Apostles. To him victory seemed certain. His appearance was to prove humanity's darkest hour.

THE VENUSIAN CRUSADE

Only the Cardinal did not give in to despair. He possessed faith in the inevitable triumph of mankind. He walked among the huddled masses, healing the wounded, curing the sick, preaching to the faithful. Where he walked the Light shone, hope filled the hearts of all who heard him. He knew what must be done.

He summoned the heads of all the Megacorporations and told them what was required of them. At first they balked, fearing to lose their ancient powers and privileges if they submitted to the leader of the Brotherhood. Cardinal Durand did not argue. He simply pointed out that with the Dark Legion triumphant they would lose everything anyway. The mighty masters of the Corporations pondered his words and saw that they were fair. They agreed to the Cardinal's plan. It was implemented that very day.

Throughout the armed forces of the Corporations, Inquisitors and Missionaries moved, preaching the Holy Word, shielding the soldiers from the darkness with the power of the light. Bolstered by the presence of the faithful, shielded from the Dark Symmetry by the Light of the Art, the armies of humanity finished their long retreat and began to make a stand.

No longer did the followers of the Darkness win easy victories over terrified foes. Now they were met by stiff resistance, carried out by determined warriors who knew they were humanity's last hope and that even their smallest act of heroism might tip the balance in this cosmic conflict between good and ultimate evil.

Meanwhile the Cardinal summoned to his presence the elite forces of all the corporations and prepared them for battle. To his side came the Sea Lions of Capitol, the Hatamoto of Mishima, the Venusian Rangers of Bauhaus and the Blood Berets of Imperial. They were reinforced by contingents of the second Directorate and spearheaded by the mighty Doomtroopers. It was the greatest gathering of heroes in the history of humanity. It needed to be. Cardinal Durand's plan was simple. He was taking them all to Venus, there to face Algeroth himself.

The Blessed One and the Apostle of War clashed on the field of battle. The warriors of humanity faced a gigantic Horde of Ezoghouls, Legionnaires, Nepharites and Centurions. Surrounded by his personal guard, the legendary Fury, Cardinal Durand cleaved a path of red ruin until he faced Algeroth. For a day and a night the Holy One and the Lord of Destruction wrestled. They fought on every level. Sacred Blade rang against Symmetric armour. Black bullets bounced off the Holy Vestments. Tidal waves of the Dark Symmetry sought to drown out the Light. At last the Cardinal had the mastery. Algeroth fled to within the heart of his citadel, and was pursued there by Nathaniel Durand. There, in the Sanctum, before the very altar of Algeroth, the Cardinal vanquished the Demon Lord of the Dark Technology but himself took a mortal wound.

Thus in the midst of his greatest triumph, Nathaniel Durand was felled. Ever afterwards our rejoicing at his triumph was to be tempered by our sorrow at his loss. But all was not lost he was succeeded as Cardinal by Bauhaus Supreme Marshal Toth, a man of true holiness, and war-like fervour.

After the overthrow of Algeroth, Cardinal Toth carried the war to the Dark Legion. Slowly he pushed them back from the worlds they had conquered. Inevitably the Brotherhood led mankind to victory. One by one the Citadels were cast down. Army by army the Dark Legion was defeated. Slowly, surely and steadily, mankind gained the upper hand and the forces of Darkness retreated to the outer regions of our solar system.

It was inevitable that humanity should turn to the Brotherhood for guidance. Had not the Cardinal led humanity through its darkest time? Had he not given his own life to save his people? The people were sick of war, sick of corruption. They yearned for a new age, and our Brotherhood showed them the way.



The great Cathedrals were completed and became places of pilgrimage for the faithful. Cardinal Toth ordered the Chronicles of our Brotherhood to be inscribed on their walls. He issued other Edicts designed to see that the Darkness would be banished forever, and that the terrible age of inter-corporate strife would never return. The Three Edicts of Toth were simple;

- No human shall attempt to make a machine that thinks like man.
- No human shall travel beyond the orbit of Jupiter, lest they once again disturb the darkness.
- No human shall ever seek knowledge of the Darkness.

THE AGE OF FAITH

So began a golden age. Representatives of our glorious Brotherhood were everywhere, overseeing ever level of society, making sure that humanity remained pure in word and deed. They stamped out Heresy, and ensured that no forbidden research was carried out. They saw that clashes between the corporations were contained. They led humanity by example, and peace flowed everywhere. Blinded by the purity of the Light, the

darkness receded. For a thousand years nothing was heard of the Dark Apostles.

Some heretics claim this was an age of stagnation, when humanity turned in on its self. They say that the First Edict caused all progress to end, that overzealous Inquisitors stamped out all research. They say that the second edict prevented man from ever reaching the stars. They say the third edict was used to justify an age of repression, and was interpreted in such a way that all knowledge of the Dark Legion was eradicated. They are fools. Cardinal Toth's three edicts were just and wise. Sadly we were only to learn how wise after the calamity that followed their breaking.

It is the tragedy of men that they forget. As the long calm of the Age of Faith progressed men forgot much. All references to the Dark Legion were expunged by the Inquisition who feared that the temptation such knowledge represented would lead men astray.

The scourge of the Dark Legion was forgotten as men turned to other conflicts. The Sad Struggle within Imperial, the Throne War of Bauhaus, the Graveton Wars between the corporations, all distracted men from the memory of earlier greater wars. Men came to regard the Dark Legion first as mere legend, then as a tool that the Brotherhood used to justify its own power. For the masters of Corporations had forgotten their ancient gratitude to the Cardinal, as they chafed under the Brotherhood's Edicts. They accused the Brotherhood itself of becoming venal and corrupt, and there was much truth in their accusations.

Many now joined the Brotherhood because they saw it as a path to temporal power. Corruption became endemic among the Mission, and a new cell within the Inquisition was assigned to investigate it. One by one the three Edicts of Toth were broken.

Firstly, a new corporation emerged, Cybertronic, a force that ignored the First Edict against thinking engines, a force that sneered at the Cardinal's holy words as if they were mere superstition. Born from a colossal stock-market manipulation, when an obscure holding company rose to become the fifth Mega-corporation overnight. Its subsidiaries offered new technologies and new weapons, and such was the greed of the other corporations that they traded with it, rather than answer the Cardinal's holy call to a righteous crusade against it.

Cybertronic is a return to all that we abhor, a throwback to the age of the Thinking Machines which proved so vulnerable to the Darkness, and which almost destroyed us. Cybertronic does not merely seek to create machines that think like men, it glories in it. It uses thinking machines as weapons. It fights its wars with huge battle robots and its humanoid Chausseur robots, machines that not only think like men but sometimes ape his form. It has its Cuirassier, humans whose body has been infused with Cybertronic's evil systems in the same manner as Heretics bodies are impregnated with the Dark Technology.

THE SECOND CORPORATE WARS

It was inevitable that the rise of a new megacorporate power would disrupt the harmony that our Brotherhood had laboured so long to create. New alliances were formed. The balance of power shifted as Cybertronic sourced components and weapons found their way to market.

On Mercury skirmishes began between Imperial and Mishima over the possession of Fukido. On Venus the corporations drifted into all out war again over possession of the Graveton Archipelago. On South Mars all the corporations once more battled for possession of the fertile lands. Everywhere brushfire conflicts erupted. Everywhere small wars began. Before anyone could stop it, the Corporations had returned to the old pattern of strife and conflict. The Age of Faith was over. The Second Corporate War had begun.

In this new age there was no peace. There were only brief respites from the conflict while both sides rearmed. There were momentary alliances when two powers ganged up on a third as they sought brief advantage. Shortly afterwards these alliances would fall apart as the former partners squabbled over the spoils. This was an age of total war where the Corporations once more geared themselves to fight in an endless struggle.

It was a time where most of humanity kept its head down and hoped to be left alone. Those employed by the Corporations believed that their masters were indisputably right. The rest of humanity simply prayed that the bombs did not fall on them. Here and there freelancers struggled to eke out a living in the shadow of the Corporate behemoths. Only the Cartel and the Brotherhood stood above the struggle and tried to maintain the peace.

Once more ships ventured out beyond Jupiter. They encountered no resistance. A few even ventured as far as Nero. None returned. It was a warning no-one heeded. The Corporate Wars continued. The violence escalated to new and terrifying levels. Cities were bombed flat. Fortifications spread like cancers across the surface of the planet.

Then, and only then, came an event that gave the Merchants pause. In the deserts of Mars a new Citadel was found. Like the first symptom of some terrible disease it had appeared when the war was most intense. Capitol immediately sent jet fighters to assault it.

These were shot down by Imperial. Noone knows why.

Hastily emissaries were sent to the Cardinal. The Doomtrooper force was reinstated and secretly sent in to investigate the Citadel. The surviving Doomtroopers returned with that knowledge that it was inhabited. The corporate elites shuddered. What they had long believed to be a mere legend really existed. The Dark Legion had returned.

The Corporations waited in fear. More Citadels appeared in remote regions seemingly springing up overnight. Troops moved against them. War began in earnest. The Dark Legion returned in force, in numbers that had not been seen since the Venusian Crusades. Their ships darkened the sky. Now humanity faces their terrible threat once more. There seems no end to human folly. In the background the Corporate wars rumble on, as each Megacorporation tries to use the arrival of the Darkness to its own advantage.

Yet there are a few signs of hope. The legendary Doomtroopers stride the battlefield once more. The Cardinal's power grows as the threat of the Darkness increases. Under the banner of the Cartel, the Corporations have put aside their differences long enough to win a few victories over the Legion.

This is an age where the fate of humanity hangs precariously in the balance. Where the threat of the Darkness may force humanity to unite once more. If it does not we will surely be swept away. Brothers, we can only pray that this does not happen. We must stand together now, or die.

This is an age of heroes.

This is the age of Warzone.

"CITADEL"

Hunter emerged at the top of a flight of stairs and looked down on a scene straight out of hell. The whole vast chamber was lit by a murky red glow. Huge, incomprehensible machines steamed and juddered. Great pistons rose and fell. What looked like half-dissected corpses lay twitching on slabs of black marble. Bodies were barely visible where they lay submerged in vats of green slime. Enormous furnaces marked by the sign of Algeroth blazed with unholy power. A horde of Legionnaires scuttled across the floor, answering the commands of their Centurions.

«Looks like we found the Necrochambers,» Hunter said, speaking into his throat-mike.

«Great, Mitch. Just what I wanted to hear.» Big Bob's deep bass rumbled back over his earpiece. «I'll be with you in a moment, man. Just ran into a couple of guys who apparently are taking issue with my being here.»

Hunter heard the blast of Big Bob's Nimrod autocannon echo down the corridor.

«I think I've overcome their objections,» said Bob, emerging onto the landing at the top of the stairs. Hunter grinned at his fellow Doomtrooper. Big Bob grinned back. Kratach fire began to ricochet of the walls around them. Bullets bounced off Hunter's thick armor. The massed Legionnaires advanced toward the base of the stairs.

«Friendly sorts, aren't they?» Hunter said. Big Bob shrugged.

Hunter blazed away with his Plasma Carbine, sending a hail of explosive ammo down into the Legionnaires. The blasts sent them flying. A few tumbled back into the vats and lay still.

«Remind me not to go swimming in those vats there,» Big Bob said, blasting away with his Nimrod. The Legionnaires' rotting forms ripped asunder under the hail of heavy caliber burst-fire and fell to bits in a shower of disgusting entrails.

«Hey, Bob. Don't go swimming in those vats,» Hunter said as he began to advance down the stairs, firing as he went. More bullets bounced off the stairs in front of him, cracking the black stone with their impact. One caught Hunter in the chest. The impact winded him. He sank back onto the stairs with a huge dent in his chest piece.

«You all right, man?» Big Bob asked.

«No,» Hunter gasped.

«What's wrong?» Worry filled Big Bob's voice.

«I'm going to have a nasty bruise in the morning.»

«Very funny, man.»

Two Necromutants bounded up the stair, their huge Sectioner bayonets poised to impale the Doomtroopers. Hunter's keen eyes narrowed as he measured the distance between them. It was too close to use plasma ammo. The blast would catch them all. Big Bob looked at Hunter.

continued on p. 16

THE CORPORATIONS

THE MERCHANT CORPORATIONS

The worlds of *Mutant Chronicles* are largely controlled by the boards of the megacorporations instead of, as in times past, the governments of nations. In fact, a person employed by the Capitol Corporation, for example, is actually termed a citizen of Capitol.



Politically, not much else is new, though, except that there are no longer any nations. Society is now multicultural, and on all levels of society, in every branch of employment, all that matters is that you're part of a team, your corporation.

This attitude was already set before the Brotherhood entered the scene. Large companies took control of smaller enterprises and incorporated these into their growing businesses. Large tracts of land were bought and reserved for the employees. The corporations could offer a lifestyle without starvation and insecurity. People lived their lives within their vertically integrated corporations. Education, housing, medicine, security—everything was provided by the employer. And so the megacorporations were born.

Four megacorporations managed to survive after the initial, wasting wars in our Solar System. These were corporations that personified certain ancient ideas and values, allowing them to present a strong front to other competitors. These four were Capitol, Bauhaus, Mishima and Imperial. Later they would be joined by a surprise, new force in the corporate world, Cybertronic.

Today, the five megacorporations make up the bulk of the corporate worlds. Their combined assets are enormous, and they indirectly control other independent businesses, the freelancers, which depend on the larger corporations for survival.

WAYS OF LIFE

The megacorporations are much more than just financiers and employers. They are cultures, ways of life. And since most people actually do have a way of life, they in one way or another belong to a megacorporation, even if they aren't directly employed.

All aspects of life involve the megacorporations in one way or another. They provide security in the cities, supply shelter, food and other goods people need to survive, and so on. For those employed by the corporations, life is often secure and uneventful. For those outside the corporate umbrellas, life is more of a hazard. But at least they can entertain the illusion of freedom.

THE CONFLICTS

There is constant war between the corporations as they all try to grow and become the single, largest power in our Solar System. So far, no one has gained the upper hand, and only the future will determine if they can stand against the onslaught of the Dark Legion or if they will be engulfed by the powers of destruction.

To avoid disaster, the megacorporations have formed an organization through which they can solve their problems on a diplomatic level. This organization has been named the Cartel and consists of delegations from all five megacorporations, as well as Observers from the Brotherhood. It is the purpose of this organization to coordinate the battle against the Dark Legion, as well as to promote a greater understanding between the different megacorporations. It is hard to tell which of the two tasks is more difficult.

And while the megacorporations bicker among themselves, the Darkness has infiltrated humanity and spreads like a rotting disease.

CAPITOL

STRUCTURE

Strictly speaking, Capitol is the only real corporation of the five megacorporations. In the others, power has been brutally pulled out of the hands of the original founders and placed among the aristocracy.

The Capitol management consists of a Board of Directors elected by Capitol's shareholders: its citizens. Every single shareholder in the corporation holds a place and a number of votes in relation to his or her number of shares. The Board of Executives is subordinate to the Board of Directors and takes care of the day-to-day business, while the Directors make all the important decisions.

THE PRESIDENT

The Chairman of the Board of Executives is called the President. Although Presidential tasks include supervising and organizing the work of the Executives, the President's powers are far more extensive, giving him or her the final word in most matters of corporate security and finance.

The President is elected by the Executives, who were elected from the Board of Directors. In turn, the President personally appoints Capitol's representative in the Cartel High Council and the Security Council.

THE ARMED FORCES OF CAPITOL

In a hostile world, armed forces are necessary. So also with Capitol, which is constantly beset by its competitors.

There are two major philosophies guiding the development of the AFC, the Armed Forces of Capitol: deterrent and retaliation. First, see to it that no one dares to attack you. Second, if they are foolish enough to try, nail them so quickly they don't even know what hit them. This is an effective philosophy, but extremely expensive to maintain. However, most Capitolians think it's worth it, since it is always a comfort to know you are protected by the system's largest military force.

If this belief is true, no one knows. The clashes between the AFC and other corporate units are rare and ambiguous. And when battling the only «neutral» opponent, the Dark Legion, the results aren't any better than anyone else's.

In the AFC, high priority goes to anti-tank and mass-destruction weapons. In both cases, these are primarily air-launched. The ground forces are used to follow up air strikes and then dig in.



THE AIR FORCE. In a career that most young Capitolians daydream about, the fighter pilots of the CAF are among the best reputed and glorified military personnel. They fly the finest aircraft available, with the most efficient weapons, not to mention the most expensive. These aces are considered, system-wide, to be the best pilots.

THE GROUND FORCES. In the shadow of the Air Force, the members of the CGF lead an unglamorous and hard life. For these soldiers, the highest motivation lies in the fact that they are absolutely necessary for the survival of the corporation, but they actually do have problems recruiting enough people. In times of extreme threat, primarily from the Legion, the Capitol Supreme Command has even been forced to draft people into defensive roles.

The ground forces of Capitol are evenly distributed among its settlements, concentrated in base camps holding tens of thousands of troops always at a high level of readiness (deployment time either 6, 12 or 24 hours). Capitol is the strongest faction in the Cartel, and Capitol forces are occasionally dispatched to Cartel commanders, a constant source of irritation among AFC officers.

THE SPECIAL FORCES. For extremely important missions, the Capitol special forces are used, but this is actually an area where Capitol stands at a disadvantage against their competitors. Its resources are funneled more to elite units than regular infantry. The most famous of all Capitol special forces are the Free Marines (deployed all over the system), the Sealions (operating in the Graveton Archipelago on Venus), the Sunset Strikers (on Mercury) and last, but definitely not least, the Martian Banshees (deployed in the war against Mishima on Southern Mars).

EQUIPMENT. Where equipment and technology level is concerned, the AFC is very divided. On the one hand, they have the best available equipment, but on the other hand, they don't have very much of it. And what they have is primarily concentrated in the hands of elite units and the air force, while the regular forces have to make do with standard equipment. It's often superior to that of their opponents, but far from the leading edge.



MARS

Mars, the red planet, the home of the pioneers, is—at least from Capitol's point of view—«Capitol turf». They control almost three quarters of the planet's surface. But despite decades of sieges, assaults and battering, not even Capitol has managed to eradicate the Dark Legion's forces from Mars.

San Dorado, the system's second largest megacity, is the heart of the Capitol corporation and the site of a major Cathedral. Upon its walls, the words of the Fourth Chronicle: *The Corporate Wars* by Valerius Catullis are carved.

Mars is less than a third of Earth's size and is mostly covered by barren, rocky wastelands and deep, black, almost lifeless oceans. Trade flows along the mighty Trans-Martian Railroad and along the great canals which irrigate large sections of the planet. Development has nearly come to a halt, though, because of the ongoing wars.

THE DOUGHPITS. There hasn't been peace on Mars since the first Imperial soldier set foot on its surface. Since then, Mishima and Bauhaus have followed in Imperial's steps, establishing both military outposts and production settlements, often combined.

And when the Darkness appeared in the human worlds, it didn't take long until it showed its ugly face on Mars. When the foundations of the first Citadel were laid out in the mountainous areas on the exact antipode of San Dorado, Capitol forces rushed to crush them before the Legion was able to spread.

But internal struggles, deceit and foul play stopped the Capitol forces from intervening before they even reached their target. Imperial anti-aircraft downed four-fifths of the strike force for unknown reasons, creating disastrous consequences.

The Citadel of the Nepharite Overlord Saladin was finished and fortified beyond what human technology could defeat, and there were more Citadels to follow. In these remote warzones, a grievous and never-ending battle rages, occasionally quiet and almost forgotten, more often shaking the entire planet and rocking the skyscrapers of even distant San Dorado.

The Citadels on Mars are all completely surrounded by Capitolian trenches, moats, walls, fortifications, guard towers and electrical, barbed-wire fences. It is a resource-devouring job, but one that has to be continued.

BAUHAUS

THE DUKE ELECTORS

The Bauhaus hierarchy is built around the four ancient families of Duke Electors. Once only prominent military advisors to the corporation's management, they are now in complete control of all Bauhaus's business, each with total responsibility for one division within the corporation.

Due to the unbroken tradition of military service within the four Duke Elector families, the military still holds a very strong position within the corporation, and only officers may hold high, corporate positions. However, an official with civilian background is quickly promoted to staff colonel or the rough equivalent should he or she prove valuable enough to the corporation. Gold-braced uniforms and ceremonial swords are common features in the corridors and gathering halls of the Bauhaus business empire.

THE SYSTEM OF ORDERS

If you want to be someone in Bauhaus society, there are two requirements: a military title and membership in an order. If you lack either, you will be provided with it when your position requires it. There aren't enough skilled persons by birth to fill the available positions.

There are hundreds of illustrious orders with more or less well-defined purposes. However, they all serve to preserve the Bauhaus esprit de corps, to create a community and to act as «business lobbies». They are strictly ranked, and your stack of membership cards says much about your status in the corporation, maybe even more than the gold on your collar.

THE MILITARY

Bauhaus military forces have a deserved reputation of being well armed and trained, and they compensate for what they lack in firepower and numbers with highly versatile troops protected by the system's finest armor.

The armored forces, the Dragoon regiments, are the most respected of all the Bauhaus forces, and becoming a dragoon officer is regarded as one of the greatest honors.

Equipment is, of course, of very high quality, though not the most powerful. Instead, weapons and armor are optimized to combine the greatest mobility with the greatest possible effectiveness. Again, the price tag and the production capacity limit the amount of ordnance the Bauhausers can bring to battle. With the high status of a military career tempting hordes of young people to enlist, the demand for military hardware is too high to put them all in operative status.



ORGANIZATION. The armed forces, falling under the jurisdiction of Duke Elector Romanov, are divided into four service branches:

- armored forces (Dragoons)
- infantry (Hussars)
- air cavalry
- special forces

Especially talented soldiers might attend a military academy to become an NCO, but most of these, even, are picked from the «nobility». All commissioned officers somehow have this elusive factor in their blood, but only after several years in one of the unit-designated academies are they ever subjected to real combat.

The Bauhaus code of honor is very important, especially among officers, and there are extremely few disciplinary problems. For example, prisoners (from other corporations, that is) are treated well, cease-fires are usually respected, and wounded and dead from both sides are well taken care of after the battle.

ARMORED FORCES. The Bauhaus Dragoons make up the core of the armed forces. Originally organized for battle in open terrain, they have adapted to the current main battle theater, the Venusian jungles, mostly by redesigning their battlewagons, but also by implementing new tactics and organizational techniques.

INFANTRY. The Hussars is the nickname for the more conventional, ground-based military forces. They have lighter equipment and less training than the Dragoons, but are a good match for any regular unit of any corporation.

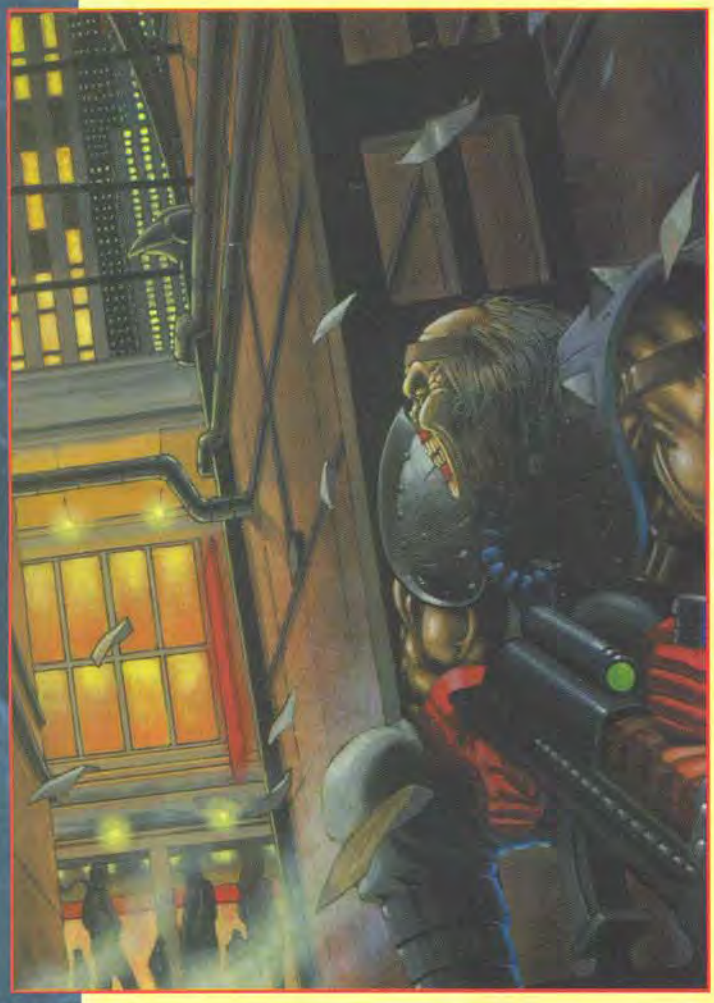
AIR CAVALRY. The air cavalry provides needed support during operations, as well as transportation for airlifts. This small and costly organization is mainly equipped with large, heavily armed and armored helicopters.

SPECIAL FORCES. Along with Imperial, Bauhaus can boast having the best special forces in the system, lacking nothing at all in the way equipment, training or support. They are composed of the best soldiers culled from the regular elite units. The most renowned of these are the Etoiles Mortants—the Dying Stars—which have special training and equipment for fighting the Dark Legion's forces, and, of course, the famed Venusian Rangers, whose name speaks for itself.

HEIMBURG & VENUS

Venus is Bauhaus' most important stronghold. The Bauhaus' capital, Heimburg, is located there, in the northern hemisphere.

More than fifty percent of the planet's land surface is dense, hostile jungle. The jungle is crossed everywhere by slow, shallow rivers, their dirty water carrying just about every disease you can name.



Towards the poles and the equator, it all lightens up and gradually changes into flat steppes. Around the poles is a land of permanent winter, the dreaded circles of ice.

THE WARZONES

All over the surface of Venus, there are skirmishes going on, occasionally escalating into ravaging battles, partly between the corporations but primarily against the Dark Legion. The struggle against Imperial is the hardest and saddest—a continuous conflict over land and resources. Like jackals, the Blood Berets and other Imperial special forces teams hound the Bauhaus troops, constantly battle-worn and fatigued from their struggle against the Legion.

The Legion has erected numerous Citadels all over the planet's surface, surrounded by trenches and guard posts. The activity around the Citadels varies strongly from day to day, ranging from anxious surveillance to open war.

THE DARK LEGION

Bauhaus is the corporation that has suffered most from the armed onslaught of the Dark Legion, and it is also the corporation that has put the most resources into the armed struggle, simply out of self-preservation. Venus is the largest and most obvious warzone in the system, and thousands upon thousands of young people have been sacrificed in this struggle.

The Dark Legion and its minions are fiercely attacked at all levels, with all means and at any cost. From Bauhaus's point of view, anything short of honor and civilians can be sacrificed in the war against the Legion. The corporation's close relations to the Brotherhood have been of some aid in the cities and among common folk, but it has helped little on the battlefields.

"Citadel" continued from p. 11

«This is too slow,» he said. «You deal with these guys. I'll go have a word with their boss.»

Without waiting for Hunter's reply, he took a flying leap off the side of the stairs and landed right in the middle of the Legionnaires. His Nimrod spat death, chattering away at full auto fire, clearing a path through the darkspawn toward the enormous, three-horned figure that had just entered the chamber.

«You coming, man?» Big Bob shouted.

Hunter stepped aside, letting a Sectioner pass by him, then he clubbed the Necromutant with the butt of his gun. The monster grunted with pain and tumbled down the stair. Hunter pivoted on his heel and kicked his second assailant. It felt like kicking a brick wall, but the force of the blow sent the Necromutant flying off the stair to dash its brains out on the ground below.

«Be right with you,» Hunter called.

MISHIMA

THE LORD HEIRS

The Mishima Corporation has, since its founding, been a family company, administrated and ruled by the Mishima dynasty. At the top, as chairman and president, has always been the Overlord, usually the family head.

But eventually the corporation expanded far beyond what one person could effectively control. This forced the Overlord to split the empire into three separate divisions, each headed by one prominent family member, the Lord Heirs.

Today the Lord Heirs, the daughter and two sons of the Overlord, govern all Mishima business on Mars, Mercury, and Venus respectively. Lord Moya, Prince of Soil and Governor of Mercury, is held highest of the three and unofficially functions as the family's head.

There is open rivalry going on between the three Lord Heirs, manifesting itself in hostile takeovers, assassinations and broken promises—everything short of open war. Since their respective divisions are nearly self-sufficient and geographically separated, the conflict isn't very obvious to the outside world, but it is there.

The center of the worst debate is, of course, over who will be the next Overlord. The chosen child will hold the true sword of power over the family and be in total control of Mishima.

THE OVERLORD. The current Overlord Mishima himself is but a crippled shadow of his ancestors, living in exile from his own children in the Luna palace. He is without any real power, but he is still in position as the corporate figurehead. Formally, he is the one and only Mishima ambassador. It is he who negotiates in the Cartel, and it is he who dictates the corporate guidelines, but it is the Lord Heirs and their vassals who make all real the decisions.

Even though he is treated with all due respect by ambassadors of other corporations, their dealings with him are only ceremonial. They are often held simultaneously with the real dealings with the Lord Heirs.

And so it is that Overlord Mishima, Emperor of a Thousand Suns, the Prince of Fire, the Father Above All, has become a bitter relic, unwanted by his heirs, unknown by the populace, secretly mocked by his peers and vainly struggling to mediate the conflict between his children. His only vassals are a court of ten thousand and a bodyguard of one thousand of Mishima's finest warriors, the Hatamoto. These servants hold the highest-honored positions within the entire corporation, and they are always hand-picked by the Overlord himself.



THE MISHIMAN

Mishima employees will, in every situation, do the utmost for their employer—not necessarily for Mishima, but for the Lord Heir and his vassals. Most would even sacrifice their lives if necessary. For this allegiance, there are many explanations:

FAMILY. To a great extent, the family is what keeps the Mishima society together. You must never, ever give your family a bad name, and you are supposed to follow in your family's footsteps and preferably also improve your the reputation of your family's name. In this respect, the Lord Heir is the father of the extended family known as Mishima.

TRADITION. «It has always been like this, and it always will be. It has always worked, and those in opposition have quickly come to regret it.» While this sentiment holds less well in the minds of the young, the true reins of power are held by the elderly in Mishiman society. It is these older ones that cling to their corporate traditions.

LOYALTY. Mishima employees are born into the organization, and from their first day, they are taken care of—for free. From that day onward, Mishima subordinates are taught that they have the organization to thank for everything. Everything they have or own is only borrowed from the Lord Heir. And the organization has the right to collect on the loan—at any time.

GLORY. The corporation remembers sacrifices. For example, soldier's salaries are low, but survivor's pensions are generous. Every day, memorials are held for those who died in service of the corporation, and they are honored above all others. To have given your life in battle for your corporation is to have ensured that your name will be revered forever.

THE MILITARY

As in all megacorporations, the Mishima military corps is an elite group that lives very much under its own laws and ethics.

ORGANIZATION. Mishima's military is composed of three divisions, and the separate armies have altogether different purposes and organizations.

It is only on Mercury that the military has a prominent and highly preferred position. On Venus and Mars, they are most often used for defense purposes. This is a great relief on Lord Maru's and Lady Mariko's finances—warfare is extremely costly



both in terms of resources and human life—and this makes them economically competitive with Lord Heir Moya, considering their relatively limited budgets.

The military forces of Mercury mostly consist of lightly armed and armored infantry units. The light equipment is a consequence of the rough, Mercurian underground terrain in which the soldiers can be forced to crawl through narrow cracks or flooded tunnels.

TACTICS. Mishima's motto «Destroy or defend!» describes the core of their military strategy very well. If they can't destroy an enemy right away, they hold fast on the spot until reinforced or, alternatively, until they die. No glory is greater than dying in service of the corporation. Another internal motto is «Never give an inch.» No one wants to be remembered as the one who surrendered to the enemy.

This makes Mishima units dreaded enemies. You can never attack them without first being certain of success, and since they can rely on quick and large reinforcements, you'd better wipe them out as fast as possible. Since they always fight to the last soldier, this is easier said than done. After all, «Assistance is never far.»

THE SAMURAI. The finest warriors in the Mishima organization are promoted to become personal samurai of the Lord Heirs and their vassals. In other corporations, they are called elite guards. Their task is to do the work of the special forces.

Usually, a Lord Heir has five or six hundred samurai, but a loyal general might only have some two or three hundred on call. Still, they say each samurai is worth ten standard soldiers, so these numbers are stronger than they might seem.

EQUIPMENT. The Mishima foot soldier somewhat suffers from the business philosophy of Mishima craftsmanship. Most Mishiman products are cheaper to replace than fix, and this can be a real problem for a soldier needing to effect field repairs. For the Mishiman military, at least, spare parts are in good supply and the technicians are many, so this is usually not a major problem for them, although it explains why few other forces carry solely Mishiman weapons.

COMBAT CUIRASSES. A typical cuirass consists of a harness, along with a set of half-greaves protecting the front of the cuirassier. In order to be able to move around properly, the joints are enhanced with hydraulics. These imposing mechanical suits of armor provide a fair amount of body protection while improving the wearers' mobility and permitting them to carry their built-in heavy weapons into combat.

Cuirasses are used by elite units and assault regiments, and they greatly increase mobility, speed and strength. The only real problem with them is that the large container on the back contains a highly flammable hydraulic fluid which has a tendency to explode when a hit penetrates the tank. Still, most cuirassiers feel the benefits outweigh the risks.



THE SHADOW-WALKER CULT. In the office chambers of Mishima, one often hears rumors of the dreaded Shadow Walker cult. Many believe the existence of these assassins to be only a legend. Few know the terrible truth: they really do exist.

There is little information about the cult that is certain. Some claim the cult is an agency of the Mishiman government. Others state it is an honorable order that had survived since the ancient days. Some claim it is a single, all-powerful conspiracy active on every level of Mishiman society. Others conjecture the Shadow Walkers are divided into many warring sects, some of which follow the Light and others of which follow the Darkness. No one seems to know the truth.

Some say that beneath their black battle garb and masks, the Shadow Walkers are terribly deformed mutants. No Shadow Walker has ever been taken alive, and no body has ever been found for examination. When the Shadow Walkers are slain or captured, mortuary enzymes dissolve their bodies into pools of protoplasmic slime.

Rumor has it that the cult steals infants from their parents and trains them from the moment they are old enough to walk. In the remote fortress monasteries of the cult, it is said, the infants receive drugs to increase muscle growth and aggression, and they are chemically conditioned to resist pain and poison. Using forbidden, ancient techniques, these young peoples' nervous systems are reconstructed until their reflexes are cat-quick. From the age of three, they are schooled in the martial arts. From the age of five, they begin to learn all the ancient ways of dealing death. They are also thoroughly indoctrinated in the philosophies of the cult until their loyalty is beyond question.

The fact that the Shadow Walkers are assassins is bad enough, but there is another reason why they are feared and hated. Rumor has it that certain Shadow Walker Mystics practice their own form of the Art. These rumors alone are cause enough for the Brotherhood to hunt them down. Many claim that the Shadow Walkers have made a pact with the Dark Soul. Others believe that they simply follow another path, one that winds between the Light and Darkness. To the Brotherhood, this doesn't matter. Anything closer to the Dark than they are is simply too close. The Shadow Walkers must be sought out and destroyed.

Of course, this means that no Mishiman noble will publicly have any dealings with the Shadow Walkers, but it is surprising how often they turn up on the battlefields when Mishiman armies are fighting.

IMPERIAL



THE BIRTH OF AN EMPIRE

Over the years, the determination and steadfastness of the Imperial investors, officials and ambassadors has maneuvered the corporation to a position in the limelight. By acquiring freelance corporations and making claims in the new worlds, Imperial's empire has gradually grown. «Acquiring» has always been a key word. While Bauhaus and Capitol built their corporations from scratch with their own resources, Imperial's strategy has always been to purchase promising freelance companies and redevelop and reorganize them to fit into the Imperial way of thinking.

Imperial is an «aristocratic» corporation headed by the Imperial Serenity, owned and ruled by a body of families (the noble clans) and governed by the Parliament. Much of this was adopted directly from the ancient monarchies of humanity, and thus tradition is considered law within Imperial.

The head of this gigantic organization is the Imperial Serenity, an honorary title instituted to make the corporation more folksy, to give employees a figurehead and to emphasize the person as an example, a model of piety and goodness. The Serenity has limited power, though—the real decision-making ability lies in the hands of the Parliament.

The Parliament is a dazzling body of colorful uniforms, ceremonial swords, gold and silver rank insignias and expensive business suits and briefcases. This is power personified—a collection of the Chamber of Lords, the sixty-two most blue-blooded and noble men and women, and the Chamber of Commons, the sixty-two most successful and prominent of businesspeople, managers, scientists, lawyers and diplomats. And in the middle are the three untouchable Serjeants—the Brotherhood representatives—maybe the most influential persons in the empire, along with the present Serenity herself.

The process of decision making is complicated, as is everything within the gigantic, Imperial governmental bureaucracy. The demands for democracy and justice are so important that nothing may go wrong, and therefore every decision has to be checked, double-checked, referred to fifty places for consideration, redeveloped, checked with the High Court and checked and double-checked again before finally being passed.

THE CLANS

During the ages since the founding of the corporation, hundreds of families have achieved the honorary title of «noble» as a reward for their services. Nowadays, although legally possible, no more titles are awarded, even though it happens that extremely prominent persons are adopted or married into a clan and inherit the position of head of that clan. Currently, there are sixty-two such noble clans in the Imperial Corporation's empire.

Lots of traditions and ceremonies surround the nobility and their doings. They hold a unique position which guarantees wealth, power and influence as long as they abide by the strict, unspoken laws of the nobility, the code of honor commonly referred to as chivalry. They adhere to the code, else they are quickly blacklisted and have their names and titles removed so as not to soil the reputation of the clan.

The members of the noble clans hold, without exception, high offices within the corporation. They attend their own academies and functions, leading totally different lives compared to common folk. This seclusion from the real world gives most of them an elitist attitude and a somewhat inaccurate view of the world.

There is an unofficial ranking among the clans. The three most prominent are Bartholomew, Murdoch and MacGuire. Ages ago, they were the founders of the Imperial business empire. Today, they are enormous, controlling almost half of the top positions in the Parliament's two chambers. Publicly, they work together for the benefit of Imperial and the nobility, but their differences in policies show through in the internal politics and feuds.

THE GREAT RESENTMENT

Ever since the Sad Struggle, there has been hostility among the three founding clans and their supporters. Though several generations have been buried since the Bartholomews won the prominent position, the anger has been sustained by the other two families, the MacGuires and the Murdochs. A way of life had begun among the families—assassinations, kidnappings, blackmailings and other dubious dealings became a matter of course—but everything was kept behind the curtains. The average person just saw the bloodstains on the sidewalk the next morning. The Kingsfield clan, which is rumored to have been the instigator of the feud, was almost wiped out and have never since recovered their strength.



Today, the Great Resentment is even more clandestine through methods not quite as hostile. The Bartholomews have an open policy for handling opposition within the corporation, skillfully outmaneuvering their opponents and advancing their own positions step by step. The MacGuires are their strongest foes, and while the Murdochs try to stay above the fray, they doubtlessly support the MacGuires. The two control most of the profitable colonies and the heavy industries, while the Bartholomews control much of the military forces and the Imperial Security Corps, the ISC.

Despite the Great Resentment, the clans always stick together against outer threats and when dealing with external matters, such as the conquest of new colonies.

BUSINESS STRATEGY

Imperial's unique business strategy is the openly expressed philosophy that armed conquest is a legitimate means for acquisition of new properties. This is primarily and frequently practiced in remote settlements on Mercury, Venus and Mars. While other corporations might have bought out such competitors, Imperial usually sends in a special forces unit, armed to the teeth, to conquer an established settlement. The excuse most often used is that the settlement was «Cybertronic controlled» or that the expedition was searching for a Cybertronic sympathizer.

The same violent strategy is practiced when it concerns other aspects of their business. It is a bold philosophy which includes acute planning before a «mission» in which the stakes are high, but so is the profit.

In its ambition to become self-sufficient, the Imperial business empire has grown to include just about all branches of production. The only products that might be called typically Imperial are their arms and armor, which, without almost any exceptions, are the heaviest and most efficient on the market (and often the most expensive).

THE IMPERIALS

Considering the size of Imperial, one might be led to believe that its holdings are an easy target for its larger and more powerful opponents. This is not the case.

Imperial will defend its values and colors to the last trooper, never backing down from a conflict, always driving a hard bargain. Any agreement is enforced to the letter, and Imperial will fiercely defend any contracts entered into. They are quick to anger, and the troops of Imperial often best their enemies through sheer will and devotion to the families that rule them.

THE IMPERIAL SPIRIT

The spirit within Imperial society is very strong and positive. Knowing they are still the underdog and that they need to struggle for survival, «every soldier and officer will do his or her duty.» This spirit is actually stronger at the lower levels of society than

among the nobility, which, being cushioned from the facts of everyday life by its members' sheer wealth, often doesn't have the same motivation.

The loyalty toward Imperial is extremely strong among the military, where no sacrifice is too great. The reason is mostly pride and honor; in a society where everyone is almost equal (apart from the unreachable nobility), only honor and glory separate the weak from the strong. And no glory is greater than doing your utmost in the service of Imperial.



THE MILITARY

A small business empire, Imperial also has limited military power. The military forces are strictly divided into two separate branches, the defense forces and the special forces. While the special forces have much better training and equipment, the two hold the same status, since neither could survive without the other.

THE OFFICERS. Becoming an officer in the armed forces is one of the greatest honors among the Imperials. The non-commissioned officers, at squad and platoon level, are all elite soldiers, experienced, skilled and good leaders. Most of them would easily qualify for the special forces in any corporation, but once they get their stripes, they are forever true to Imperial.

The requirements for becoming a higher officer, at company or battalion level, are very strict. Promotion is in accordance to your achievements, and loyalty, skill and boldness are valued.

Usually, there are no disciplinary problems within the Imperial military, since all recruits are volunteers and most officers are just and skilled in leadership.

THE DEFENSE FORCES. The defense forces are the regular army. They are responsible for defending all Imperial assets and holdings, for transportation and escorts and for surveillance, patrol and bodyguard missions. They are competitive with the regular forces of other corporations, but they are limited in numbers. Therefore, their tactics rely on high mobility, great firepower and heavy armor, so that they always can be where they're needed and are strong, regardless of what sort of enemy is encountered.

THE SPECIAL FORCES. Imperial armed forces rely strongly on their many different, specially designed units. What they lack in numbers, they make up for with training and special equipment.

THE BLOOD BERETS. The Blood Berets were the first special forces unit formed exclusively to fight the Dark Legion. They were founded by Clan Murdoch during the Venusian Crusade, and they enjoy Murdoch patronage to this very day. Over the years, they have managed to mostly stay out of the Great Resentment, with a few notable exceptions. The Blood Berets are marked out by the strange quasi-mystical rituals they undergo when joining the unit. They must survive a long and protracted series of ordeals before they are awarded the coveted Blood Beret.

THE WOLFBANES. The Wolfbanes are one of the largest of the special forces, rivaled in size only by the Highlander Clan Warriors. They are formally administered by the MacGuires, but they recruit rogues from any clan. They are mercenaries who will work for any clan, if the price is right and the cause does not go against the interests of Imperial. They specialize in close combat, and their ferocity in battle is almost unrivaled. Wolfbanes have a distinctive

appearance. They are easily recognizable by their distinctive coats of arms and their huge, skull belt buckles. Before battle, they paint their faces with warpaint.

THE HIGHLANDER CLAN WARRIORS. The Highlanders recruit from all the Imperial clans, although unlike the Wolfbanes, they do not require their members to renounce their original clan. They are a huge unit, controlled by Imperial's War Ministry. They have many bases in the Martian Highlands and a huge fortress at Strathgordon on Mars, one of the oldest and most legendary of Imperial's bases, which predates the founding of the corporation. Highlanders specialize in the use of the sword, and their bladed weapons are their pride and joy. In appearance, they are similar to the Wolfbanes, although they keep their hair in long braids and paint their faces with splashes of red and purple, rather than the Wolfbanes' more careful patterns.

THE GOLDEN LIONS. The Golden Lions are also administered by Clan Murdoch. They were founded at the same time as the Blood Berets, although they have never quite enjoyed the same glorious reputation. Perhaps this is because that, while the Blood Berets were founded to spearhead the high-profile fight against the Dark Legion, the Golden Lions handle more mundane matters. They usually head armed claiming expeditions against the other corporations. Recently they have become experts on fighting the forces of Cybertronic.



THE SETTLEMENTS

Imperial is the most successful corporation when it comes to founding new settlements under hostile conditions, be they hostile due to the environment itself or because of unfriendly forces. A typical expedition is initiated with an armed claiming expedition being landed or dropped into the zone—a mine, a production complex, an oil well, a refinery or the like. Next, when the perimeter has been secured, a small clearing is opened to allow units of engineers to safely airdrop in their equipment and vehicles. If resistance is found at the site, it is either eliminated or the claiming force is picked up on a predetermined spot.

Otherwise, a landing strip and defense structures are built, minefields are laid, and electric fences are erected—all within 24 hours—to make sure the settlement is protected. After about a week, the settlement is ready for civilian personnel: miners, engineers, geologists, construction workers, administrators, crafters and their families—only a small unit of regular soldiers stays for surveillance and defense purposes.

In this way, Imperial has founded thousands of small settlements all over Mercury, Venus and Mars. Usually, they accommodate 1,000 pioneers, but the largest have expanded far beyond 50,000 and become small cities. These bold settlers struggling for the growth of the corporation are regarded as the greatest of heroes and are held in much higher esteem than any bureaucrat in Luna.

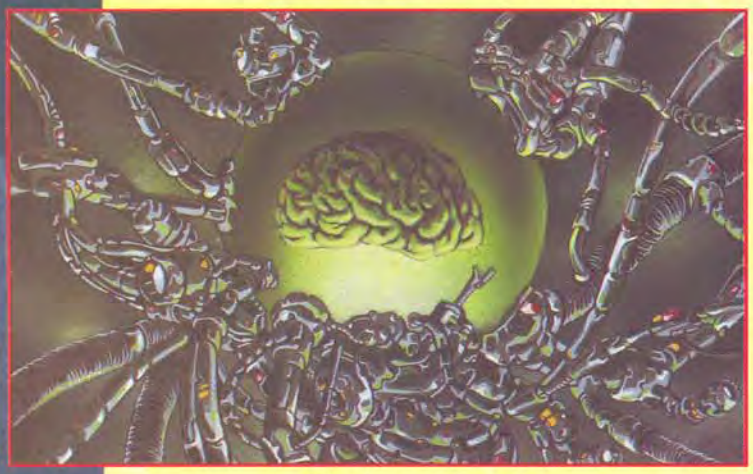
CYBERTRONIC

FACTS ON THE FOUNDING

The founding of Cybertronic was a sudden, massive takeover of corporate assets by a small, insignificant holding company, Cybertronic Investment, Inc. In the course of mere hours, hundreds of billions of crowns changed hands, and suddenly a new megacorporation had taken shape, the fifth in size, sniffing at Imperial's heels in terms of total value of assets. Investigations showed that false notes had been presented for the majority of the purchases; it would have been almost impossible to recognize and stop the deals, even if someone had known what was going on.

THE TRAITORS

But this was only the beginning of the Cybertronic saga. Once the new megacorporation had formed its many boards of directors, management groups, and marketing agencies, a rush of new knowledge to the new organization began. From everywhere, from all



The Nineteenth Executive

corporations, expert scientists, professors, high-ranking officers, directors, diplomats and administrators broke with their traditions, quit their jobs and, along with their families, joined Cybertronic. In only two years, the population of Cybertronic had increased to match its competitors. Suspicion increased among the megacorporations and the Brotherhood, but however hard they tried, no one could find an answer to the «Cybertronic phenomenon».

THE INFILTRATORS

It is assumed that high officials in the competing corporations are persuaded to become agents for Cybertronic in the same manner as Heretics of the Dark Legion. There has never been any proof of these activities, and of course, Cybertronic has neither admitted nor denied this. (The competing corporations spend huge sums on the forces that track down the infiltrators.) Ninety percent of the persons that are accused of the crime of being a Cybertronic infiltrator confess, but that same percentage of the time, it takes torture to make them do so.

THE MILITARY

Cybertronic's military is the smallest of any of the megacorporations. It makes up for this by its vast, technological superiority. Not only Cybertronic's weapons, but even its soldiers, are full of electronic systems far more advanced than those the other corporations use.

THE CHASSEURS. The most striking things about Cybertronic, and what has made it famous to the people on the street, are the chasseurs—cybernetic fusions of robots and humans. So far, none of the other corporations possesses the technology required to copy these now legendary fighters.

Shortly after the founding, the first chasseurs appeared on the battlefields as mechanically enhanced humans. Their functions weren't unique, but their combat enhancement equipment was integrated with their bodies and linked to their neural systems in such a way that the gear actually became parts of their bodies.

Normal «chass-gear» includes laser range finders, IR goggles, motion scanners and other pieces of equipment unique for the Cybertronic technology level.

THE CUIRASSIERS. Perhaps even more astonishing than the cyborgs are Cybertronic's robotic soldiers, their cuirassiers, the Attila warrior units. These all-inorganic creatures are controlled by highly sophisticated, artificially intelligent computers that drive their hulking, metallic bodies into battle with a single-mindedness unknown to humans.

Being machines, Attilas have no fear at all and therefore make nearly perfect soldiers. Unfortunately, they tend to be more than a bit literal minded about following orders, so they must be constantly supervised by at least partially organic keepers. Still, there is little more frightening to see stalking a battlefield than an Attila hefting a super-heavy machine gun like a toy in its hydraulically driven arms.

THE CARTEL

In order to have a forum where the megacorporations could discuss their differences on a purely diplomatic level, without having to resort to hostile activities, the Cartel was created.

Made up of five delegations, one from each of the megacorporations, the Cartel has become one of the major powers in the system. Each delegation consists of thousands of diplomats, administrators and corporate officials.

Originally created to facilitate cooperation between the megacorporations, the Cartel has, with the appearance of the Dark Legion, been given a more aggressive role and extended authority to battle the new evil. This was the one place the megacorporations could pool their resources together to stand against the Darkness.

The Cartel has created an elite military force, the Doomtroopers, made up of crack soldiers and military strategists drawn from each of the megacorporations' finest units. The primary function of this force is to do battle with the creatures of the Legion wherever they can be found. This is all coordinated and managed by the Cartel.

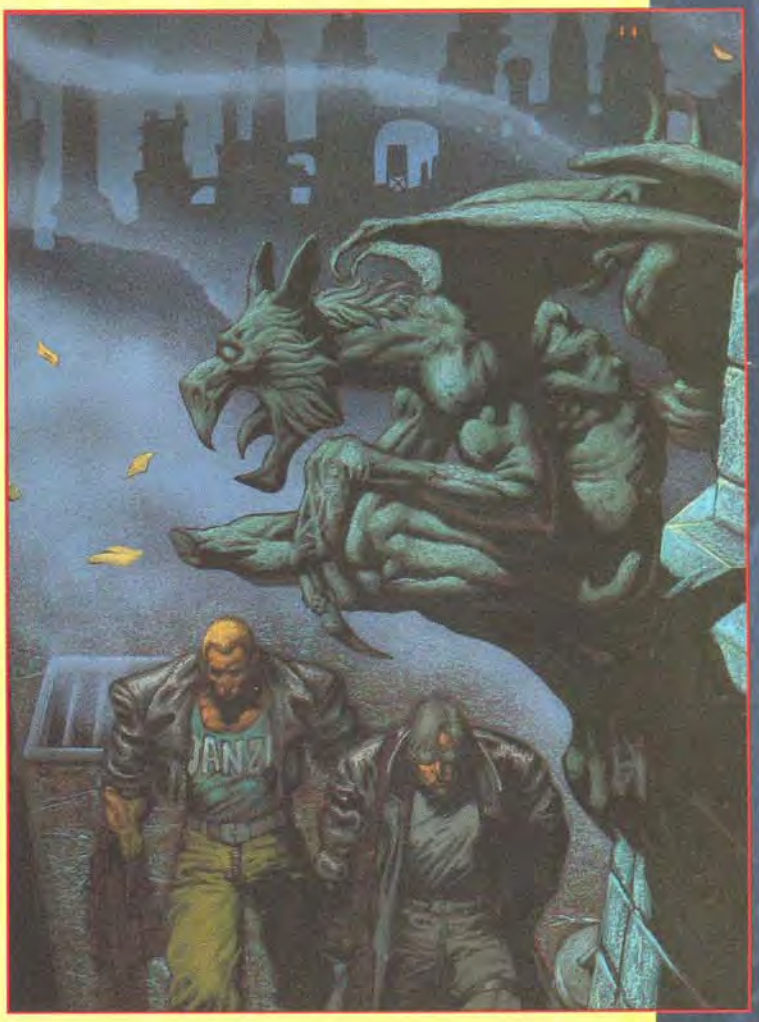
The Cartel carries out a considerable amount of internal investigations to stop infiltrators from the Dark Legion. Many of their operations are so secret that not even the corporate managers have any idea of what's going on within the Cartel's forces.

In this complex web of secret operations, there have evolved groups within the Cartel operating totally without direction or interference from higher officials, and toward their own obscure ends. They use their powers and connections to promote illegal operations such as drug and weapon smuggling, assassinations and supplying secret information. Some of these have gone so far as to make contact with the Dark Legion and the Heretic Cults for reasons no one knows for sure.

STRUCTURE

The Cartel is organized into five delegations, one from each of the megacorporations. Every delegation is, in itself, an enormous organization. Thousands of politicians, diplomats, experts, advisors and administrators are supplied by the megacorporations to run the delegation and promote different issues within the Cartel. The leading officials gather in what is known as the High Council, a committee which has the highest authority in all matters except security. That is handled in the Security Council by a select number of delegates and diplomats from each megacorporation. The Security Council has direct authority over the Doomtrooper force.

There are two additional branches of the High Council. These are the Cartel Investigation Committee (CIC) and the Cartel Cooperation Committee (CCC). The purpose of these are to look at issues requiring full cooperative efforts, such as investigation of the powers of the Darkness and the coordination of joint operations.



The Brotherhood is represented in the Cartel by a separate, non-voting delegation. This delegation is made up of administrators and observers and are freely given insight into most of the committees within the organization. The Brotherhood is aware of the existence of secret organizations within the Cartel and is actively trying to infiltrate these to gain more control over the Cartel and thereby over the megacorporations.

OPERATIONS

The Cartel was created to find a neutral ground where the megacorporations could cooperate and resolve their differences by negotiating and informing each other of future operational moves and strategies. To attain this effect, the delegations were created. Originally small groups of highly educated corporate officials, the delegations soon grew into the monstrous, bureaucratic behemoths of today.



As the delegations grew, the number of operations sanctioned by the Cartel also grew. The communications within the Cartel's departments and between the megacorporate delegations were poor at best, and this soon resulted in the turbulence that exists today. In reality, the never-ending wars and conflicts between the megacorporations have resulted in the breakdown of any cooperation there once might have been, and talks and negotiations have time after time resulted not in peace and understanding, but in bloody battles and endless accusations.

Instead of promoting cooperation between the megacorporations, the delegations are each once again looking after their own megacorp's interests.

One of the few projects that has shown the kind of results that were initially hoped for is the Doomtrooper force, partly due to the fact that the Security Council is made up of extremely competent officers. This is the only part of the organization that is working according to the original charter.

THE BUREAUS

Any matters of investigation that are of interest to the Cartel itself are handled by one of the two Cartel bureaus. The most well-known is the BEI, the Bureau for External Investigations, often called the External for short, which investigates all matters not directly involving Cartel officials. This may include tracking down agents of the Dark Legion or trying to break up rings of pirates and smugglers. Most murders are investigated by the Externals.

The second bureau is the BII, the Bureau for Internal Investigations, called the Internal by the operatives and Cartel officials. This bureau investigates all matters personally involving Cartel officials, as well as any situations in which internal Cartel policies may be involved. The Internal is often used to track down infiltrators or Heretics within the structure of the Cartel itself.

THE DOOMTROOPERS

The official military force of the Cartel is the Doomtroopers, the most famous and respected soldiers in the Solar System. Elite commando warriors specially trained to battle the forces of the Dark Legions, they are actually able to match the ferocity of the Nepharites and have been trained to strike at the very core of the evil.

The Doomtroopers are under the control of the Security Council. The soldiers are provided by the megacorporations, which also have the responsibility to maintain the status of the force and supply soldiers to keep the Doomtroopers at its traditional level of five hundred field operatives. The technical support and other secondary functions within the force are organized by the Cartel, but these are also made up mostly of megacorporate recruits.

THE COMBAT UNIT. A Doomtrooper unit is usually made up of two soldiers. They are both trained in all aspects of combat, but to varying degrees. One is a close combat expert, and the other specializes in giving support fire.

These units can be altered to have different compositions depending on the nature of the Doomtroopers' mission.

EQUIPMENT. The equipment and the weapons used by the Doomtroopers are developed by the megacorporations in close cooperation with the

Doomtrooper technicians. The technology used is always state of the art and superior to any standard designs available. Many of the weapons the Doomtroopers employ only exist as prototypes.

The armor carried by the soldiers is made of light plastics and ceramics given a cushioned interior constructed from new energy-absorbing materials provided by Cybertronic.

MISSIONS. The Doomtroopers are assigned varying missions, but they are never used to resolve differences between corporations or private officials. Similarly, they have never been used against the Brotherhood. The are intended solely for fighting the Dark Legion.

The Doomtrooper units provide the ultimate war machine for small-scale combat. Doomtroopers are used for commando strikes against enemy strongholds, and these missions seldom involve more than ten or twenty warriors.

The most dangerous missions are raids against Heretic nests or even the Dark Legion's mighty Citadels themselves.

THE BROTHERHOOD

THE NEW LIGHT

With the world faced with the threat of destruction at the hands of the Dark Legion, the Brotherhood has grown into a powerful organization. It is represented all across the Solar System, from Mercury to Pluto. And wherever the light of the Brotherhood falls, the battle against the Darkness continues.

The Brotherhood represents an all-governing, unearthly power that is personified by the Cardinal, the spiritual leader of humanity. He is the single most powerful person alive and commands mysterious energies of immense, mystic might.





To do battle against the Dark Legion, the Cardinal has created the Inquisition. This institution seeks to cleanse the universe of the festering evil that can be found both in space and within ourselves. The Inquisitors of the Brotherhood, in their magnificent suits of armor, are scouring the worlds of humanity, purging every sign of evil from our society. They can be found in the cold wastes of Pluto and Jupiter, as well as the scorching deserts of Mars and Mercury, relentlessly seeking out infestations of evil. They are forever vigilant and ready to strike against the Dark Legion and the scores of Heretics, whatever shape they may take.

Deep within the vast libraries of the Cathedrals, the Mystics of the Brotherhood, guided by their Cardinal, are searching into both the past and the ever-changing future to find the answers that will lead the way for humanity into the Light. Observers from the Brotherhood are present at every level of organization within the megacorporations and the Cartel, never resting and always watching, studying and searching for any sign of the rot of Darkness. To work against the Brotherhood is seen as going against humanity itself.

This philosophy and the power of the Inquisition have made the megacorporations accept the presence of the Brotherhood at their board meetings and administrative functions. As much as possible is hidden from the prying eyes of the Inquisitors. It has developed into a deadly game of hide and seek, with nothing less than the survival of humanity at stake.

THE CALLING OF THE CARDINAL

The Brotherhood has been endowed with a mission to eradicate the Darkness around and within us. This is the Calling of the Cardinal. This mission is the all-governing policy of the Brotherhood, and anything interfering with it is dealt with swiftly and with extreme measures.

The mission is based on the Word as it is interpreted by the Cardinal and the Third Directorate. The Calling of the Cardinal is central to the mission, and the Brotherhood relies heavily on strong leaders personifying the Calling.

The phrase can be found all over the system, shouted on the battlefields, sprayed as graffiti on walls and as the backbone of the preaching of the Inquisitors.



THE BOOK OF LAW

The Word has been collected into one gigantic tome, the Book of Law. This book forms the basis of the mission, as well as of the Inquisition, and all the faithful (ostensibly the large majority of humanity) carry a copy of the book with them wherever they go.

The book is written on sacred paper manufactured by the Mystics of the Brotherhood. It is hand-written by the disciples of the Third Directorate in halls protected by the powerful Mystics and their apprentices.

The Book of Law is used by the preachers of the Mission when addressing the masses. It is used by the sacred brethren when offering advice and solace to the faithful. It is used as a law book by the Inquisitors, as well as a procedural handbook for hunting down Heretics.

Wherever the Brotherhood can be found, there will also be the Book of Law.

THE CHRONICLES

In early days, Cardinal Nathaniel I recognized the influence of the Dark Symmetry not only in technology, but in the written word. When studying the ancient tomes, registers and scrolls recapitulating the history of humankind, all that he saw was perverted and infested by the Darkness.

So he summoned his Lord Scribe Alexander to appear before the Curia and assigned him the task of compiling the knowledge of the Brotherhood into a Chronicle. And as the first Cathedral was erected, Alexander personally carved into its sacred marble walls the First Chronicle, far out of reach of the Darkness.

And to further deny the Dark Symmetry any chances to distort the flow of history, there was an order from the Cardinal himself on the handling of the Chronicles, saying that no man or woman for times eternal was allowed to duplicate the Chronicles.

And as more Cathedrals were erected, further Chronicles came to adorn their indestructible walls, untouchable to the Dark Symmetry and ensured to last as long as the world and the Brotherhood itself.

Today, the number of Chronicles has reached eight, each one engraved into the walls of a Cathedral. They are forbidden words to speak or write, and not even the Keepers of the Art themselves dare at anytime divulge even one word of the sacred scriptures. It is forbidden on penalty of death.

The pillared halls of the Cathedrals are always filled with apprentices of the Brotherhood who learn the words by heart. Commoners and visitors are allowed entrance under very strict surveillance only; discovered photographers are executed on the spot.

THE ART

Under the guiding light of the Cardinals, the Brotherhood learned how to tap into ancient powers long lost to common folk. A source of arcane energy was opened up, and the Brotherhood's Mystics have devoted their lives to understanding and ultimately controlling this new force.

Though several dozen lifetimes have been spent studying this force of life, precious little has been learned about it. It is known that it can be controlled by beings pure of thought and soul and shaped into different forms, both for offensive and protective purposes. And it is not only for destruction that the power can be used. Mystics who have devoted themselves to the Art of Premonition have achieved powers of perception far beyond the normal senses. They are spying into the future, trying to predict the flow of time. They search the minds of millions upon millions, hunting for even the most meager trace of Darkness. They peek into the darkest chambers of the Dark Legion, trying to find the way to their undoing.

But the future is not their only domain. The Mystics also search the past, inscribing the events that shaped our present age.

The powers of the Mystics and the different ways of controlling the Art are described in the section «The Art».

STRUCTURE

The order of the Brotherhood is strictly hierarchical. The leader is the Cardinal, and directly under him is the Curia. This council of highly ranked brethren governs the four Directorates, each of which in turn takes care of the different cells under their authority.

THE CARDINAL The Brotherhood is led by a worldly and spiritual leader, the Cardinal. His power and enlightenment are unquestionable, and he has been given the authority to rule the Brotherhood until he is called into the Light. His Calling, and final goal, is to purge our Solar System of all infestations of evil, be they the Dark Legion, mutants or simply cesspits of plague and degeneration. This eternal Calling is carried on from Cardinal to Cardinal and will be their eternal mission until they have succeeded.

The powers invested in the Cardinal give him an insight into the spiritual world unequalled by any living being within the sphere of Light. The Cardinal is the absolute supreme leader. He is, at the same time, supreme commander of the military forces of the Brotherhood, the High Inquisitor, the wisest and most powerful of Mystics and the foremost preacher of the Word.

THE CURIA. Directly under the Cardinal is the Curia. This council is made up of highly esteemed brethren appointed to govern parts of the Brotherhood's sphere of influence.

The Curia directly governs the four Directorates and is vested with the power to perform internal



inquisitions, investigations and purgings at will. The Curia answers only to the Cardinal and the High Inquisition. Under the Curia work the four Directorates. These are departments within the Brotherhood, each devoted to one aspect each of the Brotherhood's overall mission. They each have almost unlimited authority within this area. Each Directorate is further divided into cells, and each cell has its own network of cells under it.

THE MYSTICS. The First Directorate is that of the Mystics. They are divided into three major cells: the Distorters, the Seers and the Changellors.

The Distorters use the Art to manipulate reality, to create physical phenomena for offensive, defensive and divertive purposes. They are both masters of illusion and of distortion of the elements.

Those Mystics devoted to the secrets of the mind are titled Changellors. They use their powers to search and manipulate the minds of sentient beings. They have the power to look behind the normal mental barriers of humanity and to understand people's thoughts, memories, feelings, emotions and subconscious activities. They are possibly even more feared than the Distorters.



The Cell of the Seers, subdivided into the Cell of the Prophets and the Cell of the Chroniclers, researches the future and past, drawing upon mysterious powers to look back and forth and gaze upon the history and destiny of humanity. Their apprentices perform the eternal task of writing down the current events of the world and depicting the flow of the Dark Symmetry for future Chroniclers to interpret.

The Keepers of the Art are the most mysterious of the Brotherhood's Mystics. They have, in their chosen field, attained such insight as to rival that of the Cardinal. They are extremely powerful masters of the Art and form the inner circle around the Cardinal, acting as his advisors in mystic matters.

THE INQUISITION. The Second Directorate is the Inquisition. This organization is divided into several minor cells, the most important of which are the Inquisitors, the Intelligence, the Sacred Warriors, other military units and the Internal and External Investigations.

The Inquisition is the Cardinal's most vital means of completing his enormous task. It controls all the Brotherhood's military forces in direct confrontation with the Dark Legion, and all such campaigns are led by High Inquisitors.

The Inquisition also searches for Heretics that have fallen under the sway of Darkness, as well as for the agents of the Dark Legion that have infested our Solar System. The Inquisitors stage trials and investigations condemning those who have weak souls and forever searching for those who have collaborated with the Darkness. Spreading the cleansing fire, the Inquisition has the authority to act as judge, jury and executioner in any matter that may occur within their purview.

The Inquisitors are elite members of the Brotherhood, possessing powers far beyond normal people. Highly trained in the art of warfare, they are among the most formidable warriors humanity has ever produced. They are rivaled only by the best of the Sacred Warriors and the Doomtroopers. They are vested with an enormous authority and will never hesitate to use whatever force necessary to eradicate evil from the worlds of humanity.

The special task forces of the Inquisition assigned for pure assassination missions are referred to as the Mortificators. These Inquisitors specialize in stealth and covert missions in which they almost never fail.

THE MISSION. The Third Directorate is often referred to as the Mission. It is the task of this department to bring forth the message of the Brotherhood, to keep it and nourish it so that it will not be lost in the darkness of our times.

This is the largest of the Directorates and is divided into the greatest number of cells. The most important of these are the Cells of the Mission, the Artifacts and the Scribes.

The Cell of the Mission spreads the Word in all manners available. Using both their own and the corporations' media channels, the Brotherhood hammers all viewers with messages on how to be a good citizen and how to recognize the spread of the Darkness. Preachers walk the streets and missionary groups visit companies and factories, speaking the Word and giving the people someone and something to believe in. Through this and the more efficient forms of mass media, the Mission spreads the Word to billions of people. This is also used by the Second Directorate as a source of information gathering.

It is the task of the Cell of the Artifacts to keep and preserve all those holy—and unholy—artifacts that have seen the light of day since the age of Cardinal Nathaniel. These learned men and women, often scientists and Mystics, have the responsibility of tracking, researching and storing these items of power and also of destroying those which are too dangerous for humanity to keep.

The Cell of the Scribes has a tedious but very important task, that of learning and updating the

Chronicles and the Book of Law and to preserve the true readings of all parts of the Word. Under the watchful eye of the interpreters—the Archivists—and the Inquisitors, the Scribes fill the scriptoriums in this endless but essential task. No faith is put in mechanical devices as a means of copying the Word. Too many machines have been infested with the Dark Symmetry for them to be trusted.

THE ADMINISTRATION. The most worldly of the Directorates is the Fourth: the Administration. It is involved in the everyday running of the Brotherhood as well as the supervision of the activities of the megacorporations. Most of the people working within this Directorate are diplomats or businesspeople.

One of the main focuses of this Directorate is to ensure that the Brotherhood has enough resources to carry out its Mission. These resources are partly generated by conquests and through donations from the faithful, but a large part stems from the Brotherhood's financial involvement in the megacorporations. Through shares in associated enterprises, the Brotherhood can control parts of the operations of the corporations. This power is sometimes used to make demands or to have the corporations back down on important issues.

The diplomatic operations of the Fourth Directorate are extensive and are carried out within the Cartel as well as directly within the megacorporations. The diplomats of the Brotherhood are extremely skilled and ruthless and will not stop at threats of violence, excommunication or Inquisitorial investigations to obtain their goals.

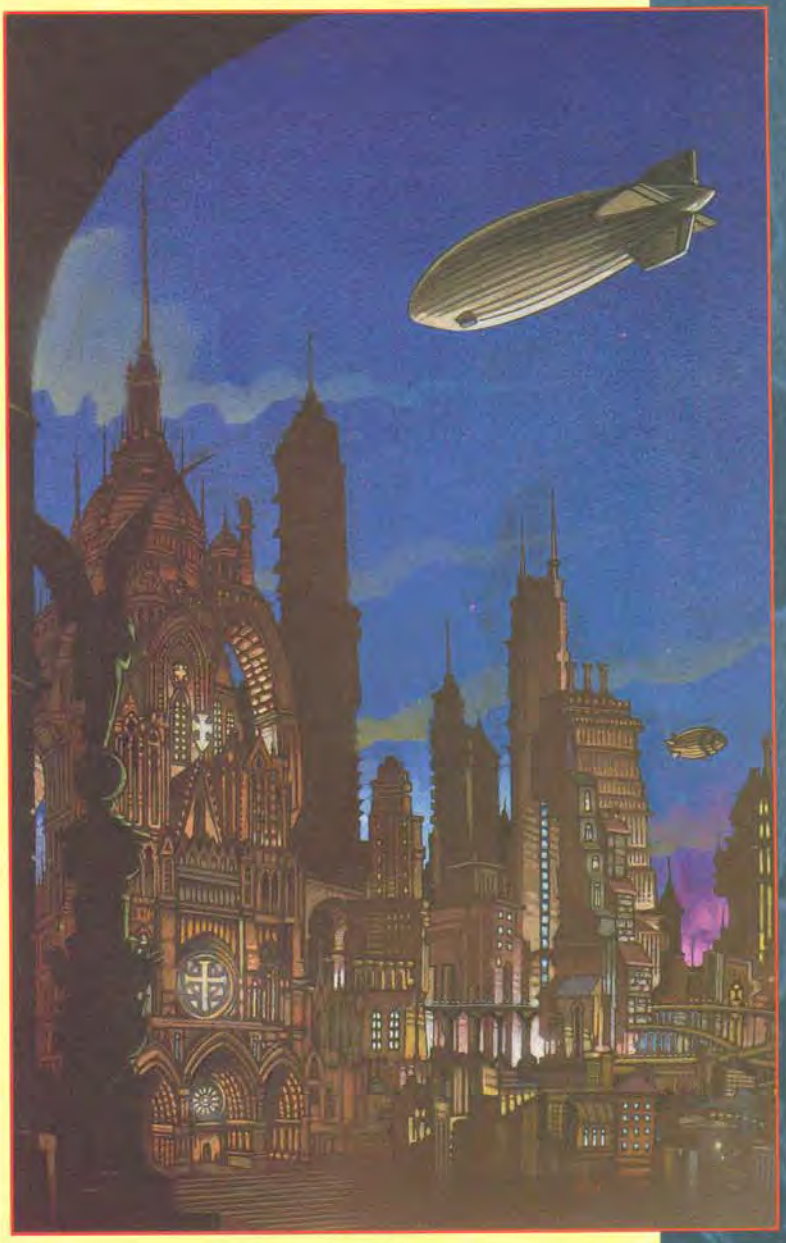
THE CATHEDRALS

In places where the Brotherhood has established a strong presence and is supported by a large number of followers, it is customary to erect a Cathedral.

A Cathedral is made up of towers of immense proportions and is decorated with spires, stained-glass windows and stone gargoyles. Arches and huge domes create an atmosphere of serenity and piety. Statues of holy martyrs and sacred warriors stand in the open courts, and in the endless hallways, the Cardinals gaze down upon their followers. All creates the impression of force, power and invincibility.

The Cathedral acts as a symbol of the movement and as a gathering place for the followers. All Cathedrals are sacred places, dedicated both to the faithful and as a base for the activities of the Brotherhood. The enormous Cathedrals house military bases and the secret departments and the dungeons of the Inquisition as well as vast halls devoted to meditation. In larger Cathedrals, there are deep catacombs given to the Scribes for storing the immense libraries of the Brotherhood.

The largest Cathedral (often called *The* Cathedral) is, of course, the Sacred Dome on Luna, also containing the sacred tomb of Nathaniel, the first Cardinal. The second largest Cathedral—the Hieronymus Dome—stands in Fukido on Mercury, and the third in size is in San Dorado on Mars.



MILITARY

The military forces of the Brotherhood are many and diversified. The most famous are the elite guard of the Cardinal, the Fury, and the most devoted soldiers of the Inquisition, the Sacred Warriors.



Cardinal Dominic—the Bishop of Luna

THE FURY. The Fury consists of veteran soldiers with years of service within the Brotherhood and a proven devotion to the cause. This body of soldiers acts only on orders from the Cardinal or the Curia and is separated from the rest of the Brotherhood. It is trained by the Cardinals and the Keepers of the Art, and only hand-picked Inquisitors are allowed to command them in battle.

THE TROOPERS. The remainder of the military might of the Brotherhood is governed by the Inquisition. This covers everything from common troops to the elite special commandos that have gathered under the banners of the Brotherhood to do battle against evil. This common goal and the work of the Third Directorate has resulted in a very high morale within the armies of the Brotherhood. Deserters are few and far between, as the fear of the Inquisition is as tangible as the terror that the Darkness inspires.

The soldiers of the Brotherhood are picked from all over the Solar System. A large number are volunteers, and these make up the bulk of the Brotherhood's troopers.

All soldiers who join the forces of the Brotherhood receive training in the art of warfare and are also given lectures from the Book of Law.

THE SACRED WARRIORS. The Sacred Warriors, the fanatical soldiers who exclusively take part in the war against the Dark Legion, come from every part of society. Brotherhood troopers sign up alongside megacorporate Doomtroopers. They have one factor in common: complete devotion to the cause of the Brotherhood. They have been given the task to eradicate the Dark Soul's influence from our Solar System, and nothing will stop them.

The demands on a Sacred Warrior are heavy, and very few of the applicants are actually given the honor of serving with these soldiers. Those who make it are highly thought of and gain certain privileges no other citizens enjoy. They are often sent directly to the worst combat areas of the system. Torn by war and infested with evil, these battlefields provide the ultimate test of faith for the Sacred Warriors. They often operate far behind enemy lines and form strategic spearheads when major offensives are launched.

The Sacred Warriors are never used against troops not associated with the Dark Legion, but as the rot spreads within our system, it is difficult to tell when evil is at large. So the Sacred Warriors battle on.

THE VOW OF THE CARDINAL

Upon entering the Brotherhood, every apprentice has to swear the Vow of the Cardinal, pledging allegiance to the Cardinal, to maintain silence about the secrets of the Light, to obey every word of a superior, to reveal everything of Darkness and to never go against the Brotherhood.

THE DARK LEGION

THE ARRIVAL OF THE APOSTLES

The Dark Legion is evil and Darkness incarnate. For untold ages, the Dark Apostles waited to gain entry to the Solar System and begin their Dark Crusade against humanity.

It was the first human explorers on the tenth planet, Nero, who awoke the sleeping horror. There they found unworldly formations and seals, and under the insidious influence of the Dark Symmetry, they released the Darkness from its ancient bonds.

Doing this, they opened the gate for the Dark Soul to enter our worlds. Soon the weak-minded and those of Dark thoughts were lured by the temptations of the Great Darkness. The Darkness sought its nourishment from the twisted minds and corrupted thoughts of humanity, and it did not go hungry. The power of the human mind gave the Dark Soul the energy it craved, and it soon after gave birth to the first Apostle, Ilian, the Dark Mistress. Under her guidance, the Dark Symmetry silently assaulted the worlds of humanity and laid the foundation for the horrible Darkness that was to descend upon us.

As the despair and confusion grew, more and more humans cried out in anguish. Nurtured on despair and anxiety, Muawijhe, the Lord of Insanity, emerged and entered the realms of the sleeping and dreaming. No more could humanity find peace in the lands of sleep.

Humanity tried to do battle against the Apostles, but could not lay aside its own petty, internal squabbles. The megacorporations waged their wars against each other, and trust wore thin. From this, the Darkness drew Semai, the Lord of Spite, the Nurturer of Revenge. To him was given the mission to turn siblings against each other, to corrupt the leaders of humanity and to sow the seeds of Darkness in the minds of humanity.

The scene was set for the greatest conflict humanity had ever faced. On one side stood the Brotherhood and the forces of the megacorporations, divided as they were, and on the other, the forces of Darkness. From the turmoil of the initial skirmishes and battles on the borderline of Darkness grew Algeroth, the Demon Lord of the Dark Technology and the Lord of Destruction. He took the forces of the Dark, transformed them into the Dark Legion and gave evil a brutal, physical might with which to devastate worlds.

Led by the mighty conqueror, the hordes of Darkness marched to battle. Relentlessly, they threw themselves against the defenses of our forces, and mighty battles raged across the Solar System. On every world, the fires of war burned, and bodies littered the fields and plains. Soon Demnogonis, the Fifth Apostle, gazed out across the void. Filth and plague, famine and mutations followed his trail as he slithered from world to world, from battlefield to battlefield. He infested our cities with the Heretic mutants and spread the rot of Darkness among our troops.





THE AGE OF THE DARK SYMMETRY

That was only the beginning of the Dark time.

Plagues and mutations spread throughout the Solar System. Sometimes whole worlds fall victim to the destructive powers of the Darkness. The Dark prophets and the corrupters of the Dark Symmetry agitate and infiltrate, aiming to bring the downfall of



humanity from within. In this they are aided by the Heretics, humans that have been lured by the promises of the Dark Symmetry. The Heretics destroy the very foundations of society and seduce the weak to serve the powers of Darkness.

On the battlefields, the Dark Apostles, the generals of the Dark Legion, drive their twisted Legionnaires and Necromutants to attack the desperate forces of humanity again and again.

Accompanied by the terrible Nepharites and the Razides, the lost souls of the Dark Legion battle on with mad frenzy and energy. This is the age of the Dark Symmetry.

THE SOUL OF DARKNESS

The Dark Legion has a supreme power, an entity so powerful that other evil beings are mere reflections of its might. This entity has no name and no known physical manifestation. It has been called the Great Darkness and the Dark Soul.

None but the Apostles and a few privileged Nepharites have ever experienced its presence.

In secret, outside our material spheres, this being exists and works its unfathomable plans. With the patience only attainable by a higher entity, the Darkness struggles toward its final goal. It is well aware that its greatest ally is time.

THE APOSTLES

From the Dark Symmetry, the five Apostles were born. Feeding on the confusion and fear that grips the human worlds, these Dark generals march before the hordes of evil engulfing our Solar System.

The Dark Apostles are the five most powerful servants of the Dark Soul, and they command its worldly and mysterious armies. They have been given the power to seduce and entrap the souls of the weak, to create and lead the terrible Legions and to distort and corrupt reality, time and space. They are deities to the untold souls that make up the Dark Legion and to the forever-cursed Heretics that have betrayed the Light.

The five Apostles are each unique. They all have their own Dark missions and control their own Legions. These missions are all part of the complex web of power that the Dark Soul is weaving, in which the final victory is the extinction of humanity.

SIBLING RIVALRY

All the Apostles have emerged from the same raw power, the Dark Symmetry. Their ultimate master is the Dark Soul, but otherwise they answer to no one.

As the First Apostle, Ilian is the leader of the five. Her control of the Dark Symmetry is unrivaled and is her means of controlling her brothers. Algeroth is the only Apostle that openly opposes Ilian and actively plots against her. He is supported by Semai, while Demnogonis and Muawijhe work their own Dark and mysterious plans. They do not openly support either one of their mightier brethren, hoping the two will clash in a mighty duel, leaving the scene open for the other Apostles.

Ilian is well aware of the rivalry among her lesser kin and the plots against her, but she stays her vengeful hand, as she still has to answer to the Dark Soul, as do her brothers.

Since the final goal of all the Apostles is the same (the quenching of the last light in our Solar System), they have a certain degree of cooperation. Some powers not available to one Apostle may be given by another, but at a cost. This bargaining has gone on for untold ages, and from it the Legions of the Apostles have emerged.

THE LEGIONS

The armies of the Dark Legion are made up of scores of lost souls imprisoned by the technology of the Dark Symmetry and infused with the spirit of the Dark Soul.

Beings from other dimensions make up the hierarchy under the Apostles. Each Apostle has the eternal service of the Nepharites, beings corrupted by the nature of their masters. The Nepharites act as lieutenants in the Legions and lead the hordes into battle.

Under the Nepharites can be found other beings—some even human. Razides, Ezoghouls and Curators can all be found in the ranks of Darkness. They have been created by the Apostles or recruited on distant worlds to join the crusade against humanity. Additionally, each Apostle has unique beings following it.

By the millions, the Legionnaires gather around the banners of the Apostles. The bulk of the Dark Legion is made up of these doomed souls, prisoners once dead, taken from the battlefields and given a wretched new life under the thrall of the Dark Symmetry. These hordes of zombie warriors mindlessly charge across the battlefields, overrunning the defenses of humanity through sheer force of numbers.

THE NEPHARITES. Serving under the Apostles are the Nepharites, the eternal enemies of humanity. The Nepharites are the most powerful creatures in the ranks of the Dark Legion and act as the officers in the army of Darkness. The evil lieutenants are ranked in a strict hierarchy with the Nepharite Overlords as the supreme rulers. They only answer to their Apostle.

Every Nepharite has powers and abilities that make it unique. Their nature varies and is ultimately controlled by their Apostle. Some Nepharites have a great understanding of the Dark Symmetry and wield its powers well in the battle against humanity.

The Nepharites are the most competitive of the warriors in the Dark Legions. They are experienced and have the ability to make decisions on their own, and their loyalty is without doubt. They exercise total control over their subordinates, and the slightest mistakes are rewarded with a fate worse than death.

The physical appearance of the Nepharites varies greatly depending on which Apostle they follow. They all strike a dark and powerful pose, radiating evil. Sharp spikes or other metallic implements cover their bodies. Their strength is reflected in their faces, which are a grotesque mockery of humanity.

Their blank, staring eyes lack pupils, and the deformed shapes of their faces are macabre, nightmare masks.

Nepharite Overlords do not conform strictly to these standards. As they grow in power, they become more twisted and corrupted and are often reborn in other, unique shapes more true to their horrible natures.

THE DARK PATTERNS

The Dark Legion is surrounded by an aura, Dark and powerful. This is known as the Dark Symmetry, and it is the Legion's source of power, the gate to the Soul of Darkness. From this complex field of power, the Apostles, the Nepharites and the mystics of the Dark Soul channel their evil powers. Heretics are initiated in the use of the Dark Symmetry by the higher beings and cultists within the hierarchy of the Legions.

Each Apostle represents a unique pattern in the Dark Symmetry, intimately linked to their mission. This pattern gives the followers of the Apostles different powers depending on which master they serve.

ILIAN. As the guardian of the Dark Symmetry, Ilian is the most powerful of the Apostles. There is nothing she cannot accomplish with the aid of the Dark Soul.



The servants of Ilian conjure up beings from other dimensions and open portals to other realms, forever searching to destroy the forces of humanity. They walk the Darkness of the void and control the gates between the planes. Their destructive powers are immense, and they fill the minds of countless millions with dark dreams and terrible visions.



MUAWIJHE. Muawijhe uses the Dark Symmetry to further spread insanity across our worlds. His mages are skilled in distorting minds and senses and inducing terrible visions. They also possess the secret of walking across the dimensions, switching between realities at will.

SEMAI. Semai uses the Dark Symmetry to spy upon the worlds of humanity and to twist the realities around us. His mystics corrupt innocent victims, endlessly trying to find new ways of spreading the heresy of their Lord. They observe the flow of Light and Darkness, predicting the movements of the Brotherhood and directing the forces of the Dark Soul.

ALGEROTH. In the Dark Symmetry, Algeroth walks the path of fire and destruction. The mages of Algeroth open gates and portals to other, Darker planes of existence and dimensions. Through these gates, they lure deadly beings of unknown origin, creatures which they let loose on their enemies.

DEMNOGONIS. Demnogonis' minions use decay and rot to fulfill his mission. His mystics corrupt and inflict decay upon our Solar System, forever searching for new diseases and rotting beings to spread putrefaction.

THE CITADELS

Important to the strategy of the Dark Legions are the Citadels. Mirroring the Dark Citadel on Nero, their very appearance strikes fear deep into the hearts of humanity. Dark, twisted and wreathed in shadows and dark clouds, these magnificent structures serve to further the cause of evil.

Swarms of Algeroth's Tekrons and their slave laborers invade a newly conquered land, and in only one night the Citadel's foundations are laid. After only a few more days and nights, the workers scurrying across its ever-expanding surface like vicious ants, the corrupted Cathedral stands finished, covered with secret symbols of the Dark Symmetry.

The Citadels have several functions. They act as outposts at the borderline of evil, clearly marking the Apostles' domains. They also provide fortifications against humanity and act as bases and training camps, prisons and torture chambers, libraries and mystic temples.

The lord of each Citadel is a Nepharite Overlord that commands the military force of the Citadel. This is made up of horrendous warriors that can defend the Citadel against attacks as well as carry out offensive operations of their own. An important role of these soldiers of Darkness is to bring new victims to the lord of the Citadel so that the ranks of the Legions may swell.

If the lord of the Citadel controls the Dark Symmetry to a high degree or has the aid of the Mistress of the Void, he or she can open gates to bring terrible, new beings into the battle. These portals are also used for communication between the generals of the Apostles and their masters.

All Citadels are placed according to a complicated pattern of the Dark Symmetry associated with each Apostle. The significance of this pattern is only known to the Apostles.

ILIAN. The Citadels of Ilian are huge monasteries with arches and endless, stone-floored corridors. Here the disciples of Ilian are trained in the mysteries of the Dark Symmetry. Like hooded monks, they shuffle from lecture to lecture, ever growing in power and knowledge.

These Citadels are erected in places where the Darkness has a permanent influence, where the prying eyes of the Brotherhood cannot reach. Nero and Pluto are her major strongholds, but her presence is strong on Venus as well.

MUAWIJHE. Muawijhe secretly erects his Citadels where his followers have strong cults or where insanity abounds. The number of his Citadels is relatively few, and therefore secrecy is stressed when establishing a new stronghold. It is often only by observing the behavior of nearby people that one has clues to the presence of the Lord of Visions, as insanity always follows in his trail.

SEMAI. Semai's Citadels are few and secret, situated on planets where the influence of the Dark Legion is strong and unchallenged. Here, the servants of the Lord of Spite tap into the powers of the Dark Symmetry, trying to find those with weak minds.

The majority of the Citadels of Semai are built within the structures of humanity: in the jungles of Venus, on the plains of Mars and deep in our metropolises. They vary greatly in design but have one feature in common: the mystic mirrors through which the Heretics and the Corruptors maintain contact with Semai and spy on the weak-minded.

The smaller Citadels function as places of worship for cults as well as hiding places for the agents of the Liar. Only the largest and strongest Citadels are governed by a Nepharite, since in the more secret places his presence would surely attract the attention of the Brotherhood.

ALGEROTH. Algeroth has a great need for bases from which he can launch and replenish his forces. He therefore tries to build his Citadels in well-protected areas hidden from the prying eyes of the Brotherhood.

The Citadels are also important manufacturing facilities. Algeroth's need for new weapons and more Legionnaires and creatures for his Dark Legions is endless. Therefore, large parts of Algeroth's Citadels consist of mechanical and biotechnological plants where the Tekrons and their slaves constantly toil with new designs.

DEMNOGONIS. The twisted towers of Demnogonis can be seen wherever major battles have ravaged the soil and left deep scars in the surroundings.

To these Citadels, Demnogonis brings victims captured on the battlefields to use as raw material for developing new and wasting plagues. Huge halls are devoted to research, and the stench of death and rot rises from each corner in the buildings. Deep pits



contain those not yet blessed with the corruption or those too diseased to be of any use, even for the great Befouler.

THE STEEL TABLET

The first people who landed on Pluto were the Imperial Conquistadors: scientists, astronomers, explorers and astronauts dedicated to expanding the knowledge of the Solar System and the universe.

Here, they found the Steel Tablet. Buried kilometers into the ninth planet's solid surface, it immediately responded to Imperial's sensitive instruments, and the Conquistadors found it puzzling, teasing and tempting. Must to their dismay, they soon unearthed it, and it was then that the Dark Soul broke loose. The First Seal of repulsion had been broken.

It was only a matter of time, it seems, before the Darkness managed to manifest physically in the worlds of humankind.

There are no pictures of the Steel Tablet, nor any survivors of this first encounter. A distant, scraping, transmitted voice told us about a radiant and shimmering plaque placed in the center of a gigantic altar resting on a vault with engravings similar to those of Earth's ancient Neolithic cultures.

Then all was silent.

RULES



INTRODUCTION

Warzone is a two-player wargame set in the universe of *Mutant Chronicles*. To play it, you need this rulebook, some Heartbreaker™ miniatures, a twenty-sided die, a pen, a ruler and some scrap paper. We have included a sheet of Hidden and Waiting counters at the back of this book. You will also find som weapons templates. If you don't want to cut up your book, photocopy these, paste them to some cardboard and cut them out for use in the game.

Some model scenery and a wargames table would also be nice, but are not essential. You can play *Warzone* on any clear, flat area, like a dining room table or even a stretch of floor.

You should be able to find Heartbreaker miniatures and a twenty-sided die (truly essential for playing *Warzone*) at any well-stocked hobby or game store. Ask the person you bought this game from for more about these things. If you can't find a retailer, feel free to contact Heartbreaker directly.

BEFORE YOU START TO PLAY

Before you start to play, you should first acquire and paint your Heartbreaker miniatures. Each player should choose a force that appeals to him or her and then assemble at least one squad of its figures. You should also skim through these rules at least once. They are not nearly as daunting as they may seem at first. All you need to do at this stage is familiarize yourself with where the rules are so that you can find them when you need them. As you play your first battle, you should follow along with the rules, referring to the appropriate sections to see what you should do.

Before we move on to the game itself, though, there are certain basic concepts that you should be aware of.

THE CHARACTER PROFILE

Every model in *Warzone* has a character profile. This describes everything you need to know about the way that model performs on the battlefield. The profiles for each sort of model available for use in *Warzone* can be found in the «Force Lists» section in the back part of this book.

Each model has nine characteristics, the values of which normally range between 1 and 20. 1 is a very poor rating. 20 is an exceptionally good rating. The tenth characteristic, Point Cost, assigns the model a relative value.

The characteristics are:

CLOSE COMBAT (CC): This tells you how good the model is in hand-to-hand combat, either using its natural weapons (such as claws) or melee weapons (such as a sword or bayonet).

MISSILE WEAPONS (MW): This tells you how good the model is with ranged weapons (such as guns) and thrown weapons (like grenades).

POWERS (PW): Certain models possess unusual and magical powers, such as the Dark Legion's Dark Symmetry or the Brotherhood's ability to use the Art. This score tells you how good the model is with these mystical abilities. Not all models will have a score in this, for not all models possess these fantastic powers.

LEADERSHIP (LD): This is a measure of how well-trained your models are and how well they maintain discipline under fire. It's also used to resist some of the effects of mystical powers.

ACTIONS (AC): Not every person thinks or reacts at the same speed. This score tells how many actions a model may take in its turn. The higher the number of actions a model has, the better its reflexes are and, consequently, the more actions it can take.

WOUNDS (W): This score tells you how tough the model is and how many hits it can take before dying. Most models possess only one wound, but powerful monsters and mighty heroes may possess more.

STRENGTH (ST): This tells you how strong a creature is. Creatures with a high Strength inflict more damage with their claws or their melee weapons.

MOVEMENT (MV): This tells how many inches the model can move with every Move action it takes.

ARMOR (A): This tells how well protected the model is against damage. In the case of some creatures, it may represent a thick hide or innate toughness. In the case of most soldiers, it represents the armor they're equipped with.

POINT COST (COST): This statistic is not used in combat. It is a measure of the relative worth of the unit. The more points a model costs, the tougher it is. The Point Cost is only really important when you are picking your force from the Force Lists (see below).

EXAMPLE:

THE BLOOD BERETS.....CC	MW	PW	LD	AC	W	ST	MV	A	Cost
Blood Beret Trooper.....12	14	—	14	3	1	0	3	24	14
Blood Beret Sergeant.....14	16	—	16	3	1	0	3	24	22

EQUIPMENT

Most models possess some sort of equipment. This equipment falls into one or two categories: weapons or special equipment. Full descriptions of each bit of equipment available in *Warzone* can be found in the «Force Lists» section in the back part of this book.

WEAPONS

Like models, weapons have a profile. All weapons usually have five characteristics attached to them: Close Range, Long Range, Range Modifier, Damage and Point Cost. In addition, some weapons may have special rules attached to their profiles, telling you the other effects they may have when they hit.

CLOSE RANGE (CR): This is the optimum range (in inches) a weapon can fire. The weapon may still be able to fire at targets beyond this range, but it will lose accuracy.

- If the weapon has S (shotgun) listed in its range description, it uses the triangular template in the back of the book.
- If the weapon has F (flame-thrower) listed in its range description, it uses the triangular template in the back of the book.
- If the weapon has CC (Close Combat) listed in its range description, it can only be used in close combat.

- If a weapon has T (Thrown) listed in its range description, it is throwable and uses the rules for thrown weapons (see below under «Special Types of Weapons»).

MAXIMUM RANGE (MX): This is the maximum distance (in inches) that a weapon can fire. If a weapon has no range characteristics, it can only be thrown or used in close combat.

- Certain weapons have a Close Range in their profile, but no Maximum Range. This means that they always count as firing at Close Range but cannot fire beyond this range. Basically, their Close Range *is* their Maximum Range.

RANGE MODIFIER (RM): Weapons lose accuracy when firing at targets beyond Close Range. The Range Modifier indicates how drastic this loss is. It is subtracted from the firer's MW skill when the weapon is fired at targets farther than Close Range.

DAMAGE (DAM): This characteristic describes how hard a weapon hits. The higher the score, the more the weapon can hurt a target.

- Weapons with a x2 modifier next to their Damage characteristic hit twice. In other words, when such a weapon hits, the target must make two Armor rolls, one for each hit. Each failed Armor roll means the target takes one Wound. Targets hit by weapons with a x3 Damage modifier must make three Armor rolls, and so on.

POINT COST (COST): As with models, all weapons cost points. These are only used when you are choosing a force from your Force List. The cost of any weapons a model is carrying are added to its own Point Cost when calculating its value.

- Beneath each profile you will find a short description of the weapon and any special rules that pertain to it, for example whether it is a heavy weapon, a burst fire weapon, or a weapon capable of sweep attacks.

EXAMPLE:

	CR	MX	RM	DAM	Cost
INVADER	12	24	–4	14	8

The rugged and reliable Invader is the standard assault rifle used by the Blood Berets.

	CR	MX	RM	DAM	Cost
CHAINRIPPER	CC	—	—	12 (x2)	4

This is a fairly standard weapon of all close assault troopers. It combines a gyrostabilized weight with a chainsaw blade that both stuns and rips its target. Chainrippers can make sweep attacks.

SPECIAL EQUIPMENT

In addition to basic weapons and armor, certain individuals may be outfitted with special equipment to enhance their performance. This is all covered in the «Special Equipment» section.

UNITS

Units are the basic military groups in the *Mutant Chronicles* universe. There are two different types: squads and individual models. Each of these is described in depth below.

SQUADS

A squad is a group of soldiers trained to work together as a unit on the battlefield, like five Blood Berets commanded by a Blood Beret Sergeant. The soldiers in them learn to act together, and to trust and rely on each other. They also start to get scared when they see their comrades getting killed all around them.

A squad can vary in size between 2 and 12 models, but regardless of size, all squads are subject to certain rules.

SQUAD LEADERS. The model with the highest Leadership in the squad is called the squad leader, and almost all squads have one. They know every soldier in their unit, their strengths and weaknesses and how to get the best out of them. While a squad leader is alive, the squad fights at maximum efficiency. If the squad leader is killed, the squad will become disorganized and less effective. You should mark each squad leader's model for easy reference during play. Try painting a colored dot on the model's base.

COMMAND DISTANCE. A squad leader must know where all of the squad's soldier are so that he or she can give them orders in the most efficient way. All models in a squad must stay within 6 inches of the squad leader. *See Diagram—Command Distance.*

If the squad leader is killed, then the squad will rally round the person with the squad's heavy weapon. That person becomes squad leader. If the new squad leader is killed, or if the squad has no heavy weapon, then the next figure in the squad to be activated becomes the squad leader for the remainder of the turn. On each subsequent turn, the first model in the squad to be activated becomes the squad leader for that turn. This means that the squad leader can vary from turn to turn.

This distance for maintaining unit coherency is called command distance.

If for any reason a model finds itself beyond it's squad's command distance at the beginning of its turn, it must move back within command distance as soon as possible. Such a figure can only make Move actions (see «Using Actions» below) until it is back within command distance.

MORALE. All squads are trained to fight together. Some have better morale than others. If a squad takes casualties, the soldiers may become frightened and panic. This is covered in the rules below.

When a squad suffers more than 50% casualties, its morale is said to be *broken* and it may rout (see «Panic, Rout and Rallying» below).

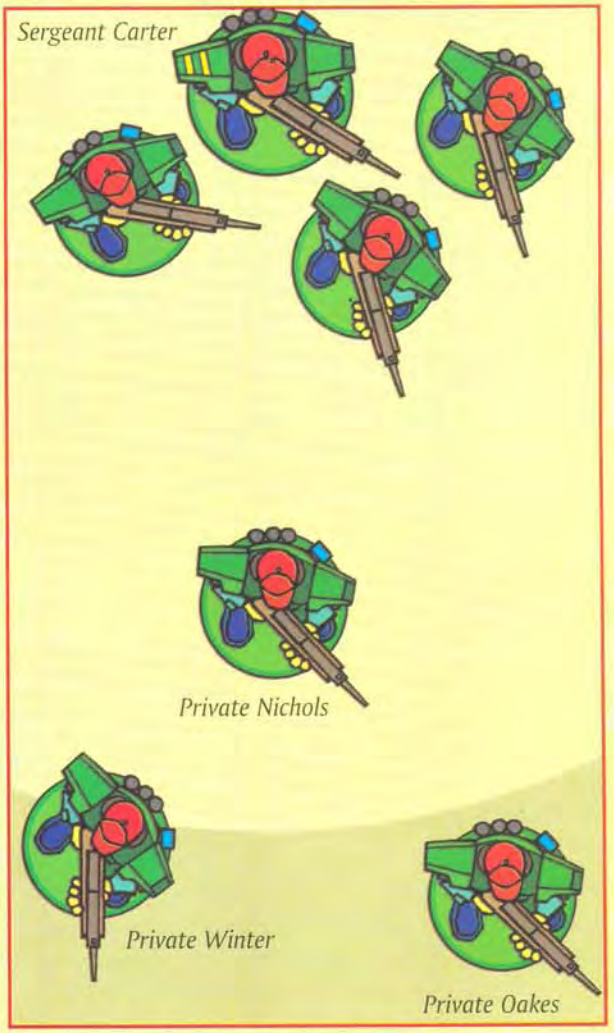
Each of your force's squads should be painted with a small identifying mark so that its members can easily be distinguished from the members of other squads. A spot of paint on the base works nicely for this. Simply color code each unit. Don't forget to add another dot of a different color for the squad leader.

INDIVIDUALS

Not all models need to be part of a squad. Certain heroic individuals and mighty monsters are quite capable of acting on their own in the battlefield. In effect, they are units of one.

Individuals are all subject to the following rules:

- If individual models are within six inches of a squad, they can give the squad the benefit of their Leadership during panic tests.



Diagram—Command Distance
A model not within command distance (six inches; indicated by the lighter shading in the picture above) may ONLY perform Move actions until it is back within the distance. In the above picture, private Oakes is the only model too far away from his commander, Sergeant Carter (marked with two yellow stripes on the left shopulder pad).

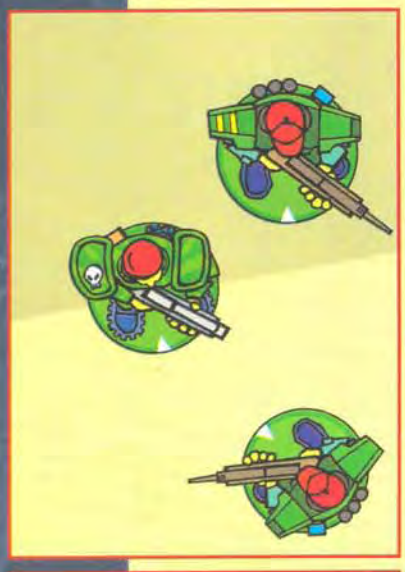
- Only individuals may use the Give Orders action.
- Only individuals may use the Rally action on squads.

ROLLING DICE

In the text, a twenty-sided die is referred to as 1D20. When rolling dice against each other, if both players' modified scores are equal, they should roll again.

When a player rolls a natural 1 (before any modifications are applied) when trying to do something, this is called a «perfect success» and it usually results in something special happening in the player's favor. When a player rolls a natural 20 when trying to do something, this is called a «fumble», and it usually results in something bad happening to the figure involved.

The exact effects of any particular perfect successes and fumbles are dealt with in the rules sections concerning whatever it is the die is being rolled for. If no special effects are listed for a certain type of roll, then none apply.





The models' fronts are indicated by white triangles in this picture. The Blood Beret can see and attack enemies in the brighter area. He cannot attack anyone in the shaded area, since that is behind him. Both Capitol soldiers can attack the Blood Beret (and each other).

FACING

All models have two facings: front and back. Generally speaking, a model can only see and attack things that are in its front facing.

Before you start playing, you should decide how to indicate your models' facing. It is a good idea to mark your models in some way to indicate which heading is "front". For example, you can paint something on the base (see picture to the left), or decide that the weapon's direction always is "front".

SETTING UP

There are a few things you need to do before you actually get down to playing a game of *Warzone*. You need to pick your forces, arrange the battlefield and place your forces on the field. Once you've done all that, you're ready start fighting!

CHOOSE YOUR FORCES

When playing *Warzone*, each side starts the game with a force equal in total Point Cost to each other. This assures, as much as is possible, that the game will be balanced and fair. For full details about how to go about designing your forces, see the «Force List» section in the back of this book.

ARRANGE YOUR BATTLEFIELD

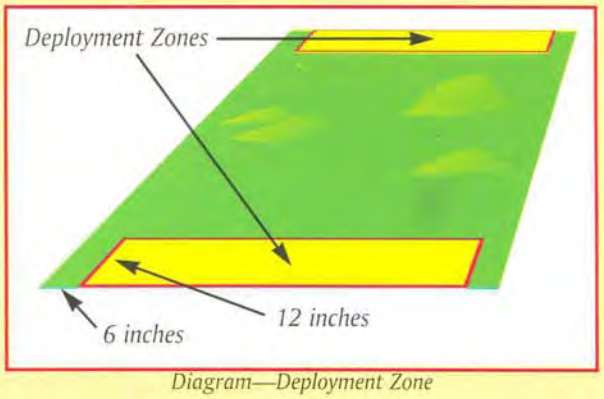
Battlefields are not flat, featureless plains. They contain hills and woods and walls and streams. We call these features of the battlefield *terrain*. In *Warzone*, these can be represented with models purchased from your local hobby shop or by simple, household substitutes. You can use books to represent hills, for instance.

Before the battle begins, you must set up the battlefield. Most people have a limited amount of terrain that they can place, so in the interests of fairness, it should be placed as follows:

Both players roll 1D20. The person with higher score gets to choose a piece of the available terrain and place it anywhere on the table. Then the person with the lower score does likewise. Players alternate placing the available terrain until all of it (or as much of it as you have agreed to use) is on the battlefield.

DEPLOY YOUR FORCES

Both players now roll 1D20 again. The player with the higher score gets to choose which side of the table to set up his or her forces on. The opponent sets up on the opposite edge of the playing area. You can place your figures anywhere within 12 inches of your edge of the playing area, but not closer than 6 inches to the left and the right edge of the table. (See diagram—you can vary this according to the size of your playing area.) This area is called your "deployment zone".



Diagram—Deployment Zone

Before any figures are put on the table, though, both players roll 1D20 again. This time they add the single highest Leadership of all their models in their respective forces to their scores. The winner is the person with the higher score. The winner may choose to place a squad or individual model on the table or, alternatively, let the loser place first. Obviously, all models in a squad must be placed within command distance of the squad leader. Players then alternate placing squads or individual models on the table until all the forces on both sides have been deployed.

Now you are ready to begin playing.

THE TURN SEQUENCE

A real battlefield is a confused mass of activity. Soldiers move and shoot their weapons and fall to enemy fire. Warriors scream and charge into brutal

hand-to-hand combat with their sworn foes. People panic and flee or seek cover from enemy fire behind the nearest scrap of shelter. In *Warzone*, we seek to give this chaotic mass of activity a structure so that you can play a good game. This structure comes from the turn sequence.

A *Warzone* game is divided into turns. In every turn, you get a chance to move and fire and perform all sorts of other actions with every model in your force.

The turn sequence is a series of steps that you run through each turn. It is always the same every time.

STEP 1: INITIATIVE

Both players roll 1D20 and add the highest Leadership score that any of their surviving, unpanicked models possesses. The person with the higher score wins the initiative.

Note: If all of one side's troops are panicked, then that player does not get to add any Leadership score to the initiative roll. This is rare, but it does happen.

STEP 2: NOMINATING THE FIRST UNIT

If you have the initiative, you may nominate any squad or model on the board to take its turn. This is called activating that unit or individual. If you nominate one of your opponent's squads, your foe still controls it. You have simply elected to make it go first.

STEP 3: ACTIVATING UNITS

If the activated squad is in a state of panic, it must follow the rules for panicked squads until it has a chance to rally. If it is in cover or within its deployment area, it may attempt to rally.

If the activated unit is unpanicked, the controlling player activates any single model in the unit. That figure may then take as many actions as listed in its AC characteristic. A figure never has to take any action unless it is panicked or out of command distance. Once the figure has used up all its actions, the player activates another figure in the unit. Figures can move in any order, but each figure must complete all of its actions before another figure can move. This goes on until all the figures in that unit have been activated. Once this is done, the unit's turn is over.

The opposing player now activates a unit. Play passes back and forth until all the units on both sides have been activated. Once this happens, the turn is over, and the players return to step 1.

When it is your turn to activate a unit, you must do so. Even if you do nothing with that unit, you cannot return and activate it later. A unit can be activated only once per turn.



EXAMPLE: *Bob and Fred are playing Warzone. Bob has two squads of Blood Berets, Archer and Baker. Fred has two squads of Legionnaires, Zentak and Yerkatcht. These are led by Nepharite Wrenstadt. In the first turn, both players roll for initiative. Both of Bob's Sergeants have a Leadership of 16, so that's his highest Leadership. Fred's Nepharite has a Leadership of 16, too. Both players roll 1D20. Bob gets 11, and Fred gets 5. Bob's total is (11+16=) 27. Fred's total is (5+16=) 21. Bob wins the initiative.*

Bob decides that Fred's Nepharite must activate first. Fred activates the Nepharite and takes all its actions. Bob then activates his Squad Archer. Fred must now choose to activate either Squad Zentak or Yerkatcht. He chooses to move Squad Zentak. Next, Bob activates Squad Baker. Last, Fred activates Squad Yerkatcht. Since all squads and individuals on both sides have now been activated, the turn is over. To start the second turn, both sides roll for initiative again.

If both of Bob's Sergeants had been killed, he would have to use one of his Blood Beret's Leadership scores of 14 for his initiative roll. This would obviously put him at a disadvantage.



WINNING THE BATTLE

Usually, players repeat the turn sequence until one side surrenders or every unit on the opposing side is either dead or panicked. The survivor is the winner. However, there are other ways of calculating victory.

VICTORY POINTS

If you are playing to a time limit or for an agreed upon number of turns, you can calculate victory points based on the Point Cost of your units (see the «Force List» section). A squad or individual model is worth one victory point per 50 points or part thereof it is valued at. You receive victory points for every enemy squad or individual model eliminated or broken.

SCENARIOS

In certain special types of battles (called scenarios), you may have agreed-upon victory conditions. These victory conditions might be as simple as «the first person to seize the bridge wins» or as complex as «the first person to seize the bridge, the farmhouse and destroy half the opponent's force wins». If you are going to use victory conditions, you must agree upon them with your foe before battle commences.

Here are a few simple scenarios:

1: AGAINST THE CLOCK. There are a limited number of turns before darkness falls and the battle must end. Both players secretly write down a number between 1 and 3. Then they reveal the numbers and add them together. That is the number of turns the battle will last. The winner is the person with the highest number of victory points after the last turn is complete.

2: SUDDEN DEATH. Total up the number of victory points your army is worth. Divide this number by 2 (round up) and add 1. That is the sudden death victory score your foe needs to get to win. At the end of each turn, total up the number of victory points each side has gotten so far. If either side has exceeded its own sudden death score, it has won a decisive victory. If both sides have exceeded their sudden death scores, it is a marginal victory for the person with most points. If both sides have the same total (over their sudden death scores), the game is a draw.

Using this method will give you a very fast game. If you want a longer game, play until you achieve the total number of victory points your opponent's force is worth.

Example: If you and your opponent each have a force worth 10 victory points (equivalent forces are often worth the same number of victory points), then your sudden death totals are ([10÷2]+1=) 6 points each.

3: SEIZE THE OBJECTIVE. This is not really a unique scenario, but a twist on the other two types. After terrain is placed, but before deployment areas are chosen and the armies are deployed, both players can nominate a piece of terrain as an objective. To hold an objective, you must be the only player to have an unpanicked model within one move of it. These objectives are worth 1 victory point each. By agreement, both players can nominate more than one objective. If you wish, you can make certain, difficult-to-hold objectives worth 2 or more victory points. This must be agreed to by both players before the battle commences.

When playing «Against The Clock» with objectives, players receive victory points for any objective they hold at the end of the last turn.

When playing «Sudden Death» with objectives, add the number of victory points each side's objectives are worth to its sudden death score. Then simply figure in victory points for any held objectives when calculating victory point totals at the end of each turn. The points for holding an objective don't carry over from turn to turn. You only get points on the turn you hold it.

USING ACTIONS

There are many different actions a figure can take when it is its turn. These are Move, Fire, Aim, Concentrate, Use Special Power, Hide, Spot, Give Orders, Rally, Infiltrate, Close Combat and Wait.

Actions can be taken in any order and any number of times up to the maximum number of actions a figure possesses. It is perfectly permissible for a figure with three actions to move three times or to fire three times or to move then fire then hide. Or to move and fire and move.

There are certain exceptions to this. Using a Wait action automatically ends a model's turn. Also, a model cannot give orders, rally or use a special power more than once per turn.

MOVE

A figure can spend one action and move up to its Movement in inches. During the course of its Move action, it can turn as many times as it wants to and end its move facing in any direction.

Of course, certain types of terrain are more difficult to move through than others. It takes more effort to move through a thick swamp or a tangle of briars than it does to sprint across open ground.

Certain terrain types reduce a figure's Movement as follows:

Rough terrain—such as swamps, fordable rivers, dense woods, and steep slopes—cuts a model's Movement in half. These effects are cumulative, but even so, a figure can never have its Movement reduced to less than 1 inch due to rough terrain

Walls and linear obstacles such as hedges can be difficult. Sometimes a model wants to climb a wall. You can only climb over walls if they are as tall as or shorter than the model. This takes a whole Move action to complete. Before play begins, you and your opponent may agree that certain high walls are passable if you take two or more Move actions to climb them.

Certain types of terrain—such as chasms, very dense jungle and quicksand—are impassable, and no figure may move through them unless they have a special power that allows it.

EXAMPLE: *A Cybertronic Chasseur has a Movement of 3 inches and is trying to move through a swamp, so its Movement is reduced to 1.5 inches. The same Chasseur climbing a steep slope covered with trees would have its Movement halved twice, reducing it to 0.75 inches. Since a figure's Movement can never be reduced to less than an inch, the Chasseur's Movement is then 1 inch for that Move action.*



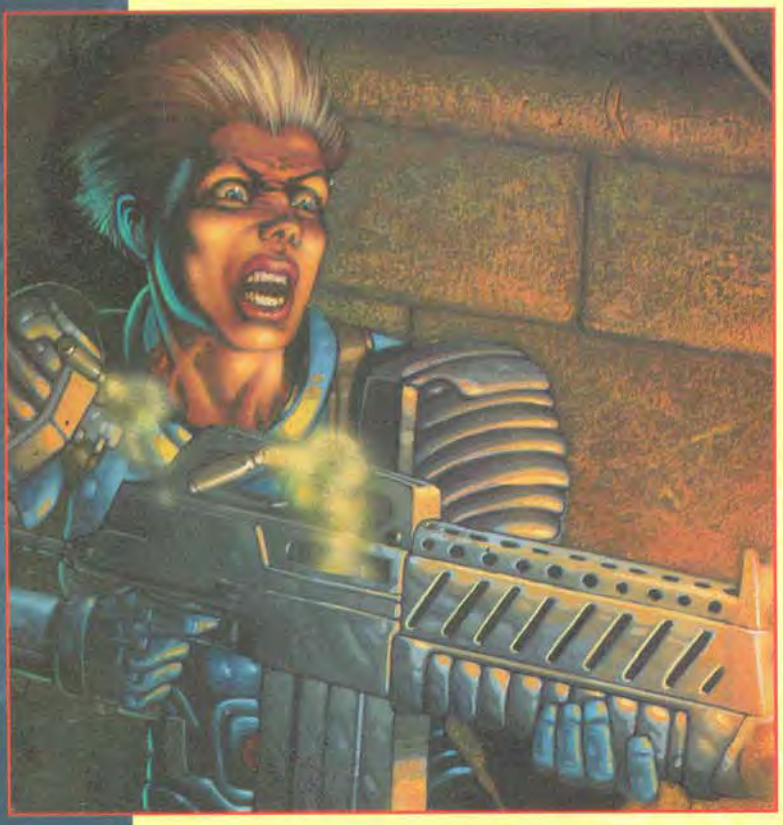
THE TABLE EDGE

If a figure moves off the edge of the playing area, it is gone. It may not re-enter.

FLYING MODELS

Flying models can swoop over the battlefield unleashing their attacks on anyone below. They are very mobile and capable of ignoring terrain penalties for Movement.

Every flying model has a Flight Movement distance. When the model chooses to fly, it may move its Flight Movement distance, ignoring any terrain it passes over. It is now airborne. At the end of its Move action, the flying model must decide whether it remains airborne or whether it is landing. Models which have landed are now on the ground. They are subject to the same rules for line of sight and cover as any other model.



Models that remain airborne should be marked somehow. They are soaring aloft over the battlefield. They have line of sight to everything on the battlefield except things hiding inside buildings or nestled 3 or more inches inside a wood. Everything they have line of sight to has line of sight to them, too. For the sake of ease of play, just measure ranges from the models' relative positions on the table. Don't worry about the affect of the relative heights on the range.

Models that are airborne cannot be attacked in close combat except by other airborne models.

To maintain command distance with each other, all models in a flying squad must end their turn either airborne or on the ground.

Panicked airborne squads seek cover on the ground just like any other squad.

Pop-up attacks—in which a unit uses a Move action to fly straight up, then a Fire action, then a Move action to land behind terrain again—are perfectly legitimate.

FIRE

The model can use one action to fire any missile weapon it possesses. Before it can fire, it has to be able to see its target. This means the target must be in the firer's line of sight.

LINE OF SIGHT

A figure can fire upon any enemy figure it can see, providing that enemy figure is within range of its weapons. The ability to see your target is called having a line of sight to it. Obviously, certain things can interfere with your ability to see a target. If there is a hill or a large building between you and a target, you won't be able to shoot at it. Most of the time, it's obvious when an attacker can or cannot see a target, but there are certain special cases where it might not be so obvious.

If you are on a hill, you won't be able to fire at an opponent unless you are on the brow of that hill on the same side of the hill as your target.

Walls and hedges block line of sight only if they are taller than the target model. Otherwise, they can provide cover for the target models. See «Cover» for more about this.

Trees and dense foliage interfere with your warrior's ability to see a foe. You can only shoot at models in woods if they are within 3 inches of the edge of the wood or you are within 3 inches of them. Even then, the target gets the benefit of soft cover.

If there is any doubt about line of sight, then get down to the eye-level of the figure. If you can see the target, you can shoot it.

Both your own models and your foe's models block line of sight unless they are hidden. You cannot simply fire through people, much as you might like to!



Hidden enemies must be spotted before they can be fired at. This requires that the figure use one action to make a successful Spot roll.

RESTRICTIONS ON FIRING

Sometimes you won't simply be able to fire at any target you like. Certain factors have to be taken into consideration.

It takes a lot of nerve to shoot at a distant target when a howling, frenzied foe is closing on you with a roaring chainbayonet. That's why models must always roll under their Leadership to shoot at a more distant target when there's a visible enemy model within six inches of them.

When firing at a squad, you always shoot at the nearest visible model in the squad. You cannot choose to shoot at the squad leader if any of that squad's troops are nearer. If an individual model is within three inches of any model in a squad, then it counts as part of that squad for purposes of being shot at.

There are certain exceptions to these rules. You can always fire at a large target, such as an Ezoghoul or an Eradicator Deathdroid, rather than a smaller one, even if the smaller target is closer.

You can opt to fire at a target on open ground rather than a target in cover, even if the target in cover is closer.

ROLLING TO HIT

If you have a line of sight to your target and it's within range of your weapons, you can open fire. To hit your foe, you need simply roll equal to or under your Missile Weapons score on 1D20.

There are certain modifiers to this. The first is range. If you are over the Close Range score of your weapon, then you must subtract the Range Modifier of your weapon from your chance to hit.

PERFECT. Your target does not get to make an Armor roll and automatically takes whatever damage your weapon inflicts.

FUMBLE. Your soldier loses any remaining actions for this turn.

COVER

If your target is in cover, there is also a penalty. If the target is in soft cover, such as brush or woods, subtract 2 from your Missile Weapons score. If the target is behind hard cover, such as stone walls, then you must subtract 4 from your Missile Weapons score.

A figure only counts as in hard cover if its base is touching the wall and if it's on the other side of the wall from its opponent (obviously). If the figure's base is not touching the wall, it only gets soft cover (because the wall is not obscuring the enemies' line of sight as much.) In any case, if the attacker's base is touching the same wall as the target, the target only gets soft cover.



EXAMPLE: *McBride of the Blood Berets is firing his Invader at a Legionnaire. The Legionnaire is 16 inches away on the very edge of a woods. The range is over Close Range for an Invader, so the range penalty applies. This applies the Invader's Range Modifier of –4 to McBride's Missile Weapons score. The woods provides the Legionnaire with soft cover. This subtracts another 2 from McBride's chance to hit. McBride's Missile Weapons score is 16. Because of the modifiers, McBride needs to roll (16-4-2=) 10 or less to hit.*

DIFFERENT TYPES OF COVERS

SOFT COVERS	–2	HARD COVERS	–4
• Brush		• Walls	
• Hedge		• Vehicle Wreckage	
• Wood		• Sand Bags	



DAMAGING THE TARGET

If you have hit your target, you may have inflicted damage. Your opponent must now make an Armor roll. He or she looks at the figure's Armor score and subtracts your weapon's Damage score. This gives the number your opponent needs to roll equal to or less than to avoid having the figure take damage. If the roll succeeds, the model is fine. If it fails, the model has taken damage and may well be dead.

A successful hit always inflicts at least one wound. Hits with certain special weapons inflict more. The damage inflicted is subtracted from the target's Wounds score. If this score reaches zero, the target is dead and the model is removed from the table.

EXAMPLE: *McBride hits the Legionnaire. His Invader has a Damage rating of 14. The Legionnaire has an Armor rating of 22. The Legionnaire's player must roll (22–14=) 8 or less to save the Legionnaire from harm. If he doesn't, the Legionnaire will take 1 wound and die.*

WEAPONS WITH DAMAGE MODIFIERS

As explained above, certain weapons have a x2 or even a x3 next to the Damage characteristic. These weapons inflict more than one hit when they hit. If a weapon has a x2 Damage modifier, then the target must make two Armor rolls. If the weapon has a x3 Damage modifier, the target must make three Armor rolls. The target takes one wound for every Armor roll it fails.

EXAMPLE: *Schmidtofen, a Hussar Kapitan, fires his MG–40 (Damage 14 (x2)) at a nearby Legionnaire. He hits easily, and now the Legionnaire must make 2 Armor rolls. It makes the first one, but fails the second and dies.*

SPECIAL TYPES OF WEAPONS

HEAVY WEAPONS. Heavy weapons are squad support weapons. These rare and expensive weapons can be devastatingly effective, but are so costly that they are comparatively rare. Usually they are only issued one per squad, or to especially heroic individuals. When used, most heavy weapons (except flame-throwers) need to be braced (see below).

BURST-FIRE WEAPONS. Certain ranged weapons (usually machine guns) are called burst-fire weapons. These usually have a x2 or x3 Damage modifier. When shot at a single individual, the target must make two or three Armor rolls, as appropriate. For each Armor roll failed, the victim takes one wound. When fired in this way, you need only make a single Missile Weapon roll. You can also aim.

Alternatively, you can burst-fire at a number of targets. This means that you unleash shots in controlled bursts.

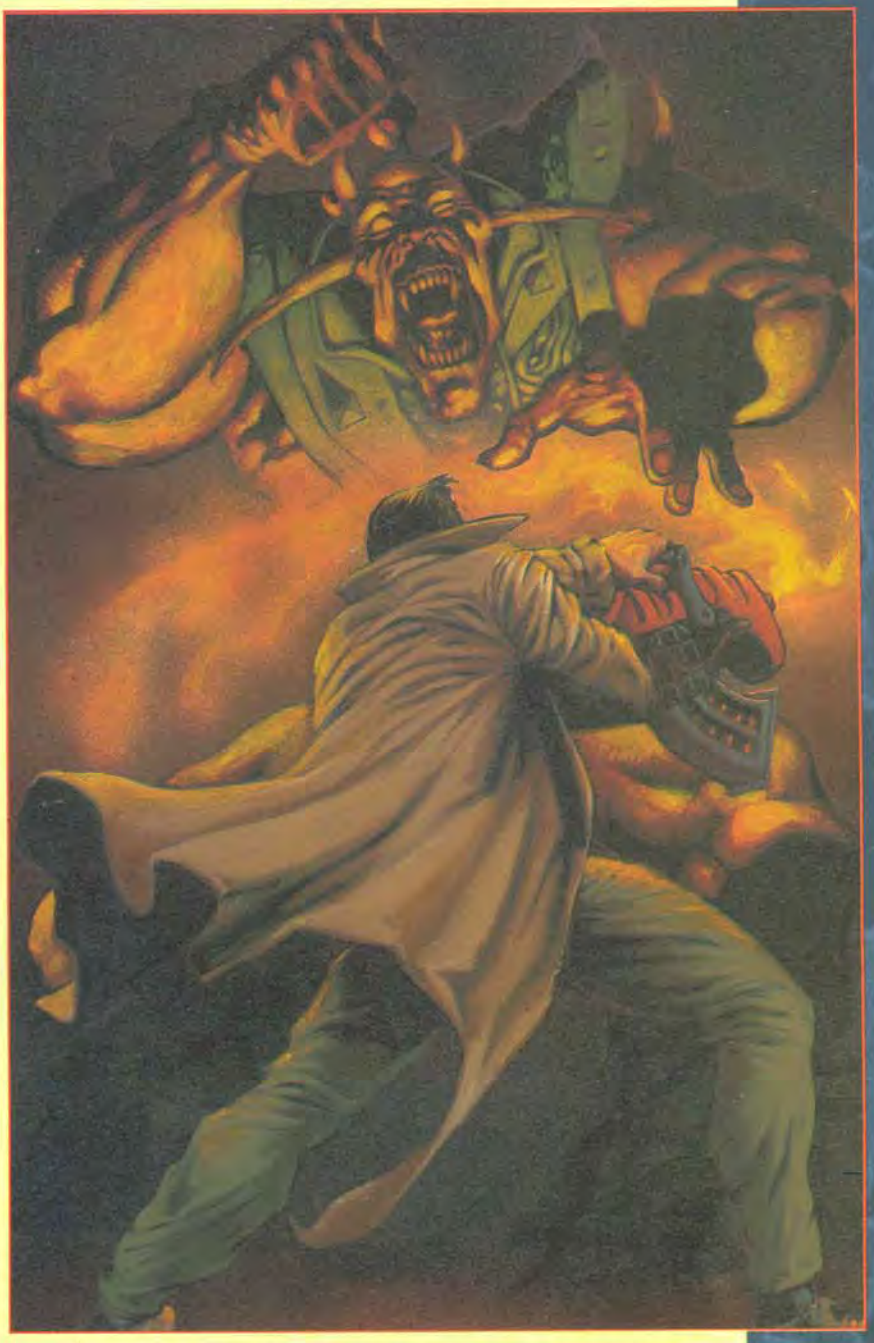
To burst-fire you MUST shoot at the nearest visible enemy model unless it's engaged in close combat with a friendly model. There are two exceptions to this:

- you can shoot at targets in open ground if ALL nearer targets are in cover
- you can also choose to shoot at large targets even if they are not closest.

You then roll to hit as usual. If you miss, your attack ends. If you hit and your target fails its Armor roll, it takes one wound. If the target is still alive, you can fire at it again. If the target dies, you can move on to the next closest enemy model. You can fire a number of times equal to your weapon's Damage Modifier in each burst. Any time you miss, the burst-fire attack ends. You MUST kill your first target before moving on to the next target. Burst-fire takes only one action. You cannot aim when burst-firing.

EXAMPLE: *MacGruder fires his Charger at an oncoming group of Necromutants led by a Centurion bringing up the rear. He decides to burst-fire. He blasts away at the nearest Necromutant, but his first attack misses and the action is wasted.*

He tries again. This time he hits, but his bullets glance off the hideous thing's armor (i.e., it makes its Armor roll). However, since he's burst-firing, he can shoot again. He hits again, and this time the foul creature takes a wound and dies. Since his weapon has a x3 Damage Modifier, he still has one shot left from his burst. He blasts away at the next Necromutant and blows it away, too. MacGruder's second action is now over. With his third and last action, MacGruder keeps blazing away with burst-fire. His first shot chops down a third Necromutant, but his follow-up misses the Centurion. MacGruder now finds himself face to face with a very angry Centurion.



SIDEARMS. Because they are light and easily wieldable, certain guns may be used in close combat. These are called sidearms. Sidearms get their full Damage rating in close combat, but the user does not get any bonus to damage because of Strength, charging or any close combat skill.

SHOTGUNS. Shotguns have no range modifiers and are not used in the normal way. Instead, place the triangular template in front of the muzzle of the weapon. Every visible model under the template, whether friend or foe, has a chance of being hit by the shotgun's blast. You cannot shoot hidden figures or figures you don't have a line of sight to.

For each potential target, roll under the firer's MW score, applying any penalties for cover. If successful, you score a hit.

Because of the scattershot nature of a shotgun, it is impossible to aim with it.

Shotguns can be used in close combat as a sidearm. In this case, you do not get to use the template.

SNIPER RIFLES. Because of their high-powered sights and incredible accuracy, sniper rifles are exempt from the usual restrictions on picking targets. You can fire at squad leaders and individual models even if they are within command distance of their squads. Only individual models can be issued sniper rifles.

FLAME-THROWERS. Flame-throwers squirt jets of flame at their chosen target. They are devastating and deadly weapons because they ignore cover and can set their targets aflame.

When using a flame-thrower, place the triangular template at the nozzle of the flame-thrower. Any model under the template, whether friend or foe, is automatically hit. You do not need to roll for this.

Cover provides no protection against the deadly blast of heat and chemical fire. Even Hidden figures are affected by flame-throwers. Also, you do not need a line of sight to any targets. You cannot, however, fire over the brow of a hill.

Any model which hit by a flame-thrower is set aflame. Models which are aflame must keep making an Armor roll against the flame-thrower's Damage rating until either they successfully make their Armor roll or die. Each failed Armor roll permits another wound to get through the target's armor.

You cannot aim with a flame-thrower.

EXAMPLE: *Horton (a Wolfbane Commando) fires her Gehenna Puker (a flame-thrower) at a pair of Pretorian Stalkers. Both of them fall within the effect of the triangular template. They are both set aflame and must start making Armor rolls. The first Stalker fails three Armor rolls in a row and dies. The second fails two Armor rolls, but makes the third. Horton is now face to face with one injured but very angry Stalker looking for revenge.*



THROWN WEAPONS. Thrown weapons have a range of 4 inches plus 1 inch for every point of Strength the thrower has. Thrown weapons can deviate from their point of impact (see «Deviation» below).

EXAMPLE: *A Shadow Walker with a Strength of 5 can hurl grenades (or any other thrown weapons) up to (4+5=) 9 inches away.*

GRENADE LAUNCHERS. A weapon fitted with a grenade launcher may fire a grenade up to 10 inches away. There is no penalty for range. If a grenade misses its target, it will deviate away from the point of impact (see «Deviation» below).

GRENADES. If you successfully hit with a grenade or grenade launcher, place the grenade template at the point of impact. Any model, whether friend or foe, even partially under the template takes the full effect of the grenade.

EXPLOSIVES. Explosive weapons affect a huge area when they detonate. However, the destructive effect is lessened the further you get from the epicenter of the blast. When you hit with an explosive weapon, place the center of the explosion template over the point of impact. Anything even partially within the first circle takes the full impact of the explosion. Anything even partially within the second circle (but not the first) is affected, but the damage modifier is reduced by 1. Anything even partially within the third circle (but not the first or second) if affected, but the damage modifier is reduced by 2. If the damage modifier is reduced to 0, the target is unaffected.

Cover does have some effect on an explosive device, however. The penalty that would have been applied against anyone shooting at the unit is instead added to the target's Armor rating. A model in soft cover has its Armor rating increased by 2. A model in hard cover has its Armor rating increased by 4.

If you aim with an explosive device, such as a grenade, you get a bonus added to your MW score, but you don't get any bonus to your Damage rating. You just cannot be that accurate with an explosive device.

With all explosive weapons, if you miss you should check for deviation (see «Deviation» below).

EXAMPLE: *A Doomtrooper fires a DPAT–9 rocket launcher into a squad of Undead Legionnaires. The DPAT has a DAM rating of 11 (x3). This means that the target Legionnaire at the center of the template takes a DAM 11 (x3) hit. Two of his fellow undead monsters under the second circle of the template each take a DAM 11 (x2) hit. The remaining three Legionnaires under the third circle each take a DAM 11 hit.*

DEVIATION

Weapons like grenades, grenade launchers, rocket launchers and explosives are subject to deviation. This means that they can go astray. But because most of these things are explosive and their area of effect is wide, they can still hurt people even when they miss.

If you miss with a weapon subject to deviation, your opponent gets to move the point of impact away from the intended point of impact. Your opponent rolls 1D20 and consults the Deviation table.

Your opponent can move the point of impact up to a third of the range it was fired over (round down). So, if you fired at a target 10 inches away and missed, your opponent can move the point of impact by 3 inches anyway he likes within the limits set by the Deviation table.

DEVIATION TABLE

1-5	UNDERSHOT LEFT. The weapon falls short and to the left of its target. Move the point of impact back in the direction of the firer and over to the target's left.
6-10	UNDERSHOT RIGHT. As above but move the point of impact to the target's right.
11-15	OVERSHOT LEFT. The weapon falls beyond and to the left of its target. Move the point of impact past the target model and to its left.
16-20	OVERSHOT RIGHT. As above but move the point of impact to the target's right.

"FIRE AT WILL"

Farringham sprinted down the long, winding corridor. His internal computer told him that he was moving at precisely 14.7 MPH and that it would take him 5.4 seconds to reach the end of the corridor. More information scrolled across his line of sight. He wasn't really sure that he needed to know that the ambient temperature was 22° Celsius or that the time was 22:14 and 4 seconds, but you could never tell. He crashed through the door and out into the open.

Another man would have been lost in astonishment at the sight of the huge cavern that confronted him, but Farringham had long ago lost his sense of wonder. Here, far below Mercury's scorched surface, a huge cavern had been created that exactly duplicated one of the ecosystems of timelost Earth. He gazed out into a snow-covered wilderness. For a moment, he wondered why. Had the ancients built this out of nostalgia, as a theme park or as a place to train their soldiers in polar warfare? He realized that he would never know. Such information had been lost in the Age of Catastrophe, when all the thinking machines had gone mad and all the old records had been lost or destroyed. He pushed that thought aside. For a man whose body was filled with bionics and whose brain was saturated with integrated computer systems, it was an uncomfortable thought. What if the Catastrophe came again? What would happen to him? Would he go mad?

Maybe that's why the Brotherhood hates us, he thought, maybe since such a thing has already happened once and might happen again. He tried not to think about it. It was time to file a report, to claim this long-lost place for Cybertronic and arrange to have a prospecting team check it out.

The ambient temperature had dropped twenty degrees and was still falling. He adjusted his perception of cold so that he no longer felt the chill. Snow and ice meant nothing to a man with metal bones and skin of ballistic nylon The joys of being a Chasseur, he thought.

The rest of his squad filed in behind him, and then the rest of the Cybertronic force. Another squad of Chasseurs. A Fireteam of Attilas. A mighty Eradicator. The Cuirassiers' mechanical smiles were as cold as the surrounding snow. That old map had proven correct. The tunnels had led from mine-cavern 4A to this ancient place. He wondered what they would find here.

He wasn't left long to wonder. An Attila pointed towards the horizon. A huge group of Undead Legionnaires moved across the top of a snow drift. Behind them lumbered a Razide. After that came many, many Necromutants.

Farringham wondered how they had got here? It didn't matter. All of Mercury was riddled with these vast cavern complexes. If they had found a way into the underearth, they could find this place through the tunnels, the same as we did. They could have been here a long time. Maybe they're using this place as a base already. Maybe we triggered an alarm when we entered. It was too late to worry about such things. It was time to fight.

He subvocalized an order into the radio network.

«Fire at will,» he said.

AIMING

By aiming, you increase your chances of both hitting and damaging with missile weapons. If you use an action to aim, then you add 4 to your Missile Weapons score and 4 to your weapon's Damage rating. In the furious swirl of close combat, there is no time to aim, so you cannot do it there.

Once you have aimed at a target, you continue to get the bonus for aiming until you move, your target moves or your turn ends.

Aiming is not cumulative. You cannot aim twice and get +8 to hit and damage.

You cannot aim when using burst-fire. The recoil of this sort of firing makes it impossible. Similarly, you cannot aim a flame-thrower.



EXAMPLE: *Let's take another look at the first firing example in which McBride fired at a Legionnaire and missed. If McBride had chosen to spend an action aiming before firing, his chance to hit would have been (16–4+4=) 16 or less. If he had hit the Legionnaire, it would have needed to roll (22–14–4=) 4 or less to avoid taking damage.*

BRACING

Heavy weapons such as machine guns and rocket launchers have enormous recoil. Before firing them, you need to brace yourself to absorb the kick. If you do not take an action to brace such a weapon, you cannot aim with it, and you suffer a –4 penalty to hit. Once braced, you remain braced until you stop firing or your turn ends. Heavy weapons which fire after waiting always count as unbraced.

Really strong creatures can easily control the recoil of even the heaviest weapons. If a figure has a ST greater than or equal to the damage modifier of the weapon, it suffers no penalties for not bracing. In addition, if a model's ST is 2 more greater than the damage modifier of a heavy weapon, it can use it one-handed.

Vehicle-mounted weapons, like those on a Twin Barracuda or a Hedgehog Necromower, do not have to be braced. The weapon mount automatically braces the weapon at no action cost.

You do not have to brace when using a flame-thrower. Such weapons have no recoil.

CLOSE COMBAT

To attack someone in close combat, the models must be so close that their bases are touching.

To hit in close combat, you must roll equal to or under your Close Combat skill. As always, there can be modifiers to this.

PERFECT. Your target does not get to make an Armor roll and automatically takes all the wounds your weapon inflicts.

FUMBLE. Your soldier loses any remaining actions for this turn.

DOING DAMAGE

Once your figure's been hit in close combat, you must make an Armor roll. Subtract the attacker's weapon's Damage rating from your figure's Armor

rating. This gives the score you need to roll equal to or under to avoid taking damage. If you succeed, your figure takes no damage. If you fail, the figure takes any wounds that the attacker's weapon may inflict. If the target's Wounds score falls to zero, it is dead and the model is removed.

EXAMPLE: *Winchell, a Brotherhood Trooper, takes a swing at a Legionnaire with a Punisher short sword. Winchell's CC is 12. He rolls a 5, and the blade connects. The sword does Damage 14, but the Legionnaire has an Armor of 22. The Legionnaire makes an Armor roll. It needs (22–14=) 8 or less. It gets an 8, and Winchell's sword scrapes along the side of the Legionnaire's armor without doing any damage.*

STRENGTH

Obviously, in close combat very strong creatures have a greater chance of inflicting damage. To simulate this, a model's Strength rating is added to its weapon's Damage rating when using melee weapons, like swords, fists and bayonets. Although shotguns and sidearms can be used in close combat, they do not qualify for this bonus.

EXAMPLE: *Kim Dunsirn, a Wolfbane Hero, swings her Claymore at a Legionnaire. Her Strength is 3, so she gets to add that to her CC skill of 17. Her chance to hit is (17+3=) 20. Unless she fumbles, she'll hit. She rolls a 17 and connects. The Claymore does Damage 15, but Kim's Strength makes it do (15+3=) 18. With the Legionnaire's Armor of 22, this means the creature must roll (22-(15+3)=) 4 or less to avoid taking the wound. It gets a 13 and dies on Dunsirn's blade.*

WEAPONS WITH DAMAGE MODIFIERS

Just like with missile weapons, certain close combat weapons have a x2 or even a x3 next to the Damage characteristic. These weapons inflict more than one hit when they hit. If a weapon has a x2 Damage modifier, then the target must make two Armor rolls. If the weapon has a x3 Damage modifier, the target must make three Armor rolls. The target takes one wound for every Armor roll it fails.

CLOSE COMBAT WITHOUT WEAPONS

Everyone can hit in close combat even if they don't have a close combat weapon. You can always hit with your fists and feet and the butt of your weapons. Basic Damage for this is 6, but don't forget to add your Strength.



BREAKING AWAY

If you move your figure into base-to-base contact with an enemy model, you are within close combat range.

The two figures are now wrestling it out in hand-to-hand combat. Neither may use any missile weapons (except sidearms and shotguns) while they are in base-to-base contact. Targets must defend themselves as best they can.

When it's their turn to act again, either of the two figures in close combat may choose to use an action to move apart. If the other player wants to prevent this, both players must roll 1D20 and add their figure's Strength score. If the figure trying to move away gets the higher score, it may move as normal. If it doesn't, it is locked in place and the action is wasted. The figure can always try again on its next action, though.

If you are in close combat with several models and trying to break away, each of the models you're fighting gets to roll 1D20 and add its ST. You must beat the highest score.

A model that is attacked in close combat can turn to face its attacker. This takes one Move action, but it can be done without breaking away.

EXAMPLE: *McNaughton is in close combat with two Necromutants. Realizing he is outmatched, he decides to break away. He tries this with his first action. As a Blood Beret Sergeant, his Strength is 0. The Necromutants each have a Strength of 2. He rolls a 12. The Necromutants roll and get (6+2=) 8 and (11+2=) 13. McNaughton beat the first one, but not the second, so he has not broken away.*



On his next action, McNaughton gives it another try. This time he gets a 19, beating the Necromutant's modified scores of 7 and 18. He gets to move 3 inches away (his full move). At the end of his move, he turns around so he can spray the Necromutants with his Destroyer.

COVER

Cover provides no modifiers in close combat. The combatants are too close for it to have any effect.

However, certain linear obstacles, such as walls and hedges, may get in the way of combatants, preventing them from touching base to base, even though the two figures are close enough to hit each other.

When this happens, the figures can still attack each other in close combat. However, they are not so closely locked into the struggle, and so neither figure needs to break away if it wants to move out of close combat.

FIRING AT FIGURES IN CLOSE COMBAT

If you fire at two figures in close combat, you have a 50% chance of hitting the wrong figure. Roll 1D20. If you roll 10 or less, you've hit the one you're aiming at. Otherwise, you've hit the other figure. This is because the figures are so close together it is impossible to tell them apart. If one model is significantly larger than the other (for example, a Nepharite or an Ezoghoul fighting a human), then roll 1D20. On a 12 or less, you hit the larger model. Otherwise, you hit the smaller one.

If more than two figures are locked the close combat being fired at, only one of the friendly troops is in danger of being hit. Choose the one closest to the firer's line of sight. If more than one are equally close, roll a die to randomly determine which one is in danger.

EXAMPLE: *Hatamoto Tanaka wants to fire his Shogun at a Nepharite locked in close combat with his squad leader Yojinko. He rolls to hit and succeeds. Now, before damage is figured, he rolls to see which figure he hit. Since the Nepharite is larger than his squad leader, Tanaka needs to roll a 12 or less to hit the creature of the Darkness. He gets a 15. Luckily the bullet bounces off of Yojinko's armor. Still, Tanaka's going to have some explaining to do once this is all over—if he lives that long.*

CLOSE COMBAT WITH HIDDEN FIGURES

If you move into base-to-base contact with a hidden figure, you automatically spot it. This does not take an action. Remove the defender's Hidden marker.

However, if you do this and the hidden figure is unpanicked, it gets one free close combat attack at you before you get to strike at it. Also, you don't get a charge bonus when it is your turn to attack. Your trooper has basically just blundered into a hidden enemy.

If the hidden figure was waiting as well, it gets to use its waiting action after it makes its free attack.

SNEAK ATTACKS

If you are hidden and you infiltrate into close combat, you surprise your opponent and gain one extra close combat attack for free. For this attack, you count as charging. If you bump into a hidden foe, you do not get these benefits. Treat this as if you were unhidden. Note that you lose your Hidden status either way.

SECONDARY ATTACKS

Some models, such as Wolfbane troopers or Dark Legion Centurions, often carry two weapons. Any figure which visibly carries two weapons gets one extra attack. This is known as a secondary attack.

When you activate the figure, announce which is the main weapon and which is the secondary. You must make all your normal attacks with the main weapon, but you may get one extra attack with the secondary weapon.

IMPORTANT: This rule does not apply to figures with both bayonets and sidearms. A bayonet takes two hands to use. It only applies to those models which carry two visibly distinct weapons, one in each hand.

EXAMPLE: *A Wolfbane with a sword and pistol normally has three actions. However, since he is carrying two weapons, he could fire twice, then move into close combat and use his sword for a secondary attack. Or he could move into close combat, attack twice and, assuming he kills his opponent, use his pistol to make a secondary attack. Or if he charged up and failed to kill his opponent with two stabs with his Punisher's blade, he could then switch to his pistol for a secondary attack against that stubborn foe.*

CHARGING

If you moved into base-to-base contact with your previous action and then make a close combat attack, then for this attack only, you get a charge bonus. This adds 4 to your Close Combat score and 4 to your weapon's Damage rating. You do not get a charge bonus on subsequent, consecutive close combat attacks.

EXAMPLE: *The lone Pretorian Stalker charges Horton and tries to club her to death with its bare hands. It uses its first action to move into base-to-base contact with its intended victim. With its second action, it attacks. It's CC skill is 18, so it needs to roll under a (18+4=) 22 to hit. It does automatically, but the Stalker still rolls to check for perfect successes and fumbles. It gets neither.*

Horton tries an armor roll. Her Armor is 24, and the Stalker's Strength is 6, so she needs a (24-(6+6+4)=) 8. She gets a 7 and survives. The Stalker can try to attack her barehanded with its last action, but it won't get any bonuses for the charge.



MULTIPLE ATTACKERS

When two or more people gang up on a single warrior, they have a considerable advantage in close combat. If you attack when there are already friendly models in base to base contact with your foe, you get +1 to your CC score and +1 to your DAM for every extra friendly model in close combat with your foe.

EXAMPLE: *Tanaka decides to join in the fight against the Nepharite attacking Yojinko. He charges the creature, swinging his Ceremonial Blades. Because there is another friendly model (Yojinko) already in close combat with the Nepharite, Tanaka gets an additional +1 bonus to his attack, in addition to the charging bonus and the bonus for his Strength of 1. This makes his chance to hit (14+1+1+4=) 20. He rolls a 10 and hits.*

SWEEP ATTACKS

Certain long and powerful close combat weapons are capable of sweep attacks. You whirl the blade around in a great arc, striking every foe within reach. This means that, providing there are no friendly models within one inch of you when you make the attack, you can hit all enemy models within one inch with just the one die roll. All bonus for charging, close combat skills and Strength apply. If you score a perfect success, it applies to only one of your targets.



Sweep attacks can also be used to hit every enemy model in base-to-base contact with you. If you only intend to hit these models, you do not have to worry about friendly figures being within one inch.

EXAMPLE: *Belzroch, the Nepharite fighting the Mishimans, finally gets his turn. He uses an action to rouse his Azogar and then decides to make a sweep attack against the three Hatamotos on him (Hiroto has joined Yojimbo and Tanaka). He rolls a single die, adding his Strength of 5 to his CC of 16. He needs less than (16+5=) 21, but he still rolls to check for fumbles and perfect successes. He gets a 1—a perfect success!*

Belzroch chooses to use the perfect success against Yojinko. It automatically takes the squad leader's single Wound, killing him. Tanaka and Hiroto still get to make Armor rolls, and since the Azogar does 15 (x2) damage, they each have to make 2. Their Armor is 24. Less the weapon's Damage and Belzroch's Strength bonus, they have to roll (24-(15+5)=) 4 or less. Hiroto rolls 10 and 12. The first wound kills him, so the second is just for effect. Tanaka miraculously makes both his rolls, but now he finds himself standing all alone, toe to toe with an angry Nepharite. This is not his day.

OTHER ACTIONS

USE SPECIAL POWER

Certain models possess special powers, such as being able to use the Dark Symmetry or the Art or to call in airstrikes. It takes a Use Special Power action to invoke one of these powers.

CONCENTRATE

A figure that uses an action to concentrate may add 4 to its PW rating this turn. This represents the fact that the figure is focusing all its mental and spiritual ability on the task at hand. This action is usually taken by those using a special power like the Art or the Dark Symmetry.

The bonus for concentration is cumulative. If you take two Concentrate actions before using your special power, you may add 8 to your PW. However, this bonus does not carry over from turn to turn. It is lost at the end of your model's turn.

HIDE

When playing *Warzone*, we can see every model on the battlefield. Obviously, for real troops on a real battlefield, this is not the case. Enemies can hide in culverts and behind trees and bushes. Foes can lie immobile in tall grass, waiting to spring up and attack from ambush. To simulate this, we use the Hide action.

You can spend an action to hide. Place a Hidden marker beside the model. Now, in order to see the model, your opponent must make a Spot roll. While hidden, a model cannot be shot at or be targeted with special powers. Even while they cannot be targeted, hidden models can take damage if for example a Grenade template is placed on an adjacent (non-hidden) model, and a part of the template covers the hidden model as well.

If the model moves or fires, then the Hidden marker must be removed. You should note that there are certain weapons which can be fired and still allow

the model to stay hidden. These are covered in the appropriate weapon's descriptions.

It is perfectly possible to hide in open ground, even if there is no cover. Simply assume the warrior is throwing itself flat and is taking advantage of all the small depressions in the ground.

You can remain hidden while infiltrating, waiting, aiming, spotting, giving orders and concentrating. You cannot remain hidden while performing any other sort of action.

Imagine that all the hidden models are invisible. Remember, they don't block line of sight.

INFILTRATE

If a model is already hidden, it may sneak forward instead of taking a Move action. The Model's MV is reduced by half, but as it moves, it still counts as hidden. Any waiting enemy has to spot it in order to shoot. The infiltrating model loses its Hidden status when it fires or moves or performs any other action that cannot be performed while hidden.

The Movement penalty for sneaking is applied before any Movement penalties for terrain.

A model may never move less than one inch per Infiltrate action regardless of penalties for infiltrating or terrain.

SPOT

In order to locate a hidden foe, you must spot it. This takes an action. To spot someone, you must have line of sight to the model and you must roll under the spotting model's Leadership score. There is a –4 penalty if the hidden model is behind any sort of cover. If you roll more than this score, you have failed and the action is wasted. Once you have spotted a hidden a model, remove its Hidden marker.

It is harder to spot someone at a distance, so any trooper trying to spot someone at a range of over 12 inches subtracts 4 from the chance of success.

You can add 4 to your chance of successfully spotting someone for every extra action you spend trying to spot.

You can spot someone and still remain hidden yourself until you launch your attack. In this case, you are simply reporting your foe's location to the rest of your force over the sealed channels of your comm-link.

EXAMPLE: *Kruger is trying to spot an Imperial soldier hiding in dense jungle 15 inches away. Kruger has a Leadership of 15, so his chance of success is (15–4–4=) 7 or less. Kruger rolls a 10 and fails to spot his target. He tries a second Spot action. This time, he is at +4 because it is his second try, so he only needs 11. He rolls 15 and fails again. With his last action, Kruger makes one last desperate effort. This time he needs 15 or less, and he succeeds. The rest of his squad can now open fire on the target.*



PERFECT SUCCESS. You may remove the Hidden markers on every enemy model in the figure's line of sight.

FUMBLE. If you roll a 20 on your Spot roll, your figure becomes so absorbed in its efforts to spot the enemy that it loses all the rest of its actions for that turn.

GIVE ORDERS

An individual model may give orders to any friendly squad within six inches of it. This takes an action. By doing so, it can activate any unpanicked unit that has not already been activated this turn.

If the individual chooses to activate a unit, then all the figures in that squad must take their actions as if it was their turn. They will begin immediately after the figure giving them orders has finished its turn.

A figure may only give orders to one unit per turn. It can only give orders to another individual model if its Leadership is higher than the model it is giving orders to.

A figure can give orders and remain hidden.

RALLY

This action can only be used by an individual model. It may try to rally any one panicked (see «Panic, Rout and Rallying» below) squad within 6 inches. If the individual model can roll beneath its Leadership score, the panicked squad will rally

Because the individual model must stand up in plain sight and exhort the troops to rally, it cannot remain hidden and perform this action. Remove any Hidden markers.

An individual model may only use this action once per turn.

An individual can rally a squad and then activate it by giving it orders on the same turn.

WAIT

When a model is waiting, it is doing nothing except waiting and watching so that it can react to the foe. You can spend an action for a model to wait. If you do so, the model's turn ends. Place a Waiting marker beside that model and continue with the rest of your turn.

Basically, a waiting model has one action in reserve, which it can use out of the normal turn sequence. If an enemy model performs any visible action within line of sight, then the waiting model can use its saved action.

If you are waiting, you can interrupt an enemy's movement at any time. Once your waiting model has taken its action, remove the Waiting marker. Your opponent completes the turn as normal.

You do not have to take the action as soon as an enemy model moves into your line of sight. You can wait until the entire unit comes closer. Once the enemy squad or individual model finishes its turn, though, you cannot act against it.

Normal rules concerning choosing targets when firing take precedence over the rules concerning waiting. You cannot let a whole squad move and then shoot at the squad leader if it moves last, unless it moves closest to you out of all the squad members.

If the enemy model doesn't move but performs another visible action, such as a Fire action, you can only respond after it has completed that action. The basic rule is that, if the enemy model is performing an action that requires a die roll, you must wait until the action is completed before you can interrupt. If the enemy model is performing an action that does not require a die roll, then you can interrupt any time before the action is completed.

You can only react to a model you can see, so if an enemy model is infiltrating forward, you cannot react to it so long as it stays hidden. If it opens fire, you can only react to it after it has fired and thus given away its position. If it uses an ordinary Move order, you can react to it providing you still have line of sight.

You cannot use a Wait action to perform an action that may only be performed once per turn (such as Rally, Give Orders or Use Special Power).

A Waiting marker stays in place until the model's next turn or until the model takes its single action. Once that is done, remove the marker.

EXAMPLE: *Free Marine Williams is lying hidden and waiting in a patch of tall grass in an open part of the*

"VALLEY FORGE"

A chill wind blew out of the Rust Desert, carrying red sand into the ruined street. It whistled between the burned-out skeletons of the great buildings and, for a moment, cleared the toxic industrial smog from the air.

Murdoch could see as far as the end of the street now. He could see girders sticking out of the scorched shell of the refinery like splinters of bone jutting out of a broken leg. Two weeks ago, Murdoch and his force of Golden Lions had held that building. Since then, they had been pushed out. Day by day, house by house, they'd been driven back to this bombed-out street. Now things were quiet. For twenty-four hours, there had been a lull in the fighting. Murdoch didn't like it. Those Capitolians were up to something. He wondered when the next attack would come.

The lonely wail of a harmonica playing an ancient tune filled the air. Murdoch looked around him. A Regular sat atop a pile of rubble playing the instrument. His gas mask was open. It looked like a skin that had been peeled back from his face. Two of the musician's squadmates sat at his feet, warming a helmet full of beef stew over an open fire. Another was brewing tea in a little gas stove, a partially field-stripped Charger across his knees. A man lay on a bedroll next to the fire, reading a letter from home. Three more Regulars talked in subdued voices as they played cards for cigarettes. Their faces were lean and drawn. Fatigue and hunger were etched into every line.

The bitter, metallic taste in the air filled Murdoch's mouth like bile.

continued on p. 63

battlefield. He is facing a woods, in which is a squad of Hussars about to attack. When the first Hussar moves out of the woods, Williams could shoot at it if he wanted to, but that doesn't fit in with his plans. He waits for all but the last Hussar to finish their moves. At this point, the closest of them is 6 inches away from him. Just as the last Hussar is about to move into place, Williams exercises his right to use his saved action. He stands up and begins blasting away with his Charger on burst-fire. Sure, he's blown being hidden, but now all the Hussars are like sitting ducks.

DIVE FOR COVER

When the shells start whistling down from above, well-trained troops react and throw themselves into cover. When targeted with explosive weapons like grenades or rocket launchers, waiting troops may react. After the template is placed, any waiting model may try to dive for cover.

Roll under the model's Leadership. If successful, the model gets to make one Move action. If the roll fails, the model stays where it is. Whether the model is hit, or which circle of the template it's in, is determined by its new position. Either way, the model's waiting action is used up. Remove the Waiting marker.



PANIC, ROUT AND RALLYING

Most warriors are brave, but even the bravest people have their limits. When all your friends are dying around you, when the enemy seems to have overwhelming firepower, even the boldest will turn tail and run.

In Warzone, we simulate this with the panic test and the rout test. Whenever a squad loses a model, it must roll under the highest Leadership score of any model in the squad. If it succeeds, nothing happens. If it fails, it panics (see below).

A squad always makes any panic tests against the best Leadership in the squad. This means that if the Blood Beret Sergeant has a Leadership of 16, the squad makes its panic test on 16 or less. If the Sergeant is later killed, then the squad will make its Leadership test on 14 or less (the Leadership of a typical Blood Beret).

If an individual model is within command distance of a squad taking a panic test, the squad may take the test against the individual's Leadership. Be warned that, if the test is failed, the individual model is caught up in the general panic and is now panicked, too.

PANIC

If a unit panics, turn its models to face away from the enemy. If a model is not in cover, any Waiting or Hidden markers are removed. If a model is already in cover, any Hidden markers can remain. Until a model rallies, it must do the following.

Every time the unit is activated, the model must use all its actions to fall back. When falling back, a unit must move away from the enemy and toward its own deployment area or the nearest cover. Squad coherency rules must still be observed. Once the model finds cover, reaches its deployment area or is out of line of sight of every enemy unit, it will cower there until it either rallies or routs.

If the unit's cover is penetrated by unfriendly forces, it must fall back again to the nearest available, uncompromised cover. In any case, once a panicked unit reaches its side's deployment area (usually within twelve inches of its player's side of the playing surface), it can no longer be forced to move.

ATTACKING PANICKED MODELS

Once a soldier has panicked, it is much more likely to flee the battlefield in terror if attacked. When shooting at a panicked model, you get +4 to your Damage score. Also any time you attack a panicked model in close combat, add 2 to your Close Combat score and 2 to your Damage score. This is in addition to any bonus for charging.



These modifiers do not mean that the warrior's armor is suddenly less effective. They represent the fact that a panicked soldier is more likely to run away when attacked. You do not get these bonuses for attacking units which never rout (Imperial Special Forces troops, for instance). These troops have nerves of steel!

PANIC TESTS FOR INDIVIDUAL MODELS

If an individual model takes a wound and is still alive, then it must make a panic test. It must roll against its Leadership. If the individual fails the test, it behaves exactly as a panicked squad would. It must fall back, seek cover, try to rally, etc. Individuals can attempt to rally themselves. If it is within 6 inches of a friendly, panicked squad, an individual model can try to rally both the squad and itself with the same action.

BROKEN SQUADS

A squad is broken if it has taken 50% casualties or more. This means an 8-model squad is broken when it has been reduced to 4 models. A 7-model squad is broken when it is reduced to 3 models. A 6-model squad is broken when it is reduced to 3 models. A 5-model squad is broken when it is reduced to 2 models, and so on.

ROUTING

Once warriors' nerves have been broken, they can easily be driven into such a state of terror that they flee from the battlefield or are reduced to gibbering, immobile wrecks. Either of these conditions leaves them effectively unable to take any further part in a battle.

Only squads that are both panicked and broken can be routed.

Every time an eligible squad takes casualties, it must make a rout test. To do this, roll under the highest Leadership of any model left alive within the squad. If you succeed, the situation remains stable. The squad remains panicked but otherwise steady. If you fail, the squad has routed. Every model in the squad must be removed from the table.

EXAMPLE: *A panicked squad of Imperial Regular troops takes another casualty. It started out with 8 models and has now been reduced to 4. Since this is half the original total, the squad is broken and must now take a rout check. The Sergeant is still alive. She has a Leadership of 15, so what's left of the squad must roll 15 or less to stay on the table. If it rolls more than 15, the entire squad is removed.*

Panicked individual models are subject to rout tests if they take another wound. If they succeed, they are stable. If they fail, they have routed and are removed from the table.

PERFECT. The unit is filled with berserk fury. It rallies immediately.

FUMBLE. The unit's screams and pathetic groveling cause despondency to any nearby friendly troops. Any units with friendly models within command distance of the routed unit must make a panic test.

RALLYING

When activated, the only thing a panicked squad that has reached cover or its deployment area can do is rally. It does this by rolling under the highest Leadership of any model in the squad. If the squad succeeds, turn the models to face the enemy once more. The squad may take no other actions this turn, but next turn it may act normally.

PERFECT. The squad is so overcome with shame at its cowardice that it is galvanized into immediate action. All warriors in the squad may take all their actions as normal this turn.

FUMBLE. The squad completely loses its head with fear and flees from the battlefield. Remove all the squad's models from the battlefield.

LASTLY...

No set of rules can cover every contingency that might arise during a battle. If something crops up that hasn't been discussed here, resolve it between you and your opponent. Be fair. If you cannot reach an agreement in the heat of combat, each of you should roll 1D20. The person with the highest score gets to make the call. After the battle, when the adrenaline stops flowing and tempers have cooled, you and your opponent should sit down and talk rationally about what happened and decide what interpretation you should place on the rules. This way you'll build up a set of house rules that you can apply in the future.



FORCE LISTS

POINT COSTS

In *Warzone*, all models cost points. These points are an indication of the relative strength of a unit. A force that costs 400 points is roughly twice as potent on the battlefield as a force that costs 200. Of course, there are situations where this breaks down. No point-based system can be perfectly accurate, but generally speaking, the Point Cost of a unit is a reasonable guide to its strength.

FORCE LISTS

Before fighting a battle, you and your opponent should agree upon how many points both sides are going to use. We would suggest up to 500 points each for a short battle and up to 1000 for a longer battle. Generally speaking, the more points you use, the longer the battle will take. In no case, though, should a battle take longer than an evening unless it's a real monster.

Once you've decided how many points you're going to play with, you should choose your force from the force lists. The number of points you and your opponent have agreed upon is how much you have to spend to buy your entire force, all its equipment and any special powers. You select your force from the appropriate force list, and you pay the Point Costs listed there.



SPECIAL POWERS

Certain units may have special powers. These are noted in the unit's description. The special powers are as follows:

COMMANDO TRAINING. All models in this unit may use the Infiltrate action without any Movement penalty. They may remain hidden and still advance at full speed.

STEALTH. All models in this unit are trained to use every scrap of available cover. Other units are at –4 when trying to spot them.

JUNGLE TRAINING. This unit suffers no Movement penalty when moving through woods or swamps.

CLOSE COMBAT TRAINING. This unit may add 2 to its Damage rating while in close combat.

There are many other forms of special abilities that are specific to each type of force. These are detailed in the appropriate force lists.

UNIT DESCRIPTIONS

In each force list, you'll find a number of unit descriptions These all follow the same format:

DESCRIPTION. This tells you a little about the unit.

SPECIAL RULES. Any special rules that may apply to the unit.

EQUIPMENT. This tells you how the unit is equipped.

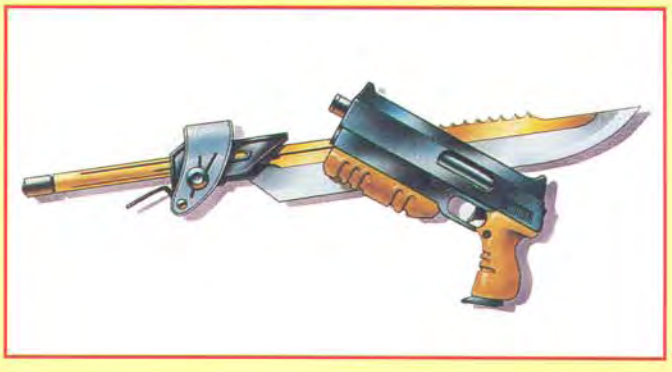
STRUCTURE. This tells you the number and type of soldiers in each squad. Squads usually have a minimum and a maximum number of soldiers that can be in them when purchased.

CUSTOM EQUIPMENT

The force lists simply describe the most commonly encountered squad types of any army. If you wish, and you have the proper models, you are perfectly at liberty to change the composition of any squad's equipment—within certain limits. You can give every figure in the squad a different weapon combination if you like. The only rule is that it must be completely obvious to your opponent what weapons each model is carrying. And, of course, you must pay the Point Costs for the weapons.

There are still restrictions on how many heavy weapons per squad that you may have. However, you can give the heavy weapon to the squad leader if you like. You must then make it obvious that this model is the squad leader—paint on those sergeant's stripes!

EXAMPLE: *You want to create a Blood Beret close assault squad, so you rush out and purchase three Blood Berets with Chainrippers and SMGs. You paint one of these with Sergeant's stripes and say it is the squad leader. This gives you two close combat soldiers and a Sergeant. Since the Squad's minimum size is 3 Blood Berets and a Sergeant, you still need another soldier. You can add a Blood Beret with a Charger to give you a heavy weapon. If you wanted, you could even add another Blood Beret with an Invader to beef up your firepower a bit, or another Blood Beret with close combat weapons.*



EXAMPLE OF CREATING A FORCE

Let's say you want to create a 500-point Imperial force. You carefully study the Imperial force list and decide that you want a small, elite force with a lot of hitting power. You choose a squad of Blood Berets and a squad of Wolfbanes.

You purchase 4 Blood Berets and a Blood Beret Sergeant. The Blood Berets cost 22 points each. The Sergeant costs 30 Points. There goes 118 points already. Now you must pay for the weapons. That's 4 Invaders and 4 Aggressors. The Invaders cost 8 points each. The Aggressors cost 1 point each. That's another 36 points in total. The Sergeant's Chainripper and Interceptor cost 2 and 5 points respectively. The running total is now (118+36+2+5=) 161 points. You decide that one of those Blood Berets really must have a Charger, so that adds 31 points. (The Charger costs 39 points, but dropping one of those Invaders saves 8 points.) So your Blood Beret squad now costs 192 points.

It's time to purchase those Wolfbanes. You go for a standard squad: one Chieftain, one Support Trooper with Charger and two Regulars with Punishers and sidearms. The Chieftain costs 29 points plus the cost of a Claymore, which is 4 points—33 points. The Support Trooper costs 64. That's 25 for the figure, plus 39 points for the Charger. Each Regular costs 29, including the 4 points for their weapons. Total cost for the Wolfbane squad is 155 points. So far, so good. Your force now totals 347 points.

Time for a couple of heroes to enter the scene. Since you only have two squads, you can only have two individual models, so they may as well be powerful ones. How about a Blood Beret Captain armed with a Charger? That costs a total of 87. And, to add a bit of air power, how about a Rams Air Cavalry trooper weighing in at 58 points? This adds 145 to your total, bringing your force cost up to 492 points.

You have 8 points left. Might as well give that Chieftain and Blood Beret Captain some grenades at 4 points each.

So there you have your 500-point force. If you were playing for victory points, the Blood Beret and Wolfbane squads would be worth 4 VP. The Blood Beret Captain would be worth 2 VPs, as would the Air Cavalry trooper.

"Valley Forge" continued from p. 58

He was tired. Weariness filled him to the bone. It was all he could do to keep his eyes open and his back straight as he checked the perimeter.

Things were going badly. There wasn't enough food. Ammunition was running low. The men were tired and battle-fatigued. He wondered why the Ministry of War had ever set them down here. Valley Forge was just too big, the largest industrial smelting complex in the Solar System. Capitol was never going to give it up, and Mars was Capitol's home ground. They could just keep throwing fresh troops into the battle until they won it. Their forces were much larger, and that was beginning to tell. At the start, the sheer skill and ferocity of the Imperial attack had almost carried the day, but now it was a war of attrition, and in that sort of war, Imperial was bound to lose.

Murdoch knew it was only a matter of time before they were given the order to withdraw. He fought to keep the feeling of resignation from his mind. Until such time as the order came, it was his duty to fight as best he could, and he intended to do his duty. He grinned at a couple of young squaddies who were playing checkers with pebbles on a board scratched in the dust with their bayonets.

He let himself slump down against a rock. He rolled his head and stretched. Joints clicked as he did so. He looked over the wall. His squad lay dozing within the ruins of the house. Their weapons lay close at hand, ready for instant use. He shut his eyes for a moment. Sleep threatened to overwhelm him. The drone of an insect warred with the sad echo of the harmonica. He slapped at it idly, then realized that it was no insect.

«Get up, lads!» he roared as he snapped the safety of his Invader. He turned and stared at the sky. The helicopters were skimming low over the buildings. He twisted and snapped off a burst. His bullets pattered off the helicopters' sides, even as the hatches were thrown open and the heavily armored Capitolian troops jumped down.

All around him, warriors snapped their gas masks closed and snatched up their weapons. The helmet full of stew was kicked over into the fire as soldiers stumbled to their feet. Cards and cigarettes were thrown to the ground. Murdoch was reassured to hear the rest of his squad open up from behind him.

The music of the harmonica stopped. The music of battle began.



THE MEGACORPS

The following pages describe the forces of each and every one of the megacorporations in detail. They also cover the other forces fighting against the Dark Legion: the Brotherhood and the Cartel. If you plan on creating a force from a particular corporation, it's your job to know your force's abilities and limitations backward and forward. Read your chosen force list over and think about the kind of force you'd like to be able to field. Then play around with the numbers for a while until you get a force you feel comfortable with.

Start out with building a 500-point force, and then move up to larger forces. Then when you go out to get your Heartbreaker miniatures to play with, you'll know exactly what figures you're going to need.

LIMITATIONS

Within reason, corporate forces may choose any models you like from a single force list, but there are some limits.

No force may contain more individual models than it has squads. Such mighty heroes and leaders are relatively rare.

Any corporate force except Cybertronic may choose to take some of its individual models from the Brotherhood Force List's individual models. Inquisitors and such are often seconded to the megacorporations' forces in the fight against the Dark Legion. You may not take more Brotherhood individual models than you have individual models from your own force list.

EXAMPLE: *The Imperial force contains 4 squads, so it may also take four individual models. These could be 3 Imperial individuals and 1 Brotherhood individual, or it could be 2 Imperial individuals and 2 Brotherhood individuals. It could not take 3 Brotherhood models and 1 Imperial because then there would be more Brotherhood individuals than Imperial.*

Usually a squad may be equipped with any weapon from its own armory or the General Armory. It may not choose weapons from the other corporations' equipment lists.

Usually, no squad may contain more than one heavy weapon. The main exception is for large groups of infantry. Units of seven or more soldiers may have two heavy weapons. For example, a squad of six Imperial Regulars and a Sergeant may replace two of their Invader assault rifles with Charger HMGs.

Individual models may be armed with any heavy weapon, or they may be equipped with one ranged weapon and one close combat weapon. All models can carry a sidearm and grenades, too. Any figure with an assault rifle or submachine gun can have a grenade launcher or a bayonet (or both) fitted to that weapon. (You've got to pay the points, of course!)

Squad leaders may be equipped with one piece of special equipment. Individual models may be equipped with three.

Sniper rifles are only issued to individual models.







CAPITOL

Capitol is the largest of the megacorporations and has one of the most powerful military forces. Capitol's military doctrines were developed on the Capitolian heartland on Mars. Amid its vast, empty deserts, the Pioneers swiftly learned the value of air superiority, and this has shaped the thinking of the Supreme Commanders ever since. This means that Capitolian players can take advantage of the following special rules.

AIR STRIKES

The airplanes of the mighty CAF usually sweep the skies clean of enemy aircraft over their forces. Then Capitol's troops are delivered to their objectives by huge helicopter gunships. Once the troops have deployed, the Capitolian helicopters continue to circle low over the battleground, flying close to the ground to take advantage of any cover. On command from the officers on the ground, they pop up and unleash their devastating Eagle Claw air-to-ground missiles.

By taking a Use Special Power action, any unpanicked Capitol individual model or squad leader may call down such an airstrike on any visible enemy. To do this, it rolls under its Leadership to reel off the desired coordinates for the strike. If successful, the strike is targeted. If not, the missile is still unleashed, but it streaks over the battlefield and explodes harmlessly in the distance. The airstrike is wasted.

If the airstrike is successfully targeted, the missile streaks toward the designated target. It explodes and does a Damage 12 explosive attack on everyone within a 5-inch radius.

Airstrikes must be paid for out of points when you purchase your force. Each airstrike costs 10 points and is good for one use only. You cannot purchase more than four airstrikes—there is a limit to the number of Eagle Claws fitted to a gunship. When calling in an airstrike, it is possible to fumble or to achieve perfect success.

PERFECT. The target the missile was aimed at gets no Armor roll.

FUMBLE. The officer giving the coordinates makes a mistake and calls the strike in on his or her own location. The blast goes off, centered on that figure.

HELICOPTER DEPLOYMENT

As a Capitolian player, you do not have to set up all your forces on the table before the battle begins. You may choose to deploy them by helicopter on the first turn of battle instead.



AH/UH-64 «GRAPESHOT/GUARDIAN» multirole helicopter



KA-67 «Great Grey» Personal Recon and Strafing Vehicle

During setup, when it's your turn to deploy a unit, simply keep that unit off the table and say: «Airborne». On the first turn, when you want to activate the unit, place it anywhere on the table that none of your foes could reach on a single Move action. The deployed unit can take no other action this turn. All units that are deployed by helicopter finish their turn waiting—place a Wait marker beside them.

Helicopter deployment can be a risky strategy because helicopters can be shot down.

SHOOTING DOWN A HELICOPTER

When a helicopter fires a missile, it can be shot at. Any waiting enemy with a weapon that has a range of over 30" can fire at it. If the enemy is waiting, it shoots before the helicopter. The waiting unit fires as normal, treating the range as if it were 31 inches. If it hits, the helicopter must make an Armor roll. If the helicopter fails, it takes one wound and is out of control. It may not fire its missile this turn, since the pilot is too busy wrestling with the controls.

The procedure for shooting at helicopters deploying troops is exactly the same except that the range is calculated from the point where the troops are being deployed. If the helicopter goes out of control, the unit that was about to be deployed still scrambles clear, but they are panicked. They do not count as waiting.

Waiting enemy troops cannot fire at the deployed troops as they land. They must shoot at the helicopter.

Helicopters have an Armor Rating of 28 and 4 Wounds. Once the last wound is lost, the helicopter is destroyed and all troops still airborne are lost. No further airstrikes can be made.

EXAMPLE: *Bill, the Capitol player, has four airborne units at the start of the game. While he's deploying the third unit, Bob, the Legion player, has his waiting forces hit the helicopter with a flame-thrower. The helicopter is destroyed. The unit that had yet to be deployed is lost, having gone down in flames with its ride.*

CAPITOL FORCE LIST

CAPITOL FORCES	CC	MW	PW	LD	AC	W	ST	MV	A	Cost
Infantry Trooper	12	12	—	12	3	1	0	3	24	12
Infantry Sergeant	14	14	—	14	3	1	0	3	24	20
Infantry Captain	15	15	—	15	4	2	1	3	24	34
Heavy Infantry Trooper	12	13	—	13	3	1	1	3	26	16
Heavy Infantry Sergeant	14	15	—	15	3	1	1	3	26	24
Heavy Infantry Captain	15	16	—	16	4	2	1	3	26	38
Special Forces Trooper	13	13	—	13	3	1	1	3	26	20
Special Forces Sergeant	+2	+2	—	+2	3	1	1	3	26	28
Special Forces Hero	+1	+1	—	+1	4	2	1	3	26	41



Capitol Infantry Trooper (light recon) with CAR-24 SMG

INFANTRY

Capitol Infantry are the standard foot soldiers of the Capitolian army. They are well-trained volunteers who know how to look after their teammates.

Infantry Captains are the leaders of Capitol's Ground Forces.

SPECIAL RULES. All Capitol Infantry may be helicopter deployed. All Trooper squad leaders or individual models may call in airstrikes.

EQUIPMENT. Infantry Troopers and their Sergeants are all armed with M50 assault rifles. Troopers carry M15 sidearms for close combat while their Sergeants carry Chainrippers. One squad member may be issued with a heavy weapon instead of an assault rifle. This is usually the M606 LMG.

STRUCTURE. Infantry are organized in squads of 5 to 8 Troopers and 1 Sergeant.

Captains are individual models. They may be equipped with any weapons from the Capitol or General Armory Lists.

HEAVY INFANTRY

Heavy Infantry are elite units, better trained and armored than ordinary Infantry, but armed with the same weapons.

SPECIAL RULES. As for ordinary Infantry.

EQUIPMENT. As for ordinary Infantry.

CAPITOL ARMORY

M13 BOLTER — **HANDGUN**



	CR	MX	RM	DAM	Cost
M13	3	6	–3	10	1

This is the standard SIDEARM issued to most Capitol troops.

SR-50 — **SNIPER RIFLE**



	CR	MX	RM	DAM	Cost
SR-50	30	60	–2	13	14

This modified version of the M50 is the sniper rifle of the Capitol Corporation.

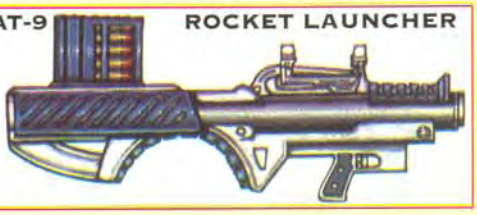
CAR-24 — **SMG**



	CR	MX	RM	DAM	Cost
CAR-24	4	8	–2	12	4

The CAR-24 can be used as a SIDEARM.

DPAT-9 — **ROCKET LAUNCHER**



	CR	MX	RM	DAM	Cost
DPAT-9	30	60	–3	11 (x3)	48

The DPAT-9 is a heavy weapon. It fires explosive shells. Use the circular explosive template to determine how targets are affected.

M50 — **ASSAULT RIFLE**



	CR	MX	RM	DAM	Cost
M50	12	24	–4	13	7

This is the standard assault rifle mass-produced by the Sherman Arms Corporation.

M606 — **LMG**



	CR	MX	RM	DAM	Cost
M606	25	45	–3	14 (x2)	24

This is the standard LMG of the Capitol forces. It is a heavy weapon capable of burst fire.

M516 — **SHOTGUN**



	CR	MX	RM	DAM	Cost
M516	S	—	—	12	8

Produced by the Colding Corporation, this is one of the many shotguns used by Capitol's troopers.

M89 — **HMG**



	CR	MX	RM	DAM	Cost
M89	25	50	–4	17 (x3)	45

Nine-barreled squad support weapon originally intended for vehicle-mounted operation. Heavy weapon and a burst-fire weapon.



Captain Mitch Hunter, Capitol Doomtroopers, with Calix Carbine.



Capitol Heavy Infantry Trooper with Gehenna Puker

STRUCTURE. One squad consists of 4 to 7 Heavy Infantry Troopers and 1 Sergeant.

Heavy Infantry Captains are individual models. They may be armed with any weapons from the Capitol or General Armory Lists.

SPECIAL FORCES

Capitol has a plethora of special forces units, each of which have a variety of abilities. All of them use either the special forces' profile or a modified version of it. Sergeants have the same profile as their unit's troopers, with certain characteristics increased by +2. Special Forces Heroes use a modified version of the Special Forces Sergeant's profile.

THE SUNSET STRIKERS

The Sunset Strikers are based on Mercury. They have studied the martial arts intensively and specialize in close combat. Since the time five of their number saved the Lord Heir from an assassination attempt, they are entitled to wear the Ceremonial Blades of a Mishiman Samurai. Sunset Strikers use the normal Special Forces profile except that they have a CC score of 15 and an MW score of 11.

SPECIAL RULES. They have the Close Combat Training special ability.

Because of their commitment to the Way of the Warrior, Sunset Strikers may reroll any panic tests they fail. If the reroll fails, they have panicked.

EQUIPMENT. Their Armor rating is 24. They are armed with M50s and Mishiman Ceremonial Blades (see the Mishima Armory List).

STRUCTURE. Like Mishiman Hatamoto, Sunset Strikers come in squads of 2 to 4 Troopers with 1 Sergeant.

Sunset Striker Heroes are individual models. They may use any weapons from the Capitol or General Armory Lists.

THE MARTIAN BANSHEES

Martian Banshees use the standard Special Forces profile except that their Armor is 24 and their Leadership is 15.

SPECIAL RULES. Banshees are morbid, doom-ridden folks. They are resigned to death. Banshee squads ignore their first casualty but take panic tests normally thereafter. Similarly, Banshee individuals ignore panic tests for their first wound but take panic tests normally thereafter. Their Flight Packs let them fly at 10 inches per Move. Increase the cost of all Banshee models by 10 points.

EQUIPMENT. The Martian Banshees are equipped with Flight Packs. They are armed with M50s and M15s.

STRUCTURE. Banshees operate in flights of 3 to 5 Troopers plus 1 Sergeant.

Banshee heroes are individual models. They may use any weapons from the Capitol or General Armory Lists.

THE SEA LIONS

The Sea Lions are an elite marine unit of the Venusian Navy. They are based in Port Mac Arthur in the



Martian Banshee Trooper with CAR-24 SMG



Capitol Free Marine

Graveton Archipelago. They are specially trained and equipped for jungle warfare.

SPECIAL RULES. All Sea Lions have Jungle Training.

EQUIPMENT. Their Armor is 24. They are armed with an M50 and a Punisher short sword which doubles as a machete.

STRUCTURE. Sea Lions come in squads of squads of 3 to 5 Troopers with 1 Sergeant. One Sea Lion may carry a heavy weapon in place of the normal armament.

Sea Lion Heroes are individual models. They may use any weapons listed from the Capitol or General Armory Lists.

FREE MARINES

The Free Marines are the most famous of Capitol's Special Forces, made up of heroic individuals who have dishonored themselves and now live only to redeem themselves. They specialize in digging in and letting the enemy roll over them, then popping up behind the lines to harass the enemy.

SPECIAL RULES. To simulate their unique style of fighting, Free Marines start the game hidden and waiting. They can be deployed anywhere on the table at setup except the enemy deployment zone.

Free Marines use the standard Special Forces profile.



EQUIPMENT. Free Marines are armed with M50s and Punisher blades for close combat.

STRUCTURE. Free Marines come in squads of 3 to 5 Troopers with 1 Sergeant. One Free Marine may be equipped with a heavy weapon from the Capitol or General Armory List, instead of an M50 and Punisher blade.

Free Marine Heroes are individual models and may be equipped with any weapons from the Capitol or General Armory Lists.

"SERGEANT CARTER"

DAY 3. *Been here three days. You can tell we're in the real jungle now. It's hotter and more humid here than ever it was back on the Archipelago. The trees are huge. At night they seem big as starscrapers. Moths the size of kites flitter everywhere. The roar of those big lizards keeps me awake. Makes me glad this camp has an electrified perimeter.*

Looks like Dews was right. A big push is on. We've had Cartel special agents jumpin' all over the camp since we got here, and yesterday's courier chopper brought in an Inquisitor. Not just any Inquisitor either. It was Kane. A real high-flyer, a wielder of the Art, a foe of the Darkness, one of the Cardinal's chosen few. A real scary dude. A brawl broke out between Gould's Squad and three Blood Berets. Kane stopped it with a wave of his hand and a flow of the power. All those guys are in isolation cells now. Guess they'll have a couple of days to become buddies.



Still makes me kinda sick to be workin' alongside Imperials though. Seems like only yesterday I was trading shots with those same Blood Berets across the beach on Bloomberg's Island, back in the good ol' Graveton Archipelago. We sure taught them not to steal Capitol coconuts. To be honest, I didn't join the Free Marines so I could make nice to those Imperial scumsuckers. I'd just as soon have them in my sights as the Dark Legion any day. But, hey, what can you do? That's politics. Yesterday's enemies are today's allies. Yeah, and tomorrow's backstabbin' traitors, I don't doubt. Well, orders is orders.

Squad's been a-grumblin'. Except Calvin, of course. He's too busy praying to the Cardinal. They say they're bored. Too much time spent checkin' their weapons and cheatin' each other at bluejack. Svenson says this camp's the Cardinal's armpit. Turner says they got nothin' to do 'cept rib the Imperials, swat the bugs and take potshots at those big, crested dino-lizards. I tell them to make the most of it. Few more days they'll be out in that there jungle lookin' at a real live Venusian warzone for the first time in their sorry lives.

I just know this time it's gonna be a bad one. I can feel it. Sure as my name's Frankie Carter.

DAY 9. *Choppers dropped us fifty clicks from base camp, two squads of us, mine and Gould's, along with Inquisitor Kane. Nice little cross-country jog, dodging the carnivorous plants, wading through the piranagator-infested rivers, watching out for those old Dark Legion booby traps. Ain't we got fun? Two days of this, and the squad's wishing they were back at base. Now they're hankering after the good ol' days of boredom and Beret-baiting. I hate to say I told 'em so but…*

Mosquitoes here are so big that when they bite you, you need stitches. I swear I saw a bug so big it offered to arm wrestle me. I didn't accept. It looked like it would win.

To tell the truth, Turner ain't lookin' too good. Seems to be running a temperature. Looks like we discovered a new breed of jungle fever. I know he got all the standard shots. I stood by and watched the docs give 'em myself. I told Turner to give Svenson the M89. Don't want all the squad's heavy firepower in the hands o' a sick man.

Hope things look up for him. This is hard country, even for Free Marines.

Kane ain't showing no signs of wear and tear, though. I swear that guy ain't human. Either that, or he's got air-conditioning in that Inquisitor suit, and he just ain't telling us.

continued on p. 78



General Michael Kell—chief of Staff and Hero of the Corporation.



CAPITOL HALL OF FAME



Captain Philip Morano—his platoon of infantry AA inflicted 37% of total Imperial aircraft losses during bombardment of East McCraig.





Special Forces Troopers with M50 Assault Rifles (integrated Grenade Launchers) and bayonets



Special Forces Trooper with M516D Shotgun





Infantry Troopers with M50 Assault Rifles (integrated Grenade Launchers) and bayonets



Infantry Trooper with M89 Heavy Machine Gun



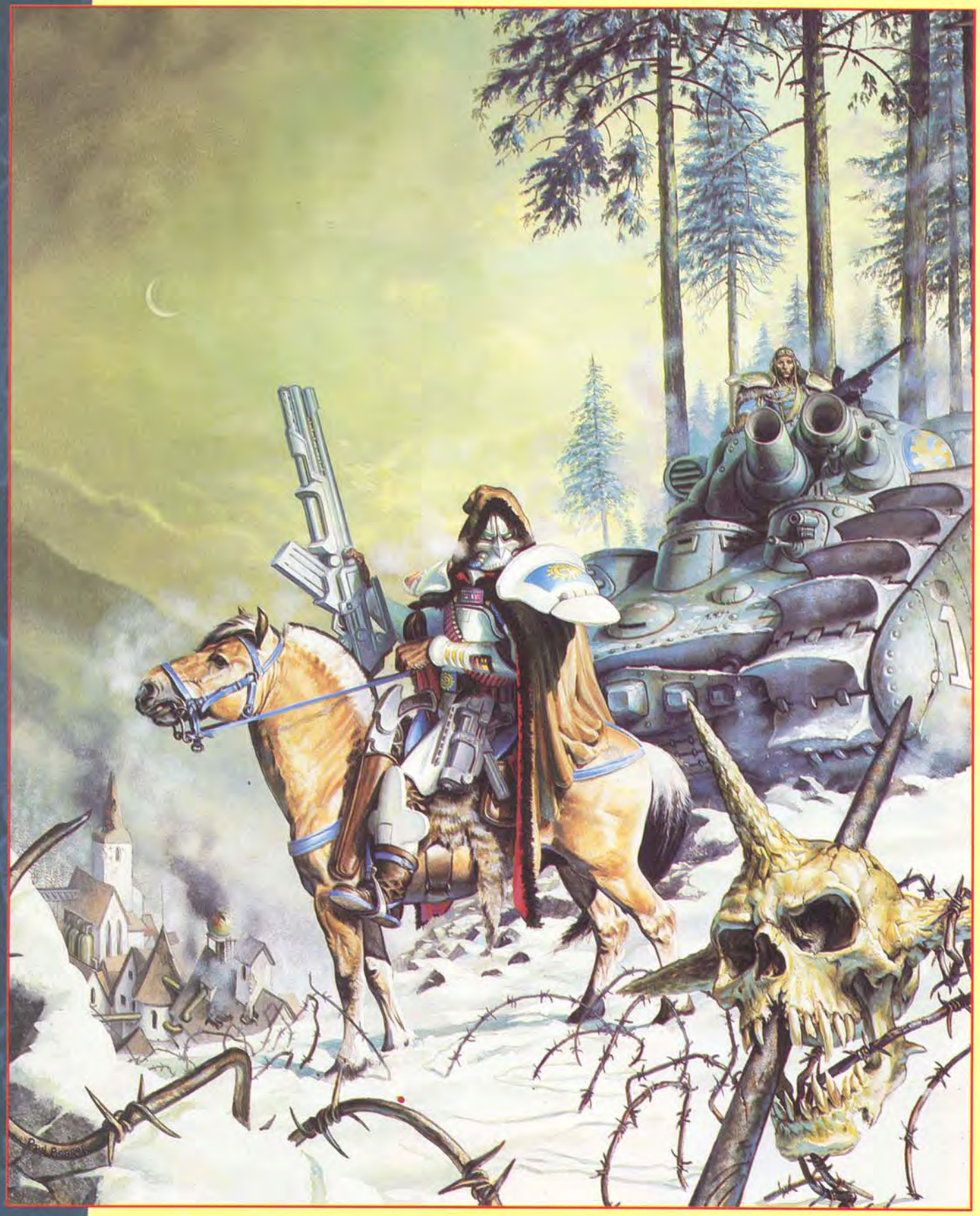
Special Forces Sergeant with Chainripper and M15 Bolter with Grenade Launcher



Captain Jim Charles—only Capitol officer to survive the assault on Molokh's Citadel (from a Strike Force of seven Regiments).



Infantry Sergeant with Chainripper and M15 Bolter with Grenade Launcher





BAUHAUS

Bauhaus is a megacorporation with a reputation for quality. Their products are known throughout the worlds of humanity for their excellence. The same is true of their soldiers. Within the corporation, the military is the profession with the highest prestige. Their excellence is a byword. To reflect this, Bauhaus forces use the following special rules.

THE MOMENT HAS COME!

Bauhaus commanders are trained to probe for weaknesses in their opponents' position and to exploit them when the critical moment arrives. Once per battle, the Bauhaus commander can automatically gain the initiative. Don't even roll for it. Before the dice are rolled, just say, "The moment has come!"



T-32 «Wolfclaw» Jungle Battle Tank

RELIABILITY

The reliability of Bauhaus weapon systems is legendary. They are not prone to misfire or malfunction the way the products of many other corporations are. Thus, when a Bauhaus figure fumbles when firing, it does not lose any actions except the one it used for the attack (rather than all of its actions as other troopers would).

BAUHAUS FORCE LIST

BAUHAUS FORCES CC	MW	PW	LD	AC	W	ST	MV	A	Cost
Hussar 10	12	—	11	3	1	0	3	24	10
Hussar Sergeant 11	13	—	13	3	1	0	3	24	18
Hussar Kapitan 14	14	—	15	3	1	0	3	26	26
Ranger 13	13	—	13	3	1	1	3	26	22
Ranger Sergeant 14	15	—	15	3	1	1	3	26	32
Ranger Kapitan 16	16	—	16	4	2	1	3	26	48
Etoiles Mortant 14	13	—	14	3	1	0	3	24	27
Etoiles Mortant Leader 15	14	—	16	3	1	0	3	24	36
Etoiles Mortant Hero 16	15	—	16	4	2	1	3	24	45

HUSSARS

Hussars are the basic infantrymen of the Bauhaus army. They usually come from families with a long tradition of service and are proud to wear the colors of their unit.

SPECIAL RULES. Reliability.

EQUIPMENT. Standard Hussars are issued with AG-17 assault rifles and MP-105 sidearms. Sergeants are equipped with Autoshotguns.

STRUCTURE. A Hussar squad consists of 4 to 6 Hussars and 1 Sergeant. A single Hussar may replace its AG-17 with a heavy weapon from the Bauhaus or General Armory Lists.

Hussar Kapitans are individual models and may be equipped with any weapon from the Bauhaus or General Armory Lists.

THE VENUSIAN RANGERS

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

SPECIAL RULES. Reliability and Jungle Training.

EQUIPMENT. Rangers are armed with the AG-17 Assault Rifle and the MP-105 pistol.

Sergeants are armed with the Autoshotgun.

Ranger Kapitans are armed with any weapons from the Bauhaus or General Armory Lists.

STRUCTURE. Rangers are organized in squads of 3 to 5 Rangers and 1 Sergeant.

One of the Rangers may use a heavy weapon from the Bauhaus and General Armory Lists instead of the standard equipment.

BAUHAUS ARMORY

MP-105 — **HANDGUN**



	CR	MX	RM	DAM	Cost
MP-105	3	6	—	10	1

The MP-105 is the standard SIDEARM issued to all Bauhaus military personnel.

PSG-99 — **SNIPER RIFLE**



	CR	MX	RM	DAM	Cost
PSG-99	50	100	–4	12	12

The PSG-99 is the standard sniper rifle of Bauhaus.

MP-103 HELLBLAZER — **SMG**



	CR	MX	RM	DAM	Cost
MP-103	6	12	–1	10	4

The MP-103 sub machine gun can be used as a SIDEARM.

ARG-17 — **ROCKET LAUNCHER**



	CR	MX	RM	DAM	Cost
ARG-17	30	60	–2	12 (x3)	52

The ARG-17 is a heavy weapon that fires explosive shells. Use the circular explosive template to determine how targets are affected.

PANXERKNACKER — **ASSAULT RIFLE**



	CR	MX	RM	DAM	Cost
AG-17	12	24	–3	12	7

The AG-17 is the standard assault rifle used by Bauhaus troops. It is powerful and reliable.

MG-40 — **LMG**



	CR	MX	RM	DAM	Cost
MG-40	25	50	–4	14 (x2)	24

The MG-40 is the standard LMG of the Bauhaus Corporation. It is a heavy weapon, capable of burst-fire.

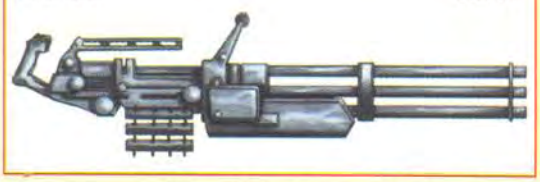
HAGELSTURM — **SHOTGUN**



	CR	MX	RM	DAM	Cost
HG-14	S	—	—	12	8

The Hagelsturm is extremely useful in both close combat and in ranged combat. Can kill a bat with one shot.

MG-80 — **HMG**



	CR	MX	RM	DAM	Cost
MG-80	25	50	–4	16 (x3)	42

The MG-80 is a heavy machine gun. It spews out a hail of death at its enemies. It is a heavy weapon capable of burst-fire.



General Constance Romanov—Supreme Commander of Bauhaus Armored Forces; the most victorious in the Solar System.

BAUHAUS HALL OF FAME



Captain Friedrich Wachtmeister—led the XXVI Light Brigades through the Hellpit Pass on Mercury with only 65% losses.



Oberst Marcus Weiss with Plasma Carbine



Hussar Sergeant with HG-14 Shotgun



Hussar Trooper with MG-80 HMG





Hussar Troopers with AG-17 Panzerknacker Assault Rifles with Grenade Launchers and Bayonets.



Kapitan Wilfred Steiner—current head of the Steiner GBT-54 Squadron, a title that has been passed down for seven generations of Steiners.



Sergeant Jean-Philippe Augustine—has collected more Nepharite ears than anyone else in the Bauhaus army.

"Sergeant Carter" continued from p. 72

It's not the only thing he ain't telling us either, I'll bet. I'd give a lot to know exactly what we're looking for. I keep asking him, an' he keeps saying: «The foes of all humanity.» Yeah—like I didn't know that already. Well, ours is not to reason why, like they told us back at Colby's Island.

DAY 11. *We hit what looks like the perimeter of a new Citadel. Jungle's thinned out. I can see a big, black spire in the distance. If that ain't a Citadel, I'm the Cardinal's long-lost brother. Now I got that tight feeling in the pit of my stomach that Dark Legion stuff always gives me. I just know that, real soon now, the woods are gonna be full of walking stiffs. One of those big, bad Nepharites is going to be bellowing orders an' spells, an' Necromutants are going to be offering me free open-heart surgery with those big bayonets of theirs. Makes me wonder why I ever volunteered for the AFC. Kinda makes me regret I got drunk and socked old Captain Trask that night, too. If I hadn't done that, I'd never have gotten my transfer to the Free Marines. Well, I suppose it beats flipping burgers.*



Kane gave us a nice little rotation for watches. Me and Gould just doubled it, two men for every one Kane ordered. No sense in taking chances. I put Svenson on first watch with Calvin. The rest'll take turns by twos, even Turner. I'll watch with him.

DAY 12. *At dawn, it really hit the fan. I was right in the middle of a dream where Titania Hessel, the Bauhaus model, was giving me an all-over body massage when Svenson woke me.*

«We got trouble, Sarge,» he said. I scratched a mosquito bite then reached for my Punisher. One look at Svenson's face told me it was bad. Svenson was worried, and he doesn't spook easy. Suddenly I was glad that I had made the squad camp out with all the usual precautions. We were so well hid that a paranoid pixie-deer wouldn't have noticed us. Just as well really 'cause there was sure as sin a lot of Dark Legion troops moving across the clearing in front of us all of a sudden. I counted at least one squad of Dark Legionnaires, one squad of Necromutants and a couple of Centurions. I was willing to bet there were more squads in the woods all around us.

I raised Kane on the comm-link and asked him what he wanted us to do.

«Punish the malefactors,» he replied. I told him I was kinda hoping he wouldn't say that. Still you can't always get what you want.

«Hit it, Svenson,» I said. «Let's boogie.»

The M89 spat death. Lines of tracers chopped into the Legionnaires. A couple of them fell in that strange slow-motion way that they do. You know—like they don't quite know that they're dead till a few seconds after it's happened. Kind of like those big dino-lizards, you see in the swamps. I tried for a clear shot at the Centurion, but in all the confusion of the bodies, I wasn't sure I hit him.

I'll say one thing for those Undead Legionnaires. They don't know the meaning of the word fear (or much else, I'll bet). No human squad could have taken the casualties they did and held their ground. But by the Cardinal's blessed right buttock, they did more than hold their ground. Those scumsuckers charged us.

continued on p. 85



Bauhaus NCO with MP-105



Venusian Ranger Kapitan with Deathlockdrum

Ranger Kapitans are individual models and may only be purchased if you have at least one squad of Rangers in your Force.

ETOILES MORTANT

The Dying Stars are a kamikaze unit formed as part of Bauhaus counter-Legion drive. They are famed for their knowledge of the Dark Legion. They are lightly armored and trained in stealth and infiltration.

SPECIAL RULES. All of the Etoiles Mortant possess the Stealth and Commando Training special abilities. In addition, they never rout.

Certain Etoiles Mortant Heroes possess a knowledge of the Art which they have learned from their Brotherhood tutors.

EQUIPMENT. The Etoiles Mortant favor the Punisher combo of blade and handgun. They never use heavy weapons, preferring speed and stealth to firepower.

STRUCTURE. A standard squad consists of 3 to 5 Etoiles Mortant and 1 Mortant Sergeant.

Mortant Heroes are individual models. For an additional 22 points, they may have a Power of 12 and knowledge of one Aspect of the Art (see the «Brotherhood» section).



Etoiles Mortant Trooper


Paul Bonner

MISHIMA

In times of war, the proud and ancient megacorporation of Mishima is served by its Samurai warrior class. These warriors are brought up in a tradition of warfare and self-sacrifice that dates back to the days of the ancients. For them, death means nothing. They are proud to lay down their lives in the service of the Lord Heirs.

Mishiman warriors specialize particularly in close combat. Their corporation has a long history of excellence in the martial arts. Prowess in this field is a way of earning honor in Mishiman culture. The high ST and CC scores of many Mishiman models reflect this martial arts training rather than raw, brute force.

To reflect their warrior tradition, Mishiman troopers are subject to certain special rules.

BANZAI CHARGE

When activated, any Samurai squad or individual may declare a Banzai charge against any enemy unit. The warriors will make a determined effort to destroy their chosen foe or die in the attempt. If the Samurai unit has panicked, it will automatically rally.

Every model in the unit must now expend all its actions to close with the chosen target as quickly as possible. They must choose only Move actions until they are actually engaged in close combat with models of the chosen target. The Banzai-charging models go toward their opponents by the fastest and most direct route possible. They must move as far as they can, but note that you can't Banzai charge at 1 inch or less per Move action.

Any model making a Banzai charge has its MV, CC and ST increased by one.

Troops making a Banzai charge do not take panic tests due to casualties. They ignore them, being too focused on bringing death to their enemies.

A Banzai charge only ends once all the models in the target unit are dead or all the Banzaiing samurai are dead.

It is perfectly legitimate to declare a Banzai Charge against an individual model.



MISHIMA FORCE LIST

MISHIMA FORCES	CC	MW	PW	LD	AC	W	ST	MV	A	Cost
Samurai	13	11	—	13	3	1	0	4	22	14
Samurai Leader	15	13	—	14	3	1	0	4	22	19
Samurai Hero	16	14	—	16	3	1	0	4	22	23
Hatamoto	14	12	—	14	3	1	1	4	24	27
Hatamoto Leader	16	14	—	16	3	1	1	4	24	33
Hatamoto Hero	16	16	—	16	4	2	1	4	24	45
Shadow Walker	13	13	—	13	3	1	2	4	20	22
Deathbringer	15	15	15	14	3	2	5	4	24	78

SAMURAI

Most of the warriors of the Mishiman Army are Samurai of the warrior class. Their morale is uniformly high and their training excellent.

SPECIAL RULES. All Samurai may Banzai charge. All Samurai have the Close Combat Training special power.

EQUIPMENT. All Samurai are armed with Shogun assault rifles and Ceremonial Blades.

STRUCTURE. Samurai operate in squads of 3 to 5 Samurai and 1 Samurai Leader. One Samurai may replace a Shogun assault rifle with a heavy weapon from the Mishima or General Armory Lists.

Samurai Heroes are individuals and may be armed with any weapons from the Mishima or General Armory Lists. They still carry their Ceremonial Blades and, even if equipped with a heavy weapon, may use them in close combat.

HATAMOTO

Hatamoto are the elite guard of the Lord Heir. As such, they represent the finest soldiers in the Mishiman domain. They are warriors to whom honor means everything and life means nothing. They wear



Samurai Trooper



Hatamoto Trooper

ultra-lightweight body armor that greatly increases their mobility.

SPECIAL RULES. All Hatamoto may Banzai charge. All Hatamoto have the Close Combat Training special power.

Death before dishonor! Such is the martial pride of the Hatamoto that they are all but unshakable in combat. They will never rout.

EQUIPMENT. Hatamoto and Hatamoto Leaders are equipped with Shogun assault rifles and Ceremonial Blades.

STRUCTURE. Hatamoto operate in squads of 2 to 4 Hatamoto and 1 Hatamoto Leader.

Hatamoto Heroes are individuals and may be armed with any weapons from the Mishima or General Armory Lists. They still carry their Ceremonial Blades and, even if equipped with a heavy weapon, may use them in close combat.

SHADOW WALKERS

In battle, Shadow Walkers wear black garments that cover all exposed flesh. Their heads are cowled, and their eyes are covered by special lenses. They usually wear a red gauntlet on their sword hand.

SPECIAL RULES. Shadow Walkers are masters of infiltration and silent killing. They are trained to penetrate the most difficult and inaccessible places and to kill without mercy or remorse. To reflect this, Shadow Walkers have a number of special abilities. These include Stealth, Commando and Close Combat Training.

Shadow Walkers ignore all terrain penalties to Movement. They can even move through impassable terrain.

EQUIPMENT. Shadow Walkers are usually equipped with a specially modified Punisher combo. The pistol has been silenced, and the muzzle flash suppressed. It can be fired from hiding without causing the firer to lose its Hidden status.

The Punisher's blade is smeared with deadly contact poison. On the first successful attack in close combat, it does two times normal Damage. If the Shadow Walker has time to use a special action, it may re-poison the blade. The next time the Shadow Walker attacks, the blade will again give double damage. This special combination costs 15 points and is only available to Shadow Walkers.

STRUCTURE. Shadow Walkers can be purchased as 2 to 4 model squads.

DEATHBRINGERS

Deathbringers are the elite of the Shadow Walker cult. They are the chosen few who practice the mysterious art of shadow walking. Physically, they are quite distinct. Their growth has been chemically enhanced, and they are all at least seven feet tall and well-muscled to boot. Much of their bone structure has been replaced with subdermal armor. Their redly glowing eyes suggest bionic enhancement or

MISHIMA ARMORY

CEREMONIAL BLADE — **SWORD**



	CR	MX	RM	DAM	Cost
BLADE	CC	—	—	12	2

These twin ceremonial blades are carried by all Samurai. When drawn, they must draw blood before being sheathed again.

WINDRIDER — **SMG**



	CR	MX	RM	DAM	Cost
WINDRIDER	3	6	–1	13	6

The Windrider SMG is produced by Tambu. It is not a particularly popular weapon due to its reputation for unreliability. It is a SIDEARM.

SHOGUN — **ASSAULT RIFLE**



	CR	MX	RM	DAM	Cost
SHOGUN	9	18	–4	12	5

The cheap and reliable Shogun is standard issue to all Mishima ground forces. It has a high rate of fire but a relatively short range.

AIRBRUSH — **SHOTGUN**



	CR	MX	RM	DAM	Cost
AIRBRUSH	S	—	—	10	5

The Mishiman Airbrush is a shotgun.

ARCHER — **SNIPER RIFLE**



	CR	MX	RM	DAM	Cost
ARCHER	30	60	–2	12	12

The Archer is one of the most popular assassination weapons around.

DAIMYO — **ROCKET LAUNCHER**



	CR	MX	RM	DAM	Cost
DAIMYO	30	60	–4	10 (x3)	40

The Daimyo is a portable rocket launcher that fires explosive shells. Use the circular explosive template to determine how targets are affected.

KENSAI — **LMG**

	CR	MX	RM	DAM	Cost
KENSAI LMG	12	24	–4	14 (x2)	16

The Kensai is little more than an upgraded version of the Shogun assault rifle. It is a heavy weapon and capable of burst-fire.

DRAGONFIRE — **HMG**



	CR	MX	RM	DAM	Cost
DRAGONFIRE	22	45	–4	16 (x3)	39

The Dragonfire is a three-barreled, rotary machine gun. It is a heavy weapon and capable of burst-fire.



Lord Nozaki—General of Five Thousand Samurai.

MISHIMA HALL OF FAME



Kamaru—Champion of Battle of the Wails.



Captain Hiroko—killed 36 Stalkers with a Windrider SMG.



Jito—single-handedly killed Absalom's Chief Necromagus.

supernatural powers. Their garb is similar to a Shadow Walker, except it's all red. Spikes jut from the shoulders and wrists, speaking of implanted weaponry.

SPECIAL RULES. In addition to all the special abilities Shadow Walkers possess, Deathbringers possess a few more of their own. To use one of these powers, the Shadow Walker must make a Use Special Power action. The level of the special power is subtracted from the Deathbringer's PW. The Deathbringer must roll beneath this number to succeed in using the Power. Remember, you can use no more than one Use Special Power action per turn.

EQUIPMENT. Deathbringers are armed with the same modified Punisher combo as the Shadow Walkers.

STRUCTURE. Deathbringers are individual models.

DEATHBRINGER POWERS

SHADOW WALK. (Level 4). The Deathbringer can teleport to any point on the table within its PW rating in inches. It does not need a line of sight for this. It guides itself by a limited form of clairvoyance.

SHADOW CHARGE. (Level 6.) The Deathbringer teleports to any point on the table. If it appears in base-to-base contact with a model and initiates close combat with it on the very next action, this counts as charging. The Deathbringer does not need line of sight for this.

FOCUS. (Variable level.) The Deathbringer focuses its power on doing maximum damage in combat. It chooses the level, and if successful, it adds that number to the Damage rating of its weapon for the rest of this turn. This can be done with both ranged and close combat weapons.

PERFECT. If the Deathbringer rolls 1 when using the power, it has achieved such a level of concentration that whatever power it was attempting to use takes effect at no action cost. It can even use another special power this turn if it wants.

FUMBLE. If the Deathbringer rolls 20 when using a special power, it has fumbled and all its remaining actions are lost. Its phase ends immediately.

"Sergeant Carter" continued from p. 78

I don't know how they did it, but they covered the killing ground between them and my squad. They just ignored the hail of lead we threw at them. To tell the truth, I think it kind of unnerved the boys. It's easy to remember all your fire drills on the rifle range at Port Mac Arthur. It's a different thing to calmly aim and fire when a horde of gape-jawed, rotten-fleshed sons of the Darkness are charging at you and all your bullets just seem to bounce of that rusty armor they wear.

Next thing I know, I'm cheek to jowl with a Centurion. Now, I'm a big, strong guy, but this thing was a head taller than me and weighed maybe half as much again. In his hand, he held the biggest, sharpest sword I ever saw. Sparks flew when I met it with my Punisher's blade. The parry damn near dislocated my shoulder. Even then, there was an awful, metallic screech as his sword slithered down my blade and nearly took my head off. I was never so glad of my shoulder pad as I was this morning. It stopped my cranium from going on detached duty from my body.

The next few minutes were madness. I could hear the roar of automatic weapons and that strange howling whine that Necrotech weapons make as they fire. Then I heard Kane invoke the power of the Light, and I saw a huge flash. Somehow I managed to leap away from the Centurion and swung my M50 to bear on him.

I'll never forget the contemptuous sneer on his face as he tried to spring at me. My burst of fire took the sneer away, and the rest of his face left with it. The Legionnaires suddenly stopped moving, like puppets whose strings had been cut. I wasn't taking any chances. I ordered my squad to finish them, and then I checked my control visor.

Readouts from the squad's dogtags came up. Turner was down—all vital signs negative. Svenson had a couple of flesh wounds. Calvin was fine. A quick check showed me that all my limbs were still intact.

Then I heard the scream. I hope I never hear another like it in all my days. I saw Gould race out across the clearing followed by his squad. His face was white. There was froth on his lips. I saw that one of his arms was missing and red blood was pumping out onto the ground. Something big erupted from the undergrowth near him. In one hand, it held a huge gun. In the other, it had Gould's missing arm. It saw its cold eyes, its merciless face, the three horns on its head, and I knew I was face to face with the greatest enemy of humanity this side of old Algeroth himself.

«Nepharite!» I almost screamed. «Fire at will!»

I swiftly followed my own instructions. My bullets seemed to bounce off the thing. It just bellowed defiance at me. It was less defiant when Svenson stitched its chest with heavy caliber machine gun bullets. In fact, it reeled back and almost fell under the impact. Then it shook itself, like a dog shaking off water, and it swung that huge gun to bear on Svenson. One shot was all it took. It went through Svenson's skull like an express train. There was a sound like a melon hit with a sledgehammer, and then Svenson's corpse flopped earthward, and I was looking down the muzzle of the Nepharite's gun. Even across the clearing, it felt like I was staring down the barrel of a cannon. I knew my life was over. An evil grin twisted the Nepharite's lips. I could tell it was enjoying this.

Then Kane sprang out of nowhere, it seemed. He leapt forward. His Justifier flashed. The chain bayonet slashed through the Nepharite's arm. A second stroke parted that sneering head from its shoulders.

«Nice work, Inquisitor!» I shouted.

«One less enemy of humanity to worry about. The Cardinal be praised.» Good old Kane. Always ready with a light-hearted quip.

I could hear the sound of iron-shod feet coming closer.

«It's time to go,» I said. Kane nodded. I gave the order to retreat. It was a good five klicks to the waypoint where the helicopter was to pick us up. We covered the distance in record time. In all, we lost Svenson and Turner and all of Gould's squad. I have no idea what casualties we inflicted on the Dark Legion. I only know it wasn't enough. Calvin made it back, though. Guess all that prayin' did him some good.

Maybe I'll try it myself next time.



IMPERIAL

Imperial is the smallest of the megacorporations, but it is also the most militarily aggressive. Because of this, its forces are always superlatively trained and have good morale. To reflect this, there are two special rules in particular that apply to Imperial.



"Bauhaus Bully" Main Battle Tank in the landing at Graveton Beach

SEIZE THE INITIATIVE

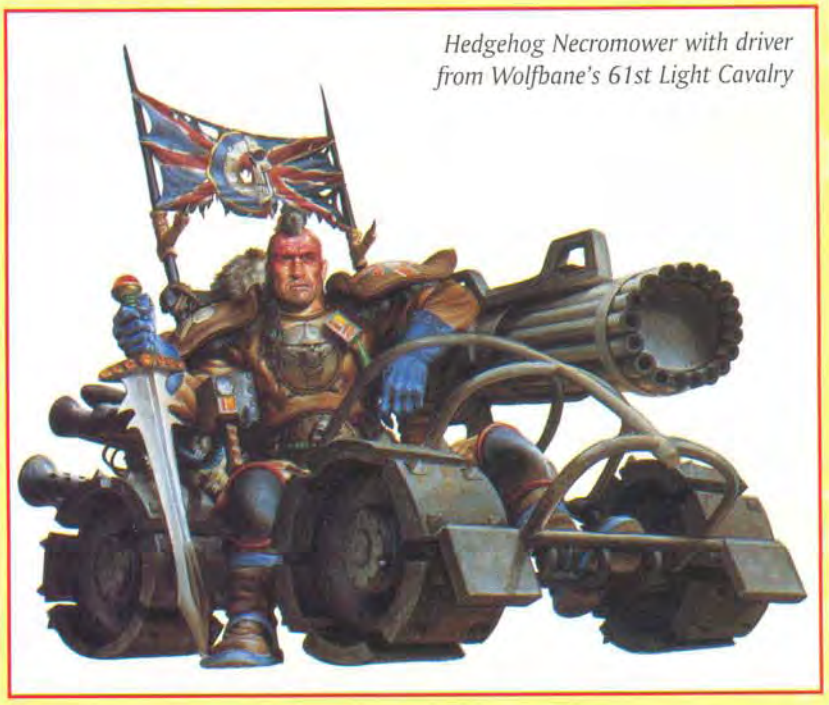
Imperial armies are well-trained in all forms of operation. Their soldiers are constantly drilled to hone their skills. Their commanders are taught in great depth how to exploit any weaknesses their enemy might show.

Because of this naked aggression and tactical superiority, Imperial forces always add 2 to their die roll when rolling for initiative.

TO THE LAST WARRIOR

Imperial Special Forces are just about the best-trained troops in the entire system. They are initiated into their unit in strange, quasi-mystical rites which bind them together. These soldiers belong to units that have a long, proud history, and they will do nothing to bring dishonor on that history. To reflect this, Imperial special forces units will always fight to the last warrior.

This means that they may panic like any normal unit, but they will never rout. Casualties may throw them into momentary confusion, but they will always hold their ground to the last warrior rather than run.



Hedgehog Necromower with driver from Wolfbane's 61st Light Cavalry

IMPERIAL FORCE LIST

IMPERIAL FORCES	CC	MW	PW	LD	AC	W	ST	MV	A	Cost
Regular Trooper	11	11	—	13	3	1	0	3	24	11
Regular Sergeant	13	13	—	15	3	1	0	3	24	17
Regular Captain	14	14	—	15	4	2	1	3	24	30
Blood Beret	12	14	—	14	3	1	0	3	24	22
Blood Beret Sergeant	14	14	—	16	3	1	0	3	26	30
Blood Beret Captain	15	15	—	16	4	3	1	3	26	48
Wolfbane Commando	15	13	—	15	3	1	0	3	24	25
Wolfbane Chieftain	16	14	—	16	3	1	2	3	24	29
Wolfbane Hero	17	14	—	16	4	2	3	3	24	40
Hedgehog Necromower	15	15	—	16	4	3	—	8	28	100
Rams Air Cavalry	13	13	—	16	3	1	0	3	24	100



Private Jones of 32nd Trench Battn.



Sergeant Michael McBride of Imperial Blood Berets

REGULAR ARMY

The soldiers of Imperial's defense forces are called the Regulars. They are well-trained, but normally few in number, so they rely on higher mobility, good armor and a lot of firepower.

EQUIPMENT. All Regulars are equipped with the Invader assault rifle, an Aggressor pistol and a Gas Mask.

STRUCTURE. Regular Troopers are organized in squads of 6 to 8 Regulars and 1 Sergeant.

Up to two Regulars may replace their Invaders with any heavy weapons from the Imperial or General Armory Lists.

Regular Captains are individual models. They can be armed with any weapon from the Imperial or General Lists.

THE BLOOD BERETS

The Blood Berets are the most famous of all Imperial's Special Forces units. They distinguished themselves in many campaigns on Venus.

SPECIAL RULES. Blood Berets are special forces troops and will fight to the last soldier. All Blood Berets have Jungle Training.

You can use the Blood Beret profile for many other Imperial special forces, such as the Golden Lions. They are all equally as well trained, with a few minor differences.

EQUIPMENT. The Sergeant is armed with a Interceptor SMG and a Chain-ripper.

Each Blood Beret is armed with an Invader assault rifle and an Aggressor sidearm for close combat.

One Blood Beret may be equipped with any heavy weapon from the Imperial or General Armory Lists instead of an Invader.

Blood Beret Heroes and Captains are individuals and may be equipped with any weapons on the Imperial or General Armory Lists.

STRUCTURE. Blood Berets are organized in squads of 3 to 5 Blood Berets and 1 Sergeant.

You may only purchase a Blood Beret Hero if you have at least one squad of Blood Berets in your force.

WOLFBANE COMMANDOS

The Wolfbane Commandos are composed of rogues who, for their own reasons, have split from their clans and joined the Wolves. The most characteristic feature of these blue-blooded warriors are their pony tails, their fur coats and their hardened leather surcoats. They are also famous for using warpaint on their faces.

SPECIAL RULES. Wolfbanes are special forces troopers and will fight to the last warrior. They are famous for their prowess in close combat. They have the Close Combat Training special ability.

Wolfbanes are masters of infiltration. They have the Commando Training and Stealth special abilities.

Wolfbane Chieftains are always drawn from the fiercest and most cunning close combat warriors.

They must lead their comrades from the front in order to keep their respect.

Wolfbane Heroes are mighty warriors in their prime. These are soldiers who have distinguished themselves above and beyond the call of duty and who now stalk the battlefields alone in search of their prey.

SUPPORT GROUPS. Imperial close combat troops such as the Wolfbanes are famous for their charges into close combat while supported by fireteams of heavy weapons. To simulate this you may use the following rule.

Wolfbanes are meant to close with their enemy swiftly and put them to the sword. Heavy weapons like Chargers are intended to stand off at a distance and mow the enemy down. If you have more than one Wolfbane squad, you may take the heavy weapons soldiers from each squad and put them in a support group. This group becomes a separate squad and is activated as such. It can remain in position and throw out a storm of hot lead while their compatriots close with their foes and put them to their swords. This support group has no nominal leader and uses the rules for squads that have lost their leader (i.e., every model in the group must stay within six inches of the first model activated each turn).

You cannot mingle heavy weapons troops from different squad types, like Wolfbanes and Highlanders (another type of Imperial commandos). Wolfbanes stick with Wolfbanes, and everyone else behaves likewise. If, for example, you have three Highlander squads and two Wolfbane squads, you could not have a support group composed of the Charger carriers from each squads. You would have to create two separate support groups, one drawn from the Highlanders and one drawn from the Wolfbanes.

EXAMPLE: *You have three squads of Wolfbanes, each with a Charger HMG. Rather than placing each Charger with its unit, you may choose to form a support group containing all the Chargers.*

EQUIPMENT. Wolfbane Commandos are armed with Punisher blades and Aggressor sidearms. Wolfbane Chieftains are always armed with Claymores as a badge of their rank.

One Commando may be equipped with a heavy weapon in place of a blade and gun. It can pick any heavy weapon from the Imperial or General Armory Lists. Usually, this is the Charger HMG.

Wolfbane Heroes can be armed with any weapon from the Imperial Armory List except heavy weapons. They always carry a Claymore, too.



Chieftain Sean Gallagher—probably the best known Wolfbane Hero ever.

STRUCTURE. Wolfbane Commandos operate in squads of 2 to 4 Commandos and 1 Sergeant.

Wolfbane Heroes are individual models. You may only purchase a Wolfbane Hero if you have at least one squad of Wolfbane Commandos in your Force.

You can use the Wolfbane descriptions as a template for the Highlander Clan Warriors.



10-head award

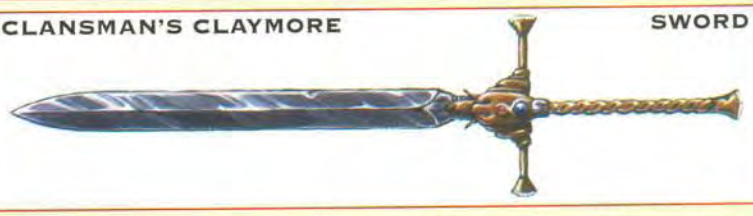


100-head award



1000-head award

CLANSMAN'S CLAYMORE **SWORD**



	CR	MX	RM	DAM	Cost
CLANSMAN'S CLAYMORE . . .	CC	—	—	15	4

Claymores are potent, two-handed weapons which protect against the influence of the Dark Symmetry. Bearers of a Claymore gain +2 to all saving throws against the powers and gifts of the Dark Symmetry. Claymores can be used to make a sweep attack.



Twin Barracuda pilot Airman Trevor Bartholomew of Rams 166th Air Cavalry.

HEDGEHOG NECROMOWER

The fast and heavily armed Necromower vehicle is an incredibly rugged, four-wheel-drive, all-terrain vehicle specially modified to act as a weapons platform. Their metal frames provide excellent protection for their drivers, highly trained soldiers of the Wolfbane Light Cavalry.

Necromowers are used to enable rapid deployment of heavy firepower anywhere on the battlefield. The vehicle is steered with the right hand while the left is used to guide the mighty Ultracharger. There are pedals for gas and brakes.

SPECIAL RULES. Necromower drivers never rout.

Because they are wheeled vehicles, Necromowers cannot cross walls. They can only move through any gap they can find. Any Necromower which rams a wall or other impassable obstacle will take a DAM 16 (x3) hit. Since Necromowers are relatively light vehicles, large models such as Eradicator Deathdroids, Ezoghouls, Nepharites and even other Necromowers count as impassable obstacles. However, during such a collision, the other model will take damage for being run over (see below).

Because they are large models and because they are vehicles, Necromowers cannot hide.

Because they are vehicles, Necromowers may make only a single turn of up to 90 degrees during a single Move action. They can move backward at half speed. Before they do this, they must use an action to stop.

Necromowers cannot charge or enter close combat. Also, they cannot be engaged in close combat. However, they can run people down. To do this, they simply move up to their target model. They don't have to roll to hit. The victim gets to leap aside if it can roll under its Leadership. If it succeeds, place it to one side of the area the Necromower passes through. If the victim fails to leap aside, it takes a DAM 16 (x3) hit. Necromowers can run down as many people as they can hit during a Move action.

EXAMPLE: *Necromower driver Donegal sees that a squad of Legionnaires has lined up in front of him in a nice, little row. By driving in a straight line, he can run down three of them in a single move. Each Legionnaire has a Leadership of 10, so it needs to roll that number or less to avoid the rampaging Wolfbane's grinding wheels. The first makes its roll, as does the second, but the third rolls an 11, just failing the test.*

The poor Legionnaire takes 3 Damage 16 hits and must make Armor rolls for each of them. It makes the first one, but fails the second. Since it only has 1 Wound, the last roll is academic. Cackling, Donegal swings his vehicle around to make another pass the following turn.

EQUIPMENT. Necromowers are armed with a Charger HMG. The cost of this is already figured into the point cost of the vehicle.

STRUCTURE. Necromowers are purchased as individual models.

RAMS AIR CAVALRY

Pilots of Twin Barracudas are generally reckoned to be daredevils by most people. This is wrong. In fact, they are quite insane. You have to be out of your mind to go screaming through the skies on an airborne version of a modified Southpaw rocket launcher. These highly dangerous vehicles are guided using two joysticks beneath the great fuel tanks. The left joystick is for rough maneuvering of the craft. The right hand one is for fine adjustments during aiming.

The most famous users of the Twin Barracuda are the Rams of Clan Loughton.

IMPERIAL ARMORY

AGGRESSOR — **HANDGUN**



	CR	MX	RM	DAM	Cost
AGGRESSOR	3	6	–2	10	1

The Aggressor is the standard sidearm of the Imperial Corporation.

ASSAILANT — **SNIPER RIFLE**



	CR	MX	RM	DAM	Cost
ASSAILANT	30	60	–3	13	14

The Assailant is the standard-issue sniper rifle of the Imperial Corporation.

INTERCEPTOR — **SMG**



	CR	MX	RM	DAM	Cost
INTERCEPTOR	4	8	–2	13	5

This SMG is light and easy to use. It is the SIDEARM most often given to Blood Beret and Wolfbane close assault troops.

DESTROYER — **LMG**



	CR	MX	RM	DAM	Cost
DESTROYER	22	45	–3	15 (x2)	26

The Destroyer is unusually heavy and powerful for a weapon of its class. The Destroyer is a heavy weapon and a burst-fire weapon.

INVADER — **ASSAULT RIFLE**



	CR	MX	RM	DAM	Cost
INVADER	12	24	–4	14	8

The rugged and reliable Invader is the standard assault rifle used by the Blood Berets.

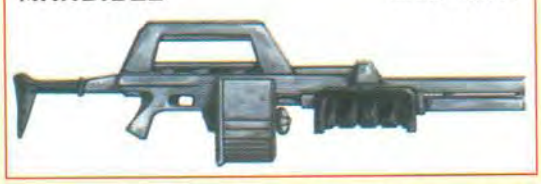
SOUTHPAW — **ROCKET LAUNCHER**



	CR	MX	RM	DAM	Cost
SOUTHPAW	30	60	–3	12 (x4)	65

The Southpaw spits out five explosive shells per second. Use the circular explosive template to determine how targets are affected.

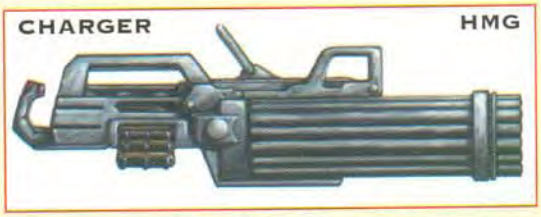
MANDIBLE — **SHOTGUN**



	CR	MX	RM	DAM	Cost
MANDIBLE	S	—	—	12	9

The Imperial Mandible is a shotgun.

CHARGER — **HMG**



	CR	MX	RM	DAM	Cost
CHARGER	18	35	–2	16 (x3)	39

The Charger is one of the heaviest machine guns ever built. It is capable of burst-fire and is a heavy weapon.



Field Marshal Sir Sebastian Johnstone—chief of combined IAF.

IMPERIAL HALL OF FAME



Sergeant Mike Morgan—first from his clan to be knighted twice.



Blood Berets Sergeant Chainripper+Interceptor



Blood Berets Troopers equipped with Invader Battle Assault Rifles with Bayonets.





Blood Berets Trooper Deathlockdrum HMG



Wolfbane hothead with Charger HMG



Rams Air Cavalry pilot with Twin Barracuda





Wolfbane Troopers equipped with Punisher Swords for close combat purposes and Aggressors for extra fire-power



Chieftain Dungal led his sixty Wolfbanes to victory against eighteen Kohorts of Screaming Legionnaires.

SPECIAL RULES: Rams Air Cavalry use Twin Barracudas to fly. While airborne, they may fire their rocket launcher. If they miss and the weapon deviates, they don't care very much. While airborne, they will be unaffected by the blast, even if it occurs directly under them. However, if they fumble while firing, then they spin out of control and crash. This will kill the pilot very spectacularly.

If a Twin Barracuda spins out of control or if the pilot is killed while airborne, the vehicle will crash. This is very nasty for all concerned, since the Twin Barracuda is filled with a volatile mixture of rocket fuel and explosive warheads. Both players roll 1D20. The player with the higher result gets to move the crashing Twin Barracuda up to 10 inches away from the point where it was. It spins down, flames belching and pilot screaming and then explodes. Place the Explosives template at the point of impact. At the point of impact, a DAM 15 (x4) explosive hit goes off.

EQUIPMENT. Rams Air Cav are armed with a slightly modified version of the Southpaw Rocket Launcher. The cost of this heavy weapon is already figured into the model's point cost. The Barracuda gives a flight move distance of 10 inches.

STRUCTURE. The lunatics of the Rams Air Cav are purchased as individual models.

"BANZAI"

The hot, Venusian sun beat down. Oni squatted up to his knees in water. The humidity was uncomfortable. For a moment, Oni wished for the cool, crisp, recycled air of his Mercurian home, but instantly he suppressed the desire. Across the flooded rice paddy, he could see the shell of the village. Behind it, the distant mountains rose like the promise of paradise. Such a peaceful-looking day, he thought. The sky so clear and blue. The wet smell of the fields rising like Temple incense. The silence. It was a fine day to die.

He gestured for the rest of his squad to begin their advance. The warriors moved forward fast and quiet, heads down, Shogun assault rifles ready to fire. Only the faint hum of their armor's servo-motors broke the quiet. Oni loosened his swords in his belt. Soon it would be time to kill or be killed. He moved forward himself. The water sloshed round his legs. Little currents eddied around the greaves of his armor. His own gun felt heavy in his hand.

At another time, he would have felt foolish. Imagine, sneaking up on a peasant village like ronin in the night. It was dishonorable. He smiled. It was not for him to worry about such things. His Daimyo had already done all his thinking for him. If Lord Sato said there were Dark Legion troopers in the village, Oni believed him.

Adrenaline and excitement surged through his veins. He was going to fight. He knew it. It did not matter how peaceful the village looked. There were enemies there. He could die. A slight spasm of fear flickered through his mind. The young Samurai forced himself to look at the broad back of Corporal Yoshima. He took three deep breaths to calm himself. What does it matter? he asked himself. Life is a mountain. Death is a feather. Duty is all.

He risked a glance off to his right. Two more squads of Lord Sato's Samurai were there. Out of the corner of his eye, he thought he caught a flicker of movement. Perhaps it was true. Perhaps the shadowy ones were there. He suppressed a shudder. Like all Samurai, he despised and feared the legendary assassins of the Deathbringer Cult. To die at their hands was dishonorable. Still, these were supposed to be on their side.

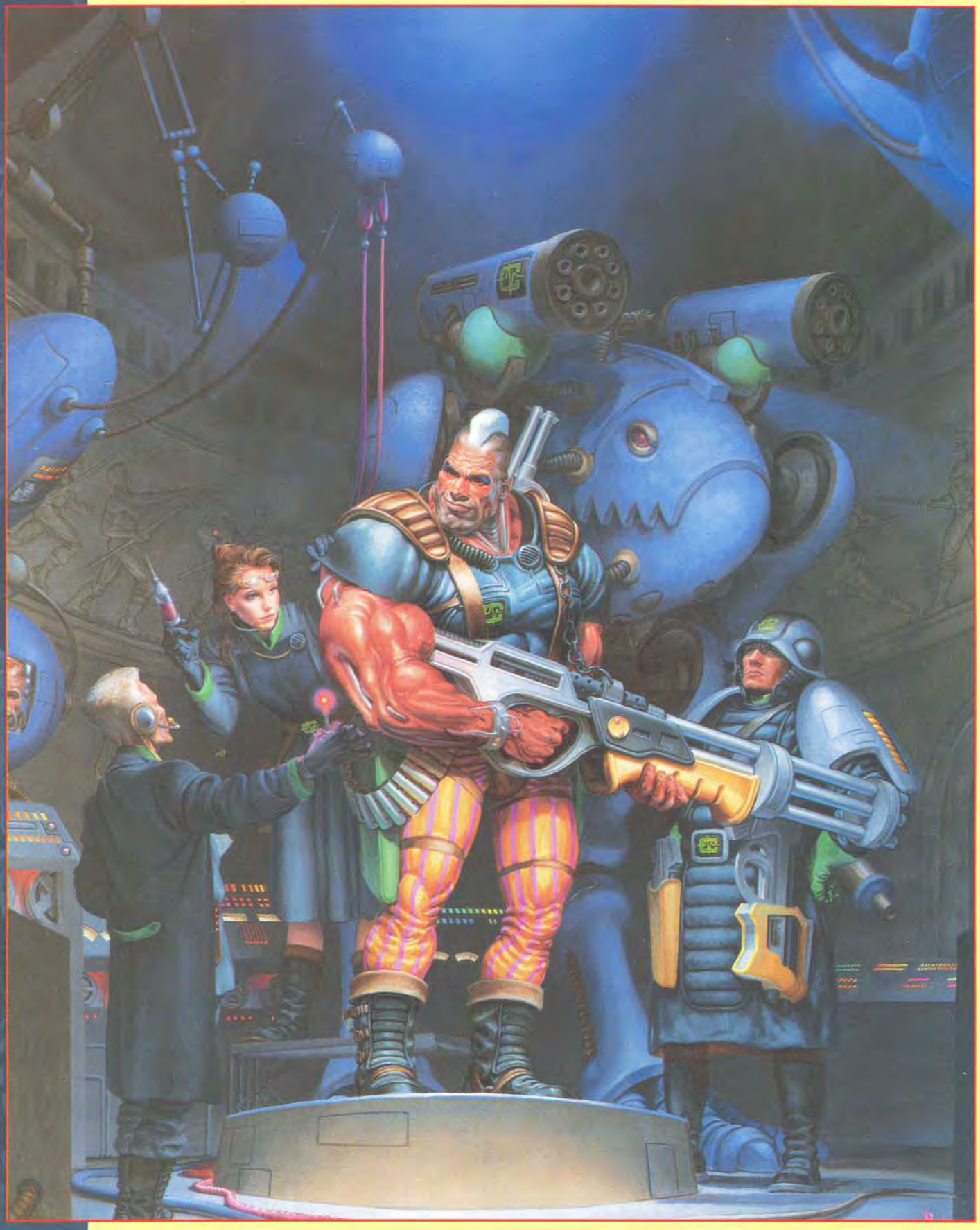
Corporal Yoshima stopped. He gave a hand sign to indicate that Oni should look toward the village. Something was moving there, something big. It stood at the edge of the paddy and glared out at them. It's three-horned head scanned left to right as it studied the field. It was a Nepharite. Lord Sato was correct. Not that I ever doubted, Oni thought hastily.

Suddenly the Nepharite's booming laughter filled the air. It raised its huge gun and blasted at the oncoming Mishiman warriors. Oni saw Tambu fall and then Noi. Yoshima flinched.

«Steady,» Oni said calmly. The single word was enough to quiet the Corporal's fear and allow him to keep his honor. «Fire!»

The Shoguns chattered, but their bullets fell far short of the Nepharite. The terrible, black gun kept firing, dropping a warrior with every shot. Oni saw a horde of other figures moving out of the

continued on p. 98





CYBER-TRONIC

Cybertronic is the most technologically advanced of all the corporations, and they are viewed with some suspicion by all the others because of the way they are trying to integrate humans with machines. Cybertronic troops are divided into two types: the cyborg Chasseurs and the robotic Cuirassiers. The Chasseurs are terrifying hybrids of flesh and machine, armored cyborgs with many times the strength and endurance of a normal person. The Cuirassiers are even more terrifying. They are artificially intelligent machines programmed to fight and kill in the service of the corporation.

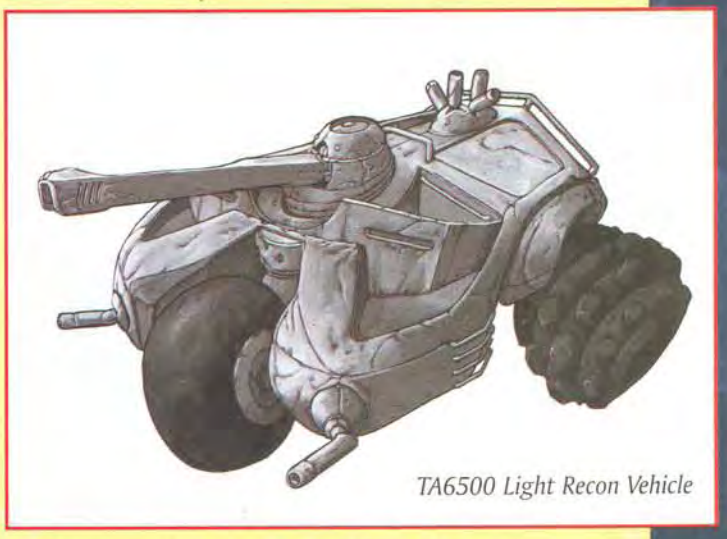
IMMUNITY TO ART AND DARK SYMMETRY

Perhaps the technology with which Cybertronic troops are saturated gives them immunity to supernatural influence, or maybe Cybertronic has developed a way of disrupting the flows of power. Nobody knows for sure. What is certain is that Cybertronic troops show a strange resistance to the Art and the Dark Symmetry. Whenever a Cybertronic unit is targeted with a spell or a Dark Gift, the Cybertronic player rolls 1D20. If the result is 10 or less, the spell or Gift has no effect.

ARTIFICIAL INTELLIGENCE (AI)

Many of Cybertronic's troops are not human at all. They are robots controlled by sophisticated, artificially intelligent neural networks. These AI's have been programmed with millions of scenarios and tens of thousands of subprograms for how to achieve their mission objectives. This means that they perform differently from ordinary human soldiers or even Chasseurs.

Units that possess AI never take panic tests for any reason. They are inhuman and emotionless. Fear never touches them. They will continue to try to achieve their objectives despite casualties, for as long as they are ordered to. As far as Cybertronic's leaders are concerned, this is the plus side.



TA6500 Light Recon Vehicle

However, there is a minus side. Perhaps it is because of the all-pervasive negative influence of the Dark Symmetry on electronic devices, or maybe it's because of glitches in the programming, but AI troopers have a tendency to run amok. This can happen whenever the AI fumbles. Roll under its Leadership. If you succeed, treat the fumble normally. Other wise, the AI has run amok.

When an AI runs amok, the rest of its actions for that turn are performed by the opposing player. The foe can use it to shoot at the Cybertronic player's troops, engage them in close combat or anything else except leave the table or walk into impassable terrain. Next turn, the model is returned to the Cybertronic player's control. The unit's self-correcting systems have cut in (until the next time it runs amok.)

If a unit fumbles while running amok, this is treated as a normal fumble.

CYBERTRONIC FORCES	CC	MW	PW	LD	AC	W	ST	MV	A	Cost
Chasseur	13	13	—	13	3	1	2	3	28	21
Chasseur Sergeant	15	15	—	15	3	1	2	3	28	27
Chasseur Hero	16	16	—	16	4	2	3	3	28	41
Cuirassier	14	14	—	12	4	2	4	3	30	48
Eradicator Deathdroid	14	14	—	10	3	4	8	3	30	175

CHASSEURS

Chasseurs are the basic cyborgized combat troops. They have been equipped with subdermal armor, and their bionic limbs make them many times stronger than a normal human. Their semi-robotic coolness gives them a high Leadership. Chasseur Heroes are the best and most competent of the Chasseurs, powerful warriors with years of battlefield experience.

EQUIPMENT. Chasseurs are armed with the



Chasseur



Attilla III-type Cuirassier

AR3000 Assault Rifle. Their Sergeants are equipped the same way. One model may substitute a heavy weapon from the Cybertronic or General Armory Lists for an AR3000.

Chasseur Heroes can be armed with any weapons from the Cybertronic Armory List except the Titan Megablaster and the Gigadeath Chainripper.

STRUCTURE. Squads consist of 3 to 5 Chasseurs and 1 Sergeant.

Chasseur Heroes are individual models. You may only purchase one if you have at least one Chasseur squad in your force.

CUIRASSIERS

Cuirassiers are the dreaded robotic warriors of Cybertronic, feared as relentless killing machines that show no mercy, know no fear and which never, ever stop until they are destroyed.

SPECIAL RULES. All Cuirassiers are AIs.

EQUIPMENT. Cuirassiers may be armed with any weapon from the Cybertronic Force List except for the Titan Megablaster or the Gigadeath Chainripper.

STRUCTURE. Cuirassiers are individual models.

ERADICATOR DEATHDROID

The Eradicator Deathdroid, also known as the Juggernaut, is Cybertronic's most feared battlefield machine. It is a massive, lumbering robot designed for one purpose only—to bring destruction to everything in its way. Its right arm ends in a customized Chainripper. Its left arm ends in a Titan Megabolter. The whole earthshaking monstrosity weighs nearly two tons. Sophisticated self-repair systems help preserve the Eradicator on the battlefield, even when weapons do manage to penetrate its multiple layers of super-resistant alloy armor.

SPECIAL RULES. Eradicators are AIs.

Within the massive armored carapace of the Eradicator are many self-repair mechanisms. These help keep the unit moving even when it has been shot to pieces. Some claim the only way to take out a Eradicator is to overload these mechanisms. It is true. Whenever the Eradicator takes a wound, roll 1D20. If the result is 10 or less, ignore the wound.

Eradicators are large models.

EQUIPMENT. The Eradicator is armed with the Titan Megabolter and the Gigadeath Chainripper.

STRUCTURE. Eradicators are individual models.

CSA 404 **SWORD**



Electro-heated sword very rarely seen on the battlefield. CR: CC; DAM: 14; Cost: 8

CYBERTRONIC ARMORY

AR3000 **ASSAULT RIFLE**



	CR	MX	RM	DAM	Cost
AR3000	15	30	–3	13	9

The AR3000 is one of the best assault rifles ever designed. It has an automatic, self-adjusting grip that allows it to be used one-handed if necessary.

TSW4000 **LMG**



	CR	MX	RM	DAM	Cost
TSW4000	30	60	–3	14 (x2)	30

The TSW4000 is the top end of light machine guns. It is a heavy weapon with burst-fire capability.

SA-SG7200I **SHOTGUN**



	CR	MX	RM	DAM	Cost
SA-SG7200I	S	—	—	12	10

The SG7200I is a standard shotgun manufactured by Cybercurity.

SSW4200P **HMG**



	CR	MX	RM	DAM	Cost
SSW4200P	36	75	–4	15 (x3)	45

Standard HMG customized so that it can be carried into battle by a Cuirassier. It is a heavy weapon with burst-fire capability.

SR3500 **SNIPER RIFLE**



	CR	MX	RM	DAM	Cost
SR3500	60	120	–3	12	14

The SR3500 is a lightweight sniper rifle used by Cybertronic assassins and combat troops.

SSW5500 **ROCKET LAUNCHER**



	CR	MX	RM	DAM	Cost
SSW5500	30	60	–2	11 (x3)	48

The SSW5500 is a portable rocket launcher that fires explosive shells. Use the circular explosive template to determine how targets are affected.

GIGADEATH **CHAINRIPPER**

	CR	MX	RM	DAM	Cost
GIGADEATH	CC	—	—	12 (x3)	—

Only an Eradicators internal generator can power this super-powerful chainsaw-based weapon.

TITAN MEGABLASTER **HMG**

	CR	MX	RM	DAM	Cost
TITAN	36	75	—	16 (x3)	—

This upgraded SSW4200P is so heavy that no human could possibly carry it. It can only be fitted onto the reinforced chassis of an Eradicator.



Charles Sykes—a very dangerous and secret man. Don't ask.



CYBERTRONIC HALL OF FAME



Attila III cuirassier unit



"Reaver"—saved the Pagoda Center from four Heretic bombings in two weeks during X-mas '72.



Max Torino—ex-Bauhaus playboy and broker who joined Cybertronic after having made his first billion at 22.

"Banzai" continued from p. 93

buildings: Undead Legionnaires, Necromutants and other, worse things. Dark Legion bullets whizzed all around, thick as raindrops in a monsoon. More and more warriors went down. The squad wavered. Even the demands of honor could not keep soldiers moving into that relentless hail of death. The warriors in front of him turned. Oni saw fear written in their faces. Fear of death and fear of loss of honor warred within them. Quickly, Oni measured the distance between his troopers and the village. Too far, he knew, but what matter? Death before dishonor. He drew his blades and brandished them in the air.

«Banzai!» he screamed and charged forward. He did not look back to see if his warriors would follow. Then he breathed a prayer of thankfulness. He could hear troopers splashing forward all around. Their shame had conquered their fear.

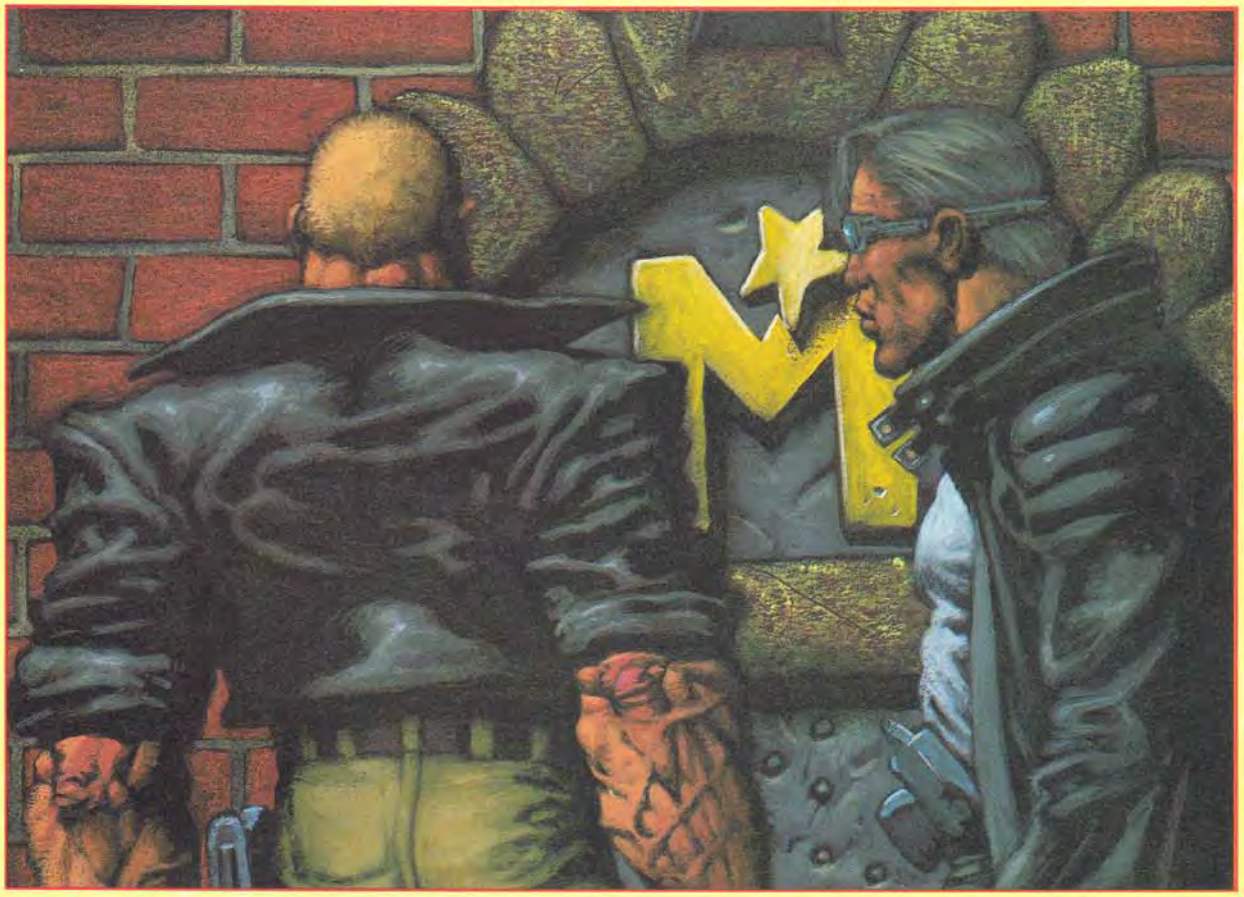
Now warriors overtook him on all sides. The tide of fire dropped them to float face first in the blood-soaked water. A suit of armor erupted as a shell caught its vulnerable hydraulic joints. Oni kept running. His heart was pounding, and sweat streamed down his back. Fifty meters. Yoshima overtook him. A shell from the black gun burst through his head and splattered Oni's face with blood and brain jelly. Twenty-five meters. Bullets bounced off Oni's armor. Bloodlust filled the Samurai. He no longer cared about death. Just let me slay the monster, he prayed.

Ten meters. He could see the Nepharite's twisted face now, its great fangs, its glowing eyes. His sword felt heavy in his hands. He lined up his stroke. He knew he would only get one. The Nepharite fired. Oni flinched. The bullet whistled over his shoulder.

Impact. Oni's blade cut at the Nepharite's neck. It bit deep into the leathery flesh, but not deep enough. The Nepharite bellowed with pain. Oni lashed out again, sending his blade deep into the Nepharite's stomach, polluting his sword's ancient steel with the creature's foul blood. The Nepharite swung around. The sharp edges of its great gun slashed towards Oni. He sprang back and tripped right amid a squad of Legionnaires. The Nepharite loomed over him, his blade held high. Oni knew he was dead. He fought the urge to close his eyes. Instead, he met the Nepharite's burning gaze. Life is a mountain, death is a feather, he thought.

Suddenly, another blade passed through the Nepharite's chest. The huge monster stumbled and fell. Oni rolled to one side, and the body hit the ground beside him. A huge, red-garbed figure loomed over him. A smoking pistol blazed softly away in one hand, its silenced bullets killing the nearest Necromutant. The Legionnaires stopped moving. Oni sprang to his feet. All around him, it was quiet. The battle was over. Samurai and Legionnaires lay everywhere. Only Oni and the red-garbed Shadow Walker moved amid the ruin. He and the Shadow Walker exchanged glances. Then, without speaking, they turned and walked away in opposite directions.

It would have been dishonorable to thank a Shadow Walker for saving his life.





THE CARTEL

The Cartel is the body responsible for intercorporate cooperation. As such, they have taken on the role of coordinating the fight against the Dark Legion. This means that Cartel forces can be drawn from the force lists of any other corporation. Cartel forces are often led by the mighty Doomtroopers, the most famous warriors in human history.

CARTEL FORCE LIST

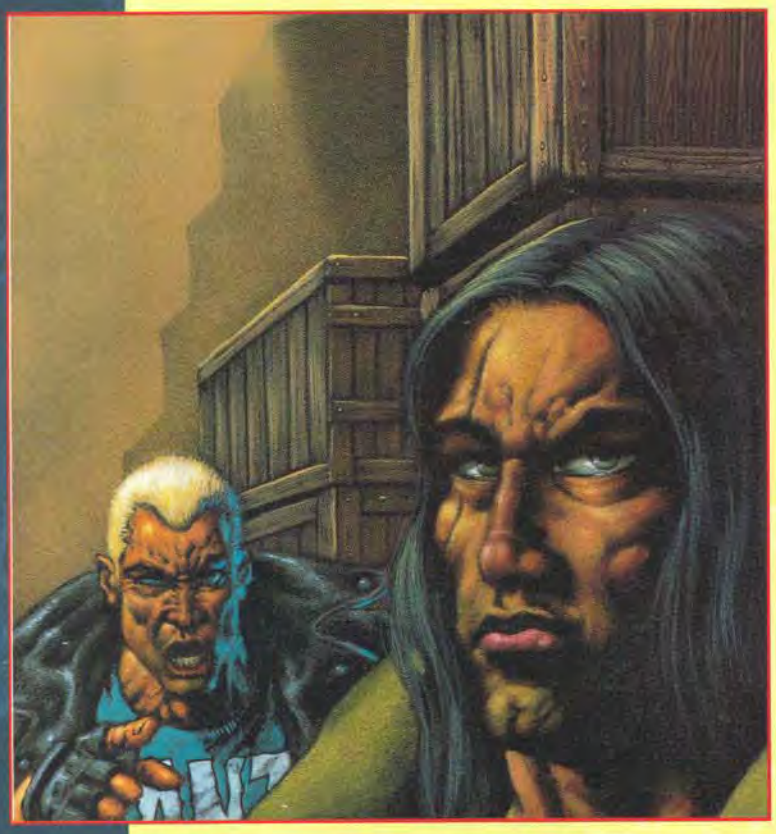
DOOMTROOPERS

DOOMTROOPERS	CC	MW	PW	LD	AC	W	ST	MV	A	Cost
Warrior	16	13	—	16	4	3	3	3	26	41
Marksman	13	16	—	16	4	3	1	3	26	39

CARTEL AGENTS

CARTEL AGENTS	CC	MW	PW	LD	AC	W	ST	MV	A	Cost
Agent	12	13	—	15	3	1	1	4	22	22
Special Agent	14	15	—	15	4	2	1	4	22	36

The Cartel player may choose squads (not individual models) from any other corporate force list. It may also choose to deploy Agent squads. Often these forces are ad hoc collections of whatever is available when a crisis arises. While the Cartel does its best to ensure that these forces have some chance to train together, it is not always possible, and even when it is possible, intercorporate friction often causes problems coordinating the force. Only the Doomtroopers ever really get over this. Because of this, Cartel forces suffer a –4 penalty when rolling for initiative. If the Cartel force contains Imperial or



Bauhaus units, it may not use the "Seize the Initiative" or "The Moment Has Come" special abilities.

A Cartel force must contain squads from 2 or more different force lists. Each squad can only use its own special abilities from its own force list. For example, only Capitolian squads can be Airborne, only Bauhaus squads can use the Reliablity rule, only Mishima troops can Banzai charge, etc.

Aside from Doomtroopers, the Cartel may choose its individual models from the Brotherhood list, too. The Brotherhood often sends Inquisitors or Mystics to aid in a fight against the Dark Soul, but its military is not part of the Cartel command structure. You may also choose Cartel Agents as individual models.

DOOMTROOPERS

The Doomtroopers are the best-trained and best-equipped warriors in human history, a small, elite force set up to face the terrifying might of the Dark Legion. They also serve as living proof of the fact that humanity can cooperate and that even the corporations can act together. Doomtroopers are taught to fight in two-person teams. Each member specializes in one field of combat expertise, either close combat or missile weapon combat. These teams are subject to the following special rules.

SPECIAL RULES. Teams must come from the same megacorporation. Doomtroopers are purchased as individual models, so a Doomtrooper team will use up two of your total allowance for individual models.

You can choose your Doomtroopers from any corporation. There are some slight variations between them.

- Capitol and Imperial Doomtroopers both use the standard profile.
- Imperial Doomtroopers never rout. They cost 5 points more than normal.
- Mishima Doomtroopers have MV 4 and A 24.
- Cybertronic Cuirassiers have ST 4 and are subject to all the rules for AIs. Chasseur Doomtroopers have Leadership 13 and cost 2 points more than normal. All Cybertronic Doomtroopers have A 28.
- Bauhaus Doomtroopers all have MW skill of 2 greater than the basic Doomtrooper profile. They cost 2 points more than a normal Doomtrooper.
- All Doomtroopers may purchase up to three heroic special abilities, see the section on "Creating Really Individual Models".

EQUIPMENT. Doomtroopers can use weapons from their own corporation's armory list as well as from the General Armory List. On the force list below, Marksmen are the missile weapon specialists. Warriors are the close combat specialists.

STRUCTURE. On the battlefield, the members of a Doomtrooper team are treated as individuals. If the team members are within command distance of each other, the team can be activated as a squad (i.e., at the same time). They still act as individuals in all other respects, though. For instance, if one Doomtrooper takes a wound and panics, its teammate is unaffected.

CARTEL FIELD AGENTS

Cartel Field Agents are rugged individuals who are often the Cartel's first point of contact with the a Heretic cell or a Dark Legion conspiracy. They must have nerves of steel to perform their task.

SPECIAL RULES. Cartel Agents are possess the Close Combat Training and Stealth special abilities.

EQUIPMENT. Cartel Field Agents are equipped with whatever weapons from any non-Dark-Legion organization's Armory List they like, as well as from the General Armory List. Normally they wear light armor such as they would wear when working undercover.

STRUCTURE. Squads of Agents sometimes fight in particularly desperate circumstances. They operate in leaderless groups of 3 to 5.

Special Agents are individual models.

"ETOILES MORTANT"

Valerie Duval squatted high above the streets of Fukido. She leaned the barrel of the sniper rifle across the top of the broken neon sign and scanned the street through its telescopic sight.

Below her, the teeming throng surged through the midnight thoroughfares. They paused to admire consumer goods on display in shop windows and preen themselves in the mirrors of the luxury cars. Expensive women in designer dresses exchanged knowing looks with businessmen in Imperial suits. Beggars panhandled. Dangerous-looking youths stood on street corners and practiced looking tough. It was all the same as she remembered from fifteen years ago. Nothing in Fukido had changed, even if she had. Those years had seen her pass through the military and into the Etoiles Mortant. She wasn't a sweet, young girl anymore. Maybe she never had been.

She checked her chronometer. Two more minutes. Jules and his team should be in position now. The rest of the squad should be ready to go. She shook her head, still not sure this was wise. Committing Bauhaus military to action on the streets of a neutral city, even if was the free port of Fukido, was dangerously close to violating Cartel protocols. Well, that was something for the diplomats to worry about. It was her job to see that Karlstein was returned to Bauhaus or, failing that, killed. He was a renegade and a Heretic, and there was no way they were letting him fall into the hands of Cybertronic.

She wondered if the technocrats who ran Cybertronic knew what they were dealing with. If they did, it was bad, a sure sign that what the Cardinal claimed was true, that Cybertronic was a manifestation of the Darkness. Despite her faith in the Cardinal, she found that hard to believe. She had fought alongside too many Cybertronic troopers to believe that of them. Yes, they were inhuman, but they were not evil.

A plain, black sedan pulled up in front of the Cybertronic office building. Karlstein got out. She sighted on him. He was the same as she remembered, still tall and handsome in a cruel, fair way. A Chasseur got in the way before she could snap off the shot. Its metal-encased face suddenly filled the scope. Two Attila units emerged from the building. Cybertronic wasn't taking any chances of the defecting scientist being mugged in the street.

A squad of Hussars emerged from the alley. They opened fire on Karlstein's bodyguard. As if by magic, the street cleared. People threw themselves flat, dived for cover behind cars, scrambled into shop doorways. Plate glass smashed under the hail of bullets.

She tried for a clear view of Karlstein, but he had ducked out of sight behind the car. She could only watch and wait. The Chasseur bodyguards reacted with mechanical precision, snapping off shots at the oncoming Hussars. The Hussars blazed back with their AG–17's. Duval saw two Hussars go down. One Chasseur fell in exchange. The Attilas were starting to unlimber their heavy weapons. She decided to take a hand. Carefully she sighted on one of the combat robots, and just as carefully, she squeezed the trigger. The Attila's head exploded. She aimed at the second and fired again. This time, her heavy caliber shell smashed off the robot's armor.

The Attila looked up, scanning the roof for this new threat. She could see that it had spotted her. It raised its heavy machine gun as if it were a toy and sent a storm of bullets hurtling at her. She dove out from behind the broken sign as the bullets smashed it into a thousand pieces. Flying splinters of glass cut her cheek. She grimaced in pain. After a moment, she dared looking back over the roof's edge

As if on cue, a group of passersby on the street below threw off their coats to reveal the armor of a Mortant Squad. They blazed away at the last Attila, chopping it to the ground.

Suddenly, another massive form lumbered out of the building. It moved with the strange, jerky action of a gigantic clockwork toy, but there was nothing toylike about the massive gun it had in place of one fist, or the gigantic chainsword in which its other arm ended.

«Eradicator, Jules,» Duval whispered into her throat mike. «The mission's a bust. Terminate Karlstein and evac.»


Paul Bonner



THE BROTHER-HOOD

The Brotherhood is a mighty, religious organization that serves the Cardinal. From its great Cathedrals, its Missionaries spread the word of Light, and its Inquisitors set out to purge the worlds of humanity of Heretics.

But the Brotherhood is more than a church. It is a mighty military force. The Brotherhood has its own military wing dedicated to serving the Cardinal's purposes. These soldiers are fanatics of near unshakable bravery, armed and equipped with the best weapons the tithes of the Brotherhood's billions of believers can buy.

In addition to all this military might, there is another thing that makes the Brotherhood feared on the battlefield. Many of its members study the mysteries of the Art, a group of mystical disciplines that provides their practitioners with strange, superhuman powers.



THE ART

Brotherhood individual models may possess the Art. They may study one or more disciplines and use every spell in that discipline. The use of the Art makes these models particularly formidable.

SECONDING

The Brotherhood has agents everywhere. Its Inquisitors are feared and respected by all the corporations.

THE BOOK OF LAW. The Book's seventy-four Chapters contains the Cardinal's word transscribed to do's and don'ts for each situation on the modern battle-field. Each copy is hand-crafted by the Mission's Cell of Scribes, to avoid corruption from the Darkness.



THE BROTHERHOOD FORCE LIST

BROTHERHOOD FORCES	CC	MW	PW	LD	AC	W	ST	MV	A	Cost
Trooper	12	12	—	12	3	1	0	3	23	11
Trooper Sergeants	14	14	—	14	3	1	0	3	23	17
Elite Trooper	13	13	—	13	3	1	0	3	23	15
Elite Trooper Sergeant	15	15	—	15	3	1	0	3	23	21
Sacred Warrior	14	14	—	14	4	1	1	3	26	28
Sacred Sergeant	16	16	—	16	4	1	1	3	26	34
Fury Elite Guard	15	15	—	15	4	1	1	3	28	31
Fury Elite Guard Sergeant	17	17	—	16	4	1	2	3	28	37
Mortificator	16	14	—	15	4	1	1	3	22	30
Assassin	17	15	14	15	4	2	1	3	24	74
Valkyrie	14	14	13	15	3	2	0	3	25	48
Vestal	16	16	14	16	4	3	1	3	25	65
Inquisitor	14	14	13	15	3	2	1	3	25	49
Inquisitor Majoris	16	16	15	16	4	3	1	3	25	66
Mystic	12	12	16	14	3	2	0	3	25	56
Keeper of the Art	13	13	18	16	4	3	0	3	26	83



Archangel pilot of the Second Directorate



Sacred Warrior—personal bodyguard of the Curia

Because of this, individual Brotherhood models may often be found fighting in other forces, lending their strength and wisdom and mastery of the Art where it is needed. This is particularly true when the battle is against the Dark Legion.

The only corporation that the Brotherhood has a real dislike of is Cybertronic. The Curia suspects that Cybertronic's attempts to create artificial intelligence is a blasphemy which leads down the path to Darkness. Until proven wrong, the brethren refuse to trust those hailing from that mysterious megacorp.

Corporate forces (excepting Cybertronic, but including the Cartel) are allowed to choose Brotherhood individual models such as Inquisitors, Mortificators and Mystics to be a part of their force. The number of Brotherhood individual models in a force cannot exceed the number of individual models that force has chosen from its own list.

TROOPERS

Troopers are the backbone of the Brotherhood's armies. They are well-trained, versatile and dedicated.

EQUIPMENT. Troopers are armed with Volcano assault carbines and Nemesis sidearms. One Trooper in a squad may be armed with a HAC-20. Sergeants are armed with Punisher handguns and Chainrippers.

STRUCTURE. A Trooper squad consists of 3 to 5 Troopers and 1 Sergeant.

ELITE TROOPERS

Elite Troopers are selected from the very best of the Cardinal's Troopers. They are proud, dedicated individuals whose faith is great.

SPECIAL RULES. Elite Troopers receive close combat training that increases their DAM rating in close combat by 2.

EQUIPMENT. Elite Troopers are armed with Volcano assault carbines and Nemesis sidearms. One Elite Trooper in a squad may be armed with a HAC-20. Elite Sergeants are armed with Punisher handguns and Chainrippers.

STRUCTURE. An Elite Trooper squad consists of 3 to 5 Elite Troopers and 1 Elite Sergeant.

SACRED WARRIORS

The Sacred Warriors are the Cardinal's best-trained troops, selected from the very best of the Elite Troopers. They are usually only ever deployed against the Dark Legion. They wear fantastically ornate armor handed down from generation to generation.

SPECIAL RULES. Sacred Warriors are resistant to the Dark Symmetry. Add 4 to their Leadership when they make a saving roll against the effects of the Dark Symmetry.

EQUIPMENT. Sacred Warriors are armed with Avenger combos of Retributor carbines and Avenger swords. They are the only warriors who may be equipped with these awesome weapons.

STRUCTURE. A Sacred Warrior squad consists of 2 to 3 Sacred Warriors and 1 Sergeant.

BROTHERHOOD ARMORY

MP-21 NEMESIS — HANDGUN

	CR	MX	RM	DAM	Cost
NEMESIS	3	6	—	10	1

The Nemesis is the favored handgun of the Inquisition. It is a sidearm. Unlike most handguns, it can be fitted with a grenade launcher.

CASTIGATOR — SPEAR

	CR	MX	RM	DAM	Cost
CASTIGATOR	CC	—	—	12	3

Castigators are two-handed, spears tipped with a powerful electroshock device. They are used only by the Valkyries of the Inquisition. Castigators can be used at a range of up to 2 inches. Roll for a close combat attack, but you do not count as being in base to base contact, so you do not have to break away from your foe.

AVENGER — SWORD

	CR	MX	RM	DAM	Cost
AVENGER	CC	—	—	13 (x2)	5

The Avenger is the badge of honor of the Sacred Warriors. Only they are allowed to carry one. The punishment for anyone else found bearing one is death. Avengers can make sweep attacks.

AC-40 JUSTIFIER — ASSAULT RIFLE

	CR	MX	RM	DAM	Cost
JUSTIFIER	5	10	–4	12	6

The Justifier is favored by Inquisitors, not only for its hitting power, but for its integral chain bayonet which does DAM 12 (x2) in close combat.

DELIVERER BLADE — SWORD

	CR	MX	RM	DAM	Cost
DELIVERER	CC	—	—	14 (x2)	6

This electrically charged battle-blade is a variation on the Violator. Only a few of these swords were ever forged, and down the years, they have become inscribed with runes telling their history. They can make sweep attacks and can only be used by members of the Fury Elite Guard.

R75 RETRIBUTOR — SMG

	CR	MX	RM	DAM	Cost
RETRIBUTOR	8	15	–3	15	8

The Retributor is a variation of the Punisher handgun. It has been significantly upgraded to fire heavier ammunition at longer ranges. It is the standard sidearm of the Sacred Warriors.

AC-19 VOLCANO — ASSAULT RIFLE



	CR	MX	RM	DAM	Cost
VOLCANO	15	30	–4	14	9

Standard assault rifle issued to the Cardinal's forces. The expense of manufacturing such weapons prevents it from coming into common use.

HAC-20 ERUPTOR — LMG



	CR	MX	RM	DAM	Cost
ERUPTOR	22	45	–4	15 (x2)	24

The HAC-20 Eruptor is the Brotherhood's standard squad support weapon. It combines a high rate of fire with an excellent range. The Eruptor is a heavy weapon and is capable of burst-fire.

F-214 NEMESIS — LMG

	CR	MX	RM	DAM	Cost
NEMESIS	3	6	—	10	41
FLAMER	F	—	—	18	—

The F-214 is a Nemesis fitted with a powerful hand-held flame-thrower capable of squirting a jet of chemical fire at nearby targets.

AC-41 PURIFIER — LMG



	CR	MX	RM	DAM	Cost
PURIFIER	15	30	–4	14 (x2)	45
INCINERATOR	F	—	—	15	—

The Purifier is a combination of a light machine gun and an incinerator. It is a very nasty weapon, let down only by its relatively short range. The Purifier is a heavy weapon, and its integral incinerator is a flame-thrower.



Stalking the night, hunting the shady back alleys, and infiltrating the enemy lines, Mortificators never tire in their endless assault on the Darkness.



Spearheads of the Cardinal's elite forces, the Valkyries are deployed whereever Darkness shows its ugly face.



THE FURY ELITE GUARD

The Fury are the personal guard of the Cardinal and the Curia, the upper echelons of the Brotherhood. They are rated among the best warriors anywhere. The Cardinal never goes into battle without a unit of them by his side. Their beautiful, antique armor makes them completely distinctive from all other units.

EQUIPMENT. The Fury Elite Guards are armed with Punisher handguns and Deliverer Battleblades.

STRUCTURE. A Fury Elite Guard squad consists of 2 to 4 Fury Guards and 1 Sergeant.



MORTIFICATORS

Mortificators are the Brotherhood's assassins. These are warriors trained in every form of stealthy killing. It is their task to remove Heretics and other enemies of the Brotherhood who are too highly placed or influential to simply be arrested by the Inquisition.

Assassins are senior Mortificators—they operate alone.

SPECIAL RULES. Mortificators are specialists in silent movement and unobserved infiltration. They have Commando Training and Stealth special abilities.

By taking a Use Special Power action, the Mortificator can focus all its power into one mighty blow. This does triple normal Damage. It can only be used in close combat.

Assassins can use one Art Aspect of their choice. It is usually Mentalism.

EQUIPMENT. Mortificators are armed with a silenced version of the Nemesis handgun. This weapon can be fired when the Mortificator is hidden and does not cause the figure to lose its Hidden status. It adds 4 points to the cost. The Mortificator is also armed with a Mortis sword (this is effectively the same as a Punisher short sword).

STRUCTURE. Mortificators fight in leaderless teams of 3 to 5. They may have an Assassin as their squad leader. Assassins can also be purchased as individual models.

VALKYRIES

Valkyries are the all-female branch of the Inquisition. Like all Inquisitors, they are dedicated to the rooting out of Heretics wherever they may be found.

Vestals are the most senior and experienced of the Valkyries.



Mystic with six-tube Power Stabilizer

SPECIAL RULES. Valkyries and Vestals can use one Art Aspect of their choice.

EQUIPMENT. Valkyries and Vestals are armed with a Castigator combo. This consists of a Castigator and a Punisher handgun.

STRUCTURE. Valkyries and Vestals can be purchased as individual models.

INQUISITORS

Inquisitors are often called upon to investigate the doings of the Dark Legion and of Heretics. As such, they are among the most powerful and feared individuals in all the worlds.

Inquisitor Majores are the best and most respected members of the Inquisition, feared by Heretics and evil-doers everywhere.

SPECIAL RULES. Both Inquisitors and Inquisitor Majores can choose one Art Aspect.

EQUIPMENT. Most Inquisitors are armed with the AC-40 Justifier, but they can be armed with any weapon from the Brotherhood or General Armory.



Inquisitor with AC-41 Justifier and Book of Law

STRUCTURE. Inquisitors and Inquisitor Majores are purchased as individual models.

MYSTICS

Mystics are those members of the Brotherhood who have dedicated themselves to the study of the Art. They are awesomely powerful beings and are never found in squads on a battlefield. Keepers of the Art are the mightiest of Mystics.



Spellfinder Glove—commonly used by Mystics and Inquisitors to locate and eliminate Heretics.

SPECIAL RULES. All Mystics can use two Art Aspects. Keepers of the Art may choose three Art Aspects.

EQUIPMENT. Most Mystics and Keepers of the Art use a Punisher combo of a Punisher handgun and a Punisher short sword, but they can be armed with any weapon from the Brotherhood or General Armory.

STRUCTURE. Mystics and Keepers of the Art are always purchased as individual models.

THE ART

To use the Art, a model must have a PW greater than 0 and be affiliated with the Cardinal and the Light. While Deathbringers have a high PW rating, their powers do not fall under the Art's domain. All individual Brotherhood models and certain Etoiles Mortants qualify, though. This gives them access to many powerful spells.



THE ASPECTS

The Art is sub-divided into several Aspects, groupings of mystical spells defined by the arcane methodology by which they are employed. A model automatically knows all of the spells in its chosen Aspect(s). Most eligible models can only use one Aspect, but Mystics and Keepers of the Art can master two.

SPELLS

Spells are each small manifestations of an Aspect. They are what models use on the battlefield. Spells are normally described in the following manner:

RANGE: This is exactly the same as the range of a weapon. Spells can only be targeted against models within range and line of sight. If the target is hidden, then the caster (or someone else) must spot it before the spell can be cast. If it says "Self" in this section, the spell can only be cast on yourself.

LEVEL: This tells you how difficult and complex a spell is. It's usually indicative of how powerful that spell is, too. Variable spells can be cast at any level of the player's choice, up to a maximum of 10.

EFFECT: This tells you the effect the spell will have if successfully cast.

CASTING A SPELL

In order to cast a spell, you must take a Use Special Power action. Then you subtract the spell's level from the caster's Power. This tells you the number you must roll equal to or below to successfully cast the spell.

RESISTING A SPELL

To resist a spell, a model must subtract the spell's level from its Leadership. This tells you the number the model must roll equal to or below to resist the spell's effects.

THE ART OF KINETICS

The Art of Kinetics involves the actual telekinetic manipulation of matter.

STRIKING

RANGE: The caster's PW in inches.
LEVEL: Variable. The player casting the spell can choose any level up to 10.
EFFECT: You channel all your mystical power into a devastating bolt aimed at a single enemy model. Damage of 10 plus the spell's level. This damage is resisted with an Armor roll.

SHIELD

RANGE: Self
LEVEL: 4
EFFECT: You cause a glowing field of light to appear around yourself. This light deflects any incoming attacks. This spell increases your Armor rating by 4 (up to a maximum of 30) for the rest of the battle.

TELEPORTATION

RANGE: Any model in line of sight, including the caster.
LEVEL: 8

EFFECT: You cause a model to vanish from one point of the battlefield and reappear instantaneously somewhere else. The model vanishes and reappears anywhere else on the battlefield that you wish. This can be resisted if the target is unwilling.

EXPLOSION

RANGE: Equal to the caster's PW in inches.
LEVEL: 6
EFFECT: You shape the air into a swirling, volatile ball of gases. When thrown, this ball explodes at the point of impact. Place the Explosives template at the point of impact. You do DAM 12 (x3) explosives damage.

THE ART OF CHANGELING

This Aspect of the Art is concerned with manipulating thoughts and emotions, memories, feeling and sub-conscious activities.

DOMINATION

RANGE: LOS
LEVEL: 6
EFFECT: This spell enables you to dominate the will and guide the actions of an enemy model. It can only be cast on an enemy unit that has not already been activated this turn. The target must make a Leadership test, subtracting the level of the spell. If the target fails this saving roll, it comes under the control of the caster. You must now spend an action to give orders to the victim. Immediately thereafter, you get to make a full set of actions with the victim. The victim may only move or shoot. It cannot take any other sorts of actions. Immediately after the target unit finishes its actions, the control fades. The target unit may not be activated again this turn.

TELEPATHY

RANGE: None
LEVEL: 3
EFFECT: By reading the mind of the enemy commander, you get to add 3 to your initiative roll next turn.

RALLY

RANGE: LOS
LEVEL: 2
EFFECT: You send a wave of positive psychic messages to the target unit. If the target unit has panicked, it gets to make a Rally roll immediately, adding 2 to the unit's highest Leadership value.



Cardinal Dominic painted by Tim Prow

COMMAND

RANGE: LOS
LEVEL: 2
EFFECT: You send an urgent telepathic command to the target unit, activating it immediately. This spell works just like the Give Orders action except that it can be used over great range. It can only be used on friendly units.

PANIC

RANGE: LOS
LEVEL: 3
EFFECT: You send a wave of fear coursing through the target unit. It must immediately take a panic test. This only affects those units that take panic tests.

PAIN

RANGE: LOS
LEVEL: 4
EFFECT: You send a wave of uncontrollable agony coursing through a single target model. It must make a Leadership test (minus the level of the spell) or suffer a single wound.

THE ART OF EXORCISM

This Aspect of the Art is used to repair wounds, deny fear and defy the power of Dark Symmetry in nearly all of its horrendous forms.

TURN UNDEAD LEGIONNAIRE

RANGE: LOS
LEVEL: 2
EFFECT: This spell channels the power of the Light at a unit of Undead Legionnaires. It must make a panic test checking against its best remaining Leadership. If they fail this test, they behave just like any other panicked



squad. They will not, however, rout because of casualties. They may be rallied like any other unit. If this spell is successfully used again against panicked Legionnaires, then they will rout. This spell is just about the only way Undead Legionnaires may be routed.

EXORCISE WOUND

RANGE: LOS
LEVEL: 3
EFFECT: This spell heals one wound from any wounded model. It cannot be used on models already dead and removed from the table.

EXORCISE FEAR

RANGE: LOS
LEVEL: 2
EFFECT: You exorcise all fear from the minds of the target unit, calming them. If the target unit has panicked, it gets to make a Rally roll immediately, adding 2 to the unit's highest Leadership value.

EXORCISE EVIL INFLUENCE

RANGE: LOS
LEVEL: Variable
EFFECT: This spell works to undo the effect of any Dark Symmetry spell, gift or power, such as Infection. When cast, the spell level is the same as the Dark Symmetry effect it seeks to cancel. If successful, the Dark Symmetry effect is undone.

EXORCISE DARK SYMMETRY

RANGE: LOS
LEVEL: Variable
EFFECT: This spell unravels the effects of the Dark Symmetry in the minds of the Dark Soul's servants and disrupts the pattern of any Dark Gift. You choose which Gift to strip away from the victim and then make a PW roll, subtracting the level of the Dark Gift. If successful, the evil pattern is removed from the target's mind, and the target cannot use the Dark Gift for the remainder of the battle.

THE ART OF MENTALISM

This Aspect of the Art allows its practitioners to focus their powers in on themselves, transforming themselves into virtual superhumans.

PROFICIENCY

RANGE: Self
LEVEL: Variable
EFFECT: This ability enables you to focus on any single skill and enhance it beyond belief. Either CC, MW or LD can all be increased by the level of the spell. This increase lasts until the end of the turn.

SPEED

RANGE: Self
LEVEL: 5
EFFECT: This spell adds 2 each to your AC and MV. Its effects last until the end of the turn.

INVULNERABILITY

RANGE: Self
LEVEL: Variable
EFFECT: Every level of this spell adds 1 to your Armor rating (up to a maximum of 30) for the rest of the battle.

EXORCISE SELF

RANGE: Self
LEVEL: 4
EFFECT: This spell heals one wound on you.

STRENGTH

RANGE: Self
LEVEL: Variable
EFFECT: Your Strength is increased by the level of this spell. The effects last until the end of the turn.

FLIGHT

RANGE: Personal
LEVEL: 2
EFFECT: You use telekinetic abilities to rise into the air. For the rest of this turn, you may fly with a Flight Movement of 10 inches. You must end your turn on the ground.

GENERAL EQUIPMENT

General equipment is the war gear normally available to all megacorporate and Brotherhood forces. It is fairly common, and each corporation's versions are so similar that it is not worthwhile describing them separately. General equipment may be issued to almost any model, any restrictions are mentioned in the description.

GRENADES

All grenades are thrown weapons, and they are subject to certain rules. You can buy grenades for an individual model, for a squad leader or for a whole squad. Remember to note down which models and squads are carrying grenades. If you decide to buy grenades for a squad, then you must buy them for every soldier in the squad. This stops any arguments about which figures are equipped with grenades and which aren't.

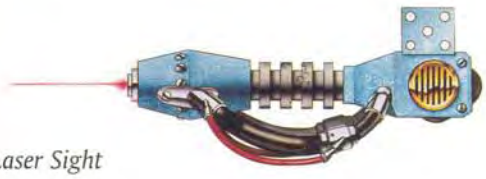
Most grenades operate in a similar fashion; place the grenade template at the point of impact. Anything even partially below the template suffers the effect of the grenade. All grenades can deviate.

FRAG GRENADES do explosive damage sending showers of shrapnel tearing into their targets.

SHOK GRENADES stun their victims. Anything beneath the template must make a panic test.



Grenade Launcher



Laser Sight



Hyperactivator

ARMOR PIERCING GRENADES affect only one target. They do not use the template. However, these powerful shaped charges are capable of inflicting enormous damage on a single target.

	CR	MX	RM	DAM	Cost
FRAG	T	—	—	12	4
SHOK	T	—	—	—	3
AP	T	—	—	18 (x2)	5

GRENADE LAUNCHER

A grenade launcher can be fitted to any assault rifle or submachine gun. It adds 2 to the cost. If enables you to fire any grenades your unit may be equipped with, up to 10 inches. You can buy grenade launchers for individual models, squad leaders or entire squads. If you decide to buy grenade launchers for a squad, every model in that squad who can be equipped with one must have one. The grenades must be purchased separately.

	CR	MX	RM	DAM	Cost
G. LAUNCHER	10	—	—	—	2

BAYONETS

All assault rifles and sniper rifles can be fitted with snap-on bayonets. These give a close combat Damage of 10 and add 1 to the weapon's cost. If you buy bayonets for a squad, you must equip all eligible models in the squad with them.

GAS MASKS

Gas masks cost 2 points each and protect against certain gases. They range from small rebreathers to full face protectors. Of course, they cannot be totally effective, since some gases are contact poisons, and some soldiers won't even bother to wear them, since they are uncomfortable and many restrict the user's ability to see. Also, many are defective.

Gas masks protect against gas attacks on a roll of 15 or less on 1D20. Gas masks can be bought for individual models or squads. If bought for a squad, then they must be bought for every model in that squad.

SPECIAL EQUIPMENT

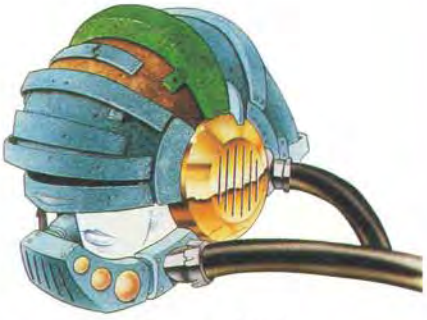
In addition to their weapons and armor, troops may be issued with special equipment that greatly enhances their combat ability. Much of this stuff is rare and costly, so unless otherwise stated, this equipment can only be issued to a squad leader or an individual model. If the model carrying it is killed, any special equipment is lost.



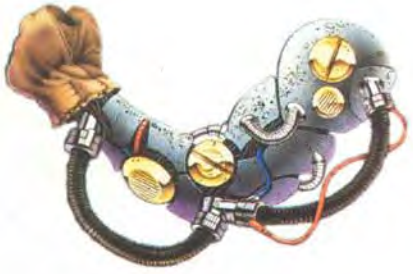
Combat Medic Unit



Coagulant Autoinjector



Command Helmet



Cybernetic Power Arm

There are certain other restrictions. Squad leaders may only be issued with one piece of special equipment. Individual models may carry up to three. Make sure you note down which individual is carrying which stuff.

Equipment marked with a * can be affected by the Dark Symmetry Malfunction Gift.

The special equipment given here cannot be used by Dark Legion forces.

BIONIC EYE IMPLANTS. These add 4 to the user's Leadership when scanning for hidden objects. They also add 2 to the user's Missile Weapons score, but only for purpose of canceling out Range Modifiers. COST: 2 points.

CHAMELEON OVERSUIT. This suit automatically blends in with the background. It is worn over the user's armor. It subtracts 4 from a spotting enemy's chance of seeing a hidden wearer. These rare items are issued only to individual models. COST: 5 points.

COAGULANT AUTO-INJECTOR *. This allows the figure to ignore the first wound it takes. COST: 4 points.

COMBAT DRUGS. These may be issued to either a squad or an individual model. Either way, they have the same Point Cost. They allow the unit to ignore any panic tests until the unit's next turn. They can be used only once, and their use must be declared when the unit is activated. They cannot be used by an already panicking unit. COST: 3 points per model.

COMBAT MEDIC UNIT *. If the figure suffers a wound, roll 1D20. If the result is 10 or less, it ignores the wound. If the weapon does two wounds, you have to roll twice. COST: 10 points.

COMMAND HELMET *. This gives the figure one extra action. COST: 4 points.

CYBERNETIC POWER ARM. This is an artificial arm with servo-motors far stronger than any human muscles. It adds 5 to the model's Strength. COST: 4 points.

HYPERACTIVATOR *. This allows the figure to control its production of adrenaline and endorphins. It grants an extra action per round and adds 4 to the user's Leadership. Before every round of use, roll under the figure's unmodified Leadership. If you fail, the unit is broken, and the wearer loses all actions this round. Once the unit is broken, the Hyperactivator may not be used again for the rest of the battle. COST: 8 points.

LASER SIGHT *. Every shot always counts as aimed. You cannot use an Aim action in combination with this. COST: 7 points.

SCANNERS. These may be issued to a whole squad or to an individual model. Either way, the cost is the same. They add 6 to the squad's Leadership when scanning for hidden objects. COST: 3 points per unit.

SONAR IMPLANTS. These enhance a user's sense of hearing until it can be used as a kind of sonar. Add 2 to the user's Close Combat skill. COST: 2 points.

SUBDERMAL ARMOR IMPLANTS. The warrior's bones have been replaced with metal reinforcements and subdermal armor implants. Add 5 to your Armor rating (up to a maximum of 30). COST: 5 points.

THE GENERAL ARMORY

VIOLATOR BLADE **SWORD**



	CR	MX	RM	DAM	Cost
VIOLATOR CC	—	—		12 (x2)	4

This electrically charged battle-blade can bring down many enemies with one blow. Violators can make sweep attacks.

PLASMA CARBINE **ASSAULT RIFLE**



	CR	MX	RM	DAM	Cost
PLASMA C.....15	—	—		15	18

Plasma Carbine fire explosive plasma bolts. Place the Grenade template at the point of impact. Deviation rules apply.

PUNISHER SHORT SWORD **SWORD**



	CR	MX	RM	DAM	Cost
PUNISHER SS .CC	—	—		14	3

This is a weapon favored by close combat Doomtroopers. It is armor piercing and deadly.

PUNISHER HANDGUN **HANDGUN**



	CR	MX	RM	DAM	Cost
PUNISHER HG..6	12	–2		14	7

The Punisher is the standard SIDEARM used by many a Doomtrooper. It's reliable and hard hitting.

CHAINRIPPER **MELEE WEAPON**

	CR	MX	RM	DAM	Cost
CHAINRIPPER .CC	—	_		12 (x2)	4

Chainrippers combine a gyrostabilized weight with a chainsaw blade that both stuns and rips its target. Chainrippers can make sweep attacks.

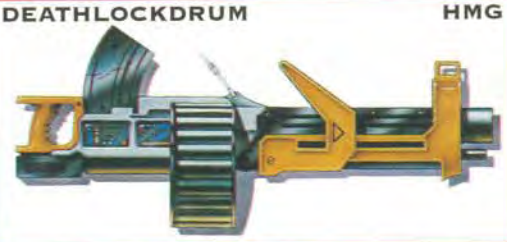
GEHENNA PUKER **FLAMETHROWER**



	CR	MX	RM	DAM	Cost
G.PUKER .....F	—	—		18	40

The Gehenna Puker is a fearsome flame-thrower.

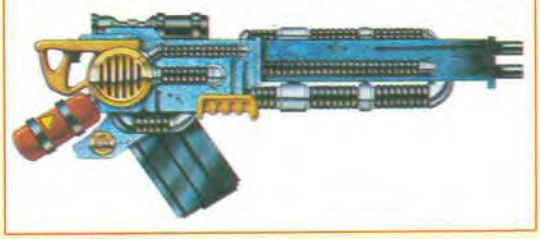
DEATHLOCKDRUM **HMG**



	CR	MX	RM	DAM	Cost
DEATHL-D.....24	48	–3		16 (x3)	47

This is a heavy weapon capable of burst-fire. It has an integral grenade launcher, the cost of which is already figured into the weapon's price.

NIMROD AUTOCANNON **HMG**



	CR	MX	RM	DAM	Cost
NIMROD 24	48	–3		17 (x4)	64

The Nimrod Autocannon is the heaviest of heavy weapons. It is capable of burst-fire.





THE DARK LEGION

The Dark Legion is the deadliest threat that humanity has ever encountered. Its forces descended on the worlds of the Solar System from the dark planet Nero, and they threaten all of humanity with slavery and extinction beneath the heel of their Dark masters.

The Dark Legionnaires are servants of the five Dark Apostles, the chosen messengers of the Great Darkness, the bringers of everlasting terror and eternal night.

CHOOSING A FORCE

Assembling a Dark Legion force is just like putting together a corporate one, except you can only choose Dark Legion models. The Dark Legion often mounts combined operations, though, including forces from every Apostle's followers, so when choosing a Dark Legion force, you are perfectly at liberty to select models from every list.

No force may contain more individual models than it has squads.

Usually a squad may be equipped with any weapon from its own armory or the Necrotech Armory List (see under the «Algeroth» section). Most of the Apostles have their own specialized weapons which can only be chosen by models from their own





force lists, and these are described in the appropriate sections. However, most of the Dark Legion's forces are equipped using weapons produced by Algeroth, who trades these to his fellow Apostles in return for favors and souls. This is why the Kratach is such a universal weapon.

No squad may contain more than one heavy weapon. Individual models may be armed with any heavy weapon. Or they may be equipped with one ranged weapon and one close combat weapon. All models can carry a sidearm and grenades, too.

THE DARK GIFTS

The Darkness grants its servants great power. Certain of the followers of the Dark Apostles have been rewarded with Dark Gifts. These Gifts allow them to shape the patterns of the Dark Symmetry and use it in manifold, eerie and terrifying ways.

With certain exceptions, only individual models in the service of the Dark Soul may possess Dark Gifts. These may be chosen either from the Dark Symmetry List or from the lists of the individual's master. For example, a follower of Algeroth may choose gifts from the Dark Symmetry List or from the Gifts of Algeroth List.

ALGEROTH—APOSTLE OF WAR



Algeroth is the master of Dark Technology, the Lord of Destruction. His armies are far more numerous than those of the other Dark Apostles, for war and destruction are his chosen sphere. In the life-vats of his Citadels, many monstrous creatures of war have been created and more are churned out all the time.

ALIEN MINDSET

None of the members of Algeroth's Legions ever takes panic or rout tests. They do not know fear as mortals do.

UNDEAD LEGIONNAIRES

The Legionnaire forces are the backbone of Algeroth's Dark Legions. The bodies are stolen from the uncountable mass graves that litter the battlefields of our Solar System, as well as from ancient burial grounds on the colonized worlds. This fact gives the Legionnaires a frightening appearance. Their equipment is a mix of modern and ancient technology, and their state of decay varies greatly.

The Legionnaires have lost their souls long ago. They are mindless slaves under the control of the Nepharites or other higher officers within the Dark Legion, and they have no powers to act on their own. A Legionnaire that has lost its commander will stand motionless without performing any actions until another commander regains control.

SPECIAL RULES. Since Undead Legionnaires are already dead, they never need to take panic tests. They are fearless.

If the Undead Legionnaire squad loses its squad leader, then all the Legionnaires stand around doing nothing until they are activated by being given orders by a Dark Legion individual model.

Undead Legionnaires are so stupid that they cannot hide or infiltrate.

EQUIPMENT. Legionnaires are armed with Kratachs.

Structure. Undead Legionnaires appear in squads of 7 to 10. These squads must be led by a Centurion or a Necromutant. If this leader is killed, see above.



ALGEROTH FORCE LIST

ALGEROTH FORCES	CC	MW	PW	LD	AC	W	ST	MV	A	Cost
Undead Legionnaire	10	10	—	10	3	1	1	3	22	5
Necromutant	13	12	—	12	3	1	2	3	24	23
Centurion	14	14	—	14	3	1	2	3	24	30
Immaculate Fury	10	14	—	14	4	2	4	4	26	42
Razide	14	16	—	14	3	3	5	5	30	55
Ezoghoul	17	16	—	16	4	3	5	6	28	63
Pretorian Stalker	18	18	—	16	4	3	5	5	28	66
Dark Huntsman	16	16	—	15	5	3	5	5	28	69
Nepharite	16	15	14	16	5	4	5	5	26	83

NECROMUTANTS

Living captives are brought into the mechanized distortion chambers. Through the unholy process, the very structure of the victim's muscles is changed, and the creature's basic genetic code is reprogrammed. The result is a soldier with nearly perfect combat abilities. Necromutants still retain some activity in their brains and are capable of taking initiative on their own. They also retain a part of their original personality. The small remains of human creativity in the Necromutants make them perfect commanders of small groups of Legionnaires.





SPECIAL RULES. Necromutants may lead a squad of Undead Legionnaires.

EQUIPMENT. Necromutants are armed with Belzarachs.

STRUCTURE. Necromutants can be found leading Undead Legionnaires, or they may be used in squads of 3 to 5 led by a Centurion.



CENTURIONS

These creatures are the captains of Algeroth's Kohorts, culled from cultists, captives and deserters from the ranks of humankind, brought to the distortion chambers of the Tekrons and utterly reshaped into beings of pure evil. Centurions are often placed in direct command over small groups of Legionnaires and Necromutants.

Centurions are fearsome humanoids standing over two meters tall, with bulging muscles and strong builds. Their leathery skin is grayish-green and very durable. They are often unarmored. They give out a rank, musty odor, and their voices are loud, harsh and grating.

SPECIAL RULES. Centurions may lead squads of Undead Legionnaires or Necromutants.

EQUIPMENT. Centurions are normally armed with Voriche handguns and Skalak blades, but can be armed with any weapon from the necrotech list.

STRUCTURE. Centurions lead squads of Legionnaires or Necromutants.

IMMACULATE FURIES

Since their first appearance on the battlefield, the Immaculate Furies have been numbered among the most fearsome of all humanity's foes. Warriors of all the megacorporations tremble upon hearing their weird ululating cries and flinch at the sight of their inhuman faces.

Immaculate Furies are humanoids, roughly 8 feet tall and weighing over 300 pounds. They are hairless, and their skin is hard and leathery. They are incredibly muscular and tough looking. Their most frightening aspects are their faces. These lack a nose, and where the mouth and jaws would normally be placed is a vertical stretch of metal stripes. This marks the location of a complex filter system which makes the Fury immune to all gases and noxious atmospheres. The filter has an additional offensive function. By utilizing its enormous lung capacity and forcing air through the grill, the Fury can emit an ear-piercing shriek. When heard from a distance, its eerie, inhuman wail frightens and demoralizes any foe who can hear it.

SPECIAL RULES. By making a Use Special Powers action, Immaculate Furies may shriek. Any enemy model within 6 inches of the Fury must make a panic test. A panicked and broken squad must make a rout test.

EQUIPMENT. Immaculate Furies can be armed with any weapon from the Necrotech Armory List.

STRUCTURE. Immaculate Furies are purchased as individual models.



RAZIDES

The Razides are gigantic creatures, over three meters tall. The bodies of these monsters are made out of metal and black iron, glass and tissue, muscles and blood. Their eyes glow with a sick, yellow light. Between the eyes, two holes give the monster the ability to breathe. The cheeks are made completely out of unearthly alloys and furnished with sharp fangs.

The bodily fluids of the Razides flow through tubes and metal pipes, and the creature is held together by a metallic, partial exoskeleton covered with tissue and muscles.

The Razides are devoted to the mission of Algeroth and act as enforcers of the Nepharites, leading the Legionnaires and the Necromutants into battle.

They often carry heavy support weapons captured from their enemies or Dark Tech supplied by the Tekrons. They don't normally wear armor but will protect themselves if faced with a truly potent adversary.





SPECIAL RULES. Razides are large models.

EQUIPMENT. Razides may be armed with any equipment from the Necrotech Armory List. Most Razides carry a Nazgaroth.

STRUCTURE. Razides are purchased as individual models.

EZOGHOULS

The gigantic Ezoghoul is a being whose sole purpose is to do battle. Its soul is devoted to the destruction of other beings and to glory on the battlefield.

The body is carried into combat on four powerful legs, and its two strong arms can easily handle heavy weaponry. Its body is merged with an external metal skeleton and half of the Ezoghoul is made of artificial materials.

It can reach a height of four meters and a length of three. The Ezoghoul can breathe normal atmosphere only through an illitachk, a bio-tech design covering the face of the beast.

The Ezoghouls can be found wherever a battle is



fought. They seem to be attracted to combat zones and are always ready to wreak havoc. They most often cooperate with the hordes of Legionnaires but also act by themselves in smaller groups.

SPECIAL RULES. Ezoghouls are large models.

EQUIPMENT. Most Ezoghouls are armed with Blutarch Handcannons and Ashreketh blades, but they can be equipped with any weapons from the Necrotech Armory.

STRUCTURE. Ezoghouls are purchased as individual models.

PRETORIAN STALKERS

The Stalker's body is a technological marvel propelled by motorized limbs and supported by servo-controlled artificial organs. The Stalker is a machine, the only organic part of which is the brain encapsulated in the warrior's mechanical head. The Stalker's fragile organ and neural connections are well protected by several layers of armor. The purpose of the machinelike body is to enable the Pretorian Stalker to carry heavy support weapons such as flamers and grenade launchers or any other weapon with a capacity for large-scale destruction.

SPECIAL RULES. Stalkers are usually twinned with another Stalker. They share a link that makes them a symbiotic battle team even more efficient than the legendary Doomtroopers.

Stalkers can be purchased as a linked pair. This means that, as long as they are within command distance of each other, the pair can be activated as a single unit. They don't have to be. They can be activated as individual models, too.

Stalker pairs ignore all the usual rules for unit coherency.

Stalkers are large models.

EQUIPMENT. Stalkers are usually armed with the Scythe of Semai.

STRUCTURE. Stalkers may be purchased as pairs or as individual models. If purchased as a pair, they count as a squad and not as two individuals.

DARK HUNTSMEN

Dark Huntsmen are the ultimate product of Necrobionics, inhuman killing machines that know neither remorse nor pity nor fear. They are created from specially selected cultists or from the wounded found on the battlefield.

They are dragged away to the Citadel and subjected to many secret and unmentionable processes that turn them to the way of Algeroth. They are placed in distortion chambers and bombarded with the Dark Symmetry. They are tortured until nearly mindless with pain. Tekrons and Nepharites work on them relentlessly. No person can resist this for long, and eventually the prisoners are worn down and submit. Their knowledge is preserved, but the process drives them mad and warps their minds. They are then sent back out onto the battlefield to hunt down and slay their former comrades. Since they may still have knowledge of passwords and details of their former units, they often can get close to their prey before killing them.

Another favorite trick is to lurk out in no man's land and pretend to be wounded. Their cries for aid can lure the unwary into ambush. This, in and of itself, can demoralize their enemies and prevent them coming to collect their own wounded. Dark Huntsmen sow distrust and fear among Algeroth's enemies.

Dark Huntsmen look like normal people. Most often, they are huge, burly men, but they do not need to be. They carry standard weaponry. On the battlefield, they are garbed in the uniform of the appropriate

army, but when you shoot them, great chunks of flesh are blown away to reveal their Necrotech innards.

SPECIAL RULES. Dark Huntsmen are excellent mimics and are usually dressed in the uniform of the force they face. Even if not hidden, until they themselves launch an attack, they must be spotted to be shot at. Even after they are spotted, any model that wants to fire at them must roll under its Leadership or be overcome with doubts as to whether it is shooting at someone on their own side. This does not take an action, but if it is failed, the model cannot shoot at the Huntsman.

The Huntsman's impersonation skill no longer works after the Huntsman suffers a wound.

EQUIPMENT. Dark Huntsmen can use any weapon on the Necrotech Armory List and also any weapon from the armory list of the force they are fighting.

STRUCTURE. Dark Huntsmen are purchased as individual models.



NEPHARITES

Nepharites are the greatest servants of the Dark Apostles. Nepharites of Algeroth are characterized by their enormous size, mighty musculature and their commanding physical presence.



SPECIAL RULES. Nepharites of Algeroth may possess up to 10 Dark Gifts chosen from the Dark Symmetry or Gifts of Algeroth Lists.

Nepharites are large models. However, they are so strong that they can carry both a heavy weapon in one hand and a close combat weapon in the other.

EQUIPMENT. Nepharites may be armed with any equipment from the Necrotech Armory List.

STRUCTURE. Nepharites are purchased as individual models.

ALGEROTH ARMORY

KRATACH — **ASSAULT RIFLE**



	CR	MX	RM	DAM	Cost
KRATACH	12	24	–4	12	6

The Kratach is the standard weapon of the Undead Legionnaires.

BELZARACH — **ASSAULT RIFLE**



	CR	MX	RM	DAM	Cost
BELZARACH	12	24	–4	14	10

Belzarachs are the huge autorifles favored by Necro-mutants. They are equipped with the dreaded Sectioner bayonet, which does DAM 12 in close combat.

VORICHE — **HANDGUN**



	CR	MX	RM	DAM	Cost
VORICHE	6	12	–1	15	9

These huge handguns are the standard SIDEARM of Dark Legion Centurions They have a tremendous hitting power for their size.

ASHREKETH — **SWORD**

	CR	MX	RM	DAM	Cost
ASHREKETH	CC	—	—	14 (x2)	6

Ashreketh are long, curving, organic swords, possessed of a malign intelligence and a craving for human blood. They howl as they slay. Ashreketh can make sweep attacks.

SCYTHE OF SEMAI — **HMG**

	CR	MX	RM	DAM	Cost
SCYTHE	15	36	–4	14 (x2)	50
INCINERATOR	F	—	—	16	—
CARCASS L	10	—	—	14	—

The Scythe of Semai combines a massively powerful machine gun with a long bayonet attachment. Attached to the machine gun is the dreaded Hindenburger Incinerator, and slung below the barrel is the Carcass Launcher Grenade Launcher. The Scythe can be used in hand to hand combat (DAM 14). It is a burst-fire weapon and a heavy weapon.

BLUTARCH — **HANDCANNON**

	CR	MX	RM	DAM	Cost
BLUTARCH	30	60	–4	16	16

Blutarch handcannons are the huge weapons carried by Ezoghouls.

NAZGAROTH — **HMG**

	CR	MX	RM	DAM	Cost
NAZGAROTH	*	—	—	16 (x3)	54

Nazgaroths have no Maximum Range and no Range Modifier. Everything is considered within Close Range. If the owner has a line of sight to the target, that is enough. Nazgaroths are heavy weapons and burst-fire weapons.

SKALAK — **SWORD**

	CR	MX	RM	DAM	Cost
SKALAK	CC	—	—	16	4

The Skalak is the razor-sharp ceremonial sword born by Centurions. It is a deadly close combat weapon in a charge.

AZOGAR — **POLE-ARM**

	CR	MX	RM	DAM	Cost
AZOGAR	CC	—	—	15 (x2)	7

Azogars consist of a long staff with an extremely fast, rotating blade on the end. They are commonly used by Nepharites. Combined with the Nepharites' great strength, they are extremely deadly. Because of their length, Azogar add 2 to their wielder's Close Combat skill. Azogars may make sweep attacks.

RAZOR EDGES

All Necrotech missile weapons can be given razor-sharp edges, slicing bayonets, etc. This gives them a close combat DAM rating of 10 and adds 1 to their cost. If you want to equip members of a squad with razor-edged weapons, then all the models in that squad who can be (not uselessly) equipped with razor edges must have them.

GRENADES

All Dark Legion individual models and squad leaders can be equipped with grenades in addition to any other weapons they may carry. Simply add the Point Cost to the model's value.

	CR	MX	RM	DAM	Cost
BLAST	T	—	—	12	4
GAS	T	—	—	*	4

Blast grenades explode, scattering shrapnel over everything under the Grenade template.

Gas Grenades unleash a swirling cloud of poison gas on everything under the Grenade template. Any figure that fails to roll under its Leadership and hold its breath loses 1 wound.

CHAIN BAYONETS

These swirling, serrated-edge weapons can be added to any large missile weapon from assault rifles on up. They add 2 points to the weapon's cost and do CC DAM of 12. If you equip any model in a squad with a Chain Bayonet, you must equip the entire squad with them.

ALGEROTH HALL OF FAME



Nepharite Warlord with Azogar



Undead Legionnaire



Undead Legionnaire



Undead Legionnaire



Razide with Nazgaroth



Undead Legionnaire



Pretorian Stalker



Pretorian Stalker



Valpurgius—Nepharite Magus and Archmagus of Nepharite Overlord Alakhai

ILIAN



Ilian was the first of the Apostles, the Harbinger of Darkness and the Mistress of the Void. She was the first born of the Dark Soul, the first to enter the minds of humanity. She is the Guardian of the Gate, the Keeper of the Dark Symmetry, and she wields magnificent powers. Ilian is the most powerful of the Apostles, and she keeps close watch over her lesser brethren. As they gain in power, her control over them diminishes, and a rebellion against her draws ever closer as the Dark Soul's grip on the human worlds grows tighter and victory seems at hand.

But Ilian grows in power as the Darkness claims more and more lives. She drinks in the essence of destruction and revels in the despair and desolation that follows in the wake of war and destruction. As the Dark Legion marches over the shattered forces of humanity, Ilian casts an ever-growing shadow over our worlds.

Her power lies in her intimate control of the Dark Symmetry. With this, she conjures up beings from other dimensions and opens portals to other realms. Dark beings of immense power fill the ranks of Ilian's Legions, and creatures of Darkness crawl before their marching feet.

Her appearance radiates a precise and cold beauty, enhancing her true evil. Lithe and seductive, her long, black hair hangs down to her waist, contrasting with her pale skin. She is clothed in the Darkness of space, and mystical runes adorn her robes.

THE LEGIONS OF ILIAN

Ilian was the first of the Apostles, and she has gathered around herself creatures summoned from other distant planes, twisted abominations skilled in the crafts of the Dark. Weaving the fragile threads of the Symmetric loom, they shape the Dark energies to assault humankind's forces.

The combat troops of Ilian are few and concentrated to her Citadels. Many of her lieutenants act as observers and take active parts in the battles fought by the other Apo-stles. They lend their powers to aid the Darkness and further the cause of their harsh mistress.

TEMPLARS

Guarding the Citadels of Ilian are the Templars, or Temple Guards, a secret race of half-mechanical warriors. Ilian has taken them from their native plane of existence and fulfilled their wishes for endless destruction and conflict.

They are shaped like humans but with massive bodies. Their powerful physique enables them to carry heavy armor and weaponry and still maintain mobility.

Their true appearance is unknown, as they always wear heavy armor and clothing decorated with the forever-swirling stars of their Mistress. A spiked helmet covers the head and is connected to protective systems under the armor. These systems and the heavy armor give the Templars a unique advantage on any battlefield. A Templar will never take cover and will march relentlessly toward its enemies, spreading death and destruction on its way.

The Templars possess minds perfectly attuned to combat. They can sense waves of pain and fear from far away and thereby know the direction of any battle close to them. They can also detect those intent on

ILIAN FORCE LIST

ILIAN FORCES	CC	MW	PW	LD	AC	W	ST	MV	A	Cost
Templar	13	12	—	12	3	1	2	3	22	21
High Templar	14	14	—	14	3	1	2	3	22	28
Nepharite	15	15	16	16	6	4	4	4	28	100

causing pain and are therefore used as guards at Ilian's Citadels and temples.

High Templars are the leaders and overlords of this cruel race.

SPECIAL RULES. Templars have complex self-repair systems. Whenever they take a wound, roll 1D20. If the result is 10 or less, ignore the wound.

Templars can sense the intention to inflict pain over a distance. This means that they automatically spot any hidden enemies within 6 inches. This does not take an action. Simply remove the Hidden markers.

Templars never panic, rout, or hide.

EQUIPMENT. Templars are equipped with Kratachs and Templar Maces and Blades.

STRUCTURE. Templars can be purchased in squads of 2 to 4 Templars led by a High Templar. One Templar may substitute a heavy weapon from the Necrotech List for the normal weapons.

NEPHARITES

The eternal enemies that make up the higher echelons of Ilian's court are magicians and powerful warriors. They can open portals to other planes from which they gather their Legions to fill the Dark ranks. They act as Ilian's observers and as advisers to the other Apostles. The Nepharites of Ilian dress in simple tunics covered with the symbols of the Harbinger of Darkness. Over these tunics, they carry heavy plate armor, forever rimed in ice and frost from the cold void.

Ilian's Nepharites are covered in living chains ending in wicked hooks. The chains weave back and forth according to the will of their master and are used to trap and tear victims apart. In addition to these, the Nepharite carries a heavy close combat weapon, often endowed with dark powers.

SPECIAL RULES. Upon grasping a victim, each Nepharite of Ilian may envelop the hapless creature in the Darkness of space, sending the unfortunate soul into the endless void. There, the luckless soul is hunted forever by the Wild Hunt of Ilian.

If a Nepharite hits someone in close combat and then takes a Use Special Power action, it can consign the victim's soul to the endless void. Both models roll 1D20 and add their Leadership. If the Nepharite's total is higher, the victim is dead. Otherwise, nothing happens.

Nepharites of Ilian may possess up to 10 Dark



Gifts.Like all Nepharites, they never panic or rout.Nepharites are large models.

EQUIPMENT. Nepharites can be armed with any equipment from the Necrotech Armory List.

STRUCTURE. Nepharites of Ilian are purchased as individual models.

ILIAN ARMORY

TEMPLAR BLADE — **SWORD**

	CR	MX	RM	DAM	Cost
BLADE CC	—	—	16	4	

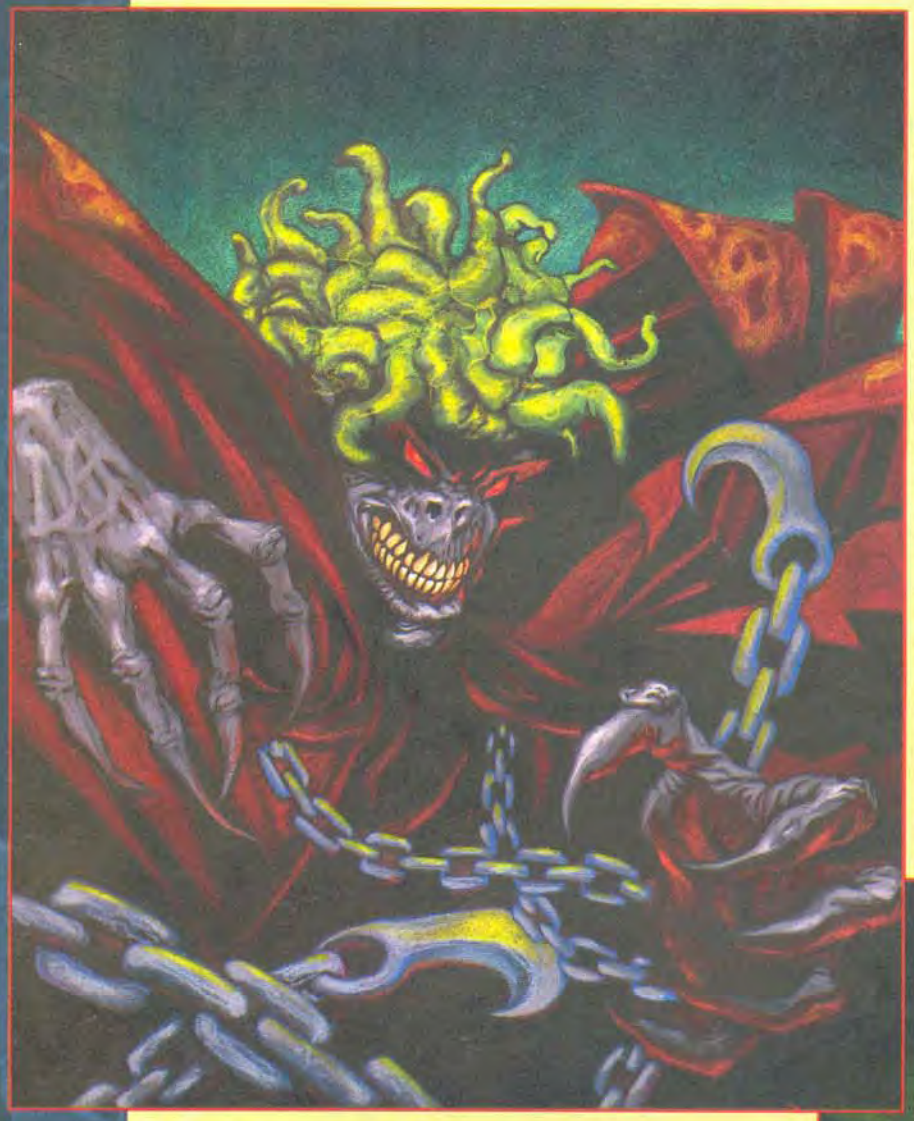
These ancient blades are carried into combat by Ilian's Templars. The runes upon them glow hot when drenched in blood.

TEMPLAR MACE — **MACE**

	CR	MX	RM	DAM	Cost
MACE CC	—	—	16	4	

These massive, crushing weapons are tooled with all sorts of arcane sigils that glow hot when inflicting pain. They are carried by Ilian's Templars.

MUAWIJHE



Muawijhe invades the dreams of humanity and nurtures the insanity latent in our minds. Spinning his webs of confusion and terror, he rules the insane and weak minded. Walking between the dimensions of reality and insanity, he is an intangible shadow shutting out the light of the Brotherhood.

THE SCREAMING LEGIONS

The Legions of Muawijhe are made up of the creatures that haunt our worst nightmares, along with the Screaming Legionnaires, twisted beings driven over the edge by the powers of the Master of Madness. He has gathered his hosts around him over the years, and his ranks constantly swell with new victims driven insane by the Darkness of our times.

THE SCREAMING LEGIONNAIRES

The Screaming Legionnaires are humans who have been drawn into the insanity of Muawijhe. Their bodies are twisted into spasms and uncontrollable fits, and their minds have withered. Only the screams of their master fill their lives.

The Legionnaires are dressed in whatever clothing they can salvage on the battlefields, giving them a colorful and bizarre appearance. They are mostly armed with close combat weapons and light missile weapons. In addition to this, the Screaming Legionnaires carry a wide spectrum of musical instruments, from howling pipes to beating drums and singing harps.

Their power lies in their ability to manipulate the Dark insanity that surrounds us. By performing a wild dance, a Screaming Legionnaire is able to channel this force and create a whirlwind of power which travels across the battlefield, engulfing helpless victims. The whirlwind assaults the mind of its victims, burning them out and leaving nothing but empty shells. The Legionnaires may even



MUAWIJHE FORCE LIST

MUAWIJHE FORCES CC	MW	PW	LD	AC	W	ST	MV	A	Cost
Screaming Legionnaire 10	10	—	10	3	1	1	3	22	15
Zenithian Soulslayer 17	—	13	16	4	4	4	3	28	60
Nepharite 16	15	15	16	6	4	3	5	26	100



combine their powers, creating larger, more powerful whirlwinds.

SPECIAL RULES. Squads of Screaming Legionnaires may create Whirlwinds of Insanity. When the squad is activated, instead of taking any actions, the whole squad links up in an insane dance, focusing its power into a swirling vortex of soul-destroying madness. The potency of this Whirlwind is equal to the number of Legionnaires who created it. This rushes outwards away from the squad and toward the nearest enemy model. The victim must make a Leadership test against the potency of the Whirlwind. If it fails, the victim's soul is sucked into the gale of madness, and the victim takes one wound. If the model is not dead, the Whirlwind continues to attack, although its potency is reduced by 1. If the victim dies, the Whirlwind heads for the next nearest enemy model and attacks it. Every attack reduces its potency by 1. The Whirlwind continues to rage over the battlefield until its potency is reduced to 0. If the squad unleashes the Whirlwind, then no member of it can take any other action this turn. These whirlwinds are inexorably drawn to sane minds. Being hidden will not save you.

Screaming Legionnaires are too insane to panic or rout. They are also too crazy to hide or to spot things.

EQUIPMENT. Screaming Legionnaires are armed with Kratachs or with Shrieketh.

STRUCTURE. Screaming Legionnaires roam the battlefield in squads of 7 to 10 led by a Zenithian Soulslayer.

ZENITHIAN SOULSLAYERS

The Zenithian Soulslayers act as officers of the Screaming Legions, taking command over the Screaming Legionnaires, pushing them into combat and keeping them in line. Huge monsters, three meters or more, they tower behind the ranks of the doomed, often surrounded by a squad of demented drummers and pipers.



The Zenithian Soulslayers are vaguely humanoid in shape, with a torso and a head, two arms and two legs. There the similarity ends. The head is long, and the lower part is taken up by two enormous jaws devoid of lips and twisted into a hideous grin. The two eyes burn with the fires of hate.

The arms are long and end in terrible claws, razor sharp and dripping in slime. The legs are powerful and permit movement at high speed. Protruding from the back of the Zenithian Soulslayers are two twisted blades made out of hard bone. These blades are connected to powerful muscles and may be used as pincers, cutting a victim in half. The tail may also be used as a thrusting weapon.

SPECIAL RULES. Zenithian Soulslayers have massive claws. These truly dreadful natural weapons do CC DAM 18. They can make sweep attacks, too. Their cost is figured into the cost of the monster.

Zenithian Soulslayers may have up to 5 Dark Gifts. One of these may be Invoke Frenzy from Algeroth's List.

Zenithian Soulslayers are large models.

EQUIPMENT. None.

STRUCTURE. Zenithian Soulslayers are always found leading squads of Screaming Legionnaires.

THE NEPHARITES

The Nepharites of Muawijhe resemble their master. They mirror his appearance, but not the calm control over insanity their master possesses. They act as generals in the Screaming Legions, and their sole purpose is to spread madness and terror and to collect those who have been smitten by the Dark Lord's presence. The Nepharites of Muawijhe are able to travel between the realms of reality and nightmare without hindrance, all to please their master's thirst for new souls.

From its mouth, the Nepharite can throw forth a black, wormlike tentacle that, if it touches a victim, unites the poor soul's mind with Muawijhe's. The effect of the Kiss of Muawijhe results in the creation of a new Screaming Legionnaire.

SPECIAL RULES. If the Nepharite takes a Use Special Power Action and then rolls beneath its CC score to kiss a target, the victim must roll beneath its Leadership–4 or become a Screaming Legionnaire. This Legionnaire can be attached to any squad of Screaming Legionnaires within 6 inches, or it can join the Nepharite's personal retinue. This is a new squad that is formed by kissed victims. It activates whenever the Nepharite activates, and he is their squad leader. Replace the converted model with a Screaming Legionnaire. This power can only be used in base-to-base contact with a foe.

Nepharites never panic or rout.

Nepharites may have up to 10 Dark Gifts.

Nepharites are large models.

EQUIPMENT. Nepharites may be armed with any weapon from the Muawijhe or Necrotech Armory Lists.

STRUCTURE. Nepharites are purchased as individual models.

MUAWIJHE ARMORY

The special weapons used by Muawijhe's Legions are all created from the insanity of the Lord of Vision and reflect his nature. They can only be used his followers.

TZOTETH	CR	MX	RM	SPECIAL DAM	Cost
TZOTETH.....F	—	—		*	40

The Tzoteth is a heavy weapon. It fires gusts of insanity enveloping its victims in a black sea of fire that crawls like a demented beast over their target's entire body. Any person hit is immediately struck by an attack of pure madness. The brain and blood of the weak-minded begin to boil from the heat, and blisters form on the skin. After a few seconds, the victim is totally engulfed in black flames and is incinerated. This weapon is targeted just like a flame-thrower. Any model under the template that is not a follower of Muawijhe must roll 1D20. If the result is 11 or more, the target takes a wound. If this doesn't kill the victim, the attacker rolls again. The process continues until either the victim is slain or the Tzoteth fails to inflict a wound. If the weapon fails to inflict a wound, the attack is over.

SHRIEKETH	CR	MX	RM	SPECIAL DAM	Cost
SHRIEKETH.....12	—	—		*	10

The Shrieketh is covered with tubes and cables and the writhing patterns that are the marks of Muawijhe. The weapon is capable of firing twisted, hooked spikes and has the ability to tear through even the thickest armor. Anyone hit by a Shrieketh must roll 1D20. If the result is 11 or more, the victim takes one wound. Armor offers no protection against these mystical weapons.

SEMAI



As the Darkness spread across our Solar System, the third Apostle followed in the footsteps of the Lord of Visions.

Semai is the Lord of Spite, the Eternal Liar and the Great Perverter. His mission is to snare the human souls, to corrupt and tempt us and have us join the Darkness, marching towards our own destruction.

Semai is the most subtle of the Apostles. As the Dark Symmetry wins followers, the power of Semai grows. His ranks are made up of the Heretic Legionnaires who have given their souls to the Darkness and been rewarded with ultimate suffering.

Although Semai is not among the most powerful of the Apostles, his control over the worlds of humanity is unequaled. His poison has spread to the very core of our system, and many are those who have given their soul to Semai.

THE LEGIONS OF SEMAI

Semai surrounds himself with creatures that dwell in the shadows. His Legions are not as numerous as those of his sister or brothers, but they cause just as much damage to humanity. They infiltrate and corrupt, spy and steal. The secrets we keep are Semai's to revel in. The Lord of Spite exploits our weaknesses and turns sibling against sibling in the battle for humanity.

His forces are scattered over the Solar System and conduct guerrilla warfare from hidden bases. They fight in closely knit units led by a Corruptor (a Heretic) or a Nepharite. These units are well trained and proficient at taking command over their own situation when they have no one else to turn to.

On the battlefield, his Nepharites and Heretics lead scores of Heretic Legionnaires into the combat.

THE HERETIC LEGIONNAIRES

The Heretic Legionnaires were once humans. Now they are pale and hollow eyed, their faces twisted in eternal agony. All have been snared by the Corruptors, who promised them eternal glory in the ranks of the Apostle. In the end, they all had no choice but to submit to the Lord of Spite and join his army.

The Heretics have all given their soul to the Dark Apostle by their own free will. This binds them forever to the Darkness, and not even death may part the two. The Heretic Legionnaires have experienced death and pain thousands upon thousands of times and are now no more than puppets dancing at the pull of a string. Their minds have been burned away by the fire of endless pain, and they follow the Nepharites that lead them into battle.

SPECIAL RULES. Inured as they are to endless pain, the Heretic Legionnaires never take panic or rout checks.

The Heretic Legionnaires are too wrapped up in their own pain ever to hide or spot things.

EQUIPMENT. Heretic Legionnaires are equipped with Kratachs.

STRUCTURE. Heretic Legionnaires are purchased in units of 6 to 9. These can be led by a Heretic of Semai.

SEMAI FORCE LIST

SEMAI FORCES	CC	MW	PW	LD	AC	W	ST	MV	A	Cost
Heretic Legionnaire	12	10	—	10	3	1	1	3	22	15
Heretic	14	12	12	12	3	1	0	3	24	35
Callistonian Intruder	16	12	10	12	3	3	3	5	26	56
Nepharite	16	13	15	16	5	4	3	5	26	85

HERETICS OF SEMAI

These evil creatures, also known as Corruptors, are the agents of Semai within the worlds of humanity. They are totally wicked and utterly dedicated to the cause of their Dark Master.



SPECIAL RULES. Heretics of Semai never take panic or rout tests.

Heretics of Semai may possess up to 10 Dark Gifts.

EQUIPMENT. Heretics of Semai can be equipped with any weapon from the Necrotech list.

STRUCTURE. Heretics of Semai can be purchased as squad leaders for groups of Heretic Legionnaires, or they can be purchased as individual models.

CALLISTONIAN INTRUDERS

To sabotage important facilities and assassinate powerful enemies, Semai uses the Callistonian Intruders. These are a race of hunters and assassins devoted to the art of secrecy and war. They carry out operations behind enemy lines and make up the strike forces of Semai.

The Intruders are humanoid with a slender build. In spite of their small body mass, these warriors possess considerable strength and constitution. Their ability to quickly heal non-fatal wounds gives them a considerable advantage when carrying out covert operations.

Their black skin is leathery and provides good natural protection as well as good camouflage at night. Their eyes glow softly in the dark and give the Intruders perfect night vision as well as good vision in daylight. To cover the glow of their eyes, the Intruders often wear a helmet with a grotesque death mask attached, thus making the Intruders virtually impossible to detect in darkness.

Callistonian Intruders wear light armor over their whole body. The armor is often covered with blades and spikes, making capture difficult.

They are usually armed with their two favorite Necrotech weapons, the Jakht and the Vassht, as well as a silenced, heavy automatic gun. They often employ gas grenades and blast grenades in their operations.

SPECIAL RULES. Intruders possess Commando Training and Stealth special abilities.

Intruders regenerate wounds. If they take a wound, roll 1D20. If the result is 10 or less, the wound heals so quickly the Intruder ignores it.

Intruders suffer no Movement penalty for moving across difficult terrain. They can even cross (normally) impassable terrain.

Intruders may possess up to 3 Dark Gifts

EQUIPMENT. Intruders are armed with Jakht and the Vassht. They also carry a silenced version of the Kratach which can be fired from hiding without giving away the user's position. This gun costs 5 points more than the normal Kratach.

STRUCTURE. Intruders are always purchased as individual models.

THE NEPHARITES

The Nepharites of Semai are the ones who most resemble humans. They are tall and foreboding but lack spikes on the head and body. Instead, their skin is cov-

ered with smoldering runes, branded onto their bodies untold eons ago. These runes represent the first lies in the creation, and they hold considerable power.

The Nepharites conceal these runes by dressing in heavy armor and flowing cloaks. They always wear impressive helmets and may sometimes pose as Inquisitors when persuading the ignorant masses to follow the Darkness.

SPECIAL RULES. Nepharites are large models..

Nepharites are far too cool to take panic or rout tests.

Nepharites may have up to 10 Dark Gifts.

The Nepharites of Semai have a unique gift to reshape mind and matter. Upon grasping an object or a being, they may corrupt its shape or soul by sheer force of mind. Like clay, they twist and bend the creature to serve their own dark purposes.

First the Nepharite must move into base-to-base contact with its foe and then take a Use Special Power action. Then it tries to roll equal to or beneath its CC score. If successful, the foe must then roll less than equal to or under its Leadership or come under the domination of the Nepharite. If the creature is dominated by the Nepharite, it becomes part of its retinue. This is a unit made up of those the Nepharite has corrupted. It must stay within 6 inches of the Nepharite at all times, and the unit is activated when the Nepharite is. In effect, the Nepharite has gained a squad of which it is the leader. Dominated individuals cannot panic or rout.

EQUIPMENT. Nepharites may be equipped with any weapon from the Semai or Necrotech Armory Lists.

STRUCTURE. Nepharites are always purchased as individual models.



SEMAI ARMORY

JAKHT	CR	MX	RM	SPECIAL DAM	Cost
JAKHT.....T	—	—		12	6

The Jakht is a small disc with razor-sharp teeth lining the circumference. The disc is a thrown weapon that rotates with an enormous speed. Inside the disc is a heat-seeking device that guides the Jakht to its victims, thereby increasing the chance of hitting. For the Jakht to function properly, it needs a pint of blood every day, normally taken from its user. If thrown at the nearest enemy model, Jakhts never miss. They can be aimed at other models, and although they are hurled, the user's Strength is always added to the Damage. They count as grenades, but only Heretics, Nepharites and Intruders can be armed with them.

VASSHT	CR	MX	RM	SPECIAL DAM	Cost
VASSHT.....CC	—	—		14	6

The Vassht is a close combat weapon resembling a sword, but it can be thrown with great penetration and accuracy. It is built out of Necrotechnology and has the ability of always returning to the hand of the user, from which it sucks a pint of blood every day. No one other than the attuned user can use the Vassht. The Vassht can be used in close combat. It can also be thrown a distance up to the user's Strength+4 in inches. If it misses, it does not deviate. Instead, it simply returns to the user's hand. When thrown in this way, the user's ST is added to its Damage rating.

DEMNOGONIS



As the Solar System was plunged into war, countless battles were fought on the plains and in the jungles, in the mountains and in the streets. Thousands upon thousands of lives were lost every day, and the dead could only be counted in millions.

On the battlefields, the vultures fed on the bloated corpses. The rotting carcasses were spread over the system, and soon plague and pestilence ran rampant among our human forces. From this cesspool of death and decay, Demnogonis the Befouler emerged.

Demnogonis is the fifth of the Apostles to have emerged from the Darkness. He has followed in his brother Algeroth's footsteps and is spreading the Black Death in his wake. His mission is to spread plague and pestilence to the human worlds, thereby weakening our defenses and paving the way for the forces of Darkness.

The Legions of Demnogonis march under tattered banners, carrying with them the stench of decay and corruption.

Demnogonis himself appears as a thin, bony man whose tall body shows signs of various diseases and sicknesses. All his hair has fallen out, and his eyes are misty white. The Befouler is dressed in tattered robes made of dark cloth and pieces of leather. Under the rotting clothing, his body is held together by stitches and Necrotechnology. Tubes are connected to each limb, and pulsating organs glow from underneath the transparent skin.

THE LEGIONS OF DEMNOGONIS

The hordes of Demnogonis are devoted to spreading the curse of the Black Death over the Solar System. Shuffling and pushing, the Blessed Legionnaires swarm over the defenses of the Brotherhood, stopped only by total annihilation. These are followed by creatures from other worlds that plant the seeds of disease in our bodies, using us as vessels for death.

The forces of Demnogonis prefer helpless targets and often attack just after the Legions of Algeroth have devastated the battlefield. They usually field superior numbers, and if they cannot win by direct force, they will often lay siege to a city, knowing that time is working against the defenders.

PLAGUE WEAPONS

The forces of Demnogonis are armed with dreadful, disease-inflicting weapons known as Plague Weapons. These infect their victims with disease and recruit them into the Blessed Legions.

A Plague Weapon infects its victims; it doesn't directly inflict wounds. Instead, after a successful hit, roll 1D20. If the result is 10 or less, the victim takes a wound from the disease. As long as the victim keeps taking wounds from the disease, it must roll 1D20 again. As soon as the victim withstands a trial without taking damage, the attack ends. If a victim is killed by the Plague Weapon, then that person joins the Blessed. To keep track of this, remove the plague victim from the table and keep it by you. Whenever one of the Blessed is killed, hand the plague-victim figure back to your opponent and then place the Blessed Legionnaire back on the table.

DEMNOGONIS FORCE LIST

DEMNOGONIS FORCES.....CC	MW	PW	LD	AC	W	ST	MV	A	Cost
Blessed Legionnaire.....11	10	—	12	3	1	0	3	22	15
Curator.....10	14	12	13	3	2	3	3	24	48
Nepharite.....16	13	16	16	5	4	1	3	26	90

THE BLESSED LEGIONNAIRES

The hordes of Demnogonis are made up of the Blessed Legionnaires riddled with disease and plague. Like enormous swarms of flies, these wretched creatures march to the mad commands of their Apostle. They never stop and can only be defeated by total destruction. By sheer numbers, they wash over their enemies like a tidal wave of rotting corpses, bringing filth and pestilence in their wake.

Blessed are humans that have been collected from countless battlefields and have been brought to the pits in the Citadels of Demnogonis and there been given the gift of the Dark Apostle. With twisted minds and screaming souls, the Blessed emerge to find their eternal peace on the battlefield.

It is the promise of eternal sleep and freedom from the crawling diseases ravaging their bodies that fills the Blessed with their frenzy and lust for combat. In death, at least, there is peace. Hopefully.

SPECIAL RULES. The Blessed Legionnaires stink of pus and corruption, of weeping wounds and rotting flesh. Any unit which comes within 6 inches of them must make a panic test. Units with gas masks may be immune to this.

The Blessed never panic or rout. Death would be a merciful release.

EQUIPMENT. The Blessed are armed with Kratachs.

STRUCTURE. The Blessed are purchased in squads of 6 to 10. These may be led by a Curator.



CURATOR

These insane medics stalk the battlefields, giving the Last Aid to the wounded. Dressed like a doctors' nightmare, they are equipped with all kinds of medical devices, both those corrupted by Necrotechnology and not.

The Curators are beings picked from plague worlds in another existence. They are devoted to the secrets of pain and disease and are used by the great Befouler to collect and cure the wounded from the battles in their own special way.

They carry various devices of a medical nature, often corrupted by Necrotechnology. This equipment is always crude and infected with bacteria. The Curators are also hosts to several parasites carrying plagues and diseases which they administer to wounded patients.

These macabre doctors are mostly armed with sharp swords, infected with disease, and large caliber handguns which they use to administer the Last Aid.

In spite of their nature, the Curators are skilled in the art of reviving beings and making them able to fight again. They often use Necrotechnology to replace limbs and organs to once again make use of a fallen soldier.

SPECIAL RULES. Curators wear many weird medical systems under their armor. These enable them to heal any damage they take very quickly. If a Curator takes a wound, roll 1D20. If the result is 10 or less, the Curator heals the wound.

Curators may possess up to 5 Dark Gifts.

Curators don't fear death. They are fascinated by it. They never panic or rout.

EQUIPMENT. Curators can be equipped with any weapon from the Necrotech or Demnogonis lists.

STRUCTURE. Curators are purchased as individual models, or they may be used to lead squads of Blessed Legionnaires.

THE NEPHARITES

Leading the forces of Demnogonis are the Nepharites, the Eternal Enemies. They possess tremendous knowledge of sickness and plague and the art of administering these to other beings. They lead the Blessed into combat and soil the areas around our human society.

All Nepharites in the service of Demnogonis are tainted by their master. Their pale, yellow skin is stitched together, and their limbs have been replaced by Necrotechnology. Open sores ooze with pus, and tubes connecting organs pulsate under the skin. The bodies show signs of sickness and rot, and a terrible stench of death follows the Nepharites. Large spikes have grown from within the body, piercing the skin. From their veins, worms and maggots crawl, clinging to the spikes and spilling to the ground.

The Nepharites are often dressed in white, flowing capes adorned with the red runes of their master. Under this, the Nepharites wear heavy armor and carry medical equipment designed with the aid of Necrotechnology. They also bring heavy weapons into battle, but they prefer using close combat weapons endowed with dark and mysterious powers.

SPECIAL RULES. Nepharites are large models.

Nepharites never panic or rout.

Nepharites may possess up to 10 Dark Gifts.

The armor of Nepharites of Demnogonis contains medical, bio-monitoring systems which heal damage. Whenever a Nepharite takes a wound, roll 1D20. If the result is 10 or less, the Nepharite simply shrugs off the damage.

EQUIPMENT. Nepharites may be armed with any weapon from the Necrotech list.

STRUCTURE. Nepharites are always purchased as individual models.

DEMNOGONIS ARMORY

PLAGUE GUN — SPECIAL

	CR	MX	RM	DAM	Cost
PLAGUE GUN	...6	—	—	14	10

The Plague Gun has been fashioned to spread disease and other infections among the enemy forces. It is designed after normal ballistic principles with some added Dark technology details. The magazine is inserted into the handle of the gun and is loaded with semi-organic bullets made of sluglike creatures capable of absorbing liquids. As the magazine is inserted into the gun, the bullets are drenched in a liquid infectant which is stored in a transparent glass tube in front of the trigger guard. The slugs absorb the infectant and will, upon impact, transmit the disease to the target through the wound. The Plague Gun is also equipped with a large hypodermic syringe which is used in close combat. Upon striking a target, it injects a dose of infectant into the bloodstream of the victim, swiftly incapacitating it. The Plague Gun is a plague weapon. If the victim fails the Armor roll, it doesn't take a wound, but suffers the effects of a Plague Weapon instead.

CURATOR SWORD — SWORD

	CR	MX	RM	DAM	Cost
CURATOR S	CC	—	—	16	7

This is the sword carried by the Curators. It has earned respect among the forces of humanity as a weapon to be feared, and the mere sight of Curators charging with raised weapons is sometimes enough to rout human forces. The Curator Sword has a long handle made of metal with a rough surface to make it easier to grip. It is thin but relatively broad, with one extremely sharp edge. The blade is covered in fine grooves shaped in the runes and symbols of the Dark Symmetry. These grooves are filled with infectious liquids which are transferred to the victim when a hit is scored. The terrible wounds caused by the Curator Sword swiftly becomes infected and will never heal properly, even if the victim survives the fever and the pain. Any unit attacked in close combat with a Curator sword must make a panic test, regardless of whether its members take casualties or not.

BACTERIA GRENADE — GRENADE

	CR	MX	RM	DAM	Cost
BACTERIA G	.....T	—	—	spec.	8

A bacteria grenade is constructed out of a long glass tube carrying an extremely infectious bacteria culture. The tube is inserted into a metal frame, and this is connected to bio-organic explosives. When detonated, the infected fragments from the glass tube and the shrapnel from the metal cause hideous wounds on the target and ensure that the bacteria enters the bloodstream of the victim. Bacteria grenades are thrown weapons. They explode on landing. Everyone under the Grenade template must roll under their Leadership or suffer the effects of a Plague Weapon. These subtle bacteria ignore gas masks, etc.

THE DARK SYMMETRY

Many of those who serve the Darkness have the ability to wield extraordinary powers. These powers are ultimately gifts from their masters, but they enable the users to perform feats beyond the wildest nightmares of ordinary mortals.

THE DARK GIFTS

If a figure has the potential to possess Dark Gifts, this will be mentioned in the Force Lists. Only certain models, such as Nepharites, have this potential, for the Dark Gifts are the privilege of the few, corrupt souls who are high in the favor of their Dark masters.

Anyone who can channel the power of the Darkness has one or more of the Dark Gifts. In game terms, these Gifts each have a level which indicates how powerful they are and how difficult they are to use.

The level of the Gift is also how many points it costs to purchase. If a gift has a variable level, it costs 5 points.

For example, if you wanted your Nepharite to have three Dark Gifts, and each of those gifts was level 5, this would add 15 to the cost of the Nepharite when the force was purchased.

LIMITS ON THE POSSESSION OF THE DARK GIFTS

No individual model may possess more than 10 Dark Gifts. Models may only choose gifts from the Dark Symmetry List or the list of the Gifts of the Apostle they serve. For example a Nepharite of Algeroth may choose gifts from the Dark Symmetry List or the Gifts of Algeroth List. It may not choose any of the Gifts of the other Dark Apostles.

You should note on your force list which models in your force possess which Gifts so that there is no confusion.

USING THE DARK GIFTS

When an individual wants to use its Dark Gifts, it must take a Use Special Power action. Then the level of the Gift is subtracted from the individual's Power score. This gives the number the figure must roll equal to or beneath to use the gift.

Unless otherwise stated, all Gifts have unlimited range. They can be targeted at any model if the user has a line of sight to the target and the target is not hidden.



The level of a Gift is noted directly after its name.

VARIABLE LEVEL GIFTS

Certain Gifts are of variable level. This means you can choose at which level to use the Gift at, up to a maximum of 10. This number is then subtracted from your Power when checking for success when casting.

RESISTING THE DARK GIFTS

Sometimes, a target gets a chance to resist the influence of the Dark Symmetry. To do this, the target must subtract the level of the Gift from its Leadership. This gives the number the target must roll equal to or under to avoid being affected by the Gift.

THE DARK SYMMETRY

LANCE OF PAIN (1) The target feels a sudden overwhelming burst of pain. Unless it can resist the Lance of Pain, it takes 1 wound.

DARK AURA (2) The user is surrounded by an aura of darkness and fear. Any enemy who wishes to target the user must resist the effect of this aura or be unable to attack the user. If the attacker fails, its action is wasted. The effect of the Dark Aura lasts until the user is next activated. A marker should be placed next to the user to indicate the Aura is in place.

TELEPATHIC COMMAND (2) This enables the user to activate any Dark Legion squad that has not already been activated this turn. It is, in effect, a



telepathic version of the Give Orders action. The user does not need to have a line of sight to the unit. It can still use a Give Orders action on any squad within its command distance.

MALFUNCTION (3) The user causes a single piece of special equipment to malfunction. This only works against equipment with an electrical component. It does not affect weapons.

COMPRESSION (4) By compressing time, the user can move up to its Power value in inches. This does not ignore the effects of terrain. It is just like a very fast Move action.

TIME DEATH (6) By distorting time for a moment, the user doubles its number of actions for this turn. Those actions that may only be used once per turn, such as Rally, Give Orders, etc., can still only be used once. This power can only be used once per battle by any model.

GIFTS OF ILIAN

DIMENSIONAL HOLE (6) The caster may open a rift in the fabric of reality at any point within line of sight. Any model within 5 inches of this point must make an Armor roll against a Damage of 12. If it fails, it takes a wound from the rending winds and spectacular radiation of Dark energy.

DISRUPT POWER (VARIABLE) This can only be used by a waiting model. If successfully cast, it immediately negates any use of the Art or Dark Gifts used by the enemy *before* they take effect. The user does not need line of sight for this, as it interferes directly with the flow of power over the battlefield. The level of this Gift is equal to the level of the spell or Gift the user is trying to interfere with.

HAND OF DEATH (VARIABLE) Unless the target resists, it feels a cold hand close around its heart and takes 1 wound. The level of the spell only serves to help overcome any resistance.

TRUE GATE (6) The caster opens a Gate between itself and any point up to its Power rating in inches away. The caster and any squad it has just activated can step through this gate and appear on the far side.

The caster must step through first. By expending one Move, any models in the just-activated squad may appear within 3 inches of the caster.

GIFTS OF MUAWIJHE

CONFUSE (4) This can be targeted on any unhidden unit within LOS. It must make a panic test against the highest Leadership in the unit, minus the level of the Gift. If this is failed, the unit panics. This Gift does not effect units which do not take panic tests.

INSANE DANCE (2) This may be targeted at any single model within LOS. If the target fails to resist, it begins to dance uncontrollably. The caster takes control of the figure and can make up to 3 Move

actions with it. The caster may not move the model off the table, but that's about it. This gift affects even units that have already been activated this turn. A victim of Insane Dance can still be activated by its owner that turn if it hasn't been already.

WIND OF INSANITY (6) The caster sends a wave of screaming, gibbering, terrifying spirits seething toward a target unit. The target must resist the Gift, or it will panic. If the target panics and the squad has already broken or the individual has already taken wounds, it must then take a rout test.

The Wind of Insanity does not effect those units which never take panic tests. A unit which never routs will not rout as a result of the Wind of Insanity.

GIFTS OF SEMAI

CONTROL MIND (4) This gift can only be used on visible targets.

Unless the target model resists, it will immediately perform up to its maximum number of actions under the direction of the caster. This cannot be performed on a target that has already been activated this turn. A victim of this Gift counts as having been activated this turn.

MIND MELT (4) Unless the target model successfully resists, it takes 1 wound of damage as its brain is subjected to the terrible influence of the Dark Symmetry. If a model is killed by this, its head explodes, showering brains all around it.

POSSESS (6) The caster sends its spirit sweeping out over the battlefield to possess the body of an unfortunate victim. The caster does not need line of sight to the target and may even possess hidden models. Unless the victim resists, its body comes under the power of the caster for the rest of the caster's turn. The caster may use the rest of its own actions to make the victim perform any actions the caster wishes, using the victim's MW and CC scores. This Gift can be used on models that have already been activated this turn. An unactivated model may still be activated after it has been possessed.

The user of this gift may even possess models on its own side.

SHROUD (4) The user of this Gift is surrounded with a vision-distorting cloud of swirling, multi-colored fog. This fog covers a 3-inch radius all around the user and blocks line of sight both in and out.

A marker of some sort should be placed next to the user to indicate the presence of the Shroud.

GIFTS OF ALGEROTH

THE DEVOURING DARKNESS (4) The user of this gift opens up small portals within the body of a victim, through which seep corrosive flows of Dark Symmetry. Unless the target model resists, it will be devoured by this internal darkness. It takes a Use Special Power action to invoke this Gift, but for every action the user spends concentrating before using the Gift, the target must make one resistance roll. Each failure means the target has taken a wound. As soon



as the target successfully makes one resistance roll, the gates are closed, and the power's effect ceases.

DIMENSION WARP (5) The user teleports a single model into a dimension of pure evil. Unless the target resists, it must be removed from the table. Next turn, when the user is activated, it may return the model to anywhere on the playing area. If the model which vanished was part of a squad, the squad must take a panic test (or a rout test if appropriate) when the figure vanishes.

DISTORT (2) The corrosive effects of this Gift permanently warp and twist the body of the target model. Reduce the victim's Wounds, MW, CC, and MV by 1 unless it successfully resists this effect.

FLOW OF ACID (4) The user of this gift causes a stream of acid to flow toward the victim from its

outstretched hands. This acts in exactly the same way as a DAM 12 flame-thrower. Unless the victim makes an Armor roll, it will be corroded by the acid. The effect is exactly the same as being set aflame.

INVOKE FRENZY (4) The caster can infuse followers with an insane frenzy. By using this power on them, the caster turns them into raving berserkers whose only wish is to get to grips with the foe.

The caster can use the Gift on one squad. It will immediately become activated as if given orders. It must spend all its actions moving into close combat with the nearest enemy squad or model. Once it is there, it will spend all its actions on close combat or moving into close combat until the enemy unit is dead or the frenzied unit is eliminated.

Frenzied units add 3 to their Strength and 1 to their Movement.

GIFTS OF DEMNOGONIS

IMPRISON DEAD (4) If used directly after the user has killed a foe in close combat, this Gift allows the user to animate the corpse. Instead of the killed model being removed, it is added to the user's retinue. It still has all the weapons it was previously equipped with, and it has 1 Wound. The victim's CC and MW scores are reduced by 4.

Imprisoned Dead do not panic. They are part of the user's retinue and are activated whenever it is. The user has, in effect, obtained a squad.

DECAY (2) This causes weapons and armor to rot and become useless. It can be targeted at any heavy weapon or item of special equipment (lesser things being beneath the notice of those who use such powers) and, unless the target successfully resists, the weapon or piece of equipment will be destroyed.

INFECTION (VARIABLE) This terrible gift infects the target individual or squad with a dreadful, wasting disease. Unless the victims resist, boils erupt on their skin, and their lungs begin to fill with a terrible, choking pus. This disease will kill the victims in under 6 in hours unless they are given medical treatment. In the meantime, they must make a panic test with their Leadership reduced by the level of the Gift invoked. If any broken units fail this test, they must then immediately make a rout test with their Leadership reduced by the level of the Gift invoked. If they fail this, they will flee the battlefield in terror. Units which never rout or panic are immune to this.



OPTIONAL RULES

These rules are not really needed to play *Warzone*, but they can add a lot of fun to the game. Use them only if both you and your opponent agree to do so.



MULTI-PLAYER BATTLES

It is possible to play *Warzone* with more than two players. At the simplest level, you can just divide up the squads and individuals on either side between two or more players. If two players are playing a force with two squads and two individuals, each could take one squad and one individual, and so on. If there was an odd unit left over, then they could roll 1D20. The person with the higher result gets to control the unit in question.

More challenging is the idea of a multi-player battle where each player controls a different force—for example, a three-way battle between Mishima, Bauhaus and the Dark Legion.

Terrain is placed as normal. Then the players roll to see who gets first choice of deployment area. Highest wins, then next highest and so on. In a multi-player game, forces may come on from any table edge. Two forces can even come in on the same edge. They are just not allowed to have in units within 12 inches of each other. Units are deployed one at a time in the order that the deployment areas were chosen in.

Sequencing a turn is slightly different. All three players roll for initiative as usual. If you win, you can activate one of your own units or nominate one of your enemies' units to be activated. Once that unit has gone, it's the turn of the person with the next highest roll, and so on. This sequence is repeated until all units have been activated. If the person with initiative chooses to activate someone else's unit for them, those two trade places in the initiative order.

EXAMPLE: *Mishima, Bauhaus and the Dark Legion are engaged in a titanic, three-way tussle. The Mishiman (played by Barry) rolls 29 for initiative. The Bauhaus Commander rolls 25, and the Dark Legion Commander rolls 19. The Mishiman has the initiative. Barry could choose to activate one of his own units, in which case the sequence of play would be Mishima, Bauhaus and Dark Legion. Or he could activate a Bauhaus unit, in which case the sequence of play would be Bauhaus, Mishima and Dark Legion. Or he could activate a Dark Legion unit, in which case the sequence of play would be Dark Legion, Bauhaus and Mishima.*



WINNING

It's probably best to play till one side is clearly victorious, i.e., all the other sides' units are dead or panicked. However, if you are playing scenarios, there are some ways of adjudicating victory.

When playing «Against the Clock», each player should count up how many victory points his or her unbroken units are worth at the end of the game. For example, if you've got a 130-point unit still not under half-strength, it's worth 3 points. Broken units are worth nothing, as are dead units. Add the value of any objectives you held to this. The player with the highest value is the winner.

When playing «Sudden Death», things are a little different. Total up the number of victory points your force is worth at the start of the game. Then, halve this number and add 1. This is the sudden death level. If, at the end of any turn, your forces fall below this number, you lose. At the start of next turn, your forces must begin to retreat off the table. Every activated unit must spend at least one action moving toward the nearest table edge. Once they are off the table, they may not re-enter. Units which have panicked must use all their actions to move toward the nearest table edge rather than heading for the nearest cover.

Any victory points for holding objectives are added to your total. This may keep you from sudden death, even if your side has taken many casualties.

It is perfectly possible for all involved players to lose a sudden death scenario. The winner is the person who doesn't lose, i.e., fall below his or her sudden death total.

QUICK-PLAY RULES FOR MASSIVE BATTLES

Warzone was designed as a skirmish game for up to 5 squads and 5 individual models per side. You should easily be able to fight a battle using these numbers in the course of an evening.

However, some people like to fight huge battles using massive numbers of squads and figures. Far be it from us to discourage you if you want to do this. We do, however, suggest you use the following optional rules to speed up play:

No one is allowed to wait.

Only those squads and individuals who have a special ability connected with hiding (i.e., the Free Marines, the Shadow Walkers, the Wolfbanes, etc.) can hide or infiltrate.

Each model only gets one attack action per turn. As soon as a model completes an attack action (such as Fire or Close Combat or Use a Special Power that does damage to an enemy), its turn ends. This means that if you have three actions, you can move twice then fire, move once then fire, move and aim then fire, or just fire. You cannot fire then move. This prevents people from sniping, i.e., moving into the open, taking a shot, then hiding behind cover again. Breaking away from close combat does not count as an attack, so you can do that and then attack someone.

You can also use these rules in smaller battles if you just want to speed up play. You will lose an element of skill but gain a faster paced, more frenetic game.

CREATING REALLY INDIVIDUAL MODELS

Within every army, there are mighty heroes, warriors and officers capable of performing feats of incredible bravery and leadership. In *Warzone*, these people are

represented by individual models. If you want to create a truly special individual model for your own force list, use the rules below.

If both you and your opponent agree, you may choose special abilities for your individual models. They can each have up to 3. If you are buying special abilities, no two individuals on the same side can have the same special ability.

HEROIC SPECIAL ABILITIES

FEARLESS. This model never needs to take a panic test. Cost: 5.

LEADERSHIP. Any squad making a panic test within command distance of this model gets a reroll. Cost: 5.

JUNGLE TRAINING. This model ignores terrain penalties for woods and swamps. Cost: 3.

CLOSE COMBAT TRAINING. Add 2 to the model's Damage rating in close combat. Cost: 2.

CRACK SHOT. Add 2 to the model's MW score and 2 to the Damage rating of the model's ranged weapons. This also adds to the close combat damage of sidearms in hand-to-hand combat. Cost: 4.

KEEN EYES. This model adds 4 to its Leadership whenever it makes a Spot roll. Cost: 1.

SCOUT. This model has been trained to infiltrate behind enemy lines. Subtract 4 from any attempts to spot the model when it's hidden. Cost: 2.

BLESSED. This model has +4 on any attempts to resist the power of the Dark Symmetry. Cost: 2.

PAIN RESISTANT. This model has an extra Wound. Cost: 5

TOUGH. Increase the model's Armor Rating by 2 (up to a maximum of 30). Cost: 2.

LONG LEGS. Increase the model's MV by 1 inch. Cost: 2.

VERY STRONG. Increase the model's ST by 2. Cost: 2.

TACTICAL INSIGHT. This model adds 4 to your score when rolling for initiative. Cost: 2.

COMBAT REFLEXES. This model's superb reflexes make it good at ducking for cover and otherwise keeping out of danger. Subtract 2 from all attempts to hit it. Cost: 4.

BORN LEADER. The model may use two Give Orders actions per turn instead of just one. Cost: 5.

KILLER INSTINCT. Once per game, this model may strike with perfect success with any attack. You decide when. Cost: 5.

COOL. Never fumbles. Ignore any fumble result. Cost: 3.

GREAT COORDINATION. This model has an extra action per turn. Cost: 5.

FIRST AID. If you are within command distance of a squad that takes a casualty, do not remove the casualty. Carefully place the model on its side. If you can reach the model (get into base-to-base contact with it) before it is next activated, and you can cure the wound (roll 10 or less on 1D20), the model gets one wound back. If you do not cure the wound before the model is next activated, remove it. Cost: 10.



LUCKY FATE. Luck intervenes in all sorts of strange ways to preserve this figure's life. Every time it takes a wound, roll 1D20. If the result is 10 or less, ignore the wound. Cost: 10

CUSTOMIZING SQUADS

If your opponent agrees, you can design your own custom squads, just like you can with individuals. To do this, you take the squad's character profile and add special abilities. You can give an entire Squad up to 3 special abilities. These must be given to every model in the entire unit, and the cost of these Special Abilities must be added to the models' cost. If a unit already has a special ability (such as the Blood Berets'



Jungle Training), this counts as one special ability already.

Generally speaking, you should be limited to one custom unit for each side, but if you and your opponent both agree that every unit can be a custom unit, then go right ahead.

CREATING A SPECIAL SQUAD MEMBER

If you like, you can give one member of a squad a single special ability in addition to any other special abilities the squad may possess. This model must be made completely distinct from its fellows in some way. For example, let's say you want to create a Blood Beret Medic. You could pain a red cross flash on the shoulder pads of one of your Blood Beret figures and give it the First Aid special ability. Or you could take a Venusian Ranger pain a special marksman badge on it and give it the Crack Shot special ability. That model would now be the squad's Marksman. Only First Aid, Crack Shot, Close Combat and Scout can be used to create special squad members.

Of course, the cost of this ability is added to the model's point cost.

Such squad members can be targeted with sniper rifles.

CAMPAIGNS

One of the most satisfying way for to play *Warzone* is as a campaign. This means that you and a group of your friends get together and agree to play a series of games.

During the course of these games, you watch your troops gain experience and grow, just as they would in a real series of battles. This is done by awarding them experience points.

A figure gets 1 experience point for every enemy model it kills. This means that the figure must have been removed from the table as a result of your figure shooting it or chopping it down in close combat. You do not get points for a mass of enemies routed by panic.

A figure also gets 1 experience point for still being alive and on the table when the scenario ends. Raise this to 2 experience points if the figure was on the winning side.

WHO CAN GET EXPERIENCE POINTS?

Only squad leaders and individual models can earn experience points. You could, in theory, keep track of every single warrior, but the bookkeeping would be enormous, and you would need some way of distinguishing every model in your force.

WHAT CAN YOU DO WITH EXPERIENCE POINTS? You can use them to improve a model's character profile. With one experience point, you can increase a model's CC, MW or LD by 1. These characteristics can never exceed 18. For 5 points, you can increase either the model's Wounds or Actions by 1. The maximum here is 5 for Actions and 4 for Wounds. Brotherhood characters can also spend 2 points to increase their PW by 1.

These improved characteristics can be used the next time your squad enters a battle.

You can also use these points to buy special abilities. Just pay the Point Costs out of your experience. For example, First Aid would cost 10 experience points.

CASUALTIES

If a character that has a lot of experience is killed, that can be tough. However, that's war for you. At the start of your next battle, that figure can be replaced by a new model with the basic character profile.

CONVERTING YOUR CHARACTER FROM THE RPG TO WARZONE

Your character's CC score is equal to your character's SV with whatever close combat weapon it is using.

Your character's MW score is equal to your character's SV with whatever missile weapon it is using.

Your character's PW is 10 plus 1 for every 2 points of MST over 10 your character has, up to a maximum of 16.

Your character's LD is 10 plus 1 for every 2 points of PER over 10 your character has, up to a maximum of 16.

Your character's AC is equal to your character's Actions per Round.

Your character's Wounds score is devised as follows.
Add your character's MST and PHY scores.
If the total is 34 or less, the character has 1 Wound
If the total is 35–40, the character has 2 Wounds.
If the total is 41–50, the character has 3 Wounds.
If the total is 51 or more, it has 4 Wounds.

Your character's ST is equal to your character's Offensive Bonus.

Your character's Armor is calculated by adding the value of the armor on your character's chest location to 18. If the character has 3 points of chest armor, your character's Armor rating is 21. As always, the maximum is 30.

Your character's Movement Rating is the same as in the RPG.

Unless you specifically want your character to be part of a squad, then all player characters count as individual models.

If your character possesses the Art or any Dark Gifts, choose the *Warzone* Art or Gift that most closely resembles the RPG version and use that.

A NOTE FOR GM'S

Warzone is ideal for those big fights you've always wanted to run. Now's your chance to send your players into a pitched battle in the Venusian jungles alongside a squad of Blood Berets. Better yet, it will take a lot less time using *Warzone*.

The overall fight can be directed by the single player of your choice. It is probably best to give each character control of his or her own squad so that every player has something to do. You should command the opposition.



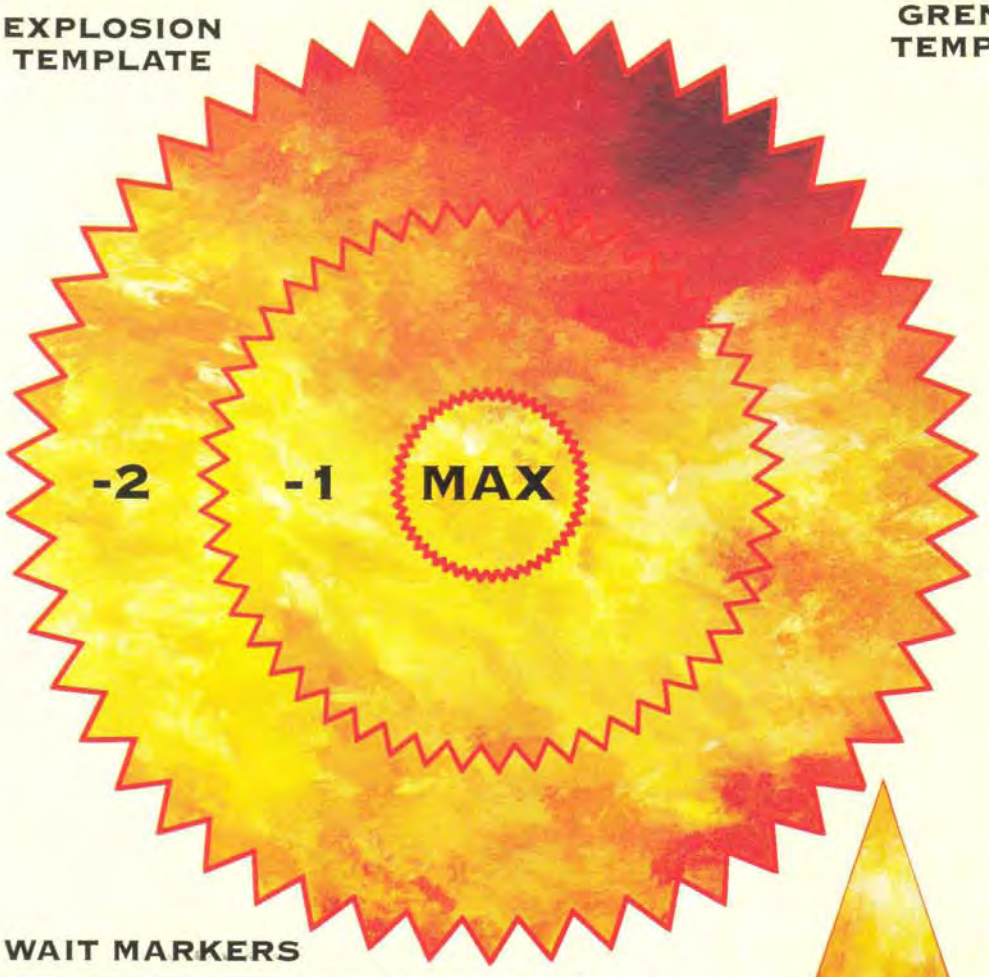
If you are using *Warzone* in conjunction with the *Mutant Chronicles* RPG, you should follow one simple rule.

Never kill off a player character reduced to zero Wounds in *Warzone*. If this happens, assume the character was simply knocked out or wounded. If the player's side wins the battle, then the character can be recovered and given medical treatment. If the player's side loses the battle, then the character can be captured or may be wandering lost and dazed on the battlefield. *Warzone* should provide a springboard for adventures. It should not be used as an excuse to butcher player characters.

ARMY: COMMANDER: CAMPAIGN: WARZONE:

Name of model/weapon	MODEL STATISTICS									WEAPON STATISTICS				Cost
	CC	MW	PW	LD	AC	W	ST	MV	A	CR	MX	RM	DAM	
						□□□□□□								
						□□□□□□								
						□□□□□□						

EXPLOSION TEMPLATE



GRENADE TEMPLATE



HIDE MARKERS





WAIT MARKERS



FLAMETHROWER / SHOTGUN TEMPLATE



AVAILABLE ACTIONS

MOVE A figure can spend one action and move up to its Movement (MV) in inches.

FIRE A model may use one action to fire any missile weapon it possesses.

AIM When a model Aims then you add +4 to your model's MW score and the DAM weapon. Once you Aim at a target you continue to get the bonus until you move, your target moves, or your turn ends. Aiming is not a cumulative action (i.e. you may not Aim twice and get a +8 modification). You must brace a HW in order to aim with it.

BRACE When you fire a weapon that has a Damage modifier greater than your Strength (ST) you must Brace or suffer a -4 penalty on your roll to hit. Once you have Braced your weapon it remains braced until you stop firing or your turn ends. If you use a Wait action you are still braced for that Wait action.

CHARGE Rush towards the nearest visible enemy model. Essentially a Move and Close Combat action combined into one single action. Once in base to base combat you may make a single Close Combat attack at +2 to your CC and DAM (see page 10 of Compendium#1:Dawn of War for details).

CLOSE COMBAT When a model moves into base to base with an enemy model (per the CHARGE action) it is engaged in Close Combat. See page 52 of the Warzone Rulebook and page 9 of Compendium#1:Dawn of War for details.

BREAK AWAY When engaged in Close Combat you may try to Break Away. Both players roll a D20 each and add their respective model's Strenght (ST) value to the roll. If the model who attempts to Break Away has the higher score it succeeds and may Move away normally, if not the action is wasted.

HIDE A model may spend one action to Hide. Place a Hidden marker next to the model. No other model see this model until it is SPOTTED. Remove the marker once the model performs any other action except Infiltrate.

CONCENTRATE A model may spend one action to Concentrate. This will add +4 to its Power rating (PW) for the remainder of the turn. Concentrate is a cumulative action (i.e. you may Concentrate twice and get a +8 modification).

USE SPECIAL POWER The model takes an Use Special Power action in order to cast a Spell or use a special power that it possess. This action may only be used once per turn per model unless stated otherwise.

INFILTRATE A Hidden model may spend one action to Infiltrate which means it may take a Move action at half its Movement (M) and remain hidden.

SPOT A model may spend one action to SPOT a hidden model. Roll equal to or under your model's Leadership (LD) score to succeed and remove the hidden marker from the hidden model. Each additional attempt to Spot the same model will add +4 to the chance to Spot.

GIVE ORDERS An Individual model may Give orders to a friendly squad or another individual model within 6" if that unit's Leadership (LD) Score is less than the model giving the order and provided that the unit has not been activated previously this turn. This action will end the turn for the model giving the order and the unit given the order is now Activated. This action may only be used once per turn per model.

RALLY This action may only be used by an Individual model. It may try to Rally any Panicked squad within 6". The Individual must roll equal to or less its Leadership (LD) score to succeed. This action may only be used once per turn per model.

WAIT Place a Wait marker next to the waiting model. In effect this model "saves" one action and may perform it as soon as an enemy model performs a visible action in the waiting model's LOS. See page 58 of the Warzone Rulebook and page 5 of Compendium#1:Dawn of War for details.

LOCK ON TARGET See Bracing (for Rocket-Launchers).

SEEK EXTRA COVER When a model is behind cover it may spend one action to Seek Extra Cover. Place an Extra Cover marker next to the model. It gains +4 to its armor (A) score. Remove the marker once the model performs any other action.

CLIMBING You may Climb an obstacle that is as tall (and no thicker than a half inch) as the model attempting to climb it. This takes one action. Place the model on the other side of the obstacle.

MISSILE WEAPON MODIFICATIONS

All modifications are cumulative.

ATTACKER

IS AIMING Attacker gains +4 to MW and DAM.

IS UNBRACED Attacker suffers -4 to MW.

HAS AI TRACKING PROGRAM/NECROBIONIC TARGETER/CRACK SHOT ABILITY Adds +2 to the Attacker's MW and DAM for each of the abilities.

USING LASER SIGHT The shot counts as Aimed (see Aiming above). Can not Aim with a Laser Sight.

RANGE MODIFIER Measure the range to the target and compare it with your Weapon Statistics. Deduct the value in the RM slot if the range is greater than your weapon's Close Range value.

TARGET

HAS SOFT/HALF COVER Attacker suffers -2 to MW.

HAS HARD/FULL COVER Attacker suffers -4 to MW.

IS IN EXTRA COVER Target gains +4 to Armor (A).

IS PANICKED Attacker gains +4 to DAM.

HAS COMBAT REFLEXES ABILITY Deduct Attacker suffers -2 on the roll to hit.

IS A NON-HELICOPTER FLYING VEHICLE Attacker suffers -4 to MW.

CLOSE COMBAT MODIFICATIONS

All modifications are cumulative.

ATTACKER

IS CHARGING Attacker gets one Single attack +2 to CC and DAM (Charging uphill halves the Charging bonus).

IS CHARGING FROM HIDDEN STATUS Additional Attacker gains +2 to CC and DAM (Charging uphill halves the Charging bonus).

IS USING "BEHEADING" Adds +2 to the attacker's DAM.

HAS CLOSE COMBAT TRAINING Adds +2 to the attacker's DAM.

HAS AI TRACKING PROGRAM/CRACK SHOT ABILITY Adds +2 to the attacker's DAM for each of the abilities.

HAS AI SONAR IMPLANTS Adds +2 to the attacker's CC.

IS BANZAI CHARGING Attackers in Banzai Charge (Special ability) add +1 to MV, CC and ST.

ADD ATTACKER'S STRENGTH Always add your model's Strength (ST) Score to the weapon's DAM score.

FOE IS SUBJECT TO MULTIPLE ATTACKERS Add +1 to CC and DAM for each additional attacker engaged in Close Combat with your foe.

FOE IS SUBJECT TO MULTIPLE ATTACKERS WITH TEAM TRAINING Add +1 DAM for each additional attacker from the same unit as attacker engaged in Close Combat with your foe.

TARGET

IS PANICKED Attacker gains +2 to CC and DAM.

HAS COMBAT REFLEXES ABILITY Attacker suffers -2 on the roll to hit.

IS A VEHICLE Deduct -5 from the attacker's Strength (DT) Score. A negative result is deducted from your weapon's DAM.

DEVIATION TABLE (D20)

ROLL	EFFECT
1-5	UNDERSHOT LEFT. The weapon falls short and to the left of its target. Move the point of impact back a third of the range it was fired over (rounded down) in the direction of the firer and over to the target's left.
6-10	UNDERSHOT RIGHT. As above but move the point of impact to the target's right.
11-15	OVERSHOT LEFT. The weapon falls beyond and to the left of its target. Move the point of impact a third of the range it was fired over (rounded down) past the target model and to its left.
16-20	OVERSHOT RIGHT. As above but move the point of impact to the target's right.

WARZONE

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