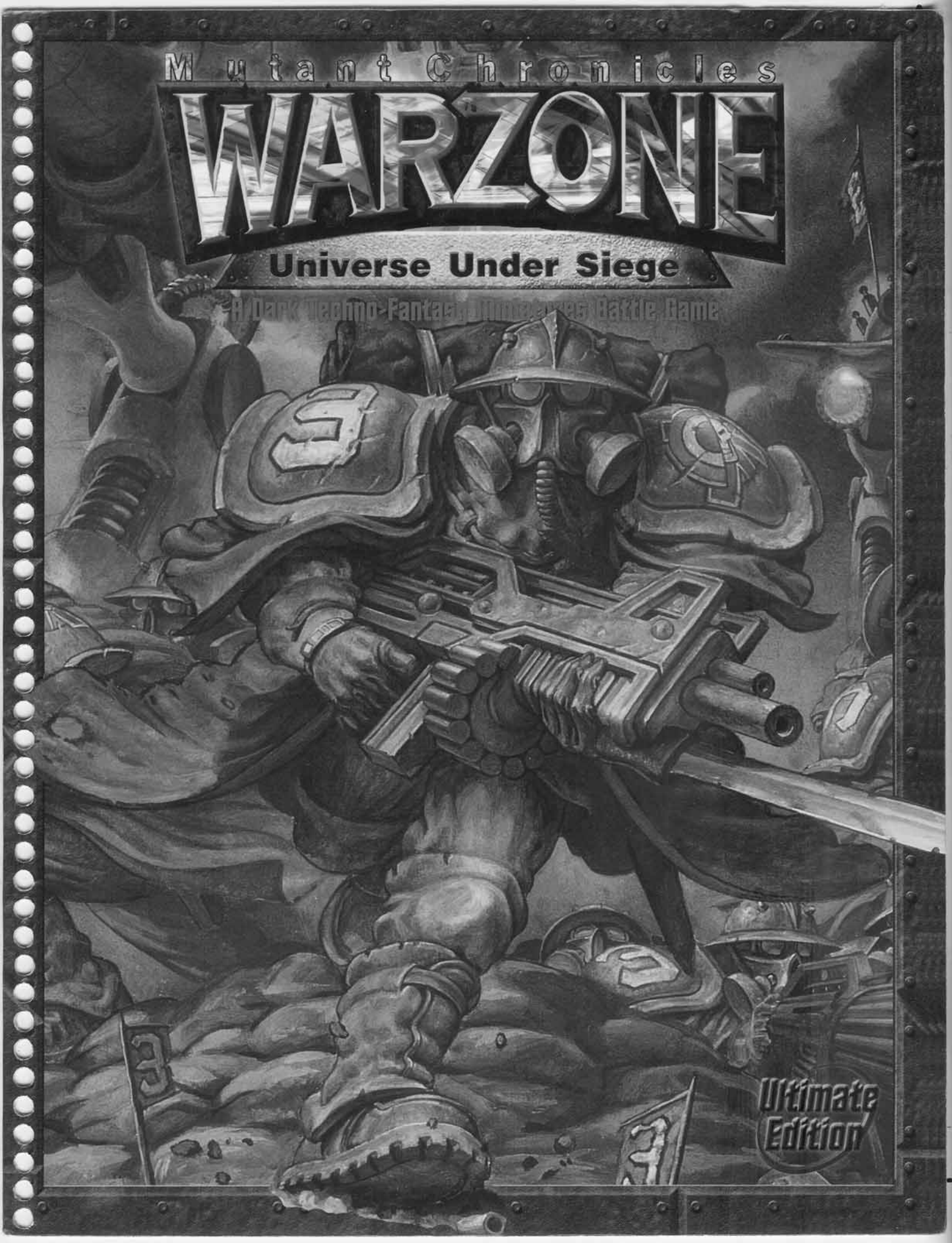

Mutant Chronicles
WARZONE
Universe Under Siege
A Dark Techno-Fantasy Miniatures Battle Game
Ultimate Edition

Excelsior Entertainment Proudly Presents:

Mutant Chronicles

WARZONE

Universe Under Siege

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A Special Thanks from Thom:

There are many tests of a man's character, many challenges he must face in the pursuit of excellence. If he is lucky, he will not have to make this arduous journey alone. In this regard I am a lucky man. This was the most challenging project to assemble and a real testament to the dedication and persistence of all involved. I want to offer my personal appreciation for a few special people. I would like to thank my family and friends who endured much with supportive kindness; my brothers John, Vito and Jed who made sure I had any life outside this project, Fred Malmberg and the Paradox crew whose support and encouragement has spurred us onward, Daniel and Mark whose tireless dedication, contribution and encouragement were invaluable to this effort; the Crusaders and fans who have supported our initiative from the beginning, and the many stores who believed in us. And most importantly to my parents, who have never failed to encourage and support my dreams, I love you both.

This book is dedicated to a few supporters who could not be here to see this book in print, John Di Ostilio and Susan Rooney. May they look down on our efforts with pride. We miss you.

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Welcome!

Hello fellow traveler. I use the term traveler because you hold in your hands the keys to entering a universe of boundless possibility; keys that will allow you to embark on a journey that will expand your imagination in ways you have not yet dreamed of. You stand at the gateway to imagination in one of its most wonderful forms, that of creative wargaming and storytelling.

Welcome to Mutant Chronicles Warzone™, the game of table-top battles fought between the vast armies of mankind and the unspeakable horrors of the Dark Legion. It is a dark future for mankind, one that has seen us rise to the heavens like Icarus only to be cast harshly back to the cruel earth. You will bear witness to man's great achievements, wonder at his triumphs and also watch in horror at the price of his hubris.

For those who are new to this universe, you will find yourself immersed in a science fiction setting set in the distant future; a future disturbingly possible and engaging. The Mutant Chronicles Warzone™ has been evolving for ten years, and has been shaped by some of the most creative talents in the industry. You hold the culmination of that effort.

For our fellow travels who have visited here in previous incarnations, we welcome you back and hope you enjoy your stay. Many things here will be familiar to you, and they should be. This ***Ultimate Edition*** however incorporates numerous revisions and introduces improvements which have evolved with the game in all its aspects, from captivating novels to its role-playing components. While there are many people and places that have remained, we have added many new twists and turns to add to your stay here. Please understand that these were implemented to insure your satisfaction and improve your hobby gaming experience. They were created to be true to the spirit of this wonderful setting.

In either case, we welcome you all. I hope your stay is an engaging and enjoyable one and that you will come back here often. I look forward to seeing how the setting and the game evolve from here and welcome your contribution to that growth.

Well met and kind regards,

Thomas P. Talamini

Thom Talamini

Fighting a Table-Top Wargame

This book contains all the information you need to start enjoying the Mutant Chronicles™ setting and experiencing the thrill of Warzone™. That said we should probably start by clearing up the most basic question, what is a table-top wargame or TTG for short?

A TTG is the re-enactment of battles, both grand and small, using armies comprised of a number of models. These battles are fought between two or more players who control the actions of these models on pre-established playing areas meant to recreate particular places in the Mutant Chronicles™ world. Fairly simple, eh? In some respects, it's like playing army men with rules.

This book contains not only the rules that you will use to recreate these battles, but also the lists of the many forces that you may choose from. Don't be daunted by the staggering variety available to you, it just looks big. In fairness, a book this size is not to be taken lightly. As you read and immerse yourself in this setting, it should be both simple to follow and enjoyable to read. This is one hobby game that will rise to your level of skill and ability so take your time and enjoy it.

Why a Hobby Game?

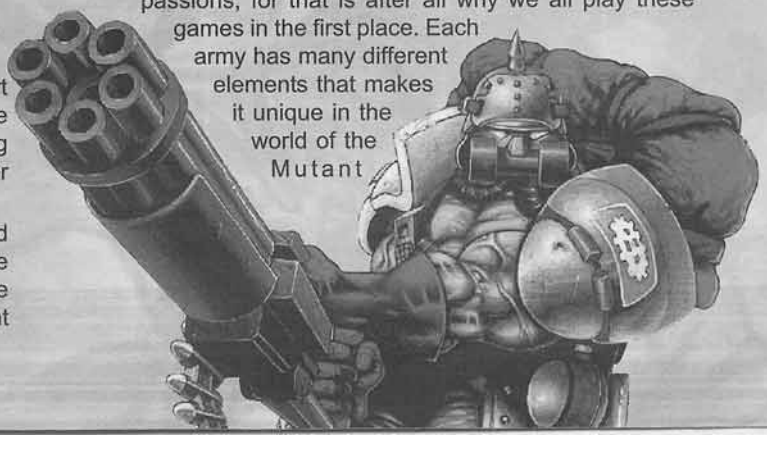
Fair question. Warzone: Universe Under Siege™ is not like a board game where you merely open and close a box; your participation is much more than that. It's not a card game, where your imagination is less proactive. Ultimately both your creativity and desire will turn the metal sculptures we have created into painted companions for your journey, with their own personalities and character.

We have only given you the key to gaming here, and any hobby game needs your enthusiasm and commitment to bring it to life. This is what separates a normal game meant to be enjoyed over a fixed period of time from a hobby game, where your personal investment adds to the very enjoyment and enrichment of your experience. In Warzone: Universe Under Siege™, you are the vital link that will directly impact your enjoyment.

Getting Started

This Ultimate Edition of Warzone: Universe Under Siege™, is a dynamic skirmish game set in the dark and tumultuous future of mankind. In our game, players simulate the epic battles of the various Megacorporations, power brokers, or their enemies—the Dark Legion. To fight these epic battles, we have supplied you with over 25 amazing and diverse armies, and this is only the beginning as we have many new models coming monthly.

Before selecting your army, make sure to read its specific histories and information thoroughly. Once finished, select the army that best suits your style of play or most directly stirs your passions, for that is after all why we all play these games in the first place. Each army has many different elements that makes it unique in the world of the Mutant



Chronicles and as such will present a limitless selection of options for you to enjoy.

Once you have decided upon your army, it will be time to select the troops that you will lead into battle. Ultimate Warzone (UWZ) isn't a game that relies on the strengths of only one model, but rather the abilities of a diverse collection of soldiers all working towards a common goal. The unique synergy that you create among your soldiers will be the key to your victory on the battlefield. You will populate your army with Squads of warriors, soldiers trained in all manner of weaponry from swords to machineguns. You will command mortars or even mighty war machines, powerful Units that will rain death down upon their enemies in great volleys. In addition, Individuals, like Captains or fearsome monsters, will lead them. Whatever the case, you will create a diverse army with which to recreate the titanic struggles of humanity in the dark retro future of the Mutant Chronicles™. To do this, you will populate your forces with miniatures and models available from Excelsior Entertainment.

These models will represent your own style of waging war and will be selected for your tastes. Once you have chosen your soldiers you will need to paint them. A well-painted army will bring your games to life and seize your imagination with the various battles you will recreate. There are many resources to help you learn how to paint your miniatures and we recommend that you practice and try new techniques- the results will well be worth it.

UWZ is a game that brings players deep into the action of tabletop battle. Warzone's unique design and game play, combined with the rich depth of the Mutant Chronicles™ universe, provide a truly exciting gaming experience; a game which flows smoothly and is unrivaled in its flexibility and the rich history of the troops who live and die at your command.

UWZ has a comprehensive and detailed rules system. These rules are extensive but are quite simple to learn. Take your time as you read these rules and digest them one step at a time. The depth of your options with each army will evolve over time, as will the unique combinations of troops you will assemble.

What do you need to play?

You will need a few things to begin your epic journey into the realms of the Mutant Chronicles™. Most important is this rulebook (so you are half way there already), some UWZ miniatures from the extensive Mutant Chronicles: Warzone™ line, Squad Unit Cards (which come with each model), a twenty-sided die, a ruler or measuring tape, and a pen. In addition to these items, you may need some of the counters and templates found in the back of this book.

Next, you will also need a place to engage your armies in battle. This can be an inspiring custom war game table that you have spent a great amount of time creating, or it can be as simple as a dining room table or a stretch of floor. The sight of a well-designed table however, with your armies spread out before you will do wonders to fire the imaginations and invigorate your game play. There are numerous resources for how to create battlefields and just as many manufactured resources to draw upon. Excelsior also makes a line of battlefield accessories that can be used to add character to your games.

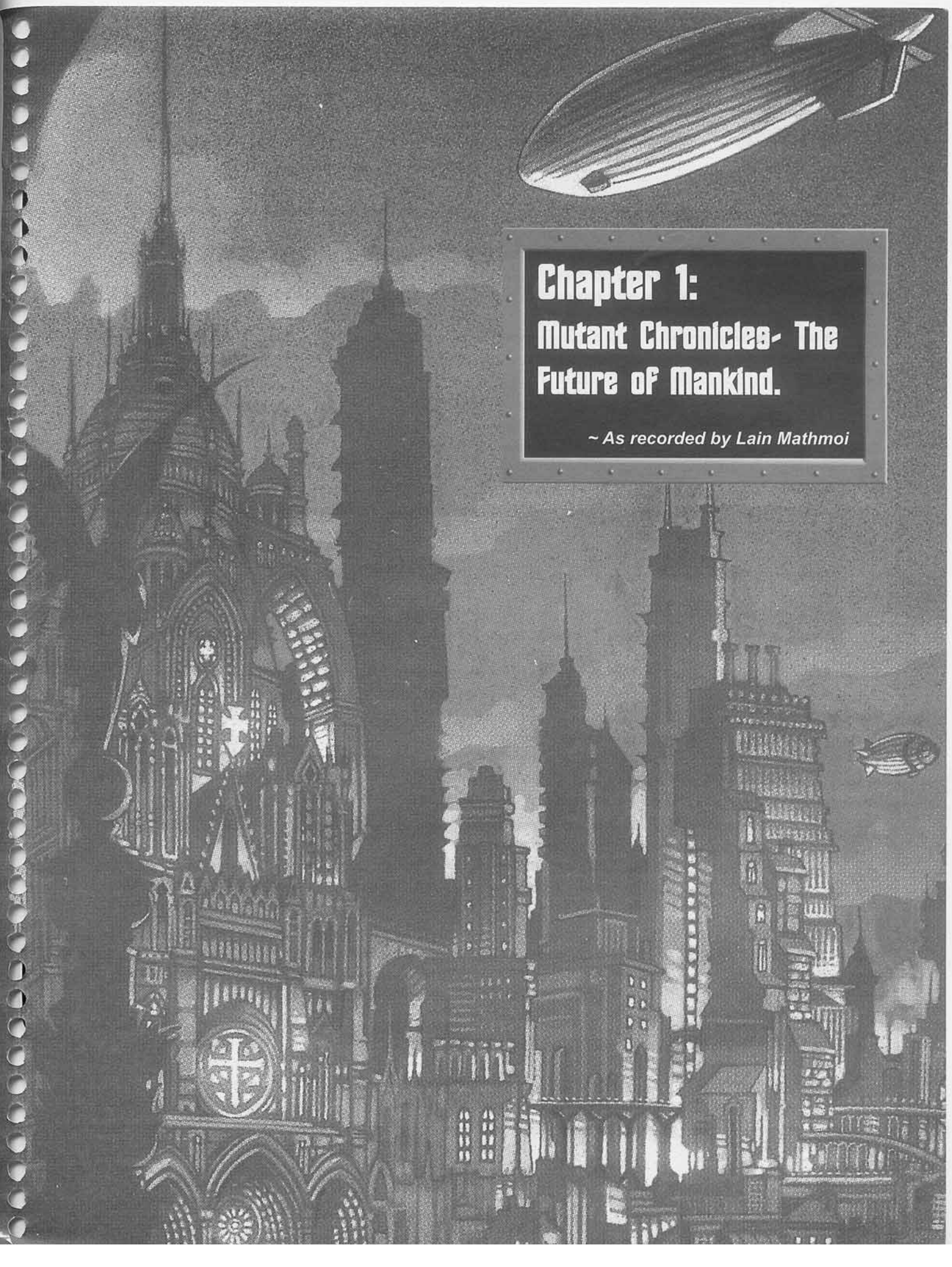
You should be able to find Excelsior Entertainment miniatures and twenty-sided dice at any well-stocked hobby or game store. If you have any problems obtaining your miniatures, please feel free to contact Excelsior Entertainment directly. The contact information is at the front of this book.

Do I need a lot of models?

Obviously you can't recreate the epic struggles of the Universe Under Siege without soldiers to fight for you. The beauty of this game is the flexibility of its design, meaning that you can start playing Ultimate Warzone™ with as little as 7 models, though we are sure this will only be the beginning. The engine or mechanic that controls this game is versatile enough to allow you to enjoy dynamic and fast-paced battles with anywhere from a few models to hundreds. It will grow with you!






Chapter 1:
Mutant Chronicles- The Future of Mankind.
~ As recorded by Lain Mathmoi



~ From the Journal of Lain Mathmoi, Senior Archivist

"The Dark Symmetry is like virulent bacteria that resists all but the most drastic treatment."
-Dieter Van Drusen, Ingressor, First Directorate

The Solar System, our home, has teetered on the brink of chaos since we first set foot off the world of our birth. From the antagonistic stellar aspirations of the 20th Century, to the sabotage-laden efforts of the 22nd century, we have embraced conflict, in spite of our lofty ideals. Since that first time we left Earth, the human race has witnessed many marvels and advanced to unprecedented heights, but all these were paid for with a tithe of blood. Now, from Mars' bleak and arid lands, to the steaming jungles of Venus, violent conflicts spark over precious substances that provide and prolong life. Within the huge caverns of the Mercurian underworlds, to the clustered frontiers of the Asteroid Belt, pitched battles are fought for both resources and land. Skirmishes for position and control rage in the cold emptiness of the Void, and the ravaged remains of Earth, renamed Dark Eden by those who since abandoned it, again see fierce fighting.

Throughout the inhabited worlds of our Solar System, the five great Megacorporations make covert, and, sometimes, open war on one another. Each strive for the domination of resources and profit, unconcerned of the destruction they cause and uncaring about the lives they destroy. The leaders of the Brotherhood, the spiritual protectors of humanity, seek to leash these warring Megacorporations, while simultaneously preparing the forces of mankind to repel the creeping Darkness, an enemy that most believe largely fictional.

There is no peace here anymore; instead, only a tenuous balance of power—a balance both threatened and maintained in the Warzones of the Solar System.

The Megacorporations

"Life is business, business is life."
-Overlord Mishima

Where once there were nations divided by geography, now there are only Megacorporations— gigantic, fiscal titans bestriding the worlds of humanity, bending all to their desires. In this corporate system, the Megacorporations manufacture everything, from foodstuffs to firearms, and their workforces are numbered in the tens of billions. To be an employee of a Megacorporation is to adopt a corporate way of life, to commit your self, your very body, mind and soul, to a single cause, to be first and foremost, a Citizen. Every moment of every day, Citizens of the Megacorporations are bombarded by their employer's propaganda, and, for them, the company line is consumed as easily as food or air. Citizens are indoctrinated that only their Megacorporation is supreme, that only their Megacorporation is right, that only their corporate way of life is good.

The employees of democratic Capitol know that they have the freedom to pursue their own dreams, secure in the knowledge that they personally own a small part of their Corporation. However, this ownership comes with heavy responsibilities. Capitol's huge armies, endlessly training, are committed to the welfare of its employees and the defense of the freedoms they enjoy. Concurrently, their massive media and entertainment interests watchfully maintain Capitol's sterling image.

By stark contrast, the subjects of Bauhaus's aristocracy know that they are surrounded by enemies who covet their wealth and superior craftsmanship. From the lowliest subsidiary to the great Elector Houses themselves, Bauhaus follows their ancient traditions and rituals, ensuring both the integrity of their past and guaranteeing their glorious future. The generals of Bauhaus's various military orders work hard to preserve their wealth and honor and maintain their corporation's dominance in manufacturing and production.

Those who serve the lords of the Mishima Megacorporation know that only they understand the true meaning of honor and that the universe tests that honor daily. To the Mishiman, the evils of the universe are part of a natural order, which culls the weak and tempers the strong. Their ancient traditions, combined with their ingenuity and skills, make Mishima a corporation that thrives on adversity. The retinues of the ruling Lord Heirs willingly give their lives

to defend the traditions of their ancestors and elevate the name of their Megacorporation.

Diametrically opposed to the Mishiman corporate system, the fiercely independent people of Imperial are certain of only one thing: that life is hard and their survival will not come cheaply or easily. These are the laborers whose countless contributions allowed humanity to conquer the stars themselves and escape the toxic atmosphere of Dark Eden. This Megacorporation's "Clans" compensate for what they lack in size and solidarity with determination and aggressiveness, by proving their strength daily and expanding their empire by constant conquest and guile.

Finally, the enigmatic members of Cybertronic know that they are a catalyst for change in a Solar System choked by stagnation and palpable oppression. They bring with them the technology that the other Megacorporations have banned yet still quietly desire, the same technology the Brotherhood wants to destroy.

Each Megacorporation has a part to play in the overall balance of power in the Solar System. Together, they have t h e potential to defeat the ultimate Darkness and bring humanity to a new age of peace and prosperity. Divided, however, they may just destroy us all.

The Independents

"There is a certain freedom to be found in being an independent, a liberation in knowing you are standing alone."
-Chairman Reginald Dunne, CEO of Amerite

The five Megacorporations make up the bulk of the business in the Solar System. Their combined assets are almost unfathomable, and often, they control many smaller freelance companies, called Independents, who depend on these larger Megacorporations for survival and trade.

The Independents were formed during the First Corporate Wars, when clear-cut proof of ownership of lands or property was lost, and since that time they have become as numerous as the stars themselves. It is estimated that almost 85% of the Solar System's amassed production lies in the hands of these Independents, even if most are at least 51% controlled by one of the Megacorporations.

Unlike the massive lumbering bureaucracies of the Great Five, Independent companies gain a greater degree of freedom than the Megacorporations, allowing them to explore new and innovative business ventures that would otherwise prove problematic. However, this freedom comes at a price. Since most are too small to have their own standing army, some Independents become prey to the hostile takeovers by the larger Corporations, negotiated by payment or the barrel of a gun. Fortunately, in the scheme of things, for each Independent company absorbed into a Megacorporation, two others start up, taking its place. Such is the nature of humanity that it does not rest, though this can be both a blessing and a curse.

The Brotherhood

"Trust in the Cardinal, he will provide."
-Missionary Saying

Rising above the conflicts of the Megacorporations and Independents are the members of the Brotherhood, the spiritual guardians of humanity and their de facto leader. At the head of the Brotherhood stands the Cardinal, a being of enormous spiritual, moral and temporal power. He is served by countless billions of faithful followers who hang on his every word and breathe. Missionaries spread his teachings throughout the Solar System, while Inquisitors hunt down his heretical enemies. Mystics wield the strange supernatural powers of the Art in his name, as countless soldier/fanatics zealously enforce his will.

It is by these means that the Cardinal and his Brotherhood maintain a semblance of control over the bickering Megacorporations. For without this control, man would fall; either by his own hand or that of the encroaching Darkness. Billions of corporate Citizens heed his daily message of hope and redemption. They all need something to believe in, for the times are dark and the Great Evil has returned.

The Cartel

"Vigilance justifies the means."

-Cartel expression

The Cartel is the scale by which the balance of power is both measured and maintained. While the Brotherhood attempts to control the Megacorporations and stop their constant conflicts, the Cartel chooses to regulate the ways in which the corporate forces wage war.

Originally, the Cartel was a cooperative organization where delegations from each of the Corporations would meet to negotiate compromises and end wars, but it has since evolved, becoming an agency of shadows and conspiracies, of espionage and influence. Its clandestine Agents are everywhere and very little occurs within the walls of the corporate empires that are not known by the Cartel. Most fearsome of the Cartel's powers is its ability to legalize military action. The Cartel Law Lords, stoic individuals who have written the commandments of modern corporate warfare, must first approve all corporate military actions. Any Corporation that attempts to break the rules and regulations put forth by the Cartel risks swift sanctioning, both from within and without, as the Cartel's Agents expose and exploit the offending Corporation's secrets and weaknesses.

Currently, the Cartel is both feared and respected. It has, throughout its various evolutions, avoided becoming the puppet of the Megacorporations, and through careful concessions, has even limited the Brotherhood's direct influence. The Cartel managed this considerable feat by strictly adhering to the contracted laws that govern life and business in the Solar System, laws developed by the Megacorporations over the centuries, strictures which negotiate nearly every eventuality.



The Cartel does not play favorites though they are not beyond the pressures that can be applied by the Megacorporations. They know their power is one that can be taken away by a direct and concerted effort and as such make every effort to tread the fine line between diplomacy and antagonism. As a group, the Cartel will accept no impropriety within its ranks. Their Agents are infiltrating everywhere, both on the battlefield and in the boardroom, and, like the Brotherhood; they value information above all else. Using information is a delicate and dangerous game, and by exploiting this information the Cartel may create needs that legitimize its continued presence. This acquisition of information gives them their ability to play peacemaker and at times enforcer.

With the return of the Dark Legion, the Cartel has reinstated the Doomtroopers, an elite fighting force drawn from the best warriors the Megacorporations can provide. These fantastic warriors are assigned to the Cartel on a mission-to-mission basis when they feel they must directly intervene.

The Malcontents

"Funny that when they do something wrong they run to the Cartel for protection or cry to the Cardinal for forgiveness. And yet when those same hypocrites are themselves wronged, they come to us."

-Gunner Jarrod, Bounty Hunter—Orpheus Group

In the middle of these warring titans are those unfortunate individuals who do not belong to any Corporation, have not chosen the side of Light or Darkness, or are not in the thrall of the Cartel. These people must make their own way in a Solar System under constant siege, bereft of any assistance or protection from the powers that be. According to Cartel Laws, these individuals do not officially exist, having neither the rights nor the privileges afforded to the rest of corporate humanity. These unfortunates are branded Malcontents, for they do not wish to be a part of corporate society, as it is.

Criminals, mercenaries and the inhabitants of Dark Eden share the designation of Malcontent, as does any organization that refuses to bow to the will of the Cartel (which is ultimately an extension of the Megacorporations) or the Brotherhood. In a Solar System torn apart by war and divided up amongst giants, Malcontents learn to survive by any means necessary.

The Dark Legion

"I have stared into the abyss and it stared back."
-Jake Kramer, Ret.



Those who serve the Darkness are the eternal enemies of all humanity. The numberless hordes of the Dark Legion raise their gigantic Citadels on all of the inhabited worlds, spreading their corruption like an all-consuming disease. Undead warriors swarm against the armies of mankind, forcing even the fallen to serve them in their relentless conquest. Countless Heretics infest every corner of human society, spreading their message of corruption and rebellion, fostering wars between the Corporations, spreading distrust and hatred among all of humanity. They worship manifestations of this Darkness, called the Dark Apostles, beings of pure malice and the would-be conquerors of the Solar System.

They serve Ilian, the Mistress of the Void. Her sorcerous followers use the supernatural powers of the Dark Symmetry as a potent weapon and can summon forth-nightmarish creatures from the Void to do battle with their enemies. They revere Algeroth, Apostle of War and Master of the Dark Technology. His never-ending hordes of mutants and war-machines wage a constant assault on the bastions of mankind, uncaring about the outcome of battle, only that war itself continues. They heed the lies of Semai, Apostle of Spite and Master Prevaricator, who turns sibling against sibling, parent against child. His agents use deception to sow the seeds of distrust and confusion amongst humanity, reveling in the chaos that ensues. They dance to the psychotic tune of Muawijhe, Lord of Insanity, whose methods, means and motivations are as mad as his minions. They fester in the abominable foulness of Demnogonis, Apostle of Corruption. His agents spread like a plague throughout the inhabited worlds, bringing contagion and illness with them.

The Apostles are not only the enemies of humanity, but also of each other. Their minions often battles for leadership and dominion, all in an attempt to be the favorite in the eyes of their master, the ultimate source of all evil, the Dark Soul. This infighting is the only thing that saves humanity from complete destruction, for fortunately, evil feeds off itself as readily as it does us.

The Warzones

"If there is no recourse, take it to a Warzone."
-Law Lord Kressian

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, fief-world 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 contained within.

In the jungles of Venus, human armies besiege the towering Dark Citadels that rise above the primordial jungle, while Corporations 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 red desert once more encroaches.

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

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.

Mankind must stand together now, or face extinction.

This is the age of heroes. This is the age of Warzone, a Universe under Siege.

THE CHRONICLES

1.1-Exodus

Earth, late twenty-third Century.

The human race is no longer divided into nations with laws, rights and restrictions. Instead, vast financial blocks, known as Megacorporations, control everything from trash collection to the declaration of war. These powerful companies, formed by centuries of mergers and takeovers, have divided the planet up amongst themselves and those who were not employed by these giants were crushed beneath them.

Over time, the Megacorporations began to look elsewhere to expand their empires, since warfare was a dangerous endeavor in an age of super-powers and superweapons. Their search took them to the stars, and the siblings of the weary and depleted Mother Earth. With countless research teams returning from the other planets in our Solar System bringing news of untapped, virgin resources, the Megacorporations formulated ambitious plans to stretch their powers heavenward. Scientists began designing tools to transform the inhospitable climes of the other planets into something their people could thrive in, and the Megacorporations began their campaigns to implement these machinations.





Using a combination of wondrous ingenuity and Herculean determination, the dynamic Corporation that controlled the United Federations of America established the first permanent base on Earth's moon, winning the distinction of being the first to claim a territory beyond Earth. This base, a modern marvel of technological achievement, grew exponentially and was named Luna by its founder, the Capitol Corporation. Capitol's insatiable drive paved the way for the other Megacorporations, who each played a part in the creation of a new era, and Luna became the both the gateway and stepping stone to the rest of the Solar System.

Bauhaus, the Corporation that controlled the European League used its technical and engineering expertise to create vast terraforming machines that could change the very nature of a world, re-creating a planet's biosphere by transforming their natural environments into something capable of sustaining human life. Once set into place on the worlds and moons of a system, these wondrous machines allowed mankind to both exploit these new resources and escape the growing unpleasantness of Earth.

As would be expected in a project of this size, an endless army of workers was necessary to perform the labor required to implement and maintain these terraforming machines; workers who would be willing to sacrifice their very lives, if needed. A budding Megacorporation whose billions resided in the impossibly tall towers of the Jade Empire—The Mishima Corporation, provided these workers.

In spite of the technical know-how and the manpower to achieve it such an enormous endeavour like the recreation of a planet cannot succeed without the proper logistical fulfillment. The three major Megacorporations were strained thin, maintaining their control of Earth while re-making the other planets to fit their needs. So these other monumental tasks, like the transportation of equipment, supplies, and personnel and the distribution of provisions, were handled by a partnership of aggressive businesses that rose from the ashes of the Colonial Alliance, formally known as England and its conquered colonies. These businesses merged into a new fourth Megacorporation, which called itself Imperial.

Together, the Megacorporations pushed the boundaries of space travel and atmospheric processing until the colonization of the other planets was no longer a dream; it was a reality. Terraforming was now fully underway and the eager Megacorporations set to this task with an unbridaled enthusiasm. Many powerful gravitational regulators were imbedded deep beneath the planets' crusts while gigantic atmospheric processing plants were set up to convert thin toxic gases into breathable air. Organic enzymes, seeded from orbit, worked upon the noxious soil until it was capable of sustaining life. From this point, biological organisms, both big and small, were introduced to the System's planets in an effort test their handiwork and hasten the development of the ecosystem. Plants and insects that could produce oxygen were engineered and introduced into the budding ecosystem. Evolution, forced by the will of the Corporations, ensued. Soon, as the universe reckons time, the

Megacorporation's plans were complete and the planets within the Solar System—Mercury, Venus, Luna, and Mars—became ready for the Corporation's people.

1.2- Ad Fidelis

Unfortunately for Mother Earth, neglected by thousands of years of human abuse and drained nearly dry of its own resources, this progress only served to hasten her eventual demise. Wars, climatic shifts, pollution, overpopulation, and disease brought the once verdant Earth to a state of near fatal toxicity. Mankind could no longer freely walk upon its surface. Ironically, the wondrous machines that created new Eden from dead worlds could not be used upon the Earth itself, for such a radical rebirth does not occur without great physical transformation, one that would leave nothing alive in its wake.

The planet that was home to humanity was all but a shell of its former self, stripped of any precious materials and left to rot by the Megacorporations. This was but the beginning of Earth's woes, for the Corporations decided they had no further use for the planet of their birth. Massive spaceships, crafted in secrecy from the very beginning of the Corporations' ventures, were filled with passengers who were ready to leave this broken planet behind forever. The people aboard these ships all shared one thing in common, which set them apart from the damned and the doomed peoples of Earth; they were the employees of the Megacorporations. They alone would enjoy the paradise that awaited them on the brave new worlds of the Solar System. The rest of the population, those deemed unworthy by the Megacorporations, looked on in horror as great Arks rose ponderously into the sky on columns of smoke and fire, disappearing into the choking brown clouds that filled the earthen sky. Despite of their past dedication and hard work, there would be no effort spent reversing the damage done to this planet for them, for simply put and without sentimentality, there would be no profit in it.



In corporate history, this event has become known as the Exodus, but to the forgotten peoples of Earth, this act was branded the Great Treachery. Left to their own resources, the remaining population was expected to carry on themselves, or more likely, simply die.

1.3- The Golden Age

In time, the freshly transplanted Megacorporations looked out on their new worlds and found that everything was good. The entire Solar System lay open to them and the possibilities were endless. Nothing could challenge their dominion over the stars, even nature, it seemed. Theirs was the greatest, wealthiest, most advanced and potent civilization that had ever existed. They possessed technologies beyond the dreams of our now diminished folk. They could cure the sick and feed the hungry. They understood the mysteries of how to alter entire worlds and this knowledge was power. Humanity had moved on to its next period of evolution. This was known as the Golden Age, and during this era of corporate expansion, the Megacorporations defined both themselves and their future boundaries.

During this shining period of development, Capitol still maintained control of the central hub of the Solar System, Luna, and soon they had the majority of Mars under their control, as well. The President and the Board of Directors went about creating a vast empire of capitalism, using the drive and innovation that is the very heart of the Capitol Corporation. This systematic planning would see most of the Solar System's foodstuffs come from the red planet, harvested from Mars' vast fertile lands by the hardy Capitolian farmers.

Venus, with its teeming jungles, arctic regions and deep oceans, fell under the control of aristocratic Bauhaus. The harshness of the planet's surface, with its varied climates and the 121 day "Long Night", tested the resolve of Bauhaus' homebuilders. In the end, it was their technical expertise, coupled with their

Regret

"I remember her smile, the tender look in her eyes, the supple way she loved. It was so clear, still so vivid."

Corrigan watched as the last of the great transport arks disappeared in the thick and dismal clouds that now covered Earth. The columns of fire from their massive engines burned brightly until the clouds swallowed them and only the distant noise remained.

It was raining and people around him were racing for cover to get out of the corrosive downpour. The poisoned water burned his eyes but still he looked up. The physical pain was nothing compared to the throbbing ache in his chest. They had asked him to go along, to share in the bold ventures that were being planned on the worlds above. They had everything to offer while life on Earth had nothing remaining to give anyone. In spite of all this and the thousand other reasons he should have gone, he had said no. He had said no because she had said no.

She had lied.

supreme self-confidence, which transformed the planet into the Solar System's main source of medicines, fuels, and luxury items, from exotic foods to precious minerals.

In stark contrast to the other two planets, Mercury is a study in contradictions and brutality with its massive cities secreted deep under the surface of this harsh planet. The windswept surface of Mercury, terraformed as best as possible, sported little surface life, while below, vast "under-cities" were carved from the walls of its ore-rich caverns. These under-cities housed the hardworking employees of the Mishima Corporation, protecting them from the searing heat of the Sun and allowing the Emperor unparalleled control of his subjects. Mishima's mines soon supplied the mineral needs of the entire Solar System.

Imperial fit in where it could, their people settling their facilities in those places that the three larger Corporations did not maintain a presence. The families of the Imperial Corporation, referred to as Clans, dug into the lands that were either abandoned by the other Corporations or were found outside normal trade routes. These same trade routes existed only because of Imperial's control of interplanetary shipping and the aggressive business practices of its Clans.

Due Process

At a long and glossy table, seven well-attired men were seated, three at each long side and one at the head, whose back was framed by the large stained-glass window behind him. They were dressed in the suits common to the upper level executives of the Capitol Corporation, dark and expensive.

The oppressive silence that dominated the room was interrupted by one of the younger corporate officers who stood up and addressed his senior– a strained attempt to mask his all too apparent fear.

"Why has the Brotherhood demanded to see us here, today? We have better things to do than wait for around them like common lackeys. We've been sitting here going on two hours without even sign of them showing up. Really, this is intolerable!"

The man at the end of the table, undisturbed by the outburst, made an impatient gesture to his junior executive. His voice floated across the room, resigned and colorless.

"Sit down, Jenkins. They will come when they so choose. Remember that. As to why they want to see us, I can only guess."

Six heads turned sharply, the question painfully evident in their faces. Jenkins sat down sheepishly; a frown creased his forehead, and perspiration stains began to emerge on his shirt. The older man continued speaking as if in answer to their unspoken question.

Capitol is the most powerful Megacorporation on all the worlds of humanity. This is no secret. We strive to give our employees the best, an unparalleled freedom of both mind and will. One would think this all anyone could ask for, that this is not enough for everyone. There are however those who crave far more power than they are given and who are willing to use **any** *means to reach that goal."*

His words lingered in the air like a cancerous cloud, the implied message shouting silently across the boardroom.

Jenkins regarded the chairman intensely, his gaze wandering over the features of those gathered with him. Some looked anxiously back and forth while a few merely turned their eyes to the table.

"Pardon me, Mr. Krajicek. Are you telling me that the Brotherhood is coming here today to discuss possible collusion with the Dark Legion? At what levels?" asked Jenkins.

The question was never answered. With a sudden swing, the heavy inlaid doors of the room burst

2.1- Red Rain, Blood Puddles— The Price of Greatness

While the Solar System buzzed with activity and development, there was only one quiet spot to be found between the Sun and the Asteroid Belt, old Earth. After the Exodus, the remaining peoples of the doomed planet raised clenched fists and threatened Luna with their rage and what little weapons remained. The Corporations simply laughed. Bombings and sabotage became the impotent weapons of a people who had no chance of mustering enough power to actually threaten the Megacorporations. Their sparse and poorly maintained ships could barely make it to Luna.

Banding together, determined to be heard and committed to joining their departed brothers and sisters in the paradise of the Inner Planets, the entities and peoples of Earth turned to the most potent weapon they could. When abandoned Earth threatened to use dreaded nuclear weapons against Luna itself, the Megacorporations humor spoiled, and they spat down upon the Earth the full measure of their displeasure. Defense Satellites, left forgotten in orbit above the Earth, rained fire and death upon the brutalized planet for months on end as the Megacorporations dispassionately watched from above. After months of bombardment, Earth, at last, was silent; it's few survivors broken and hopeless, the sands swallowing its abandoned cities and erasing the last traces of humanity.

Finally, unimpeded by the constant protestations of Earth's former inhabitants, the Megacorporations could focus completely upon their new destiny.

With the threat of Earth silenced, the Golden Age of the Megacorporations reigned for more than five centuries and during this time, mankind flourished. There was no famine, no pestilence, no war and even death was pushed back by decades. To connect the planets and the Corporations, a gigantic electronic "net" was formed, with its heart located on Luna. This net allowed the computers of the various Corporations to communicate, fostering an unprecedented unity amongst mankind. In time, these same computers managed every aspect of corporate life, from the maintenance of its cities to the allocation of resources. Complex artificial intelligences predicted tension and unrest in the population and recommended measures to avert disasters. They plotted strategy, engaged in negotiations, and maintained the business and personal information that pertained to all of the Corporations and its employees.

It was a glorious age; a technological renaissance and the Megacorporations thrived unlike ever before. As a people they were proud and haughty, but their pride would soon count for naught, because they were to

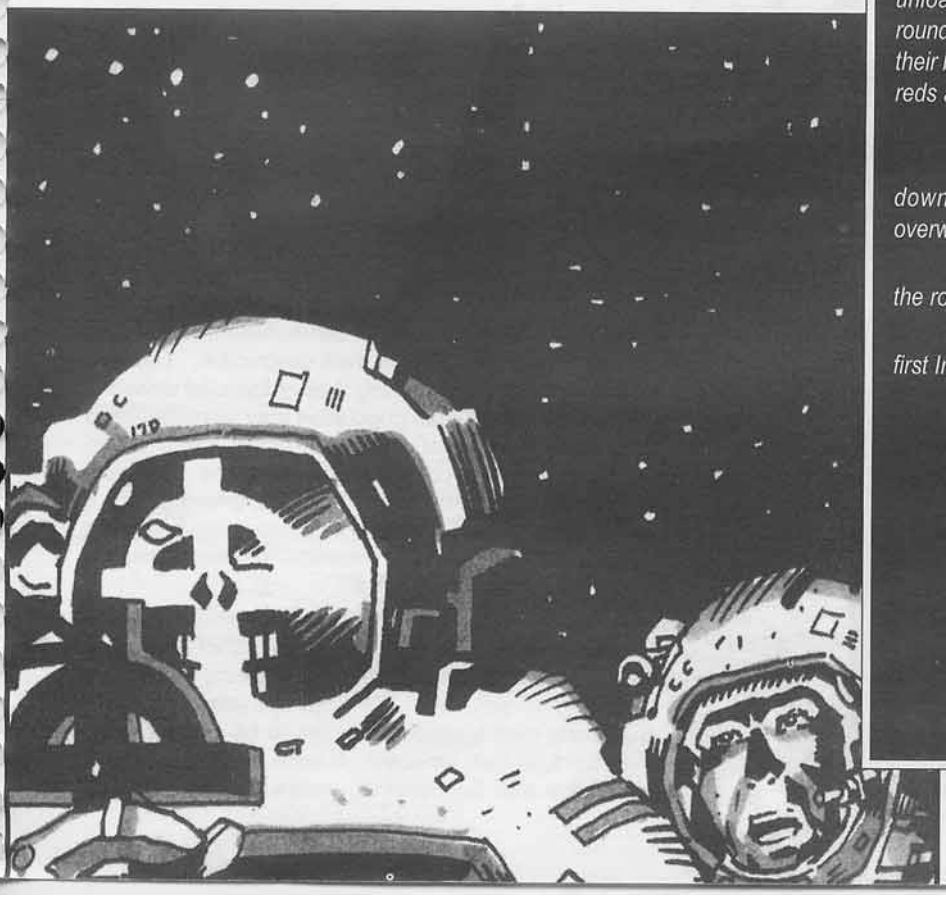
encounter a power that defied all human understanding and would forever alter the fate of man. Before this power, every aspect of their civilization seemed doomed.

2.2- Harbinger of Darkness

Ever driven by the spirit of expansion, the Imperial Corporation began to look past the normal boundaries of man's domain. First, they seeded the Asteroid Belt with their people, and then the pioneering division of their Clans, the Conquistadors, pushed out even further into the Solar System. Soon, Imperial outposts stretched past Saturn and Uranus. In the closing decades of 2400 AD, Imperial launched two major exploratory missions. One mission sent a massive assault spacecraft, known as a Dreadnaught, past the edge of the Solar System. This Dreadnaught, christened the Zephyr, was sent out at the same time as a Conquistador frigate, the Harbinger, landed on Pluto.

Imperial began the process of terraforming immediately upon landing on Pluto, having had practice with the techniques during the creation of its capital, Victoria, and its numerous Clan domains within the Asteroid Belt. However, construction teams found something underneath the surface of Pluto that defied their understanding, something that should not have been there, something totally alien. The Conquistadors sent back to Victoria for instructions on how to proceed with this unprecedented find. Certainly in their terraforming, the corporations had discovered traces of rudimentary life before, but this was the first time they had found something that actually resembled the architecture of an intelligent species. They received two replies to their inquiry: one from the A.I. computer network and one from the human leaders of Imperial.

The computer ordered the Conquistadors to abort the mission, relay the exact position of the artifact and evacuate the planet immediately. The humans at Victoria's Central Command countermanded this order, something entirely unheard of in this age of computer reliance. Instead, they instructed the Conquistadors to recover the artifact to learn of its exact nature. The team complied and the artifact, which took the form of a large metallic tablet, engraved in strange lines and shining like dark steel, was taken back to their ship and examined by the team's scientists. Little was uncovered about the tablet during these initial tests, except that its metallic composition did not match any known elements of the periodic table. In point of fact, its composition was so contrary that it should not have existed at all, defying as it did all the laws of physics. Molecularly, the tablet had a density that should have caused it to weigh tens of thousands of tons, yet it



open and the frame of the archway was filled with the imposing figures of two Inquisitors in their distinctive armor and flowing red garb. They were carrying the sacred Book and Punishers, grotesque-looking pistols with thick black muzzles, pointed at the floor.

"Reese, Simmons, Banks…move to the far wall." The voice of the senior Inquisitor was filtered through his helmet, creating an inhuman aspect to his words, but the serious tone dripped with a menace that was all-too-human.

The three men stood up, caught in the spell of authority radiating from the Inquisitors and followed their instructions, their own wills subverted by the Art of the Inquisition.

"Mr. Krajicek…may you all know the Justice of the Cardinal." The hum of the Inquisitor armor increased faintly as they raised their Punishers and unloaded what seemed like an endless stream of rounds into the three "retired" executives. In a moment, their bodies were nothing more than a violent spray of reds and pinks against the far wall.

Jenkins felt grateful that he was already sitting down when he began to retch, choking on the overwhelming smell of blood and gunpowder.

Without another word, four Morticians entered the room to cleanse the heretical remains.

"Thank you, gentlemen, for your attention," the first Inquisitor said and they strode from the room.



was nearly weightless. A second team of scientists desperately attempted to decipher the strange engravings upon its surface, believing they would hold the keys to unlocking the tablet's mysteries. Visions of corporate grandeur gripped the Imperial Central Command. Urged on by their anxious superiors, the scientists scanned the tablet into their computer, linking up to the System-wide central computer net and downloaded their findings.

This was the last communication ever received from the Harbinger, an image and translation of the alien tablet. The transmission became overshadowed by a grinding hum, imperceptible at first but growing in pitch and loudness until it erupted into an inhuman ululation, almost like that of laughter, reaching a cacophonous pitch that defined any attempts to muffle its thunderous presence. It burst the eardrums of all within close proximity to any transmitter and drove the unfortunates quite mad. The soil around the artifact site heaved as an earthquake of colossal proportions lurched forward in cascading waves across the surface of this forsaken planet. The surface of Pluto opened up and swallowed all traces of the excavation, and then all was silent.

Doomed

The smell of terror filled the orbital station as the computer controlled scrub air filters screamed into reverse, spewing out the very poisonous gases they were designed to absorb. Sixty four were dead in the first two minutes of the filter failure. Twelve of the bridge crew was dead following a series of electrical malfunctions. The station was running on emergency power and all communications were down. As dizziness and nausea began to overtake Station Commander Brennan, he saw one of the technicians move past the airlock in an attempt to reach the central control console. One flick of a switch would shut down the computer that was acting as though possessed of an evil and murderous force.

The technician, Stevens by name, pulled himself through the weightlessness and made for the console but as he reached out the airlock suddenly cycled open. A hurricane of rushing air sucked him violently back, slamming his body against the half opened bulkhead. Stevens screamed as his body was impossibly drawn through the narrow gap and Brennan heard bones snapping and flesh tearing. He'd never heard something like that before and he was sure that if he lived through this insanity he would never forget it.

Mercifully Steven's plaintiff screams were suddenly cut off as the slightly ajar airlock closed, crushing the man's body and severing his torso from right shoulder to left hip. A mass of human flesh drifted away from the airlock, gobbets of blood and gore forming into crimson spheres. Brennan began to tremble violently, terrified from the sudden inevitability that assailed his senses. He was in the eye of a chaotic and demonic storm and there was no way he would escape it.



A whisper, almost imperceptible wafted soundlessly across the void of space, even the blessed silence of the deaf was not proof against its insidious presence. The Dark Mother had awakened and from that day forward, the wondrous Solar System, with all its teeming trillions of human beings was changed forever.

This was the beginning of the end.

Thus, it was that the Dark Symmetry was introduced to Mankind, and "Mother Ilian" became a curse on the lips of the faithful and unfaithful alike. Dire events began to occur as the complex technological systems that virtually ran mankind began to fail. Power plants, long automated and self-sufficient, exploded, annihilating whole cities in their destruction. Defense Computers ran amok, turning their automated weapons against the very human population they were designed to protect. The great electronic credit webs of the Megacorporations collapsed, bringing the economic system to its knees. New plagues emerged from computer-controlled biological labs, spawning new forms of death and pain upon a populace that had grown fat and happy in their prosperity.

Everywhere was rumors of sabotage. The Megacorporations blamed each other, leveling allegations and insinuations with growing vitriol. Evil "influences" saturated the core computer network, portraying rival Megacorporations to be at fault when they were, in fact, innocent. It soon became common knowledge that the astral filth emanating from beyond

Pluto and spreading like a ravenous cancer through the Solar System was the fault of Imperial. The other corporations were quick to exact retribution.

In the ensuing confusion, lies became indistinguishable from truth. Men had become so reliant on machines that they still believed this digital deity, even when the evidence their eyes witnessed told them otherwise. As the darkness fell about them, mankind collectively held their breath in anticipation of something even worse.

Part 3- A Discovery from the Chaos

"The Harbinger and the Zephyr, our brightest and darkest discoveries have changed everything."
-Ryan Matthews, Lunar News Network

Lost now amid the immensity of the Harbinger debacle was an equally significant discovery. Following the final transmission from the Imperial frigate Harbinger, and before the computer network on Luna ran amok, the Imperial Dreadnaught Zephyr sent word of a amazing discovery. The transmission log recorded the last words of the Dreadnaught's Captain, Phillip Harrison:

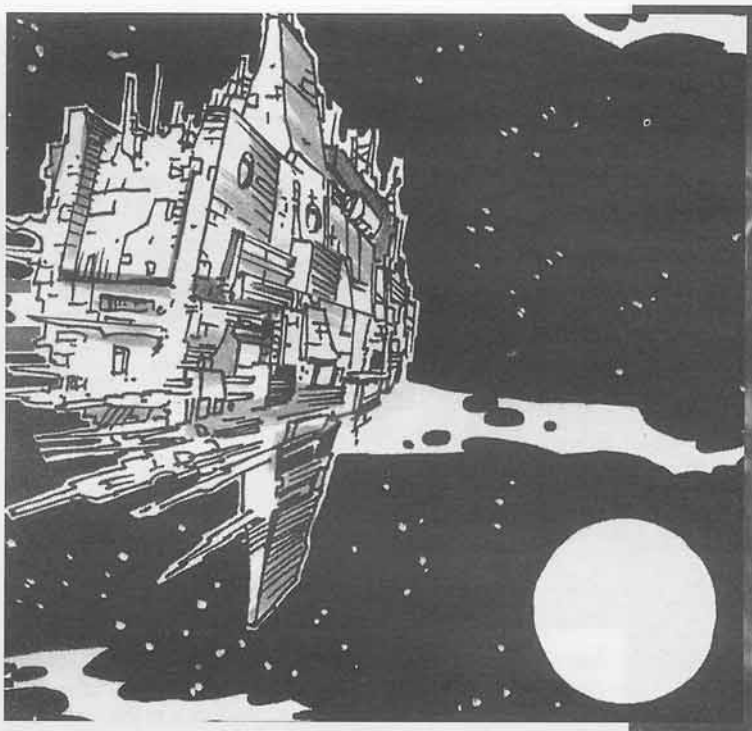
"We have discovered an opening, a gate to another place...."

The rest of the transmission was lost as the Zephyr disappeared from Luna's sensors. At the same moment, the Steel Tablet's image was downloaded into the central computer and the Solar System sunk into chaos.

Throughout the Solar System, space-faring vessels vanished. Some would reappear elsewhere in the System without a crew, the ship aging centuries within the span of a heartbeat. Other ships were lost, never to be seen or heard from again. A precious few would reappear far from their original position, traveling a distance that would normally take months in mere moments. These ships became highly sought after by the Corporations, who realized the potential profit in this unexpected situation.

After arduous study during this chaotic time, an important discovery was made. Through the examination of these ship's logs and sensors, it was determined that the appearances of these "Rifts" followed a pattern that occurred when certain planets within the Solar System were at a particular point in their rotation. The ability to chart this phenomenon could allow the Corporations to greatly increase their rate of supply and mobility. The only question that could not be answered was why this was now possible. Popular sentiment was that the discovery of the Steel Tablet had somehow unlocked a method of transportation used by a lost, previously unknown civilization. Whatever the case, something wondrous had occurred.

This Spacial Rift technology was a saving grace amid the murderous bedlam that rocked the known worlds. This technology allowed the Megacorporations to chart the Rifts, to plot their schedules and most of their destinations. However, what should have been a wondrous boon to mankind had, like so many others of man's creations, turned dark. Space travel became a more dangerous affair than before, with a miscalculated course leading to the loss of entire ships and crew. Realizing their immediate military applications, the Corporations used these Rifts to allow their Dreadnaughts to quickly mobilize and set up orbit around planets, moons and stations of their desire, creating an unknown scenario that put fear into all.



As technical system after technical system controlled by the computers began an unstoppable cascading crash, deeds of ownership were lost, and invoices and contracts ceased to exist. Suddenly, all of the Solar System's Corporate boundaries and regulations evaporated, leading to a mass scramble to obtain as much of the planets' wealth as possible. All of the Corporations attempted to take what was not theirs, tired of having to rely on their rivals for what they lacked, having to pay for what they needed to survive. Now was the time to assert their domination.

Across the Solar System, conflagrations arose as corporate military forces appeared through the Rifts into their rival's territories. While the situation for humanity was at its bleakest, this open hostility quickly escalated into war and a new dark age fell upon mankind as it was plunged into utter chaos.

The First Corporate Wars had begun.

2.3- The First Corporate Wars

Throughout the civilized world, wars were fought with insane ferocity between every Corporation. With all records of ownership gone, the Solar System was open to the taking and the rule of might replaced the rule of law. Imperial, who for more than a century had to settle for the crumbs of the big three Megacorporations, found themselves portrayed as the villains and in retaliation began a savage campaign of conquest, aggressively gaining property and digging in throughout the planets. Mishima quickly annexed all other corporate holdings on Mercury in a ruthless campaign, the very nature of their underground kingdom allowing the Corporation to repel all aggressors. On the Southern regions of



Mars, the most fertile and prosperous real estate of the Solar System, war raged openly as Capitol, Mishima, and Imperial fought for control of that territory. On the Graveton Archipelago of Venus, a titanic struggle between Bauhaus, Mishima, and Capitol erupted across the Thousand Islands. The only thought that drove this madness was also the only thought that kept the Corporations from employing weapons of mass destruction: greed, and the desire to own the Solar System; the distant memories of Dark Eden reminding them of the lessons of nuclear warfare.

New alliances formed whenever either side could see a temporary advantage. Such alliances ended just as swiftly when another opportunity arose. It was an age of terrible treachery, breeding hatred and resentments that lasted for centuries, some of which have not healed to this day. It was an age of insane violence where Corporation smote Corporation over the slightest provocation. Fighting bred hatred, violence bred vengeance, and fear fuelled it all. Fear that the darkness would descend forever. Fear that technology was now mankind's enemy. Fear that in this new and barely understood universe, with its disturbing Rifts, there would not be enough resources for one Megacorporation, let alone them all.

2.4- The Founding of the Brotherhood

"I have seen the abyss that we were staring into and am certain the Brothers saved us from ourselves."- Major Corbin Andrews, Fifth Airborne Squadron

Into this dark and corrupting Age strode a man of hope and vision. His name was Nathaniel Durand and he emerged from the jungles of Venus along with his two brothers, the burly Alexander and the insightful Peter. Their past was unknown, having been lost during the "Fall", but their future was evident within the first few months of their appearance.

The brothers' renown grew exponentially amongst the people of the Inner Spheres due largely to their positive message of hope and their uncanny ability to predict corporate maneuvers. There was something safe and comforting in their messages, and their repeated accuracy and insight only further endeared them to the besieged and confused inhabitants of the Solar System who were desperate for some guidance.

It was on Luna, the political center of the Solar System and the head of their religious movement, that the Durands gained the most striking power and influence. Nathaniel, full of conviction, wisdom and presence, spoke to the people from the street corners and the places of worship. He spoke of something called the Dark Symmetry, an energy unleashed upon mankind to corrupt them and their machines. According to his doctrine, the Dark Symmetry was the cause of the current chaos that gripped the Solar System and threatened to destroy mankind. It had come through the satellites that connected the planets together in communication, and it now resided in the complex computers that dominated the various Corporations' actions. He illustrated with powerful logic how the Thinking Machines had become its tools, how they had been infected with the essence of pure evil and had turned on their human former masters. His messages were always simple; namely, to stop the war and take the power from the hands of the machines.

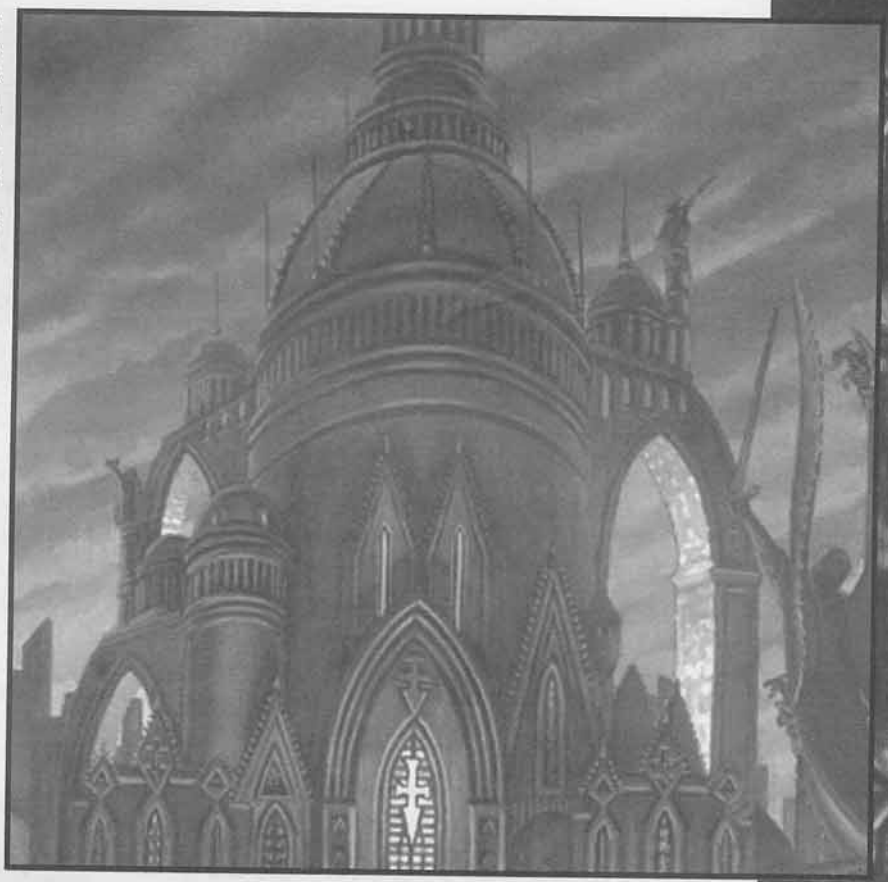
At first, the Megacorporations chose to ignore the Durands, although their influence throughout the populace was growing. This policy of dismissal quickly changed when the brothers consistently stopped corporate military operations, actions that were supposed to be completely secret, by being at the location ahead of the corporate landings. To the officers of the corporate military, this was an impossible feat, as there was no way that the brothers could possibly have knowledge of their top secret machinations.

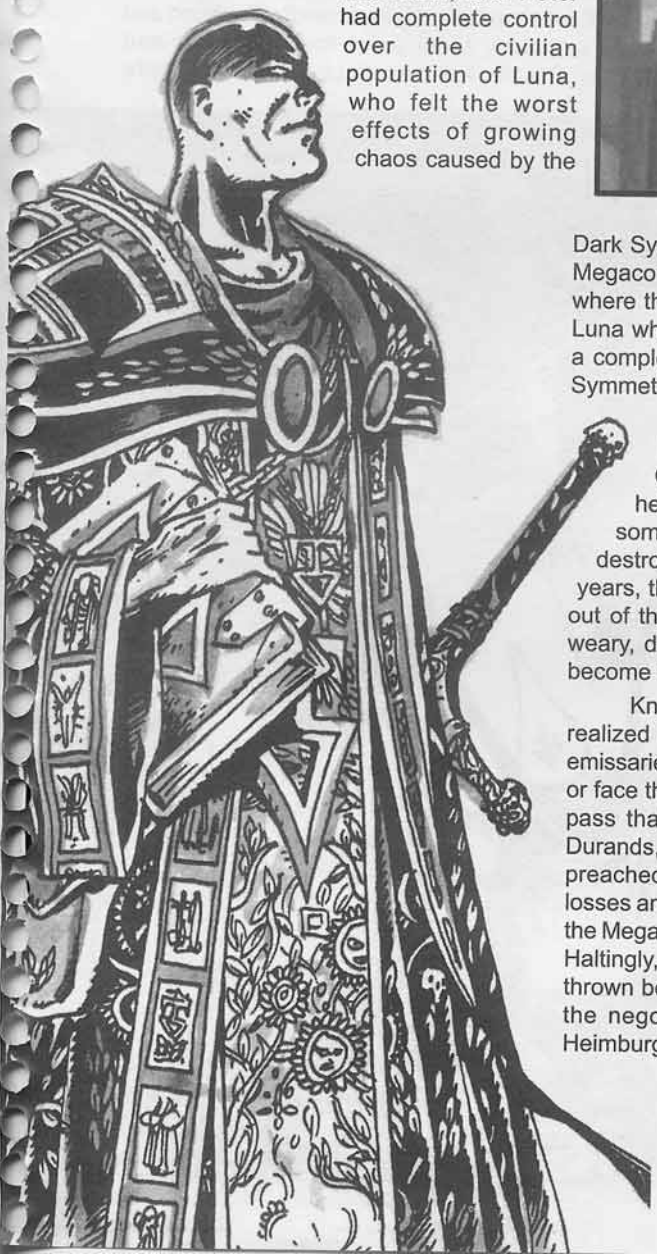
One of the most ambitious of the Durands' interventions occurred when corporate military officers ordered their soldiers to stand down and leave the area, following a closed meeting with the brothers. This was the first time a ranked force commander met with and acquiesced to the demands of a civilian commoner. Following what was later called the Merrick Accords, the brother's ranks of followers swelled to an unprecedented size, one even the Megacorporations could not easily ignore. Back room politics and opportunistic seizures suffered under the growing power of the brothers' movement. In a time of war and carnage, Nathaniel and his brothers gave people hope and the promise of stability, a thing far more precious than anything that could be conquered or mass-produced. The Megacorporations could ignore the brothers no longer, so they sent their "emissaries" to meet with them.

Assassins were sent after the brothers with the promise of vast wealth and power to the men that brought in the head of Nathaniel. Corporate bounty was posted in the millions of credits as the Megacorporations were determined to have the threat to their dominance removed.

As improbable as it was, many of these ruthless

assassins did not take the lives of the brothers, but rather joined their cause. More telling than these bizarre defections were the disappearance of those assassins who did not join the Durands, murderers and bounty hunters who simply vanished. No official assassination attempt was witnessed or recorded during this time. Each of the Megacorporations and those that followed in their wake were amazed by the brothers' resilience and the willingness of the people, their people, to forgo the power of the monetary credit and focus on something more intangible. When subtlety failed, the three powers sent small military forces to crush the brothers, branding them threats to their corporate security. Much like their assassins, these forces fared no better as whole regiments defected to the cause of the brothers and their vision of a unified humanity. Whatever the Corporations planned, the brothers thwarted with a prophetic ease. Eventually, Nathaniel, Alexander, and Peter had complete control over the civilian population of Luna, who felt the worst effects of growing chaos caused by the Dark Symmetry. Luna became a symbol for this movement, where the Megacorporations once began their conquest of the Solar System and where the brothers now began their conversion of its people. It was on Luna where the brothers' organized and solidified their convictions into a complex organization. It was on Luna that the cleansing of the Dark Symmetry would begin.

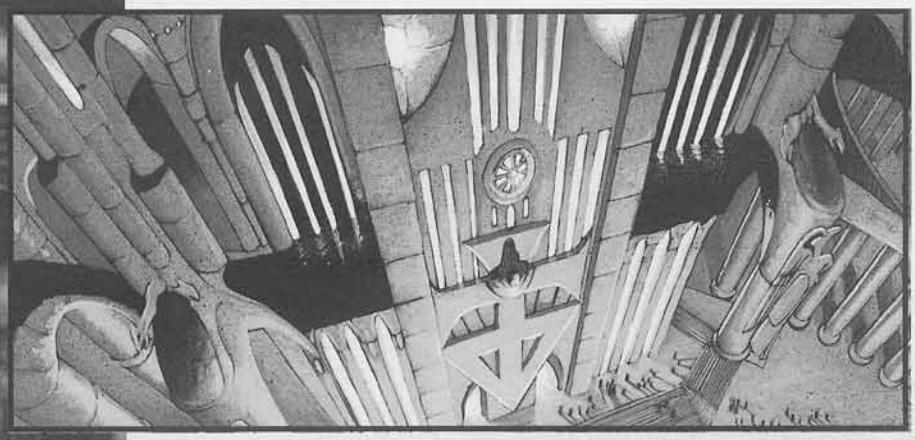




Now with an army of followers, the brothers entered the building that housed the central computer that linked the Corporate Thinking Machines together. Corporate security was helpless before the brothers, with reports stating that they used some kind of "magic" against them. Nathaniel and the others quickly destroyed the Thinking Engine, and for the first time in thousands of years, the Solar System went silent. The brothers had ripped the heart out of the Corporation's war efforts, and the people, beleaguered and weary, demanded peace. It was at this moment that the Durands had become more powerful than the Megacorporations.

Knowing that a divided humanity would inevitably fall, Nathaniel realized he must end the Corporate Wars, and, to that end, he sent emissaries to each of the Megacorporations and told them to make peace, or face the wrath of the brothers and their loyal followers. So it came to pass that the Megacorporations realized that they could not kill the Durands, nor could they stamp out the sacred message that Nathaniel preached. Like any good businessmen, they knew when to cut their losses and attempt to turn this problem to their advantage. Astonishingly, the Megacorporations decided to come to terms with the brothers Durand. Haltingly, unwillingly, yet not wanting the full weight of this new force thrown behind their enemies, each Megacorporation sent emissaries to the negotiating table. After twenty-five years of war, the Treaty of Heimburg was signed.

The Megacorporations publicly acknowledged Nathaniel's spiritual authority and bent their propaganda machines to spreading his message,



hoping that they could use his teachings to regain control their own people and restore their flagging loyalty. After the Durands' troops confiscated and stored the designs of the old technology, the Corporations dismantled their complex computer systems and their Thinking Engines, thus destroying the technological marvels of their golden empires. As the Durands had predicted, the silencing of the machines had indeed stopped the chaos that threatened to tear them asunder.

Nathaniel Durand and his brothers, still entrenched on Luna with countless followers of both a military and common nature, rejoiced in their accomplishments. The brothers quickly set up a new, universal religious organization, called the Brotherhood, and Nathaniel was proclaimed the first leader of the Brotherhood and given the exalted title of Cardinal.

The new Cathedral of Luna established the Brotherhood as a dominant power in the Solar System and gave them leverage to force peace between the Megacorporations.

2.5- The Return of Reason

In the early years of Cardinal Durand's long reign, billions entered the Brotherhood's fold, hungry to hear the Cardinal's spiritual teachings and eager to be given something more important than money, namely hope. Willingly, each rejoiced to give up his or her income and possessions, to help in the spreading of the Cardinal's word. The Cardinal ordered this money to be used in the formation of the Brotherhood's divisions, called the Directorates, and the construction of the Brotherhood's Cathedrals, mighty structures that would be bastions of the faith, beacons of hope and light towering over the cities of men. They would represent the highest ideals of man, not the baser desires that had driven him to near extinction. Here, amid the symbols and wisdom of the Durands, the peoples of all corporations could come and connect to something far greater than themselves.

Nathaniel himself founded and led the First Directorate of the Brotherhood, a division comprised of individuals who had the same abilities to use "magic" as Nathaniel.

Alexander took the Brotherhood followers with a military background and formed them into a mighty fighting force known as the Second Directorate. The Second Directorate went about collecting both people and technology from all parts of the Solar System, by force, if necessary. It was Alexander's charge to ensure that the Megacorporations did not attempt to re-instate their former technology, vulnerable to the Dark Symmetry, which would continue mankind's downward spiral into Darkness.

To spread the word of the Brotherhood and to record the happenings of past, present, and the possible future, Peter founded the Third Directorate, aptly named, The Mission. Their symbols and bastions of faith were the Cathedrals of the Brotherhood, and the first and greatest Cathedral was built upon the ruins of the building where the Central Thinking Engine once reigned supreme on Luna.

With the First Corporate Wars ended, a brief age of hope began.

2.6- Calm before the Storm

The decade following the Treaty of Heimburg was one of feverish reconstruction. Cathedrals were built on each of the planets to appease the Brotherhood and give the people a focal point for their hope and aspirations. For the first time since the Exodus, there





was unity amongst the Megacorporations as they sought to rebuild their empires. Under the guiding hand of the Brotherhood, the Corporations created a new and independent organization to preserve peace and foster negotiation amongst the powers of the Solar System. Called the Cartel, its focus was to replace the responsibilities and role of the old Thinking Engines; opening the lines of communications between the Megacorporations, ensuring that the System-wide destruction of the First Corporate War would never happen again. The Cartel drew its numbers from all the Megacorporations and extensively from the Brotherhood. By creating a detailed body of policy and practices above the auspices of any Megacorporation, the Cartel could act arbitrarily to ensure peace, and backed by the muscle of the swelling Brotherhood, they had a very real way to enforce it.

On every planet, construction was rampant, with countless billions employed to rebuild and retool the financial and production institutions, so that they could function without the necessity of computers. The Megacorporations, for the most part, still retained much of their original holdings. The only significant changes in territory occurred with Imperial, who vastly increased their holdings from before the wars. As ardent supporters of both the Brotherhood and the Cartel, the Imperial Megacorporations was able to retain their questionable acquisitions. A sense of entrepreneurship ran rampant within the system and an outbreak of small businesses, started by individuals and small companies, sprang up on every planet, asteroid, and moon. It was a time of possibility and positive outlooks, with profit being used to better the corporate life-style instead of the corporate military. Trade routes were reestablished and the Megacorporations finally had a chance to deal with the issues that had occurred at the time of The Fall. One such issue had to deal with Imperial's lost colonies beyond the Asteroid Belt and the disappearance of the Harbinger.

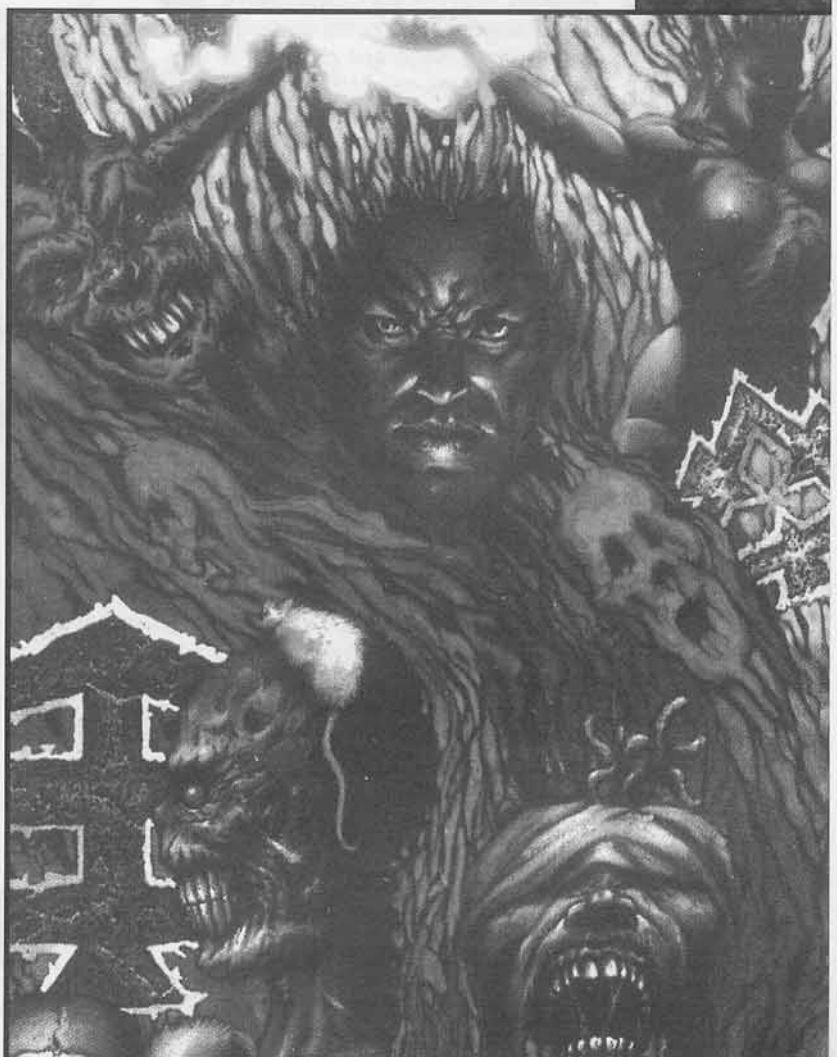
3.1- The First Seal of Repulsion

On Luna, the leading scientific expert on the spatial Rifts, Victor Nero, made an astronomical supposition based upon the previous data collected by space-faring vessels and planetary observatories. Since the Rifts appearances and destinations were determined by the position of the planets in our Solar System and the interactions of their gravitic forces, Nero believed that an upcoming celestial event would open up an unprecedented spatial distortion—a Rift to the end of our Solar System, far beyond Pluto. Based on Nero's calculations, this event had not occurred in the span of recorded time and its very possibility had the Brotherhood up in arms, both figuratively and actively. The complete alignment of the planets, the Harmonic Convergence, within our Solar System with each of these planets' rotations coinciding with one another seemed a dark omen to the brothers.

With this unprecedented event looming in the near future, delegates from the Megacorporations and Brotherhood Observers met together in the first major Cartel gathering since the organizations formation. There was much debate about the significance of this event, with the Corporations, led by Imperial, argued the necessity to use this Rift to investigate the disappearance of the Harbinger and the fate of their outer-colonies. Without exploiting this event, it would take decades to reestablish contact with the outer-colonies.

In a speech inscribed on the stained glass of Luna's Outer Vestibule, Cardinal Durand spoke of a presence far from the Sun that was responsible for the near ruination of mankind, gesturing to the dead computer panels around the yet-to-be-renovated meeting room for effect. This assertion was not enough for many of the Megacorporations, thinking that the worst had already been suffered.





Peter Durand, the first and greatest of the Brotherhood Seers, spoke of his visions of a great evil awaiting man at the end of the Solar System. He informed the cynical men and women of the Megacorporations, individuals who had spent their entire lives within the pragmatic confines of corporate life, about horrors, monsters and demons in such a soft-spoken manner that it completely captivated the audience, so much so that many were startled when his brother, Alexander, cleared his throat.

While Nathaniel's argument was full of wisdom and common sense, and Peter's was of foreboding, Alexander's was simple and straightforward, a tact even the Megacorporations could understand. He stated, in his usual brusque manner, that to go through that Rift was to invite a swift and final beating. The threat implied in Alexander's tone, and the large gun at his side, brought many of the corporate delegates over to the Durands' point of view—many, but not all.

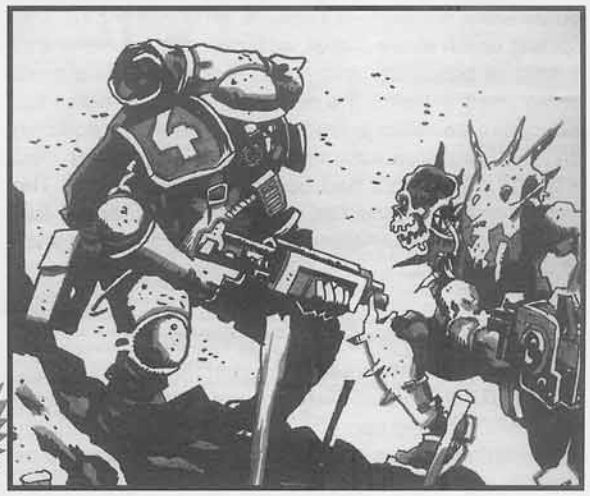


One of Imperial's Clans decided to ignore the Brotherhood's ban in an attempt to complete its growth that it began during the Fall. Clan Kingsfield was a major Clan within Imperial at the time, and had financed much of the Corporation's outer-colonies. Despite the warnings of the Brotherhood and contrary to the wishes of the rest of the Imperial Corporation, Clan Kingsfield sent a Conquistador Dreadnaught, The Pale Horse, through the spatial rift just as every world in the Solar System fell under the darkness of an unprecedented eclipse. This single, selfish act tore both Imperial apart and nearly led to the extinction of mankind.

As the Conquistadors emerged from the rift, backed by a complete eclipse of the Sun, their eyes fell upon a planet of non-reflective black, crisscrossed with glowing red veins the color of blood and surrounded with an eldritch glow. Claiming this heady discovery for their Clan and Corporation, the Conquistadors named the planet after the man whose research made the discovery possible. Like moths to a flame, the Conquistadors moved across the barren surface of Nero and were drawn to the only feature that resided upon this forsaken world, a pattern of circular sigils, alien in design and carved into the ebon rock of the planet's crust. At the center of this pattern, jutting out of a circular podium, was an object that resembled something between a murderer's dagger and a disfigured cross. The Captain of the Pale Horse became completely entranced by this object, muttering into his radio about "power and glory", and of strange visions. He cackled and walked towards the podium, heedless of the commands of his staff, who urged caution. Though his companions tried to stop him, he pulled the object from its cradle, and, in that one simple act, the First Seal of Repulsion was broken.

At that very same moment, a wave of terror passed through the Solar System, every planet in the Solar System trembled in unison. Every member of the populace who had shown a supernatural talent was beset by energies that they could not control. Some became Heretics, prophets of the Darkness, who spoke out against the Blessed Brotherhood, while others were a source of destruction for both themselves and others. The Brotherhood, which had been preparing for this moment, still lost many of its members, as they either burned out or imploded. The Cathedral of Luna was viciously shaken by Nathaniel himself, his sanctuary at the very pinnacle, glowing like a small star. Peter fell into Alexander's arms during Services, screaming in terror and convulsing in pain. The mystical Seers of the Brotherhood, whose talent allowed them insight into the Universe, went mad from the onslaught of visions, many tearing out their eyes in reaction to what they had seen. The rest of the Solar System knew a fear greater than anything that had yet come to pass. Above the din of panic and suffering, all of humanity heard the laughter of a woman and they instantly knew her name—Ilian, Mistress of the Void. She told the Seers that the Apostles of the Dark Soul were free, and that they were coming.

For a full year, the populations of the civilized worlds were troubled by nightmares. Then, just as the memory of that event started to fade, the nightmares became reality and pain was given flesh.



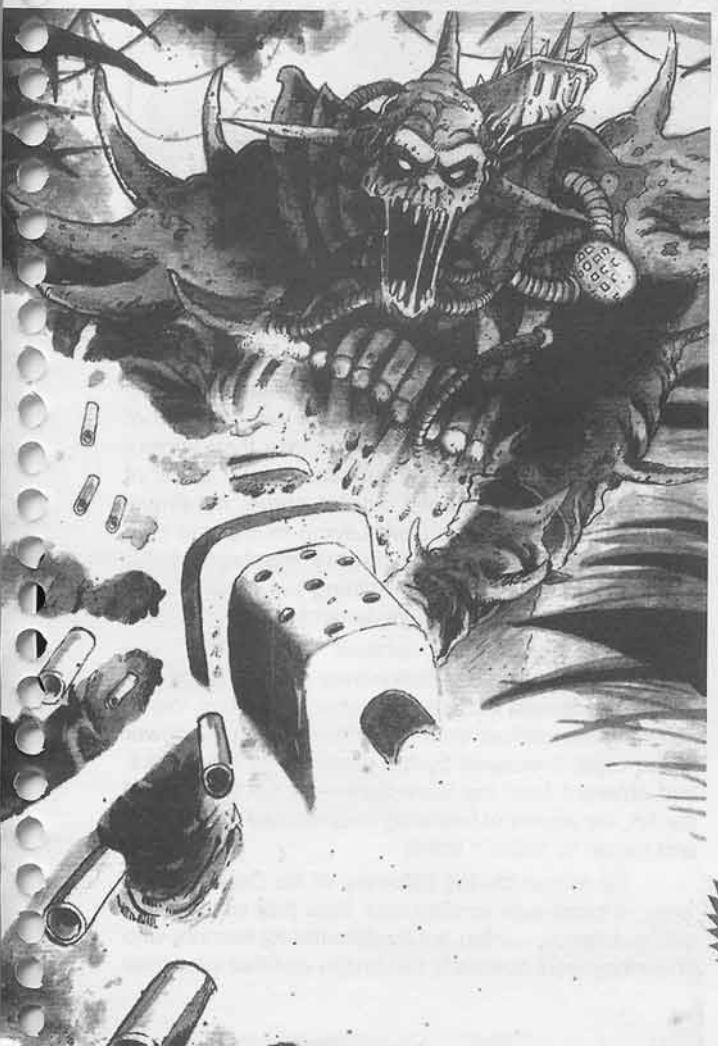
3.2- Legions of Darkness



It was the Brotherhood Seers who first knew of the Darkness' arrival, though no one understood their ranting. Since the Seal had been broken, those Seers who had survived the onslaught of increased insight were confined to the safety of Brotherhood-run wards. Not until the same phrase was repeated by almost all of the Seers did humanity realize the impending doom. Peter Durand, who had been comatose since the Seal's breaking, shot straight up in his bed, screaming. His screams formed into a phrase, the same as all the other Seers, "DARKNESS FALLS!"

Outside of Venus, an unscheduled spatial Rift tore open, disgorging a massive Black Ship, its spiked shape blotting out the stars. All light seemed to be absorbed into the ships rock-like surface. The Black Ship entered Venus' atmosphere on its dark side, the planet's Long Night, and plunged itself into the surface. The impact destroyed neither the ship, nor the planet as it should have, instead, the ship's aft stood erect in the darkened sky, shifting into a twisted abbey; a spire of malice and evil that was awaiting its prey—humanity.

This was the first of the Dark Citadels, but it was far from the last. On Mars, amongst the ruins of the southern regions, a Dark Citadel imbedded itself in the red sands. Within the catacombs of Mercury, hanging like a rotten stalactite from the cavern's ceiling, was a Dark Citadel that had punched through from the planet's parched surface. More Citadels of different sizes sprang up throughout the planets, seemingly overnight and without distinct pattern. These places became like cancerous tumors, infecting the worlds of humanity. In unison, the gates of the Dark Citadels opened and the Dark Legion descended on the worlds of mankind like a scythe, bringing destruction, despair, and corruption in its wake.



Despite their military might, the Megacorporations were unprepared to do battle with this new and mighty foe, and vast tracts of Mars, Venus, and Mercury instantly fell to the hands of the hideous invaders. Mankind had never faced foes like this; monsters of flesh, bone and steel that could shrug off the most devastating attacks, creatures that defied reality, sanity, and rationality. The worst atrocity of this first assault was the ability of this Dark Legion to employ the dead. Wave after wave of human corpses, in various states of decomposition, crashed against the fortresses of humanity and those defenders who did fall became part of these cadaverous ranks. Death was for the fortunate, either at their own hands or the enemy's, for a fate much worse than death awaited those taken alive.

Alongside these monsters and zombies strode demons of malevolent intelligence that commanded their minions and brought to bear the full power of the Dark Symmetry upon the corporate armies. Entire battalions fell to the supernatural powers of these fiends and even the most stubborn human resistance barely slowed them down. Despair nestled in the hearts of humanity as 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 all the Cathedrals, was spared the depredations of the Great Darkness. Refugees fled to Luna from across the Solar System.





3.3- The Conqueror of Worlds

Now came the time of dread. On Venus, the worst demon of the Dark Legion made his appearance and nothing could stand against him. He strode through the carnage, his body sprouting an endless series of weapons, dispatching all who opposed him. He was unstoppable and merciless, a cunning general and the greatest foe humanity had ever faced. His forces were the most numerous and warlike and his became the most dreaded name of all of the Dark Apostles. He became known to humanity as Algeroth, the Apostle of War, the Lord of Dark Technology and the Conqueror of Worlds.

With Algeroth in command, the armies of the Darkness seemed all but invincible. From the necrochambers and distortion chambers of his Citadels marched a seemingly unending horde of war machines and warriors. Vicious Centurions led grinning Necromutants and swarms of fly-encrusted Undead Legionnaires across the battlefields. Mighty Ezoghouls galloped into the massed ranks of the corporate armies as stone-fleshed Razides blasted away with their enormous weapons. Algeroth's lieutenants, the Nepharites, commanded all these monstrosities as they advanced upon the receding defenses of the Corporations. To Algeroth, victory seemed certain as his forces simply overran the blockades of human resistance.

3.4--The Venusian Crusade

Mankind had been backed into a corner, beset upon all fronts by the things of nightmares. The cities that had not fallen to Algeroth had been turned into fortresses, defended by soldiers, citizens, and members of the Brotherhood. The fruit of the Durands' decades of labor was finally unveiled, with the Second Directorate fielding troops that did not bend or break and the First Directorate fielding men and women who had the ability to wield the powers of the supernatural, the Mystics. Finally, humanity had something to counter the Dark Symmetry of Algeroth's forces. These men and women could heal the sick, shield the innocent and smite the evil invaders with something they called the Art. The dark tide had been slowed, but it was still rising and despite all of the Brotherhood's efforts, mankind began to lose hope.

Only the Cardinal and his brothers did not give in to despair. They possessed faith in the inevitable triumph of mankind, in the strength and limitless resolve of the human soul. Nathaniel walked among the huddled masses, healing the wounded, curing the sick, preaching to the faithful as he had before, as he would always do. Where he walked the Light shone, hope filled the hearts of all who heard him. He knew what must be done.



Cardinal Durand 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. Nathaniel did not argue, he simply pointed out that with the Dark Legion triumphant they could not do worse. The mighty masters of the Megacorporations could do nothing but agree to the Cardinal's plan, and it was implemented that very day.

Throughout the armed forces of the Megacorporations, the Missionaries of Peter Durands' Third Directorate moved, preaching the Holy Word, shielding the soldiers from the darkness with the power of the Light. Bolstered by the presence of the faithful, and 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 the elite forces of all the Megacorporations and prepared them for battle himself. 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 Alexander Durand's Second Directorate and spearheaded by the mighty Doomtroopers, specially trained warriors from the Cartel. It was the greatest gathering of heroes in the history of humanity and it needed to be, as Cardinal Durand's plan was simple. He was taking them all to Venus where they would take the battle to Algeroth himself.

At dawn, the assembled forces of humanity marched upon that first Dark Citadel on Venus. Algeroth was waiting for them, as was his entire legions of Darkness. Across the rest of the Solar System, his Citadels lay silent, empty, his forces gone like a passing shadow. The battle that followed was epic, with Dreadnaughts raining down orbital barrages, Mystics and Nepharites bringing to bear the very power of the Universe and the clashing of armies, both human and horror. It was an enormous conflict with Algeroth and Nathaniel striding towards each other, each surrounded by their finest.



Memory is a kind servant, soothing and comforting, eager to erase the tragedies of life. This kindness however is also a curse. For even as it shields our minds from the remembrance of terror, it dulls our instincts to guard against terror's return. With the disappearance of Saladin from Mars the memory and the nature of the Dark Legion began to fade from the minds of humanity. With the growth of the Brotherhood, their power and expertise expanded exponentially. So great was their control over the Megacorporations that none dared to contest their sacred duty to decide what was right for humanity.

The computers and the thinking machines of the 21st century were now a thing of distant history, an evil that humanity no longer required; an evil that was nearly the instrument of their downfall. With the Brotherhood monitoring all aspects of technological research it became morally correct to produce machines and tools that while efficient and sophisticated, still maintained a certain mechanical essence.

Thus, from the year 100 YC, the technological advancement of humanity became essentially stagnant; strangled stillborn by the well-meaning Brotherhood.

~excerpt from the book, The Stark Truth

Alexander, led the largest contingent of humanity's warriors, watched his brother clash with the Apostle of War, completely cut off by the bulk of the Dark Legion forces. The Cardinal's guard, the Fury, cleared a path for Nathaniel as the Cardinal charged the Conqueror of Worlds. Algeroth met Nathaniel with a counter-charge and the Solar System shook with the first meeting of their blades.

For a full day and night, the Holy Cardinal and the Lord of Destruction wrestled. They fought on every level. Sacred Blade rang against Symmetric armor. Black bullets bounced off Holy Vestments. Tidal waves of the Dark Symmetry sought to drown out the Light. At last, the Cardinal gained the upper hand. Algeroth fled within the heart of his Citadel, pursued by Nathaniel Durand. There, in the Sanctum, before the very altar of Algeroth, the Cardinal struck down the Demon Lord of the Dark Technology. Alexander and his finest, the Sacred Warriors, came upon the scene as Nathaniel held his mighty battle-sword above his head, ready to vanquish the Apostle of War. Algeroth smiled and spoke something to Nathaniel that stayed his hand. The Sacred Warriors were too far away to hear the exchange, but Alexander was close enough to see his brother, ashen faced, lower his sword. The eldest Durand cried out as Algeroth delivered a mortal blow to his brother, Nathaniel, and cursed the demon as it vanished into thin air.

Thus, in the midst of his greatest triumph, Nathaniel Durand was felled. He was carried from the Citadel by his brother and met by a circle of defenders brought by Peter Durand. The light behind Nathaniel's eyes began to fade, and he pulled his brothers to him. Alexander and Peter cradled the body of their dying



brother, and listened as Nathaniel told them what Algeroth had said to him. The Durands looked into each other's eyes and nodded, swearing unheard oaths as Nathaniel slipped from this world. Alexander stood, calling to him the leader of the Megacorporate forces—Bauhaus Supreme Marshal Toth. On the spot, stained by the blood of the first Cardinal, Alexander anointed Toth as Nathaniel's successor, and gave him the task of eradicating the remaining Dark Legion forces. Toth complied by picking up Nathaniel's battle-sword, The Bringer of Light, and crushed the remaining forces of Algeroth with the survivors of the human army. As the Megacorporate and Brotherhood armies celebrated their victory, Alexander and Peter Durand quietly disappeared into the very jungles from which they first appeared, carrying the body of Nathaniel with them.

On a System-wide broadcast, the new Cardinal Toth spoke of Nathaniel's heroic sacrifice and lit a righteous fire in the hearts of mankind, calling out to all of humanity to take up their arms and destroy any traces of Darkness remaining. Cardinal Toth carried the war to the Dark Legion backed by the Megacorporations and the Cartel. The combined forces slowly pushed the remnants of Darkness back from the lands they had conquered. One by one, the Citadels were cast down and the armies of the Dark Legion were defeated. Eventually, 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 humanity? The people were sick of war, sick of corruption. They yearned for a new age, for the promise of hope offered by Nathaniel. The Brotherhood would show them the way.

Cardinal Toth ordered the Chronicles of the Brotherhood to be inscribed on the walls of Luna's great Cathedral, lest man forget what had transpired. He issued Edicts designed to ensure 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.

Twenty years after assuming the mantle of Cardinal, Toth succeeded in the mission given to him by the Durands. The stain of Algeroth and his Dark Legion was removed, with the battle-scars left on the planets as the only reminder of the horrors that had once assaulted the Solar System. Toth retired, inaugurating a Mystic from the First Directorate to succeed him. A year after Cardinal Randolph took office, Toth died in his sleep within his mansion on Venus. Randolph, a veteran from the Venusian Crusade, used the entire Brotherhood as an instrument of System-wide government to ensure that the past did not repeat itself.

So began a new age of faith.



4.1- The Age of Faith

As with the end of the First Corporate Wars, mankind went about the business of rebuilding. Unlike before, the Megacorporations and the Cartel were second in both power and influence to the Cardinal and the Brotherhood, who virtually controlled all of humanity. Representatives of the Brotherhood were everywhere, overseeing every level of society and making sure that humanity remained pure in word and deed. The Second Directorate began a new cell within its ranks, full of men and women who had both the ability to Channel, as using the Art was called, and were relentless in their hunt for Dark influences. This cell was christened the Inquisition. Its agents, the Inquisitors, stamped out any Heresy against the Brotherhood, guaranteeing no Megacorporation spoke out against the Cardinal. They further ensured that the Corporations or the Independents carried out no forbidden research. Throughout the Solar System there was peace, a peace ruthlessly enforced by the Brotherhood.

This was the Age of Faith, and it lasted for nearly 1,000 years.

The Brotherhood had the faith of the people, who saw the Cardinal as the only thing between salvation and the Darkness. They used this faith to build a gigantic empire, with a Cathedral constructed on every planet, and Brotherhood Overseers appointed to all Megacorporate offices. As the Brotherhood swelled in size, it offered the Corporations a chance to share in the wealth by providing the Brotherhood with what it could not provide itself. Those who complied with the

wishes of the Brotherhood prospered with favors and lucrative contracts while those who did not plummeted. The Solar System fell into a symbiotic relationship as the Megacorporations rebuilt their territories.

Some claim that this was an age of stagnation, when humanity turned in on itself. They say that the First Edict caused all progress to end, that overzealous Inquisitors stamped out all research. The Second Edict was said to have prevented man from ever reaching the stars, further hampering humanity's ability to grow. There were accusations that 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. As the long calm of the Age of Faith progressed, men forgot much, as they are wont to do. All references to the Dark Legion were tirelessly expunged by the Inquisition, who feared that the temptation such knowledge represented would lead men astray. As the scourge of the Dark Legion faded into memory, men turned to other challenges.

A series of plagues struck the Solar System, stemming from the billions of wounded and dead left by the Dark Legion's incursion. These plagues were varied and horrible, with the worst called the Black Rot. Those unfortunate enough to contract this disease would collapse into a fever, their veins blackening and their skin rotting off their bones while they still lived. The Black Rot and other epidemics quickly spread, decimating entire settlements, with the sick shambling like packs of zombies. The virility of these outbreaks caused the Inquisition to take control, resulting in the complete destruction of many small colonies and even the orbital bombing of the Capitol city of Neo Jersey on Mars, as it slid into a metropolis of stinking corruption and toxicity.

Deimos, one of Mars' two natural moons, suffered an unusual occurrence as well, having been a penal colony for centuries and where all the Corporations now sent their criminally insane—the entire moon an open containment area with the inmates free to wander. There was no need for containment, for there was nowhere to go on tiny Deimos, and the moon's low gravity insured that extreme activity was avoided. Prior to the institution of the gravitic boots on the inmates, it was not uncommon for an unpopular inmate to find himself hurled right off the moon's surface by his fellow inmates, to plummet headlong towards Mars.

One night in March, during an otherwise beautiful Martian twilight, the citizens of Mars were treated to a beautiful shower of debris offset by an eerie keening sound that seemed to ride the winds. As the fiery motes dissipated in the atmosphere a strange symbol could be seen etched into the very face of Deimos, from whose barren surface this shower seemed to originate. Contact was lost with the warden of the facility, as well as with the spaceport on Deimos, something not too uncommon in this age of low technology. In the intervening hours, fascination turned to panic as the silent orb hung ominously above the citizens of the Red Planet. After a brief investigation, the Inquisition quarantined the moon, refusing any attempt to either contact the facility or investigate the symbol.

Low-orbit surveillance satellites captured the events of that evening in explicit detail and the Mars Nightly News managed only a single broadcast of the footage, before the tape was confiscated. According to the footage, inmates, freed from their environmental suits and gravitic boots, hurled themselves and the unwilling staff off the surface of the moon into space, plunging into the new Martian atmosphere, where they disintegrated in colorful bursts of pyrotechnics. Refereed to as the Rain of Madness, this marked the beginning of a period of upheavals that spread throughout the system. After its inmates overran eight other major sanatoriums on separate planets, the Inquisition intervened and collected the Solar Systems' mentally ill themselves. Reports from the survivors of the other sanatoriums told the same tale; all of the inmates started screaming the same name over and over as they savagely attacked their handlers—Muawijhe.



At about the same time on Mars, an odd discovery was made within the remote regions of the harsh Rust Desert. A valley near the small town of Clarkstown contained a thousand hexagonal stone pillars of varying height. These pillars were covered with alien scripts and designs and Cartel scientists dated it to be over 5 million years old. After its discovery and a Brotherhood investigation that proved no trace of Dark Symmetry, the Cartel moved in and cordoned off the entire valley. This was the first act by the Cartel that marked their independence from the Megacorporations that created it, but it was not the last.

Internal strife slowly eroded the Solar System during these 1,000 years, leaving no one untouched. Bauhaus

suffered from vicious civil wars during its infamous "Throne Wars", a period where families battled for appointment to the Four Electoral Dukedoms. The Clans of Imperial turned upon themselves in what became known as the Corporation's "Sad Struggle".



Even the Brotherhood was touched by internal conflict, with its hierarchy being shaken to the core during the infamous Neronian Heresy. During an unfortunate Channeling accident, Cardinal Brennan went mad and had to be replaced. Brennan did not step down easily, igniting a brutal series of battles between several claimants to the title of Cardinal. The Neronian Heresy was a huge blemish on the reputation of the Brotherhood, which was already losing its influence within the Megacorporate sectors. After all, without the specter of the Dark Legion, the usefulness of the Brotherhood was in question.

The masters of the Megacorporations had forgotten their ancient gratitude to the Cardinal, as they chafed under the Brotherhood's rigid edicts and burgeoning secrets. They accused the Brotherhood itself of becoming venal and corrupt, and there was much truth in their accusations for now many joined the Brotherhood because they saw it as a path to temporal power. Mishima reacted to this conflict most severely, since a good portion of the Brotherhood's battles happened on and in Mercury. The Cathedral on Mercury was destroyed during the Neronian Heresy and Mishima, in an unprecedented move, would not allow the Brotherhood to rebuild it. They closed their ports to the Brotherhood and employed the Cartel to negotiate an uneasy peace with the new Cardinal, one Veronica Finn, originally from the Imperial Corporation.



From within these internal struggles emerged another player to engage the attentions of the system's power brokers, a new Megacorporation that was to change the entire balance of power within the Solar System. The name of this newcomer was Cybertronic Investment Inc., a large organization of Independents that had been spread throughout the inhabited worlds. These Independents had all, at one time or another, been punished by the Brotherhood for their high-end technology research and development, and eventually joining the Cybertronic Investment Inc. fold. In a daring and decidedly illegal maneuver, Cybertronic manipulated the Luna-based stock market. It took all of one minute, and in the end, Cybertronic Investment Inc. became the Cybertronic Megacorporation, which had acquired percentages of the other Corporation's holdings in the deal. Bauhaus lost many of its assets, both in facilities and personnel to the new Corporation, but Imperial took the brunt of loss. Cybertronic snatched away over 25% of Imperial's facilities throughout the Solar System, embarrassing the Clans and establishing themselves as the 5th Megacorporation, right behind Imperial. While the other Megacorporations regarded the losses as the price of business and embraced Cybertronic through the Cartel, which now included Cybertronic delegates, Imperial took it personally.

Cybertronic's emergence changed the very nature of the Solar System's businesses. Most of the facilities that had been sold to the Corporation before the stock market maneuver were pre-Fall in design and function, abandoned and scrapped by the other Corporations who laughed at the obscure holdings and the company who bought them. After Cybertronic became a Megacorporation, they unveiled these facilities and what they were producing. Technological marvels, components and machines that were on par with the only other organization that had high technology since the Fall—the Brotherhood.

Cybertronic went into immediate trade negotiations with the other Megacorporations, providing components and services for money and materials. One large part of Cybertronic's business holdings involved power production and distribution, specifically in the area of public power companies.

Cybertronic bought most of the unused power plants throughout the Solar System and converted them to run more efficiently. The power output of these plants was staggering, and Cybertronic offered the other Megacorporations energy for their civilian cities for a competitive price. This act firmly entrenched Cybertronic within the inhabited worlds, and in a way, protected ~~by~~ the Cartel and the other Megacorporations from the full wrath of the Brotherhood. Cybertronic had completely usurped the control of the Brotherhood and re-structured the entire balance of power within the Solar System.

Their presence as a Megacorporation further eroded the superiority of the Cardinal, who had suffered greatly with the Neronian Heresy and Mishima's schism.

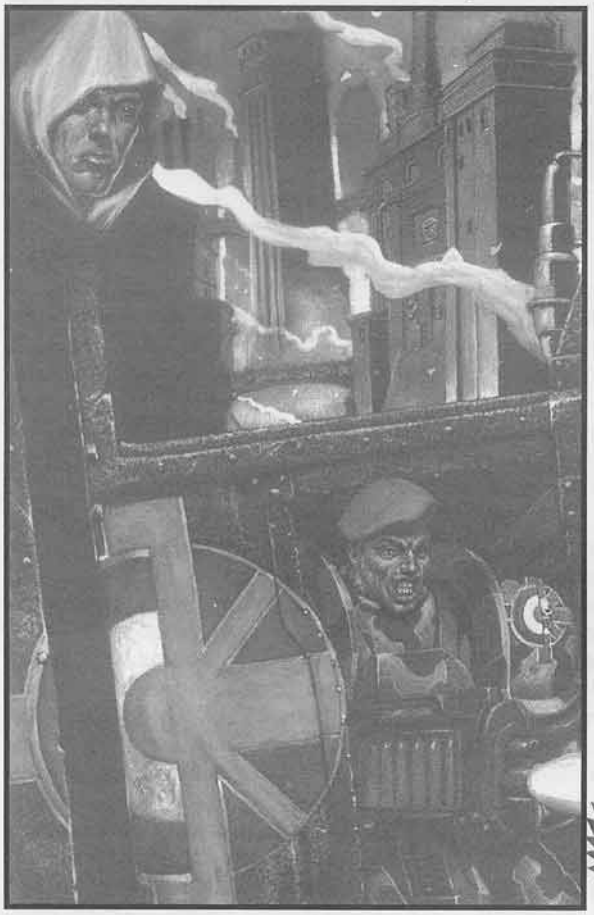
The new Cardinal was not pleased.

4.2- The Ganymede Incident



As could be anticipated, the Brotherhood was outraged with Cybertronic for breaking the First Edict, the development of Artificial Intelligence. While they could not openly denounce Cybertronic in their politically weakened condition, the Brotherhood tried to damage the new Megacorporation in any way it could. The simplest way they accomplished this was backing Imperial in their attempts to destroy their newest and biggest rival. Imperial, who had become incredibly close to the Brotherhood in the aftermath of the Dark Legion's assault on humanity and its subsequent trials, was second only to Bauhaus in its devotion to the Cardinal. Imperial also had a determined sense of vengeance to conquer all of Cybertronic's holdings and regain the honor taken from them. The Clans entered into a partnership with the Brotherhood to put an end to this newest upstart Megacorporation.

The espionage division of Imperial, the ISC, discovered that Cybertronic also had broken the Second Edict of the Cardinal. It seemed that Cybertronic had been terraforming one of Jupiter's moons, Ganymede, and were in the last stages of pre-colonization. Imperial, who did not have a planet of their own, saw this as a further affront to their pride and took the matter to the Brotherhood. Their closed-door meetings hatched a devious plan, although the actual architect of the scheme is unknown to this day. The Cardinal threw the weight of the Brotherhood, such as it was, behind this plan, seeing it as a way to reclaim some of their lost power and influence with the other Corporations, while simultaneously punishing Cybertronic for its bold impudence.



At dawn, an Imperial force comprised of all of its Clans, something that had not occurred since before the Sad Struggle, landed on Ganymede. They were backed by a considerable Brotherhood force and completely outnumbered the Cybertronic personnel. By the end of that day, Imperial had defeated Cybertronic, forcing the surviving forces to retreat and leave the very planet that they had worked so hard to create. Ganymede was now Imperial's, forcing Cybertronic back to the Asteroid Belt, the savageness and coordination of this attack something even they had not foreseen.

Cybertronic delegates immediately called upon the Cartel to reprimand Imperial for this act, but since Ganymede was not included in the holdings report given to Cartel Law Lords, it was not protected under the current Rules of Engagement. Imperial now had a planetoid, and they immediately began to exploit its resources. Cybertronic, stinging from the Ganymede debacle, called out to the other Megacorporations for help in finding more land. It was Mishima who responded. Mishima was very interested in Cybertronic's technology and decided to open up one of their ports for the Corporation to lease land. That port was Fukido and, as with Ganymede, Imperial struck again.

Mishima opened Fukido so that Independents could establish businesses on Mercury, which had become stagnant from Mishima's centuries of isolationism. Mishima believed that they would benefit from the new businesses, eventually acquiring those who performed well. Cybertronic was one of the first to establish a presence in Fukido, but through a loophole in Mishima's lease contract, Imperial was able to buy the majority of the port, much to the chagrin of both Cybertronic and Mishima.

This action was supported by the Brotherhood as well, and, with the blessing of Imperial, a Cathedral once again found itself built on Mercury. Cybertronic's facility quickly became an impregnable fortress, which found itself constantly under assault from Imperial and Brotherhood agents. The Cartel was called in to mediate this affair, but their Rules Lawyers could do nothing for Cybertronic. The newest Megacorporation had no choice but to, once again, enter the Asteroid Belt, commonly known as the Frontier, and carve out their place amongst Imperial-dominated territory.

Further conflicts between the two Megacorporations began to flare up and the other Megacorporations called for a meeting of all corporate delegates and Brotherhood Observers. This conference was to take place on the Cartel's common-ground facility located on the Mars moon of Phobos. This facility was called Peacekeeper Station and had been the base of negotiations for the Cartel since the end of the First Corporate War.

4.3- Betrayal at Peacekeeper Station

The Calm Waters Conference was the largest of its kind since the signing of the Heimburg Treaty and contained a full representative team from every Megacorporation. It was intended to ease tensions between the Megacorporations and stop the escalating conflicts between Imperial and Cybertronic, whose repercussions were starting to affect business throughout the System. At the high point of the Calm Waters Conference, when it looked like the negotiations would succeed, Peacekeeper Station exploded in a mushroom cloud of light. Predictably, the Megacorporations blamed each other for the loss.



Enraged at the loss of their negotiation teams and the effrontery behind it, this anger quickly turned into armed conflict and the Solar System began to slip backwards into war once again. No one took notice to the blast crater left in Phobos' surface except the Brotherhood. Only the Cardinal's Keepers found the strange emanations coming from the blast area, and their penetrating powers revealing the presence of something decidedly more malevolent than simple radiation. This crater had the stench of the Dark Symmetry to it, a palpable aura that was unmistakable. After careful reflection and examination, one sound kept resonating in the Keeper's minds, one sound that made their skin crawl, Semai. It was in that moment that the Cardinal saw the handiwork of the newest apostle of the Great Darkness, the embodiment of lies and deception.

Attempting to explain this discovery to the feuding Megacorporations proved to be difficult, if not impossible. The Cardinal vehemently insisted that it was not one of them who destroyed Peacekeeper Station, but Semai, the Great Deceiver. Unfortunately for the Brotherhood, their campaign of keeping the Dark Legion a secret worked too well, as the corporate masters discounted the Cardinal's explanation and even accused the Brotherhood of fabricating the long dead Dark Legion to use as a tool for regaining their flagging control. Peacekeeper Station and the Rain of Madness were seen as ploys of the Brotherhood and were summarily dismissed. Moving quietly in the background were accusations of further Brotherhood indiscretions and abuses of power which originated from a fanatical group of former Brotherhood members now gone rogue.

On Mercury, skirmishes began in earnest between Imperial, Cybertronic, 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. Cybertronic and Imperial battled each other for control of the Asteroid Belt, bringing with them the interests of the other Megacorporations. Everywhere brushfire conflicts erupted and before anyone could stop it, the Megacorporations had returned to the old, familiar pattern of strife and warfare.

In the span of sixty days, the Age of Faith was over and the Second Corporate Wars had begun.



4.4- The Second Corporate Wars

It was inevitable that the rise of a new corporate power and the destruction of Peacekeeper Station would disrupt the harmony that the Brotherhood and the Cartel had labored so long to create. Old conflicts renewed themselves and the Solar System was again on the verge of destruction. The Megacorporations began to consolidate their forces for mass battles, like those fought in the First Corporate Wars, and it would have come to pass had it not been for the Cartel and the power of the Brotherhood.

The Cartel, which became semi-independent from its Megacorporate founders after the destruction of Peacekeeper Station, showed its teeth in the opening gambits of the Second Corporate Wars. Some battles were finished before they started, as enemy intelligence would be completely briefed by Cartel Agents about an attacking Megacorporation's force and plans. Other Corporations would find their finances hemorrhaged by Cartel Rules Lawyers if they tried to use their armies to invade rival territories. Furthermore, Brotherhood forces, specifically the First Directorate's Mystics, would dismantle large military operations that could possibly escalate conflicts between the Megacorporations. The way the Megacorporations waged war changed because of these intrusions. After several years of repeated interference,

delegations were sent to Luna to meet with the Law Lords of the Cartel.

Rules, regulations, and conduct of Megacorporate war were formulated within the walls of the Cartel headquarters on Luna. No longer could wars be fought in or near metropolitan areas and any conflict that the Megacorporations wished to initiate must first be submitted and approved by the Cartel. After some adjustment, the Megacorporations followed these newly adopted Rules of Warfare and settled into a long period of civilized, bureaucratic Corporate Warfare.

Business became the tool of war and war became the tool of business.

It was in this new era of war that the humans that had abandoned it once again remembered Earth from so long ago. Much like a child remembers a fond toy, the Megacorporations almost in unison turned their attentions to old Mother Earth. Now called Dark Eden, Earth has become the center of interest due to its convenient position in the Solar System. The Megacorporation that controlled Dark Eden would be Luna's neighbor and become the central hub of travel and trade in the Solar System. Dark Eden's location ensured a pivotal military outpost to whoever controlled it, which put the Megacorporations into overdrive in their quest to conquer the birthplace of mankind. With the passage of so many centuries, the toxicity of Earth's environment should be lessened. Cybertronic had the greatest interest in Dark Eden, planning to terraform Earth in an attempt to restore the planet to its former glory. Cybertronic wanted to recreate Earth in their image, however, to finally have a home of their own.

In this unprecedented time of civility, came an event that gave the Megacorporations pause. In the deserts of Mars, a new Citadel was found. Like the first symptom of some terrible disease, it had appeared where the war was most intense. Capitol immediately sent in jet fighters to assault it. In an inexplicable action, Imperial shot down three-quarters of the Capitol Air Force sent to destroy the Citadel, while the Cartel secretly sent in Doomtrooper teams to investigate the structure.

The surviving Doomtroopers returned with proof that the Dark Citadel was inhabited and the corporate elites shuddered. What they had long believed to be a mere legend really existed.

The Dark Legion had returned.

The Megacorporations waited in fear. More Citadels appeared in remote regions, seemingly springing up overnight. Megacorporate troops moved against them and war began in earnest. The Dark Legion returned in force, in numbers that had not been seen since the Venusian Crusades and humanity faced the terrible threat of the Darkness once more. This time however, the Dark Lord of Technology had brought with him his fellow Apostles.

In the background, the Corporate Wars rumble on, as each Megacorporation tries to use the arrival of the Darkness to their 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 Megacorporations have put aside their differences long enough to win a few victories over the Dark Legion.

Epilogue

Do you think you can fathom the blackness of the Dark Soul? Do you truly think your tiny mind, your worm's brain, can comprehend something that has swallowed worlds, and devoured the souls of man since the dawning in the primal world?

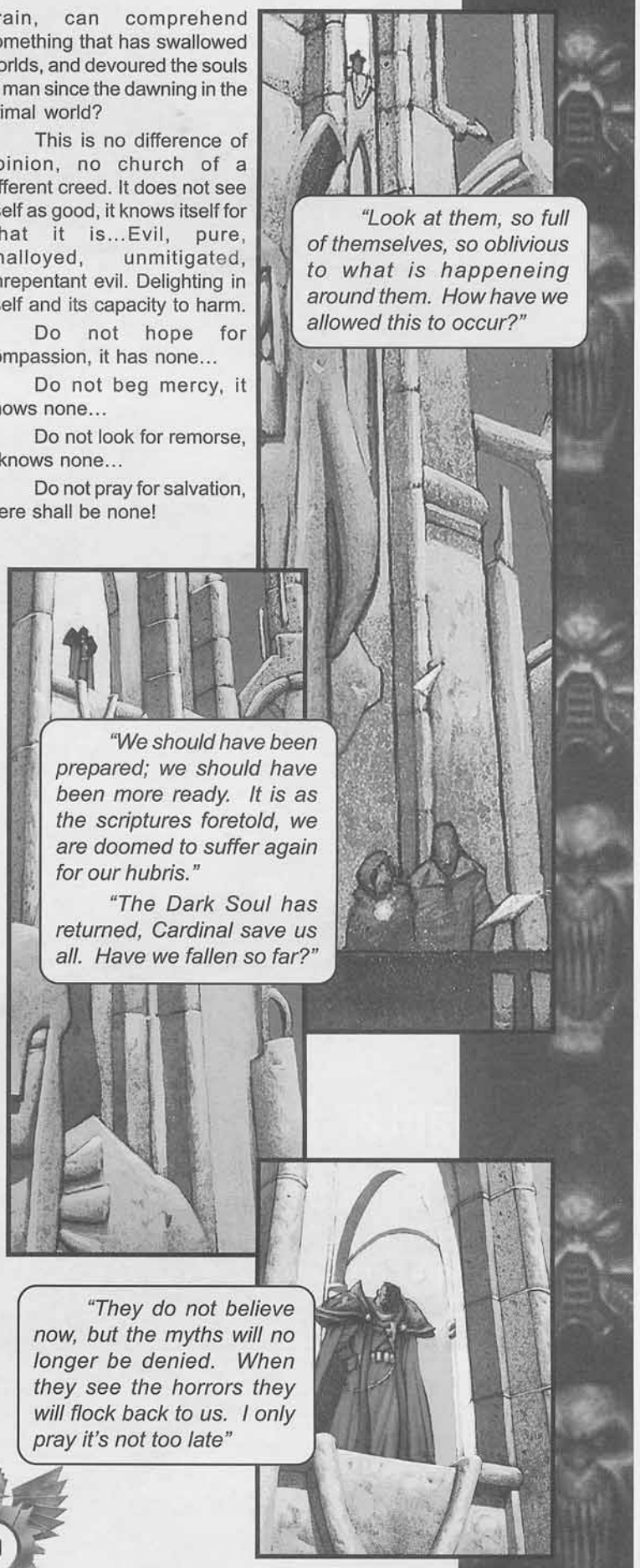
This is no difference of opinion, no church of a different creed. It does not see itself as good, it knows itself for what it is...Evil, pure, unalloyed, unmitigated, unrepentant evil. Delighting in itself and its capacity to harm.

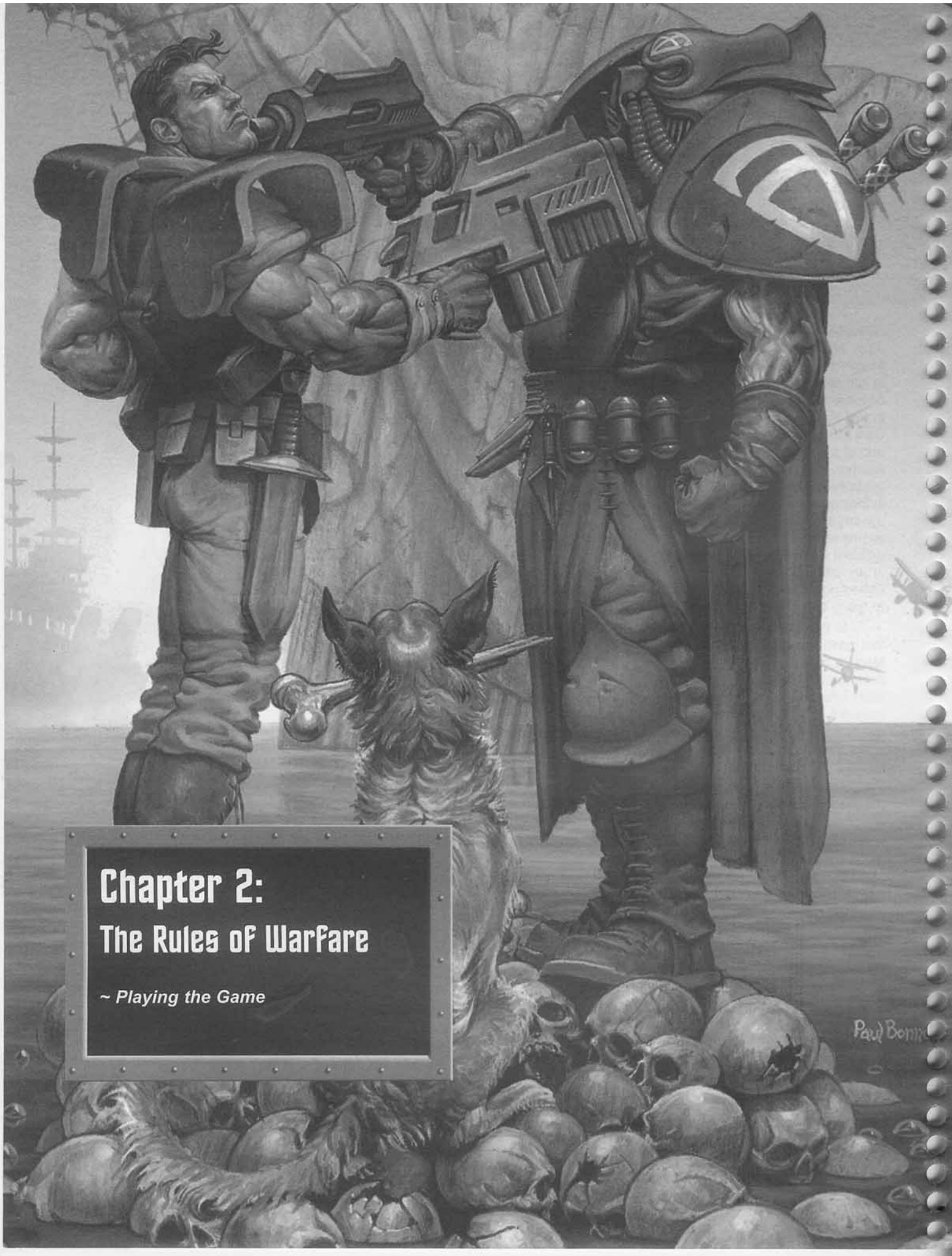
Do not hope for compassion, it has none...

Do not beg mercy, it shows none...

Do not look for remorse, it knows none...

Do not pray for salvation, there shall be none!





Chapter 2:
The Rules of Warfare

~ Playing the Game

0- AN OVERVIEW OF PLAY

As we mentioned in the introduction, each UWZ player collects miniatures to represent the soldiers and vehicles in his army. Each miniature, or model, represents a single person or creature, whose abilities and game performance are defined by its Model Profile. This is the line of numbers that appears beside each Unit type. It represents the crucial information about your soldiers, their strengths and weaknesses.

Every turn, players alternate activating Units of models which we call Squads. When a Squad is activated, all the models in that Unit take a certain number of Actions before their turn is concluded. For example, the models may charge into combat, fire their weapons, command other models, or perform almost any other maneuver you desire. In this manner, UWZ gives the player complete control over every model in his army. By skillful use of your army's strengths, you will attempt to outmaneuver and out fight your opponents. In the end, only one player will be victorious!



WINNING THE BATTLE

In UWZ, the primary objective is to have fun. No, really. While every player wants to win, a good game is one where both players fought well and had a good time, even the player who lost. In the hundreds of games the designers have played, our primary objective was always a fun gaming experience; one filled with balanced, gritty combat and the tension of watching your strategy unfold. Keep this in mind as you begin to stake your claim here in our universe.

That said, you still want to win. That's fine. Players do this by repeating the turn sequence mentioned above until his opponent surrenders, the game objective was achieved, or every Unit in an army is lost. For even more fun, we recommend trying out some of the pre-designed scenarios included in this book. By linking these scenarios, players can create small stories that help define the game universe we play in. We have discussed this notion later in the chapter.

For now, let's focus on having fun and take a quick look at how the game works.

DESIGNER NOTES

The Dark Symmetry System™ (DSS), the name given to the Excelsior Game System mechanic, is a unique game engine that allows a dynamic and fast-paced battlefield simulation. The current DSS is an evolution of the same engine used in our dark fantasy skirmish game, Chronopia: War in the Eternal Realm. This evolving system presents a dynamic activation sequence that encourages decisive action by the players. By allowing the ability to act and react throughout each turn, our DSS affords you the unique opportunity to exploit your opponent's errors and capitalize on advantageous situations as they develop. The DSS gives you, the player, access to the most tactical options and the best ways to implement them. By integrating these elements, you will find your skirmish game truly exciting and expansive.

Why did we name it the Dark Symmetry System™? Ultimately, it seems to sum up the elements we used to design this game, as well as reflect the notions of balance and war.

1- SOME BASIC CONCEPTS

There are a few concepts that are important to know in order to play and enjoy UWZ. What follows are the most common game terms you will need to know.

1.1- ROLLING DICE

In the text, a twenty-sided die is referred to as a d20. In UWZ, a die roll is used to resolve aspects of the game where the outcome is uncertain, such as making an attack against an opponent or trying to rally fleeing troops.

The die roll is made against a defined ***target number***. The target number is usually a model statistic modified by any applicable bonuses or penalties. The die roll is a success if you roll this target number or less on the die. In the event that a high die roll is required, rolling equal or greater than the target number will result in success.

> ***Example:*** *To make a ranged attack, you must roll equal to or less than your model's Ranged Combat (RC) statistic. Any circumstantial modifiers (terrain coverage, for example) adjust this number. If your model has an RC of 15 and the defender is in soft cover (-2), your target number is 13. Your attack succeeds if you roll a 13 or less on the d20.*

There are also two special outcomes of a die roll: a PERFECT and a FUMBLE. These are described below:

PERFECT

When a player rolls a *natural* 1 (before any modifications are applied), this is called a "Perfect Success" and usually results in something special happening in the player's favor.

FUMBLE

When a player rolls a *natural* 20, this is called a "Fumble" and usually results in something adverse happening to the model involved.

The exact effects of any particular PERFECT or FUMBLE roll are dealt within the section of rules concerning the activity in question. If no special effects are listed for a certain type of roll, then none apply.

OPPOSED ROLLS

Sometimes, players will be required to roll dice against each other. This is known as an **Opposed Roll**.

When this occurs, each player rolls their own die and adds any relevant modifiers to their result. The player with the higher modified roll is the winner. If both players modified scores are equal, they should simply roll again. This is the type of roll used to determine initiative at the beginning of each turn.

> ***Example:*** *Two players, Mark and Scott, have concluded their second turn of play. With tensions running high, winning Initiative is very important. Both players find their highest LD score from amongst their remaining, non-panicked troops and add that number to the roll of a d20. As Scott's highest LD was 12 and he rolled an 11, Scott now has a total initiative score of 23. Mark, with an LD 10 and a roll of 3 gets a total of 13 for his initiative. Since Scott won initiative, he may now choose to activate a Unit or make Mark go first.*

1.2- MEASURING

When measuring distances between two models, you simply measure from the closest edge of the two bases. Measuring for Template weapons and certain spells will be detailed in the relevant section. In UWZ, you *may pre-measure distances* before committing to an action.

The standard convention for measuring in UWZ is the inch and while any ruler will due, we recommend a small measuring tape for its flexibility and ease of use.

1.3- LINE OF SIGHT

Line of Sight (LOS for short) is an important concept in UWZ. Typically, a model must see another model in order to direct its efforts towards it, such as charging or shooting it. A model has LOS to another model if an unobstructed line can be drawn between them, regardless of distance. LOS is measured from 360° of your model, unless specifically stated otherwise in the model's special rules.

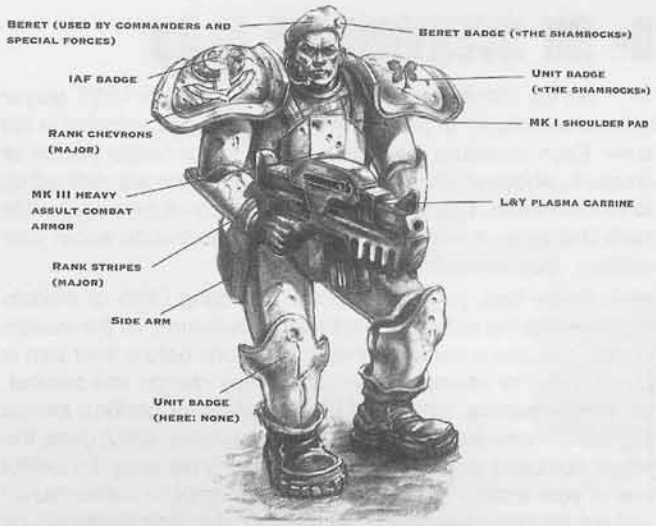
On a gaming table, covered with troops and various types of Terrain, LOS is not always easy to determine. Terrain blocks LOS if the major body portions of the model are completely obscured, or if the model is in base-to-base contact with the terrain. However, common sense must be applied here—if a model is behind a wall, but the static pose of the figure's hand protrudes from behind a wall, then an enemy model should not be able to declare LOS. If there is any doubt about LOS, simply get down to eye level of the models. If you can see the target, you can shoot it.

Some spells and abilities have different LOS requirements. If an action requires only LOS, then the distance to the target does not matter as long as the model has LOS. Likewise, some abilities don't even require your model to have LOS!

1.4- TABLE EDGE

If, for any reason, a model moves off the edge of the playing area, it is gone. It may not re-enter the game.

Now that you are familiar with some of the basic game concepts, let's look at the skilled warriors that will make up your game and set your army apart from your opponents.



2- UNDERSTANDING YOUR TROOPS

In the worlds of UWZ, you can command various forces, from the basic warrior new to battle to the inspiring heroes that lead your army to victory. You can even command Vehicles, from the small and quick skimmers that swarm across a battlefield as well as Great War Engines capable of massive damage. To best represent these various creatures, we have developed eleven characteristics that describe the numerous aspects of Unit's physical and psychological strengths. We refer to this information as a model's profile.

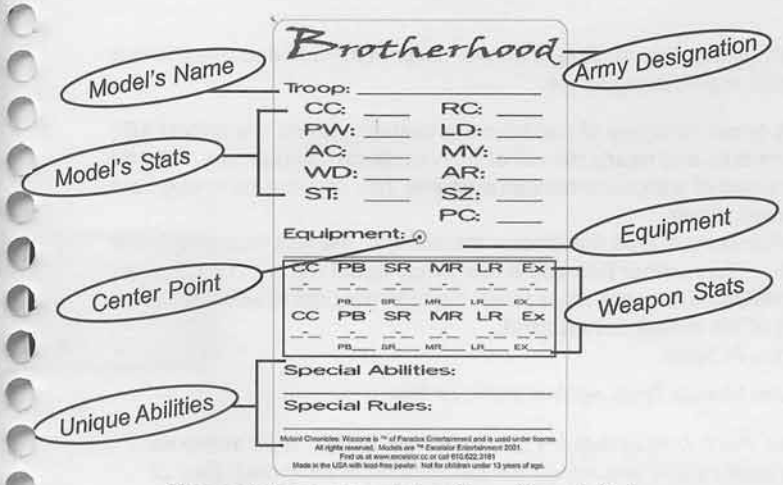
2.1- MODEL PROFILE

Every model in UWZ has a Model Profile. The Model Profile describes everything you need to know about the way a model performs on the battlefield. The profiles for each model can be found in the Army Lists section at the end of each force's chapter.

Each list is broken down into its appropriate structure with similar Squads grouped together, like grunts, elites, vehicles, Individuals, etc. The profile begins with the name for the particular type of model or "Troop". The profile then lists a bit of information about this troop type and how many of this model may be in the Squad. Next is a line of abbreviations known as a "stat line". Each model is defined by the same eleven statistics; these represent the basic capabilities of the model. Finally, all of the equipment and special rules/abilities for the model are listed.

MODEL STATISTICS (Stats)

A model's stats govern the basic actions each model can take and provide insight to the strengths and weaknesses of each model type. This is reflected in the numerical rating assigned to each of the statistics. Stats range in value from 1 to 30, where 1 is a very poor rating and 30 an exceptionally good rating.



These stats are recorded on the unit cards that accompany each model in its package. These cards are far more than just a convenient record keeper, but we'll get to that later.

The eleven statistics that define a model are:

1) Close Combat (CC)
The CC stat is a representation of the model's skills in hand-to-hand fighting, either using its natural weapons (like claws or teeth) or melee weapons (like swords or bayonets).

2) Ranged Combat (RC)
The RC stat is a representation of the model's skills in attacking an enemy at range with projectile or thrown weapons.

3) Power (PW)
The PW stat is a representation of a model's mental prowess, human (or inhuman) essence, and innate supernatural senses. Models with the Special Ability to Channel use their Power stat to gauge their connection with the Supernatural.

4) Leadership (LD)
The LD stat is a conglomeration of courage, shrewdness, mental endurance and perception.

5) Actions (AC)
The AC stat reflects the model's reflexes, agility and reaction time. It represents the number of actions the model can make in a given turn of Activation.

6) Wounds (WD)
The WD stat tells you how tough the model is and how many wounds it can receive before being taken out of the battle.

7) Strength (ST)
The ST stat represents the raw physical potential of a person's body and what they can do with it. Strength is the basis for damage in close combat and affects the range of thrown weapons.

8) Movement (MV)
The MV stat represents how far a model can move in inches per Move action.

9) Armor (AR)
The AR stat represents how well protected a model is from the hazards of life and war. It can represent state-of-the-art combat armor, a thick, steely hide, or a tough-as-nails disposition. Whatever the case, a model with a high AR value will be hard to kill.

10) Size (SZ)
Size does matter. In UWZ, the SZ stat represents the general build and bulk of a person, monster, or vehicle. There are 5 different Size categories used for the models in UWZ.

Small Models
Small models have significantly less stature than a normal human. Some models, like the Children of Ilian, are short by comparison to the average human.
Small models have a size value of 1.

Medium Models
Medium models are approximately human-sized. The standard rules, as written, assume the models are of Medium Size with no modifications.
Normal models have a size value of 2.

Large Models
Large models are bigger, but less than twice the size of a normal human.
Large models have a size value of 3.

Huge Models
Huge Models are twice again the size of a human or larger.
Huge models have a size value of 4.

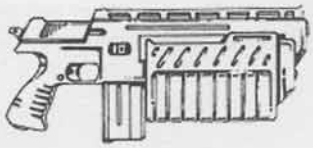
Gigantic Models
Giant Models are three times the size of a human or larger.
Gigantic models have a size value of 5.

11) Point Cost (PC)
The PC stat is a measure of the model's value within the context of the game relatibve to its fellow models. Higher costs can be the result of intense training, powerful equipment, or the ability to Channel supernatural powers.

In addition to the eleven stats, a few other things define your troops. These are:

*** Special Abilities**
Any additional information that is relevant to the context of the game will be listed under the Special Abilities section of the profile. It may describe unique training possessed by the model, or a rare gift it can wield.

*** Equipment**
Pieces of relevant gear, from weapons to religious artifacts, are listed beneath the Equipment section of a profile.



*** Classification**

Every model in UWZ belongs to one of several possible classifications. These classifications are primarily used to determine a models vulnerabilities and advantages. The classifications a model may belong to are:

A.I.s- In the world of the Mutant Chronicles, AI's encompass a broad category of mental enhancement. Some are almost fully robots, controlled by sophisticated, artificially intelligent neural networks and nearly devoid of any humanity. Though rare, they do exist. Most take the form of humans who have accepted various levels of artificial enhancements into their own brains to augment their own capacity. Mortal models of AI:2 or less are still considered mortal.

The level of AI assigned to any model reflects the degree of enhancement thus the greater the number, the less humanity there is. Thus all A.I. models have a number following their classification. The number tells you a few things about the A.I., namely how advanced it is and how likely it is to suffer a malfunction and run AMOK. There are times when a player may opt to add cybernetic enhancements to a model(s) and when this occurs, the AI rating of the model is increased.

In general, the following important points apply regardless of the AI level.

- *A.I.'s have few if any emotions and are not required to make Morale Tests against panic or fear.*
- *During times when a Morale Test would have been required, the A.I. must make a LD check with his A.I. level acting as a penalty to the roll. Failure indicates the A.I. has suffered a malfunction and roll on the below table, adding their level of AI to the result.*

AMOK TABLE

DIE ROLL	RESULT	EFFECT
1-6	**Buffer Overflow**	*The A.I. is overwhelmed by current events, and the command sub-channel is over saturated with conflicting orders. The subsequent confusion results in the loss of one Action during their next activation.*
7-12	**Re-Boot**	*Severe buffer overflows have caused memory corruption, and the model is forced to reboot its processor. The result is a loss of two actions during their next activation.*
13-18	**Recognition Fault**	*The A.I. "Identify-Friend-or-Foe" program is overwhelmed with signals. The A.I. must pass a LD test to perform any attacks against enemy models during its next Activation. Each attack must be tested, with a failure wasting the action. A critical failure (roll of 20) on this test will result in an attack on the nearest friendly model.*
19-20	**System Failure** 	*The A.I. command subroutine has malfunctioned, leaving even the squad leader in an out-of-command state. Models in the squad automatically lose two actions due to an automatic system re-boot, and must then make a LD check modified downward by their level of A.I. to determine what they do with any remaining actions.* *Failure of the roll indicates the model will use his remaining action to move toward the nearest squad member, attempting to regain command status. Success indicates the model will become the new squad leader. Continue to roll as above as each model is activated until a new leader is selected. Once a model becomes the new leader, all other models in command radius of this model will return to command with one action remaining. Models still out of command must use that action to move into command radius immediately, as per the rule. The unit command structure will return to normal the following round.*

Associated Armament: Equipment too cumbersome to be carried by one man, yet required for the functionality of the squad. Examples of Associate Gear include things like Mortars and Cannons.

Beasts- most mounts, trained pets, and pack animals belong to this category.

Channelers- when a model has the ability to Channel, it can focus the powers of the Universe, like a magnifying glass in the sun. It is a truly amazing and dangerous craft, especially since most Channelers can bring these powers to bear on any target that they can physically see, without electronic aid.

Supernatural- this category covers all manner of creature that is created through purely supernatural means and given a semblance of life.

Necrorganic- any creature or being sustained by the powers of the Dark Symmetry without the ability to self-direct. Necrorganic Units are rotting carcasses that have been animated by some foul means.

- *Necrorganic Units do not need to make any Morale Checks.*

- *Necrorganic Units cannot take actions such as Aim, Jump, Dive for Cover, Minimize Presence, Spot, or Wait.*

Necrorganic models need direction and suffer greatly without the influence of their Necrobiotic Master. If a Necrorganic model ends its movement out of Command Distance, or if its Necrobiotic Master is killed, each affected model loses an action until a new Master takes control, or they move back into proper Command Distance.

However, a new Master can be any Necrobiotic model designated as such, which moves within Command Distance of the leaderless Unit/ model and makes a successful LD test. This Necrobiotic Master model becomes the new "Squad Leader" and affected Necrorganic models will now follow their new Master. This includes Masters from other Units and even the opposing player's army. However, should an opposing Master attempt such a maneuver and fail the LD check, the Necrorganic Unit will attack him on their next activation, if still uncontrolled, for they sense the presence of an enemy.

Additionally, Necrorganic models are less vulnerable to conventional ballistics. Ballistic attacks that do not have an AV rating have a reduced damage against Necrorganic models.

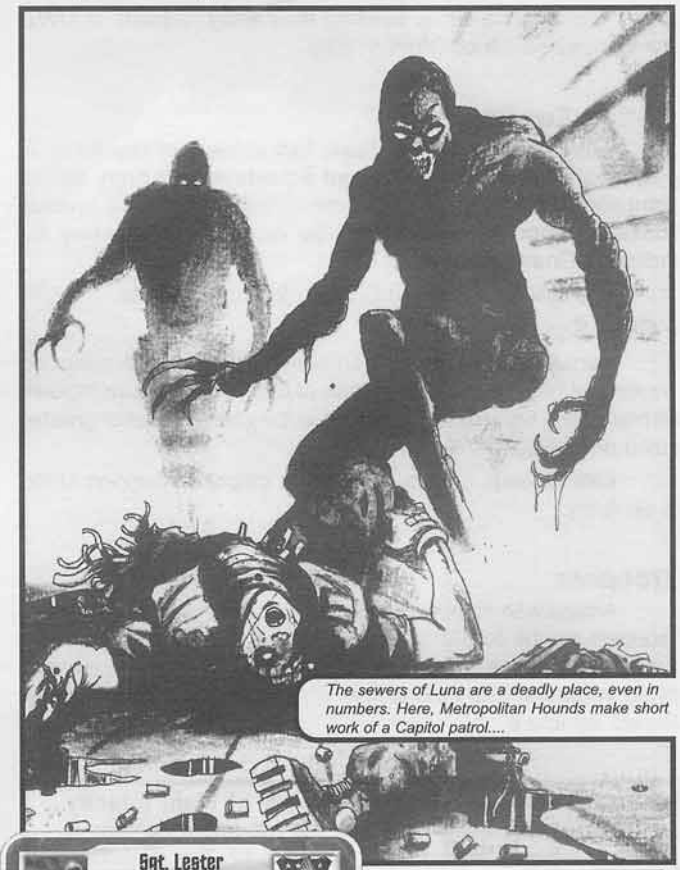
- *Consider all non-AV ballistic attacks as 3 points less damage against their rotten corpses. AV weapons wound as normal. Additionally, models with Necrorganic Resistance exposed to an environmental hazard gains a bonus of +6 on their save verses such attacks.*

Necrobiotic- creatures are defined as any creature or being sustained by the powers of the Dark Symmetry *with the ability to self-direct*. They are evil, intelligent, and quite alive, though the quality of such a life is in question. Some Necrobiotic models are of sufficient power to be able to command Necrorganic models. These are designated as *Necrobiotic Masters* in their classification.

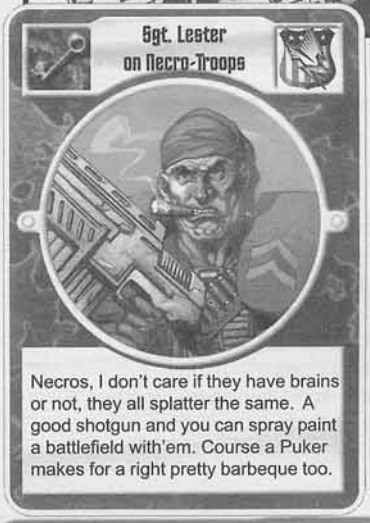
Mortal- this is the category covers a majority of the Units in UWZ. While not a true racial type, it simply means that the laws of aging and time govern the being.

Summoned- this category covers all types of beings anchored to this plane by the use of powerful technology or sheer will. Many models in the Dark Legion Army lists, for example, are brought here through elaborate gateways or ripped from their home plane through the use of the Dark Symmetry.

Vehicle- this general category encompasses mechanical transports of all types.



The sewers of Luna are a deadly place, even in numbers. Here, Metropolitan Hounds make short work of a Capitol patrol....



Necros, I don't care if they have brains or not, they all splatter the same. A good shotgun and you can spray paint a battlefield with'em. Course a Puker makes for a right pretty barbeque too.

NOTE:

Field reports all point to certain common experiences with necrorganics. They are little more than zombies, perhaps puppets would even be a better term for they require a force of great evil to give them direction.

When possible, kill their leader and you will reduce them to meandering corpses, easy to eliminate. When forced to engage them, avoid wasting small arms fire on them. You need to inflict great bodily harm to them to destroy them. AV weapons, flamers, and flechettes are best.

3- ABOUT YOUR ARMY

A) Army Structure

The armies of UWZ are broken down into smaller groups that play different roles on the battlefield and affect what a player can include in their fighting force.

The heart of any army, Squads are groups of models that are trained to work together as a team. A Squad's training, equipment, and role upon the battlefield is different within each army. Each Squad has a Designation, which determines what a player can choose when building their army. Squads in UWZ are designated either Grunt or Elite.

• Grunt Squads

Grunt Squads are the basic foot soldiers of any Army. A player can include as many Grunt Squads in their Army as the point cost allows. Unless otherwise stated in a Squad's Special Rules, Support Units can only be included in an Army by including Grunt Squads.

The ratio is 1 Support Unit per 2 Grunt Squads.

• Elite Squads

Squads that receive additional training and superior equipment receive the designation of Elite. A player can include as many Elite Squads in their Army as they have equal or greater sized grunt Squads.

Elite Squads cannot be used to calculate Support Units in an Army.

Troopers

Armed with standard weapons and having common skills, Troopers are the core Units within a Squad. Each Squad contains a minimum and a maximum number of Troopers, which are listed in parenthesis next to that Squad's Trooper name in the Squad Structure.

> **Example:** The minimum number of Light Infantry Troopers per Squad is 4 and the maximum number of Light Infantry Troopers per Squad is 12. The minimum-maximum is represented in the (required 4-12) part of the profile.

Squad Specialists

Within each Squad are models that have extensive training with either a certain weapon or skill. The time and funds required to create these Specialists are great enough to limit their numbers within a Squad. The profile will tell you how many core troops are required for each type of Specialist. All Squads have different requirement for Specialists, so pay close attention to the criterion offered. Unlike core troops, there is no minimum for Specialists within a Squad, since they are considered optional.

> ***Example:*** *The maximum number of Light Infantry LMG Specialists is 1 per Squad, with the purchase criterion being 1 LMG Specialist per Squad. The LMG Specialist is not required to be included within the Squad.*
>
> *It is Optional and noted as:*
> *(optional: up to 1 per squad).*

Squad Leaders

Within each Squad is a Leader, who acts as the central point of reference for the other members of the Squad. Leader models are the keystone of a Squad's Morale and the center point for Command Distance. In a regular Squad, there can be only one Leader, and that Leader will be noted in the Squad Structure. Leaderless Squads will be noted within a Squad's Special Rules portion of their Profile.

> ***Example:*** *The maximum amount of Light Infantry Sergeant models within a Squad is 1 and that 1 model is the Leader of the Squad.*

Officers & Personalities

Officers (also referred to as Individuals) are models that can act independently upon the battlefield. They are usually grizzled veterans, hideous monsters, or men of supernatural power. To represent their rarity, a player can only include one Individual in their Army for every one Squad (either Elite or Grunt). Certain Officers are linked to a particular Squad and can only be included in the game if the referenced Squad is also present.

- *If an Officer model is within Command Distance of at least 1/2 of a Squad or their leader, the Squad may use the Officer's LD value for Morale tests if it is higher than the Squad Leader's.*
- *You may only have one Officer of a particular type per Squad of the same type.*
- *Officers have an 8" Command Distance.*

Force Commanders

At the head of a larger army is the Force Commander. This Individual has the ability to coordinate battle plans, give orders to Squads, and inspire his men to new heights of bravery. Force Commanders do not get involved in small skirmishes and are only seen on the battlefield during large-scale conflicts.

To represent this, a player can only include one Force Commander in an army and that army must have at least three other officers present with six other Squads. The Force Commander is considered a Ranked Officer and has a 10" Command Distance.

Support Units

Support Units represent the army's ability to back up their troops with specialized forces, Vehicles, and long-range artillery. Support Units are not assigned to an Army until it reaches a certain size. To represent this, a player can only include one Support Unit in their Army for every two Grunt Squads selected.

Support Units are designated by their role on the battlefield.

- ***Mobile Armor***

Any ground based Vehicle or mechanical troop counts as a Mobile Armor Support Unit.

- ***Air Support***

Any air based Vehicle or Unit counts as an Air Support Unit.

- ***Artillery***

Any weapon team, emplacement, or artillery Unit counts as an Artillery Support Unit.

- ***Advisors & Consultants***

Covers special Units, Cartel agents, Brotherhood agents, Mercenaries, and Freelancers who do not normally fall under the selected army's Unit lists.

Quick Summary

- *Unlimited Grunt Squads*
- *One Elite Squad per one Grunt Squad (of equal or greater size)*
- *One Individual Unit per one Squad*
- *One Support Unit per two Grunt Squads*
- *Only one Force Commander per army (requires at least three officers)*





4- GAME TERMS

4.1- COMMAND DISTANCE

A Squad Leader gives orders to a Squad and holds them together and directs them to complete their mission. Therefore, all the models in a Squad must remain within a certain distance of the Leader. This distance is known as the Command Distance and is normally set at 6". If, at the beginning of a Turn, models are within Command Distance, they may Move and act normally.

If for any reason a model finds itself outside Command Distance at the beginning of a turn, it can make only Move actions until back within Command Distance, at which point it may carry out any remaining Actions as normal.

Since Command Distance is measured from the Squad's Leader, the leader is always considered to be in Command Distance. If he moves away from the Squad he commands, they will have to catch up to him on their next turn.

If the Leader of a Squad dies, the model with the next highest LD value becomes the new Leader. If there are two or more models with the same LD stat, the first to take its Actions in that Turn is designated the new Leader. However, it will only be the Leader for that Turn, which means the Squad Leader may vary from Turn to Turn. This reflects that the Squad still holds together but not with one strong and single voice.

Squads of Flyers maintain Command Distance if they are within 6" and within 1 altitude of their Squad Leader. A model at Altitude 3, for example, would be in Command Distance if the Squad's leader were at either Altitude 2 or 4.

Models out of Command Distance suffer a –4 penalty to any morale test made until it moves back into Command Distance.

Leaderless Squads

Some Squads in the Warzone Universe are trained to act semi-independently and are considered Leaderless. While the models in a Leaderless Squad have no official command structure that requires the presence of an officer, they do function around a varying central figure called the Reference Model. During each turn when a leaderless Squad activates, the first model that activates within that Squad is considered the Reference Model for that turn. The Squad must stay within the 6-inch Command Distance of this designated model each turn.

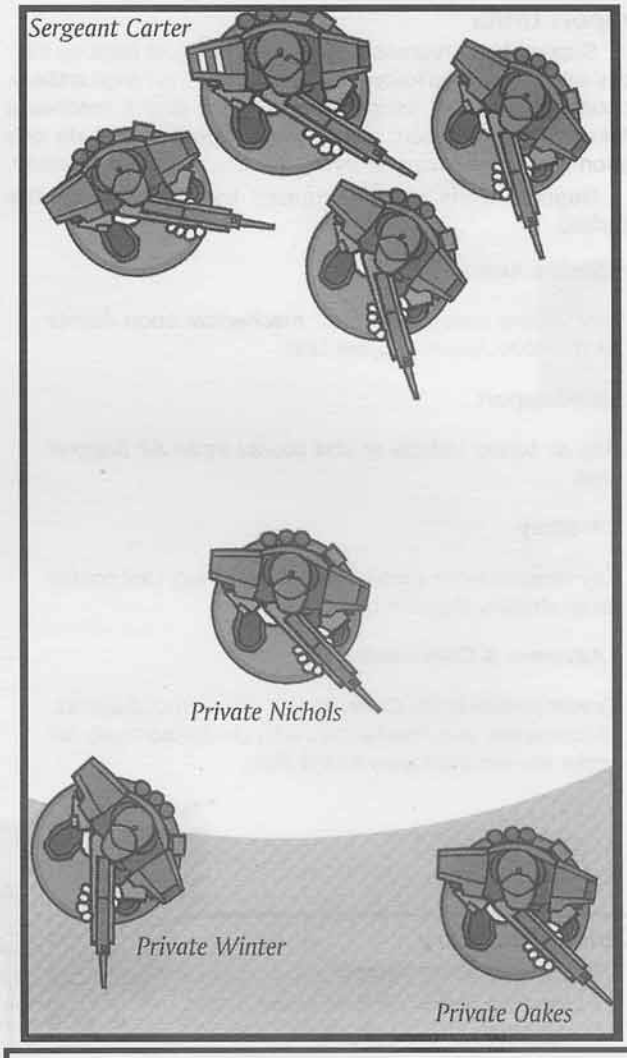


Diagram- Command Distance

A model not within command distance may only perform Move actions until it is back within the effective command distance. All tests Private oakes may be required to make are penalized by -4 until he is back within command.

In the picture above, Private Oakes is the only model too far away from his commander, Sergeant Carter (designated by shoulder stripes).

4.2- MODELS' FACING

All models have two facings: front and back. Generally speaking, most models can only attack enemies in the front 180° of its base.

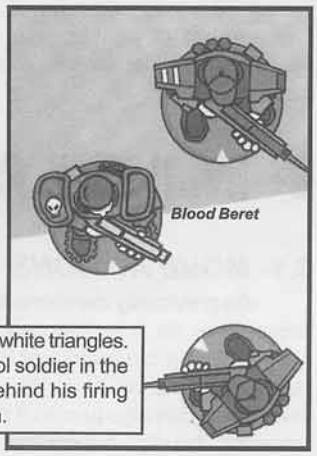
Before you start playing, you should decide how to indicate your models' Facing. A model's front facing should be obvious, but if there is some confusion, you may want to mark your models in some way to indicate which direction is "front".

For example, you may place a line or triangle on the base, or paint the front of the model's base a different color.

- *Models on foot, as well as Flying models, have a firing arc of 180 degrees to their front facing.*
- *Mounted Troop models have a firing arc of 360 degrees to their front facing.*
- *Vehicles have their firing arcs listed individually in their Unit descriptions.*

There may be exceptions to these rules, in which case the firing arc of the model will be expressed in the special rules for that model.





The model's fronts are indictaed by white triangles. The Blood Beret can fire at the one Capitol soldier in the bright area as is. The other enemy is behind his firing arc so he would have to turn to assail him.

4.3- DEVIATION

There are many times when the rules may require a player to check for deviation. When a deviation roll is required, simply roll a d20. The number on the die determines the distance of the deviation, which is calculated by only looking at the tens aspect of the rolled number. In this manner, the most something can deviate is 10".

> ***Example:*** *If you roll a 2 on the d20, the deviation is 2". If you roll a 12 on the d20, the deviation is 2".*

To determine direction of the deviation, notice the direction of the triangle around the number rolled on the d20. This is the direction the deviation will travel the distance rolled.

To recap, one d20 roll does it all: the triangle's point illustrates the direction of the deviation and the number tells the distance. Make sure to use an easily readable d20 for these instances.

4.4- TURN SEQUENCE

While a real battlefield is a confused mass of activity, a battle game can't afford to be. Therefore, the UWZ game is divided into Turns. Each Turn, models carry out a series of Actions such as moving, firing, or Channeling a power. Turns are then repeated until the outcome of the battle is decided.

Markers are used to indicate the state of play. For example, an "activation marker" is used to show when a Unit has had its turn. Other markers can apply to entire Units or specific models and will be detailed in the relevant section.

During a Turn, the players alternate the activation of one Unit at a time. The Turn Sequence is as follows:

4.4.1- DETERMINE INITIATIVE

Initiative is used to decide who gets to activate a Unit first. All players roll a d20 and add the single highest Leadership stat (LD) from among their surviving models. A player whose models are all panicked takes a –4 penalty to the d20 roll. The player with the highest score wins the initiative and nominates a Unit for activation. Note that the player who wins initiative may choose to have his opponent go first.

4.4.2- NOMINATE THE FIRST UNIT

As mentioned, the player that won initiative can either activate one of his own Units, or nominate an opponent to take his turn first.

In multi-player games, the player with the initiative either activates a Unit of his own or nominates an opponent. Having nominated an opponent, the winner will always go next, followed by the other players in descending order of scores.

4.4.3- PLAYERS ALTERNATE ACTIVATING UNITS

When a Squad is activated, the player chooses a model within that Squad and uses all of its actions as listed in its AC characteristic. Once that model completes its last action, the player chooses another model within the same Squad and uses its actions. After all the models in a Squad have completed all their actions, that Squad is considered Activated and should have an Activated Counter placed next to it.

The opposing player now activates a Unit. Play passes back and forth until all the Units on both sides have been activated. If one player has more Units than another, he will activate his remaining Units, one at a time, after his opponent has no Units left to activate.

4.4.4- END OF TURN

After all Units in play have been activated, the Turn is over. Activation markers are removed from the board.

Some markers, like Wait Counters, remain until the next Turn to indicate specific conditions. These will be detailed later. The players begin a new Turn by rolling initiative for that turn and following the Turn Sequence again.

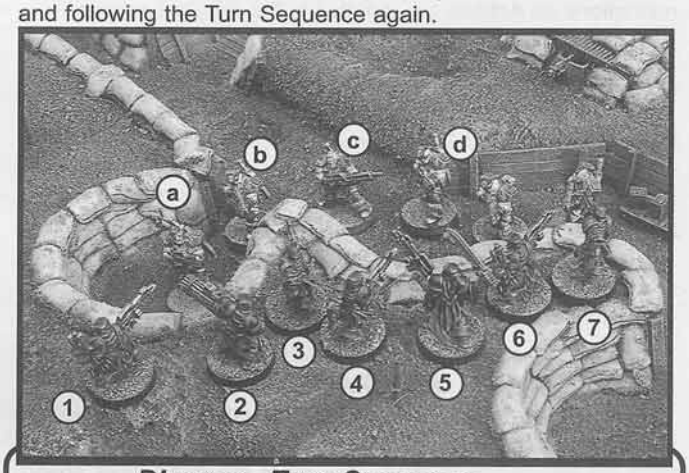


Diagram- Turn Sequence

Having won initiative, the Acolytes of the Dark Cults prepare to unleash hell on the Free Marines in the trench. Acolyte 1 will begin by firing at the closest enemy model, which in the example above is Marine A. Acolyte 1 will take its first action to fire and should that not kill the Marine, he will take his second action and fire again. If the Marine were to take a wound and die, the Acolyte may spend its last action to fire at Marine B.

Once done Acolyte 2 may begin.

5- USING ACTIONS

Most models in UWZ have 3 Actions (AC) to perform each activation. This means they have three opportunities to do something during their Turn. There are many different Actions a figure can take during its Turn, and they are:

- Move
- Minimize Presence
- Climb
- Jump
- Attack (Melee or Ranged)
- Break Away
- Aim
- Channel
- Concentrate
- Spot
- Rally
- Give Orders
- Wait

There are certain limitations on some Actions, but generally, a model can perform them in any order.

> ***Example:*** *Ted's Bauhaus model has three Actions to spend. On its Activation, it may Move, Shoot, and Move again. Or, it could Shoot three times. The choice is ultimately up to Ted, and forms limitless strategic possibilities.*

Additionally, not all models can use all the types of Actions. For example, only Channelers can Channel powers. Specific restrictions on Actions are detailed in the relevant section.

MOUNTED TROOPS AND USING ACTIONS

For a Mounted Troop to perform most kinds of Actions, both the rider and the mount must expend their Actions simultaneously. This accounts for the fact that any Action requires a certain amount of time to perform and requires the joint efforts of both the rider and the mount to accomplish.

If a Mounted Troop is in Close Combat, the rider and the mount make a Close Combat attacks simultaneously, expending their Actions together.

VEHICLES AND USING ACTIONS

In general, when a Vehicle is activated, any crew riding within it must expend their actions simultaneously. If the driver uses his first action to drive, any other crewman must spend their first action before the driver can spend his second. If the driver takes his second action before the crew takes their first, the unspent first crew actions are lost, unless a Special Ability declares otherwise.

Models inside a transport are considered part of a single passenger Unit. This passenger Unit takes actions just like an additional crewmember. During the passenger Unit activation, one or more of the transporting models may elect to disembark by spending one action. They must then spend all their remaining actions before any other member of the crew or passengers may take an additional non-Wait action. Note that any number of passengers may elect to disembark during passenger Unit activation. See Armored Personal Carriers for more detail.

6- AVAILABLE ACTIONS

6.1- MOVE ACTIONS

As previously mentioned, the model's Movement (MV) stat shows how far a model can Move in inches during a single Action. During the course of a Move action, the model can turn as many times as it wants, and end its Move facing in any direction. It can also turn as it makes an attack in Close Combat. However, if a figure simply wants to turn around, to fire at, or Spot a model behind it, it must use an Action to do so. For further details and restrictions, see the Movement section.

A Move that brings a model into base-to-base contact with an enemy model is considered a Charge. This particular Move is covered in greater detail in the "Getting Into Close Combat" section.

6.1.1- CLIMB

There are occasions when models on the table might want to Climb up or down vertical terrain features. The following rules allow models to Climb terrain features that are taller than the model in question, such as cliffs, walls, and even large trees.

Models can Climb up or down a number of inches equal to their Size, without fear of falling. Each Action spent allows a model to Climb 1/2 its MV rate in inches. While Climbing, a model may perform no other Actions until it reaches a surface upon which it can stand.

When attempting distances greater than the Model's Size in inches, there is an inherent risk of falling. At the end of any turn spent climbing at such a dangerous height or at the completion of the Climb in question, a Climbing check must be made. No more than 1 check per turn is required.

Roll a d20. On a 17-20, the model has lost its footing and fallen. Place the model back at the bottom base of the Terrain the model failed to climb, and roll for damage as calculated in the Falling Rules section.

Note: All creatures with basically humanoid features may attempt to Climb Terrain, with some exceptions. If players cannot agree on whether or not a creature would be able to Climb a given piece of terrain, both players should roll d20, with the decision going in favor of the player who rolled highest.

6.1.2- JUMP

Not all terrain is flat. Gaps in bridges, deep pits, cliffs, and rushing water serve to divide the battlefield and make regular movement across it impossible. When confronted by one of these hazards, a model can attempt to make it across

by performing a Jump action. A model may Jump a gap in the Terrain up to 1/2 its MV stat without penalty. Gaps than this value up to the model's full MV may be crossed with a Jump action, but risks failure and potential falling damage. Gaps greater than a model's MV cannot be cleared with a Jump action.

In these cases, roll a d20. On a 19, the model has Fallen at the end of the MV value distance. On a 20, the model has Fallen at the beginning of the attempted area. See the **Falling** section for more details.



6.1.2.A- JUMPING DOWN

A model can jump down from a height equal to or less than their SZ value in inches without fear of damage. They can jump safely from this height for the use of one action.

Models that elect to jump from a height greater than their size must make an LD test to see if it has the nerve to jump. If passed, for the cost of one action, the model can be placed up to its MV value in inches from the point directly below where the model jumped. Calculate Damage as needed. If the model fails its LD test, the model will not jump and the action is wasted. A model may test again on their next Action to see if it has mustered the nerve to jump down.

Necrorganics do not make LD tests to jump down from any height; after all, they know no fear. However, this does not make them immune to damage. See **Falling** more information.

EXAMPLE: A MV 3 model can be placed up to 3 inch away from the terrain and a MV 4 model may be placed up to 4".

6.1.2.B- FALLING

If a model falls from an elevated piece of terrain, they are likely to be injured by the fall. The greater the height, the greater risk of injury to the falling model. Models might fall while attempting to Climb a wall of a building, or be pushed off a ledge by an attack or a spell. Some fall and land on an unsuspecting ally or foe.

Models that fall from a height (as opposed to Jumping from one) must be placed at the base of the terrain from which they have fallen. They do not gain the benefit of being placed like a Jumping model does.

Models who have either Jumped or fallen more than their Size will be knocked off their feet by the impact of the landing, and left Prone. They must spend an action to stand before any further actions can be taken (assuming, of course, that they survive).

Whether Jumping or falling, the model may take Damage from the event. A model will begin to take damage from a fall that is over its Size in inches. Thus, a Size 3 model will start to take damage from a fall of more than 3".

Calculating Falling Damage

The Base Falling Damage (DAM) is 6. Add the following according to the distance fallen.

- Each inch greater than the model's SZ value adds +1 to the falling DAM.
- Greater than 2x SZ, DAM becomes x2
- Greater than 3x SZ, DAM becomes x3
- Greater than 4x SZ, DAM becomes x4, and so on.

EXAMPLE: A SZ 2 human model falls from a height of 6".

Therefore, the model suffers *10(x3) DAM for the fall. [Base 6 + 4 (1 for each inch over SZ) + 3x modifier (fall is 3x model's SZ)].*

Models who are the targets of falling models may escape damage if they can pass a modified LD check. Take the LD score of the target model and subtract the size of the falling model. This is the total the model must roll under to avoid damage. Success indicates they were warned of the impending impact (either an ally's cry or the falling victim's scream) and stepped aside at the last second. If they fail this roll, they take damage *equal to the damage suffered by the falling model*.

Models on Wait may automatically avoid such impacts without the need for an LD roll, but their Wait status is lost. Note: Models that sidestep a falling enemy are not Prone, simply relocated.

6.1.3- MINIMIZE PRESENCE

When a Model Minimizes its Presence, it's considered close to the ground or some other obstruction, presenting less of a target. Models that have Minimized their Presence have an ***MP marker*** placed by them.



Minimizing one's presence is considered a Move action, and Minimized Models must spend an action to stop Minimizing their presence, in order to move as normal.

While Minimized, the model's Front Facing is reduced from 180 Degrees to 90 Degrees.

6.2- ATTACK ACTIONS

6.2.1- CLOSE COMBAT ATTACK

Once in base-to-base contact, models may use Actions to attack in Close Combat. This is covered in detail under Close Combat. The different types of melee weapons and their profiles are described in Appendix 2: The Armory.

6.2.2- RANGED ATTACK

A model armed with a ranged weapon may use Actions to attempt to hit an enemy model at a distance. This is covered in detail under Ranged Combat. The different types of missile weapons and their profiles are described in Appendix 2: The Armory.

6.2.3- BREAK AWAY

If a model wants to break away from Close Combat with an enemy model, it must spend an Action to do so. If the opposing player wishes to prevent this, an opposition test must be made. Each player adds his CC score and his ST score together and rolls a d20. Smaller models get an additional +1 for each SZ value less than its opponent. The model with the highest score wins. If the model attempting to Break Away succeeds, it is moved away from the engaged enemy model up to its MV in inches.

If the model doesn't succeed, it is locked in place and the Action is wasted. The figure can always try again on its next Action if desired.

If a model is in Close Combat with several models and attempts to break away, he must make a Break Away test as above against the model in the group with the highest CC value with a modifier of -1 for each other model beyond the first.

If a Flyer wishes to Break Away from Close Combat, it does not need to roll anything, even if an enemy model wishes to prevent it. The Flyer needs only to expend one Action to Break Away and can then Move freely.

Most Vehicles may Break Away without testing—they simply drive over the opposition.



6.2.4- AIM

By aiming, a model can increase its chances of both hitting and damaging with Direct Fire Ranged Weapons and Thrown Weapons. Directly Placed Template weapons cannot be Aimed.

By using an Action to aim, a model can add **+3 to its RC stat**. Once aimed at a target, a model continues to receive the aiming bonus until the aiming model moves, the target model moves, or the player's turn ends.

Aiming is not cumulative; a model can only Aim once per target. You must fire on the action following an Aim action in order to receive the Aim bonus.

6.2.5- CHANNELING

In UWZ, a model that has the Channel Special Ability can use Supernatural Powers to aid friends and destroy foes on the battlefield. Each model with the Channel Special Ability has the option of purchasing one or more Supernatural Powers from the appropriate Supernatural Power lists. Supernatural powers vary enormously in complexity and the length of time needed to Channel them. In addition, certain powers may take more than one Action to Channel. Each power is assigned a certain level, *or magnitude*; the higher the magnitude the harder the power is to Channel.

To Channel a power, the model must have a PW greater than 0.

6.2.6- CONCENTRATE

By expending an Action to Concentrate, a Channeler focuses all its mental or spiritual ability on the task, thus giving it a greater chance of success.

Concentrating is not cumulative; a model may only Concentrate once per Channeling attempt. A model must unleash a Power on the action following a Concentrate action in order to receive the Concentrate bonus.

If a model uses an Action to Concentrate, it can add+2 to its PW stat.

6.2.7- SPOT

In order to act upon a Concealed model(s) (models with the Stalk, Stealth, and Infiltrate Special Abilities), a model must first use a Spot action. Each type of Concealment carries its own penalties to Spot attempts, based on Terrain, range, and type of Concealment used to avoid detection. However, other Special Abilities may increase the chances of Spotting a Concealed foe. Any and all modifiers are combined into what is known as a Spot Check.

Making a Spot Check

To Spot a Concealed model, a model must make a successful Spot Check. Performing a Spot Check costs one Action, but each Action spent checking increases the chances of success (the effects are cumulative). If the Spotting model can draw LOS to the Concealed model, simply roll a d20 and compare it to the Spotting model's LD value, after any adjustments are made. If the number is less than or equal to the model's LD score, then the Spot Check is a Success.

If successful, *any* model in the Squad that *passed* the Spot Check, or any other Squad *Given Orders* by the spotting model, may act upon the formerly Concealed model. Friendly models separate from the Spotting model's Squad or outside the range of a Give Orders command cannot act

upon the Concealed model, until they also Spot it.

If failed, the Action is wasted and the Concealed model remains unseen. If further Actions are available, it may attempt to Spot again.

Bonuses and Spot

The more intent that the Spotting model is in finding their foe, the greater chance they will have in succeeding. Should a model fail a Spot check, he may try to do so again by spending another Action. This second check is made with a +2 bonus to the LD. Each subsequent attempt beyond the second adds a +1 to this check. This cumulative bonus applies *only* on the turn it was initiated. If a model uses all its actions attempting to Spot a model, it receives no bonuses on its next Activation. However, it may repeat the process again.

Spot and Movement

Models may not move and Spot during the same action.

If a model that is the subject of a Spot check is Minimizing its Presence, the Spot Check against it incurs a –2 penalty. However, Minimized models also suffer a –2 to any Spot Check it may try to perform.

A model that is Climbing is too preoccupied trying to keep from Falling to perform a Spot Check.

Spot and Close Combat

A model is too preoccupied with its present enemy to try to find another enemy. Therefore, models that are engaged in Close Combat cannot perform a Spot Check.

Spot and Ranged Combat

A model must first see an enemy before they can shoot at them. Therefore, a model cannot attempt any Fire action towards an unseen model until it first Spots it.

Spot and Morale

A model is too preoccupied with self-preservation to find an unseen enemy; they are having enough trouble with the enemy that they can see. Therefore, a model that is Panicked, or suffering the effects of Fear (from Dire), cannot perform a Spot Check until they Rally.

Spot and Channeling

The ability to Channel is truly deadly on the battlefield. If a Channeling Individual can see its target with its eyes, or a non-electronic means of optical enhancement, then it can often direct the supernatural energies of the Universe towards that target, regardless of the distance. However, for a Channeler to affect a target, he or she must first see it. Therefore, a model cannot Channel a power towards a model that is unseen. The Channeling model must first successfully Spot the model.

Spot and Wait

The process of scanning the area for clues to determine the location of an unseen adversary is one that may be performed by a reserved Wait action. Therefore, a model can attempt to use a reserved Wait action to perform a Spot Check.

Note: There is no cumulative bonus to SPOT as only one Action is placed on Wait at any time.

6.2.8- RALLY

The ability to Rally one's troops is a native ability of all Squad leaders. It is a part of their natural leadership role and a benefit of their training and charisma.

The Squad leader of a panicked (or broken) Squad may attempt to Rally the Squad by making a LD test and expending one action. If the LD test is successful, the Unit is no longer panicked or improves from broken to panic status. Subsequent rally attempts can be made by spending additional actions, but each one after the first suffers a –3 penalty. For more information, see **Morale Tests.**

Squads who have lost their leader and have a common trooper acting as Squad leader may still attempt to rally. However, the attempt always suffers a –3 penalty due to the trooper's lack of leadership experience, and they may make only *one* attempt to Rally per turn. Leaderless Squads are not accustomed to the same command structure as Squads with leaders, and thus don't suffer the above penalty.

Some leaders possess such training and charisma that they have the ability to rally Squads that are not even in their direct command. This skill is known as the Rally Others Special Ability. Any model that can Rally Others may spend on action to attempt to Rally any Squad that has a member within his Command Radius. If the Individual successfully makes a LD test, the panicked Squad will Rally. If the rallied Unit has yet to activate this turn, it may use actions normally when activated. Additionally, the Individual that successfully rallied the panicked Unit may also use a Give Orders action on this Unit.

An Individual model with Rally Others may only use this Action once per turn and it may only Rally a Unit with a lower Leadership stat than its own. Because the Individual model must clearly visible to call the troops to rally, it cannot be concealed (Infiltrating, Stalking, etc) while performing this Action.

6.2.9- GIVE ORDERS

An Individual model with this ability may spend an Action and Give Orders to any friendly, *inactivated* Unit with at least one model within the Individual model's Command Distance. Giving Orders ends a model's turn, after which the ordered Unit or Squad will activate out of turn. Once activated, all the models in that Unit must take their Actions immediately following that Individual's turn.

A figure may only Give Orders to one Unit per turn. A model with this ability can only Give Orders to another Individual model if its Leadership is *higher* than the model being ordered. A figure can Give Orders and remain concealed.

6.2.10- WAIT

The Wait Action is an exception to the normal rules and Turn Sequence. When a model is on Wait, it is considered to be watching and waiting, ready to react to an enemy's activity. A model that has Actions left in its turn may expend all remaining Actions to go on Wait. Place a ***Wait counter*** beside the Waiting model, which will remain until the model is next activated.



A model on Wait may react to an opponent's models out of the normal turn sequence, by expending the Wait counter at any time by declaring that it is interrupting another model's current Action to perform one of the following Actions:

Receiving a Charge While on Wait

If the model expending the Wait counter is the target of a Charge, it may expend the Wait counter to defend itself by: Countercharging, Bracing, Firing, Withdrawing, or Diving for Cover.

Countercharge

Once your opponent declares a Charge on a model in your Squad, any Waiting model in that Squad may declare a Countercharge. Move the Countercharging model forward 1 inch to meet the attacking model.

When a Charging model is Countercharged, both models make their attacks with normal charging bonuses to CC and DAM. If both models are still alive following the initial Countercharge, the Charging model continues with any remaining actions, as normal.

If the model declaring the Countercharge is *not* the target of the declared Charge, then the Countercharging model must be within Charge (MV) range of the targeted model and pass an LD test. If the model fails this test, the Wait counter is removed and the action is wasted.

If the resulting combat forces a Morale check on either Squad, that check is made at a penalty of –4. Having a battlefield charge interrupted or watching helplessly was your comrades are cut down around you is an extremely demoralizing event, after all.

> ***Note***: If the Waiting model is the target of a Charge by a model activated in its rear arc, it <u>cannot</u> Countercharge. If the model on Wait survives the initial Charge, it may then use its Wait counter to turn and make a normal melee attack versus the model that just charged it.

Firing from Wait

A Model can expend its Wait counter to fire at a nearby Unit by rolling a LD test. If successful, that model may roll to attack as per the normal ranged combat rules. If the LD test fails, the Wait counter is removed and the action is wasted. The firer gains no bonuses from an Aim action before the model went on Wait.

Brace for the Charge

Bracing to repel an oncoming charge is a purely defensive measure, an attempt to minimize the advantages of a Charge. Combat is resolved with the Waiting model standing their ground and the attacking models moving into base contact with the defenders. The Braced combat is simultaneous, with neither opponent receiving a bonus.

Withdrawal

Sometimes a foe is so overwhelming that firing upon it seems pointless and countercharging it is tantamount to suicide. Should discretion be the better part of survival, a model on Wait may Withdraw. Waiting models may move away from the charging enemy up to one full MV action. However, they end their movement with their *back* to the charging enemy, and their Wait counter is removed.

If this distance moves it out of charge range, the charging model is avoided. Otherwise, the charging enemy now attacks them from behind. Those who survive an attack from behind must make an immediate LD check at –6, or suffer the effects of panic. If the Squad suffers 50% causalities during the charge and is forced to check for panic at the end of the round, this roll will also be made at a –6 penalty.

6.2.11- DIVE FOR COVER

A model on Wait that is targeted by any Indirect Template weapon or a power that utilizes a template, may expend its Wait counter to attempt to Dive For Cover. To do so, a successful LD test must be made, at which point the model may move up to its MV stat—minus 1 inch, in inches, in any direction the defender chooses. If the player wishes, the model may leap Prone at the end of this movement allowing him to travel an *additional* inch, however, the model will be considered *Prone*. If the model fails the LD test, the Wait counter is removed and the model suffers the full effects of the action.



7- Movement, A Closer Look

"Immobility is the hobgoblin of the battlefield, a condition that leads to a quick death."

~Clan Master Colin McGregor,
Wolfbane Fenris Strike Pack Commander

Modern warfare is a highly mobile affair, where soldiers must constantly relocate to better tactical locations at a moment's notice. In UWZ, all movement is based off the Move (MV) Stat in a model's profile.

7.1- Move

Models in UWZ are assumed to be moving at their fastest speed with the armor and equipment they possess. As mentioned, when a player wishes to move a model on the battlefield, they expend one action and move the model a number of inches less than or equal to the MV stat on the model's profile. In order for a model to turn and change its facing, a Move action must be spent, even if the model stays in place and turns on its base.

> ***Example:*** *A Bauhaus Hussar has a MV value of 3. Therefore, the Hussar can Move up to 3" per Action spent moving. An Imperial Wolfbane Commando with an MV of 4 would be able to move up to 4" per Move action.*

7.1.1- Moving between Friendly Models

In warfare, soldiers often need to move efficiently into a covering position, while maintaining a clean field of fire for their comrades. Troopers within Squads train together constantly, and are allowed a great amount of tactical flexibility. To represent this, models *within the same Squad* may move through each other as long as their bases do not overlap at the end of the Move action.

While on the same fighting force, troopers from another friendly Squad, or friendly Individuals, do share the same benefits. Therefore, models from a Squad, or an Individual, may move through a friendly Squad so long as the model's base can fit through the gap between the bases of the models that it is trying to Move through.

If the gap is insufficient in size to pass through, the model must find another path.

This same rule applies with friendly models moving between other friendly models and pieces of terrain.

7.1.2- Moving between Enemy Models

War is chaos. Sometimes it may be necessary for a trooper to exploit a gap in the enemy lines in order to reach an objective or make a break for cover. While moving through an enemy Squad is impossible because of that enemy Squad's coherency, it is possible to slip through if a sizable rift is provided. Specifically, a model may Move through an enemy Squad, or through two separate enemy Squads, as long as the gap is *at least 4"* between the bases of nearby enemies.

> ***Note:*** Models engaged in CC from one Squad do not obstruct further movement of enemy models seeking to flank the enemy. The rule for moving between enemy Squads applies to models that are not engaged in CC.

This same rule applies with friendly models moving between enemy models and pieces of terrain.

7.1.3- Base Contact

Unless otherwise stated in a model's profile, friendly models may move into base contact with each other at any time. A model can only move into base contact with an enemy model by either Charging or Countercharging, both of which are described further in the **Close Combat** section.

7.1.4- Movement and Terrain

Most battles are not fought on an open field. With the wide variety of planets, ships, and asteroids involved in the UWZ universe, the battlefield is a myriad and ever changing place. Deep jungles, war-scarred cities, and claustrophobic caverns are only a few of the places that warfare can erupt. Different Terrain Types will have their own affects upon the movement of models within a game. We have listed these below for your reference:

- **Normal Terrain**

Unless otherwise stated in a scenario (or agreed upon by all players) most of the available tabletop will be Normal Terrain. Grassy plains, steel walkways, concrete streets, and well-tread jungle pathways are examples of Normal Terrain. Normal Terrain is the only type of terrain that a model may move over without penalty.

- **Limiting Terrain**

Walls, hedges, and fordable rivers are described as Limiting Terrain. Generally, if the feature is smaller than the model's SZ value, it may Climb cross it by expending one normal Move action once in base-to-base contact with the obstacle. Should the Limiting Terrain be the SZ of the model or greater, that model must Climb over it (see **Climb** for more rules). Some features may require the model to expend more than one Action to cross or none at all. Obviously, such conditions must be agreed upon before the battle begins. In some of our scenarios, we have assigned Terrain values to represent their penalty to movement.

- **Rough Terrain**

Dense foliage, like jungles, forests, and swamps, and heavily broken ground are all examples of Rough Terrain. While moving through Rough Terrain, a model's MV is halved, but cannot drop below one inch per Move action. Models that are Minimizing their Presence (see below) and Crawling cannot move through Rough Terrain. Flying models are not affected by Rough Terrain while Airborne, but may have to change Altitude (see Flying) in order to pass over obstacles or terrain features.

• **Impassable Terrain**

Impassable terrain covers giant cliff faces, wide ravines, and deep rivers. No models may cross these features unless they have Special Abilities or Special Equipment that allows them to do so. Impassible terrain has no effect on Flying Models in the air, as they simply fly over the Impassable Terrain. However, Flying Models may need to change Altitude in order to pass over high obstacles or other prominent terrain features.

Note: Players should designate the depth and rating of all terrain features before the start of a game.



7.2- Types of Movement

7.2.1- Prone vs. MP

A soldier is not always on his feet. Sometimes he must drop low to steady a weapon or present less of a target to enemy gunfire. This is called Minimizing Presence (MP). Other times a trooper ends up on their back, either from a mishap or powerful attack, which we refer to as being knocked "Prone".

It takes an action for a standing model to assume MP status. While being knocked Prone usually occurs in reaction to some other event, a model may willingly spend an action to assume a Prone position if desired. When a model becomes Prone or assumes MP status, place the appropriate marker next to it. Remember, it takes an action to switch between Prone, MP, and standing status.

MODIFIER CHART	Minimizing Presence	Knocked Prone
Firing Arc	90°	N/A
Close Combat modifier (defender)	CC-2	CC reduced by 1/2
Actions required to assume position	1 to minimize & 1 to stand	1 Action to stand or assume MP.
Adjustment to RC/CC when attacking a model in:	-2 to RC value, CC as normal	+4 to RC or CC value

Mounted troops cannot MP, though they can be knocked Prone. Just like a regular trooper, a mounted troop Knocked Prone must spend two Actions (simultaneously) to get back up from being Knocked Prone.

Models in MP can still move, but at a drastic reduction to their movement. Move actions taken while a model is MP fall under the Crawling rules below. Models knocked Prone cannot Crawl. A model that was Knocked Prone may spend an action to MP instead of stand. Mounted models and Vehicles (walkers) that are knocked Prone cannot crawl.

7.2.2- Crawling

Soldiers in MP have the option to move, but the movement is slow and awkward. Sometimes a soldier may need to move along a short wall to avoid enemy fire, or travel under barbed wire or battlefield debris to achieve an objective. UWZ handles these situations with the Crawl action.

Unless otherwise stated, a model can only crawl if in MP. When a model in MP Crawls, its MV value is halved, unless otherwise noted in its profile.

Models who try to Move under an obstruction which is ½ the model's Size (SZ) value in inches or smaller must go MP and Crawl. A space, which is less than 1/4 of a models SZ value, may not be crawled under being too small to be navigated.

	A model must Crawl under a space that is =/<:	A model may not Crawl under a space that is =/ <:
SZ 1	½ "	¼ "
SZ 2	1"	½ "
SZ 3	1 ½ "	¾ "
SZ 4	2 "	1 "
SZ 5	2 ½ "	1 ¼ "

Mounted troops do not crawl unless otherwise noted.

7.2.3- Flying Models

Death from Above! Some models in UWZ have the ability to defy gravity, either by engine, wing, or the power of the supernatural. Under the MV stat, a flying model will have its flight ability listed following a (/), such as in the example below.

Example: *A model has a MV of 3/6:12. While this looks intimidating, its simple once explained. The first number, 3, designates the model's earthbound movement. The second number, 6, indicates its flying speed when airborne. The number following the colon, 12, indicates the highest altitude to which the flyer can ascend, in this case 12 inches up.*

In general, all models that share this designation are referred to as Flying Models. While Flying Models follow similar rules to that of other models and Vehicles, there are some additional rules for Flying Models to detail the new vertical battlefield.

Flying Unit Terminology

The following terms are used when describing available actions and their effects in respect to Flying Models.

• **Airborne:** used to describe a Flying Model that is currently in the air above the battlefield.

• **Earthbound**: Used to describe a Flying Model that is currently on the ground.

• **Altitude**: Used to describe a Flying Model's current Airborne Height.

• **Ascend**: Used to describe a Flying Model gaining Altitude during a movement action.

• **Descend**: Used to describe a Flying Model dropping Altitude during a movement action.

• **Altitude:** Models that fly have an upper limit to how high they may ascend into the air. A flying model always travels with a d20 next to it to represent its altitude.

> ***Example:*** *A model flying at 6" would have a d20 showing a 6 on its top facing placed nearby.*

The Flying Model may gain/drop levels of Altitude by Ascending/Descending during a normal movement action at no additional movement cost. The MV of the flying model determines the rate of ascent or descent, as explained below.

7.2.4- Flying Models & Moving

Flying Models may be deployed upon the battlefield in either Earthbound or Airborne status. The choice is up to the Flying Model's player following normal Deployment rules. Should a player opt for Airborne deployment, they must also select their starting altitude.

While Airborne, a Flying Model can performing Aim actions and can expend actions to attempt Spot Checks just like ground-based models (unless otherwise noted).

The only way that a Flying Model can enter into Close Combat is if it is either Earthbound or is attacked from a flyer at the same Altitude and location.

Alternately, large models may be able to swat down a careless flyer that has misjudged its reach. Models may strike (CC) a flyer that is no more than 1/2 their SZ value *above them*.

> ***Example:*** *A SZ 5 model may strike at a flying model whose Altitude is 7 (SZ 5 +2 (2.5 rounded down) = 7) or less with its CC score. Normal issues of LOS and Terrain apply, of course.*

Flying Model and LOS

While Earthbound, Flying Models follow the same rules for LOS as any other model. When a Flying Model is Airborne, its current Altitude determines its range both to and from the Flying Model for ranged combat, Channeling, and other Special Abilities.

Flying Models and Command Distance

Some Flying Models are grouped together into Wings, with a Wing Leader that acts in the same manner as a Squad Leader.

Wings must adhere to the same rules for Command Distance with one difference. A Flying Model in a Wing must stay within one Altitude point of the Wing Leader *and* maintain horizontal Command Distance.

Flying Models and Movement

Flying Models that are Earthbound use the appropriate Movement rules for their type. However, while airborne, there are some important rules regarding Movement that a Flying Model must follow.

These rules are as follows:

• If an airborne Flying Model involuntarily comes into contact with a piece of Terrain due to the efforts of an enemy model's Special Ability or Power, it is destroyed, raining pieces of debris (organic or inorganic) down on the battlefield below. The destroyed model is removed as a casualty.

• When Airborne, a Flying Model may ignore all Terrain penalties and may fly over all Terrain pieces that are lower than the Flying Model's current Altitude.

Ascending and Descending

If a Flying Model wishes to either gain or drop Altitude, it freely may do so within its normal horizontal MV action. The distance of this climb or descent is determined by the model's airborne MV value.

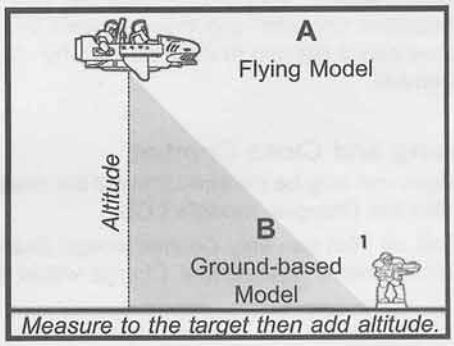
> ***Example:*** *A Purple Shark has an airborne MV of 6. This means that each MV action a Shark spends flying, it may ascend of descend up to 6 Altitudes while moving 6" in any direction. Similarly, a Great Grey has an airborne MV of 4. This means that each MV action a Great Grey spends flying, it may ascend or descend up to 4 Altitudes while moving 4" in some direction.*

Flying Models and Ranged Combat

Flying targets are notoriously difficult to hit with ranged fire. Flight speed, angle of trajectory, and wind sheer all add to this difficulty. However, the same cannot be said for attacking ground targets. The rules pertaining to Flying Models and Ranged Combat are as follows:

Shooting at Flyers

If an earthbound model wants to target a flyer for ranged combat, simply measure the current distance of the target to the shooter and add the number on the Altitude die. Likewise, a flying model must reverse this formula to measure range for its attacks.



Measure to the target then add altitude.

Two flyers in a dogfight measure their ranges by first measuring the distance between models and adding the differences in their altitude.

Flying Models and Morale

Because of their speed and variable altitudes, Flying models are not subject to fear or Dire effects from Earthbound models while in flight. Should a flying model possess a Dire rating, it may affect another model that is

within the range of its Dire Rating and the number of Altitudes equal to its Dire Rating.

Altitude and Terrain

Players will need to agree upon the Altitude of unusually tall pieces of Terrain. If the top of a hill is 7" off the table, it would be considered Altitude 7 from the ground below. A flyer who is flying along at Altitude 3 would calculate this from the terrain it is flying over. Thus, a model that is flying over flat ground and begins flying up a hill maintains (if it wishes) its current altitude relative to the ground beneath it. If your terrain includes tall obstacles, a flyer may not be able to scale it, though it will know this before it must do so. The point? Flyers maintain an altitude relative to the terrain below them so they don't inadvertently crash when flying.

8- Close Combat

"To shoot a man takes little skill. To stare him in the eyes, sensing the tension in his muscles and smelling the fear in his scent, that is the province of a warrior. That is heaven."

~Sito Aryamato, Doomtrooper

Face to face with an enemy, trading blows, and staring into the fading light behind the eyes of a bested foe. This is Close Combat, hand to hand, sword to sword, tooth and nail. In UWZ, whenever a model Charges an enemy model, Close Combat ensues. Charging is the only way that enemy models may come into base contact. The statistic of utmost importance when dealing with Close Combat is a model's Close Combat (CC) value.

8.1- Close Combat and Models

As stated before, models represent the warriors of the Mutant Chronicles universe, and these models are affixed to Bases. Bases play a big part in determining who can take part in Close Combat.

8.2- Facing and Close Combat

Charges can only be declared against the *closest* enemy models within the Charging model's LOS.

Models on Wait can only Countercharge, Brace, Fire, or Withdraw from enemy models that Charge within their Front Facing.

8.3- Size and Close Combat

There is strength in numbers, especially overwhelming ones. When possible, a Squad often gangs up on an adversary in order to overwhelm their opponent.

To determine how many figures can attack a single model, look at the target model's size (SZ), its clearance, and then simply use the following calculator:

• If the models are *equal* in SZ, up to four models may surround it and attack.

• For each point of SZ a defender has over its attacker, the attackers may add another model to the base four models as long as the models achieve base-to-base contact with the target.

RULE:

Defender's SZ = Attackers' SZ, 4 attackers maximum

Defender's SZ > Attackers' SZ, +1 attacker per point of difference.

Example: *Should a Squad of Bushido Samurai (SZ2) enter into combat with a Razide (SZ3) then up to five (base 4 + 1 for the SZ difference) may attack it.*

• For each one point of SZ that an *attacker* has on a defender, the attackers must *subtract* one model beyond the base four models that surround the target. The minimum number of models that may attack smaller foes is two.

RULE:

Attackers' SZ > Defender's SZ, -1 defender per point of difference

Example: *Should those same Samurai (SZ2) attack some children of Ilian (SZ1), then only three (base 4 - 1 for the SZ difference) would be able to surround it during an attack.*

• If a targeted model has its back to a wall (or another obstruction equal to its SZ or larger) the number of models that are eligible to fight it are halved.

• Should a model be in a doorway or an entrance where the model fills the entire entryway, only two combatants of equal SZ may engage him. If there is a SZ difference, resolve it as above.

8.4- Multiple Attackers

When two or more models attack the same model in Close Combat, they gain a considerable advantage. To simulate this, each model engaging an enemy already in Close Combat with a friendly model gets a bonus of +1 to their CC value (up to a maximum bonus of +3).

Example: *Five Bushido Samurai Squad members (SZ 2) fighting the Razide (SZ 3) from the previous example would receive bonuses as follows: The first receives no bonus. The second receives a +1 to CC, the third gets a +2 to CC, the fourth and fifth warriors max out at a +3 CC bonus.*

8.5- Equipment and Close Combat

Unless otherwise stated in a model's profile, models may not make Ranged Combat attacks while engaged in Close Combat. Nor can they use any special equipment that is not related to Close Combat while engaged in Close Combat. Items that require no active effort on the part of the user (such as gas masks and environmental suits) are an exception to this rule.



8.6- Close Combat and Movement

8.6.1- Charging

Whether a soldier is rushing an enemy, screaming for blood, or is slipping behind an unaware sentry and plunging a dagger in his back, this is considered Charging.

A Charge is a combination Move and Attack action. Unless otherwise stated, the only way to enter Close Combat is to Charge. The Charge action follows these rules:

• Unless otherwise stated in a model's profile, a model must Charge the closest enemy model within its LOS. The only exception to this rule is if the closest enemy model is *already* engaged in Close Combat with another model.

• A Charge must be declared before the model is moved to allow an enemy model to Countercharge if they are on Wait (see **Countercharge**).

• A Unit, which Charges gains a bonus of +1 CC, and +1 DAM for their first CC strike *only*.

If the model meets all these rules and gets into base contact with the enemy model, then it has Charged. Close Combat ensues. It may now make a CC attack action.

8.6.2- Charging and Concealment

Not every enemy on the battlefield is visible. Sometimes an unwary soldier stumbles upon a concealed foe while other times a soldier may creep forward, ambushing an opponent from the shadows.

The following rules represent Close Combat with the unseen:

• A model must first Spot a concealed Unit/figure before declaring a Charge against it, as it cannot intentionally charge that which it cannot see.

• If a Charging model comes into base-to-base contact with a concealed model, the Charging model is considered to have moved past the concealed model.

The following rules represent Close Combat initiated by a Model with the Infiltrate, Stalk, or Stealthy Special Ability while hidden.

A model with the Infiltrate, Stalk, or Stealthy Special Ability that declares a Charge cannot be Countercharged, nor can the target of the Charge attempt to Brace or a Withdrawal, if the attack is initiated from concealment.

Models actively using the Infiltrate, Stalk, or Stealthy Special Ability when Charging may not be fired upon by models on Wait.

• Concealed models have the added advantage of surprise when they initiate an attack, often taking their opponents by surprise. A model with the Infiltrate, Stalk, or the Stealthy Special Ability that Charges from concealment gains a +2 to CC and +2 DAM instead of the normal +1 CC, +1 DAM. This only applies for the *first* attack made after they leave concealment.

• Unless otherwise stated in the model's profile, a Model with the Infiltrate, Stalk, or Stealthy Special Ability loses its concealed status once it enters Close Combat with an enemy model.



Attacking in groups is often key to taking down a skilled opponent. Outnumbering an opponent though is no guarantee of success. Either way, proceed with caution.

8.7- Close Combat and Attacking

Combatants dodge, parry, and feint in a flurry of motion and aggression. In UWZ, once a model has either Charged or been Charged by another model, they are in Close Combat. The beginning action that will determine the outcome of the combat is the Strike.

8.7.1- Strike

In Close Combat, the attacking model takes an action to Strike an enemy model in base contact. To see if the Strike succeeds, roll a d20. If the result of the roll is less than or equal to the Striking model's CC score (with modifiers), the Strike has succeeded and the model has hit the enemy model with it's weapon.

Critical

If the Striking model rolls a Critical while attacking an enemy model, then that attack is so devastating that it adds +4 to the DAM of the weapon used. Roll armor saves as usual.

Fumble

If the Striking model rolls a Fumble while attacking an enemy model then the Striking model has missed its attack with that action and makes its next attack at a –4 to its CC stat.

8.7.2- Close Combat and Damage

When a Strike succeeds, it is time to see if any damage is done. First, it must pass the model's armor.

Damage vs. Armor

Each weapon in UWZ has a damage value, or DAM for short. This represents the weapon's power as well as its ability to penetrate modern combat armor. The DAM of a weapon is listed in the weapon's profile. The DAM value of the weapon is subtracted from the Armor (AR) value of the model that was hit by the weapon.

The result is the Modified Armor Value.

RULE:

Armor (AR) – (Any modifiers) – Weapon Damage (DAM) = Modified Armor Value

The Armor Roll

The Armor roll determines whether or not an attack has penetrated the armor of a model. The player of the model struck must now roll a d20. If the Armor Roll is less than or equal to the Modified Armor Value, then the model's armor has taken the brunt of the attack, and the model is undamaged. If the Armor Roll is failed, then the attack has punched through the armor and the model has taken a Wound.

A model's Modified Armor Value can never be less than 1 (a roll of 1 on the d20 *always* saves). There are no other Critical or Fumble effects associated with an Armor Roll.

EXAMPLE: A Mourning Wolf Warrior is engaged in melee with the Dark Legion. Her incredible combat skills have been kept her safe, until the Supreme Necromagus successfully hits her with a raw blast of Dark Symmetry, DAM 18. As she has an AR value of 17, there is no way to save against this attack and is killed outright, unless she rolls a 1 on a d20.

8.7.3- Close Combat and Channeling

Channeling the powers of the Supernatural is a strenuous process that requires concentration and focus. Unless otherwise noted (touch), a model in Close Combat cannot concentrate enough to Channel.

8.7.4- Close Combat and Terrain

Close Combat can occur on Limiting Terrain, but it is not very effective. The rules regarding Close Combat over Limiting Terrain are as follows:

- *Models can fight over Limiting Terrain as long as it is not taller or wider than ½ the model's Size (SZ) in inches.*
- *Models must have LOS of each other to engage in Close Combat.*
- *Both models must have base contact with the piece of Limiting Terrain and the bases of both models must be linear from each other.*
- *Models can Sweep over Limiting Terrain, if the above criterion are met.*
- *Models do not gain any Charge bonuses when involved in Close Combat over Limiting Terrain.*
- *Models do not need to test to Break Away from Close Combat when fighting over Limiting Terrain.*



8.7.5- Close Combat and Ranged Combat

Models equipped with ranged weapons that enter into Close Combat use their ranged weapon in a different manner. Rifles can be used to

bludgeon with the butt of the stock or stab with a bayonet. Sidearms can pistol-whip or fire point blank into the gut of an enemy. The rules regarding Ranged Weapons and Close Combat are as follows:

When engaged in Close Combat, a model that is equipped with a Ranged Weapon must use the CC statistic of that weapon *only*. The CC statistic is listed in each weapon's profile.

A model equipped with multiple weapons and the Secondary Attack Special Ability cannot Fire a ranged weapon at another model, as both attacks must be against the enemy model in Close Combat. If the opposing model is dispatched by the first attack of the Strike, then a Secondary Attack can Fire the secondary weapon at another target with an additional -4 penalty.



8.7.6- Firing into Close Combat

Close Combat is a whirling brawl, with combatants twisting, turning, ducking, and jumping. Naturally, with all of this movement, targeting a foe with a ranged weapon would be quite difficult.

A player who wishes to have another model that is not involved in Close Combat fire their ranged weapon at an enemy model that is engaged in Close Combat must follow these rules:

- *Unless otherwise stated in a model's profile, any Grunt model that wishes to fire into Close Combat must first pass a Morale test. If failed, the action is wasted and the model does not fire their weapon. If successful, the model fires its weapon and does not need to make further Morale tests for firing into that same Close Combat.*
- *Elite models may decide to fire into Close Combat without an LD test.*
- *Any RC shot that misses by more than 4 points, automatically hits a friendly model. The friendly model now must make an armor roll.*
- *If the target is at least two full sizes larger than the troops surrounding it, it may be targeted without the threat of hitting a friendly model (regardless of the roll).*
- *If the target is at least two sizes smaller than all models surrounding it, it cannot be targeted.*

8.8- MODEL TYPE

Models other than your basic foot troop have special rules governing melee attacks made by or against them.

8.8.1- ATTACKING MOUNTED TROOPS IN CC

Mounted Troops are attacked in the same way as Basic Troops. An opponent may not choose to target the mount or the rider independently, as they are considered one integral Unit.

8.8.2- MOUNTED TROOPS ATTACKING IN CC

The Rider and the Mount use their own Individual CC characteristics when fighting in Close Combat. When a Mounted Troop type Charges into Close Combat, both the Rider and the Mount gain a Charge bonus.

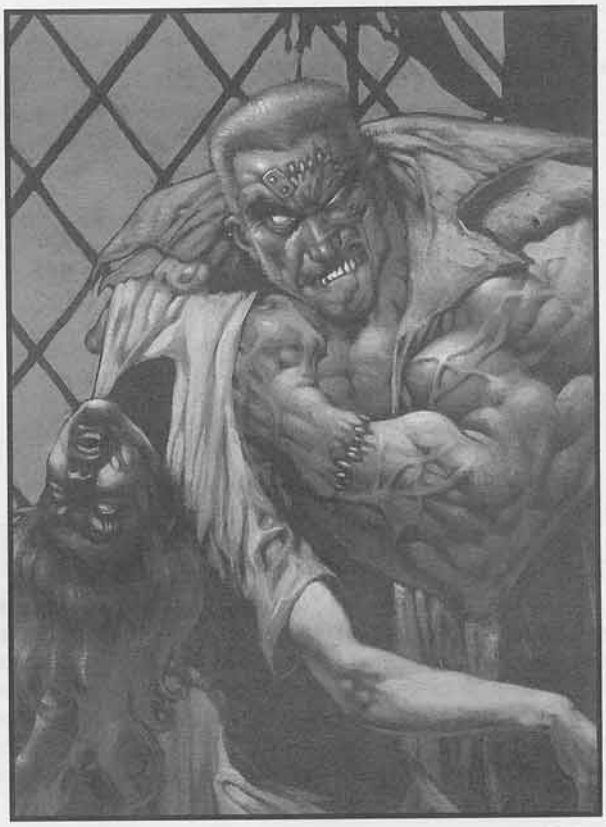
8.8.3- FLYERS IN CLOSE COMBAT

Some flyers may Charge, be Charged, or Countercharge other models as long as both the charger and the target are 3 altitude levels of each other. Flyers cannot stand fast or brace.

8.9- DOING DAMAGE

STRENGTH

Obviously, in Close Combat, very strong creatures have a greater chance of inflicting damage. To simulate this, a model's Strength (ST) is added to its Weapon's Damage (DAM) when using Close Combat or Thrown Weapons.



9- Ranged Combat

The elements of a firefight are varied and with purpose. The steel jacketed bullets from a soldier's assault rifle race back and forth across a battlefield, pinning the enemy in their position or finding their mark. The drawn out and precise manner of a sniper as they view their mark and place a lead kiss on their victims forehead. Machinegun fire chews both the battlefield and combatants apart with equal vigor, while the thunder of rockets, grenades, and artillery shake the ground. All of these elements are included in UWZ as Ranged Combat.

Ranged combat is at best, a game of hand-eye coordination, a skill of placing one's shot in the best location to achieve the best affect. To walk machinegun fire up a target or lob a grenade into a nearby window is to excel at ranged combat.

In UWZ, Ranged Combat occurs between two opposing models *not* in base-to-base contact with each other. The Ranged Combat value (RC) is the statistic used to determine the outcome of Ranged Combat.

9.1- Line of Sight and Ranged Combat

A model wishing to use a Fire action may do so by drawing LOS to the closest enemy within 360 degrees of his base. However, a model can only fire upon a target within his front facing (front 180 degrees).

If the closest target is in a model's rear facing, the model must turn around to deal with the imminent threat (assuming that they are seen and not concealed).

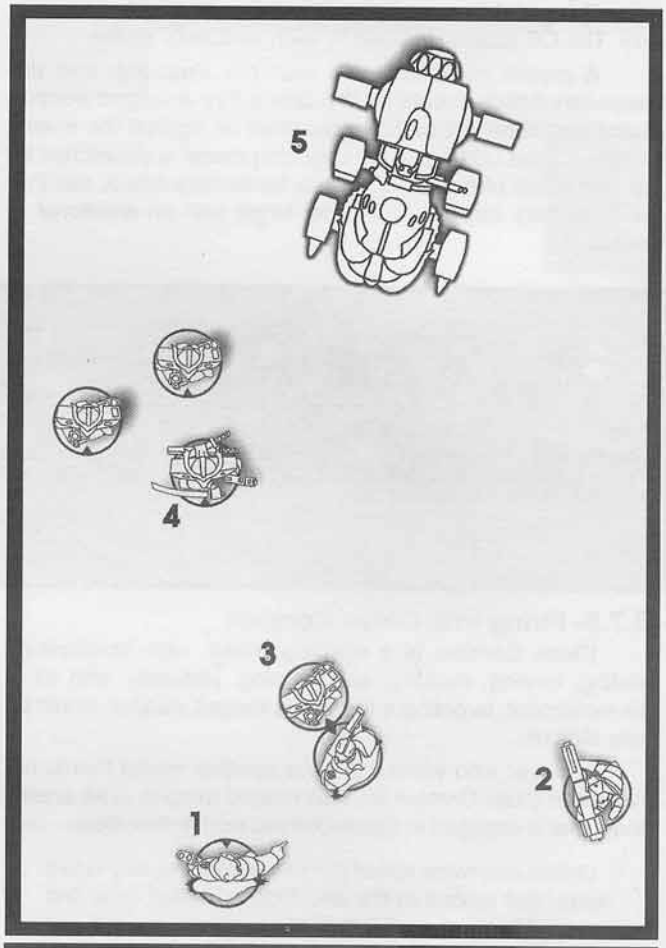
Here are some general rules that deal with LOS; each is explained further in their relevant sections:

- *Concealed models cannot be Fired upon, an action must be spent to Spot the concealed model before it becomes a valid target.*
- *Concealed models do not block LOS and cannot be targeted with an RC action.*
- *Non-Concealed models block LOS.*
- *When a model is in MP, its Front Facing and its Firing Arc are reduced from 180 Degrees to 90 Degrees.*
- *When trying to determine LOS to or from a Flying Model, simply draw an imaginary line between them. If there is a tree or building blocking the model, it cannot be attacked.*

9.1.1- Target Priority and Ranged Combat

Certain restrictions are placed on firing to make the game more balanced and to reflect the ever-changing conditions of battle. For example, when firing across the battlefield, it would be unrealistic to hit one particular figure in a constantly moving Squad. In addition, it would take a very cool customer that would choose a distant target, rather than shooting at the screaming monstrosity breathing down his neck. Therefore, the following rules apply:

When RC attacks are made against an enemy Unit, they always target the nearest model in that Unit. Therefore, when firing at Squads, you cannot choose to shoot the leader if other models in that Squad are closer. However, if the leader is the closest model, he can be targeted like any other Unit.



Targeting Priorities:

Model 1 *may target Model 4 because the nearest non-engaged enemy. While it may wish to fire at Model 3, it does not have to.*

Model 3 *is engaged in close combat and thus does not count as the closest Model to Model 1.*

Model 2 *would also have to target Model 4 as this is the closest non-engaged model. Since* ***Model 2*** *has the Tactical Sense Special Ability, it may attempt to target Model 5 instead.*

9.1.2- Size and Ranged Combat

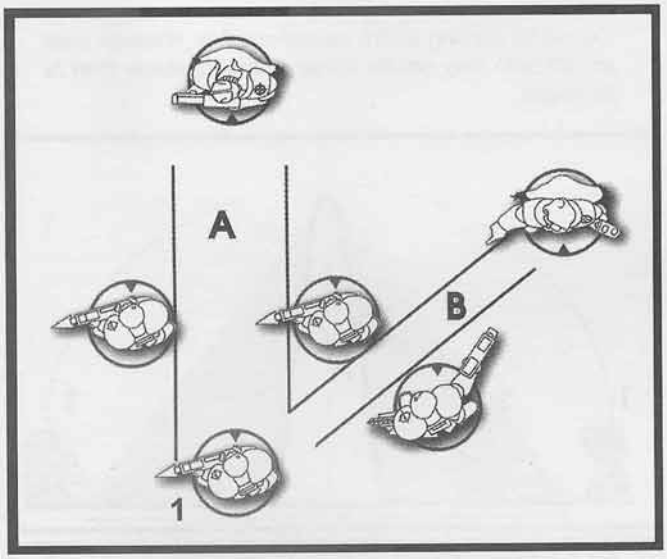
Larger models are naturally easier to target while smaller models prove difficult to target. Of course, like so many things, size is relative. That said, observe the following:

- *If a targeted model is 2 SZ ratings* less *than the shooting model, the shooter is at a –1 to hit, in addition to any other modifiers.*

- *If a targeted model is 2 SZ ratings* greater *than the shooting model, the shooter is at a +1 to hit, in addition to any other modifiers.*

9.1.3- Friendly Models and Ranged Combat

Soldiers engaged in a firefight use caution and safety with their weapons in an effort to reduce the chance of friendly fire. Fire lanes are maintained between Squad members to allow clear shots from their automatic weapons. To represent this, models can only Fire through friendly models with a one-inch gap between their bases (in most cases, this is the space of one standard 28mm base). Below is an example of what we mean:



Firing Lanes:

In the above example, Model 1 is equidistant from Models A and B.

***Model 1** must target enemy Model A as this is the only model to which it has a clear lane of fire which meets the minimum distance between models.*

***Model 1** may not fire at Model B.*

9.1.4- Equipment and Ranged Combat

Unless otherwise stated in a model's profile, models equipped with multiple ranged weapons may Fire those weapons in any sequence that the model's player wishes.

9.2- Ranged Attacks

In the warzones of the Mutant Chronicles, RC or ranged combat is the more prevalent form of combat practiced by the warriors of this dark future. Mastering the tactics of ranged combat will be an exciting challenge for any player. Here is a run down on how it works.

9.2.1- Fire Actions

When a model makes a ranged combat attack against another model, it must take an action to Fire. To see if the Fire action is a success, the player of the Firing model rolls a d20. If the result is less than or equal to the Firing model's RC value, then the Fire action is a success and the target has been hit.

Note: Remember to apply all of the modifiers to the model's RC before rolling to hit. These are things like Cover or Special Equipment bonuses.

There are times when a model will roll a natural "1" or a "20" when making RC attacks. The following effects apply when this happens:

Critical Rolls

If the Firing model rolls a Critical "1" while attacking an enemy model, the attack is so devastating that it adds +4 to the weapon's DAM.

Fumble

If the Firing model rolls a Fumble "20" while attacking an enemy model then the Firing model's action is wasted, and its next shot (if made within the same turn) is made with a –4 penalty.

9.3- Types of Fire Actions

9.3.1- Direct Fire

Direct Fire is the default type of Fire in Warzone, and unless otherwise stated in a weapon's Profile, ranged weapons fall under these Direct Fire rules:

- *Direct Fire weapons must be able to draw a direct line between the Firing model and the target model.*

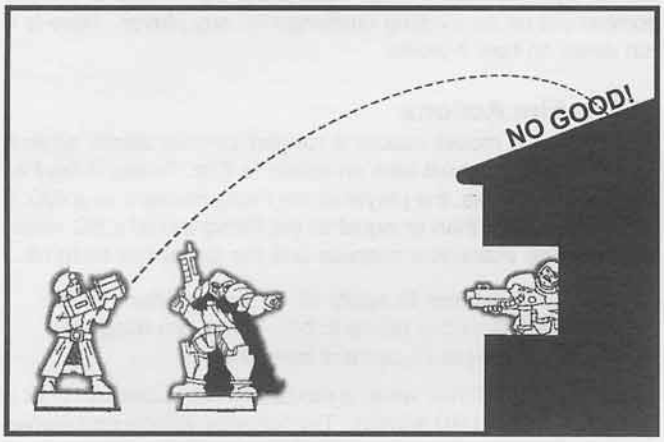
9.3.2- Indirect Fire

Indirect Fire weapons fire on a parabolic path, and under some circumstances, may be lobbed over terrain features. A model may fire an Indirect Fire weapon one of two ways:

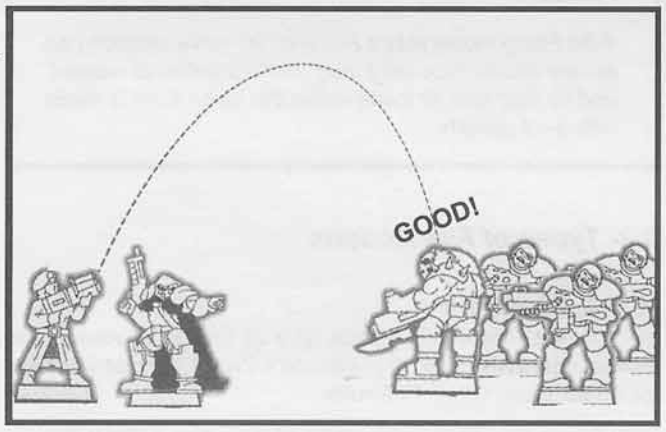
- ***With LOS (Directly)-** They may fire over friendly models closer than one inch together so long as they have LOS. Resolve your RC shot as normal with one exception: models hit by Indirect Fire in this way*

receive no cover bonuses or MP protections.

Example 1: *An enemy model is in a ruined building with a roof over his head, and can be seen from the windows by the attacking force. The rifleman in the Squad can see him and fire his Direct fire weapon at the enemy. While the GL specialist can see the model as well, the roof blocks the trajectory of the shot and prevents him from firing. See example below.*



Example 2: *An enemy model is advancing on a Squad. The Squad members have set up a fire line to repel them. While they have provided an effective screen, the GL Specialist still has a clear shot at the advancing troops, enough to fire his launcher over the heads of the other Squad members into the enemy. See example below.*



• **Without LOS (Speculative)-** This occurs when the model firing his weapon cannot personally draw LOS to the target. In order to fire a Speculative Shot with an Indirect Weapon, you must have a Forward Observer. See "*Fire Missions*" below for details on how this is accomplished.

Damage and Indirect Fire

Weapons that use Indirect Fire *always* hit near their intended target, some more directly than others. To represent this, when a shot is taken using Indirect Fire, the template is centered on the designated target. Any model under this template is affected by the attack. If the roll to hit is failed, the difference between the number rolled and the number needed is subtracted from the DAM rating of the weapon. The target then makes an AR roll against this reduced effectiveness.

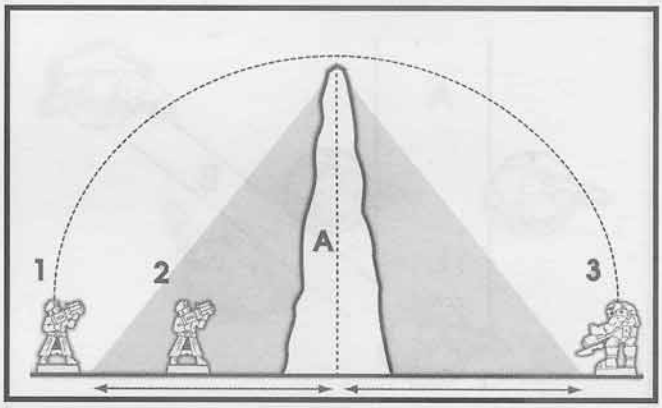
Example: *A Grenade Launcher RC attack is rolled and missed by 5. The normal DAM is 12, but is reduced by 5, bringing the new DAM to 7. The target now must roll against this lessened damage.*

Fire Trajectory

Indirect Fire weapons do not travel along a flat plane. Instead, they travel in a forward arc over intervening terrain. This arc affects the relationship of a Firing model and its target model with the battlefield Terrain. This is called Fire Trajectory. The following rules pertain to Fire Trajectory:

• *Units within ½ the height of an obstacle may not be hit by Indirect Fire that pass over that obstacle. Models within this protected area are said to be in the "Terrain Shadow" of the intervening terrain.*

• *A model wishing to fire an Indirect Fire Weapon over an obstacle may not be closer to that obstacle than ½ its height.*



Model 1 *is outside the terrain shadow and may target Model 3 who is likewise outside the shadow.*

Model 2 *cannot fire as he is within the terrain shadow.*

9.4- Ranged Combat and Damage

When any Fire action succeeds, it is time to see if the target is damaged. First, determine the amount of damage caused by the weapon. This amount is subtracted from the target's AR value. This new number is what the target model must base his AR test against. If the roll is less than or equal to the modified number, the armor deflected the shot. If failed, the model takes a Wound.

9.4.1- Ranged Combat and Wait

There are only two types of soldiers on the battlefield, the quick and the dead. A soldier must be aware at all times, with his weapon trained and a finger on the trigger. In UWZ, models on Wait in their previous Turn may attempt a Fire action during the opposing player's Turn.

Models who wish to fire from Wait must make a LD test in order to attempt the shot. Should a model fail this LD test, it has failed to react in time. In either case, the action is expended and the Wait counter is removed.

Note: *AIM actions do not convey bonuses to RC actions when executed from Wait.*

9.4.2-Ranged Combat and Terrain

Terrain plays a huge role in Ranged Combat. It determines LOS to an enemy, provides cover, and offers a degree of protection from enemy fire.

9.4.3- Line of Sight and Terrain in Ranged Combat

Besides the range of a weapon, LOS is the chief factor in determining what a model can fire at in ranged combat.

The following rules apply to Terrain in Ranged Combat:

- *Limiting Terrain blocks LOS if it is* taller *than the model.*

- *When fighting within a Jungle, Forest, or other tangled area, follow the rules below for determining the level of* ***Cover Protection*** *afforded. Make sure all players agree to the level of obstruction intervening terrain provides.*

9.5- Cover Protection and Ranged Combat

Even when a model has LOS of an enemy model, it may not have the best shot. Terrain can provide different degrees of protection to a model that takes advantage of it. Terrain that is considered legally able to confer Cover Protection *must* follow this rule:

The Cover Terrain must be as tall as the waist of the model seeking to use it as cover, assuming the model were standing upright. (The pose of the model in question is not considered, as the model is assumed to be taking the best advantage possible).

Note *the materials of the terrain ahead of the game, as this will be important to determining the protection that the terrain will actually offer in game play.*

9.5.1- Hard Cover

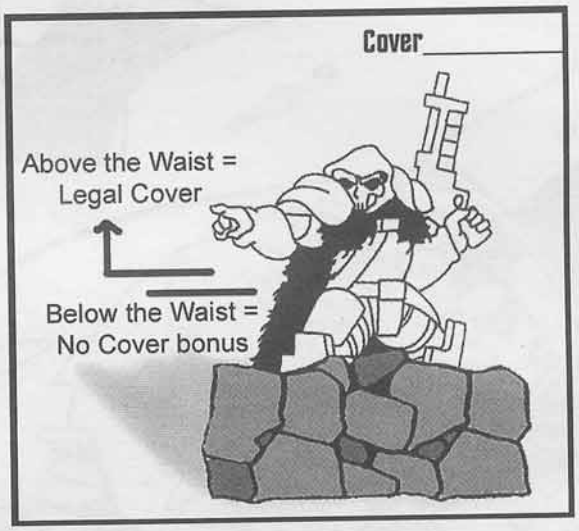
A model in base-to-base contact with a piece of intervening terrain that affords Cover Protection is considered in *Hard Cover*, if that terrain is made from materials which are capable of stopping ballistics, such as metals, reinforced plastics, stone, etc.

- *Firing at a model that is in Hard Cover imposes a penalty of -3 to the Firing model's RC.*

9.5.2- Soft Cover

A model in base-to-base contact with a piece of intervening terrain which affords Cover Protection is considered in *Soft Cover,* if that terrain is made from materials which are much less able to stop ballistics, such as brush, wood, etc.

Firing at a model that is in Soft Cover imposes a penalty of -2 to the Firing model's RC.



9.5.3- Obscured Cover

A model that is *not* in base-to-base contact with a legal piece of Cover Protection, but is within 4" of that Terrain cover is considered Obscured.

Firing at an Obscured model imposes a penalty of -1 to the Firing model's RC.

Note: *Sometimes a model may have LOS and range on an enemy that involves a degree of difficulty beyond the natural scope of these rules.*

Example: *A model targets an enemy model within his weapon's range and in LOS. However, the line of fire must be drawn through two windows, across a pile of rubble and beyond a waist-high wall. In this scenario, the targeted model is not within 4" of any legal Cover Protection. Should range be the only penalty in this scenario? Absolutely not.*

In instances like these, common sense should prevail. A degree of difficulty should be applied based on the number of Cover Protecting obstructions the model must shoot through and over. In our example, the second window, the pile of rubble, and the waist-high wall are considered Cover Protection. (The first window next to the firer does not count, but the second one would).

Keeping this in mind, we could determine that the target receives a Hard Cover bonus against RC fire. If, in the above example, the targeted model were past the second window and the rubble pile only, then we would allow the target model Soft Cover protection.

9.6- Firing at Mounted Troops

Mounted Troops are shot at in the same way as Basic Troops. An opponent may *not* choose to target the mount or the rider independently, as they are considered one integral Unit.





10- Fire Missions & Forward Observers

"Let's send the Imperials our fondest regards...FIRE!!"
-Bauhaus Infuriator Kommandant Gunter Reiss

During the First Corporate Wars, artillery barrages were a common and destructive sight, laying waste to cities and industrial complexes across the Solar System. The collateral damage inflicted by these attacks in an effort to root out entrenched enemy forces was catastrophic, and required an immense amount of the Megacorporation's capital to rebuild after the War's end.

In this light, it is not surprising that the Cartel later outlawed the use of massive artillery in the System-wide theaters of combat, proscriptions endorsed by every Megacorporation.

With the escalation of the Second Corporate Wars, the Megacorporations have opted to field smaller, mobile artillery for their conflicts, breaking up the massively destructive artillery divisions of old and greatly reducing collateral damage as a result.

The average Megacorporate Battery now consists of a few huge, lumbering cannons, or rocket launchers, that have amazing range and stifling power. Some of the more progressive Megacorporations, such as Capitol, have moved away from conventional ground-based Batteries in favor of air-based assaults using stealth bombers and assault craft. Cybertronic has gone even further, employing satellite Batteries that bombard their targets safely from orbit.

These examples are all examples of the Megacorporation's use of long-range weapons to rain down destruction without exposing Units to enemy retaliation. In UWZ, these are called Fire Missions.

A Force's Commander has the authority to use such measures and carries the proper codes to authenticate a Fire Mission. However, a Force Commander requires the assistance of a designated Unit called a Forward Observer in order to properly communicate the complex coordinates through modern encryption and decryption devices. Together, they present a devastating weapon on to the battlefield.

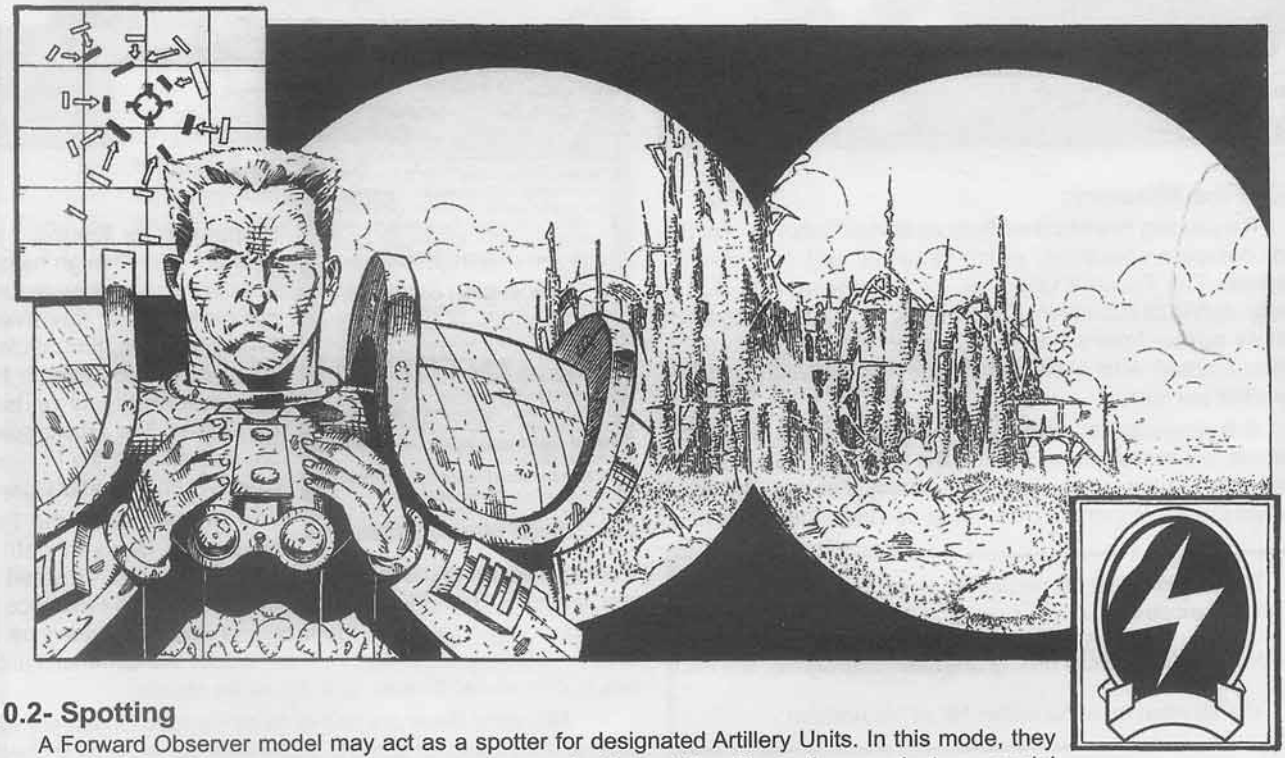
10.1- Forward Observers

A successful Fire Mission requires a great deal of trust and clear communication, as the Batteries are usually too far away to sense the intended target, much less differentiating them from friendly Units.

Forward Observers are the eyes and ears for these artillery pieces and Batteries on the battlefield, where enemy forces often relocate quickly. Models that can act as a Forward Observer are noted in their Special Rules. The Forward Observer plays two major roles on a battlefield, dependent on the size of the battle and the artillery used.

The first role of the Forward Observer is to spot for friendly supporting fire. The specialist provides information for field-artillery Units, who may not have direct LOS to the enemy, such as rear-deployed mortars and other field artillery pieces. The Forward Observer alone can fulfill this basic duty. The larger and more critical responsibility of the Forward Observer is to assist the Force Commander in calling down a Fire Mission on the enemy. The specialist provides the proper coordinates for the strike, and maintains a secure communication channel to the distant artillery battery. The Force Commander then calls down the strike using the data provided on his own personal authority.

Due to Cartel restrictions on the use of such weapons, calling down the firepower of an artillery battery on the enemy is not a decision that can be made lightly. Only a Force Commander can make this decision, as he alone will answer to a court marital, if his use of artillery is judged a war crime.



10.2- Spotting

A Forward Observer model may act as a spotter for designated Artillery Units. In this mode, they can allow Artillery Units with Indirect Fire weapons to make Speculative Fire actions against any model within the Forward Observer's LOS. Unlike other models, the Forward Observer can perform this function even if he is not within Command Distance of the Artillery Unit in question.

Example: *A Capitol Mortar Squad is behind a hill and does not have LOS of an approaching Squad of Undead Legionnaires. There are no other friendly models within the Mortar Squad's Command Distance who can relay the information to the model Firing the Mortar. Under these circumstances, the Mortar could not take a Speculative Fire action against the Undead Squad. Luckily for the Capitol player, there is a Light Infantry Comm Specialist across the board that does have LOS of the Legionnaire Squad. Since he is considered a Forward Observer, the Mortar team would soon be able to unleash hell against the shambling corpses.*

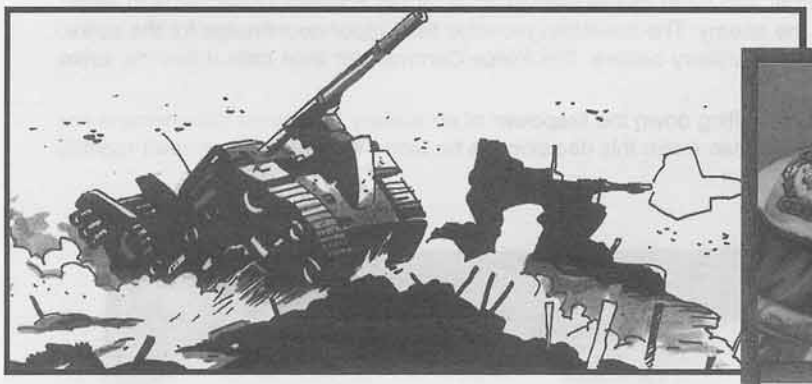
The specific types of artillery and support Units the Forward Observer can spot for are designated by their affiliation.. First, a Forward Observer must establishing communications with one of these Units. By spending an action, the Forward Observer can attempt to raise one of the firing Units. The supporting artillery Unit must be *inactivated*. A LD check is required and if the result is less than or equal to the required score, the communication was successful. Failure indicates the communication failed and the action is wasted.

Once communication is established, the supporting Unit may now fire once per action spent by the Forward Observer. The first salvo of shots is fired at a –4 RC. This penalty is *in addition* to any range penalties incurred by the firing weapon.

Each subsequent shot improves by +2, due to the Observer correcting the fire.

However, there is a method by which artillery rounds can be "aimed"—the "spotter round". If the Forward Observer wishes, he may request a spotter round be fired for the cost of one action. The round does no damage, but it enables the Forward Observer to correct his aim *before* firing for effect. Firing a spotter round will remove the –4 penalty on the first shot, and apply the +2 correction bonus as well. Subsequent shots are fired at +2 and +4, respectively.

Once the Forward Observer spends all his actions, both he *and* the Artillery Unit are marked Activated for the turn.





"Kapitan Wilfred Steiner. If you don't address me as Kapitan, don't address me. I don't like to call myself a warrior, because I'm not one. I'm a soldier. I drive a tank. Sometimes it's a small tank, other times it's a big tank...but no matter how big it is, I'll be driving it in your direction.

"My father, grandfather, and every great-grandfather back four greats has been in charge of my squadron. I'm in charge now. It doesn't take much to hit somebody with a club, or slice 'em up with a knife. Anybody can pop off a gun, and it doesn't take skill to shoot someone in combat. But it does take skill to move ten tons of steel where you want it to go. Stopping right, aiming on the move, taking out armor before it takes out you... that's where the real skill is.

"A hundred normal men can't stop one armored tank. A tank is the man's way to fight...."

10.3- Fire Missions

Requesting Fire Missions from an off-site Battery is a much more complex operation, which requires skill and time to complete. The Forward Observer model may attempt a Fire Mission during its Activation. Calling in a Fire Mission consumes *all three actions* from a Forward Observer. The target location is then marked with a chit. Only one Fire Mission may be attempted per turn.

It is important to note that Fire Missions are called on *locations*, not models; however, it is the Forward Observer's job to call down strikes on an advancing enemy. For that reason, a Forward Observer's target must meet several requirements:

- *The location can be no further away than the closest enemy model.*
- *He must have LOS on the targeted location.*
- *The location must be within 16" of his position.*

Once the target location is selected, additional Forward Observers may assist in the effort by expending their three actions to verify the coordinates. Place an additional chit on the target for each additional Observer who uses their activation to assist. They need only LOS to the target to assist in a Fire Mission.

As mentioned, only a Force Commander can grant the release authority for a Fire Mission. If the Force Commander is killed, gaining authorization for the Fire Mission is extremely difficult. If the Force Commander has been killed, or incapacitated due to issues of Morale or the effects of Channeling, the Forward Observer must pass a LD check to place the target chit. This represents the difficulty in raising HQ, and convincing the theater commander to accept responsibility for the Fire Mission, even though he has not personally evaluated the circumstances involved. Failure indicates that no clear channel was possible, or the commander simply refused the request. The actions spent are wasted, and the Forward Observer is marked activated.

If successful, the Fire Mission is delayed until a Forward Observer model with LOS to the target is activated in the next turn. This reflects the time required for the ordinance to be delivered on target. If there are no Forward Observers in LOS of the target during the next round, the communication link is considered broken, and the strike aborted.

Assuming there are one or more Forward Observers with LOS to the target, the first one activated must make a LD check, with a +2 bonus for each additional chit present. Success means that the correct coordinates were relayed, and the specific attack takes effect at the Fire Mission Counter.

If failed, the Fire Mission still occurs, but the exact location of the barrage is off due to the miscalculation of the coordinates. The Fire Mission's new location is decided by rolling Deviation from the original marker, and the distance is the amount the LD roll was failed. At this new location, the Fire Mission takes full effect.

10.4- Designated Artillery



The designated Units a Forward Observer may spot for will be listed in its specific profile. This may include such onboard artillery as the Hellfire, Scorpion, or the Unholy Carronade.

10.4.1- Fire Mission Types

There are several types of Fire Missions available to a Force Commander; each is designed to complete different objectives during a conflict. Each type is listed under the Special Rules section of an army's Force Commander, along with their cost. While the methods of deployment and Battery type of the army forces may differ, their types and effects are the same.

Fire Mission Batteries may be one of several types: Anti-Personnel (AP), Anti-Vehicle (AV), or Nuclear/Biological/Chemical (NBC).

Anti-Personnel: Fire Missions of this type consist of munitions designed to rend flesh. Structural damage is typically minimal, but damage to troops in the open is extensive. Taking cover can significantly reduce the damage of these attacks, unless they are incendiary—there's no hiding when the very air erupts into searing flames.

Anti-Vehicle: These types of Fire Missions are often singularly launched as rockets or specialized fin-stabilized artillery shells. They are shaped charges, delivering most of their force in a tight explosion that is effective against heavy armor and fortifications. Some anti-Vehicles are so powerful that even a miss will leave nearby soldiers knocked Prone.

NBC: These Fire Missions are hideously effective and highly illegal in the eyes of the Cartel. A typical Biological Battery barrage contains a short-lived biological warfare agent that leaves all exposed crippled, dead, or dying. Chemical rounds can literally melt exposed flesh, leaving survivors a twisted and crippled nightmare. Radiation-based weapons leave structures intact, but uninhabitable by the living. All too often, the bodies of the irradiated victims find their way into the shambling hordes of the Dark Legion, where they spread their radioactive contamination to any forced to face them. The only thing blessed about a blessed legionnaire is that they have no awareness of the horrors committed by their mortal remains.

10.5- Fire Missions by Army

10.5.1- Capitol Weapons

Capitol operates under a military ideology that is in part inspired by one of the 20th Century's greatest military leaders, George S. Patton, who believed in a fluid and mobile military. To that end, Capitol does not use conventional artillery batteries like Bauhaus or Mishima, but instead relies on air-delivered ordinance for maximum flexibility. These standoff weapons are released from extremely high altitudes, and guided to their targets as they fall toward the battlefield. Of course, due to the dangers represented by this type of close air support, loss of contact to the ground observer will result in an aborted strike as Capitol is concerned with the welfare of its troops.

1) 94 mm AP Folding Fin Aerial Rockets (FFARs)

This is an unguided, folding-fin rocket, packed with enough high explosives to literally shake the ground for hundreds of feet. They are fired in salvos that blanket the area under a large explosion template with shrapnel and conflagration. Any models under the template in the open suffer a DAM 12 attack, but those in cover suffer far less damage. Any model that is in cover at the moment of the blast is only hit by a DAM 8 attack.

2) GBU-490 AV MOAB Bomb

MOAB (Massive Ordinance Air Burst) Bombs use passive guidance to target Vehicle formations and hard cover positions, and flatten them with an airburst so powerful it will rattle windows up to 50 miles away. These munitions do DAM 14(x2) to all Units under a small explosion template. To a Unit with the Special Ability of Impenetrability, the attack has an AV rating of 6. Even if the damage is saved, any non-Vehicle models under the template will be knocked Prone by the blast (no save).

Larger versions of these fuel-air bombs, like the GBU-9000 and GBU-12000, were once used to level entire city blocks. They are the most powerful non-nuclear munitions ever created, but Cartel law strictly forbids use of these larger versions against anything short of a Dark Legion Citadel or a confirmed Dark Legion Base of Operations.

10.5.2- Bauhaus Weapons

Bauhaus makes use of huge, low velocity cannons and advanced rocketry for their artillery support. Guidance is achieved by use of simple fins that help the shells glide swiftly to their target, and accuracy is guaranteed by the use of safety fuses, which only arm when the electronic "hum" of the Forward Observer's targeting scope can be detected. In this manner, Bauhaus has sidestepped some of the legal issues documented by the Cartel for advanced delivery munitions in urban conflict.

1) 240 mm Tapered Bore Helga Cannon

Traveling on huge rails or gigantic tracks with a barrel nearly 100 feet long, these awesome guns are capable of shelling a target over 100 miles away with an explosive warhead weighing nearly two tons. Armed with a delayed contact fuse, this shell can turn a city block into a smoking crater. It was no surprise when this weapon was outlawed by the Cartel in all but the most extreme circumstances.

As a concession to the Cartel, Bauhaus now fires the SBU 2200 AP sub-munitions shells from this gun. As the shell descends on the target, it releases a cluster of mini-bombs that litter all models under the large explosion template with explosions and razor-sharp shrapnel. The effect on structures is significantly reduced, but the effect on exposed troops is horrific. Any caught under the template in the open suffer DAM 13; those under cover suffer DAM 7.

2) V-120 Delivered Donnerschlag AV Pod

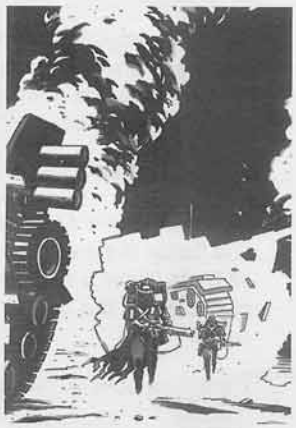
Fired from launchers hundreds of miles away, the V-120 ballistic missile once delivered a wide variety of highly destructive payloads on both military and civilian targets. Significant Cartel restrictions concerning the use of ballistic missiles has since forced Bauhaus to use these weapons in a very different way.

The Donnerschlag AV pod is a rack of highly accurate Donnerschlag 4 rockets, boosted to an altitude miles above the battlefield by a powerful V-120 Ballistic Missile. At the peak of the missile's arcing trajectory, the pod is released and parachutes deployed. The pod then slowly drifts miles above, waiting to drop one or more of its Donnerschlag missiles on command.

Guided by articulating fins as they free fall toward Earth, these missiles zero in on their targets using guidance provided by the Forward Observer. A few thousand feet before the warhead makes impact, a rocket engine fires, propelling the warhead into the target at supersonic speeds. All models under the small explosion template suffer a DAM 14(x2) attack with an AV rating of 6 (vs. Impenetrable targets). Those non-Vehicle models that survive are knocked Prone by the tremendous strength of the blast. The deafening sonic boom produced by the extreme speed of the warhead can be heard for miles in all directions.

This distinctive double boom of a Donnerschlag detonation can strike fear in the heart of the bravest Vehicle crew. Donnerschlag, in the ancient tongue of House Richthausen, means "thunder strike", and any who has seen its effects will attest the weapon is aptly named. Models who survive a Donnerschlag impact and those within 4" of an impact must make a Panic Check as if the impact was a Dire 2 attack.

10.5.3- Imperial Weapons



Like Capitol, Imperial also depends on aerial firepower instead of more conventional terrestrial artillery batteries. Consisting of greatly feared Doom Lord Gunships and Nighthawk fighter-bombers circling miles above the battlefield, Imperial's lack of complex target guidance is balanced by the nature of the warheads they employ. Clouds of chemical smoke need not be accurate in order to be effective.

While the Cartel seriously frowns on the use of chemical weapons, Imperial has skirted this restriction to a large degree because of the non-lethal nature of many of their warheads. Many an Imperial enemy has awakened to find himself in an orbital prison barge, and many later elect to become loyal Imperial citizens in order to facilitate their release.

1) AG-188 Sandman Missile

The Sandman is more accurately described as a rocket than it is a missile, as it lacks true guidance. However, the extreme skill and talent of the Nighthawk pilots allows Imperial to accurately deliver these munitions to their intended targets.

The Sandman carries a poison gas warhead. Any model found under the large explosion template suffers an Environmental Hazard 9 attack. Those who fail are left in a deep coma that can last for weeks. The models are effectively removed from play as casualties.

2) AGB-90 White Phosphorus Cluster Bomb

The AGB-90 is technically an anti-Vehicle cluster bomb, with white phosphorus added for the purposes of "marking" the target as hit. White phosphorus is a highly reactive chemical that burns an eerie lilac blue color in the presence of air, and leaves a distinctive pattern of white smoke around the target. In addition, white phosphorus burns horrible gaping wounds in flesh and other organic equipment.

Vehicles (or any model) under the small explosion template suffer a DAM 14(x2) attack with an AV rating of 6 (vs. Impenetrable targets). While using white phosphorus as a weapon is a serious violation of Cartel law, there is no provision against using it for purposes of "marking" a target, so the weapon is technically *legal.*

10.5.4- Mishima Weapons

The nature of the underworld environment of Mercury has forced Mishima to abandon traditional ideas of parabolic path projectiles and classic missile design in favor of something much more reliable. Mishima engineers have developed surface mapping navigation technology and married it to extremely maneuverable cruise missiles, which rivals the best of Cybertronic technology.



1) CSSM 4300 Death Blossom Rail Gun

The Death Blossom Rail Gun is a fairly new achievement of the Overlord's Warmasters that has since been disseminated to all the Lord Heirs. Using a series of super-conducting magnets and an array of powerful electrical pulses, it silently accelerates a specially fused warhead to extreme speeds. At the appropriate time, the fuse releases a series of flaps that very much resemble the petals of a flower. These flaps act as an air brake, causing the warhead to slow rapidly, and drop on the target in question.

The net effect is a completely silent artillery gun that can fire in an almost flat trajectory, yet the shell still drops on the target as if it were fired in the traditional parabolic fashion. The first warnings most get is the "blossom" of the shells above them. For many, that is the last image they will ever see.

Models under the large explosion template suffer DAM 13, but models in cover suffer only DAM 6.

2) Yahont-X Land Attack Cruise Missile (LACM)

This ramjet-equipped cruise missile uses the same rail gun technology as the Death Blossom to achieve enough airflow to ignite the ramjet engine. Once launched and the engine ignited, it uses extremely complex surface mapping technology to fly at tree top level doing speeds several times the speed of sound.

The payload of the Yahont-X LACM is a thermite incendiary bomb that turns anything under a small explosion template to ash. The thermite reaction burns at well over 2,000 degrees, bathing the target in flames and molten iron. Damage for the attack is 13 with an AV rating of 3 (vs. Impenetrable Units). This attack is considered Residual Damage.

10.5.5- Cybertronic Weapons

Cybertronic depends on space-born batteries to deliver their fire missions. Dragging tethers thousands of feet into the atmosphere for power, these deadly satellites orbit over every Warzone in the solar system. Their powerful Particle Accelerators and Microwave Projectors are as feared as they are illegal.

1) Z-80 Particle Accelerator Cannon

This weapon strikes a single target with a concentrated stream of high-energy particles that agitate denser metallic atoms and knock free certain subatomic particles. The result is the near instantaneous generation of tremendous heat in the target, and the release of a burst of gamma radiation as those atoms return to their natural state.

The primary target suffers a DAM 14(x2) attack. Those near the target will also take damage. Center the small explosion template over the primary target. Any additional models under

the template will suffer an Environmental Hazard ATS 12 attack from the subsequent burst of radiation emitted from the primary target.

2) Urban Pacification Microwave Projector

This weapon bathes the target area in deadly radiant energy that can pass through metal, walls, and even stone. The intense microwave energy causes living cells to burst, and wreaks havoc on Vehicle systems by boiling engine fluids and igniting exposed munitions. Even necrorganic and necrobiotic Units are affected, as the radiation destroys the necrotic microbes that animate the dead flesh. Only A.I. models *are immune, due to the nature of their solid-state design.*

All non-A.I. (or A.I. of level 4 or less) models under the large explosion template suffer an Environmental Hazard ATS 12 attack. This includes even models who are inside *buildings.*



10.5.6- Brotherhood Weapons

The Brotherhood combines a combination of air power and Channeling to deliver their fire missions on the enemy. Sleek Arch Angle fighters circle the battlefield, waiting to receive the mental image of the target they are designated to strike, projected to them by the mental powers of the Forward Observers. This form of absolutely secure communication makes Brotherhood air power greatly feared, but even more feared is the awesome power of being judged guilty of heresy by them.

1) MK-90 Cardinal's Fist Smart Bomb

Made under license by the Capitol Corporation, these bombs aren't particularly noteworthy, but their method of guidance certainly is. The bombs are guided to the target using articulating fins manipulated by the mentalism powers of the Forward Observers. This makes them extremely accurate in the hands of the Brotherhood, and completely unguided in the hands of an enemy. Models under the large explosion template suffer DAM 12 attacks. Those that can get to cover only suffer DAM 8.

2) The Judgment of the Cardinal

Throughout corporate bars across the solar system and amid the heretic ranks, stories are whispered of powerful Inquisitors who kick in the doors on secret meeting places, and incinerate all within without ever firing a shot. There would be far less heresy in the realm of humanity if it were known that the only falsehood in these stories was that an Inquisitor is required at all.

Any model with the Channeling ability and the Cleaning Flame power may participate in dealing the "Judgment". The model must have LOS on the target location, spend one action to focus their powers, and then successfully cast the Cleansing Flame. If successful, place a market chit on the target location. No model may place more than one marker chit per turn, and the target can be a model, a terrain feature, or location. Once two or more marker chits are in place, the effect can be called at any time during the following turn.

While Brotherhood procedure dictates that an Inquisitor or Inquisitor Majoris should pronounce Judgment, it does not have to be. Any Channeling model in LOS may do so—even models that did not participate in the placement of marker chits. Upon the pronouncement of the Judgment, place a large explosion template over the target location. Any model under the template is engulfed in the blue-white flames of a residual DAM 8 attack, which ignores the effects of cover. Every additional chit beyond the required two will add +2 to the DAM of the attack.

Facing Judgment is something that human heretics fear most, but it has a particularly ominous effect on a Dark Cultist. If the damage sustained is enough to require a Morale check, that check is done at a –4 penalty. If the pronouncing model is within short range of the Squad, the check suffers a penalty of –8.

10.5.7- Algeroth Weapon

The Apostle of War takes the direct approach to artillery—huge explosive rounds fired from mighty gun emplacements built into the very foundation of Dark Legion Citadels. These are also towed into range by thousands animated undead incapable of combat within the Legions. Algeroth knows that in War, one cannot waste any resource, no matter how limited.

1) Reaper Siege Cannon

Labeled the "mother of all cannons", this is actually a living bio-construct similar to the Unholy Carronade, except hundreds of times larger. In fact, it is widely believed that living material removed from the Reaper allows for the creation of new Unholy Carronades, but no one has ever verified this as anything more than horrid fiction.

The projectile launched is a particularly horrible bio-construct unto itself. It hits with astonishing force, literally shaking the ground for miles. Anyone under the large explosion template is hit with a DAM 13 attack, and even those who save are knocked Prone by the force of the blast. However, the horror is far from over.

The player whose models were killed must make an additional d20 roll. On a result of 18-20, mark the body with a Dead Remains Marker. At the end of the round, these markers should be replaced with an Undead Legionnaire.

The Legionnaire will be considered out of command, but will defend itself if attacked in CC. Upon activation, he will wander toward the nearest Undead Legionnaire Squad in LOS and join their ranks. In the absence of an Undead Legionnaire Squad, it will wander toward the nearest Dark Legion Necrorganic Individual present and join him. If nether are available, it will simply stand in place until one of the above enters its LOS.

If the Legionnaire gets within command radius of the Squad or Individual in question, it is considered to have joined the Squad.

Rules for normal Squad composition do not *apply. The Legionnaire will attempt to join any Legionnaire Squad or Individual present, whether they want him to or not. In this way, the maximums for Squad size can be exceeded, and Individuals who could not normally command Legionnaires could have them join their ranks. The unseeing eyes of an Undead Legionnaire can sense even the presence of a Stalker. If he joins a Stalker (by coming within command radius of him), the Stalker loses his stealth status until his new shambling follower is dismissed.*

Note: This could be a friendly or unfriendly Dark Legion Squad. The Legionnaire simply doesn't know the difference.

10.5.8- Demnogonis Weapon

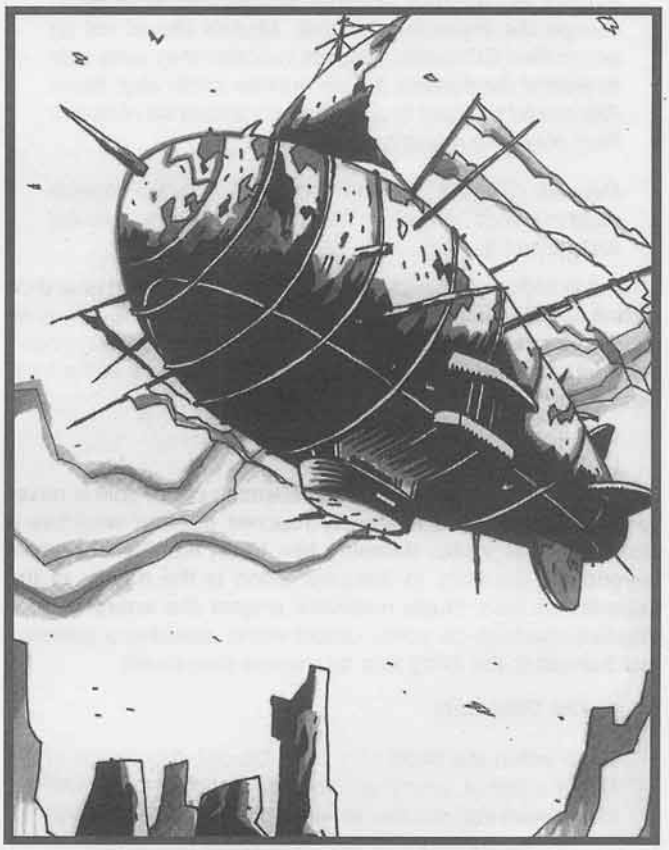
The master of disease favors some of the foulest tactics when it comes to artillery. While the death inflicted by his brother Algeroth is swift and final, the Plague Lord's arsenal brings only lingering pain, excruciating suffering, and ultimately, corruption. With Chemical and Biological weapons outlawed, the minions of Demnogonis are doubly feared for their horrific Fire Missions.

1) Pestilence Plague Gate

This is not so much a gun as a transporter. Using the tremendous energies of a Dark Citadel, a temporal gateway is flashed open for only a few microseconds at the target point. Horrifically, a few microseconds are more than enough to allow exposure to some of the most lethal pathogens ever experienced by man. Any model caught within and up to 4" of the effect of this template is subject to a Dire 3 Panic check.

Any model under the large explosion template suffers an Environmental Hazard ATS 8. Failure indicates that the model has died a horrible, puking death. These models should be marked with a dead remains marker. Their remains represent a Biohazard ATS 15 to all within 2" of the chit.

A Nephrite of Demnogonis can later raise these chits into Blight Commandos, if the Nephrite possesses the appropriate spell.



10.5.9- Muawijhe Weapons

Without doubt, the most devious of all Dark Legion artillery is that of Muawijhe. The effect represented by this weapon defies the very definition of chaos, proving in a terrifying way that there is a horrible underlying order to even the actions of the Lord of Madness.

1) Will-o-Wisp Flares

As these rounds silently streak across the battlefield, various chemical impurities burn off of the surface of the shell. The result appears to be a rather colorful shooting star that bursts directly over the head of the target, surrounding them in pleasing colors and flashes of bright, pretty light. However, in the chaos of the flashes lies a horrible pattern that imprints suggestions in the minds of those who witness the effect.

The message received by the target in question is up to the Muawijhe player. It may be one of the following:

Pacifism *(Large Explosion Template) Models that fail a LD check will sit down and simply refuse to attack the enemy. Mark the model Prone, and turn their back to the enemy to designate they have refused to fight. They will not rise and fight until either rallied, or an enemy model attacks them.*

Hopelessness *(Large Explosion Template) The affected models will attempt to injure themselves in order to escape the impending combat. Models should roll an unmodified CC check. Success indicates they were able to wound themselves before anyone could stop them. Any model reduced to zero wounds should be removed from play as a casualty.*

Despair *(Large Explosion Template) Affected models must make an immediate Morale check. Those who fail are subject to Panic.*

It is widely surmised that there are other patterns used on civilian targets that can inspire riots, rebellion, and even mass murder. For centuries, dancing lights in the sky has always been considered a portent of doom. Perhaps there was some truth behind these legends of old.

10.5.10-Ilian Weapon

The staggering power of the Mistress of the Void is never so clear than when she literally reaches out and snatches a victim from his world, damning him to an eternity of horrors beyond our capacity to imagine. Such is the nature of the batteries of Ilian. Huge receivers project the energies of a massive machine on some untold world, opening a gateway that transports the living to a fate worse than death.

1) The Void Gate

Deep within the heart of a Dark Citadel, thousands of Ilian's children scurry about, tending to the powerful mechanism that reaches across nameless distances and snatches those too unfortunate to escape.

It was this very mechanism that Ilian used to capture and enslave her fierce Templars from their home world. Now, victims are stolen from all the conquered worlds. The lucky ones become slaves, or food for the legions of children that maintain the machine. The unfortunate ones are altered to fit darker purposes, designs alien and terrible beyond understanding. The only certainty is that those lost never return.

Living single wound models under the large explosion template must roll a PW check at a +6 modifier. Those who fail vanish—gated away to spend the rest of their cursed existence in the service of the Dark Mistress. All other models, including Vehicles and AI's, suffer a DAM 12 (x2) attack due to the massive electrical and magnetic fields generated by the gate, but do not transport.

10.5.11- Semai Weapon

The promises of Semai have always proved false, but mankind continues to believe his convincing lies, never seeing the truth before it is far too late. It may be that mankind suffered more than one curse when the Dark Legion came to our worlds. The curse of optimism has damned far more souls than the Dark Symmetry has ever killed.

1) Positron Bomb

The positron bomb is a sinister device, which does not have to be accurate to be effective. When launched, place a marker at the point of impact, and then deviate the location 3" in a random direction. The shell will never *hit a model, or land in base contact with one. If deviation places it over a model's base or on top of a terrain feature, simply place it in the nearest open ground available.*

There is no explosion, shrapnel, or gas. he shell simply lands at the point of impact with a gentle thump. It appears to be made of etched gold carefully scribed with a seemingly infinite assortment of symbols and pictograms. Often, this is the last thing a victim ever sees.

Any model that spends an action within 6" of the shell must make a LD check for each action spent in the shell's area of effect. Success allows a model to act normally. Failure indicates that the model is drawn inexplicably toward the shell and will use their actions in full movement toward the shell.

Those within 4" of the shell must make an Environmental Hazard check at ATS 10 before *each action spent, and* then *pass an LD check or move even closer. Those that reach the shell take an automatic wound, as the shell is highly radioactive. The lure of the shell wanes at the end of the round in which it was launched, but the shell will continue to represent an environmental hazard at ATS 10 within 3" for the duration of the game.*

11- Morale

On the battlefield, a soldier fights not only the enemy; they must face down their own fears. Every man has a breaking point, whether it's watching your companions die, being fired upon, or confronting a hideous fiend straight from the pits of Hell.

In UWZ, the process to check a soldier's breaking point is called Morale. Morale comes into play when a model is introduced to a fear factor, be it from taking loses amongst the model's Squad, is targeted by a supernatural power, or another model that causes fear coming within range. The statistic most important when dealing with Morale is a model's Leadership (LD) value.

Morale and Models

In UWZ, a model deals with varying degrees of Intimidation, which we refer to as a Dire Rating, which will test their Morale. This rating can affect Units in many ways, depending on the actual number of the rating and the specific situations encountered. Some models generate fear and awe and their Dire rating reflects this.

11.1- The Dire Rating

The Dire Rating tells you two things about the model or effect in question. The first is the *range* at which enemy models suffer the effects of Dire. The second is the *penalty to LD* suffered for being in the Dire area of effect.

> • *For every point of Dire, the model may affect models up to 1" away. A Dire Rating of four would affect all models within 4" of the source.*
>
> • *Any model in the area of effect will have their effective LD reduced by the Dire Rating, for long as they remain in the area of effect.*

Any model with a Dire Rating that scores a wound on an enemy model within its area of effect will provoke a Morale check for every model in that enemy model's Squad still in the area of effect at the end of the Dire-causing model's turn.

11.2- The Morale Check

Sometimes events require a Morale check, such as the loss of half or more of your Squad. In these instances, you would also make a Morale test. The following rules apply to either case:

Note: Morale checks are made at the end of the Squad's activation that caused the condition.

Example: *A Squad of Heavy Infantry fires into and kills over half a Squad of Ducal Militia. At the end of the Heavy Infantry's activation, the Ducal Militia would be forced to make a Morale check. Later, if another Unit eliminated more of that same Ducal Militia Squad, they would have to roll again at the end of that Squad's activation as well.*

11.2.1-Panic

If the model or Squad fails a Morale LD check, it is considered under **Panic**. The following rules apply to models under panic:

• *Panicked models must make a LD check in order to move closer to what caused the Panic. Failure indicates the action is wasted.*

• *Panicked models suffer a –3 to RC, CC, and LD, while in LOS of the enemy.*

• *Panicked models may not Charge, Aim, Wait, MP, or use supernatural powers while Panicked.*

Subsequent losses to a Squad will require further Panic checks. Models who fail are **Broken**.

11.2.2- Broken

If the model becomes Broken, they suffer the following effects:

• *They* must *use one action to move directly away from whatever Broke them. Additional actions other than moving directly away will require a LD check. Failure indicates that they use the action to continue to move directly away from the enemy. Under no circumstance will the approach whatever left them Broken.*

• *They suffer a –6 RC, CC, and LD, while in LOS of the enemy.*

• *They may not Charge, Aim, Wait, MP, or use supernatural powers while Broken.*

11.3- Rally and Morale

When soldiers fall prey to Morale issues, they are lost to the most basic instincts of fight or flight. At some point, either from an Officer or from within, they are inspired to come to their senses and return to the battle at hand. In UWZ, this is known as a Rally.

11.3.1- Squad Rally

At the beginning of an impaired Squad's activation, a player may attempt a Squad Rally. The Leader of the affected Squad must activate first and spend any and all of its available actions to attempt to Rally. Each Rally attempt costs an action.

To Rally, the player of the affected Squad must roll less than or equal to the LD value of the Squad Leader.

The results of a Squad Rally are as follows:

• **Success:** *The entire Squad within Command Distance of the Leader is no longer affected by Panic, or is shifted from Broken to Panic status. Remove or exchange the relevant counters as needed.*

• **Failure:** *The Squad is still affected and the action used to attempt the Rally is wasted. The Leader model may attempt to Rally again, but will suffer a –3 LD on the second attempt and a –6 LD on the third. This is* i n

addition *to the LD penalty already applied from the Panic/ Broken state.*

• If the Squad Leader is within Command Distance of a friendly model that has a higher LD value, then it may use that friendly model's LD value when attempting to Rally.

• A friendly Individual model may attempt to Rally an affected Squad within the Squad Leader's Command Distance that successfully uses its Rally Others Special Ability.



11.4- Morale and Wait

It's hard for a model to lie in Wait for an enemy when it's busy freaking out. Therefore, any model on Wait will lose this status upon failing a Morale Check and succumbing to a Dire effect.

11.4.1- Firing into Close Combat and Morale

When a player voluntarily wishes a model to Fire into close combat involving a friendly model then it must first pass a Morale Check with a –4 penalty. If successful, the Fire action occurs as normal. Failure indicates the Fire action does not occur and the action is wasted.

Note: Some troops have no conscience and no concern about harming friendly models by firing into Close Combat. These charming Units will have a special note listed in their profiles.

11.4.2- Attacking a Friendly Model

When a player voluntarily wishes a model to attack another friendly model for whatever reason, it must first pass a Morale Check at a (–8) penalty. If successful, then the attack occurs. If it is failed, the attack action does not occur and that model loses all remaining actions as it comes to grips with what it attempted to do. As noted, some Units in UWZ really aren't bothered by this thought, and they are identified in their Model profiles.

11.4.3- Special Circumstances

Sometimes in UWZ, special circumstances will arise where the effects of fear and panic will vary in intensity from the norm, like a powerful Art effect or the overwhelming aspect of a Nepharite. Whatever the case, these instances will be noted when they would occur.

The Unhinged chart below is used for some of these special circumstances. Unless these special circumstances are identified, the following chart is *only* used when Broken models fail a Morale test by rolling a 20.

UNHINGED CHART

Die Roll	Effect
1-11	**Crippling Fear:** Model(s) are consumed by extreme terror and find themselves suffering both crippling doubts and the inability to function properly. This result halves the model(s) MV, *in addition* to the affects of being a Broken Unit.
12-17	**Forced Regression:** Model(s) suffer severe mental anguish and are capable of only one non-Move action per turn until rallied. All rolls are at a –8.
18-19	**Derangement:** Model(s) roll for Deviation and expend an action attacking the closest model (friend or foe) outside the Squad in that direction with their primary weapon. Roll for Deviation during each subsequent activation until Rallied. All rolls are still made at a –6 penalty.
20	**Horror:** The models, driven insane by the failed Morale check, have collapsed into a drooling, bowel-relieved heap and are considered removed from play as casualties, their minds reduced to addled jelly.



Retrieval

Helena Dovavich squatted high above the streets of Fukido, leaning against the barrel of her sniper rifle. Her perch across the top of a broken neon sign allowed her to scan the street below through its telescopic lens.

Below her, the teeming throng surged through the midnight thoroughfares, focused on their small lives. They paused to admire consumer goods on display in shop windows and preen themselves in the mirrors of 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 Ministry of Fear. She wasn't a sweet, young girl anymore. Maybe she never had been.

She checked her chronometer, just 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 a wise operation. 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, silenced permanently. 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 possibility hard to believe. Yes, they were inhuman, but they were not evil. She knew evil– she had been dealing with it for most of her life in the services of Bauhaus and House Saglielli.

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, yet fair way. A Chasseur got in the way before she could snap off the shot. Its helmet-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, and scrambled into shop doorways with an almost practiced ease. 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 AG17's. Dovavich 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 ricocheted 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 charged at the last Attila, chopping it brutally 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 childlike about the massive flamethrower it had at the end of one arm or the gigantic chainsaw in the other. Behind it, more Shock Troopers approached.

"Eradicator, Jules!" Dovavich whispered into her throat mike. "The mission's a bust. Terminate Karlstein and evac."

The Eradicator unleashed gouts of flaming death at the Etoiles. Three of the sisters were consumed instantly, their shocked screams stifled before they could even be vocalized. As Helena moved back from her perch, Jules came in over her comm-link.

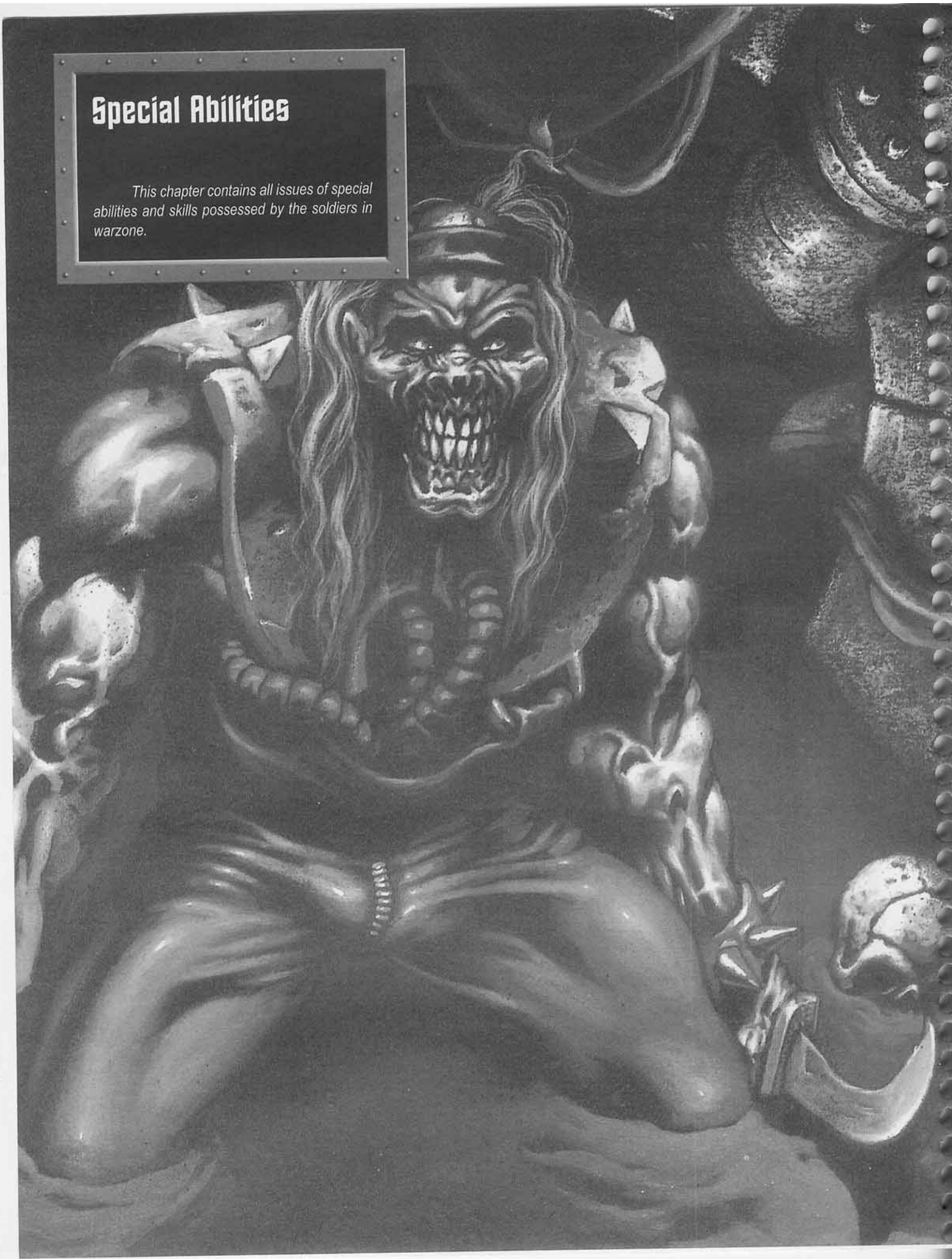
"Clear out Helena, the target is mine."

Peering back over the sign at the melee below, the Mortant designated Jules activated her grenades and leapt onto Karlstein, who desperately tried to climb back in the safety of the armor plated sedan. The Eradicator staggered back a second later as the black sedan erupted into a convulsive fireball, the blast annhilating everything within 25 feet of where the car once waited.

The comm-links went silent.

Special Abilities

This chapter contains all issues of special abilities and skills possessed by the soldiers in warzone.



12. Abilities & Skills (listed alphabetically)

Special Abilities are either innate talents possessed by a Unit or learned skills that took years of training to master. In each model's profile you will find its Special Abilities. Their definitions are listed alphabetically below.

Ambush

Some soldiers are able to quickly secret themselves out of harms way, leaving plenty of time to set up a surprise attack. A model with the Ambush Special Ability can reserve *two actions* on Wait and can come off of Wait *without* a LD test. Wait counters are placed as normal. Therefore, if the model places two actions on Wait, simply set two Wait counter by the model. The model may use as many actions as it has counters.

Aura of Corruption

Models with this special ability emit an aura that is harmful to mortals. Whether by contagion, toxin, or radiation, mortal models that activate within one inch of a model with the aura must save verses an environmental hazard of ATR 6.

Aura of Darkness



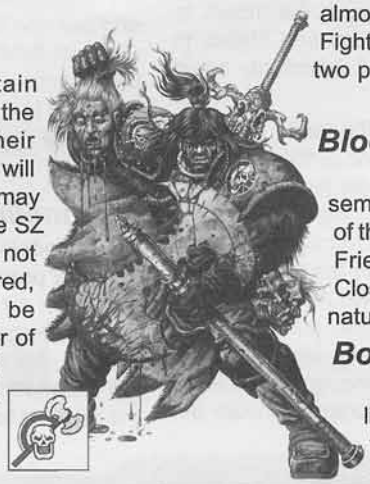
Models with this skill are surrounded by an aura of darkness and fear that extends six inches from the model in all directions. Any enemy inside the aura who wishes to target the user must resist the effect of this aura by passing a LD check or be unable to attack the user. If the attacker fails the test, its action is wasted.

Barbs of Algeroth

Models with this ability cause the growth of dense think thorns within point blank range of their location. This represents rough terrain for enemy models. Friendly models may pass unhindered.

Beheading

Models with this SA may, under certain conditions, sever the head of their opponent. If the resulting to hit roll of the attack that took their opponent's last wound was less than four, they will have succeeded in decapitating their foe. Models may not decapitate opponents that are larger than one SZ value greater than they are, or opponents that do not have an apparent head. If the decapitation is scored, enemy models within command distance will be affected with a DIRE rating of **3** for the remainder of the turn while friendly models in command distance become inspired at +3.



Berserk

Berserkers are a terrifying force to behold—blades whirling with reckless abandon, frothing mouths, and eyes wild with a combat-induced 'blindness. To many, these close combat terrors fight with the kind of reckless fervor that "civilized" warriors fail to understand. To others, they are madmen to be avoided at all costs and brought down safely with from a distance.

The visceral carnage of hand-to-hand slaughter incites a Unit with this Special Ability. When a model makes its first kill, it must make a LD test to determine if it has become incensed and gone Berserk. If the model passes its LD test it is unaffected by the bloodbath and remains in control of its faculties. As the model has no control, so lacks the player—the die roll alone determines whether or not the model is consumed by rage.

While Berserk, the model gains a +4 CC and a +2 ST. However, his bloodlust makes him reckless, reducing his AR by -4. As usual, he must attack the nearest enemy model in LOS. Also, berserk models do not suffer the associated penalties for breaking Command Distances, as they are intent on the spilling of blood.

Units in a Berserker rage ignore Morale checks. However, models affected by Morale effects cannot go berserk until they have successfully Rallied and are no longer affected. Models charged by others may not go Berserk; models must initiate a charge in order to work themselves into a killing rage.

The rage ends when the berserker spends an action in which he has no enemy target in range of his charge. The Berserk status will not end until this condition is met, or the model is killed.

Blessed

Models with this skill are particularly resistant to the effects of the Dark Symmetry. They will gain a +2 to their LD and PW stats when using those stats in saves verses Dark Legion supernatural powers.

Blind Fighting

Trained for years to rely on senses other than their eyes, these warriors suffer lesser penalties for fighting in darkness. They need little light to sense their quarry and may attack them almost as normal. In Darkness, models with Blind Fighting have an adjusted LOS of 16" and suffer two points *less* on their darkness penalty.

Blood Barbs of Valpurgis

Models with this ability cause the growth of semi-sentient thorns that writhe about the base of the model and extend out to point blank range. Friendly models within the thorns receive the Close Combat 2 special ability, due to intervening nature of the thorns.

Bodyguard

Bodyguards are trained to sacrifice their lives for the well being of their charge and will try to intercept attacks aimed at

them. Upon deployment, they will take up a protective position just behind their ward, discretely following at a short distance. These models do not activate normally. Instead they automatically move with their ward, always just behind him, ready to pounce the instant a threat presents itself.

Any attack that targets the ward in their charge will prompt the bodyguard to spring into action. The model will move forward into base contact with their ward, positioning themselves directly between the attacker and their ward. The guard will then become the target of that attack and any subsequent attack that would cross his base, so long as the bodyguard survives. Since the bodyguard is making no attempt to avoid the enemy fire, subsequent ranged combat shots after the first enjoy a +2 RC bonus.

If their ward is the subject of a charge, the bodyguard will automatically be allowed to countercharge. If their ward is the subject of an overwhelm, he or she will always be pulled clear of harm. Bodyguards are extremely observant, and as such gain an automatic spot check again a hidden model attempting to charge their ward. If the enemy is spotted, the bodyguard will be allowed to countercharge the hidden attacker.

Camouflage (Level 1-3)

Some Units are adept at blending into their environment, either from concealing clothing or careful manipulation of surrounding terrain. When enemy forces that attempt to Fire at a model with the Camouflage Special Ability that is also in Cover:

- *They suffer a –LV (level) penalty to their RC value.*
- *They suffer a –LV penalty to their Leadership (LD) value, in addition to other modifiers, when making a Spot Check to locate the Camouflaged model.*

This effect is *not cumulative* with terrain effects.

Carnivorous Birth

The Unabridged Lunar Dictionary defines disease as "usually a deep-seated and permanent affliction, or at least prolonged malady". It further defines carnivorous as "characterized by destructive or predatory behavior or instincts". Thus by extension, a model which suffers a carnivorous birth has, for lack of a proper medical term, a predatory disease. This parasitic relationship is not uncommon in the insect or plant kingdoms, but it took the Apostle of Lies and Malice to show humanity that their own pettiness and mendacity could be turned into a weapon against them.

By sowing miniscule thoughts within the fertile hearts of man, nigh imperceptible whispers of slights and ambition, Semai is able to nurture the emotions of man to create the perfect host organism for his hatred. As man fails, and loses control over his better judgment the incubation proceeds. Man then nurtures the bile of cruelty, sloth, and perversity until the Lord of Lies calls it forth to serve him in the world of flesh. When this call occurs, the host body erupts in a cloud of sinew and organs as the dark seeds of Semai take form and frees itself from the confines of its former home. Disquietingly enough, there is no blood freed during the birth though there certainly should be; the new life having consumed the bodies fluids prior to its emergence. Freed from its mother in such a ghastly manner, the "once disease" now minion, is ready to serve the will of its dark father.

At any time during the owning players turn, he or she may select an enemy grunt squad from which the beast will appear. The model farthest from the squad leader is the one infected with the beast. Just before the birth, the beast within will take control of the host model moving it up to six inches in any direction, so long as that location is not within LOS of an enemy model who is within short range. If no such location can be found, the model may not deploy from that squad and must pick another.

Once an appropriate birth place is achieved, the model will rip his way clear of his mortal cocoon, killing the host for the cost of one action. Replace the host model with the Unseen Assailant, and continue the activation as normal.



Channel

Units with this Special Ability are open to the supernatural and can use its various powers. The level at which a model can Channel determines the type of Supernatural Powers the model can access. The specific power that a model can Channel will be noted in the model's profile.

For more information, see the **Channeling** section.

Channeling Medium

Models with this ability may undergo an intense and complex process of psychic bonding that allows them to act as a conduit for channeling powers. So long as the medium is within command radius of the channeler to which he is bonded, powers channeled by that channeler will emanate from the medium as if the medium had unleashed the power.

Models acting as a Medium activate with the channeler to whom which they are bonded. The channeler and medium spend actions in much the same way as a vehicle's crew. The channeler takes an action first. Then each of his bonded medium must take an action before the channeler can take another. If the channeler unleashes a power, then there is no immediate effect. Instead the power will emanate from any medium that is bonded to the channeler during that mediums next action. For all intents and purposes, it is as if the medium channeled the effect.

Due to the imperfect nature of the conduit, only powers that require a single action can be channeled through a medium. If a bonded channeler elects to channel a spell that requires more than one action, any medium bonded to the channeler will be overwhelmed. The medium will stand idle, losing a number of actions equal to the number of actions required to channel the power in question.

Mediums must always remain in command radius of the bonded channeler. If for any reason a medium activates out of command, the psychic bond will be broken. The medium will become a stand alone individual with no ties to the formerly bonded channeler.

Climb



As height can be an advantage in warfare, the ability to scale difficult terrain is a valuable skill of a model to have. Full Units of soldiers capable of scaling walls, trees, and steep hills make for determined and dangerous opponents.

Units with this Special Ability are expert climbers and can quickly climb vertical terrain and buildings with a greatly reduced chance of falling. These models can Climb at their *normal* movement rate per Action, and *never* risk the chance of falling and taking damage. The model still makes climbing checks as normal; a roll of 20 means the model loses an action as it maneuvers to find better hand and footholds.

Close Combat Training (Level 1-4)

Units extensively trained in the timing and techniques of hand-to-hand combat can make it difficult for an enemy to land a blow in melee. A model with the Close Combat Training Special Ability imposes a penalty equal to the level against the CC stat of an enemy model that attempts to Strike them.

Example: A model with Level 3 Close Combat Training would reduce the CC of the attacking opponent by -3.

Commander: Unit

Unit Commanders have the ability to direct friendly squads of the same type as the Commander. Models with the Unit Commander Special Ability can use an action to Activate a friendly squad of similar type, so long as that Squad's Leader is within the model's Command Distance. If a Squad is leaderless, at least one model needs to be within Command Distance for it to become activated in this manner. This ability can only be used once per turn.

Leaders with the Commander ability may also spend an action to join a squad of like type and assume command. They will for all intents and purposes be considered a member of the squad in question, and act as the squad leader for so long as they are attached. Assuming command of a squad will automatically activate the squad in question, unless that squad has already been activated. Unless specifically stated otherwise, personalities with this special ability may take personal command of a friendly squad only if their LD stat is at least three points higher than the current squad leader.



Commander: Divisional

Divisional Commanders gain all the abilities of a Unit Commander, except they have the ability to direct any friendly squad in the force. Divisional Commanders also have the ability to Rally one Squad or one Individual within the Rallying model's Command Distance for the cost of one action. Rally is further detailed in the Morale section of this book.

Commander: Force

Force Commanders gain all the abilities of a Division Commander, except they can activate any friendly squad who's Squad Leader is in LOS. The presence of a Force Commander is also required for a Forward Observer to call in off-board support.

Combat Reflexes

Units with this Special Ability have an inherent feel for avoiding attacks in battle. A model with Combat Reflexes adds +3 to their attempts to Dive for Cover.

Counter Insurgency

Counter insurgency models are deployed without the benefit of deployment cards. They are considered hidden until they activate. During the first turn models with the counter insurgency skill who are within command distance of any unrevealed friendly deployment card prevent those

cards from being identified by enemy recon units or spotting attempts.

Deadshot

A model with the Deadshot ability is incredibly skilled with firearms and may Fire into Close Combat without fear of hitting a friendly model or an LD test. In addition, a missed shot will not threaten friendly models.



Demolition Training

The sheer power and destructiveness of most military explosives demand that their placement be done with great care and training. Many an unskilled trooper has discovered the peril in such work. Models with this ability are experts in the field. Their explosive charges can destroy static defensive emplacements, rend troopers, or even destroy advancing armor.

Often more importantly, enemy advances are typically slowed or even halted when facing a well placed mine field. The number of actions required, the damage, and the area of effect will be listed in the charge's description. Charges are purchased as additional load-outs.

These items are detailed further in the **Weapons & Equipment Section** of this book.

Dire Rating (level 1-5)

Models with a Dire Rating are able to induce fear or terror into their enemies. The number following the Dire Rating represents both the power of the model's terror-causing ability and the size of its aura of fear. Within this area of effect, models must subtract this number from their LD when making Morale tests.

> **Example:** A Dire 4 model would have a radius of 4", whereby models would a –4 to their LD on Morale checks.

Disguise

Some models have the ability to blend in on the battlefield, making them difficult to differentiate from nearby friendly troops. They intercept and duplicate battlefield signals, and take up positions likely to create confusion in the realm of target identification.

A Model wishing to use this ability must be within command radius of a similar enemy model, and an enemy in medium or greater range must target them with a ranged attack. If these conditions are met, the model may attempt to mislead the attacker into thinking he or she is actually a friendly.

Upon being targeted in the above manor, the defender must announce that he or she wishes to use the Disguise skill in an attempt to avoid the attack. The attacking model must then roll an LD check. Failure indicates the ruse was successful, and the attacking model will refrain from targeting models in the disguised squad for the remainder of their turn. They are for all intents and purposes a friendly squad. The attack action is not lost, but it must be spent in another way.

Dissention

Some models are known for their ability to sow the seeds of doubt and suspicion in the ranks of the enemy. The mere presence of such a unit dredges up all sorts of dark fears in the enemy that imposters have infiltrated their ranks. The effect of these doubts is that any model that activates within 12" of a model with Dissention suffers a –2 penalty on any roll that involves LD for the duration of the turn.

Dominating Whispers

Doubt, it is the hobgoblin of achievement, the little death that holds man back from his potentiality. Doubt is the hesitation that pulls humanity back into the primal mires of inertia, a state that makes him vulnerable to manipulation, betrayal and paranoia; exposed to a legion of other psychic plagues too numerous to count. Doubt is the doorway through which ambition and duplicity gain access to the soul of man, and it is through this portal that the will of Semai finds egress.

Throughout history the inner voice that whispers softly in the back of ones mind has been nothing less than the subtlest tampering by the Prince of Deceit himself; reducing man to his place as the cattle through which the Dark Soul will once again dominate this reality. Beings that are skilled with the applications of doubt and uncertainty are able to turn the normally imperceptible whispers into a dominating force capable of turning someone against his own family, his principles, and even his faith.

For the cost of an action, these models may implant telepathic suggestions in the mind of a mortal model within command radius and LOS. The target must make an LD check, with a penalty applied equal to the difference between the LD of the attacker and the target. Models with more than one wound get one save per wound. Models with effective LD higher than the attacker, or models with three or more wounds can not be dominated in this manor.

Failure indicates the model has been corrupted by the host of lies, deceits, and falsehoods implanted into their consciousness. Replace the model with a Heretic Legionnaire. Legionnaires created in this manor are considered part of the attacking model's squad, with the attacker acting as their squad leader. If they were inactivated before their conversion, they may activate during the attacker's turn just like the model had been part of that squad all along.

Ectoplasmic Feast

Since man first emerged into the light of self awareness, the power of the Dark Soul sought him out. In man, the Great Darkness found a malleable vessel, a receptacle of unlimited potential. Since those first steps, emotions have been the key to the Dark Soul's power over flesh. From a place far removed from our own, the Great Enemy manipulated the hearts of men and with their primal passions they fed his unquenchable hunger. Those who find themselves drawn to the Darkness and willingly submit to it often find the Darkness has imparted to them aspects of its own malice.



In nearly every age of man, there are tales of mortals who have displayed powers and abilities far beyond that of their brothers and sisters. These tales have become more frequent as time has passed and the Dark Soul has grown stronger. Sometimes explained away in fanciful myths, these powers do in fact exist. Mankind denies the truth of it to this day, and buries away signs of this truth in institutions, prisons, and asylums under the vain hope that denial makes them safe. With the return of the Dark Legion to the worlds of man, the hunger of the Dark Soul is manifest tenfold and his followers emerge into the light again.

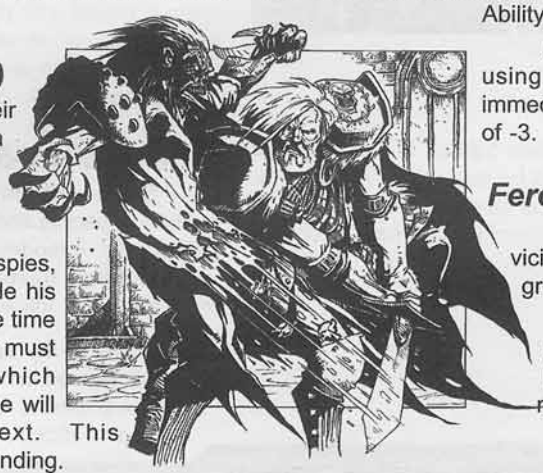
Dark Legion models with the Ectoplasmic Feast ability devour the life energy of models that they slay in close combat. Like a powerful opiate, these fiends gain a surge of euphoria compounded with feelings of invulnerability and power; raging torrents of energy coursing through them. Models killed in this manor are immediately and forever dead. No medical skill can help them. Models that feast in this manor gain a +2 bonus to their CC score and are immune to the effects of moral for the remainder of the turn.

Enhanced Charge (Level 1-3)

Models with this skill may add their level in inches to their movement during a charge.

Espionage

Utilizing a web of informants and spies, a model with this ability is able to provide his force with unparalleled intelligence. At the time this skill is employed, the opposing player must announce which unit he or she will activate next. This decision is binding.



Execution

Some men lead by example, others by kindness, an Executioner leads by fear. A model with the Executioner ability has the power to make harsh field judgments when required in an effort to motivate his men's flagging morale.

If the Executioner wounds a friendly model that is currently suffering from a Morale Effect then **all** friendly models will automatically Rally. The Executioner need not make a Morale Check to attack a friendly model in this case; the weak willed and cowardly dog he has judged unfit has earned this fate.



Fast Shot (Level 1-3)

Some Units can line their firearms up for a shot quicker than others. Add the level of this ability to the model's LD value when attempting to fire from Wait.

Favor (level 1-4)

Channeling models with this skill may add their level of skill to the bonus they receive from taking an action to Concentrate.

Feast

Some Units drain the energy out of another living creature to sustain itself or repair damage, either by drinking the blood of their victim or sucking the very life-energy from the victim's body. If a model with the Feast ability kills any enemy Mortal model, friend or foe, then it may take an action to drain the corpse. If the Drain action is taken, the Feasting model may restore 1 Wound to its profile. A model cannot gain more Wounds then what was originally in its Profile by using the Feast Special Ability. A model in CC may not Feast.

Any model within 3" of a model using the Feast ability must make an immediate Panic test with a Dire penalty of -3.

Ferocity

Units with this ability attack viciously, with a determination to cause great bodily harm.

Models with the Ferocity Special Ability gain an additional bonus of +2 CC and +1 DAM the model Charges or Countercharges.

Fiendish Torturer

Bones and flesh are frail, the mind is weak. These are the grim realities of being mortal. We suffer, we scream and ultimately we die. In many cases the escape of death is a welcome alternative to the pains of mortality. Some beings are able to exploit the frailties of flesh in ways that can shatter the delicate psyches and bodies of their victims. These monsters can drag an otherwise inspiring leader into the depths of agony filled madness. They posses intimate knowledge of what causes a mortal pain and can apply this knowledge in ways unthinkable before granting the sweet release of death.

If a model with this skill inflicts the last wound on a model with the Divisional Commander special ability, that model will be tortured for information. The torturer will gain the same benefit as if he used the Espionage special ability. In addition, the torturer will be able to deliver this intelligence to any squad within 9" range. If they pass a LD check, they will be allowed to activate the same way as if they were given orders by a commander.

First Strike

Some duelists are so quick and agile with their melee weapons that they can always land the first shot. These models are allowed to attack first during Countercharge or Brace.

Form Fireteam

Some Units are trained to act in pairs on the battlefield, outside of normal Squad formation. These Units can split from the Squad to gain a tactical position and provide support for the rest of the Squad. Models with the Form Fireteam Special Ability are Deployed in the regular manner with the rest of their Squad.



Once that Squad is Activated, models with this ability may split from the rest of the Squad and leave Command Distance. For the reminder of the game, they are considered a separate Squad and will activate independently from their Squad of origin. If such a Unit later comes within Command Distance with a similar model (also separated as a fireteam), they may unite to form a new Squad. These models are now considered to be a Leaderless Squad and follow the rules for Leaderless Squads.

Forward Observer

Forward Observers are models trained in the methods and procedures concerning spotting for supporting indirect fire, as well as the larger and more critical responsibility of assisting the Force Commander in calling down a Fire Mission on the enemy. See the section on Fire Missions & Forward Observers for details.

Foul Wind

Models capable of bellowing the foul wind are indeed heinous. Once per round, these creatures can disgorge huge gouts of black and gray diseased smoke and flies that spew forth from their mouth. When this blast is aimed at a freshly killed mortal, the remains will rise at the start of the next turn as a Blessed Legionnaire.

Group Assault



Some Units are trained to fight in concert, blending attacks to create a near continual assault. Those models with Group Assault receive a bonus of +1 CC and +1 DAM to a Strike action for every friendly model that is Base Contact with the enemy model. This bonus is *in addition* to Multiple Attacker bonuses. However, the maximum bonus limit for a group attack is +4/+4, regardless of the number of attackers present.

Guerilla Training

Guerilla fighters are masters of redirection on the battlefield, appearing in one place only to vanish back into the landscape like ghosts. They can frustrate the most powerful army, escaping superior forces only to appear out of nowhere later and attack where the lines are the weakest.

Units with Guerilla training deploy in the open. Once all Units have deployed (including Outmaneuver Units), Guerilla Units may be removed from the table at the player's discretion. Once removed, they can be redeployed anywhere in the friendly deployment zone at the start of the second turn, and may activate normally thereafter.

These Units are also trained in the use of cover and concealment. They impose a –1 RC penalty on any Unit that tries to target them, in addition to any other modifiers.

Gunslinger

A gunslinger has truly mastered the way of the pistol, able to snap off shots in all directions and choose its targets at will.

A model with the Gunslinger Special Ability may choose to Fire at a model that is in its Rear Facing, if that model is within the Gunslinger's LD value in inches. Therefore, Gunslinger models have a 360-degree firing arc.

Hate (Level 1-5)

Some Units have an intense loathing for an Individual or a group of people and will go to any length to attack the focus of their hatred. A model with the Hate Special Ability will have the subject of their hatred noted in their Profile. A model with Hate must abide the following rules:

- *Models may **add the level of their hatred to Tac-sense** rolls that are used to target the subject of their hatred.*

• *Models which cause Morale checks that are also the subject of Hatred actually* incite *their assailants. Models* **add *their level of Hatred to their LD when making Morale tests against hated opponents.***

• *Models will* ***not willingly break*** *from combat with a Hated model.*

Impenetrability

Some things in the worlds of the Mutant Chronicles are very heavily armored against conventional ballistic weapons. Models with Impenetrability have this increased ballistic load value *already* added to the AR value in their profile. Models with AV weapons will reduce their AR rating by the listed factor. Models with this Special Ability are *completely immune* to natural, non-AV rated weapons.

Impersonation

Individuals who possess this skill are a masterful combination of commando and assassin. By blending in with the rank and file troopers of other less lethal friendly squads until the time is right, these models can spring upon their target when they least expect it. Many a commander has lost his life when a rather ordinary Ashigaru trooper suddenly sprang on him without warning, assaulting him with the skills of a Mishima Deathbringer.

When a model with Impersonation is purchased, the buying player must clearly mark on the deployment card in which squad the impersonating model is hiding. How this is done is up to the player in question, but there must be absolutely no doubt as to which squad he belongs. This card is kept in reserve, as if the model was an unseen assailant.

The impersonator will assume the identity of an average trooper in the squad. As such, the squad in which the impersonator is hiding must have a minimum of four non-specialist troopers. The squad is deployed normally, and for all intents and purposes will perform as if they were nothing more than what they appear. But at any time during the activation of that squad, the controlling player may replace the next model to be activated with the impersonating model, so long as that model is not the squad's leader or a specialist.

The model will immediately detach from their former squad and proceed with their mission as an individual. Once the impersonating model's activation is completed, the squad's activation continues as normal.

Infiltrate

While a well-trained fighting force is important in a battle, learning the lay of the land in which a battle is to be fought is an unprecedented advantage.

Models with this Special Ability are deployed after all other models have been deployed and after reconnaissance spot checks have been resolved. The Unit's card may be deployed anywhere on the tabletop, except in the enemy deployment zone or within 12" of enemy models. The models may be placed in LOS of enemy models, as long as they are in cover or deployed under MP.

Insinuative Visions



While the subconscious mind is said to process the day's experiences and rejuvenate the body, it also generates considerable psychic energy; energy that the Lord of Dreams draws sustenance from. Though the Dream Master feeds off the dreams and hopes of the sleeping, he also lays open those images to his chosen disciples.

Wielding a fearsome form of telepathy, those with this ability implant horrific visions into the subconscious minds of their victims. Once on the battlefield, the victims see these subconscious visions in the form of the enemy arrayed against them. In effect, it is as if one's nightmares have become a reality. Enemy models within command radius of the telepath will receive ominous feelings of deja vu, realizing their worst unspoken fears. They will suffer a -2 to their LD and CC skills, and be unable to countercharge enemy models.

The same insidious imagery which paralyzes their enemies serves to have the opposite affect on their allies. Friendly models within command radius of the telepath will notice a reassuring weakness in the enemy, a weakness they had seen in their own dreams. As such, they will receive a +2 bonus to their LD and CC skills.

Inspiration (Level 1-5)

Some Officers or Individuals project such an aura of authority, intimidation, or are so respected in the eyes of their peers/underlings, that they can motivate others and enforce Morale during times of distress and panic. Leaders with this ability may add their level of Inspiration to the effective LD value for both themselves and friendly models within their command radius.

Irresistible Parley

Seduction is not limited to the pleasures of the flesh. Often it is the lure of power, the promise of achievement and advancement that are regarded as alluring. Some beings are able to manipulate words and ideas in such a masterful way that others hearing them, even enemies, are moved to action. It is the gift often practiced by litigators, pundits and politicians. Speaking in dulcet tones and reassuring phrases, these models are expert negotiators and seductive manipulators. They have a persuasive and unique way of making any premise, no matter how implausible, seem reasonable.

Enemy models within command radius of such a model that ends the turn in a panic state must make an additional LD check using their unmodified personal LD stat. Roll separately for each model. Models that fail will succumb to the insidious claims of the enemy, and lapse into to a broken state. Broken model within range must make a check as well. Those that fail will accept the seemingly reasonable terms of the enemy, and surrender. Remove them from play.

Keen Eyes

Models with this special ability have exceptional skills of observation. Models with this special ability gain a +2 bonus when spotting stealthy enemy models.

Killing Stroke

Years of training and drilling exercises have produced a warrior with the ability to transfer his inner strength into a devastating blow of stone shattering might. Regardless of the weapon used, warriors with Killing Blow are formidable opponents, capable of magnifying any instrument they wield.

This Special Ability simulates a particularly vicious or deadly attack. It gives the close combat weapon in question an additional (x1) modifier.

> ***Example:*** *If a model with Killing Stroke has a CC weapon with DAM 13, it would now be considered a Damage 13(x2). If he had a 13(x2) damage, it would now be a 13(x3), etc.*

Leap



Some Units have immense strength in their legs, which allows them to jump incredibly high. A model with this ability can spend an action to jump up to its MV in inches. If the Unit lands in Close Combat, it counts as a Charge, *which cannot be Countercharged*.

Additionally, models with the Leap Special Ability can Leap over models their own SZ or smaller. A Leaping model must obey standard targeting priority.

Litany of Madness

There are those who maintain that madness is nothing more than genius misunderstood; that madmen function on a level incomprehensible to most normal humans. Whether this is true or not may never be known, though observation of the minions of the Apostle of Madness seems to indicate a sinister intelligence at work.

The incoherent mumblings of the deranged contain in them subtle commands which find purchase in the secret recesses of the mind, places fertile to the seeds of Muawijhe. Models with this skill babble constantly, continually gibbering away in a nonsensical combination of tongues and voices loud enough for all to hear. The effect is rather unsettling to mortal models. Those within short range of the babbling model will suffer a -1 penalty to their LD. Models in point blank range suffers a -2 penalty to their LD. This penalty is in addition to the penalties induced by other madness induced effects such as Wail of the Damned.

The litany has a decidedly different effect on the mad. Karnophages who are in the area of effect will be immune to the effects of moral so long as the babbling can be heard. The effect on Screaming Legionnaires is even more pronounced. Legionnaires that find themselves out of command but within range of the babbling effect will not stand in confusion for one action like other necrorganic models that are without leadership. Instead the model will use that action to move directly toward the sound using the most direct path possible.

They will continue to pursue the babbling model in this way until they reach its command radius. They will then stand idle, mesmerized by the sounds as if it has some soothing meaning only they can understand. The only actions they make take are the move actions required to keep within command radius of the babbling model. Once they enter his command radius, they will again stop – mesmerized by the sounds.

Models so pacified must pass a LD check before they will submit to the commands of a model attempting to return them to a state of command. Check for each model individually. Those that fail will refuse to respond, but the commander is free to try again by spending additional actions.

Lurk

There is something true in the dim memories from our childhood of bogeymen, of shadows that lurk in our closets and under our beds. We see them in the corners of our eyes yet when we muster the courage to confront their presence, there is nothing there. We tremble quietly glancing around for which shadows the monsters have jumped into now. While we have dismissed these memories as little more than childish recollections, they are far more than that. They are in fact glimpses of the Dark Soul's minions; minions trapped beyond this plane of existence yet able to reveal themselves partially to us in dreams, or just at the edge of our perceptions.

Models with this ability to lurk are specialized stalkers adept in the use of Dark Symmetry to buttress their stealthy skills and like the phantoms of our childhood, are able to fade in and out of sight as if they were not real.

These models have all the skills of a level six stalker, but when attacked successfully by a ranged combat attack while not engaged in close combat, a save against the damage indicates they will vanish from sight, reentering stalk mode much to the chagrin of their attacker. In fact, the last thing the attacker will see is a rather profane gesture. While this is most likely only meant as a salute to the attacker's marksmanship, it has served to make Lurking models an extremely hated foe. As such, models may never use tactical sense to avoid the lurker as a target, and models must fire on the lurker even when engaged in close combat with a friendly model.

Medic (Level 3-6)

Units with this ability can heal the wounded or revive fallen comrades. Usually, models wounded are marked with a wound marker. Models that lose their last wound are also marked with a Prone marker (or laid down if the player prefers). Medics can attempt to heal any model within 2" by rolling under the level of his Medic Ability on a d20. They can only attempt to heal any given model once in a turn, and if successful, a wound marker is removed. The next round, newly healed model may spend an action to stand and act normally. If the roll is

failed, the mini is removed from play, a casualty of war. Also, at the end of a given turn, any model the Medic failed to heal is removed from play. They died before a Medic could reach them.

Mist of Semai

Think and chocking swirls of fog engulf all those within point blank range of the model. Those within the mist gain the Camouflage 2 special ability.

Natural Attack

Some models maul the enemy with tooth and nail. Others use their awesome bulk to smash opponents. Some are trained in the martial arts, or use the skills of a misspent youth to pummel the enemy. Whether a series of punches and kicks or one mighty hamming blow, when a model spends an action using these skills in an attempt to harm the enemy, the attack is referred to as a Natural Attack. The damage a Natural Attack will inflict is listed in parentheses after the skill listing. A description of the method used to deliver this damage will be included in the model's description.

Necromancy (level 3-6)

Models that posse the Necromancy skill can act as medics for necrorganic, necrobiotic, summoned, and supernatural creatures. This skill is limited to models of the aforementioned type who are size three or less. See the Medic special ability for details.

Necrorganic Resistance

Models who are bereft of a moral existence are by their very nature resistant to attacks designed to harm mortal beings. Gases and toxins that would easily slay a mortal have little effect on the microbes used to animate flesh, and a bullet passing through rotted flesh does little to stop an animated cadaver. They are beyond such concerns.

Models with Necrorganic Resistance exposed to an environmental hazard gains a bonus of +6 on their save verses such attacks. Ranged combat attacks that do not have an AV rating suffer a penalty of -3 on the damage it inflicts.

Necroplasmic Eruption

Certain models have the ability to force an eruption from their bodies which takes the form of a fountain of highly corrosive fluids drawn from their own digestive systems. This nauseating and dangerous attack sprays any model within range with an environmental hazard attack. Place the small explosion template over the targeted model. Any model touched by the template will be affected. The strength of this attack will be listed after the skill.

Example: *A Cairath with Necroplasmic Eruption: 10 spends an action to perform this revolting attack. Place the small explosion template over the targeted model. Any model under the template suffers an Environmental attack with an ATR of 10.*

Para-deploy

It takes a special kind of soldier to be a paratrooper; jumping out of an aircraft at 200 mph under the best of conditions is like being fired out of a cannon into the midst of a raging hurricane. The blast of the wind is deafening. Anything not tightly strapped will be sheered away, and even the slightly flaw in your form will result in a tumbling fall that could easily foul your chute or hang you by your own static line—or worse.

Squads with the Para-deploy skill are reserved until the controlling player wishes to deploy them. Then, at *any* time during his turn, he may activate the Para-deploy Squad as he would a normal Squad, and place them on the table using the following rules:

1. To begin, the player must select a landing zone (LZ) by placing the small explosion template on the table. The following rules govern the selection of an LZ:

- *There must be room for the template to be placed.*
- *The template can be no closer than 2" from terrain taller than 1" in height.*
- *There can be no visible enemy models within 6" of the template.*

2. Once the LZ is selected, the first mini is deployed. First, check for the actual landing location, then check for the status of the trooper.

Landing Location Check

A standard deviation roll determines the actual spot the trooper lands relative to the center of the template. See the section on ***Deviation*** *for details.*

- *If the new location is open ground, place the model there and proceed to the* ***Status check****.*
- *If the landing position would place them on top of terrain or in water, place the model at the nearest open ground instead within 3" of the original landing location. There is no need to roll for status. They have lost all remaining actions and are marked Prone. If there is no open ground within 3", the model is lost and is removed from the game.*
- *Models that land within 3" of an enemy model are considered captured or killed upon landing. Remove them from play.*

Status check

Assuming the trooper did not hit terrain upon landing, or fall into the hands of the enemy, an LD test is made. The result, combined with landing location, will determine their status.

- *If the LD test is passed, the paratrooper lands correctly and assumes a MP position. Mark the Unit with an MP marker. Failing the LD test indicates a poor*

landing. The model is marked Prone, and must use an action to either stand or assume a MP before any further actions can be taken.

• Models that actually land on the template following their deviation roll hit the ground with two actions remaining. Those that miss the template have only one action remaining.

3. Once all the actions of the first model are completed, repeat with the next model until all models have been placed.

Paratroopers are a brave and fearless group. They are convinced of not only their ability to survive, but to take the worst the enemy has to offer and still achieve their mission. The following special rules apply to paratroopers:

• During the round in which they land these troopers are exempt from the penalties of being out of command.

• After the first round, they enjoy an increased command radius of 8", due to their independent training.

• Paratroopers are never required to check for panic on the round in which they were dropped—no matter how many casualties they suffer.



Predator Gaze

It is a look that instantly transmits an understanding that volumes of text could never describe; a gaze with a aura of lethality, of disquieting cunning, the realization that you are suddenly prey, all delivered at the speed of a reflex. It is a message that somehow triggers your primal instinct for flight even when every fiber of your mind demands you fight. It is that very moment which every soldier is warned about; that moment when hesitation kills.

When a model with this special ability starts in a position that is out of line of sight, and then moves into the view of a waiting model that is within short range, the waiting model must make an immediate PW check. This check must be made before the model may attempt to take an action from wait. Failure indicates the model is frozen in hesitation. The wait status is lost. This check must be made for every waiting model attempting to react to the model with Predator Gaze.

Predator Senses (Level 4-8)

Units with this ability have very keen senses and are able to use their eyes, nose, and ears to locate potential enemies. Models with the Predator Senses Special Ability may add their skill level to their LD when making spot checks against enemy units who are closer than half the predators modified LD in inches.

Raise Undead



Attacks with this special ability infect a recently slain model with insidious necro-plasmic nanomites who infuse the corpse with repugnant semblance of life; an obscene parody of their former selves permeated with Dark Symmetry. Victims of this attack will raise the round after their death as a Necrorganic being, and follow their attacker as if he or she were their squad leader. The specific type of Necrorganic created is solely dependant upon the specific power of the model possessing this ability. This "type" will be listed in the model's description. For example: Raise Undead (Blessed Legionnaire)

Reconnaissance Training

The eyes and ears of any army are its recon Units. Models with this skill are trained in scouting the enemy and making first contact with hostile forces. They act as the skirmishers and scouts for the armies of UWZ.

A model with Reconnaissance Training may deploy normally by hidden deployment card or in the open by actually placing the actual models on the table. If deployed in the open, they may be placed up to six inches forward of their deployment zone, and then make an immediate Spot check against up to two enemy deployment cards starting with the closest. The cards must be in LOS and within 36 inches of the recon unit. If the check is successful, the card is revealed and the minis are placed on the table instead.

Regenerate (Level 5-10)

Units with this ability can quickly repair their own body through biological or technical means.
A model with the Regenerate Special Ability can attempt to regain a lost

Wound by successfully rolling under their Regenerate skill level. Each attempt costs the model an action, and a model may never recover more than one wound per turn. A model may never recover more wounds than it started with.

Resolve (Level 1-3)

Those who are not easily swayed by emotions, both through courage or callousness, show Resolve and are likely to stand firm while others fold. A model with Resolve may add his level to his effective leadership when making moral tests of a personal nature. This bonus does not extend to troops under the model's command, or to leadership tests not related to moral.

Revolting Presence

Models with Revolting Presence are so disgusting in appearance that mortal models are loath to come in contact with them. Any mortal model attempting to charge such a creature must make a LD check. Failure indicates they fail to muster the courage to charge. The action is lost, but the model may try again with any remaining actions it may possess. Any model that either possesses or is under the command of a leader that possesses an effective LD stat of 12 or more is immune.

Screeching Projectile

Certain monsters are so huge and powerful that they can stun smaller models with their powerful attacks, and fling them as projectiles at others. Behemoths in particular have been known to toy with their prey in such a manor. It seems to appeal to both their sense of revenge and humor. The effect on all involved is nothing less than spectacular.

If a model with this ability scores a wound on a size two or less opponent in close combat, it may opt to forgo the infliction of that wound in order to knock the target prone and stunned. Stunned models within reach of the beast may then be picked up and heaved as a projectile at targets within eight inches for the cost of one action.

Models thrown in this way will suffer 14(x2) damage upon impact. Models hit by such a projectile will also suffer damage 14(x2). Thrown models that miss will deviate up to half the distance thrown. Any who manage to survive the ordeal will be left prone. The model that was thrown will additionally be stunned until the next turn. Mark the model as activated, if it was not already.

Friendly models in base contact may also be thrown, but only necrorganic creatures are foolish enough to be flung without resisting. The others must be subdued as above. This is a task gleefully performed without a moment's remorse by those in hasty need of a projectile.

Secondary Attack

Armed with two weapons (in most cases) and the skills to attack with blinding speed, Units with this skill are infamous for their ability to inflict a flurry of wounds in a brief amount of time.

These models may make a CC attack with their Primary weapon *and* an attack with their Secondary weapon in the *same* Action. That's two attacks for one action!

When attacking, a player must which is the primary weapon and which is the Secondary. There is a penalty of -4 to CC when attacking with a secondary weapon.

Shadow Walk

Whether by misdirection or some form of mysticism, a model with this ability may, under certain circumstances; move completely undetected over a short distance. Performing this feat takes a great deal of mental discipline and concentration, which isn't always possible under combat conditions.

A model wishing to attempt a Shadow Walk must announce his final destination. This destination must be within six inches of the model's current position. Next he must spend an action to concentrate, and then make a PW check. If the test succeeds, the model may spend an action to move the new location totally undetected. Failure indicates the model has failed to summon the required concentration, and the attempt to Shadow Walk has failed. The action spent concentrating was wasted.

Shambling Horde

Touted as a terrifying new Dark Legion tactic, some necrorganic units have adapted the ability to slowly shamble forward while still effectively firing their weapons. While this tactic would be suicidal for a mortal model, the shambling dead of the Dark Legion are perfectly suited for the task.

Models with this skill may move up to half their MV stat in inches and fire their weapon with a single action. They will suffer a -2 RC penalty for firing in this manor, and the shot must be taken at the end of the model's movement. Once a shot is taken, the model may move no further with that particular action. This shot may not be aimed, and necrorganic models that are currently leaderless may not perform a shambling advance.

Sinstress Gaze



Models with this skill have a tangible aura of sultry decadence and alluring mystery that strikes at the basest emotions of mortals. Combined with a well practiced empathic nature, a mere gaze from such a temptress can bewilder and entrance even those who are cognizant of the effect. While human females have been intriguing men since the beginning of time with such methods, their efforts represent only a hint of the power these models possess.

Once per turn for the cost of an action, models with this skill may lower their gaze upon a mortal model within point blank range. The model must make an immediate

roll. If the result is greater than twice their PW rating, the victim will become completely enthralled. Models with more than one wound are allowed one roll per wound, with any successful roll nullifying the effect.

Models that fail the roll will be lost to their former brethren, enslaved by the subliminal wiles of their new master. They will immediately lower their weapon and take up position a few step behind the foul temptress. Obvious to all reason, they will act as her bodyguard and defend her to the death. See the bodyguard special ability for details.

Sniper



Superior marksmen equipped with improved weapons, snipers are greatly feared. Models who possess the Sniper skill gain the following abilities:

- *If the sniper spends an action to aim, In addition to the +3 RC bonus he or she will automatically be successful in using the Tactical Sense special ability. No roll is required, but all the limitations for the use of Tactical Sense still apply.*

- *If the sniper spends two actions to aim, in addition to the above bonus he or she will able to attack any model in the target squad, so long as that model is in range and in LOS.*

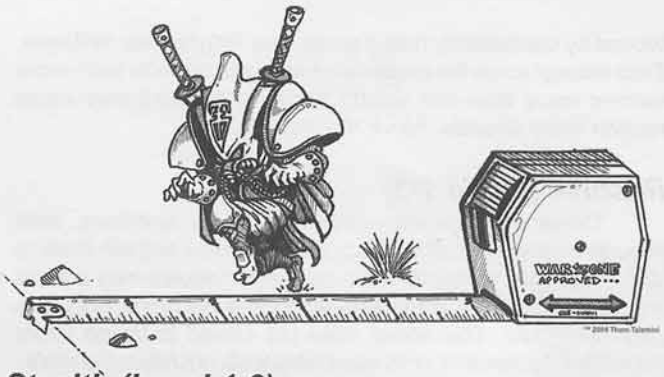
- *Due to their independent nature, models with the Sniper ability gain an additional +4 to the range in inches at which they are considered in command.*

Stalk (Level 6-8)

Stalking is the ability to move unseen with the speed and ease of normal Units. Stalking models start the game Stalking, and deploy in the friendly deployment zone during the placement of infiltrators. While stalking, the model does not block LOS.

A stalking model loses its Stalking status if it is successfully spotted by the enemy, or performs any Action other than to Move, Wait, Aim, or Concentrate. There is a level associated with this skill, and that number is used as a penalty to the LD stat of those wishing to spot the stalker. At the time a Stalking model is revealed, either from choice or being Spotted, the player of the Stalking Unit must reveal the Unit immediately where the counter was located at the time of the spot check.

Once a stalking model has been revealed (voluntarily or not), the model may spend an action in an attempt to return to stalking status. If there is no enemy model's within 6" and LOS of the stalker, and a successful LD check is made, stalking is resumed. Failure of this test indicates the enemy was not fooled, and the stalker's location is still known. Only one attempt per turn is allowed.



Stealth (Level 1-3)

Units with this Special Ability are experts at using their surroundings to mask their movement. A model with stealth may move unseen at half its normal MV value. The model loses its stealth status if it is successfully spotted by the enemy, or performs any action other than to Move, Wait, Concentrate, or Aim.

There is a level associated with this skill, and that level acts as a penalty to the LD of enemy models attempting to spot the stealthy model. The Movement penalty for being in stealth mode is applied *before* any Movement penalties for terrain. However, a model may never Move less then 1" per move action, regardless of the penalties.

Models with Stealth are deployed normally, and considered concealed until they either take an action that reveals their presence, or are spotted successfully by the enemy. Once revealed, they remain so for the remainder of the game.

Strategic Insight

Some Individuals have such a keen mind for strategy and an uncanny ability to read the flow of battle that they are able to better orchestrate their forces. A model with Strategic Insight adds a +2 to the army's initiative rolls, so long as the model lives. This effect is not cumulative.

Survival Training (Level 1-5)

Units with this special ability have been trained to survive and operate in hostile environmental conditions. They may add their level of skill to the save verses any environmental hazard they might face.



Swarm Assault

Being a specialized version of group assault, models with this skill are greatly feared. In addition to the benefits of group assault, when an enemy model is engaged in close combat by more of these creatures than his size rating, any hit scored in close combat by the swarming attackers will pull the model prone. No wound is required.

Once pulled down, the victim will be unable to regain his feet until the number of attackers is reduced to his size rating or less. Subsequent attacks against the prone model will enjoy the +4 bonus to CC as stated in the prone rules, and the swarming attackers will gain an additional +4 bonus to damage as well.

Models that are in base contact with a friendly model can not be pulled down. Models with a STR rating greater than 6 are also immune, as they are simply too strong to be overwhelmed.

Symbiotic Link

Units with this ability have an enhanced ability to communicate and coordinate on the battlefield. These models are considered in command so long as they are within 12" of the reference model or squad leader.

Tactical Sense

Units with this ability have a good sense of the ebb and flow of battle, which allows them to better pick their targets on the battlefield. A model with the Tactical Sense Special Ability may once per turn attempt to shift their Target Priority for Ranged Combat.

For a model to use Tactical Sense, there can be no enemies within range (Point Blank for Elite Units, Short Range for Grunts), otherwise this ability cannot be used.

If clear, the model must pass an LD test for each model in the Squad with Tactical Sense. Success allows the model to shift their fire to the closest target in the Squad of their choice.

Target Priority is detailed in the **Ranged Combat** section of this book.

Technomancy

This skill represents a mastery of the technical aspects of the various technologies and methodologies used to create many of the minions of the Dark Soul, and create many of the curses than have since befallen mankind at his hands. They are the engineers of the Dark Symmetry.

On the battlefield these models serve as a number of useful roles. Models with this skill may perform one (and only one) of the below tasks per turn:

· By releasing specially engineered and particularly rare nanites that seek out and chemically break down explosives, a directly in front of the model equal to a small flamer template can be cleared of mines. This skill costs one action.

· By re-tasking the microscopic nanites that animate flesh, the model may convert any three friendly necrorganic creatures within 6" range into a single golem of darkness. Remove all three models, and replace the center one with the Golem. It will be considered a part of the squad in which the necrorganic beings belonged.

· By dispersing particularly powerful nanites designed to repair other nanites, the model may attempt to repair damage on bio-constructs far too large for necromancy to help. On a roll of 5 or less, they can return a wound to even a Bio-giant. This skill costs one action.

Models skilled in Technomancy often equip with additional load-outs that further increase their flexibility and usefulness.

Telepathic Command

Telepathy, it is a skill that, though rare and often undeveloped, has existed in man for millennia. The ability to project ones mind into another is a wondrous feat. Some beings who have mastered this skill are able to dominate the thoughts of others by sheer force of will alone. For them, the minds of most others are things easily subsumed. Against these powers, most minds recoil and obey the overwhelming presence that has invaded their being.

Like the Command Helm, Commanders with this skill may Give Orders to any squad they may legally command, so long as that squad is in LOS and a successful LD check is made. Unlike the command helm, there is no penalty for range.

Thunderous Roar



Models with this special ability may spend an action to let loose a nerve rattling roar.

Models that have a DIRE rating who roar will either have their current DIRE rating doubled for the remainder of the turn.

Those without a DIRE rating will manifest a DIRE rating of three for the remainder of the turn.

Tunnel

When a model has this Special Ability, it may spend one action to submerge itself below ground level (level 0). Once underground, it cannot be attacked in any way, and may use only Move actions. Indicate the position of the tunneling model with a Tunneling Counter.

At any time during its turn, it may spend one Action to emerge from the ground. Due to the inexact nature of this style of movement, the model cannot emerge in base-to-base contact with another model.

Unscrupulous

There are some people in the universe who, no matter their training, upbringing or morality, simply care little for human life. They are often miscreants, murderers, sociopaths, and psychopaths who have been convicted of one or more crimes against society or would be if caught.

Unscrupulous models do not need to make a Morale Check to fire into close combat or attack friendly troops.

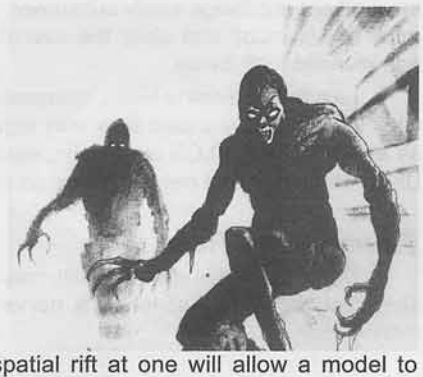
Unseen Assailant

Models with this Special Ability have an almost supernatural ability to conceal themselves and blend into their surroundings. Players buy the model as normal, but do not

deploy it during the normal deployment phase. Instead, the model may be activated at any time during the game during that player's turn. The model may be placed anywhere on the table, as long as it is no closer than 12" from any enemy model. The Unseen Assailant has all the abilities of a level 10 Stalker. When it appears on the table, it is considered in Stalk mode.

Should an Unseen Assailant attack a model and score a kill with the first action, he or she may elect to use their remaining actions to immediately move to a position of safety. If that position breaks LOS with all the enemy models within 12" of the unseen assailant, their stalking status will be preserved.

Void Gate



Models or items that have the Void Gate designation have been mysteriously enchanted with a form of Dark Symmetry that allows for the opening of a spatial rift through the Void. These items always have a counterpart, and passing through the spatial rift at one will allow a model to instantly appear beside the other.

Models that are within base contact with a Void Gate may spend an action to instantly move to within base contact of the counterpart Void Gate, no matter how distant it may be. This can only be done once per turn.

Void Taint

Items exposed to the mysterious energies of the Void can sometimes become polarized with the dark energies that flow there. These items slowly become toxic to mortal beings, radiating a cold that no amount of clothing can block. Eventually the taint becomes lethal, and the item becomes an environmental hazard.

As with other environmental hazards, this effect will have an ATS rating. It is this rating that determines the range in which this hazard extends. For ATS ratings of 10 or less, the range is one inch. For every three points added to the ATS rating, the effect extends one additional inch.

The ATS rating on a tainted item will be listed in parenthesis just after the Void Taint designation.

Void Travel

Models with this skill may employ the Void Gate power for the cost of all three actions. Following the last model in his squad to use the gate, he will step though with the gate closing behind him.

Wail of the Damned

Those that have the displeasure to hear this sound never forget it, for it is the sound of utter misery and despair. Models that possess this ability are in such horrific misery that their howling and screaming can be heard as they approach. If a squad of these models numbers at least eight models, the wailing will serve to create considerable unease in the ranks of the enemy. Enemy models within 12" of such a group will suffer a penalty to LD of –2. Enemy models within 6" of such a group will suffer an LD penalty of –4. This is considered a psychological effect.

War Cry

A model with this ability is an inspired leader and a powerful presence on the battlefield. When that model uses this ability he must spend an action and make an LD test. If successful, the model has caused one friendly unit (of like disposition) to have an Enhanced Charge Special Ability at Level 1 for the turn. It lasts only for the turn it was made. If this model fails the roll, the action is wasted. He may only try this once per activation. If the unit selected has the Enhanced Charge Special Ability already, he may not add to that rating and the unit is unaffected by War Cry.

Whispered Revelations

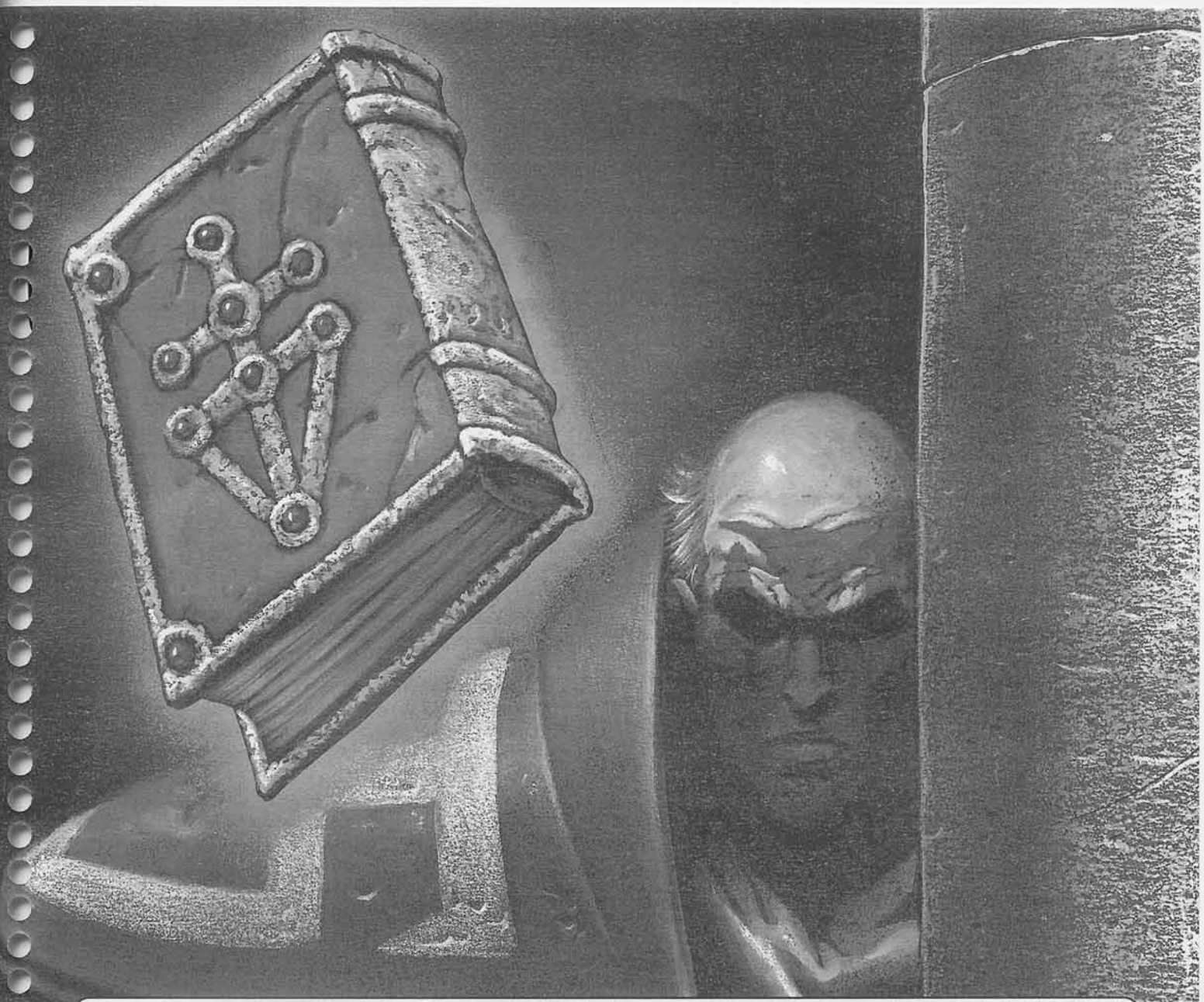
Models with this skill are able to speak to anyone; their voice telepathically fills the mind of their victim with images and whispered secrets that reveal nuances of their existence they have blissfully chosen to ignore. They are forced in one vile moment to face the ghastly slow decay that is mortality. For many, it is more than they can endure.

Models with this ability may telepathically attack a model within six inches for the cost of one action. The target must make a LD check using their individual LD stat. Failure indicates the model will inflict a wound upon itself in an attempt to carve away the rotting flesh that encases them. Squads who have members that have disfigured themselves in such a horrifying way will suffer a DIRE 4 effect for the remainder of the round. As this is a psychological effect, only mortal models are affected.



Zombie Master

Models with this skill may act as unit commander for any Necrorganic squad in their army. They have the rather unique skills and mental makeup required to command the dead.



Many models in the game can channel the supernatural powers of the Mutant Chronicles universe. Each type of Channeler seems to have his specific method of manipulating these powerful forces as determined by his affiliation. While many of these powers are immediate, such as an arcane attack or a teleport, others affect other models in the game, for good or ill. In game terms, we keep track of these applied powers using the following marker system.

When channeling applied powers to a squad or individual, use a Counter Keeper. On the one side of the Keeper place the generic symbol of the channeling type. On the face down side, place a black counter. You should fill out ahead of time the powers you will be using. You can write on these blank counters.

When channeled successfully, place the Counter Keeper next to the unit affected as a reminder of the powers affects on the model.

BROTHERHOOD ART	DARK SYMMETRY	KI POWERS	INHERITOR GIFTS	CRESCENTIA PROPHESIES
				

13- Channeling

Throughout history, there have been tales of the supernatural and those who could master such mysterious powers. These tales had always been the province of speculation, story, and myth—until Imperial's Conquistadors unearthed the damned Steel Tablet.

When the Dark Legion first waged war with the forces of humanity, it brought to bear a new and powerful weapon on the battlefield, the supernatural. The powers of the Dark Symmetry allowed wielders to bend the laws of physics, affect the minds of men, and even alter the face of reality. The Dark Legion's use of the supernatural nearly led to the downfall of man and the triumph of the Darkness. That is, until a mysterious man—no different from the countless billions outside the Corporate giants of that day, strode from the jungles of Venus, harboring a power of his own that repelled the Darkness like day chases away night.

His name was Nathaniel Durand, the First Cardinal and the savior of mankind. Nathaniel had the ability to use the supernatural and the knowledge of how to teach others to do the same. He explained some of the metaphysical properties of the Universe that gave him such miraculous powers and showed humanity how to Channel.

In modern times, the phenomenon of Channeling is still mostly a mystery, largely due to the extremely secretive natures of those who can wield these powers, who wish to ensure their knowledge is not corrupted and abused. The Cartel has launched various investigations into Channeling themselves, and has discovered that outside of the Brotherhood and the Dark Legion, the only other organization with ties to Channeling has been Mishima.

On an Individual scale, it seems that the ability to Channel is not something learned as much as something that is genetic. Those who are born with the ability to open themselves up and manipulate the energies of the Universe develop such abilities subconsciously during the early parts of their life, only realizing their potential during adolescence when their abilities start to manifest. What we know of Channeling is only that the way a person can Channel is largely based upon their subconscious and their personality.

13.1- Channeling and Models

In UWZ, some models can use Supernatural Powers to aid friends and destroy foes on the field of battle. Each model (other than Personalities) with the Channel Special Ability has a level which determines the skill at which a Channeler manipulates power. During that model's Activation, it may attempt to use those Supernatural Powers.

To do so, they must take a Channel test, which is based upon their PW value, but is modified by things like Concentrating, Cover, and the level of difficulty of the Power, which we refer to as its Magnitude (see Supernatural Powers below). The Channeling model's player rolls a d20 and attempts to roll less than or equal to its modified PW score. If successful, the Power takes effect as listed in its description. If failed, only one Action is lost, regardless of the number required for the Power. This is because the failure always begins at the start of the Channeling attempt. Like RC and CC combat, Channeling also has special results that occur when a natural "1" or "20" are rolled.

Critical (Natural 1)

On a natural roll of 1, not only does the Power take affect, but it took no actions to Channel.

Fumble (Natural 20)

On a natural roll of 20, the intended Power does not take effect. Further, the model's player must roll on the Supernatural Backlash Chart to see what toll the Fumble has taken on the Channeling model.

13.2- Facing and Channeling

Unless otherwise stated in a model's profile, a model can only Channel a Power against models within their Front Facing.

13.3- Target Priority and Channeling

Those with the ability to Channel must have great personal discipline to deal with the varied and chaotic energies that make up the Universe. Channeling models obey the standard rules for Targeting Priority.

13.4- Concentrate

Channelers who take a moment to meditate and free their mind from any corporeal worries usually find their ability to manipulate the energies of the supernatural with greater ease.

If a Channeling model expends an action to Concentrate, then it may reduce the Magnitude of the next Supernatural Power that it wishes to Channel by **2**. This effect is cumulative, as further meditation results in a better understanding of the energies at hand.



Some of the icons used for keeping track of channeling effects.



write power above



13.5- Supernatural Backlash

The energies of the Universe are not to be trifled with. The slightest mistake while combining energies into a Power can have severe repercussions upon the Channeler and others around the caster. When a Channeling model Fumbles a Channel test, the model's player must roll on this Chart and apply the results.

SUPERNATURAL BACKLASH CHART

ROLL RESULT	EFFECT
1-10	**Mind Scramble:** The energy feedback caused by the failed Channeling attempt warps the Channeler's perceptions, making it hard to think straight. The Channeler cannot Concentrate this Turn and all powers it attempts to Channel this turn are elevated three (+3) Magnitudes.
11-16	**Mind Spike:** The Channeling model is stunned by the powerful energy feedback. The Channeling model's turn ends immediately.
18-19	**Mind Surge:** The cascading energies snap inside the Channeler's body, causing immense feedback that knocks the Channeler unconscious. Place the Channeling model Prone. It may not be Activated again until either a friendly model moves within Base Contact and expends one action to wake the Channeling model up, or the Channeling model can wake on its own by passing a LD test at a -4 (made once at the beginning of each subsequent turn needed).
20	**Mind Storm:** The energies coursing through the Channeler's body have coalesced wrong, leading to a vicious energy maelstrom that springs up around the Channeler's body. All models, including the Channeler, within the Channeler's SZ in inches must make a LD test less the Magnitude of the fumbled power. Each failed Save results in 1 Wound.

Example: A Magnitude 2 power would cause everyone affected to make an LD test at a –2 against the power.

13.6- Channeling and Movement

One of the most dangerous abilities of a Channeler is that, unlike most machines of war, they have the mobility to go almost anywhere on the battlefield. While this mobility is very advantageous, there are limits.

13.7- MP and Channeling

As long as a Channeler still has LOS and range of its target, it may affect it with Channeling.

13.8- Climbing and Channeling

The concentration and effort necessary to Climb makes Channeling impossible. Therefore, a model with the ability to Channel cannot do so if it is either in the process of Climbing.

13.9- Channeling and Close Combat

Unless otherwise noted in the Channeling power, a model with the ability to Channel cannot do so if it is in CC with an enemy model.

13.10- Channeling and Ranged Combat

It is extremely hard to remain calm and collected enough to properly concentrate when being shot at, making it impossible to properly control the energies necessary to manipulate the supernatural. To represent this, a Channeling model loses all bonuses from previous Concentrate actions, if an enemy model Fires from Wait at that Channeling model and scores a hit (though not necessarily a wound).

13.11- Channeling and Morale

To Channel, a person must be completely immersed in his task. Therefore, if the model is currently suffering from any Morale issues that it has not currently Rallied from, it cannot Channel.

13.12- Channeling and Terrain

Terrain plays a large part in what a Channeler can actually target and have any reasonable chance in affecting with the supernatural. *Focused* powers operate under the same premise as ranged attacks, so cover works the same way. *Broadcast* powers do not allow for cover bonuses to protect the targeted model, much like Indirect fire.

13.13- Channeling and Wait

The immense complexity and skill used in Channeling a power cannot normally be achieved in a rushed manner. Therefore, unless stated otherwise, a model cannot

use a reserved Wait action to perform a Channel action that requires more than one Action to summon.

13.14- Channeling and Supernatural Powers

The supernatural is a nebulous thing at best. The energies of the Universe are myriad and complex and the ability to manipulate them takes either immense intuitive talent or arduous training. When one with the ability to Channel manipulates the energies of the supernatural, they become what are known as a Power. The source of the supernatural energy that is being manipulated, the Channeler's personality, and even an Individual faith or personal beliefs are all factors in the construction of a Power.

13.15- Supernatural Powers

The Powers of the supernatural are divided up amongst the different groups who train in them and formulate the proper energy matrices necessary to make the Power happen. These groups, such as the Brotherhood's Art Aspects, Dark Legion Apostle's Dark Patterns, Mishiman KI powers, the Crescentian Prophecies, The Divine Order, and Jobian Rituals, all base their Powers upon their own creeds and motives and each have a listing in their relevant Army Lists.

The Profile for a Supernatural Power is the same for all groups:

Name

The name of a Supernatural Power is based upon the personality of those who created it and the affects that it has. The name is the main point of reference when attempting to find information about the Power.

Range

There are different Ranges when discussing Supernatural Powers, and these ranges affect a Power's usefulness on the battlefield. The Ranges are: Self, Touch, Measured/LOS, Template, and LOS.

- ***Self:*** *The Self range represents the fact that the Power can only be used internally by the Channeling model and cannot be used on any other model, either friend or foe.*

- ***Touch:*** *Touch range represents the Channeling model's ability to both use the Power on itself and/ or other models that the Channeling model is in Base Contact with. Touch powers can often be used in CC.*

- ***Template:*** *The Template range is usually accompanied by type of Template being used for the Power, such as Regular Flamethrower. Usually, any model that falls underneath the Template is affected by the Power. The range of the powers use is often determined by the magnitude of the Channeling.*

- ***Measured/ LOS:*** *A common designation, this method presents the effective range that the power may be used and its LOS requirements.*

- ***LOS:*** *Line of Sight range is the deadliest range of the Channeler. If the Channeling model has LOS of a target anywhere on the board, it may attempt to use the Power against that target.*

Magnitude

The Magnitude of a Power denotes its complexity and the effort necessary to properly manipulate the energies of the supernatural into a weave that will have the desired effect. There is a number that represents this level of intricacy involved in Channeling this Power.

The player of the Channeling model that wishes to make a Channel test for the particular Power must add or subtract that Magnitude number from the Channeling model's Power (PW) value. For the Power to be successfully Channeled, the player must roll either equal to or underneath the Channeling model's PW value that has been modified by the Magnitude number of the Power.

> ***Note:*** Should a model be the unwilling subject of a successfully manifested power; the magnitude of the power is subtracted from the model's relevant stat for testing purposes.

Actions

The Actions portion of the Power Profile represents the effort and time necessary to weave the energies of the supernatural into the desired Power. A Channeling model must be able to expend the corresponding number of action per Turn to attempt to Channel the Power. If the Channeling model does not have enough available actions left that Turn then it cannot attempt to Channel the Power. Simple Power weaves take little time and only require one action while the more complex and involved weaves may take two or three actions to Channel.

Type

A power can be broken into two categories, Focused/ Broadcast or Fixed/ Variable.

- *Focused Powers require LOS and are subject to limiting factors such as visibility or terrain cover. Powers that affect the self are considered Focused.*

- *Broadcast powers are different in that they do not require either direct LOS (though they must know a target is present) and they ignore terrain cover and such.*

- *Fixed powers are those that once successfully Channeled cannot be further altered or manipulated.*

- *Variable Powers are those that can be increased in scope by the use of more Channeling applied to them. A model that pours more personal energy into his Channeling may increase its effective range, increase the damage of a power, or improve its function. This explanation is detailed in the power. Manipulating powers this way is a draining process that will reduce the PW of the model that attempts it by the magnitude of the Power used for the next turn.*

Save

The target of Channeled Powers usually is able to attempt to resist the

effects of that Power. If allowed, there is a Stat abbreviation after the Save portion of the Power Profile. The model(s) targeted by the Power would attempt to roll less than or equal to the listed Stat to resist the effects of the Channeled Power, remembering to subtract the Magnitude from the roll. Willing recipients do not get saves against powers.

Effect

This portion of the Power Profile usually details the effects of a Power and gives any additional relevant information.

13.16- Pre Battle Powers

Some powers in the world of the Mutant Chronicles can be Channeled before the battle even begins. Your army may only Channel one pre-battle power per game. Only powers that are designated as "pre-battle" powers in their description can be used before the battle.

When Channeling a pre-battle power your Channeler may not use a Concentrate action. Channeling a pre-battle power results in the Channeler foregoing its first turn once the game begins. Such models cannot then be activated again until the second turn. Any exceptions will be listed in the Power's description. A Channeling model that uses a pre-battle power must be placed in the deployment area without the benefit of a Unit card.

13.17- SUMMONING POWERS

Some Channelers are able to use summoning powers. These powers are used to call beings from other realms to fight for the Channeler on the battlefield. A summoning power is Channeled in the same manner as all other powers.

If the power is successfully Channeled, the summoned Unit is immediately put into play within 4" Command Distance of the summoning model. However, the summoned Unit cannot be activated in the turn it was summoned unless the summoning attempt was a Perfect success (a 1 is rolled). If the power fails to be Channeled, nothing happens and there are no adverse effects, unless the summoning attempt was a Fumble.

PERFECT

If you roll a natural 1, the summoned Unit may activate immediately after *the Channeler is finished with its activation.*

FUMBLE

If you roll a natural 20, the summoned Unit comes into play out-of-control*; roll on the* ***Rampage Table****, ignoring the result for 20. As soon as the Channeler completes its activation, the summoned Unit activates according to the results of its rampage.*

A model can only summon as many Units in one game as he has actions.

> **Example:** A Nepharite of Ilian has three actions, so during the course of a game she may only summon a total of three Units, regardless of whether or not some die during play.



A Summoner may elect, for whatever reason, to release the summoned Unit from service. Should this be the case, he must spend and action and roll under his PW to send the creature back to its plane of origin.

This is called ***Dismissal*** and it may be performed anytime during the Summoner's activation or even from Wait.

13.18- CONTROLLING A SUMMONED UNIT

When a model summons a Unit from another plane of existence, it creates a bond with that model, a link that ties the two models together. Because of this relationship, the Summoned creature activates during the same activation as the summoner, as if they were a Squad.

Summoned models come into the game keenly aware of what is expected of them. They obey their summoners completely, unless they are forced to Rampage. A summoned model may Rampage on any turn in which they sustain more than their stated number of "safe" wounds. To reflect this effect, the summoned model must roll under its LD score (minus the number of wounds lost). Place a Rampage counter by the uncontrolled Unit.

The summoning Channeler may bring a Rampaging model back under control by dominating it with his will. To make a **Domination Test**, the Channeler rolls a d20 and adds this to his LD score. The summoned model does the same (no wound penalty). The higher score on this opposed roll wins, either the model becomes controlled again, or it continues Rampaging.

Use the Rampage Table below to determine the random behavior of a Rampaging Unit. At the beginning of each following turn, a new roll is made on the Rampage Table for each rampaging Unit. Rampaging Units are activated *before* initiative is determined for the turn.

RAMPAGE TABLE

ROLL	EFFECT
1	The model attacks at a +3 to its CC/RC. However, its AR is –3, as it is less concerned with its well being in its enraged state.
2-10	The Unit is activated immediately and uses all its available actions to attack the closest enemy model. Combat is resolved as normal.
11-15	The model is wracked by pain and agony caused by its unnatural presence on this plane of existence. The model's CC/RC stats are at -3 until brought under control via Domination.
16-19	Warping eddies of power undulate around the creature as its material form is wracked by staggering pain. Blinded by its own suffering, the model has lost one available action until brought back under control. Additionally, of its remaining actions, only one may be to attack an enemy.
20	The Unit is activated immediately and uses all its available actions to attack the Summoner. (If the Summoner is dead, apply the result for 16-19 instead.)



14- Vehicles

Greatly feared and highly valued, the rumbling approach of the enemy's armored Vehicles is often the last sounds a soldier ever hears, that and the relieved cheering of his opponent's troopers. These types of Mobile Support Units can vary from the fast strike crafts that tear up the field with punishing artillery, to the strategic presence of APC's.

To the soldiers of the Mutant Chronicles, Mobile Support reigns as the kings of support Units and are frequent points of rally on the battlefield. Most Mobile Support Units consist of either single powerful models or several Vehicles that work in tandem. Regardless of its designation, a Vehicle is a complex machine and is therefore handled differently than other combatants in UWZ.

While Vehicles with both an operator and Crewmembers are activated at the same time and can alternate the performing of actions, they are considered a single Unit. The order in which these actions are performed is up to the Vehicle's player. A Vehicle with a multi-person crew has the combined actions of each crewmember, actions that are taken in any order. All that matters is that at the end of the Vehicle's Turn, the operator and all the Crew have taken all available actions.

14.1- Understanding Your Mobile Support Units

Vehicle Profile

The Vehicle Profile is both similar and different than the other types of models within UWZ. Like every other model in the game, Vehicles have stat lines in their profiles. They use the same stat categories as any other model with a few additions. All relevant information for the Vehicle will be found in that Vehicle's Special Rules portion of its Profile. One of the most important pieces of information found in the Special Rules is the Vehicle's Type, which will determine much of what the Vehicle can do in the course of a battle.

1) Vehicle Type

While all Vehicles follow similar rules, the Vehicle's Type tells you very specific things about it. Some Vehicles lumber massively over the battlefield crushing terrain and soldiers beneath their ponderous bulk, while others are built for speed and swiftly streak across the field executing lightning strikes. The Vehicle Types are divided as follows: Wheeled, Bike, Tracked, Walker, Skimmer, and Flying.

• ***Wheeled***: *This type represents any Vehicle with four or more wheels and is the most common type of Vehicle found on the Warzones of the Mutant Chronicles. Wheeled Vehicles are of varying sizes and shapes depending on their makers.*

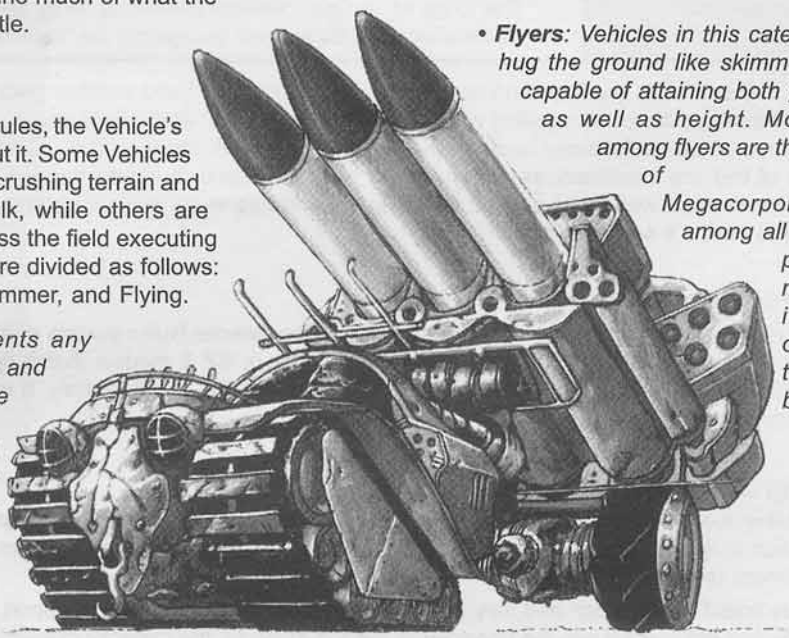
• ***Bike***: *This type of Vehicle moves along the battlefield on two to three wheels and is frequently used to reconnoiter the enemy or make decisive blows against isolated positions. Often smaller than the larger Tracked Vehicles, Bikes are a very versatile part of an army. Both Capitol and Mishima have taken to the use of Bikes in their armies.*

• ***Tracked***: *Plodding along linked tracks, most tanks in the Mutant Chronicles universe are of this type. Of all the types, tracked Vehicles often possess the heaviest armor as their movement design affords them the ability to effectively blend strength with mobility.*

• ***Walkers***: *There are many places on a battlefield that prevent heavily armored Vehicles from going, be they tank traps, wide trenches, etc. Though they move about on two or more legs affording them great maneuverability, they are capable of supporting almost as much armament as a treaded tank. For this reason they are favored choice among some corporations. The most impressive example of an armored walker is found in Imperial Megacorporation's Hurricane, a Vehicle who successfully combines the best aspects of firepower and maneuverability.*

• ***Skimmers***: *Unlike traditional Vehicles that move about the battlefield on legs, or tracks, or even wheels, skimmers use various methods to allow them to move over terrain without actually touching it. Most skimmers, like the famous Strike Skimmer of Bauhaus, move about through an interaction of air propulsion while others, like the Cybertronic M168 move about on anti-gravitic plates which focus magnetic fields into both lift and thrust. Skimmers in general may be quite heavily armed and armored but will not generally ever be able to attain any measurable altitude.*

• ***Flyers***: *Vehicles in this category do not hug the ground like skimmers, but are capable of attaining both great speed as well as height. Most notable among flyers are the advances of Capitol Megacorporation who, among all others, has placed the most importance on flight on the battlefield.*



Type	Turn Radius	Terrain Limitations
Bike	180 Degrees	1) MV halved through Rough Terrain. 2) Cannot Move through Limiting Terrain.
Flying	90 Degrees	1) Ignores Terrain not at current Altitude.
Skimmer	360 Degrees	1) No Terrain movement penalties. 2) Can move over Impassible Terrain, though Water Terrain is at full MV+ one inch per action spent only on water.
Tracked	360 Degrees	1) No Terrain Movement penalties.
Walker	180 Degrees	1) May Move over obstacles that are ½ the Size (SZ) of the Walker or smaller in inches.
Wheeled	90 Degrees	1) Subtract 1 inch from each Move through Limiting or Rough Terrain from the normal MV of the model.



2) Chassis Configuration

The Chassis of the Vehicle is its main body. There are two different types of Chassis Configurations in UWZ, Open and Closed.

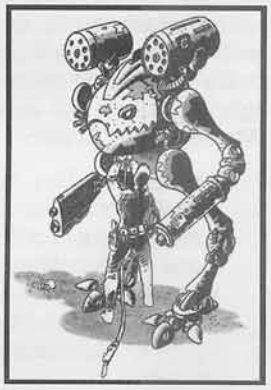


Chassis Type	Open	Closed
LOS Facing	360 °	
Forward Facing	360 °	180 °
Effects of Gas, Template & Environmental Hazards	***No Effect from Gas or Environmental Hazards.*** Only Templates affect the Vehicle, as the crews or troops are completely unaffected.	
Close Combat Strictures	The Crew of an Open Vehicle cannot be hit by an enemy Strike action. All Strikes will be against the Vehicle itself.	





In addition to the chassis configuration above, some Vehicles may have another purpose on the battlefield beyond instilling terror or creating massive destruction. This alternate purpose is to move troops from one area of the battlefield to another, both quickly and under the protection of heavy armor. The advantages of this are significant as being able to relocate troops to where needed is a highly desirable ability. However, a well-timed assault made on a full transport could cost a commander both the Vehicle and the troops it was carrying.



Armored Personnel Carriers (APC)

Vehicles designed to carry troops are noted as APCs in the Special Rules portion of their Profile. The number that follows this designation represents the number of SZ 2 models that it can carry. A Vehicle may carry double the amount of models of SZ 1 than it can SZ 2. Alternately, a vehicle may carry half that amount in SZ3 models.

2.0- Boarding a Transport (Embarking)

A model that wishes to Board a Transport must Move into Base Contact with the Transport Vehicle and expend 1 action to Board. Once boarded, a model's Turn is ended and it is considered to part of the Vehicle's Compliment until it disembarks.

Models may board in any order, and may start the game deployed inside of a transport. Should all the models in a Squad not make it into the transport or are too many for the capacity of the Vehicle, and

then those models are considered left behind. Unless the Squad leader is with them they will be considered out of Command Distance and suffer the penalties associated with that state.

For an embarked modes, place the Unit Card of the Boarded model next to the Transport Vehicle until that model Disembarks.

The sophisticated locking systems and vigilance by the Vehicle's crew keeps enemy models from boarding a Transport. Therefore, no enemy model may Board a Transport Vehicle.

2.1- Traveling in a Transport

Unless otherwise stated in the profile, models inside a transport are considered protected by the Vehicle. They cannot be directly harmed unless the Vehicle is destroyed. While in the transport, Squads being transported are considered a single passenger Unit. During this passenger Unit activation, one or more of the models may elect to disembark.

2.2- Disembarking a Transport

During the passenger Unit activation, one or more of the transported models may disembark. Models that disembark spend 1 action to leave the transport. They should be placed in base contact with the transport exit point, and are required to spend their remaining actions before anyone in the transport may take another non-Wait action. Any model (friendly or enemy) in base contact with the transport's exit point will block transporting models from being able to disembark.

2.3- Surviving a Destroyed Transport

Being caught inside a Vehicle transport when it is destroyed is a dangerous situation, one that often results in calamity for the passengers. Models inside a transport that suffers destruction must make a survival check. Roll a d20 for each model and consult the following table:

ROLL	EFFECT
1-6	*Survived.*
7-11	*Suffered 1 wound.*
12-15	*Suffered 2 wounds.*
16-20	*Killed regardless of wounds.*

Models that survive may climb out of the wreck. They should be placed within 3" of the wreck and marked activated for the turn. Those survivors who for what ever reason don't exit the wreck during their next activation must roll again next round on the survival chart, due to the explosions and fire present in the burning wreck.

3) Vehicles and Movement

The primary role of Mobile Support is to be mobile. Vehicles are valued for their ability to cover greater distances with more firepower than a foot soldier or mounted cavalry ever could.

In UWZ, Vehicles are simplified to fit their movement within a Turn. Vehicle Move actions are different from other model's actions to reflect their complexities. Vehicles don't have MP, Crawl, Dive for Cover, Jump, or Climb actions.

Drive

A Drive action is similar to other non-Vehicle model's Move action. It represents a Vehicle's most efficient speed, where it is driving carefully to avoid obstacles and speeding up to expedite its movement.

For each Drive action performed by the Vehicle's operator, the Vehicle may move up to its Move (MV) value in inches. The major difference between the Drive action and the Move action is the ability to Turn. While non-Vehicle models are able to turn as many times as the model's player wishes during a Move action, a Vehicle is limited to only 1 turn during a Drive action. This 1 turn can be at any point of the Vehicle's movement and the extent that the Vehicle can turn is based upon its Type (see chart above).

4) Vehicles and Close Combat

By the very nature of their design, it is difficult to assail a Vehicle effectively by hand-to-hand combat. The crew is protected from such attacks, and the superior armor of the vehicle is very difficult to breach with typical close combat weapons. When confronted by a close combat weapon that might actually breach the armor, vehicles may simply use a move action to drive away, and automatically break close combat with the enemy. Only the most foolhardy or skilled would dare assault a vehicle in such a way.

Vehicles do not usually engage in Close Combat as other models do. The general rules regarding Vehicles and Close Combat are as follows:

- *Vehicles cannot attempt to attack a Concealed model until one of the Vehicle's Crew is able to successfully Spot it. If the path of a Vehicle crosses that of a Concealed model it simply moves past the Hidden model who was able to avoid its movement. Do not move the Concealed Model, merely allow the Vehicle to pass through it..*

- *Movement in this manner will not remove the model's Concealed status.*

- *Vehicles do not need to test to Break Away from Close Combat.*

- *Models do not need to test to Break Away from Close Combat with a Vehicle.*

- *Vehicles do not gain charge bonuses.*

5) Vehicles and Ranged Combat

Vehicles are capable of both dealing out, and dealing with, a great amount of damage. Most Vehicles are bristling with ranged weapons and some of the heaviest weapons that cannot be hauled around the battlefield are mounted onto these metal beasts of burden. One of a Vehicle's chief roles on the battlefield is to be a mobile weapons platform. Almost every Vehicle has at least one weapon mounted upon its chassis.

- **Single Crewed Vehicles:** *Vehicles may move and fire their weapons with a single action. If they elect to fire without moving, they receive a +3 bonus to their RC rating.*

- **Multi-Crewed Vehicles:** *When a Vehicle has more than one model in its Crew, then each model has a set of actions. In general, they must each use an action before any of them can use another action.*

> ***Note:*** Some gunners will have the ambush Special Ability, allowing them to reserve up to two actions that they may use at any time. For example, a Skimmer has a crew consisting of a pilot and gunner. The gunner has the ambush Special Ability. It would be perfectly legal for the pilot to drive and then the gunner Wait, and then the pilot to drive and the gunner to Wait, and then the driver to drive and the gunner to fire, and then the gunner use his two reserved actions to fire twice more.

While a trooper may use a Vehicle to block an enemy's LOS, no soldier would ever be foolish enough to use a Vehicle for cover. The reason for this is rather simple; it's a lesson every soldier learns in basic training. Vehicles draw extreme amounts of particularly lethal fire on the battlefield; they are the preferred targets on nearly everything with a gun regardless of how futile the effort. Blasts that hardly scratch the armor of a Vehicle would be very lethal to soldiers hiding behind it. For that reason, models may never use Vehicles for purposes of cover.

6) Vehicles and Damage

Vehicles of war are designed to take an amazing amount of punishment on the battlefield and still remain functional. The race between weapon and armor technology has always been a fierce one, and the modern battlefield is a good example of the continual balancing of firepower and protection.

Modern firearms must be able to penetrate the ballistic composite of battlefield personal combat armor and to provide knockdown power against the steely hides of the Darkness' minions. To this effect, most guns, from pistols to heavy machine guns, are able to effectively penetrate steel to some degree. This has lead to a greater degree of armored protection that has been layered upon modern machines of war. The effect of all this evolution has lead to multiple layered protections that is focused upon the vital parts of a Vehicle.

Some weapons, such as rocket launchers and autocannons, are specifically made to penetrate deep into a Vehicle's armor to damage the machine's components. These weapons, which are designated Anti-Vehicle (AV), are more than capable of doing grievous damage to a Vehicle if it hits it in the right place.

To represent this, Vehicles treat Wounds differently than other models. The first few Wounds on a Vehicle will not significantly reduce its performance on the battlefield, as the redundant systems and layered armor minimize the impact of the damage done. When enough damage is done to the Vehicle though, it will start to have grievous problems, such as movement and control issues.

In the Model Profile of each Vehicle will be listed the number of Wounds that the model can sustain before having to check for system damage. After the model has surpassed those Wounds, it must refer to the System Failure Chart to see the additional effects that future Wounds will cause on the Vehicle.





Its designation will look like this:

WD: 5/ 2

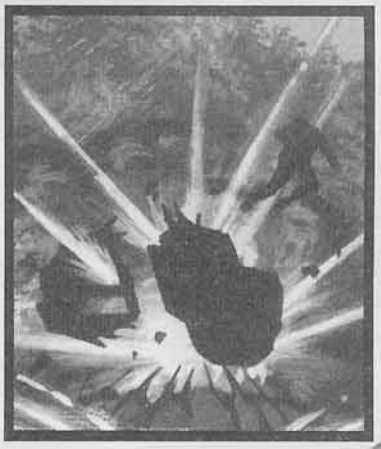
VEHICLE SYSTEM FAILURE CHART

Should an attack be made against a Vehicle from its rear facing and the attacking model has an AV weapon, then the DAM is increased by +3. All System Failures last for the remainder of the game.

Armor Roll Failed By:	*Result*	*Effect*
1	*Cosmetic Damage*	*While it looked and sounded bad, a check of the onboard systems show the Vehicle is still 100% functional. If you survive this battle, you'll owe your maintenance crew a case of scotch for this one.*
2-4	*Steering Damage*	*Before the Vehicle can turn, a d20 must be rolled. On a result greater than 10, the Vehicle continues straight ahead. A second wound will make steerage fail on a roll greater than 5, and a third wound will make steerage impossible.*
5-7	*Weapons Damage*	*The Vehicle's weapons systems are damaged. All shots suffer a –3 RC penalty. Subsequent damage reduces the weapon a further –3 per hit. For shots where the effective RC reaches zero or less, the weapon cannot be fired at all.*
8-10	*Engine Damage*	*Damage to the drive system has reduced the MV of the Vehicle by 2 points. Subsequent hits to the drive system will further reduce the MV until it reaches zero, and the Vehicle is brought to a stop.*
11-13	*Transmission Damage*	*Before the Vehicle can move, a d20 must be rolled. On a result greater than 10, the Vehicle fails to move. Vehicles with transmission damage cannot reverse. On a second hit the transmission will fail on a roll greater than 5. Subsequent hits past that will make the Vehicle immobile.*
14-16	*Cascading Failures*	*Before the Vehicle activates, roll a d20. On a result greater than 10, the Vehicle suffers a sporadic system failure. All members of the crew will be forced to spend their first action resetting failed internal systems. Subsequent hits on this location will add an additional roll, with each failed roll costing the crew one action.*
17-19	*Structural Damage*	*Part of the armor and/or body has been blown away leaving a vulnerable opening in the Vehicle's protection. The Vehicle's armor rating is reduced by five points for every hit on this location.*
20	*Chain Reaction*	*The damage has caused ammunition or stored fuel to explode. The Vehicle is rocked with internal explosions and suffers an additional wound. The Vehicle must then roll again on this chart and suffer that effect as well.*

Example: *A Free Marine Tank Hunter pops out of Cover. He is now standing behind an Imperial Lancer Tank and eagerly fires his Deathlockdrum. The Lancer, having been previously wounded several times before this attack, is past its listed number of "safe" Wounds.*

If it fails its Armor Roll on this attack, it will be subject to System Failure. The Lancer fails its Armor Roll by rolling an 18. It consults the chart above to see how much it missed the roll by. The Lancer's armor was 22 to start. Because the Deathlockdrum is rated AV-4, we subtract four from the AR, bringing the adjusted AR to 18. Now the Damage is listed as 12 (x2), but since the clever Free Marine was able to attack the Lancer from the rear, the damage increases to 15 (x2). The Imperial player must now roll a 3 or under to avoid further damage (AR-18 less DAM-15= 3). By rolling an 18, he missed the save by 15 points, and now suffers Cascading Failures.



14.2- Wrecked Vehicles

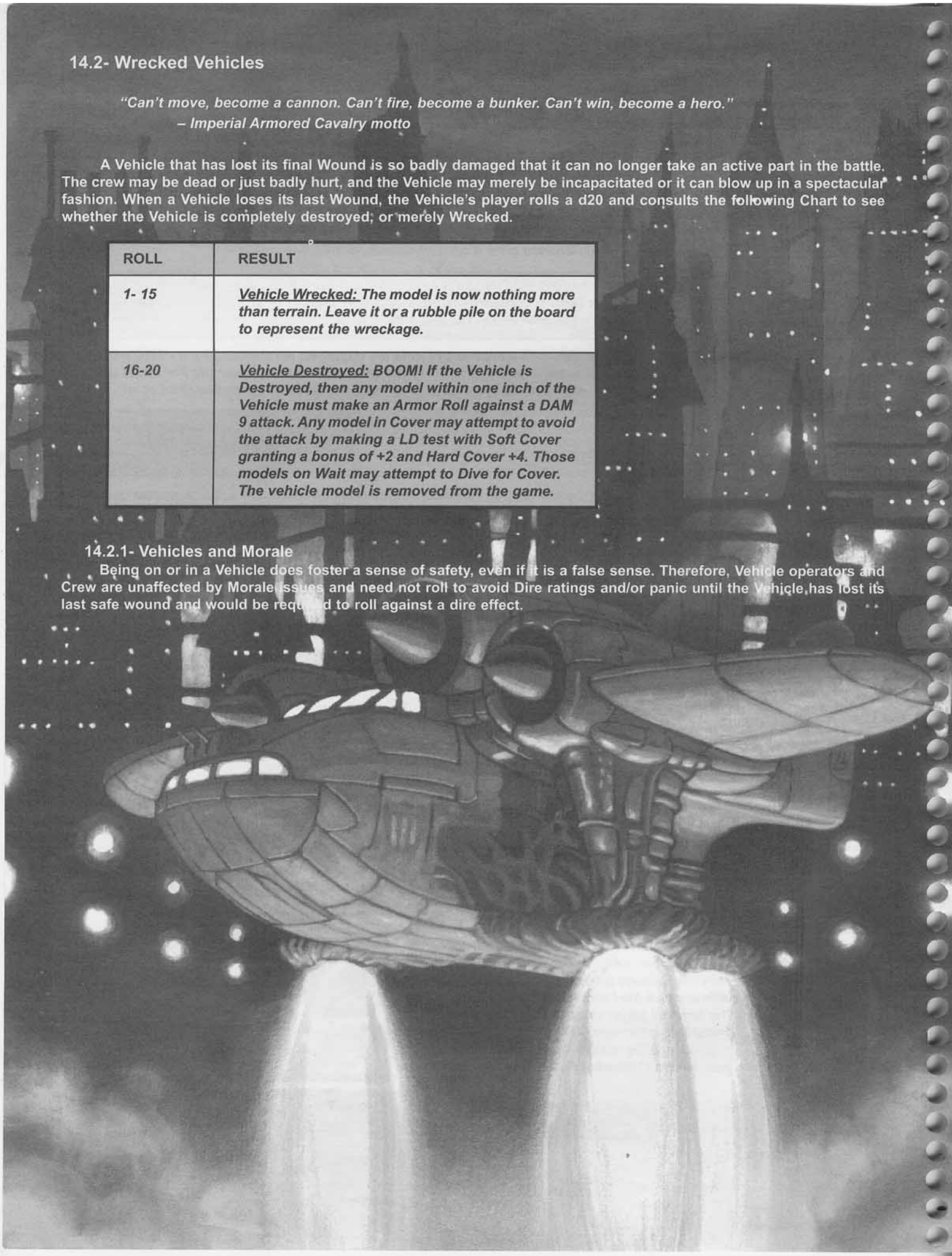
"Can't move, become a cannon. Can't fire, become a bunker. Can't win, become a hero."
– Imperial Armored Cavalry motto

A Vehicle that has lost its final Wound is so badly damaged that it can no longer take an active part in the battle. The crew may be dead or just badly hurt, and the Vehicle may merely be incapacitated or it can blow up in a spectacular fashion. When a Vehicle loses its last Wound, the Vehicle's player rolls a d20 and consults the following Chart to see whether the Vehicle is completely destroyed; or merely Wrecked.

ROLL	RESULT
1- 15	***Vehicle Wrecked:** The model is now nothing more than terrain. Leave it or a rubble pile on the board to represent the wreckage.*
16-20	***Vehicle Destroyed:** BOOM! If the Vehicle is Destroyed, then any model within one inch of the Vehicle must make an Armor Roll against a DAM 9 attack. Any model in Cover may attempt to avoid the attack by making a LD test with Soft Cover granting a bonus of +2 and Hard Cover +4. Those models on Wait may attempt to Dive for Cover. The vehicle model is removed from the game.*

14.2.1- Vehicles and Morale

Being on or in a Vehicle does foster a sense of safety, even if it is a false sense. Therefore, Vehicle operators and Crew are unaffected by Morale issues and need not roll to avoid Dire ratings and/or panic until the Vehicle has lost its last safe wound and would be required to roll against a dire effect.



PARADE



There is no more glorious a display of Bauhaus pride than a divison if Cobras floating down the Rue d'Commerce through the middle of Heimburg. It was a parade of Ravagers–the old tracked tanks, before Richthausen produced the first hovertanks–that eventually brought me to join the Ministry of War and the 11th Armored Division.

During my childhood, every spring brought with it a military parade just like this one. The first parade I remember was just before the Second Corporate War started. There had been small skirmishes in Graveton and near the oil fields around Novakursk, so Bauhaus started flexing its military muscle with war games, live-ammo field maneuvers...and parades. The noble house guards came out in their formal finery, riding astride tanks, APCs and motorized anti-tank guns; the skies filled with Klein Helitanks and early versions of the Twin Barracuda jet packs. At just seven years old, the spectacle was overwhelming–the moment I reached out and touched the skin of a tank, I was hooked. The Bernheim propogandists had done their job.

Training in the Armored Division was always tricky. War brought new technologies as well as the constant pressure of having to fight half-trained. We might only get a few hours of driving time after Richthausen rolled out an experimental GEV before we'd have to use it in battle. A lot of young soldiers died in the name of Bauhaus progress. All for the glory of the corporation.

It had to happen to me eventually. My first field command mission was to coordinate maneuvers with the very first GEV 12 Cobras, so new you could still smell the uphostery. A simple mission, really. At least until Mishima decided to challenge our new toys with their anti-tank artillery. How recon missed an entire detachment of Mishiman tank killers still escapes me. A small, cynical side of me thinks recon decided not to tell us, to test their new hovertanks under more "realistic" conditions.

The maneuvers were a disaster, of course. What should have been a simple obstacle course turned into a gauntlet run through a hail of explosive shells. Miraculously, the tanks did their job, true to Bauhaus engineering standards: the radios never shut down, even after taking a direct hit. I could hear every scream of my fellow pilots in the highest fidelity as the Cobras got grounded one by one.

My crew got lucky. We pushed the GEV's performance envelope so far that Richthausen's future Cobra designs would reflect what we learned during that exercise. What the design notes wouldn't reflect was our inability to survive a half-dozen direct shell hits. Richthausen left that recognition to the Ministry of War, who gave me a Medal of Commendation. And all I had to do was lose both legs in the explosion.

These days, I don't have much left to do but ride in parades in my formal house guard uniform. They put me on top of a GEV Cobra so all the kids can see me and the giant Medal of Commendation around my neck. There is no more glorious display of Bauhaus pride.

15- Field Engineering

"They have 2 tanks, 1 walker and 2 Units of advancing infantry...we have some sand, Insta-set concrete and more scrap metal than a Cybertronic company picnic. Yeah, we can do this."

-Corp. Regina Whells, Imperial Gray Ghost-

Field engineering is the art of either denying the enemy access or forcing the enemy down a pre-planned path. Its medium is construction materials, like barbed wire and concrete, dirt and sand, sticks and stones. The artists, the Field Engineers, are adept at salvaging the needed materials from either warehouses or Warzones and can create masterpieces of construction, destruction, and protection wherever armies clash.

Terrain pieces purchased by an army are deployed before the player first designates a Unit. While the subject of terrain construction can fill up its own book (and yes we will be dealing with this issue in the McCraig Line supplement of the Mars: Worlds at War™), we have provided you a few basics to flavor your game with.

15.1- Constructed Terrain Pieces

Below are the terrain pieces available with their cost and effect in a UWZ game. When used in a battle, they are either represented by a modeled piece of terrain or by a Unit Card filled out with the Terrain piece's stats. Either place the modeled terrain piece or flip the Unit card and reveal what the terrain piece is to all opponents.

Terrain Pieces may be Deployed up to 12" from a table Edge during the Standard Deployment Phase. Scenarios may restrict or prohibit the use of Terrain pieces and will be listed separately.

***Sandbags**: These are either cloth or plastic containers filled with sand or dirt before the battle occurred. They are easily constructed by hand and allow for easy transportation and stacking. Field Engineers construct most sandbags for best use of cover and protection against small arms fire.*

In UWZ, each Sandbag terrain piece purchased by an army is said to be the size of a Unit Card. If Unit Cards are being used then the card provides Hard Cover to eligible models whose base is fully on the card. Manufactured terrain pieces are treated as normal and count as Hard Cover for models using it. Sandbag emplacements are very sturdy defenses and not at all easy to remove or breech. As such, Sandbags are afforded an AR 24 with Impenetrability. They have 3 Wounds.

*Each Sandbag terrain piece costs **5** points.*

Excelsior makes many sets of metal sandbags for your games in two different styles, cornered and curved.



Barbed Wire: *Barbed wire covers any type of constructed material that is designed to hamper the movement of infantry personnel. There are numerous types of barbed wire designs in the Solar System, but all share a common purpose, namely to slow the progress of enemy Units and force troopers to carefully navigate and cut their way through.*

In UWZ, Barbed Wire terrain pieces limit the movement of SZ 3 or smaller non-Vehicle models. To pass through the Barbed Wire terrain piece will cost the model 1 Action.

Vehicles that move over barbed wire either rip their way through, walk over it or crush it underneath, so they are unaffected by this penalty. Alternatively, if a model within a Squad goes Prone on a Barbed Wire Terrain piece with a thickness less then the model's Size in inches, then other members of that Squad may walk over the Prone model with no penalty. However, the Prone model must make a successful Leadership test to extricate itself from the wire with a failed test costing the model an action.

*A player may purchase as much Barbed Wire as the model's player wishes but the wire must be placed on the table with other pieces of normal terrain. Barbed Wire costs **3** points per 3" and no piece of Barbed Wire can be fielded that is below 3". Each 3-inch section of barbed wire has an AR of 25 and 2 wounds. Only Siege Charges and CC attacks that are rated AV can damage them.*

Barbed Wire can be modeled with a variety of different materials, though Excelsior Entertainment sells lengths of pre-cut material that is perfect for Barbed Wire in its Flex-Terrain line. In the picture below, you will see another alternative method for adding barbed wire to your terrain. This was made with coiled wire available from any hardware store and some balsa wood cross pieces.



Dragon's Teeth: *This piece of field engineering is designed to stop the progress of Vehicles by placing rows of steel-reinforced concrete blocks in an area that Vehicles would be wont to travel. Additionally these obstructions pull double duty and serve to provide areas of cover for an army to hide behind. Dragon's Teeth will stop all ground Vehicle types, including Walkers as if it were impassible terrain. If a modeled piece of terrain is unavailable, a Unit Card may be used. Either way, Dragon's Teeth are placed upon the table like other terrain pieces.*

*A player may purchase a Unit Card sized area of Dragon's Teeth for **8** points. The Dragon's Teeth have an AR of 25, 4 Wounds, and have Impenetrability. A Siege Charge will successfully remove one.*

There are many ways to create Dragon Teeth, and there are also many variations you can design. Some can be made using crossed balsa wood (A), others can be bought from various terrain companies such as Armorcast® (B) or Excelsior.



A

B



Trenches: *Trenches are, essentially, holes dug into the ground and reinforced with various materials. They provide cover and concealment for troops from both conventional fire and artillery bombardment.*

In UWZ, each Trench terrain piece purchased by a player is said to be the size of a Unit Card. If Unit Cards are being used then the card provides Hard Cover to eligible models whose base is fully on the card. It takes 1 Action to either leave or enter a Trench and a Trench is considered to be Impassable Terrain for Bike and Wheeled Vehicles. Trenches can be connected at either end to other Trenches allowing for movement.

Models within a Trench are treated as having Hard Cover for purposes of being under an explosive Template.

*Each Trench Terrain Piece costs **8** points. Squads may be Deployed within a Trench Terrain Piece, which is placed within the legal Deployment Zone of that Squad's Army/Scenario. Trenches have an AR: 26, and 8 wounds.*

15.1- Terrain Options

Terrain and battlefield structures provide interesting and exciting opportunities to spice up a table-top battle. In addition to being attractive additions to a battlefield and often a source to fire the imagination, they can also be the

center of tactical considerations and decisions. Providing cover for troops and offering defensive positions are only some of the ways terrain may be a factor in your wargame and Warzone encourages the use of all manner of terrain.

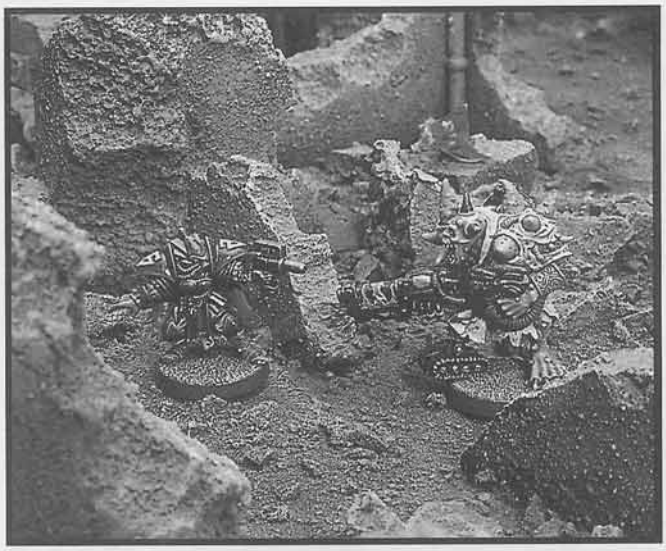
Since the use of Terrain as a defensive tool has already been discussed, we offer the following reference for when it becomes necessary to break through more conventional terrain obstructions. Generally speaking, terrain may be struck and take damage like most living beings. By contrast however, many weapons are not as effective against some types of terrain as others.

All terrain has a profile to it much like a model does and this profile reveals the limitations and strengths about each feature. The profile for terrain covers the following areas:

Type: *This is simply the type of terrain encountered. While not every type of terrain is featured here, the chart does offer a rubric upon which to devise profiles for other types of terrain. Simply find the terrain closest to the one that you are attempting to create and agree on the points based on the one shown.*

AR: *This represents the Armor value of the terrain in question. It is the number you will be striking against much like in combat with a mobile opponent.*

WD: *Wounds represent the amount of damage a structure can sustain before becoming weak and crumbling. In game terms, your model will have successfully created a breach in the structure depending on what it is. Most terrain attacks are considered confined to an area no larger than the model attacking it.*



Example: Your soldiers needs to get through a door to pursue the retreating enemy. He could choose to shoot the door with his RC weapon. In this instance he would need to make an RC roll to hit as usual. He would then subtract the weapons damage from the AR of the door just like in regular combat determining what he would need to cause a wound on the door.

Should the same soldiers decide to attack the door with their close combat weapons, they will not need to make a "To-Hit" roll. Simply subtract weapons damage from the AR value and roll under that to score a Wound. Some weapons have an additional rating ascribed to them. This adds to the damage of the weapon when attacking terrain obstructions.

Note: against stationary terrain it is not necessary to make a separate "to hit" roll. Additional damage is +2.

TYPE of TERRAIN	AR	WD	Additional Damage from
Mud, Straw or Thatch	12	2	Concussive, Radiant, Rending
Light Wood, Doors	16	3	Concussive, Radiant
Treated Timber	18	3	Concussive, Radiant
Reinforced Timber, Brick	20	4	Concussive
Stone	22	5	Concussive
Metal	24	6	Radiant
Reinforced Metal	26	7	N/A





16- Mines, Demolition & Milieu

Mines are a general term used for explosives and booby traps. On the battlefield, a well-placed series of mines can devastate either enemy infantry or mobile armor, sometimes both. Many a soldier has learned to dread the sound of a mechanical click, for there is a good chance that this will be the last sound that the soldier will ever hear. Of course, the lucky ones never heard a thing, as death came in one cataclysmic nanosecond.

Land mines are generally encased explosive charges buried just below the surface of the ground, and are typically used to disrupt or prevent the massed attack of tanks and/or infantry. It may be detonated by the weight of vehicles, a single trooper, or by remote control.

Minefields are a unique and efficient means of controlling terrain. Sometimes mines they are laid out to defend an area of importance. Other times they are used to impede the advance of an enemy force. Whatever the specific usage, mines are first and foremost a double edged deterrent.

When initially discovered, mines often inflict heavy casualties on personnel and armor. Following the inevitable slaughter, the mines then serve as an unseen barrier that must be dealt with carefully. While the most common types of mine fields occur on the ground, there are also both aerial and aquatic minefields.

Easily manufactured and transported, these weapons come in a variety of types and have been seen in the extensive minefields in the surround the Dough Pits of Mars, in the Etienne Line on Venus, and on the Western Front of Casiad Major. Most mines have plastic or ceramic cases to prevent magnetic detection.

There are ultimately two basic types of mines found in UWZ, ones that are designed to ruin mobile armor, and those that are designed to impede personnel. Anti-tank mines are designed expressly to destroy or damage vehicles, especially tanks and lighter conveyances. Antipersonnel mines by contrast are designed to kill or harry soldiers and are set off in many different ways. They are easy to set off, often being very sensitive to any movement near them.

Land mines have been widely used since the emergence of Cybertronic, with increasing ingenuity going into both their design and their detection.



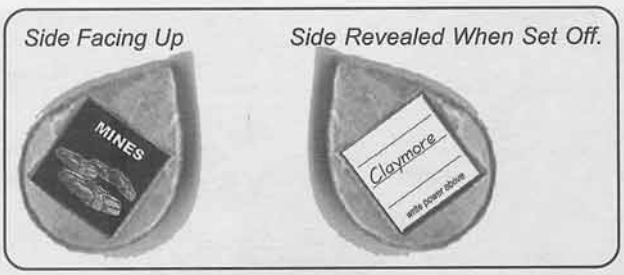
Anti-Tank mines will only detonate when a certain amount of weight moves over them. Personnel are generally safe from setting these off.

Setting Mines

A Mine Counter represents a placed and armed mine on the battlefield. It is represented as:



Since there are many different types of mines, a player who purchases a mine load-out should affix one of these Mine Counters to one side of a Counter Keeper. On the other side of the Keeper a blank counter should be place, upon which the name of the mine is written. In this manner your opponent will not know the exact disposition of a minefield until he sets one off. The final result would look something like this.



If any model, other than the one who set the Mine, begins a Move action within a 3" radius of a Mine Counter it must pass a Leadership Test (LD) or it will set off the Mine. The reason the model checks within 3" as opposed to when it actually touched the counter is because this method represents the fact that the Mine Counter is actually just a proxy, and the real Mine may be anywhere in that immediate area. Let's face it, no one would intentionally step on a Mine Counter, unless you were a minion of Muawijhe that is.

Mines have different effects, which are listed in their own sub-Profile.

A model that has the Demolition Training Special Ability, or that is Crawling (Minimized Presence) through the 3" radius around a Mine may add a +2 to their LD test for their added carefulness. A model successfully making this roll does not set off the mine. Should a model end its turn within 3" of a mine it will have to check then as well as the next time it activates.

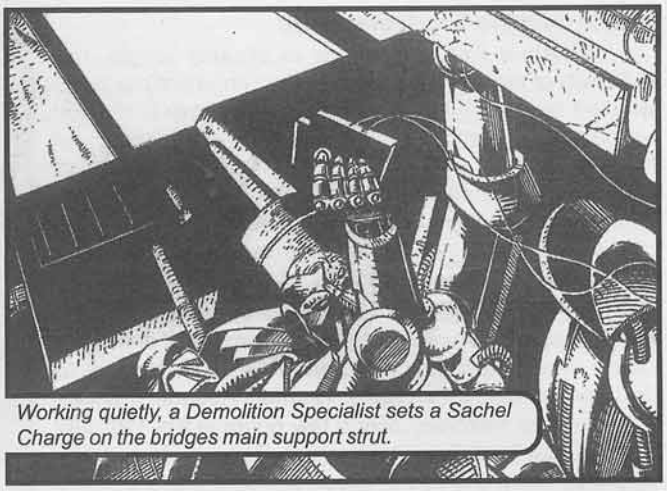
Models w/ the Demolition Special Ability
Crawling models in Minimized Presence ***= +2 to LD check***

Models armed with Mines may place a Mine Counter upon their activation. The Actions To Place a mine, or ATP for short, represents the time necessary to set the device. It takes the appropriate number of available actions for a model to set the charge properly. Some mines have a variable ATP and this will be listed in the mines specifics.

The number of actions to place a mine properly is represented as ATP

The Deviation Value (DV) of the Mine represents the fact that the exact location of the trap is not known and many such devices are set to go off where they will have the greatest effect. When a model sets off the trap, the player must roll for deviation as normal from the position of the Counter. The distance is represented by the DV score. This becomes the exact spot of the actual detonation and is the place where templates should be centered.

The exact point of detonation is determined by rolling a deviation die when a mine is exploded and moving the blast center a number of inches equal to the DV value.



Working quietly, a Demolition Specialist sets a Sachel Charge on the bridges main support strut.

Demo Charges

The designation of Demo Charge is a general term used for explosives designed to either create an opening in a barrier or to demolish an obstruction or objective. On the battlefield, a well-placed demo charge can devastate the best defenses or pulverize mobile armor, sometimes both.

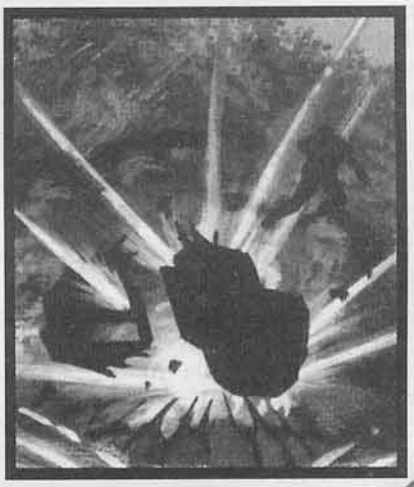
As with mines, models carrying Demo Charges may place a Demolitions Counter during their activation. The Actions To Place (ATP) portion of the table represents the time necessary to set the explosive charge.

Demo Charges are represented by this counter:

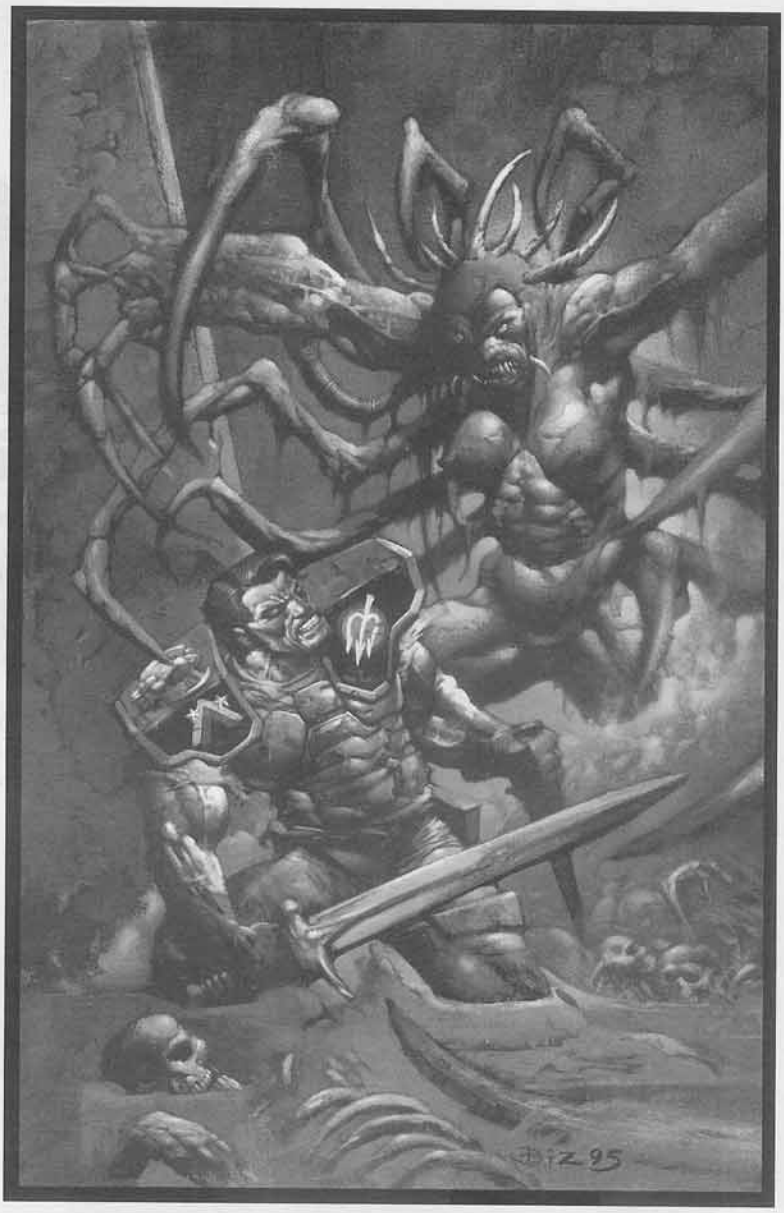


Like mines, the explosives counters, when used as a deterrent and set off by remote detonator, have a DV value. When used purely as a demolitions charge placed on a target, there is no need to track the DV.

When used as a deterrent, all demo charges have their damage yields reduced as noted on their specific entry.



16.1- Hostile Environments



Whether freezing tundra or steamy jungle, the extremes of climate have always been an enemy to those who are unprepared for them. Frost can freeze a rifle bolt as quickly as sand can jam one, and even the most hardened trooper will become a liability when exposed to conditions he or she is unprepared to face. Such is the character of man's first opponent, nature itself. In the worlds of the Mutant Chronicles, it is as much a force to be reckoned with as enemy soldiers.

Some troopers gain the ability to survive natively like the Capital Desert Infantry being comprised entirely of desert dwelling nomads. It comes as a great surprise to them when Capitol's highly vaunted Assault Marines collapse after marching only a few hours in the 110° day of the Great Rust Desert. Venusian Rangers are equally surprised when a proud Dragoon blunders into a strangle vine that any child could have avoided, or drinks from a stagnate pool of water that leaves them bedridden for weeks.

Other troopers gain the ability to survive through use of equipment. Items as simple as thick gloves and boots for the frozen forests of Ganymede, or as complex as self contained environment suits that can protect them on the burning surface of Mercury, can mean the difference between life and death for those forced to operate in such a hostile places.

When setting up to play UWZ, in addition to the army and size you wish to play, you will also have to decide where your battles will be fought and what environmental conditions exist there. In many cases you may simply want to enjoy a basic game of combat with neutral environmental affects. This is certainly fine, especially as you learn the intricacies of the game. As your skill increases, you may wish to challenge your games and add some realism by introducing environmental effects. The following section details the available options and their subsequent effect on game play.

16.2- Effects on Play

The type of the hazards as well as the level of their threat must be determined before play begins. In some scenarios, these issues will be predetermined. If you are not playing an Environmentally specific scenario, you and your opponent should determine this issue together prior to the games beginning.

Environments included are Jungle, Desert, Arctic, and Subterranean. The following chart determines the level of hazard:

Level	Typical Conditions
1-2	***Snow, fringe jungle, fringe desert, simple caves and caverns.***
3-4	***Frozen tundra, jungle, desert, swamps, hazardous cave systems.***
5-6	***Artic ice flows, deep jungle, deep desert, dense swamps, and geologically active caves.***
7-8	***Areas unsuitable for life, such as barren frozen moons or areas with toxic atmospheres.***
9+	***Very Lethal environments like the sunward surface of Mercury.***

When operating in a hostile environment, Units must make an environmental hazard check when they activate. The level of the terrain defines the level of the hazard. Subtract the level of environmental hazard from 20. That is the number the troopers would need to roll under to avoid the harmful effects of the environment. This number is further modified upward by the level of survival training the Unit has received,

and any germane equipment they might posses.

> ***Example:*** *Troops in a dense level 4 Venusian jungle would be required to roll under 16 on a d20 when they activate, or they would suffer the effects of the terrain. If these same troopers possessed survival training of level 3, they would need to roll under a 19. If they also possessed an environmental suit at level 2, the roll would be modified to greater than 20, and they would have no need to roll at all. They would be perfectly at home in the environment in question.*

16.2.1- General Effects

The following is a listing of typical effects that troopers suffer when affected by their respective environment. These effects will be used on the following charts to describe the nature of the various hostile environments listed.

Reduced Morale

Units that suffer this effect have become extremely displeased with the conditions in which they are expected to fight. Fighting and complaining among the troops is common. The effect is a reduction to the model's LD stat of the listed amount.

Reduced Movement

Units that suffer this effect have become encumbered by the nature of the terrain and suffer a loss of movement. This could be from tangled underbrush, shifting desert sand, or knee-deep snow. The effect is a reduction to the model's MV stat by the listed amount.

Combat Fatigue

Units that suffer this effect have lost some of their combat efficiency due to the conditions. The stresses of operating in such inhospitable conditions have reduced your trooper's ability to fight. The effect is a reduction to the models RC and CC stat by the listed amount.

Reduced Visibility

Units that suffer this effect have become blinded to some degree by the terrain. This could be due to tangled and dense foliage, blowing snow or sand, or even fog and mist. The effect is a reduction in LOS to the listed amount of inches.

Weapon Malfunction

Units that suffer this effect suffer a series of jams and weapon failures. This could be due to frozen gun actions, sand in the firing mechanism, or moisture. The effect of this is a weapon jam will occur on any to hit roll result greater than 20 minus the environmental level.

Communications Failure

This result indicates a loss of contact with others. This could be caused by weather, signal obstruction, or equipment malfunctions. The effect is that the Unit cannot give orders, receive orders, or use the forward observer skill.



Fatigue

This result indicates the environment is simply sapping the strength of the Unit in questions. They will lose 1 action for the round.

Exhaustion

This result indicates the Unit is suffering horribly from exposure. They will lose one action, and suffer a –4 reduction to RC, CC, and LD.

Collapse

Units that suffer a collapse simply can't go another step. They will lose two actions, will be unable to move, and suffer a –6 RC, CC, and LD

Exposure

This result indicates the trooper in question was harmed by exposure to the elements. This could be frostbite, heat stroke, jungle fever, or hypothermia. Roll a d20 once for each regular trooper or specialist in the Squad. On a result greater than 20 minus the environmental hazard level, the trooper will need to be put on the sick list. He will be unable to take any actions this round. If two models spend an action to rig a stretcher and enter base contact with the stricken trooper, they can carry him when they move. If a medic spends an action to heal the trooper, the trooper can automatically return to duty with no roll required.

Special Effects

The general effect list is perfect for times when you want to play on a "typical" type of terrain. Common ordinary jungles and deserts are a lot of fun. Nevertheless, there will be times when you want more. That's where the special list comes into play. In each terrain section, we will list some special effects that you may use to spice up your particular hostile environment.

We will also include a suggested special effects chart that you may use. If you and your opponent elect not to play with special effects, simply re-roll any result of 20 that might occur while rolling on the failure chart.

Just the same, the worlds of the Mutant Chronicles are as much an opponent to you, the player, as the armies of these fascinating places. We urge you to try and enjoy the complete experience that befalls the armies of the Mutant Chronicles.

16.2.2- Jungle Terrain

Sweltering humid heat, dense foliage, and stagnate water is the best you can expect to find in a dense jungle. Those forced to fight in this sort of terrain will tell you the only thing that doesn't want to bite you, trap you, or eat you is the enemy. That comes as little comfort to those deploying in the jungle.

General Jungle Limitations

In any jungle, visibility is the biggest problem. The tangle of growth offers a myriad of places for enemies to hide, and observation for air or elevated position is often impossible. Additionally, all jungles are hot muggy places often littered with water that can't safely be consumed. Reduced combat efficiency brought on by the humid heat and jungle disease is always a problem. Moreover, the denser jungles are almost impassible, making movement difficult at best.

Special Effects

Not all jungles are the same. The general list enumerates the general traits of jungle warfare. That's fine for typical use, but there will be times you want to fight in a specific jungle with specific special effects. Below is a list of special effects that you can add to your jungle charts to make them unique and special.

1) Insect Swarm

The Squad has managed to disturb an angry nest of stinging insects. Mark the spot where the Squad leader is standing. Visibility within 6" of that spot will be reduced to 12". Troopers in the area of effect must save verses an environmental hazard ATS 15 every time they take an action. Those that fail must spend the action running away from the stinging insects in a randomly deviated direction. Once all models leave the area of effect, the insect swarm will dissipate.



2) Venusian Strangle Vine

Units that stumble into this hazard find that the very foliage is trying to pull them down and entangle them. They have entered a patch of Strangle Vine.

Roll a d20 for each model in the Squad. If they roll under twice their ST score, they manage to fend off the approaching vines and may activate normally. Those who fail the roll are pulled Prone by the vines, and must roll again. Success indicates that they manage to fend off the vine and besides being Prone, they may activate normally. A second failure indicates the vine has seized them, and will hold them helpless until another model in base contact spends an action to free them.

The vines cannot affect a model with strength of seven or more. Models who enter the vines with a ST rating of less than seven take the risk of being entangled as well. They must check as above to see if the vines get them, before they may take an action to free their entangled comrade.



It is widely accepted among the ranks of the Mounted Hussars that the machete they are issued is referred to as a DET or "Dragoon Extraction Tool". The strength of the Venusian Raptor makes the beast immune to effects of the Strangle Vine, making them ideally suited for rescuing wayward troopers.

3) Bog

Model's unfortunate enough to suffer this fate find themselves sinking into the very floor of the jungle. They have stepped into a bog. This result always affects the model in the Squad farthest from their Squad leader, and any model within 3" of him. Models trapped in a bog may take no actions until a friendly model in base contact spends an action to pull them clear. Even the slightest movement will quicken their rate of sinking to a fatal level. Models still trapped at the end of the turn must pass a leadership test or suffer a wound. Those that perish will sink beneath the mud, lost forever.

4) Venusian Mantrap

Springing up in front of the Squad is a huge Venusian Mantrap. Resembling the Venus Flytraps of old Earth, these gigantic horrors feed on flesh. The monster will appear within 10" of the Squad leader. Use the deviation rules to determine exactly where. The Mantrap is then considered for purposes of targeting an enemy model. This SZ 4 beast has AR 22 and 3 Wounds. If it is not killed by the end of the turn, it will attack the closest mini within 6" with a CC 15, DAM 15 attack. If there are no models within 6" of the beast, it will slither back into the jungle and disappear at the end of the round.

5) Venusian Devil Bats

These gigantic winged horrors lurk high in the jungle canopy looking for prey. When they spot a victim, they drop from their perch snatching the target in their powerful claws as they attempt to fly away with him. Once they have a target in tow, they emit a near ultrasonic screech that can be heard for miles.

Devil bats always attack in packs of 1-4. Roll a d20. A result of 1-5 means one bat appears, 6-10 means two bats, and so on. The bats will target the model farthest from the Squad leader first. Each bat will snatch one target.

SZ 1 models are easy prey for a devil bat. They get no save against this attack. However, devil bats are far less effective against SZ 2 models. While the force of the impact and the subsequent violent shaking and rending will make the use of weapons impossible, the target might still break free. Devil bats will not attack SZ 3 or larger models.

Once a bat snatches a victim, they will move directly away from the Squad leader, dragging the target 3". Roll a d20 for the target model. On a roll less than double his or her strength score, they escape the grasp of the bat landing Prone at their new location. Failure drags the target another 3", at which point the bat will get the model airborne.

Roll another d20. On a roll greater than double his or her strength score, the victim will escape the bat's grasp falling to the ground. They will be stunned, losing 1 action when they next activate, and will be knocked Prone. Failure indicates they will be flown another 3", and suffer a wound from the powerful claws.

If the model is killed, the bat will fly away with his prey. The model is lost. If the model still lives after suffering the wound, the bat will fly 3" more before losing interest and dropping its victim. The model will hit the ground as before, being stunned and knocked Prone at his new location.

Venusian Rangers refer to this ordeal as "earning your wings". If you spend enough time in the jungle, you'll get a ride on the wings of a devil bat. It's only a matter of time.

6) Venusian Python

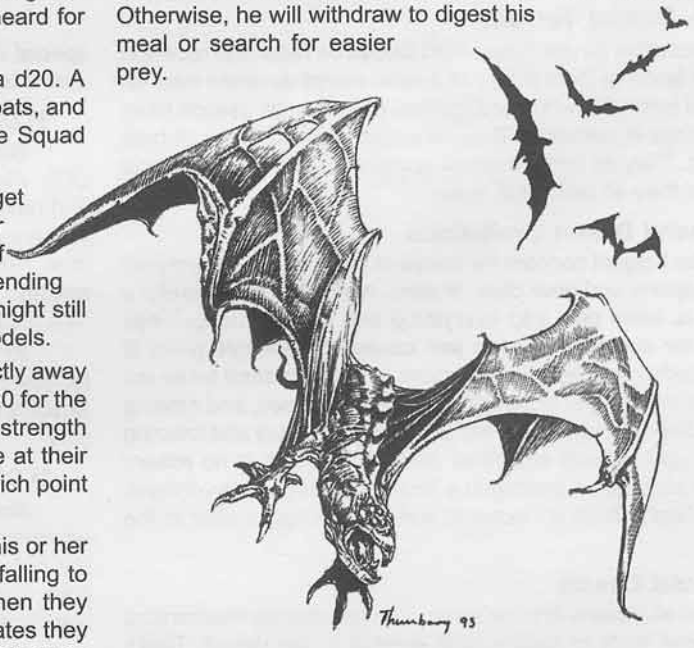
Growing up to 70 feet long and capable of swallowing livestock whole, these beasts are greatly feared. Shockingly fast and always hungry, these monsters can smell blood for miles and fear only provokes them. Hungry pythons have been known to even attack Vehicles, trying to get to the crew inside.

Pythons will always attack wounded models first, if there are any present in the target Squad. Otherwise, they will attack the model farthest from the Squad leader. The first warning of a python attack is the horrified scream of its victim. The snake will lunge out of nowhere snapping at the model with a lighting fast bite. This attack causes an automatic wound to the initial target, and prompts an immediate Morale check for the Squad.

If the target of this first attack was killed by the wound, this will signify that the snake swallowed the target whole. Venusian Pythons have a Dire Rating of 5 when they are able to swallow the first target whole.

If the Squad does not panic, the Python will withdraw into the trees or hole from which it came, intent on looking for easier game. However, if they do panic, this will only provoke the monster. He will strike the next closest target as before, prompting another Morale check.

If the Squad breaks due to the second strike, the python will strike one more time before he become sated. Otherwise, he will withdraw to digest his meal or search for easier prey.



Effects Chart

Squads forced to endure jungle fighting suffers the automatic limitations listed in the below chart. Squads that fail their environmental hazard check upon activation must roll a d20 and consult the failure chart. They suffer that effect as well.

JUNGLES CHART

Level	Automatic Limitations	Failure Chart		Suggested Special Chart	
1-2	Reduced Visibility 15"	1-6	Reduced Visibility 12"	1-5	Insect Swarm
		7-13	Combat Fatigue -2	6-10	Insect Swarm
		14-19	Reduced Movement -1	11-15	Strangle Vine
		20	Roll on Special Chart	16-20	Bog
3-4	Reduced Visibility 12" Combat Fatigue -2	1-6	Reduced Morale -2	1-5	Insect Swarm
		7-13	Combat Fatigue -3	6-10	Strangle Vine
		14-19	Reduced Movement -2	11-15	Bog
		20	Roll on Special Chart	16-20	Mantrap
5-6	Reduced Visibility 9" Combat Fatigue -3 Reduced Movement -1	1-6	Reduced Morale -4	1-5	Strangle Vine
		7-13	Reduced Movement -2	6-10	Bog
		14-19	Fatigue	11-15	Mantrap
		20	Roll on Special Chart	16-20	Devil Bats
7-8	Reduced Visibility 6" Combat Fatigue -4 Reduced Movement –1 Reduced Morale -4	1-6	Fatigue	1-5	Bog
		7-13	Exhaustion	6-10	Mantrap
		14-19	Collapse	11-15	Devil Bats
		20	Roll on Special Chart	16-20	Python
9+	Reduced Visibility 3" Combat Fatigue -5 Reduced Movement -2 Reduced Morale -6 Fatigue	1-6	Exhaustion	1-5	Mantrap
		7-13	Collapse	6-10	Devil Bats
		14-19	Exposure	11-15	Python
		20	Roll on Special Chart	16-20	Python

16.2.3- Desert Terrain

No matter if in the Great Rust Desert on Mars, the radiation ravaged lands of Dark Eden, or a wind swept desolate tract on an island in the Graveton Archipelago of Venus, all deserts have a few things in common. They all suffer from extremes of heat and cold. They all suffer from an appalling amount of sand and dust and they all lack fresh water.

General Desert Limitations

The biggest concern for troops in a desert fight is keeping their weapons and gear clear of sand. No matter how careful a trooper is, sand gets into everything and many a trooper has lost his life due to a weapon jam caused by a single grain of sand. Another problem is movement. Walking in sand takes ten times the energy that walking on solid ground does, and running is all but impossible. Finally, the extreme heat of day and freezing cold of night causes additional problems. There is no misery worse in Hell than shivering in a frost covered foxhole all night, while suffering from an extreme sunburn you got earlier in the day.

Special Effects

Not all deserts are the same. The general list enumerates the general traits of dealing with combat in the desert. That's fine for typical use, but there will be times you want to fight in a specific desert with specific special effects. Below is a list of special effects that you can add to your desert special effects charts to make them unique and interesting.

1) Dust Devil

Blowing up out of nowhere, these tiny tornadoes block LOS. Place a small explosion template over the Squad leader and randomly deviate it 1-10 plus 6". Any Squad member under the template cannot be seen, or see out of the blowing cloud of dust. Any LOS that passes over the template is blocked. And any gas template touched by the template is immediately removed.

At the end of each Squad member's activation, the template will move 3" in a random direction. At the end of the Squad's turn, the effect will disperse. Remove the template from play.

2) Sink Hole

Models that suffer this effect have trampled over an emerging sinkhole or termite mound. The ground under them has collapsed, leaving them Prone at the bottom of a crumbling hole. This effect will always befall the model farthest from the leader, and any models within 3" of him.

It will take 2 actions from a friendly model to extract a fallen model. The friendly model must be

within 3" of the fallen model to help. Models may not Climb out of these pits, as the edges are far too crumbly to offer a hand or foothold.

3) Cloud Burst

All deserts get a certain amount of rain. The problem is that the rain comes so infrequently that when it does it runs off in raging torrents before it can soak into the parched ground. Models affected by this effect are struck by a flash flood caused by a sudden brief torrent of rain.

Randomly deviate a marker 1-10 inches from the Squad leader or reference model. Then randomly generate a direction. Any model (friend or foe) of less than size three within 6" of the marker will be swept 1-10 inches in the direction determined, and knocked Prone. They may then activate normally.



4) Blood Thorn Vines

Blood Thorn Vines are barbed, tough, and sentient vines that grow on the shady side of rocky crags or slightly under the surface of the desert sand. Some consider them a natural by product of centuries of war, while others blame the Dark Legion for these horrible abominations. Whatever the truth, one thing is for certain – they are greatly feared. The Blood Thorn Vine feeds on human blood.

Any model in cover, minimal presence, or Prone during the attack of a Blood Thorn Vine is in deep trouble. The vines will silently wrap around them, and then rend them with razor sharp barbs. This represents a DAM 10 attack. Those who fail will take a wound.

Those who survive the first attack may activate normally. They are considered entangled by the vines, and can do nothing but try to escape. Roll a d20. If the total is under double their ST score, they escape the vines. Treat them like standing models. Failure indicates the action was wasted and they are still entangled. If a standing friendly model spends an action to disentangle a victim, he may add the victim's ST to the number he needs to roll under in order to succeed, but he must first suffer an attack as listed below.

Standing models (models not in cover, MP, or Prone) will be affected as well, but to a lesser degree. So long as they spend their actions to move, they will be unaffected. If they stop to perform any other action other than move (including freeing a model), they will be attacked with a DAM 8 attack immediately. Those who are wounded but not killed will be considered entangled like the above models.

Models reduced to 0 wounds by the Blood Thorn Vines are immediately killed. They're blood and bodily fluids will be consumed by the vine in seconds, and nothing but a dried husk will remain. Medics can do nothing for a victim killed by Blood Thorn Vines.

Capitol and Imperial Special Forces have been rumored to use Blood Thorn Vines to deny hard cover positions that overlook their trench lines and landing zones. However, this practice is frowned upon by the Cartel, since Blood Thorn Vines are practically impossible to permanently remove once they take root in an area. Blood Thorn Vines have been found near every Dark Citadel every examined, so there may be some truth to the claims this horror was introduced by the Dark Legion.

6) Rock Adders

Rock Adders are one of the most dangerous snakes known to man. They are nearly invisibly in a desert environment, and live in communities made up on hundreds of snakes. Their bite delivers a neurotoxin so powerful that most victims don't even register the bite, and the larger specimens can bite through boot leather with ease.

Models bitten go mad, often screaming wild claims of conspiracy and treachery before they begin to hemorrhage from the eyes, ears, and mouth. Coma soon follows. The snakes then digest their meal at leisure, by drinking the blood spilled by their unconscious victim.

Squads who have passed through a Rock Adder den will have 1-4 models affected. Roll a d20.

A result of 1-5 means one, 6-10 indicates two victims, 11-15 indicates three victims, and 16-20 indicates four.

Once the number of victims is determined, roll a d20 for each starting with the Squad leader and taking the models in order of distance from the Squad leader. Any who roll over 10 are victims. Keep rolling until you have the correct number of models affected.

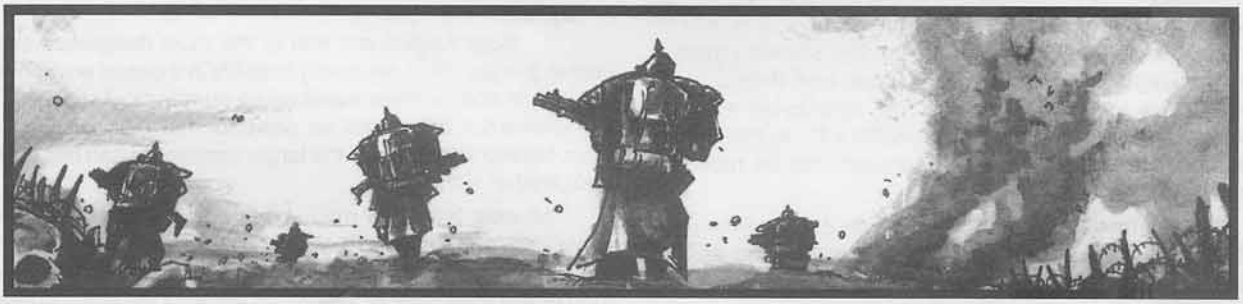
Models who are affected must roll on the following chart for each of their actions. They will take the action listed:

ROCK ADDER CHART	
1-4	The model will madly rant that the nearest friendly model is an enemy spy. The Squad the model is in as well as any model outside the Squad that he accuses will lose any hidden or stealthy status.
5-9	Claiming there is incoming fire, the model will charge the closest friendly model making an unmodified CC attack. If successful, the target model will be knocked Prone. If there are no models within charge range, he will dive for cover in a random direction (but not go Prone himself).
10-14	The model has begun to hemorrhage, and will spent this action coughing up blood. The realization by the others of what they are up against will prompt an immediate Morale test. Only 1 Morale test is required no matter how many models are affected.
15-19	The model will attack the closest friendly, claiming the model is an enemy infiltrator sent to destroy the Squad.
20	The model will begin to hemorrhage (if not already), and then collapse into a coma. Remove the model from play as a casualty, and make an immediate Morale check at –4 for the Squad if they haven't rolled already. Oddly, the toxin is not lethal unto itself. Rock Adders won't feed on the dead. At the end of the Squad activation, models that are hemorrhaging will suffer a wound from blood loss. Those that neither hemorrhaged to death nor succumbed to coma will return to their senses the next round, activating Prone and a bit confused but otherwise normal. The Rock Adders use dead bodies as incubators for baby Rock Adders. For that reason, the dead who are not recovered immediately are often left to rot. They're simply too dangerous to approach once the Rock Adders have had a chance to get to them.

7) Sand Storm

Sand Storms are one of the most devastating events in the desert. All LOS immediately becomes zero, and movement become completely impossible. The stinging sand can strip the paint off a Vehicle, and reduce a corpse to bare bones. When a sand storm strikes, the battle is effectively halted. The following rules apply:

- *All flyers will make an emergency landing in the nearest open space available to them in their forward facing, even if they have already been activated. They will begin the next turn on the ground at their new location. If there is no area large enough for them to land within 6" and within their forward facing, they will crash in the storm.*
- *All troops engaged in CC will automatically break CC moving to the nearest open space at least ½ inch directly away from the enemy they were fighting, and ending in a random facing. This occurs even if the Squad was previously activated.*
- *All Wait status will be lost, and all fire mission aborted.*
- *The turn will immediately end.*



Effects Chart

Squads forced to endure desert fighting suffers the automatic limitations listed in the below chart. Squads that fail their environmental hazard check upon activation must roll a d20 and consult the failure chart. They suffer that effect as well.

DESERT CHART

Level	Automatic Limitations	Failure Chart		Special Chart	
1-2	Weapon Malfunction	1-6	Reduced Movement -1	1-5	Dust Devil
		7-13	Reduced Morale -2	6-10	Dust Devil
		14-19	Fatigue	11-15	Sink Hole
		20	Roll on Special Chart	16-20	Cloud Burst
3-4	Weapon Malfunction Reduced Movement -1	1-6	Reduced Visibility 24"	1-5	Dust Devil
		7-13	Fatigue	6-10	Sink Hole
		14-19	Exhaustion	11-15	Sink Hole
		20	Roll on Special Chart	16-20	Cloud Burst
5-6	Weapon Malfunction Reduced Movement -1 Reduced Visibility 24"	1-6	Fatigue	1-5	Dust Devil
		7-13	Exhaustion	6-10	Sink Hole
		14-19	Collapse	11-15	Cloud Burst
		20	Roll on Special Chart	16-20	Blood Thorn Vines
7-8	Weapon Malfunction Reduced Movement –2 Reduced Visibility 18" Comm Failure	1-6	Exhaustion	1-5	Cloud Burst
		7-13	Collapse	6-10	Blood Thorn Vines
		14-19	Exposure	11-15	Blood Thorn Vines
		20	Roll on Special Chart	16-20	Rock Adders
9+	Weapon Malfunction Reduced Movement -2 Reduced Visibility 12" Comm FailureFatigue	1-6	Collapse	1-5	Blood Thorn Vines
		7-13	Collapse	6-10	Rock Adders
		14-19	Exposure	11-15	Rock Adders
		20	Roll on Special Chart	16-20	Sand Storm

16.2.4- Arctic Terrain

The seemingly endless white expanse of an arctic ice field or frozen plain can drain the very life from those forced to fight there. The cold permeates everything, making the most simple of movements a challenge.

General Arctic Limitations

The biggest problem with arctic fighting is of course the cold. Exposure related issues often incapacitate as many troopers as the enemy does in the deep arctic conditions. The endless expanses of featureless white also have a demoralizing effect on the troops. This hopelessness often affects the efficiency of troops forced to fight under such conditions.

Special Effects

1) White Out

Better than 90% of all radiant solar energy is reflected away in arctic conditions. There are times when ice particles in the air combine with reflected sunlight to cause a dazzling effect that can blind even those wearing proper eye protection. Everything is bathed in a brilliant white clinging light, and solid objects appear as only a nondescript shadow amid the glare.

Models affected by white out must roll a d20 when they activate. The result is the range in inches at which they can effectively see for the round.

2) Hidden Crevasses

The frozen ground has given way under one or more Squad members, dropping them into a crevasse hidden beneath the ice. The model farthest from the Squad leader will be affected, and any model within 3" of him. These models will be knocked Prone at the bottom of the crevasse.

It will take 2 actions from a friendly model to extract a fallen model. The friendly model must be within 3" of the fallen model to help. Models with the Climb Special Ability may Climb out by using all 3 of their actions.

3) Extreme Wind Chill

Squads affected by this result find themselves in a position where harsh arctic wind is blowing strongly on their position. The corresponding wind chill effect is extreme, plunging the effective temperature nearly 50 degrees. Temperature this cold can freeze exposed skin in less than a minute.

Models in the Squad will be subjected to an environmental hazard ATS 15. Failure indicates a wound is suffered due to frostbite or hypothermia.

4) Arctic Mirage

There are several types of mirages that can be seen in arctic conditions. The most prevalent is known as a superior mirage. This type of mirage occurs when an extremely cold layer of air forms in an inversion layer over slightly warmer (but still very cold) surface air. The effect is that surface details appear to be projected above the ground. Troopers completely hidden in a trench line might appear to be standing in the open behind it. Troopers hidden behind hills might appear to be on top of them.

Another common mirage is the Fata Morgana. Caused by the same type of inversion layer as the superior mirage, objects on the horizon appear to be warped, and at

times, there appears to be more than one horizon. This is a particular hazard to flyers, since the momentary loss of a visible horizon can prompt sudden and dangerous altitude shifts, or even a loss of control.

Surface models that suffer a mirage effect must roll a LD check before every ranged attack. Failure indicates they have targeted a vision that is not real. The shots will automatically miss the target. Channeling efforts will automatically fail.

Flying models that suffer this effect must roll a LD check at the beginning of their activation. Failure indicates the pilot has lost sight of the real horizon. Roll a d20 and consult the following chart.

1-15	Change one Altitude.
16-17	Change two Altitudes.
18-19	Change three Altitudes, and turn to a random direction.
20	Aircraft stalled or put in a spin.

An odd numbered result indicates the pilot descends the indicated amount. An even number indicates the pilot climbs the indicated amount. If the altitude change puts the craft in contact with the ground or a result of 20 renders the Vehicle out of control, roll another d20. If the result is under the LD of the pilot, he or she will regain control at one height band off the ground pointed in a random direction. Failure indicates the Vehicle has crashed.

5) Minor Avalanche

This result indicates that a minor avalanche or ice eruption has swept the Squad away. Roll for a random direction. Each Squad member will be carried 1-10 inches in that direction.

Once the final location for each model is determined, next roll an LD test for each model. Those that fail are buried in snow and ice and unable to move. A friendly model in base contact must spend an action to dig them out before they can take any actions. Those that pass are knocked Prone, but can be activated normally.

For the models that are buried, roll another LD test. Those that fail a second time are completely buried under the snow. Remove them from the table, but keep them separate from your other casualties. It is possible they might still be saved.

Surviving members of the Squad that wishes to search for the buried may do so for one action. Roll a d20. On a result of 1-5, they will find a buried model. Return the model to the table, placed Prone in base contact with the model that found them.

Models that are not recovered by the end of the Squad activation will suffer a wound. Models with multiple wounds will suffer an additional wound at the end of every friendly Squad activation after that, until they are either saved or they perish beneath the snow.

ARTIC CHART

Level	Automatic Limitations	Failure Chart	Special Chart
1-2	Combat Fatigue -1	**1-6** Reduced Movement -1 **7-13** Reduced Morale -2 **14-19** Combat Fatigue -3 **20** Roll on Special Chart	**1-5** White Out **6-10** White Out **11-15** Hidden Crevasse **16-20** Hidden Crevasse
3-4	Combat Fatigue -2 Reduced Morale -2	**1-6** Reduced Movement -1 **7-13** Reduced Morale -4 **14-19** Fatigue **20** Roll on Special Chart	**1-5** White Out **6-10** Hidden Crevasse **11-15** Artic Mirage **16-20** Extreme Wind Chill
5-6	Combat Fatigue -3 Reduced Morale -4 Reduced Visibility 18"	**1-6** Reduced Movement -1 **7-13** Exhaustion **14-19** Collapse **20** Roll on Special Chart	**1-5** Hidden Crevasse **6-10** Artic Mirage **11-15** Extreme Wind Chill **16-20** Avalanche
7-8	Combat Fatigue -4 Reduced Morale -6 Reduced Visibility 12" Reduced Movement -1	**1-6** Exhaustion **7-13** Collapse **14-19** Exposure **20** Roll on Special Chart	**1-5** Artic Mirage **6-10** Extreme Wind Chill **11-15** Avalanche **16-20** Polar Worm
9+	Combat Fatigue -5 Reduced Morale -8 Reduced Visibility 6" Reduced Movement -2 Fatigue	**1-6** Collapse **7-13** Exposure **14-19** Exposure **20** Roll on Special Chart	**1-5** Extreme Wind Chill **6-10** Avalanche **11-15** Polar Worm **16-20** Polar Worm

6) Polar Worm

Polar Worms are tunneling predators who are attracted to warm blooded creatures. Growing up to 20 feet long, these worms tunnel through ice and snow by the use of a chemical secreted from glands in their body. This chemical generates intense heat, allowing the worm to literally slide through ice and snow like a hot knife through butter.

Polar Worms attack by rising up and spraying their prey with a concentrated version of their chemical secretions, effectively setting them on fire. The farthest model from the Squad leader, and anybody within 3" of him will be attacked in this way. The damage is DAM 12 Residual. Those that perish will slowly sink into ice below due to the burning chemical, to be eaten at the Polar Worm's leisure.

The worm will continue to attack until a model is killed, or he has sprayed his target twice. If they manage to survive two attacks, the worm will lose interest and move on to easier prey.

Effects Chart

Squads forced to endure arctic fighting suffer the automatic limitations listed in the chart to the left. Squads that fail their environmental hazard check upon activation must roll a d20 and consult the failure chart. They suffer that effect as well.

16.2.5- Subterranean Terrain

The dark caverns and passageways underground can be as cold and inhospitable as the most desolate ice field and as treacherous as the densest jungle. Often dark and shadowy, and littered with winding passageways and rough terrain, a subterranean campaign can test the more dedicated warrior's will to fight.

General Subterranean Limitations

The most difficult part of dealing with subterranean terrain is the lack of communications. The solid rock blocks most transmissions, and even short-range communications is erratic and unreliable due to the unpredictable nature of the rock compositions around the troopers in question. Morale is also a problem. Even the most stalwart trooper begins to become uneasy after a period of time spent underground. Some attribute this to the lack of sky overhead. Some say it's due to the nature of the enemy you face there. The enemy can come at you from any direction while underground. Nowhere are you safe. Lastly, the rocky terrain is very hard on weapons and equipment.

Special Effects

1) Falling Rocks

Whether due to geologic activity or the rumbling of explosions, falling rocks and cave-ins are always a danger when fighting underground. In this case, the Squad in question has noticed a rain of small rocks and debris raining down from above. This is a rather alarming event at best. The Squad must make an immediate Morale check. Failure indicates they panic at the thoughts of being buried alive.

2) Seismic Tremor

Quakes and tremors are nothing new to those that live underground. The very act of blasting out a new passage or space for a new dome can cause tremors and rumbling for weeks. In this case, the tremor is significant. The Squad in question is knocked off its feet by the severity of the quake. Mark all models as Prone.

3) Poison Gases

Either by thermal inversion of an underground water source or volcanic venting deep underground, this area has been contaminated with poison gases. Mark the location of the Squad leader or reference model. Anybody within 6" of that spot is hit with an ATS 10 attack. Models who fail the save verses this attack will fall unconscious.

They will remain unconscious until they are dragged out of the area of effect. A model may drag another model of his size or less at half their movement rate. Models still present at the end of the turn will suffer a wound.

4) Volcanic Venting

Unexpected tectonic pressures have forced a powerful venting of superheated materials to erupt under the Squad. The entire area is obscured by smoke and steam, lowering visibility within 8" of the Squad leader to zero. All models inside this area of effect are hit by an ATS 15 environmental hazard due to the heat and toxic gasses.

5) Feral Lampreys

These greatly feared creatures are basically huge leaping bloodthirsty leaches. While many citizens share the popular belief that these creatures are actually the reincarnated form of divorce attorneys, they are in reality far more devastating. They can suck the life out of a typical trooper in a matter of minutes. Divorce attorneys typically take a bit longer. All kidding aside, the feral Lamprey is greatly feared for its methods.

This result will affect the farthest model from the Squad leader, and any model within 6" of him. 1-4 Lampreys will attack any trooper in the area of effect. Roll on the following chart for each trooper:

1-5	**One Lamprey:** It will take one action to remove the beast. The model suffers a DAM 8 attack.
6-10	**Two Lampreys:** It will take two actions to remove the beasts. The model suffers a DAM 12 attack.
11-15	**Three Lampreys:** It will take three actions to remove the beasts. The model suffers a DAM 16 attack.
16-20	**Four Lampreys:** You are helpless to escape them without aid. The model suffers an automatic wound per round.

Friendly models may spend an action to remove a lamprey from a model in base contact.

7) Mercurian Komodo Dragon

Growing up to 30 feet long with a tongue like a whip, these beasts are the scourges of subterranean life. Extremely powerful and always hungry, these monsters lurk along ceilings, ledges, or inside of crevasses waiting patiently for prey.

Dragons will always attack wounded models first,

if there are any present in the target Squad. Otherwise, they will attack the model farthest from the Squad leader. The lizard will lunge out of nowhere striking his first target with his lighting fast tongue and yanking the poor victim into his gaping maw. This attack causes an automatic wound to the initial target, and prompts an immediate Morale check for the Squad.

If the target of this first attack was killed by the wound, this will signify that the lizard was able to eat the target whole. Otherwise, they will spit out the trooper leaving him stunned and Prone. Komodo Dragons have a Dire Rating of 5 when they eat their first target.

If the Squad does not panic, the Lizard will withdraw into the hole from which it came, intent on looking for easier game. However, if they do panic, this will only provoke the monster. He will strike the next closest target as before, prompting another Morale check.

If the Squad breaks due to the second strike, the Lizard will strike one more time before he become sated. Otherwise, he will withdraw to digest his meal or search for easier prey.

Effects Chart

Squads forced to endure subterranean fighting suffers the automatic limitations listed in the below chart. Squads that fail their environmental hazard check upon activation must roll a d20 and consult the failure chart. They suffer that effect as well.

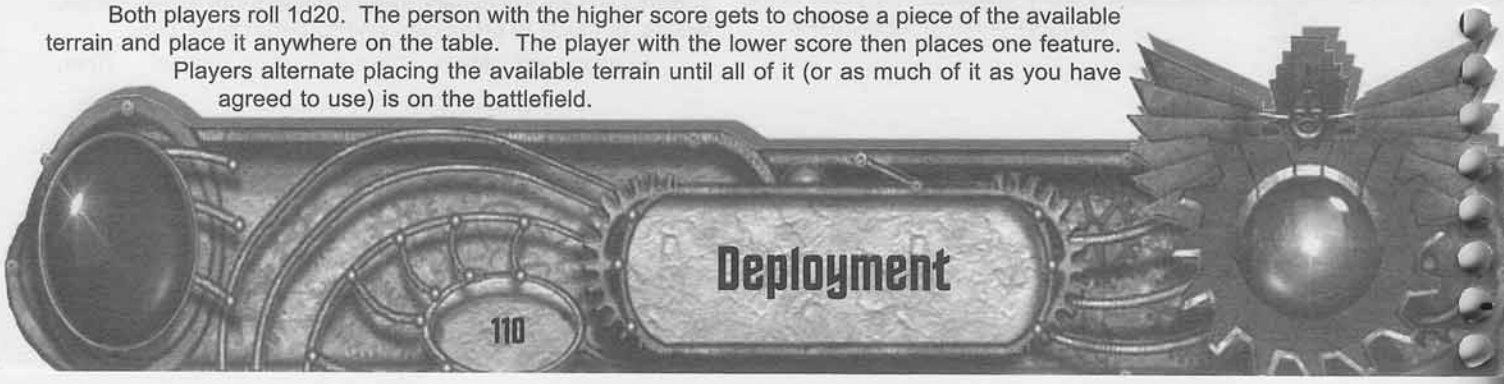
SUBTERRANEAN CHART

Level	Automatic Limitations	Failure Chart	Special Chart
1-2	Comm Failure	**1-6** Weapon Malfunction **7-13** Reduced Morale -3 **14-19** Combat Fatigue -1 **20** Roll on Special Chart	**1-5** Falling Rocks **6-10** Falling Rocks **11-15** Seismic Tremor **16-20** Seismic Tremor
3-4	Comm Failure Reduced Morale -3	**1-6** Weapons Malfunction **7-13** Combat Fatigue -2 **14-19** Reduced Visibility 24" **20** Roll on Special Chart	**1-5** Falling Rocks **6-10** Seismic Tremor **11-15** Poison Gases **16-20** Volcanic Venting
5-6	Comm Failure Reduced Morale –4 Weapons Malfunction	**1-6** Combat Fatigue -3 **7-13** Reduced Visibility 18" **14-19** Fatigue **20** Roll on Special Chart	**1-5** Seismic Tremor **6-10** Poison Gases **11-15** Volcanic Venting **16-20** Feral Lampreys
7-8	Comm Failure Reduced Morale –5 Weapons Malfunction Reduced Visibility 18"	**1-6** Combat Fatigue -4 **7-13** Reduced Visibility 12" **14-19** Fatigue **20** Roll on Special Chart	**1-5** Poison Gases **6-10** Volcanic Venting **11-15** Feral Lampreys **16-20** Mecurian Komoto
9+	Comm Failure Reduced Morale –6 Weapons Malfunction Reduced Visibility 12"	**1-6** Combat Fatigue -5 **7-13** Fatigue **14-19** Exhaustion **20** Roll on Special Chart	**1-5** Volcanic Venting **6-10** Feral Lampreys **11-15** Mecurian Komoto **16-20** Mecurian Komoto

17-TIME TO ROLL: DEPLOYING YOUR ARMY

You have learned about how your troops are created and studied how those troops interact. Now that you have picked up the basics and decided on the environment for your game, we should turn our attention to getting started. Battlefields are not merely flat, featureless plains, they contain hills and woods, walls and streams. We call these features terrain. In UWZ, these can be represented with models purchased from your local hobby shop or by simple household substitutes. For example, you may use books to represent hills. That said, the first thing you will need to do is lay out your terrain. There are a number of ways to decide this, and in a standard game of elimination (the term we use when two players are fighting until only one remains), we recommend the following method.

Both players roll 1d20. The person with the higher score gets to choose a piece of the available terrain and place it anywhere on the table. The player with the lower score then places one feature. 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.



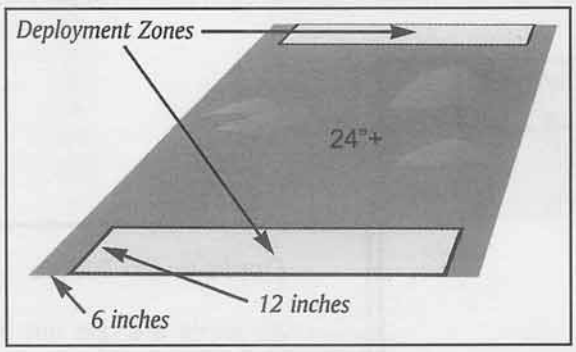
Once the terrain is placed, both players roll 1d20. The player with the higher score gets to choose which side of the table to set his or her forces on. The opponent sets up on the opposite edge of the playing area or in another designated area. This area of placement is known as a deployment zone.

DEPLOYMENT ZONES

The Deployment Zone is designed to avoid immediate contact between armies. If there are more than two players, each player should roll a D20 and choose their positions, starting with the player with the highest score and working down. However, rather than occupying an edge they should set up in a corner.

The exact size and position of these deployment areas depends upon the size and shape of the "table top". Bear in mind that the idea is to keep some tactical space between the forces and try to keep a distance of at least 24 inches between armies.

You can place your Unit Cards anywhere within 12 inches of your edge of the playing area, but not within 6 inches to the left and the right edge of the table.



Standard 2-player set-up

UNIT CARDS & DEPLOYMENT ZONE

Once the size of your game, the victory conditions, and the deployment areas have been decided, it is time to start your foray into the Worlds of the Mutant Chronicles.

One of the problems we have found in Table-Top Gaming is that many games are won or lost at the deployment phase by players using their knowledge of the enemies' strengths and weaknesses to an unrealistic advantage, one they would not necessarily have. Knowing the location and the identity of your opponent's forces can be a huge advantage in battle, one that requires effort and planning.

UWZ uses Unit Cards to eliminate the players' ability to see their opponent's deployment. Rather than placing their models on the table during the deployment phase, UWZ players instead place Unit Cards face down on the table. Thus, UWZ has the first true double-blind deployment system in a sci-fi skirmish game!

A Unit Card comes with every pack and boxed set of miniatures, and the cards are also sold separately for players who already have a force of Warzone figures. The cards reduce the amount of clutter and paper shuffling during the game, since they also serve as a reference for the unit's vital information. A Unit Card can represent one entire squad, a single model, such as a horrific monster, squad leader or vehicle, or even a False Lead.

False Leads are blank cards that you add to your army roster to throw off your opponent's ability to anticipate your plans and strategy. Their sole function is to add to the uncertainty of warfare between one or more forces. Some forces in the Warzone Universe have special rules regarding the number of False Leads you may have at the beginning of a conflict. These cards are covered in the individual armies' descriptions and special abilities.

In general however, an army is entitled to one False Lead for every five hundred points it has.



Your Unit Card

Each unit card has a unique image on its front facing which distinguishes the army type being fielded.

Once the vital stats are recorded on the backs, you will be able to use these for both your double-blind deployment and for your unit reference. In this way you minimize the need for cluttering paper or bulky sheets.

Here's how it all works!

Players should write the vital statistics for all their figures and squads on their Unit Cards for easy review and reference. Once this is completed, the card for individuals, false leads (or dummy cards), vehicles and squad leaders are placed into a pile, and cards for basic-troops and specialists are set aside. The basic-troop squads will not be deployed in the beginning, as the squad leader's card (where applicable) will represent his entire squad. If there is no leader in a given squad, that squad's card should be placed in the pile for deployment.

Each player rolls a d20, looks through his or her army for the model with the highest Leadership value (see character profile, LD) and adds that figure to the die roll. The person with the highest score can nominate any one player, including himself, to deploy the first Unit Card. The nominated player must deploy a unit card to his or her own deployment area. Players then alternate deployment—one Unit Card at a time—until deployment is complete. If there are more than two players and the winner of deployment initiative nominates another player to deploy a Unit Card first, the initiative winner will deploy second, and the other players will deploy in descending order of initiative scores.

When placing Unit Cards make sure the models' description and statistics are placed face down so your opponent cannot see which troops you are deploying. The Unit Card remains on the table to represent the unit until the first time that unit activates or a spell/attack targets it. At this point, the Unit Card is flipped; remaining in the same place it was deployed. On the stat side of the Unit Card is the center point where the Squads' Leader, Individual, or vehicle is placed. Once the figure is placed on the center point, the Unit Card is slid

out from underneath it. In the case of a Squad Leader, the remainder of the squad is then placed anywhere within Command Distance around the Leader and within the specified deployment zone.

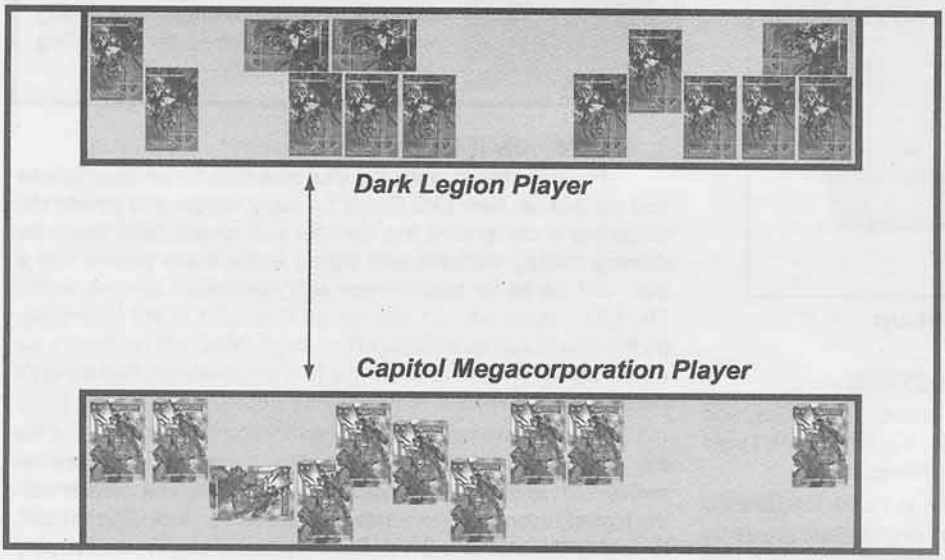
The only other way to reveal an opponent's unit that is still face down and unknown is to get a friendly unit within a certain number of inches from the target card. Your unit/model must be within its LD value in inches of the unrevealed unit, and it must have an unobstructed line of sight (LOS). A model with a LD of 12 would, therefore, be able to reveal a card if it moved within 12 inches of it and had LOS. This does not reveal models that are Hidden, though it will reveal a False Lead, however. In the case where the model is Hidden, the player should simply be told that the friendly model apparently sees nothing.

Models that are hidden, i.e.. using the special abilities that simulate things like Stalk, Stealth, etc. do not have to reveal themselves when activated, if they do not perform an Action that will take them out of Hidden status. In other words, the Unit Card is placed face down at the time of deployment. When that unit activates and it decides to Wait, Infiltrate, etc., the Unit Card will stay face down or move along the battlefield if the unit can move while Hidden. Once that unit performs an action that will cause it to be revealed, the Unit Card is flipped, and the models are deployed as described above.

There are certain spells and effects that may impact Unit Cards at the time of deployment. When these effects allow your opponent to deploy one of your forces, the Unit Cards are not used. Instead, you place the models themselves on the table. The player chooses blindly (in most cases) from the deployment cards you have minus any false leads. The card he has chosen has its models placed on the board. In the event that he has selected a squad leader, the whole squad is deployed as well, and that card is removed from the deployment pile. The only exception to this rule occurs if your opponent forces you to deploy a unit that starts the game Hidden. In most of these cases, you do use the Unit Card to deploy the unit. Your opponent simply determines the location of the Hidden Unit.

Once all cards have been deployed, any special rules or army effects occur. Initiative is then rolled (adding the highest LD scores) and play begins. When all that remains is for False Lead cards to be activated, treat that card(s) as a Hidden model.

Once you've done all that, you're ready to start fighting!



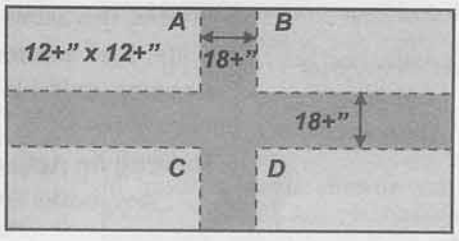
Deployment Phase

All cards are laid out in an alternating method, face down. You may have your cards overlap or touching.

Alternate Set-Up

Four Player Set Up

In a four player game, all other rules apply as normal. The only difference is that the Deployment Zones of each player extend to the table edges.



18-SCENARIOS

Adding More Dimensions to your games.

In the worlds of the Mutant Chronicles, battles are just as often fought over specific objectives than they are about simply eliminating an opponent. The machinations of the powers in UWZ are as varied as they are unfathomable. Border disputes, espionage and secret raids are all part and parcel for the Megacorporations. With the return of the Dark Soul and the advance of his Dark Legion these conflicts have escalated to fevered pitch. Scenarios allow you, the player, to take part in the evolving storyline of the Mutant Chronicles. Scenarios give a flavor and purpose to battles by creating an interesting backdrop for your games. Linked together in a story-like fashion, scenarios create what we refer to as a Campaign.

There are endless numbers of scenarios that can be created for your armies to war in, scenarios limited only by your imagination. We encourage you review the samples we have provided below and come up with some of your own. If you come up with a good one (or ten), please come to the website and share them with your fellow players. To help introduce you to the design of a scenario, we have the basic components assembled below as well as instructions on how to use these components in your games. Following this information are a number of basic scenario rubrics from which you can enjoy an endless series of games in the Mutant Chronicles Universe.

18.1- Scenario Formats

While the information contained in any given scenario will vary, the components used to design a scenario remain largely constant. We do this so players of Warzone: Universe Under Siege the world over will be able to share and enjoy games with a common frame of reference. Each scenario has seven different parts that you need to be familiar with. We have described these parts below.

- **Motives:** Why are we fighting? This section details the back story for why this event is taking place. It may be a simple as a basic sentence or two, or involve a short set-up story if you are particularly creative.
- **# of Players:** The suggested number of players for a scenario can be found here.
- **Points:** This is the suggested total Point Allowance, which each player in a scenario may use to build their forces with. Normal Army Construction rules apply.
- **Victory Conditions:** These are the special conditions or events that determine when a scenario is won. Not all games require the complete destruction of your opponent's army after all.
- **Set-up:** This item provides specific information on setting up the playing field, including any unique requirements that the scenario calls for. These requirements encompass the placing terrain and other features the scenario may require.
- **Deployment:** Any special rules for the set-up of deployment zones and unit cards are detailed here.
- **Special Rules:** If the scenario uses any special rules or time restrictions they will be detailed in this section.

18.2- Choosing a Scenario

Before you play a game of UWZ you'll need to pick a scenario to play; the rubrics below are a good place to start. At some point you will want to design scenarios of your own. We recommend you try altering the existing scenarios to make new ones first as balance is frequently one of the overlooked or misjudged areas in scenario creation.

Scenario 1- Hold the Line

Motives: The battles have been furious and exhausting. After days of fighting the defending player has secured a strategic position that contains some great advantage in the campaigns to come. He is determined to hold this position or die to the last man.

The attacker has sent out a greatly depleted hunting force to remove them before their reinforcements arrive (turn 6). The attacker must kill every soldier in the entrenchment area and occupy it at the end, or have driven them off and blocked them from returning to it by the end of Turn 6.

Players: 2, 4, 6

Points: Defenders= 750 pts
Attackers= 1400 pts

VC: Attacker must force the defender out of the entrenchment before turn 6.
Defender must hold the position till the end of round 6 of game play.

Set-up: The defender is placed in the center of the board in a 12" squared area (add 6" for each additional 2 players), this may be a fort, foxhole, building(s), etc. Whatever it is, it should have great cover advantages. We suggest the position comes with full hard cover!

Surrounding the emplacement should be a cleared area (or kill zone) of at least 18". This area should be devoid of almost any cover. Beyond this kill zone there should be cover and terrain of varying types.

Deployment: Attacker sets up his forces after the defender has stationed his in the entrenchment area. The attacking player knows he is there after all. The attacker must deploy within three inches of any table edge. Unit card rules for the defender apply as normal. The attacker does not deploy with Unit Cards.

Special Rules:

- *Defending players warbands never flee the position as a result of fear, though they may be moved freely when not panicked.*

- *All defending units are considered in command radius so long as they are in the entrenchment area. Remember that they are desperate and awaiting relief.*

Scenario 2- Tritium Hunt

Motives: Exciting news has reached your superiors that the rare substance known as Tritium has been uncovered. The scattered remnants of a falling meteor, these fragments are highly sought after by both the Megacorporations and the Dark Legion. Properly processed this element is a unique source of energy. To a Channeler, it is a powerful enhancer.The retrieval of these items is your first priority!

Players: 2-4

Points: 1200 points

VC: Accumulate the most Kill Points and Tritium Counters in 8 turns. Tritium must be brought to the deployment area for full credit. Half credits are afforded for models in possession of Tritium at the end of the last turn.

Set-up: The board should be covered with various types of terrain which are placed in the following manner. Divide the board into four quadrants. Mark each area as 1-4. Roll 1d20 where 1-5=Quad 1, 6-10= Quad 2, 11-15= Quad 3, and 16-20= Quad 4. Each roll determines the placement of piece of terrain and players should alternate rolling and placing with each other. Once terrain is placed, each player places one Tritium counter (in succession) at/ under a piece of terrain determined by the same method as placing terrain above. There should be 10 counters used per player. No Tritium counter should be placed within 15" of the table edge and not within 6" of another counter.

Deployment: Determine deployment as normal.

Special Rules:

• Tritium counters require an action to find and a successful LD test to acquire. They are kept with the model carrying them until they are brought back to the deployment zone. Tritium is light weight and unencumbering so a model carrying one may still fight and defend itself..

• A Tritium Counter is left in place when a figure is killed.

• A Tritium Counter is transferred when a model carrying it is killed in CC. Transferring Tritium Counters occurs from model to model in base to base contact at the cost of one action.

• Tritium Counters count for Victory Points. To determine their purity, they must first be brought to the Deployment Zones. Once there a d20 is rolled. The number is multiplied by 3. This number of points is added to the players Victory Pool. This occurs for each Tritium Counter retrieved.

• A model may carry any number of Tritium Counters without impeding its movement.

• The game is set for a 8 turn time limit.

• Tritium Counters cannot be teleported because their unrefined nature prevents their movement via channeling of any kind.

Scenario 3- Capture the Army Command

Motives: This classic scenario requires players to manage both offensive and defensive styles of play. It serves as an excellent introductory scenario.

Players: 2-4

Points: 750-2000

VC: A player must acquire the enemy armies command and bring it safely to their deployment zone.

Set-up: The center of the board should contain good amounts of terrain and cover. Army command post positions are placed at the center of the far sides of the board opposite of each other in the Deployment Zones. Players should designate an item as representing the command post. You may use Megacorporate counters, Counter Keepers marked accordingly or anything else you can think of.

Deployment: Deployment zones should be up to 12" along each side of the army command post and up to 6" deep.

Special Rules:

• It takes one action to pick up the important documents and data discs in the command post. It takes one action to pass these command items in base-to-base contact with another trooper.

• If a model is killed in CC, the winning model automatically acquires the command token with no expense of actions.

• The item has an armor of 12 and 10 wounds.

• The command token lies where it falls if the model carrying it is killed in RC.

• Models carrying the token may use RC weapons.

• The token can be teleported.

• The token can be carried by Mounted Troops.

• The game has an 8 turn time limit. If no one has brought the command token to their deployment zone by the end of turn 8. Points are awarded for each model killed and a bonus applied. The bonus is calculated by measuring the distance a command token is from the deployment zone, subtracting that number from 20, and multiplying that number by 5.

***For example:** Player 1 has his captured command token 6 inches from the DZ. Player 2 has his captured command token 9 inches from the DZ.*

Player 1: Step 1) 20-6= 14 Step 2) 14 X 5= 70 points

Player 2: Step 1) 20-9= 11 Step 2) 11 X 5= 55 points

Scenario 4- Invasion

Motives: Having a home field advantage sometimes assures victory if the battle is properly planned for. This mission requires a powerful and prepared army to be forced off the board or destroyed. Tricky, but not impossible for the superior commander.

Players: 2-4

Points: Any number of pts (though they must be equal)

VC: Defender: Survive!

Attacker: Annihilate the enemy.

Set-up: The defending player deploys on one side of the board in a 14" deep deployment zone that runs the length of the board. The defender is the only player who may use deployment cards and has no False Leads beyond the troops cards used.

Defender selects to apply traps to the board based on the army sizes shown in the traps chart.

The center of the board has light terrain.

Deployment: The attacking player deploys last on the opposite side of the board.

The attacker deploys in a 6 inch DZ running opposite of the defenders position.

Special Rules:

• Defender starts by using deployment cards only.

• Defenders that break and flee off the deployment zone are counted as out of the game.



Scenario 5- Escort/Assassinate

Motives: Having captured and subdued a valuable prisoner, the escorting player is attempting to bring him through enemy lines and on to their base camp.

The attacker will not allow confidential information to fall into the wrong hands and has set up a force to stop them from returning to base camp. The dense terrain on the board make for an excellent game of strategy and guerrilla combat. If the pigeon escapes off the board, the escorting player wins the game.

Players: 2

Points: Escorter= any pts (must be equal)

Attackers= any pts (must be equal)

VC: Attacker must kill the pigeon before they exit through his deployment zone.

Escorter must escort the pigeon from his deployment zone to the attackers.

Set-up: The center of the board should be riddled with dense terrain, ruins, etc.

Deployment: The escorting player is placed on one side of the board in a 10" wide and 3" deep area.

The attacker deploys within 3" of his side of the board.

Special Rules:

• The pigeon is not armed and must be in base to base contact with at least one escort model..

• No vehicles allowed.

• A model in base to base with the pigeon may elect to take a "bullet" for the pigeon should he be shot while in base to base. To succeed at this he must make a leadership test to intercept the attack. Additionally, a model may elect to throw themselves on a grenade that has targeted the pigeon, removing the template effects.

• Should the pigeon die during an attack, the defender loses. The pigeon has 3 actions, a movement of 3" and 3 wounds.

• All defending units are considered in command radius so long as they are in the entrenchment area. Remember that they are desperate and awaiting relief.

Scenario 5- Acquisition

Motives: It is crucial to the mission commanders that the Object is recovered from the area it is in and returned to the base for examination and exploitation. The commander are very insistent on this point.

Sadly for you, others have the same objective and battle to acquire it will no doubt be fierce. In the event you cannot secure the objective, the others should not either. Its secrets are too important to fall into enemy hands.

Players: 2-4

Points: Any number of pts (must be equal)

VC: A player must acquire the objective and bring it safely to their deployment zone.

Set-up: The center of the board should contain the objective. Surrounding the objective should be a six (6) inch area of empty space (no cover), a kill zone of sorts. The rest of the board up to the deployment zones should contain lots of terrain and cover opportunities.

Deployment: Deployment zones should be up to 3" along the sides of the board. If there are two players, the farthest sides should be used. If three or four players are engaging each other, the deployment edges should be equidistant to the objective.

Special Rules:

- *It takes one action to pick up the item. It takes one action to pass the item in base-to-base contact with another trooper.*
- *If a model is killed in CC, the winning model automatically acquires the item with no expense of actions.*
- *The item has an armor of 11 and 3 wounds in the event it is targeted.*
- *The item prevents any teleportation while it is carried.*
- *Vehicles (or mounted troops) cannot carry the item.*

Scenario 6- Demolition

Motives: It seems like a simple enough objective, demolish the target and get out. What makes it hard is that the enemy has intercepted your orders and has begun moving to intercept your troops as well.

As all your troops have been issued charges for destroying the objective, you must make sure at least one of your men sets the charge and allows it to go off!

Players: 2-4

Points: Any number of pts (must be equal) In the event of the a multiplayer game, teams should be created.

VC: The attacking player must destroy the objective. The defender must stop him.

Set-up: The center of the board should contain the objective. Surrounding the objective should be a ten (10) inch area of partially open space. The rest of the board up to the deployment zones should contain lots of terrain and cover opportunities.

Deployment: Deployment zones should be up to 3" along the sides of the board. If there are two players, the farthest sides should be used. If three or four players are engaging each other, the deployment edges should be equidistant to the objective.

Special Rules:

- *In this scenario, all troops are armed with charges that will potentially destroy the objective.*
- *To set the charge, a model must spend one action and make a successful LD test. If the LD test is failed, the action was wasted and the charge is not set.*
- *An activated charge will explode at the end of the second full turn since it was turned on. The game ends at this point.*
- *An activated charge can be deactivated by another trooper in base to base contact with the charge if the trooper makes a successful LD test at a -3. If the test is failed, the charge explodes prematurely and the model is killed. . Game over for him.*



Scenario 7- Convoy

Motives: For the convoy, the object is to get as many of its troops through this veritable gauntlet as it can in eight turns. The game ends after the eighth turn.

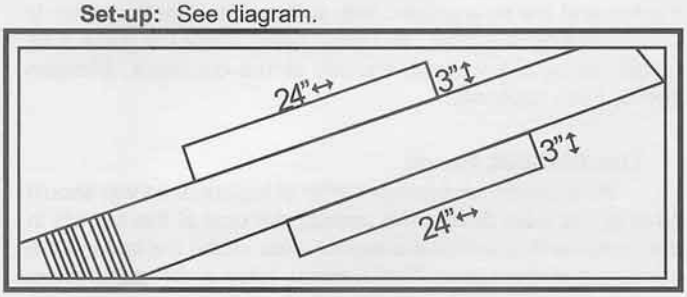
Players: 2-4

Points: Convoy has 1.5 times the points of the ambushers.

VC: The Convoy must exit the board with enough points to equal 50% of its
starting size.

The Ambushers must insure that most of the convoy does not exit the board
alive and achieve their victory conditions.

Set-up: See diagram.



Deployment: The Convoy sets up in the shaded DZ.

The Ambusher sets up in the ambush area using the Deployment cards until LOS forces the cards to be replaced by Models. Terrain is light in the convoys corridor and heavy beyond that.

Special Rules:

- *Movement for the convoy outside the travel route reduces the movement of all troops by 1 inch per action. Thus, if a model has a 3" movement per action, that model moves only 2 inches per action outside of the corridor.*
- *Attackers may enter the convoys corridor at any time.*
- *Vehicles or cavalry lose two inches per action on movement when outside the corridor.*
- *The game has an eight turn time limit.*



18.3- Special Scenarios- Applying what we taught you.

Now that you have seen how to design a scenario, we wanted you to see an extension of this. What follows is one of our favorite, "Just for Fun" scenarios that we run when we want to have a free-wheeling bit of fun. Now basic rules have been suspended for this scenario, and this is okay when you are simply eager to enjoy the company of friends. The bottom line is that whatever scenario you come up with, it should be balanced and enjoyable, everyone should know the rules and approve the event. It will probably take a few go arounds to get the hang of scenario balance, but it will always be time well spent.

Bad Moons Rising

"Long ago the armies of the Nepharite Salidan were destroyed on the Plains of Charon, a desolate stretch of sand in the Mars Desert. Ever since that day an outpost has been kept to guard against his prophesied return. According to the legends "When the three daughters of Mars rise the color of blood, Salidan will return and all the boatman's children shall rise to his cause. Tonight the three moons of Mars, Phobos, Demos, and Eris rose into the night sky illuminated in a sickly red light. Will the children of Charon be far behind? "

The following scenario can be used to simulate fighting conditions much worse that those found in a typical game of Warzone. Think of any of the movies where endless hordes of zombies are attacking a small band of stalwart yet beleaguered defenders. The ultimate goal of the scenario is not killing all of the zombies, as that cannot be done with the limited resources available. Rather, you will be working to keep the rotten ones repelled for a certain period of time. Careful use of ammunition, barricading doors and, of course, ingenuity will all help to determine if you survive or if you are thrown to the

floor and end up with your ribcage torn open and having your innards eaten in front of you. I'd prefer the escape personally. You will need 2-4 players to play the zombies and 1 or 2 players to play the beleaguered defenders (No Dark Legion armies allowed) for this scenario.

Set-up

The Setting

You and your unit are assigned to a remote desert outpost. This can be of any kind, but preferably with one level for ease of play, but the outpost itself should be quite large taking up a good portion of the tabletop (4' x 4' table). There could also be several smaller bunkers arranged very close to each other. You are surrounded on all sides by what seems to be an endless horde of legionnaires and to make matters worse you are starting to run low on ammo and the guns are starting to jam. You should designate a landing point for the rescue helicopter. This should be either in the center of the compound or can be the top level of the main bunker. The landing area should be a circle the size of the large explosion template.

Victory Conditions

Your Objective

Keep the hordes away from the inside of the landing area long enough for a rescue helicopter to arrive. If the place is swarming with the enemy they will not land, as you do not matter as much as losing an expensive vehicle would. The amount of turns depends on how big a distance you have between where the legionnaires start and the building is, but 4 to 8 turns should suffice. Have the players agree on a turn where the rescue helicopter will arrive. If the landing area has any zombies or Legionnaires within 5" of any edge of the landing area or on the upper level, the rescue helicopter will not come down. It will hover above the landing area for a maximum of 2 turns. These two turns will not extend the game past 8 turns. The rescue helicopter will land at the beginning of a turn.

Special Rules

Difficulty Level

Due to the lack of ammo and the weapons wearing out you can institute one of two levels of difficulty. Let the players decide on the difficulty level that is to be used.

1) On rolls of 19 your weapon jams and you must spend an action to make a LD test to unjam it. If you make the test keep on killing. If you fail the test it is still jammed and you might want to try again. On a 20 you are out of ammo. You'll want to make up some 'Out of Ammo' counters or use glass stones, pennies, etc... See the rules later for ammunition.

2) On rolls of 16-17 your weapon has jammed as previously described. On an 18-19 you are out of ammo and on a 20 the weapon breaks and is useless for the rest of the game. Weapons that do not use ammo like swords cannot run out of ammo, duh!

Barricading

Barricading a window or door requires the following:

• Requires 2 persons 2 actions each.

• Place a barred counter outside the wall under the door or window.

• The Window or door is now blocked and must be broken down to get through.

A barricade cannot be shot down it has to be pushed and wrenched loose. For a normal human this is pretty easy it will take a successful LD test to push it down or pry it away. For a legionnaire this can be hard given their leadership. If a model stands against a barricade the legionnaire gets half of his LD (round down) to test with. If someone is standing next to a barricade that is knocked down that model takes a dam 4 hit and is pushed 1 inch away from the barricaded window or door.

Ammunition

There should be extra ammo lying around. The GM will scatter these about after deployment. There will be one ammo counter for every non-zombie model on the board. If you play with the Difficulty Level 2 rules then halve the number of ammo counters. Use either spare weapons (Those weapon packs will come in very handy for this!) or counters for this. When a model who is without ammo crosses over one of these they lose the marker and are re-equipped with ammo. The Ammo marker is now gone from the table. You could really make the game a lot harder by having weapon-specific ammo out there. Shotgun shells, SMG clips, etc...

The Endless Horde

To represent an endless horde of legionnaires you should have at the least double the amount the cost of the squads in the compound spent on the legionnaires hitting the table at the beginning of the game. The zombies have a 12" deployment zone that goes all the way around the table, surrounding the players. As they get killed remove them but not permanently. After the first turn start to roll each turn to see if any new ones pop up on the board. Use the table that corresponds to the difficulty level that you have chosen.

Rolled	Difficulty Level 1	Difficulty Level 2
1 – 8	*No new Legionnaires*	*No New Legionnaires*
9 – 14	*+ 5 new Legionnaires*	*+ 10 new Legionnaires*
15 - 20	*+ 10 new Legionnaires*	*+ 20 new Legionnaires*

The legionnaires never have to worry about their guns breaking or running out of ammo because they are not carrying any guns. They also do not have any command distance to each other and are not lead by anything. The legionnaires used in this scenario are a new variety. Some kind of summoned undead no doubt the result of some dire spell of the Dark Soul.:

Zombie Legionnaires

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	5	6	7	3	1	6	3	8	2	10

The are all armed with claws and teeth for a damage 9 attack.

Boom ! (optional rule)

This is an optional rule if you wanna have some fun. During the set up phase, each player should alternate the deploying of barrel terrain throughout the compound. There should be a liberal amount of this type of terrain and it should be placed all over the place within the compound.

· Armor of 8

· When armor fails use explosion (75% chance of small

template at damage 10/ 25% chance of large template at damage 11)

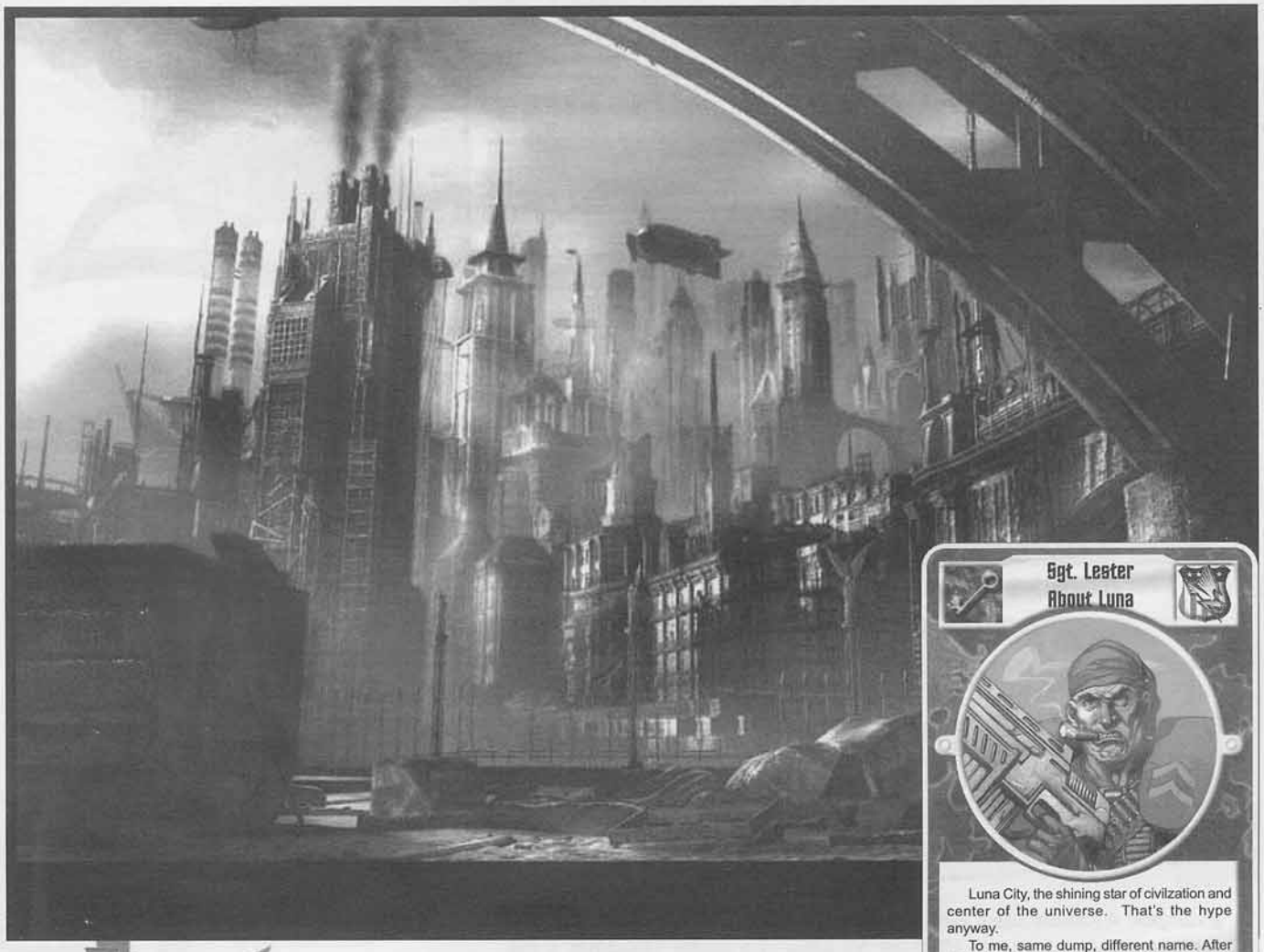
- Remove a barrel once it blows up.
- If the template hits other barrels they are automatically hit and there can be a chain reaction (lots of fun!)
- You can shoot at them or if you are feeling suicidal you can hit them in CC (automatic hit).

Ending the game

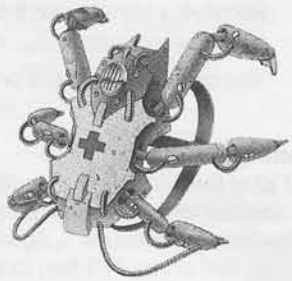
If all of the non-zombie models die then they lose. Assume that the model takes up the whole landing area template. If more than 5 zombies enter the landing area when the helicopter has landed the non-zombie players lose. Moving onto the landing area when the rescue helicopter is down puts you in it. The rescue helicopter is always counted as having a wait action and can use it as the very last action of a turn to take off. Players in the helicopter can choose to take off at the end of any turn or the helicopter will automatically take off at the end of turn 8, even if nobody is in it.

18.4- Beyond Scenarios

The next phase of game enjoyment would be to create some linked games or campaigns. Now, the term campaign is a broad one, and actually covers many very different permutations. As such, we at Excelsior prefer to qualify the types of campaigns into groups. The subject of campaign gaming is one that deserves its own book however, and you will find these rules and ideas in Mars: World at War -The McCraig Line, an upcoming game expansion.



19- Weapons and Equipment



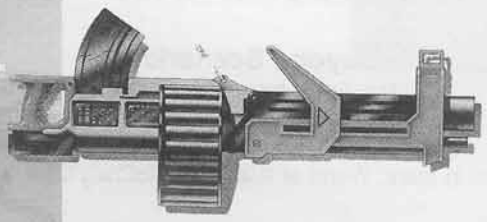
Weapons are the tools of the battle and in the right hands (or wrong hands) those tools can create a masterpiece of destruction and direct a symphony of pain. In UWZ, most models are equipped with one or more weapons. Each of those weapons has its own statistics that makes it different from the other weapons in the game. Just like a figure's Model Profile, weapons have their own Profile that informs a player about its capabilities and limitations. This is called the Weapon Profile.

19.1- Weapon Values

There are a few key concepts you will have to learn to appreciate your weapons in UWZ.

1. Rate of Fire (ROF)

Each weapon in the Warzone Universe may be discharged a certain amount of times per fire action. Most weapons in the game may be fired once per action. Should a model have a different rate of fire, it will be listed in the models weapon profile. You will often see this represented as either a multiplier under the range band in the event of an increased rate of fire, or a clarifier in the special abilities of a weapon. Here are two examples of what we mean:



SSW-4100 Light Machine Gun
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	3 (x3)	2 (x2)	-2	--	--	10

Special Rules
None.

Rate of Fire

Breath of Demnogonis Gas Sprayer
(environmental)

CC	PB	SR	MR	LR	ER	DM
-	-	-	-	-	-	11

Special Rules
ROF 1/1) Uses Medium Flamethrower template, Residual damage.

A model with a multiple ROF weapon must roll separately for each shot. Getting a Critical roll on one successful roll does not guarantee a critical with the other shots. Each must be checked for separately.

2. Weapon Accuracy

The accuracy of a weapon is a combination of the weapon's ability to place shots in tight patterns at different ranges (or the balance and grace that it can be handled with in hand-to-hand combat) and the inherent production value of the weapon. These are reflected as either a bonus or a penalty that is imposed upon a model's appropriate Stat value (CC in Close Combat and RC in Ranged Combat). An example is shown below.



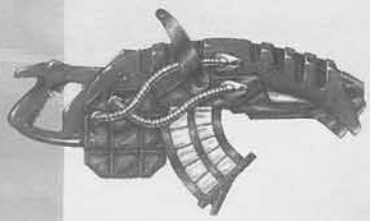
AG-17 Panzerknacker Assault Rifle
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	-1	0	0	-2	--	11

Special Rules
Can mount one optional load-out.

In CC, the weapon suffers a -3 to the CC score of the wielder, while at PB range the penalty is only -1.

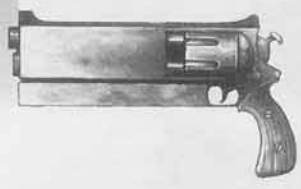
Lesson: *Guns are not made for clubbing.*



3. Weapon Damage

The Damage of a weapon is dependant upon the situation. While in Close Combat, a weapon's Damage is derived from the Strength (ST) value of the model striking with it (unless it is a Sidearm, which relies on the bullets to do Damage). The better or more deadly the Melee weapon is, the greater the bonus to the model's ST value.

Example: *A Katana has a Weapon Damage of ST+5, which means that the weapon grants a bonus of +5 to the ST value of a model. Therefore, if the Katana was being wielded by a ST 4 model, it would do DAM 9 (ST4+WP5=DM9).*



4. Weapon Effects

Many weapons in Warzone have additional effects that add to their destructiveness and give the model added offensive capabilities. The various Weapon Effects are listed at the bottom of the Weapon Profile.

5. Anti-Personnel Weapons (AP)

Weapons that are designed for the removal of infantry are categorized as AP weapons. Unless specifically noted in the weapon's classification, a ranged weapon is *always* considered to be AP.

6. Anti-Vehicle Weapons (AV)

Weapons that are designed to pierce thickened armor are referred to as AV weapons. Any weapon that has the AV Weapon Effect subtracts the AV rating from the AR of the target.

7. Vulnerabilities

Many models are more susceptible to certain attacks than others. This generally represents an acute vulnerability to a particular type of weapon (like rending or ballistics) or effects (like energy or toxic hazards) and is listed in the models special rules along with the damage that this susceptibility causes. Each weapon in UWZ is therefore categorized into one of six classifications much like models themselves are. A model with a vulnerability will have it in one of the categories below. These classifications are:

1-Rending Weapons- *Be they chain swords or serrated claws, weapons of this group share one thing in common, they do not wound cleanly but rather ravage the flesh of their targets quite savagely.*

2- Concussive- *This group of weapons covers devices that cause impacting damage, like the Dread Sledge Power Hammer, or explosive munitions like mortars.*

3- Slashing- *Things that cut or poke cleanly are considered to be slashing weapons. Razor sharp claws, swords, and lances are often in this category.*

4- Ballistic Weapons- *This broad category covers all ranged combat weapons that cause their damage from projectiles which are fired into their targets. Small arms to auto cannons are covered herein.*

5- Environmental Weapons- *Weapons which cause environmental damage are sometimes even more lethal to certain creatures than others. This category covers acids, toxins, radiation, gas attacks, etc...*

6- Radiant Weapons- *This classification of weapon covers energy weapons of all types, from microwave, sonic, photonic weapons to weapons which discharge energy considered otherworldly in nature, such as the Dark Symmetric Discharge of an Unholy Carronade.*

8. Direct Template

Direct Template weapons are conical templates that must have the smallest point of the Template within base contact of the Firing model's Front Facing. The type of Template to be used with the weapon is listed in the details.

9. Environmental Hazards

Weapons with this Weapon Effect have some kind of radiation, bacterial, or chemical make-up that is highly toxic in nature and can harm anyone who is not either wearing protective gear or is not immune to environmental hazards. Each environmental hazard has an Attack Strength (or ATS) that represents the number that the affected model must roll under to avoid the effects of the hazard.

Example: A radiation hot zone with an ATS of 14 isn't too deadly and may be avoided on a roll of 14 or less on a die 20. Of course, equipment will provide bonuses upon occasion. Taking the same example above, let us assume our soldier is also wearing a hot suit with an ATS bonus of +3. That +3 is added to the rating of the hazard, making the total needed to avoid the effect a 17 or less.

10. Indirect Fire

Weapons with this Weapon Effect enable the model that is equipped with one to make Speculative Fire actions. Speculative Fire is detailed in the Ranged Combat section of this book.

11. Ranged Template

Ranged Template weapons are placed away from the Firing model and follow the rules of Indirect Fire. The type of Template to be used with the weapon follows the Size and Type of Template Weapon Effect.

Example: *Small Explosion Template.*

12. Natural Weapons

Natural attacks represent tooth and nail, a fist to the face or a boot to the groin. Natural attacks are often mentioned in a model's Special Rules. A natural attack lists its damage next to its designation. Natural attacks have absolutely ***no effect*** against models that have an Impenetrability Rating, unless otherwise noted in a model's profile.

13. Residual Damage

There are many effects in the worlds of the Mutant Chronicles that can cause a target to take multiple wounds, often over the course of many turns. These effects may be because the Model was set on fire, poisoned, or even had a corrosive acid sprayed on it.

When a Residual Damage Attack hits a model, it must continue making AR rolls until the model dies or a successful AR roll is made.

14. Smoke

The primary functions of Smoke weapons are two-fold. The first is to block LOS and prevent the enemy from effectively targeting one's soldiers, while the second is to provide cover for advancing troops.

Smoke effects are commonly marked by use of a Explosion Template. Ranged combat shots that pass through this Template incur a penalty equal to the level of the smoke effect.

Example: *A level 4 cloud of smoke will result in a -4 RC penalty imposed on those trying to fire through it.*

The Height of the Smoke is equal to the Radius of the Template, and the effect will last at least until the end of the turn. At that time, a d20 is rolled. If the result is less than twice the level of the smoke, the template will remain on the battlefield another turn. Otherwise, it will dissipate, and the template is removed from play.

15. Sweep

Weapons with the Sweep Effect allow the attacker (in close combat) to strike at multiple targets per attack action. The model with the sweep weapon designates the first opponent in base-to-base contact with it and makes a CC roll. Should this roll hit and score a wound, the attack may continue to the next model within 1" of it. Each attack is resolved separately and should the attack fail to either hit or wound, then the sweep attack is over. There is a penalty to hit during a sweep attack of -1 to the first model, -2 to the second model, etc.

Polearms with the Sweep ability are limited to the 1" range stricture and do not gain any additional range for this kind of attack.

19.2- Weapon Profile

The Weapon Profile is a breakdown of a weapon's effects within Mutant Chronicles: Warzone. A profile consists of the following information:

Here is an example:

Piranha Handgun
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-1	1	0	--	--	--	9

Special Rules
None.



19.3- Weapon Types

There are two primary types of weapons used in UWZ, Close Combat Weapons, and Ranged Combat Weapons. These Weapon Types are defined below.

Close Combat Weapons

Melee weapons can only be used in CC to strike at an enemy. They can be as crude as a pointy stick, or as complex as an electrically charged sword that can cut through steel like it was butter.

Weapon Range

The Range of a weapon reflects the effectiveness of that weapon at different distances and ultimately tells how far that the weapon can target enemy models. Weapons of this nature are limited to base contact unless otherwise noted in their description.



20- Melee Weapons



The personal combat armor of modern corporate forces is primarily designed to stop the kinetic force of a projectile, much like the bulletproof vests and flak jackets of Earth's past. While effective against missile fire, this type of armor is still susceptible to close combat weaponry. Also, the forces of the Dark Legion have shown a natural resistance to conventional military firearms, making the use of melee weapons more prevalent, especially amongst troops who often encounter such foes.

For most melee weapons, the Profile informs the player the exact bonus to hit with the weapon in close combat (which is applied to the model's CC Stat), the Damage that the weapon inflicts upon striking a target (which is usually a derivative of the model's ST Stat), and any special effects or rules that might apply.

Melee weapons include: Single Handed Weapons, Two Handed Weapons, Polearms, Lances and Bayonets.

20.1- SINGLE HANDED WEAPONS

Single-handed Weapons are any weapons that may be held in one hand. This category of weapon includes: poisoned daggers, molecular swords, power maces, pneumatic axes, chemical flails, impact hammers, sickles, clubs, and so forth. This type of weapon has the advantage of generally being quicker to use and can be paired with either a sidearm or a shield.

Ashreketh Howling Blade

(slashing)

CC	PB	SR	MR	LR	ER	DM
1	--	--	--	--	--	ST+5

Special Rules
None.

Avenger Sword

(slashing, radiant)

CC	PB	SR	MR	LR	ER	DM
1	--	--	--	--	--	ST+6

Special Rules
None.

Axe of Judgment

(concussive, radiant)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+7

Special Rules
During a charge the weapon builds up additional energy, causing an additional 2 points of damage.

Battle Axe

(concussive)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+5

Special Rules
None.

Battle Sword

(slashing)

CC	PB	SR	MR	LR	ER	DM
1	--	--	--	--	--	ST+4

Special Rules
None.

Blade of Enlightenment

(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+3

Special Rules
Adds +1 to model's Concentration bonus.

Blade of Mercy

(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+8

Special Rules
None.

Blade of the Void

(slashing)

CC	PB	SR	MR	LR	ER	DM
1	--	--	--	--	--	ST+5

Special Rules
Residual damage against Mortal models.

Bowie Combat Knife

(slashing, rending, concussive)

CC	PB	SR	MR	LR	ER	DM
3	--	--	--	--	--	ST+2

Special Rules
None.

Brass Knuckles

(concussive)

CC	PB	SR	MR	LR	ER	DM
0 (x2)	--	--	--	--	--	ST+3

Special Rules
None.

Child's Rattle

(concussive)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+3

Special Rules
None.

Confessor Chainsword

(rending)

CC	PB	SR	MR	LR	ER	DM
1	--	--	--	--	--	ST+5

Special Rules
None.

Contagion Flail

(concussive)

CC	PB	SR	MR	LR	ER	DM
2	--	--	--	--	--	ST+5

Special Rules
This weapon may attack models up to one inch away. Those killed the weapon will rise as a Blessed Legionaire at the beginning of the next turn.

Creator Blade

(slashing)

CC	PB	SR	MR	LR	ER	DM
2	--	--	--	--	--	ST+3

Special Rules
None.

CSA-200 Power Fist

(concussive)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+4

Special Rules
AV-2.

CSA-403 Sword

(slashing)

CC	PB	SR	MR	LR	ER	DM
1	--	--	--	--	--	ST+3

Special Rules
None.

CSA-404 Heatsword

(slashing, radiant)

CC	PB	SR	MR	LR	ER	DM
1	--	--	--	--	--	ST+4

Special Rules
Residual damage against Mortal models.

CSA-600 Gigadeath Chainripper

(rending)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+5

Special Rules
Can sweep.

Curator Sword
(slashing)

CC	PB	SR	MR	LR	ER	DM
1	--	--	--	--	--	ST+4

Special Rules
Residual damage.

Dagger
(slashing)

CC	PB	SR	MR	LR	ER	DM
3	--	--	--	--	--	ST+2

Special Rules
None.

Darkslayer Katana
(slashing)

CC	PB	SR	MR	LR	ER	DM
2	--	--	--	--	--	ST+6

Special Rules
Residual damage against Necrorganic and Necrobiotic models.

Dueling Saber
(slashing)

CC	PB	SR	MR	LR	ER	DM
2	--	--	--	--	--	ST+5

Special Rules
None.

Edgecrusher Powerhammer
(concussive)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+6

Special Rules
None.

Falsefire Axe
(concussive, environmental)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+8

Special Rules
Single wound models hit by this weapon that pass their armor test must make an additional save against an environmental hazard of level 4. Failure indicates they have been tainted by the dark enchantment of the weapon, and will embrace the Dark Soul. Immediately replace the model with a Heretic Legionnaire, and mark him activated for the round.

Fist of Judah
(slashing, rending)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+6

Special Rules
Damage is AV-2 for the first successful attack of the round. Subsequent attacks in the same turn are normal.

Hand Scythe
(slashing)

CC	PB	SR	MR	LR	ER	DM
2	--	--	--	--	--	ST+3

Special Rules
None.

Harbinger Sword
(slashing)

CC	PB	SR	MR	LR	ER	DM
1	--	--	--	--	--	ST+4

Special Rules
None.

Horde Machete
(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+5

Special Rules
None.

Ironhand Pneumatic Fist
(concussive)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+3

Special Rules
AV-2.

Katana
(slashing)

CC	PB	SR	MR	LR	ER	DM
2	--	--	--	--	--	ST+5

Special Rules
None.

Kathora Blade
(rending)

CC	PB	SR	MR	LR	ER	DM
1	--	--	--	--	--	ST+5

Special Rules
None.

Machete
(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+4

Special Rules
None.

Mortis Sword
(slashing)

CC	PB	SR	MR	LR	ER	DM
2	--	--	--	--	--	ST+5

Special Rules
None.

Necrotech Claw
(rending)

CC	PB	SR	MR	LR	ER	DM
1	--	--	--	--	--	ST+5

Special Rules
AV-2. May sweep. Being semi-sentient, the weapons assumes the most efficient shape for the user.

Obsidious Scimitar
(slashing)

CC	PB	SR	MR	LR	ER	DM
1	--	--	--	--	--	ST+4

Special Rules
Allows the wielder to re-roll up to one failed channel attempt per turn.

Protector Powershield
(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+3

Special Rules
None.

Punisher Short Sword
(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+4

Special Rules
None.

Ripper Claw
(rending)

CC	PB	SR	MR	LR	ER	DM
1	--	--	--	--	--	ST+6

Special Rules
AV-2.

Saber of the Sons
(slashing)

CC	PB	SR	MR	LR	ER	DM
2	--	--	--	--	--	ST+5

Special Rules
None.

Sickle of Sorrow
(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+5

Special Rules
On a charge, the stored energy of the weapon delivers an AV-2 attack. Subsequent attacks in the same turn are considered to be normal.

Skalak Blade
(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+7

Special Rules
AV-2.

Tangle Chain
(rending)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+5

Special Rules
Negates opponent's charge bonuses. Once entangled by the chains (i.e. engaged in CC), opponent(s) may not break away.

Tanto
(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+2

Special Rules
None.

Trench Spade
(rending)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+4

Special Rules
None.

Truthbringer Axe
(concussive)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+4

Special Rules
None.

Vassht Sword
(slashing)

CC	PB	SR	MR	LR	ER	DM
1	--	--	--	--	--	ST+6

Special Rules
AV-2.

Wakizashi
(slashing)

CC	PB	SR	MR	LR	ER	DM
3	--	--	--	--	--	ST+3

Special Rules
None.

Wolf Claw
(rending)

CC	PB	SR	MR	LR	ER	DM
2	--	--	--	--	--	ST+5

Special Rules
Imposes a -1 penalty to opponent's CC in Close Combat.

20.2- TWO-HANDED WEAPONS

Two-handed weapons are often massive, powerful destructive blades that require both hands to wield. These are large and heavy tools of war, wielded only the best-trained soldiers and warriors. When using a two-handed weapon, a model cannot use any other of its equipped weaponry in CC, since the sheer weight and cumbersome nature of the weapons requires the model's full attention. Some two-handed weapons are designed to carve a path of destruction through the ranks of the enemy. These weapons are balanced in such a way that the model may perform a Sweep attack. These weapons will be noted in its profile.

Blade of Lost Souls
(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+7

Special Rules
Mortal models killed by this weapon should be marked. They will rise as an Undead Legionnaire at the start of the next turn. Replace with Legionaire model, using the stats and abilities for same.

Brainbuster Power Hammer
(concussive, radiant)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+6

Special Rules
For an action the bearer may slam the weapon to the ground, releasing a powerful shock wave of Dark Symmetry. Use the Small Flamer Template, damage 8. Models taking damage from this blast are additionally knocked prone.

Bringer of Vengence Battlesword
(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+6

Special Rules
Residual Damage against Necrorganic and Necrobiotic models.

Capitol Sword of Honor
(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+8

Special Rules
None.

CSA-500 Power Claws
(rending)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+2

Special Rules
AV-3.

Deceiver Power Axe
(slashing)

CC	PB	SR	MR	LR	ER	DM
1 (x2)	--	--	--	--	--	ST+7

Special Rules
AV-3. May sweep.

Deliverer Blade
(slashing, radiant)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+5

Special Rules
May sweep.

Dispatcher Blade
(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+5

Special Rules
May sweep.

Dread Sledge Power Hammer
(concussive)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+6

Special Rules
None.

Eclipsian Marrowpiercer Sword
(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+6

Special Rules
None.

Gallagher Runeblade
(slashing)

CC	PB	SR	MR	LR	ER	DM
1	--	--	--	--	--	ST+7

Special Rules
May sweep. Considered Rending damage to Necrobiotic models.

Greatsword
(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+8

Special Rules
May sweep.

Helmore Battlesword
(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+6

Special Rules
None.

Horde Sword
(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+7

Special Rules
None.

Impaler Pick Hammer
(concussive)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+9

Special Rules
None.

Kamas
(rending)

CC	PB	SR	MR	LR	ER	DM
0 (x2)	--	--	--	--	--	ST+3

Special Rules
These weapons are single handed, but always used in pairs.

Meat Grinder Chainsaw
(rending, environmental)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+6

Special Rules
Once per turn this weapon may spray acid. AV-4. Small Flamer template. Damage 10 Residual.

Meat Wolfer Greatsword
(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+7

Special Rules
AV-2. May sweep.

No Dachi
(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+6

Special Rules
AV-2. May sweep. Hits scored with a roll of 4 or less do residual damage.

Ripper Chain Bayonet
(rending)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+4

Special Rules
May sweep.

Templar Mace
(concussive)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+6

Special Rules
None.

Templar Sword
(slashing, radiant)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+6

Special Rules
None.

Void Bringer BattleSword
(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+7

Special Rules
AV-3.

Void Slayer Battlesword
(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+7

Special Rules
AV-2. May sweep. Residual damage against Mortal models

Wolf's Fang Claymore
(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+8

Special Rules
May sweep. Considered Rending damage to Necrorganic models.

20.3- POLEARMS

Polearms are long hafted weapons such as spears, halberds, glaives, etc. They are exceedingly dangerous weapons that give an attacker a great deal of reach. To illustrate this, any Unit armed with a polearm may make an attack on a model from up to 1" away (a model doesn't need to be in base-to-base contact when armed with a polearm). Thus, a model may Charge or Countercharge a target model up to 1" further than its full Movement and still perform an attack. However, if a model is not in base-to-base contact, then the model does not get any Charge bonuses for such attacks.

This also means that a Polearm wielder may attack *over* a friendly model of the same SZ or less, if the friendly model is in base-to-base contact with an enemy model and the Polearm wielder is in base-to-base contact with the friendly model.

Note: Polearms can be used to exceed the maximum number of attackers allowed to target a model. *Sidearms and Polearms cannot be used at the same time unless specifically stated in the troop's profile. The effort needed to properly manage a polearm requires the use of both hands and sidearms are often holstered to allow the model to wield the polearm properly.*

Azoghar
(rending)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+7

Special Rules
AV-4. May sweep. Rending.

Castigator Power Spear
(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+8

Special Rules
None.

Duskdealer Naginata
(concussive, radiant)

CC	PB	SR	MR	LR	ER	DM
1	--	--	--	--	--	ST+7

Special Rules
None.

Giant Azoghar
(rending)

CC	PB	SR	MR	LR	ER	DM
2	--	--	--	--	--	ST+8

Special Rules
AV-3. May sweep. Rending.

Greater Soulscythe
(slashing, radiant)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+8

Special Rules
Mortals slain with this weapon lose their soul. For an action the wielder can either fire that soul as a damage 10 bolt of Symmetry at the nearest target within short range, or Feast on it to regain a wound. See Feast for details.

Holy Carnager Polearm
(slashing, radiant)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+6

Special Rules
AV-2.

Pike of Plague
(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+7

Special Rules
Residual Damage to Mortal models. For the cost of an action, the pike can reanimate mortal remains. Replace fallen model with a Blessed Legionnaire at the start of the next round and use its stats, weapons, and abilities.

Scythe of Maiming
(slashing)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+7

Special Rules
None.

Soulscythe
(slashing)

CC	PB	SR	MR	LR	ER	DM
1	--	--	--	--	--	ST+7

Special Rules
Residual damage against Mortal models. Being a Scythe & Chain, opponents may not break from this attacker once engaged in CC.

Staff of Ancient Kins
(concussive)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+4

Special Rules
Acts as Battle Standard for Lutherans. See Battle Standard for details.

Staff of the Prophet
(concussive, radiant)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+5

Special Rules
For the cost of two actions the Prophet may use the Staff's special ability. Center the Large Explosion template over the wielder. Heathens (enemy models) under the template are engulfed in the purging flames. Damage is 8 residual.

20.4- LANCES

Lances are long weapons particularly suited to making Charge attacks from a mounted source. When a mounted model Charges into Close Combat with a Lance, instead of the normal +1 to CC and +1 DAM, they get a +1 to CC and a +2 to DAM. Lances can only be used when Charging into close combat and, unless specifically stated in the Weapons profile, may not be used in Close Combat.

S-34 Thermite Lance
(concussive)

CC	PB	SR	MR	LR	ER	DM
0	--	--	--	--	--	ST+6

Special Rules
The thermite explosive head is considered AV-4 and is usable only on the charge.

21- Ranged Weapons

Weapon Range

The Range of a weapon reflects the effectiveness of a weapon at different distances and ultimately tells how far that the weapon can target enemy models. Under each Range Band are the Weapon Hit Modifiers and the Weapon Damage. These change to reflect a weapon's ability to remain effective at greater ranges. The Weapon Range Bands are Close Combat (CC), Point Blank (PB), Short Range (SR), Medium Range (MR), Long Range (LR) and Extreme Range (ER).

Range Bands *(in inches)*

CC	PB	SR	MR	LR	EX
-	0-6	6-12	12-24	24-36	37+

Close Combat (CC)

This range comes into play when a model is in Base Contact with an enemy model and attempting to use an equipped weapon on that enemy model. While Melee weapons are best at these ranges, most other weapons suffer problems. Sidearms are compact enough to allow a model to use it in Close Combat range to shoot an opponent with greater penetration and harm, which is reflected in their bonus to hit. All other Weapon Types (with the exception of some Special) are difficult to use at Close Combat range, with the butt of a weapon's stock used to bludgeon an opponent, since the barrel cannot be brought to bear at an enemy that is so close.

Range Bands

- **Point Blank (PB)**

Most weapons are more accurate at this range, which is reflected in the Weapon Hit Modifier.

- **Short Range (SR)**

Most weapons are fairly accurate at this range.

- **Medium Range (MR)**

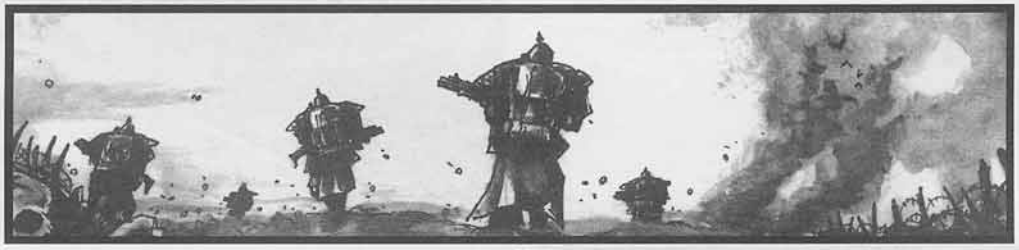
Many small arm ammunitions are not that effective at this range, as they lack the kinetic force to cover this distance. This is an excellent range for most assault rifles.

- **Long Range (LR)**

This is beyond the capabilities of all small arms and most rifle ammunitions begin to show a decrease in accuracy at this range.

- **Extreme Range (ER)**

This is too far for common rifle caliber ammunition to be effective and only larger caliber rounds, such as those in sniper rifles, mounted machine guns and artillery, have any potency.



21.1- Sidearms

From revolvers to sub-machine guns, a Sidearm is essentially any firearm that can be held with one hand that fires light caliber ammunition. Sidearms can be used both in CC to Strike and RC to Fire.

The weapon profile informs the player about the weapon's CC statistics, the Range of the weapon, the Damage it inflicts upon a target and the weapon's special effects. Like most Ranged weapons, the penalty indicated in the different range bands is applied both the model's RC Stat.

Side Arms include: Pistols, Machine Pistols, Sub-Machine Pistols, Shot Pistols, Pistols.

Pistols

The pistol is a standard issue sidearm amongst many modern forces. Its ease of use and maneuverability, especially in close quarters, counterbalances the pistol's relatively low damage against modern combat armor.

Pistols have a Rate of Fire (ROF) of 1/1 in CC, PB and SR unless otherwise noted.

Agressor Sidearm

(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	1	0	--	--	--	8

Special Rules
None.

CA-50 Avalanche Handgun

(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	2	0	--	--	--	9

Special Rules
Silenced.

Decimator Handcannon

(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	1	0	--	--	--	12 (x2)

Special Rules
AV-2.

EN-13 Nightstick

(ballistic, concussive)

CC	PB	SR	MR	LR	ER	DM
2	0	-	--	--	--	7

Special Rules
Night Stick with concealed gun that can fire once per turn. CC damage ST+6.

Fritz S-89 Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM
1	0	0	--	--	--	8

Special Rules
None.

HG-12 Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	1	1	--	--	--	9

Special Rules
None.

HG-25 Equalizer

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-1	2	0	--	--	--	9

Special Rules
None.

M-13 Bolter Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-1	2	0	--	--	--	8

Special Rules
None.

Marker Dart Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	0	-	--	--	--	9

Special Rules
Models wounded at first fall prone, wildly thrashing about in pain. Balistic attacks that pass within one inch of the victim is handled as if the victim is in CC with the target. At the end of the round, the victim will suffer a wound. Those that surviv

Martyr's Nail Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	1	0	--	--	--	9

Special Rules
None.

P-60 Punisher Handgun

(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	2	1	--	--	--	9

Special Rules
None.

Piranha Handgun

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-1	1	0	--	--	--	9

Special Rules
None.

Plague Gun

(environmental)

CC	PB	SR	MR	LR	ER	DM
0	0	0	--	--	--	8

Special Rules
Residual damage.

Ronin Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	2	0	--	--	--	8

Special Rules
None.

S&W .44 Revolver

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-1	1	0	--	--	--	8

Special Rules
None.

Veracitor Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	2	0	--	--	--	8

Special Rules
None.

Voriche Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	1	0	--	--	--	8

Special Rules
None.



Machine Pistols

The MP is an upgrade to the standard issue sidearm, the pistol. Its ammo capacity is increased and the semi-automatic firing mechanism is upgraded to full auto. The result is a fearsome weapon at close range, though the weapon's accuracy suffers greatly at range.

Blutarch Hand Cannon

(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	2 (x2)	1	--	--	--	11

Special Rules
None.

Dual Heisspurger Machine Pistols

(ballistic)

CC	PB	SR	MR	LR	ER	DM
1	1 (x2)	0	--	--	--	12

Special Rules
Can mount one optional load-out.

Dual Infernal Breath Machine Pistols

(ballistic)

CC	PB	SR	MR	LR	ER	DM
1	1 (x2)	0	--	--	--	12

Special Rules
None.

Heisspurger Machine Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM
1	2 (x2)	0	--	--	--	9

Special Rules
Can mount one optional load-out.

Infernal Breath Machine Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	2 (x2)	1	--	--	--	10

Special Rules
None.

M-11 Machine Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	2 (x2)	-1	--	--	--	8

Special Rules
Can mount one optional load-out.

MP-105 Machine Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	2 (x2)	-1	--	--	--	9

Special Rules
None.

MP-210 Nemesis Machine Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	2 (x2)	-1	--	--	--	9

Special Rules
Can mount one optional load-out. Silenced.

MP-22 Machine Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	2 (x2)	-1	--	--	--	8

Special Rules
None.

P-1000 Machine Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	1 (x2)	0	--	--	--	8

Special Rules
None.

Voriche Hand Cannon

(ballistic)

CC	PB	SR	MR	LR	ER	DM
2	1 (x2)	0	--	--	--	12

Special Rules
None.

Whisper Machine Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	1 (x2)	1	--	--	--	9

Special Rules
Silenced.

Wolfe's Law & Justice Machine Pistol

(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	1 (x2)	1	--	--	--	9

Special Rules
None.

Machine Pistol Load Outs

MP-17 Night Sight (3) *Night Fighting Load Out.*
▶ Reduces penalty for firing into darkness/smoke by 2.

Improved Pistol Grip & Hand Guards (1)
▶ +1 to CC when using this weapon in Close Combat.

Sub Machine Guns

The SMG is a close assault weapon that chambers the same rounds as a large-caliber pistol in a sturdier frame that bridges the gap between machine pistol and assault rifle. The weapon is at its best in close quarters battles or dense jungle, anywhere where a high rate of fire and stopping power is more important than accuracy at range. Most modern SMGs have the ability to attach optional equipment to their frame, which gives the weapon additional flexibility in the field.

CAR-24 SMG

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-1	2 (x2)	0 (x2)	-1	--	--	9

Special Rules
Can mount one optional load-out.

Demonfang Rocketgun SMG

(concussive)

CC	PB	SR	MR	LR	ER	DM
-2	2 (x2)	1 (x2)	0	--	--	9

Special Rules
AV-2. Fires miniature rockets.

Interceptor SMG

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-1	2 (x2)	0 (x2)	-1	--	--	10

Special Rules
Can mount one optional load-out.

MP-103 Hellblazer SMG

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-1	2 (x2)	0 (x2)	-1	--	--	9

Special Rules
None.

PC-606 Hellstorm SMG

(ballistic, concussive)

CC	PB	SR	MR	LR	ER	DM
-1	1 (x2)	0 (x2)	-1	--	--	10

Special Rules
AV-2.

R-75 Retributor SMG

(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	2 (x2)	1 (x2)	0	--	--	10

Special Rules
None.

Spirit Caster SMG

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-1	2 (x2)	1 (x2)	0	--	--	9

Special Rules
None.

Veslot SMG

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-1	1 (x2)	2 (x2)	0	--	--	9

Special Rules
None.

Windrider SMG

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-1	2 (x2)	0 (x2)	-2	--	--	9

Special Rules
Can mount one optional load-out.

Sub Machine Gun Load Outs

AZ-13 Phased Rectical Holosight (4) *Night Fighting Load Out.*
▶ Reduces penalty for firing into darkness/smoke by 3.

Urban Assault Harness (1)
▶ +1 to CC when using this weapon in Close Combat.

21.2- Flechette Weapons

Flechette weapons fire a cloud of pellets over a short distance, hitting everything within its muzzle range. While not very practical in an open battlefield with a long-range enemy, these weapons are vicious in the confines of a jungle or tunnel, where their hail of lead can easily shred a lightly armored target. Flechette weapons also make for the ideal close-range killing machine, since they can drop multiple targets in one blast. It is especially good for those soldiers on point who can immediately answer an ambush with a wide pattern of shot.

Flechette Weapons include: Shotguns and Automatic Shotguns

A model firing a flechette weapon places a Shotgun Template down, and then makes a single RC attack against all of the targets under the template, starting with the closest. If the template covers any part of the model's base it is a valid target, so long as the firing model had LOS at the moment he fired the weapon.

Flechette weapons have a ROF: Special. The Cluster Effect rating of the weapon defines the maximum number of targets they may attack with a single action. So long as those targets are under the template, the shooter may hit up to the Cluster Effect rating worth of models with a single blast. Flechettes are considered to be AV:1 against Necrorganic models.

Shot Pistols

Geminilasher Shot Pistol
(rending)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	8

Special Rules
Shot Pistol Template, Cluster Effect: 2

M-515 "Deuce" Sawnoff Shotgun
(rending)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	9

Special Rules
Shot Pistol Template, Cluster Effect: 3



Shot Guns

Airbrush- Ariakko
(rending)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	9

Special Rules
Shotgun Template, Cluster Effect: 2.

Alabaster Glassgun
(rending)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	8

Special Rules
Shotgun Template, Cluster Effect: 2, Residual Damage

Doomsday Shotgun
(rending)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	9

Special Rules
Shotgun Template, Cluster Effect: 3.

HG-14 Hagulsturm Shotgun
(rending)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	8

Special Rules
Shotgun Template, Cluster Effect: 2.

M-516 Shotgun
(rending)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	8

Special Rules
Shotgun Template, Cluster Effect: 2.

M-517 Double Barrel Shotgun
(rending)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	9

Special Rules
Shotgun Template, Cluster Effect: 2.

Rhagriin Shredder Shotgun
(rending)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	10

Special Rules
Shotgun Template, Cluster Effect: 3.

Rhagriin Shredder Shotgun
(rending)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	10

Special Rules
Shotgun Template, Cluster Effect: 3.

Routs 12 Shotgun
(rending)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	9

Special Rules
Shotgun Template, Cluster Effect: 2.

SG-7000 Shotgun
(rending)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	9

Special Rules
Shotgun Template, Cluster Effect: 3.

Automatic Shotguns

Automatic Shotguns have the ability to spray flechette ammunition at highly destructive rates. When clearing underbrush and obstructions, the automatic shotgun is king.

AZ-60 Rotary Shotgun

(rending)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	11

Special Rules
Template, Cluster Effect: 5.

Dual Mandible Shotguns

(rending)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	12

Special Rules
Template, Cluster Effect: 4.

SG-7500 Automatic Shotgun

(rending)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	11

Special Rules
Template, Cluster Effect: 4.

AZ-61 Twin Rotary Shotgun

(rending)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	12

Special Rules
Template, Cluster Effect: 6.

M-520 Automatic Shotgun

(rending)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	10

Special Rules
Template, Cluster Effect: 4.



Desovach Automatic Shotgun

(rending)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	10

Special Rules
Template, Cluster Effect: 4.

Mandible Automatic Shotgun

(rending)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	11

Special Rules
Template, Cluster Effect: 4.

21.3- Rifles

Rifles are the most common types of weapons found on the battlefield and include long distance, single shot high-caliber sniper rifles, assault rifles that fire medium caliber rounds in bursts, and Squad Automatic Weapons, such as light machine guns, that fire medium caliber rifle rounds in full auto bursts. Rifles can only be used as ad-hoc clubs in Close Combat to Strike and are a bit clumsy.

Rifles include: Assault Rifles, Sniper Rifles, LMG (light machine gun)

Assault Rifles

The AR is the staple weapon of warfare in the modern field of battle. The common AR chambers 5.56mm Full Metal Jacket rounds with 30 round magazines. They are capable of semi-automatic bursts. Every soldier knows their Assault Rifle inside and out and has learned to rely on the weapon.

Assault Rifles are, with the exception of the Belzarach and the Yari Shogun, unwieldy in CC.

Assault Rifles typically have ROF 1/1.

AC-19 Volcano Assault Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-4	-1	0	1	-2	--	10

Special Rules
Can mount one optional load-out.

AR-3000 Assault Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-2	-1	-1	0	-2	--	10

Special Rules
Can mount one optional load-out.

Impaler Dart Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-4	0	1	0	-3	--	9

Special Rules
None.

AG-17 Panzerknacker Assault Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	-1	0	0	-2	--	11

Special Rules
Can mount one optional load-out.

Belzarach Assault Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	-1	0	-1	-4	--	11

Special Rules
None.

Invader Assault Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-4	-1	0	0	-3	--	10

Special Rules
Can mount one optional load-out.

Agitator Assault Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-2	-1	1	0	-2	--	11

Special Rules
None.

Holy Infuriator Assault Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-4	-2	0	1	-3	--	10

Special Rules
None.

Kampfkanone Assault Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	-1	0	0	-3	--	12

Special Rules
None.

Kratach Assault Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-4	-2	0	0	-2	--	10

Special Rules
Can mount one optional load-out.

MacGuire Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	-1	0	1	-1	--	11

Special Rules
None.

Shogun Assault Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-4	-1	0	0	-4	--	10

Special Rules
Can mount one optional load-out.

M-50 Assault Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-4	-1	0	0	-2	--	10

Special Rules
None.

Machinenkrieger Assault Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	-1	0	0	-3	--	10

Special Rules
None.

Yari Shogun Assault Rifle

(ballistic, rending)

CC	PB	SR	MR	LR	ER	DM
0	0	1	-2	-4	--	10

Special Rules
ST+6 in CC due to mounted bayonet.

M-74 Assault Carbine

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	-1	1	0	-3	--	11

Special Rules
None.

Assault Rifle Load Outs

Affixed Bayonet (-) ▶ See Bayonet Weapons.

Laser Optic Gun Sight (3) ▶ Adds +1 to RC skill.

Tracer Rounds (3) *Night Fighting Load Out.*

▶ Tracer Rounds remove the -4 penalty for firing into darkness. As every third round in a chamber is a tracer, the weapon's DAM is reduced by 1. Enemy models gain a +2 to their RC when targeting the firing model. Place the flare/tracer counter by the model firing the tracer rounds.

Sniper Rifles

The Sniper Rifle is the weapon of choice for high precision death dealing. Most Sniper Rifles are a one-piece, matte black design chambering rifle ammunition. The weapon is usually outfitted with a high power scope that comes with caps to protect the lenses and prevent glare from giving away the sniper's position. The rifle is rugged and retains precision while in the field.

Archer Sniper Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-6	-3	-1	0	3	1	14

Special Rules
Can mount two optional load-outs.

Mephisto Sniper Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-4	-2	0	1	2	-1	15

Special Rules
Can mount one optional load-out.

SR-3500 Sniper Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-4	-3	0	0	2	2	14

Special Rules
Can mount one optional load-out.

Assailant Sniper Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-6	-4	-2	1	2	1	14

Special Rules
Can mount one optional load-out.

PSG-99 Sniper Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-5	-3	-1	0	1	2	14

Special Rules
None.

SR-50 Manstalker Sniper Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	-1	3	2	-1	-3	14

Special Rules
Can mount one optional load-out.

M-450 God's Wrath Sniper Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-6	-3	-1	0	1	2	15

Special Rules
None.

Sig21 Sniper Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-6	-4	-2	1	2	1	14

Special Rules
Can mount one optional load-out.

Zracth Sniper Rifle

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	-1	0	3	1	-1	14

Special Rules
None.

Sniper Rifle Load Outs

Folding Bipod (3)

▶ Adds +1 to RC value when in the Minimize Presence position.

Data Scope (1)

▶ A small hand held device, it is a range finder, compass and chronometer all in one. Snipers may use this device to survey their target (one Action) for weaknesses. This will make the next successful shot +2 Damage.

Ghille Suit (3)

▶ Offers the Camouflage 2 special ability, but due to the bulkiness of the suit, MV is reduced by one.

Silencer (4)

▶ Secondary Weapon Load Out. Not usable by the Snipers Primary Sniper Rifle. Allows model to Fire weapon nearly undetected. The model suffers a -5 to his Stalk/ Stealth rating should he fire his weapon at any time during a turn, but if that penalty is less than his rating, it will not lose stalk/stealth status.

Light Machine Guns

The LMG is basically an upgraded Assault Rifle that can be fed by a large capacity magazine or belt. The weapon's barrel has usually been lengthened to compensate for the weapon's higher rate of fire, keeping a LMG cooler and helping to reduce muzzle climb from sustained fire.

AC-40 Justifier LMG
(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	3 (x3)	2 (x2)	-2	--	--	10
Special Rules						
None.						

Bergdahl Stonecleaver LMG
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	3 (x3)	2 (x2)	1	--	--	11
Special Rules						
None.						

Carcass Light Machine Gun
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	3 (x3)	1 (x2)	0	--	--	10
Special Rules						
None.						

Destroyer Light Machine Gun
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	3 (x3)	2 (x2)	-1	--	--	11
Special Rules						
None.						

MG-40 Light Machine Gun
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	3 (x3)	2 (x2)	-1	--	--	10
Special Rules						
None.						

Tainter Dart Rifle
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-2	2 (x3)	1 (x2)	0	--	--	10
Special Rules						
None.						

HAC-20 Eruptor LMG
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	3 (x3)	2 (x2)	-1	--	--	10
Special Rules						
None.						

MG-50 Light Machine Gun
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	3 (x3)	2 (x2)	-2	--	--	10
Special Rules						
None.						

Twin DE-233 Light Machine Gun
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	3 (x3)	2 (x2)	1	--	--	13
Special Rules						
None.						

Kensai Light Machine Gun
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	3 (x3)	2 (x2)	-2	--	--	10
Special Rules						
None.						

SSW-4000 Light Machine Gun
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	3 (x3)	2 (x2)	-1	--	--	10
Special Rules						
None.						

Twin Maxim Light Machine Gun
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	1 (x3)	1 (x2)	0	--	--	13
Special Rules						
None.						

M-606 Light Machine Gun
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	3 (x3)	2 (x2)	-1	--	--	10
Special Rules						
None.						

SSW-4100 Light Machine Gun
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	3 (x3)	2 (x2)	-2	--	--	10
Special Rules						
None.						

Valcheck Light Machine Gun
(ballistic, rending)

CC	PB	SR	MR	LR	ER	DM
-3	2 (x3)	2 (x2)	-1	--	--	11
Special Rules						
None.						

21.4- Heavy Guns

Brutal machines that spit high velocity death, heavy guns chamber either medium caliber rifle ammunition for man-portable machine guns or heavy caliber machinegun ammunition for mounted guns that are fired in full automatic bursts. Heavy Weapons include: HMG (heavy machine guns), MMG (Mounted Machine Guns), Auto Cannons, MAC (Mounted Autocannons), Cannons and Symmetry Accelerators.

Heavy Machine Guns

HMGs are often multi-barreled Gatling operated weapons used for infantry close support. They are most effective at short ranges and in small areas. A typical HMG chambers a slightly higher caliber round than a rifle, but not as large as its mounted cousins. This allows the HMG to be man-portable while maintaining a hail of death from its rotating barrels.

AC-41 Heavy Machine Gun
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-	3 (x3)	2 (x2)	-2	--	--	13
Special Rules						
None.						

Ashnagaroth Heavy Machine Gun
(ballistic, rending)

CC	PB	SR	MR	LR	ER	DM
-4	3 (x3)	1 (x2)	-2	--	--	14
Special Rules						
AV-4.						

Charger Heavy Machine Gun
(ballistic, rending)

CC	PB	SR	MR	LR	ER	DM
-4	4 (x3)	2 (x2)	-1	--	--	14
Special Rules						
None.						

Agethz Minigun
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-	4 (x3)	2 (x2)	-2	--	--	13
Special Rules						
None.						

Blazer 3100 Heavy Machine Gun
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	3 (x3)	2 (x2)	-1	--	--	13
Special Rules						
None.						

Dragonfire Heavy Machine Gun
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-2	3 (x3)	1 (x2)	-2	--	--	14
Special Rules						
None.						

Dragonstrike HMG
(ballistic, rending)

CC	PB	SR	MR	LR	ER	DM
-3	3 (x3)	2 (x2)	0	--	--	14

Special Rules
May once per round fire a 30mm smoke grenade from UBGL.

Intruder Heavy Machine Gun
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	2 (x3)	2 (x2)	0	--	--	13

Special Rules
None.

Leaden Flarer HMG
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	3 (x3)	1 (x2)	-2	--	--	13

Special Rules
None.

M-89 Heavy Machine Gun
(ballistic, rending)

CC	PB	SR	MR	LR	ER	DM
-4	3 (x3)	1 (x2)	-1	--	--	14

Special Rules
None.

MG-80 Heavy Machine Gun
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-4	3 (x3)	1 (x2)	0	--	--	14

Special Rules
None.

Nazgaroth Heavy Machine Gun
(ballistic, rending)

CC	PB	SR	MR	LR	ER	DM
-	3 (x3)	1 (x2)	-2	--	--	11 (x2)

Special Rules
AV-4.

Scythe of Semai HMG
(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	3 (x3)	1 (x2)	-2	--	--	13

Special Rules
None.

SSW-4200P Heavy Machine Gun
(ballistic, rending)

CC	PB	SR	MR	LR	ER	DM
-4	3 (x3)	2 (x2)	0	--	--	13

Special Rules
None.

Vasa Heavy Machine Gun
(ballistic)

CC	PB	SR	MR	LR	ER	DM
-1	2 (x3)	1 (x2)	0	--	--	13

Special Rules
None.

Mounted Machine Guns

The MMG is a gruesome weapon, firing large caliber munitions at great velocity. Most MMGs are either mounted on a Vehicle with a dedicated user, or in some cases slaved to the Vehicle's operator, or are deployed in the field by use of a portable platform. The latter is only effective if crewed by a team of dedicated users, each with a specific job.

Mounted Machineguns have a variable ROF, depending on the distance to the target.

Dragonstorm Mounted HMG
(ballistic)

CC	PB	SR	MR	LR	ER	DM
--	0 (x2)	4 (x3)	3 (x2)	-1 (x2)	--	13

Special Rules
None.

Faith Implicator Mounted HMG
(ballistic)

CC	PB	SR	MR	LR	ER	DM
--	0 (x2)	2 (x3)	1 (x2)	0 (x2)	--	13

Special Rules
None.

Gorgaroth Mounted HMG
(ballistic, rending)

CC	PB	SR	MR	LR	ER	DM
--	0 (x2)	3 (x3)	3 (x2)	0 (x2)	--	14

Special Rules
None.

HMG-85/t Mounted HMG
(ballistic, rending)

CC	PB	SR	MR	LR	ER	DM
--	0 (x2)	3 (x3)	2 (x2)	-1 (x2)	--	14

Special Rules
None.

M-99 Mounted HMG
(ballistic)

CC	PB	SR	MR	LR	ER	DM
--	0 (x2)	3 (x3)	1 (x2)	-1 (x2)	--	13

Special Rules
None.

MG-70 Mounted HMG
(ballistic, rending)

CC	PB	SR	MR	LR	ER	DM
--	0 (x2)	2 (x3)	1 (x2)	-1 (x2)	--	14

Special Rules
None.

MG-90 Mounted HMG
(ballistic, rending)

CC	PB	SR	MR	LR	ER	DM
--	0 (x2)	3 (x3)	1 (x2)	-1 (x2)	--	14

Special Rules
None.

Schwerwaffe Mounted HMG
(ballistic)

CC	PB	SR	MR	LR	ER	DM
--	0 (x2)	3 (x3)	0 (x2)	-1 (x2)	--	13

Special Rules
None.

SSW-4200 Mounted HMG
(ballistic)

CC	PB	SR	MR	LR	ER	DM
--	0 (x2)	2 (x3)	0 (x2)	-2 (x2)	--	13

Special Rules
None.

Twin Dragonstorm Mounted HMG
(ballistic, rending)

CC	PB	SR	MR	LR	ER	DM
--	0 (x2)	2 (x3)	1 (x2)	-1 (x2)	--	14

Special Rules
None.

Ultracharger Mounted HMG
(ballistic)

CC	PB	SR	MR	LR	ER	DM
--	0 (x2)	3 (x3)	1 (x2)	-1 (x2)	--	13

Special Rules
None.



Autocannons

The Autocannons are considered a light, man-portable autocannon. The technology was developed by Cartel Arms and disseminated amongst the Corporations for use against the Dark Legion and other enemy mobile armor. Of couse, the Megacoroporations have developed their own variations of this weapon. It chambers a 20mm autocannon round and can be fired by a dedicated user with decent accuracy. Unfortunately, the man-portable autocannons have dreadful range, since the barrel of the gun cannot be produced at proper length and remain man-portable.

AC-45 Autocannon

(concussive)

CC	PB	SR	MR	LR	ER	DM
-	0	-1	-3	--	--	10 (x2)

Special Rules
AV-2.

Atlas Megacannon

(ballistic, concussive, rending)

CC	PB	SR	MR	LR	ER	DM
-	0	-1	-3	--	--	11 (x2)

Special Rules
AV-2.

CA-138 Deathlockdrum

(ballistic, concussive)

CC	PB	SR	MR	LR	ER	DM
-5	0	-1	-3	--	--	10 (x2)

Special Rules
AV-4.

CAV-3800 Autocannon

(ballistic, concussive)

CC	PB	SR	MR	LR	ER	DM
-4	0	-1	-3	--	--	7 (x2)

Special Rules
None.

CAV-4000 Autocannon

(ballistic, concussive)

CC	PB	SR	MR	LR	ER	DM
-5	0	-1	-3	--	--	10 (x2)

Special Rules
AV-2.

CAV-7200 FAE Autocannon

(concussive)

CC	PB	SR	MR	LR	ER	DM
-	0	-1	-3	--	--	12 (x2)

Special Rules
AV-4.

Hellblaster Autocannon

(ballistic, concussive)

CC	PB	SR	MR	LR	ER	DM
-5	0	-1	-2	--	--	10 (x2)

Special Rules
AV-2.

Nimrod Autocannon

(ballistic, concussive, rending)

CC	PB	SR	MR	LR	ER	DM
-5	0	-1	-3	--	--	11 (x2)

Special Rules
AV-4.

Twin Nimrod Autocannons

(ballistic, concussive, rending)

CC	PB	SR	MR	LR	ER	DM
-6	0	-1	-3	--	--	12 (x2)

Special Rules
AV-4.

Soulshearer Autocannon

(ballistic, radiant)

CC	PB	SR	MR	LR	ER	DM
-	-1	0	1	-1 -	--	10

Special Rules
This weapon fires a bolt of Symmetry that shears the very soul from its victim. No effect on A.I. Models of level 4 or higher, Necrobiotic, Necrorganic, or Vehicle models. Enemy models within point blank range of one dispatched in such a way will suffer from level 3 Dire for the remainder of the turn.

Mounted Autocannons or Chain Guns (MACs)

The MAC is a very brutal weapon. Chambered for 20mm autocannon rounds and utilizing a chain feed mechanism, the MAC is capable of blowing apart light mobile armor and liquefying infantry at close range. The weapon's extended barrel helps the user engage heavier armor into the medium ranges and offers a good kill ratio up close. Because of their size, these weapons are generally found on Vehicles or walkers. Humans (Mortal models) do not carry them unless otherwise noted.

MACs have ROF 2/1. MACs cannot be used in CC.

Anointer Mounted Autocannon

(ballistic, concussive, rending)

CC	PB	SR	MR	LR	ER	DM
--	0 (x2)	2 (x2)	1 (x2)	--	--	13

Special Rules
None.

CAV-5000 Mounted Autocannon

(ballistic, concussive, rending)

CC	PB	SR	MR	LR	ER	DM
--	0 (x2)	1 (x2)	0 (x2)	--	--	13

Special Rules
None.

CAV-7000 Phosphor Cannon

(ballistic, concussive, rending)

CC	PB	SR	MR	LR	ER	DM
--	0 (x2)	1 (x2)	0 (x2)	--	--	14

Special Rules
None.

Dragonfang Mounted Autocannon

(ballistic, concussive, rending)

CC	PB	SR	MR	LR	ER	DM
--	0 (x2)	1 (x2)	0 (x2)	--	--	13

Special Rules
None.

Lumberjack Mounted Autocannon

(ballistic, concussive, rending)

CC	PB	SR	MR	LR	ER	DM
--	0 (x2)	1 (x2)	0 (x2)	--	--	14

Special Rules
None.

M-100A1 Mounted Autocannon

(ballistic, concussive)

CC	PB	SR	MR	LR	ER	DM
--	0 (x2)	1 (x2)	0 (x2)	--	--	13

Special Rules
None.

Tilandra Mounted Autocannon

(ballistic, concussive, rending)

CC	PB	SR	MR	LR	ER	DM
--	0 (x2)	1 (x2)	0 (x2)	--	--	13

Special Rules
None.

VA-74a Mounted Autocannon

(ballistic, concussive, rending)

CC	PB	SR	MR	LR	ER	DM
--	0 (x2)	2 (x2)	1 (x2)	--	--	15

Special Rules
None.

Cannons

Cannons fire High Explosive (HE) shells that are effective against both infantry and mobile armor.

Cannons have a ROF of Special as the specific requirements are listed in the weapons Special Rules. In all cases however, a cannon that requires two or more actions to fire must use these actions consecutively.

Arashi Ryuu 105 mm Cannon

(concussive)

CC	PB	SR	MR	LR	ER	DM
--	--	--	-3	-4	-5	13

Special Rules
Small explosion template.

Obliterator Cannon

(concussive)

CC	PB	SR	MR	LR	ER	DM
--	--	--	-4	-5	-6	14

Special Rules
Small explosion template.

Unholy Carronade

(radiant)

CC	PB	SR	MR	LR	ER	DM
--	--	--	-2	-4	-6	13

Special Rules
This weapon fires a bolt of Symmetry that shears the very soul from its victim. Small Explosion Template. No effect on A.I. Models of level 4 or higher, Necrobiotic, Necrorganic, or Vehicle models. Enemy models within point blank range who witness a casualty will suffer DIRE 3 for the remainder of the turn.

Symmetry Accelorator

Using principles of a dark science unknown to mankind, these powerful devices leech off the nascent Dark Symmetry found in its wielder. Chambered within this device, the power is molecularly agitated while being compressed in a pressurized vacuum. Once released, an accelerator's charge will infuse the spiritual essence of a being and rapidly expand. As the essence of a person begins to erupt, the energy is transferred to the physical body at the cellular level. The end is intensely painful, mercifully quick and explosively messy.

Chthonic Transfuser

(radiant, concussive)

CC	PB	SR	MR	LR	ER	DM
--	--	1-	0-	--	--	11

Special Rules
Symmetry Accelerator. Residual Damage. Models killed explode. Small explosion template, damage 8 + 1 for each wound suffered from the lethal attack.

Soul Eclipsor

(radiant, concussive)

CC	PB	SR	MR	LR	ER	DM
--	--	2-	0-	--	--	8

Special Rules
Symmetry Accelerator. Residual Damage. Models killed explode. Small explosion template, damage 8 + 1 for each wound suffered from the lethal attack.

21.5- Launched Weapons

A launcher is basically just a platform designed to deliver a weapon over some distance. This can be as simple as soldier throwing a grenade, or as complex as a mortar round, armor-piercing missile, or some foul Dark Legion concoction.

Launchers include: Thrown Weapons, Under barrel Grenade Launchers, GL (Grenade Launchers), RL (Rocket Launcher), Mortars, and Thrown Weapons. Weapons in this category are hurled by the users own strength. Thrown Weapons have an ROF of 1/1

Thrown Weapons

AP-Grenades

(concussive)

CC	PB	SR	MR	LR	ER	DM
--	-2	-3	--	--	--	8

Special Rules
Indirect fire. Small Explosion Template.

Demonsbreath Grenades

(environmental)

CC	PB	SR	MR	LR	ER	DM
--	-1	-2	--	--	--	8

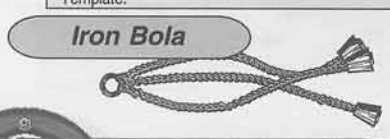
Special Rules
Indirect fire. Residual damage. Small Explosion Template.

G-550 Gas Grenades

(environmental)

CC	PB	SR	MR	LR	ER	DM
--	-2	-3	--	--	--	12

Special Rules
Indirect fire. Residual damage. Small Explosion Template.



HSG Final Blessing T. Spikes

(ballistic)

CC	PB	SR	MR	LR	ER	DM
--	0	0	--	--	--	8

Special Rules
Residual damage to mortal models.

Iron Bolas

(ballistic)

CC	PB	SR	MR	LR	ER	DM
--	0	-2	--	--	--	7

Special Rules
Models of size 2 or less that are hit must pass a LD test or go prone.

Jakht Throwing Disc

(rending)

CC	PB	SR	MR	LR	ER	DM
--	0	-2	--	--	--	10

Special Rules
None.

Smoke Grenades

(environmental)

CC	PB	SR	MR	LR	ER	DM
--	0	0	--	--	--	0

Special Rules
Indirect fire. Small Explosion Template. Level 2 smoke.

Skewer Harpoon Gun

(ballistic, rending)

CC	PB	SR	MR	LR	ER	DM
--	2	0	-2-	--	--	10

Special Rules
Equpped with Harpoon Grapple. See item description for details.

Soshomara Throwing Darts

(ballistic)

CC	PB	SR	MR	LR	ER	DM
--	0	-2	--	--	--	6 (x2)

Special Rules
None.

Templar Heavy Harpoon Gun

(ballistic, rending)

CC	PB	SR	MR	LR	ER	DM
--	1	0	-1-	--	--	13

Special Rules
Equpped with Harpoon Grapple. See item description for details.

Wrath of God Grenades

(concussive)

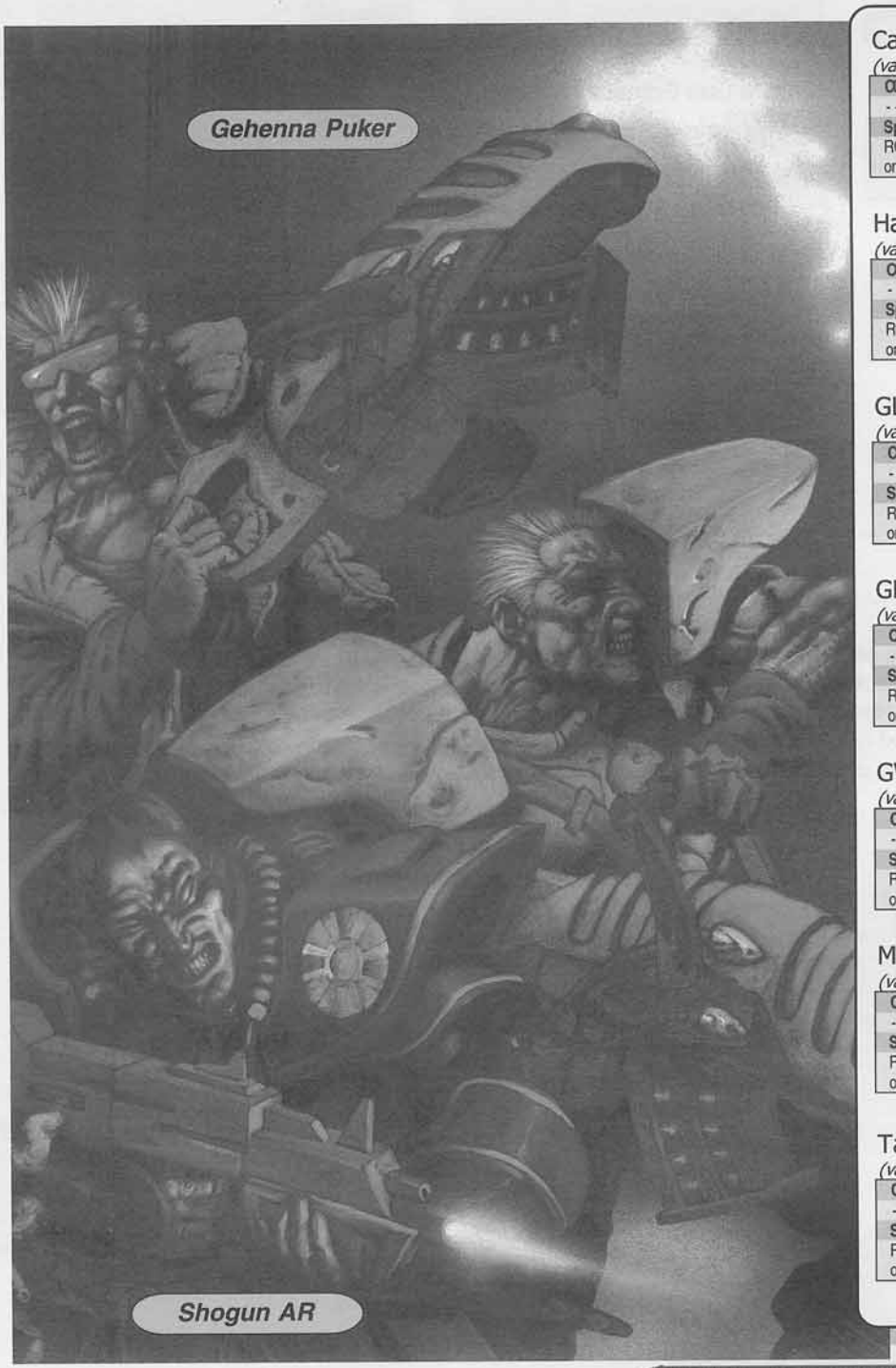
CC	PB	SR	MR	LR	ER	DM
--	-1	-3	--	--	--	8

Special Rules
Targets under the template lose their wait status.

Under Barrel Grenade Launchers (UBGL)

The UBGL is a breech-loading launcher weapon that can be affixed to some assault rifles and some sub-machine guns as well. Its breech slides forward, allowing the handler to load one of several 30mm special purpose grenades. The firing mechanism for the UBGL is usually set right behind the launcher, before the rifle's magazine, which allows for easy access and use. The UBGL has very little rifling to it, which limits the range of the munitions it fires.

UBGL's are weapon Load Outs that can be attached to either a Rifle or a SMG Type weapon. These weapons are reserved for Squad leaders, and the special purpose grenades it fires are specially designed to support the Squad with effects like smoke, suppression, or even illumination during night engagements.



Carcass Under Barrel GL

(variable)

CC	PB	SR	MR	LR	ER	DM
--	0	1	--	--	--	-

Special Rules
ROF: once per turn. Direct fire. Support munitions only.

Harbinger Under Barrel GL

(variable)

CC	PB	SR	MR	LR	ER	DM
--	0	-1	--	--	--	-

Special Rules
ROF: once per turn. Direct fire. Support munitions only.

GL-221 Under Barrel GL

(variable)

CC	PB	SR	MR	LR	ER	DM
--	0	0	--	--	--	-

Special Rules
ROF: once per turn. Direct fire. Support munitions only.

GL-2500 Under Barrel GL

(variable)

CC	PB	SR	MR	LR	ER	DM
--	0	0	--	--	--	-

Special Rules
ROF: once per turn. Direct fire. Support munitions only.

GW-170 Under Barrel GL

(variable)

CC	PB	SR	MR	LR	ER	DM
--	0	0	--	--	--	-

Special Rules
ROF: once per turn. Direct fire. Support munitions only.

M-222 Under Barrel GL

(variable)

CC	PB	SR	MR	LR	ER	DM
--	0	0	--	--	--	-

Special Rules
ROF: once per turn. Direct fire. Support munitions only.

Tambu 23 Under Barrel GL

(variable)

CC	PB	SR	MR	LR	ER	DM
--	0	0	--	--	--	-

Special Rules
ROF: once per turn. Direct fire. Support munitions only.

Grenade Launchers (GLs)

The man-portable grenade launcher generally resembles a very basic shotgun and operates on the same breech loading principles. Some GL's are even capable of launching 40mm spin stabilized impact grenades at range and can easily be used to arc shots over terrain obstructions. Unfortunately, a GL takes a dedicated user who must undergo additional training to effectively use and maintain the weapon.

GL-3500 Grenade Launcher

(environmental)

CC	PB	SR	MR	LR	ER	DM
--	--	-2	-3	--	--	9

Special Rules
Direct fire only. Small Explosion Template.

GL-357 Wrist-Mounted GL

(concussive)

CC	PB	SR	MR	LR	ER	DM
--	--	-3	-4	--	--	7

Special Rules
Direct fire only. Small Explosion Template.

GL-405 Grenade Launcher

(concussive)

CC	PB	SR	MR	LR	ER	DM
--	--	-1	-3	--	--	8

Special Rules
Direct fire only. Small Explosion Template.

HGL-50 Wrath Grenade Launcher

(concussive)

CC	PB	SR	MR	LR	ER	DM
--	--	-2	-3	--	--	9

Special Rules
Indirect fire. Small Explosion Template.

Howler Grenade Launcher

(concussive)

CC	PB	SR	MR	LR	ER	DM
--	--	-2	-4	--	--	7

Special Rules
Indirect fire. Small Explosion Template.

Kinkara Gun Grenade Launcher

(concussive)

CC	PB	SR	MR	LR	ER	DM
--	--	-2	-4	--	--	8

Special Rules
Indirect fire. Small Explosion Template.

M-40 Grenade Launcher

(concussive)

CC	PB	SR	MR	LR	ER	DM
--	--	-1	-4	--	--	8

Special Rules
Direct fire only. Small Explosion Template.

Mikatch Slingshot GL

(concussive)

CC	PB	SR	MR	LR	ER	DM
--	--	-3	-4	--	--	8

Special Rules
Indirect fire, Small Explosion Template.

Thrasher Grenade Launcher

(concussive)

CC	PB	SR	MR	LR	ER	DM
--	--	-2	-3	--	--	9

Special Rules
Direct fire only. Small Explosion Template.

Tambu 40 "Oni Yari" GL

(concussive)

CC	PB	SR	MR	LR	ER	DM
--	--	-2	-3	--	--	8

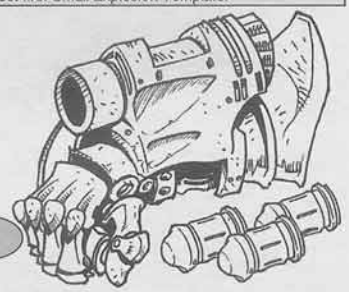
Special Rules
Indirect fire. Small Explosion Template.

SSW-2500 Grenade Launcher

(concussive)

CC	PB	SR	MR	LR	ER	DM
--	--	-2	-4	--	--	9

Special Rules
Indirect fire. Small Explosion Template.



Howler GL

Mortars

Mortars are man-portable smoothbore weapons that fire a fin-stabilized bomb at a high parabolic arc. It is infantry level versatile artillery that can be relocated quickly on the battlefield to support squads with indirect fire. Mortars fire heavier munitions than grenade launchers and can better reach enemy rear-formations and entrenched positions because of it.

Mortar systems generally consist of hollow tubes whose firing angle can be adjusted using the rack and pinion mechanism. Dropping the mortar bomb on to the firing plate triggers the percussion cap in the bomb's base, which fires the bomb into a high trajectory arc.

Greymourn Mortar

(concussive)

CC	PB	SR	MR	LR	ER	DM
--	--	--	-1	-3	--	10

Special Rules
Indirect fire, Small Explosion Template.

M-75 Mortar

(concussive)

CC	PB	SR	MR	LR	ER	DM
--	--	--	-2	-4	--	10

Special Rules
Indirect fire, Small Explosion Template.

Brunner ML-5 80 MM Mortar

(concussive)

CC	PB	SR	MR	LR	ER	DM
--	--	--	-1	-3	--	11

Special Rules
Indirect fire, Small Explosion Template.

Merlin's Hammer Mortar

(concussive)

CC	PB	SR	MR	LR	ER	DM
--	--	--	-2	-4	--	10

Special Rules
Indirect fire, Small Explosion Template.

Typhoon Multi-Rocket Mortar

(concussive)

CC	PB	SR	MR	LR	ER	DM
--	--	--	-2	-4	--	10

Special Rules
Indirect fire, Small Explosion Template.

SSW-4900 Auto-mortar

(concussive)

CC	PB	SR	MR	LR	ER	DM
--	--	--	-2	-4	--	10

Special Rules
Indirect fire, Small Explosion Template.

Rocket Launchers (RL)

Most modern RL's are one-man portable with a varying type of magazine holding 90mm armor piercing, high explosive rockets. The design allows one dedicated user to fire the rocket launcher without the need of having an additional soldier to load the rockets. The rockets are capable of knocking out mobile armored targets at range, which is the weapon's primary function, but because they are considered gross overkills against soft, infantry targets, they have recently added fragmentation warheads to their rockets to make them a better all around weapon.

ARG-17 Rocket Launcher

(concussive)

CC	PB	SR	MR	LR	ER	DM
-	-	-3	-4	-5	- -	13 (x2)

Special Rules
Direct fire. Optional AP rockets do damage 10, Small Explosion Template.

ARL-57 Retributor Rocket Launcher

(concussive)

CC	PB	SR	MR	LR	ER	DM
-	-	-3	-4	-5	- -	13 (x2)

Special Rules
Direct fire. Optional AP rockets do damage 10, Small Explosion Template.

AT-V28 Rocket Pods Rocket Launcher

(concussive)

CC	PB	SR	MR	LR	ER	DM
-	-	-4	-5	-6	- -	13 (x2)

Special Rules
Direct fire. Can't fire Optional AP rockets.

ATML-100 Firefist Rocket Launcher

(concussive)

CC	PB	SR	MR	LR	ER	DM
-	-	-2	-3	-6	- -	14 (x2)

Special Rules
Direct fire. Optional AP rockets do damage 10, Small Explosion Template.

Mounted Daimyo Rocket Launcher

(concussive)

CC	PB	SR	MR	LR	ER	DM
-	-	-4	-4	-5	- -	13 (x2)

Special Rules
Direct fire. Can't fire Optional AP rockets.

DPAT-9 Rocket Launcher

(concussive)

CC	PB	SR	MR	LR	ER	DM
-	-	-2	-4	-4	- -	13 (x2)

Special Rules
Direct fire. Optional AP rockets do damage 10, Small Explosion Template.

DPAT-11 Rocket Launcher

(concussive)

CC	PB	SR	MR	LR	ER	DM
-	-	-2	-3	-5	- -	13 (x2)

Special Rules
Direct fire. Optional AP rockets do damage 10, Small Explosion Template.

Daimyo Rocket Launcher

(concussive)

CC	PB	SR	MR	LR	ER	DM
-	-	-4	-4	-5	- -	13 (x2)

Special Rules
Direct fire. Optional AP rockets do damage 11, Small Explosion Template.

SSW-5500MP Rocket Launcher

(concussive)

CC	PB	SR	MR	LR	ER	DM
-	-	-2	-4	-5	- -	13 (x2)

Special Rules
Direct fire. Optional AP rockets do damage 12, Small Explosion Template.

SSW-6000 Rocket Launcher

(concussive)

CC	PB	SR	MR	LR	ER	DM
-	-	-2	-4	-5	- -	13 (x2)

Special Rules
Direct fire. Optional AP rockets do damage 12, Small Explosion Template.

SSW-6500 Stinger Rocket Launcher

(concussive)

CC	PB	SR	MR	LR	ER	DM
-	-	-3	-4	-4	- -	14 (x2)

Special Rules
Indirect fire. Optional AP rockets do damage 12, Small Explosion Template.

Southpaw Rocket Launcher

(concussive)

CC	PB	SR	MR	LR	ER	DM
-	-	-3	-4	-5	- -	13 (x2)

Special Rules
Direct fire. Optional AP rockets do damage 10, Small Explosion Template.

Twin Southpaw Rocket Launchers

(concussive, radiant)

CC	PB	SR	MR	LR	ER	DM
-	-	-3	-4	-5	- -	14 (x2)

Special Rules
Direct fire. Has additional Incendiary AP rockets that do Residual damage 10, Small Explosion Template.

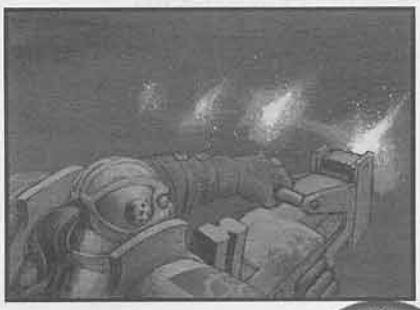
Rocket Launcher Load Outs

AP Rockets (10)

▶ Anti-Personnel. The outer layer of the rocket is of a highly fragmentary nature that fills a large area with bits of shrapnel. This weapon allows the RL Specialist to choose which Rocket will be Fired per Turn. See Launcher-RL Weapons for individual AP Rocket damages.
Direct fire / Small explosion template.

21.6- Flamethrowers

Flamethrowers fire a spread of pressurized chemical agents that are ignited by a pilot at the weapon's muzzle. These ignited chemicals cover and stick to a target, burning through materials. It is a devastating Anti-Personnel weapon but has little effect against heavy armored plate. In Ranged Combat, the Flamethrower spreads its blazing compounds over an area when it Fires, covering everything with flames that continue to burn on contact. A model that is equipped with a Flamethrower gains no bonuses from expending actions to Aim with it.



Personal Light Flamethrowers (PLF)

Personal Incinerator

(radiant)

CC	PB	SR	MR	LR	ER	DM
0	- -	- -	- -	- -	- -	10

Special Rules
Residual Damage, Close Combat only.

PI-4200 Incinerator

(radiant)

CC	PB	SR	MR	LR	ER	DM
0	- -	- -	- -	- -	- -	12

Special Rules
This is a cutting torch. Residual Damage, AV-4, Close Combat only.

Light Flame Throwers (LFT)

The LFT is a small, hand-held flamethrower with a limited tank of pressurized incendiary compound.

Burning Pride Light Flamethrower
(radiant)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	9

Special Rules
Residual Damage, Small Template.

Dragonkiss Light Flamethrower
(radiant)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	8

Special Rules
Residual Damage, Small Template.

Dragonsbreath Light Flamethrower
(radiant)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	9

Special Rules
Residual Damage, Small Template.

Hindenburg Incinerator LFT
(radiant)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	9

Special Rules
Residual Damage, Small Template.

Holy Igniter Light Flamethrower
(radiant)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	8

Special Rules
Residual Damage, Small Template.

IN-26 Light Flamethrower
(radiant)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	9

Special Rules
Residual Damage, Small Template.

Incendiary Bellows
(radiant)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	9

Special Rules
Residual Damage, Small Template.

J-88 Light Flamethrower
(radiant)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	9

Special Rules
Residual Damage, Small Template.

Light Incinerator
(radiant)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	9

Special Rules
Residual Damage, Small Template.

Flame Throwers (FT)

The flamethrower has always been one of the most effective and horrific close range anti-personnel weapons. It uses the Naplasma compound that made the Cartel's Gehenna Puker famous, and deadly. Ignited from a butane pilot, Naplasma is capable of burning through most light personal grade armors with relative ease.

Apocalyptic Gusher Flamethrower
(radiant)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	11

Special Rules
Residual Damage, Medium Template.

Dragonsbreath Flamethrower
(radiant)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	11

Special Rules
Residual Damage, Medium Template.

Gehenna Puker Flamethrower
(radiant)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	11

Special Rules
Residual Damage, Medium Template.

Hindenburg Incinerator FT
(radiant)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	11

Special Rules
Residual Damage, Medium Template.

Purifier UB Flamethrower
(radiant)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	11

Special Rules
Residual Damage, Medium Template.

Tormentor Flamethrower
(radiant)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	11

Special Rules
Residual Damage, Medium Template

Tzoteth Flamethrower
(radiant)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	11

Special Rules
Residual Damage, Medium Template

Vulcan Flamethrower
(radiant)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	12

Special Rules
Residual Damage, Medium Template.

Heavy Flame Throwers (HFTs)

The HFT is a Vehicle mounted high-pressure flamethrower capable of spreading an incendiary compound over a good area. The fuel tanks and pressure hoses are too large and cumbersome for infantry use. While the range is not much better than the FT, the increased area of effect and denser Naplasma mixture will barbecue enemy infantry with casual ease.

FT-199 Magmascorcher HFT
(radiant)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	13

Special Rules
Residual Damage, Large Template.

IN-74 Heavy Flamethrower
(radiant)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	13

Special Rules
Residual Damage, Large Template.

VK-666 Heavy Flamethrower
(radiant)

CC	PB	SR	MR	LR	ER	DM
--	--	--	--	--	--	13

Special Rules
Residual Damage, Large Template.



21.7- Special Weapons

Special weapons are just that, special. Most do not fall within a specific type of weapon and all have some kind of unique affect on other models. All Special weapons will be explained in the Weapon Effects part of the Weapon's Profile.

Breath of Demnogonis Gas Sprayer

(environmental)

CC	PB	SR	MR	LR	ER	DM
-	-	-	-	-	-	11

Special Rules
ROF 1/1, Uses Medium Flamethrower template, Residual damage.

Chains of Muawijhe

(rending)

CC	PB	SR	MR	LR	ER	DM
2	1	0	-	-	-	12

Special Rules
For the cost of an action, the wielder can Feast by absorbing the spectral essence and bodily fluids of his dying victim as it flows down the chains to them. See Feast for details.

CS-44 Chemical Sprayer

(environmental)

CC	PB	SR	MR	LR	ER	DM
-	-	-	-	-	-	10

Special Rules
ROF: once per turn. Medium Flamethrower Template. Residual damage.

CSS-100 Chemical Sprayer

(environmental)

CC	PB	SR	MR	LR	ER	DM
-	-	-	-	-	-	8

Special Rules
ROF: twice per turn. CSS-100 Template Residual damage.

D-332 Chemical Warfare System

(environmental)

CC	PB	SR	MR	LR	ER	DM
-	-	-	-	-	-	9

Special Rules
ROF: once per turn. This device can be used to release a cloud of highly toxic gas. While the caster is immune to the effects, those under the Small Explosion Template suffer a Residual damage attack.

Demonbreath Chemical Sprayer

(environmental)

CC	PB	SR	MR	LR	ER	DM
-	-	-	-	-	-	9

Special Rules
Medium Flamethrower Template, Residual damage.

Dragonswill Gun

(radiant)

CC	PB	SR	MR	LR	ER	DM
-	-	-	-	-	-	13

Special Rules
Fires a beam of microwave energy. Medium Flamethrower Template. Cluster Effect 4. A.I. models wounded by this weapon must roll on the AMOK table.

Necrobiotic Tendrils

(rending)

CC	PB	SR	MR	LR	ER	DM
0	-	-	-	-	-	Special

Special Rules
Single wound models successfully hit by the tentacles must pass a LD check. Those that fail are injected, becoming a mindless human shield umbilically linked to their new master. They will intercept all ranged combat attacks aimed at the master, until either their controller is killed or they die themselves.

Plaguebringer Cannon

(environmental)

CC	PB	SR	MR	LR	ER	DM
-3	-	-	-	-	-	10

Special Rules
ROF: once per turn. Uses the Flamethrower template. No effect on A.I.:4+, Necrorganic, Necrobiotic or Vehicles. Residual Damage. Roll for each model killed. On a roll of five or less, they will rise as a Blessed Legionaire.

Underbarrel AutoKannon

(ballistic, concussive)

CC	PB	SR	MR	LR	ER	DM
-	0	0	-	-	-	12

Special Rules
ROF: once per turn. AV-4.

Void Cannon

(radiant)

CC	PB	SR	MR	LR	ER	DM
-	-	-	-	-	-	4

Special Rules
ROF: once per turn. Medium Flamethrower Template. No effect on A.I.:3, Necrorganic or Vehicle models. Models under the template must roll under their LD minus the damage to avoid suffering a wound.



21.8- Optional Equipment Load Outs

These Load-Outs are optional equipment that may be purchased by a player for his army. Most Load-Outs are offered in a Squad's or Officer's Special Rules section of their Profile. If the Load-Out is purchased for a Squad, then every model within that Squad that is viable for the Load-Out must be outfitted with the Load-Out and the Cost of the Load-Out applied to the model's PC.

BAYONETS

Bayonets are typically blades or spikes that are placed on the end of a weapon, enabling the weapon's user to employ it in hand to hand combat with greater efficiency. The most typical bayonet is the **Bladed Variety**. Basically, it is a prepared knife blade affixed to the barrel of the weapon, which offers a decisive balance of damage verses ease of use.

The **Sawtooth Bayonet** uses a jagged saw tooth design on the top edge of the blade. Designed to inflict greater damage, it is known to leave jagged horrible wounds in its victims. This design however suffers from the drawback that the weapon can become lodged in its target, and is thus much harder to effectively wield in CC.

The **Piercing Bayonet** is designed to prevent the problem of the weapon becoming lodged in an opponent. Basically a long tapering cylindrical rod ending in a razor sharp point, it can easily be withdrawn from a victim, and is much lighter than the other options available. While it does less damage by comparison, it is far easier to effectively wield in CC.

The **Dark Legion Bayonet** is a wicked blade with vicious cutting edges. The **Sectioner Bayonet** by contrast is a massive and horrible weapon capable of immense damage.

Bladed Bayonet (2)
Adds +1 to the CC value and +1 to the DAM value of a rifle's Close Combat score.

Saw Tooth Bayonet (2)
Adds +2 to the DAM value of a rifle's Close Combat score.

Piercing Bayonet (2)
Adds +2 to the CC value of a rifle's Close Combat score.

Dark Legion Bayonet (3) *Dark Legion Only*
Adds +3 to the DAM value of a rifle's Close Combat score.

Sectioner Bayonet (6) *Dark Legion Only*
Adds +6 to the DAM value of the rifle's Close Combat Score but the model cannot have any other rifle Load-Outs for the Sectioner bayonet equipped weapon.

Note: Models must have a weapon that can accept a Load Out to be equipped with a Weapon Load Out.

Corp Grunt Load Outs

Extra Ablative Armor (1 pt)
Add +1 to AR value against ballistic attacks.

Grappling Hook & Rope (3 pts)
Allows for climbing rolls to be made on shear surfaces

Filter Mask (1 pt)
Adds 1 level to the model's effective survival training level.

Hazmat Suit (1 pt)
Adds 2 level to the model's effective survival training level.

Squad Comm Link (2 pts)
Adds one inch to command radius, and allows the unit to receive orders from a commander equipped with a Command Helment even if they are not in command radius. See Command Helm for details.

Corp Elite Load Outs

Rebreather Mask (2 pts)
Adds 2 levels to the model's effective survival training level.

Environment Suit (2 pts)
Adds 3 levels to the model's effective survival training level.

Squad Comm Link (1 pt)
Adds one inch to command radius, and allows the unit to receive orders from a commander equipped with a Command Helment even if they are not in command radius. See Command Helment for details.

Night Vision Gear (5 pts)
Allows fighting in darkness without penalty.

Corp Officers/Leader Load Outs

Command Helment (3 pts)
This item allows Tactical Sense and Give Orders to be used with any squad in LOS who is equipped with a Squad Comm Link, if a successful LD check is made. The LD check for success is –1 per inch out of command radius.

Coagulant Auto-Injector (7 pts)
This item may be used once to allow an additional save against standard close combat damage, once the first test is failed and the model has fallen prone after suffering its last wound. Success means the model may rise the next round with one wound remaining.

Cardinal's Blessing Auto-Injector (4 pts)
This serum, developed by the Brotherhood, will allow the user to better resist the effects of the Dark Symmetry. As a side effect to this design, Ki powers and Art that simulate mental manuipulation are also affected.

This device will self administer should the wearer be attacked by a domination/possession power and fail his initial reisitance check. Should the second test be failed, the model will have an adverse effect from the drugs and suffer an environmental Toxin with an ATS of 10.

A model slain while wearing this device cannot be raised as a Dark Legion Thrall.

Atropine Auto-Injector (7 pts)
This item can be used once to allow an additional save against environmental hazards once the first save is failed and the model has fallen prone. Success means the model may rise the next round with one wound remaining.

Man's gotta eat.

Your heart belonged to Cybertronic. Well, it did after you sold it to them. Soon after, your right lung and stomach followed, along with a good part of your large intestine. The money, of course, was great.

Out there on the Fringe, where work comes and goes like the tide, life is hard. And if you're not playing the Big Game, you're just another piece being played. Play or be played, that's the Law of the Fringe. Either you walk with 'Tronic and get borg-ed out or you end up with the little corporate fish out here on the edge of the system.

And that's where you found yourself most often, between jobs or running to or away from someone who had one.

And then there was your habit.

Heaven is just under a meter long and hooks directly into the I/O port sunk into the base of your spine. Jack that thing in, pushing until you feel that click in your bones and press the flashing red button at the end.

Welcome to freaking heaven, man

Support Munition Load Outs for Under Barrel Grenade Launchers.

Apex A12 Smoke Grenade (9 pts)

This grenade creates a thick cloud of obscuring level 3 smoke. See the section regarding smoke for details.

Indirect Template/Small Explosion, Smoke.

Shock Grenade aka "Flash Bang" (8 pts)

This grenade combines a deafening blast of sound with a blinding flash of light to stun opponents.

Those under the template of this attack will lose their wait status, and suffer a –2 CC penalty during the activation in which the grenade was detonated.

Indirect Template/Small Explosion, Special.

White Phosphorous Marker Grenade (8 pts)

This grenade is used to mark targets for subsequent support weapon attacks. If the target is hit, it is considered "marked" and stays that way until it either moves or the current turn ends. Misses have no effect.

Indirect fire support weapons receive a bonus of +2 RC when firing on marked targets, and they are allowed to automatically tac-sense the marked target, so long as the unit is in LOS and range.

Indirect Template/Small Explosion. Special.

Havoc Suppression Grenade (5 pts)

During combat a trooper is constantly in motion. Even when holding a static firing position, he or she is constantly ducking and shifting to avoid enemy fire, reloading their weapons, reaching for ammo, etc. This grenade is designed to litter the area with a variety of fused sub-munitions designed to inhibit this type of defensive motion, and thus reduce the enemy's defensive capability.

A suppression marker is placed at the point of detonation (Place suppression counter). Anyone within three inches of the counter is considered suppressed. These models suffer a –3 to their armor score until they Move three inches away from the suppression counter, step behind intervening terrain, or the current turn ends (counters are removed at end of turn).

Misses with this grenade will indicate the delivery was ineffective, and had no effect on the target. Suppression Effects are not cumulative.

Indirect Fire/Small Explosion + Deviation. Special.

Star Shell Illumination Grenade (8 pts)

This grenade is a standard illumination flare. It will illuminate an area four inches (4") in all directions of the counter until the end of the turn in which it was fired (8" diameter).

Missing with an illumination grenade indicates the round was a dud.

Indirect Fire/Direct Placed Counter. Special.

Support Munition Load Outs for Mortars

Smoke Canister (10 pts)

This grenade creates a thick cloud of obscuring level 4 smoke. See the section regarding smoke for details.

Indirect Template/Small Explosion. Smoke.

"Pacifier" CN/CS Chemical Smoke Canister (5 points)

This grenade creates a thick cloud of obscuring level 2 chemical smoke similar to tear gas. It carries a gas hazard of ATS 15.

Models that attempt to perform an action in the cloud must save verses this attack. Failure indicates a loss of the action due to the choking swirls of chemical smoke present.

Indirect Template/Small Explosion. Smoke/Gas ATS 15.

"Sun Burst" Illumination Flare (12 pts)

This munitions fires is a larger version of the standard "star shell" illumination flare. It will illuminate an area four inches (4") in all directions of the counter until the end of the turn in which it was fired (8" diameter).

Missing with an illumination grenade indicates the round was a dud.

Indirect Fire/Direct Placed Counter. Special.

VX Nerve Gas Shell (10 pts)

This is a chemical weapons load out that delivers a burst of VX nerve gas on the enemy. This is a gas hazard with an ATS of 10.

Indirect Fire/Small Explosion Template. Gas ATS 10.

"White Star" Phosgene Gas Shell (12 pts)

This is a chemical weapons load out that delivers a burst of Phosgene gas over the target area. This is an environmental hazard with an initial ATS of 12.

Those that survive should be marked with a environmental hazard marker. At the end of the turn, those with markers must roll again under an ATS 15. If they pass the second roll, the marker is removed.

Indirect Fire/Small Explosion Template.
Environmental ATS 12/15.



Demolition Specialist Load Outs

Demo Charges

C9 (10 pts)

This explosive is a military-grade plastique usually detonated by timer or remote signal. It is a stable compound, making it safe from any detonation besides a planned explosion.

C9 causes the object it is placed against to suffer from a DAM: 13(x3) attack. This attack is rated as an AV:2 attack. For an additional action, this demo charge may be tamped, increasing its damage yield to a (x4). If fired remotely against personnel, the DAM is only 10(x2). Requires a remote detonator and has a 6" range.

Direct/small explosion template.

Effect explosion DAM 13 (x3), concussive, AV:2. ATP: 1

Detcord (7 pts)

Essentially plastique in a cord form, Detcord is designed to be wrapped around an object where it does punishing damage or, when placed properly creates an egress through walls. It cannot be tamped.

Detcord has a damage yield of DAM:12(x2) which may be increased by (x1) for each action spent wrapping it around an object. If it cannot be wrapped, this does not apply. Detcord has an AV: 4 rating and requires a remote detonator.

Direct Effect DAM: 12(x2) concussive, AV:4. ATP: 1+

C20 Satchel Charge (9 pts)

C20 is a processed version of TNT. It is both a stable and powerful explosive. Placed on a target, this explosive deals a DAM: 14(x3) yield and is rated as AV:4.

Direct. Effect DAM: 14(x3) concussive, AV:4. ATP: 3

Mines

Name	*DAM*	*ATP*	*DV*	*Cost*	*Weapon Effects & Special Rules*
Claymore	12	1	4	8	Direct/ LFT Template, Cluster Effect: 4. Place template from final DV result towards the model that failed the LD test.
Inferno Bomb	11	2	2	7	Fire-Based. Residual Damage. Center the Small Explosion Template over the final DV result.
Anti-Tank	14	1	*	7	Small Explosion Template. The explosion only affects the model that set off the trap. Do not roll Deviation. The mine will only activate when a vehicle weight model passes over it. This will also be set off by SZ4+ models. AV:3
Spring Mine	7	3	*	8	Center the Large Explosion Template over the model that failed the LD test and set the trap off. This mine is an anti-personnel munition.
Red Manta	9	1	3	5	Fire-based. Small Explosion Template. Center the Small Explosion Template over the final DV result.
AlbatrossSky Mines	10	1*	2	6	Small Explosion Template. Center the Small Explosion Template over the final DV result. These mines take a number of actions to place based on the altitude deployed. 1 Action for alt 1-2, 2 Actions for alt 3-4, and 3 actions for alt 5-6.
Cyanogen Chloride	ATS12	2	4	6	Small Explosion Template. Center the Small Explosion Template over the final DV result. When this mine detonates it releases a colorless vapor in a tight area. Amid choking fits, victims will ultimately suffocate to death. This weapon does not affect AI:4 or better models, vehicles or Necrorganic/Necrobiotic opponents.
CXA	ATS9	2	2	11	Small Explosion Template. Center the Small Explosion Template over the final DV result. Phosgene Oxime Alkylation (CXA) is an accelerated example of urticants (or nettle gases). These agents initially attack the skin and mucous membranes, quickly finding their way into a model's cells where it disintegrates DNA strands and causes rapid cellular decomposition. Unlike Black Mustard weapons, largely blamed for the outbreak of mutations that plagued the systems warzones hundreds of years earlier, CXA is quickly fatal. Does not affect enclosed vehicles.
Nova Flares	*	1	3	7	Center the Large Explosion Template over the final DV result. All models will be struck with a blast of magnesium propelled into the air. Failing to save will result in a reduction of LOS to 6" for the duration of the turn.

Miscellaneous Equipment *(listed alphabetically)*

Battle Standard (4 pts)

Models holding a battle standard nullify Dire effects for members in their squad, so long as the members are in command. Additionally, the presence of a standard grants the bearer the ability to rally the unit in the same way a commander would, if they can not do so already. See the Division Commander skill for details.

Book of Faith (2 pts)

Spending an action reading from the Book of Faith will allow friendly mortal models within command radius to be unaffected by DIRE for the remainder of the turn.

Book of Law (2 pts)



Each Brotherhood Inquisitor carries a Book of Law with them, which they can read aloud to those around them. If an Inquisitor spends one action to read aloud from the book, he may increase his DIRE rating by 3 points for the remainder of the turn.

CA-40 Ultrasonic Mine Sweeper (8 pts)

Using a combination of ultrasonic vibration and radiant energy, this weapon can detonate mines at a safe distance. Place the light flamer template directly in front of the model and roll a d20 for each mine present. On a roll of less than 10, the mine will be destroyed. This equipment requires a considerable charging time. Accordingly it can only be used once per turn.

CA-60 Countermeasure Launcher (10 pts)

The CA-60 is a retrofit cannon designed to cast 30 mm smoke grenades. Models so equipped may spend an action to launch the grenade up to 12 inches using the base RC score of the model. The launcher has a 90 degree firing arc.

Carcass Claws (5 pts)

A specialized variant of Carcass Armor, these crab like appendages impede and then rend those attempting to engage the wearer in close combat. Attackers who charge a model wearing the Carcass Appendages will receive no charge bonus, and the Appendages provide the wearer with the Close Combat 2 special ability. In addition, the claws will add an additional +3 damage to any hit scored in close combat by the wearer.

Carrion Enzyme Sprayer (3 pts)

Designed to be mounted on the Brotherhood AC-41 and AC-45, this load out sprays carrion dissolving enzymes on dead remains to destroy them, thus precluding reanimation by the Dark Legion. Any dead remains markers under the template are automatically removed. Small flamer template, has no meaningful effect on living or reanimated flesh.

Chains of Ilian (5 pts)

A specialized and terrifying variant of the Necrotech claw, these animated chains flail about the wearer during combat, entangling and impeding those attempting to engage in close combat with the wearer. Attackers who charge a model wearing the chains will receive no charge bonus, and once engaged they will be unable to disengage from close combat. In addition, the chains provide the wearer with the Close Combat: 2 Special Ability.

Crescent Detonator Pack (6 pts)

Designed for Crescentian Martyrs, this item is an explosive harness linked to a Stratagem Harpoon gun modified to fire a barbed net. For the cost of an action the Martyr may fire this net at an enemy within point blank range, automatically entangling the victim.

Once snared in this fashion, the winch system of the Stratagem will activate, instantly pulling the Martyr into base contact with the entangled victim. Models less than size three will be pulled toward the Martyr by the winch. Move the Martyr and entangled model toward each other until they meet in the middle. For models size three or greater, the Martyr will be pulled to the larger model's location.

Once base contact is reached, the harness will then detonate. Place the small explosion template over the Martyr. Damage is 14, AV-4 to everyone under the template. Models size two or less that survive will be knocked prone by the blast.

Crown of Rituals (1 pt)

The crown adds a +2 to the bonus received from concentrating.

Crown of Thorns (1 pt)

This Inheritor item grants the wielder the Favor: 2 Special Ability.

CS-350 Buckler (1 pt)

Imposes a penalty of -1 to the CC value of enemy models that are in Close Combat against the model with this shield. The Buckler does not alter RC attacks.

CS-358 Electro Buckler (4 pts)

This shield imposes an environmental hazard of ATS 10 on any model that activates while in CC with the model carrying the Buckler.

CS-450 Shield (4 pts)

This impressive shield imposes a penalty of -2 to the CC value of enemy models that are in Close Combat against the model with this shield. RC attacks are likewise reduced by 2.

Enhanced Sensor Array (5 pts)

This item grants the wielder effective Predator Senses: 4

Harpoon Grapple (0 pts)

Units hit must save twice— once for the wound, and once to see if they are entangled and pulled prone (assuming they survive).

Models so entangled may be dragged if the wielder spends a

subsequent move action. Move the wielder to the new location, and then move the victim directly toward that new location exactly half the distance moved by the wielding model. Damage for dragging is 8 points, plus 1 point for each full inch dragged. Dragged models must save twice as before.

Those remaining entangled may be dragged again. You may have no more than one opponent entangled at a time. Models who activate entangled may free themselves for the cost of one action.

IA-3300 Chameleon Armor (3 pts)

This extremely high tech armor is designed to automatically blend with the wearer's background, conferring the Camouflage: 2 Special Ability to the wearer.

Jehovah Box (1 pt)

Placed in Inheritor infants at birth, this device replaces the recipient's larynx. It acts as a filter mask, conferring a +1 to the recipient's Survival Training skills.

Lackey (4 pts)

When given to a Model, this diminutive being adds +2 LD. The creature may be sacrificed in order for the possessor to avoid a wound inflicted by physical means. Damage resulting from Powers cannot be avoided in this manner.

Lesser Eye of Maledrach (0 pts)

This flesh encrusted amulet can summon a Golem of Darkness to those who learn to use its power.

Marker Grenades (2 pts)

If the target is successfully hit, units with the Tactical Sense Special Ability may add a +4 to their roll when attempting to redirect fire toward the marked target. When casting a Marker Grenade, use the modifiers for the launcher used. If thrown, treat as if a thrown AP grenade.



Mask of Semai (5 pts)

This artifact allows the wearer to cast the Semai False Orders power once per battle.

Necrotech "Oppressor" MPL (4 pts)

Embedded into the living flesh of the necrobiotic commander who possesses it, for the cost of one action this multi-purpose launcher may fire either a Marker Grenade out to medium range or a Smoke Grenade out to short.

Redemption Harness (4 pts)

May be detonated for the cost of an action and a successful roll of 18 or less. Damage is 10 points, small explosion template. On a 19-20, the wielder loses his nerve and can't push the button. The action is wasted, but he may try again if he has the actions remaining.

Remote Detonator (2 pts)

Models equipped with this device may spend an action to remotely detonate any explosives either they or a member of their squad has placed for the cost of an action. This can be done from wait.

Resonance Helm (2 pts)

Used by the Brotherhood Resonators, this helm offers a +2 PW and +2 LD to any model in base contact, but only during saves against channeled powers. The effect is not cumulative.

RP-187 Rocket Pack (3 pts)

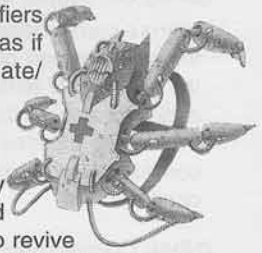
This rocket pack allows the wearer jump between two points. Normal jump movement occurs at height band one. For every height band of increased altitude desired, the forward distance traveled by that action is reduced by one. Sequential move actions within a turn can be combined for longer jumps, but in the end the model must land. Hovering is not allowed.

Self-Destruct Mechanism (2 pts)

Models equipped with this mechanism will self destruct at the end of the turn in which they suffer their last wound. Place the model on its side, or mark with wound marker(s). At the end of the turn any model within base contact with the self-destructing model will suffer a damage 7 attack.

Smoke Grenades (2 pts)

These grenades create a level two (2) smoke cloud. When casting a Smoke Grenade, use the modifiers for the launcher used. If thrown, treat as if a thrown AP grenade. Indirect template/ small explosion. Smoke.



Ticker 2300 (6 pts)

This device administers a potentially lethal cocktail of endorphins and stimulants into the host in an attempt to revive them after death. Models equipped with this device should be left on the battlefield after they suffer their final wound. At the start of the next round, roll an LD test for them. If successful, the device will return one wound to the victim, but only for the remainder of the turn. The revived model will die if medical assistance cannot be acquired during that time.

Twin Barracuda Jetpack (4 pts)

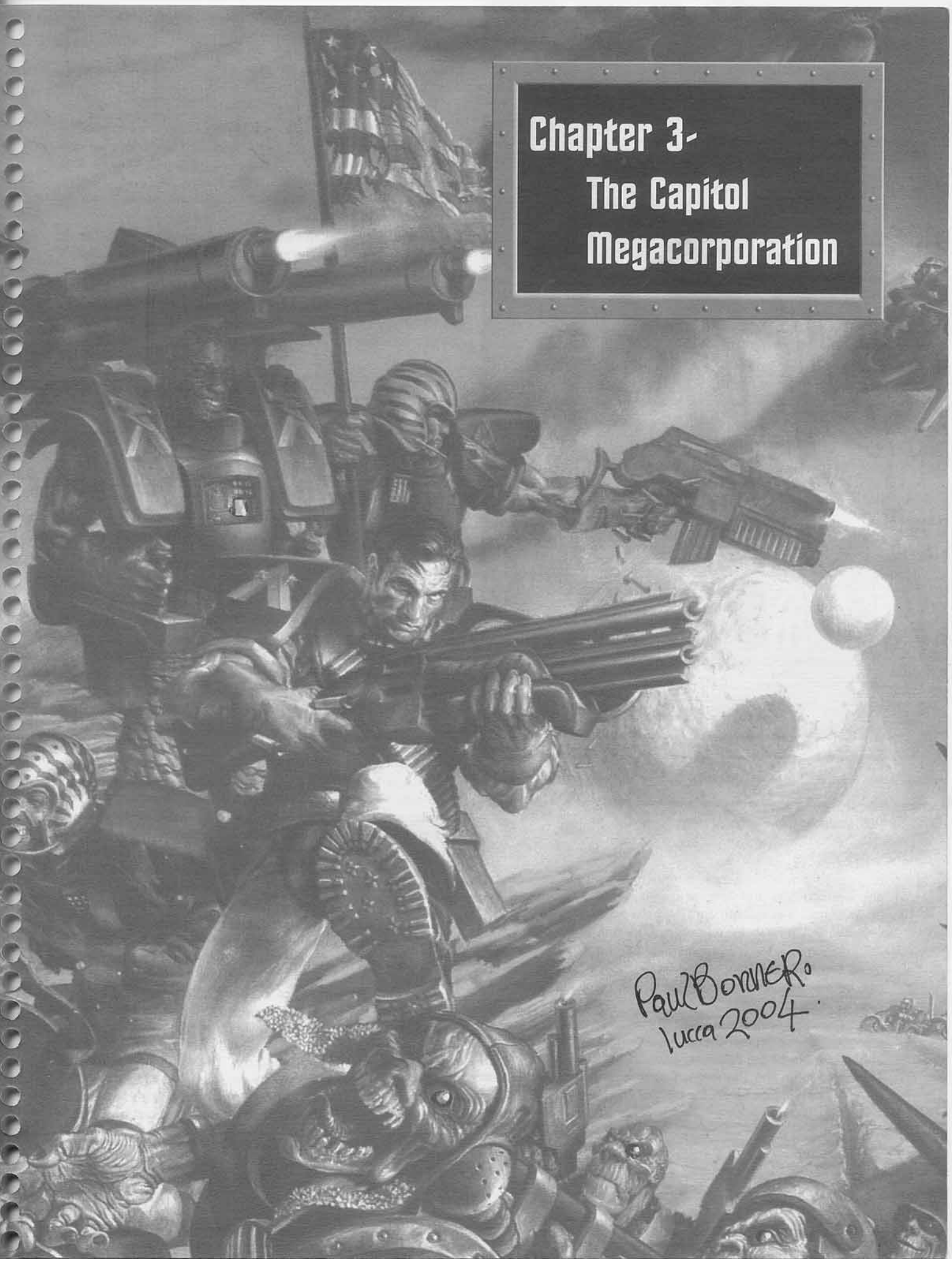
This device is used by the Ram's Air Cav to sustain flight. Flight is limited to a maximum altitude of six. Those that fly the Twin Barracuda might be crazy, but they aren't stupid.

Void Harness (1 pt)

This device is a corrupted Brotherhood power stabilizer. It allows the wielder to project the effects of the Ectoplasmic Feast ability to all the friendly models within command radius.

Vulture Anti-Gravity Harness (3 pts)

This old world device allows the wearer to effectively fly. The wearer will have a MV stat of 5 while flying and may achieve an altitude of 5.


Chapter 3-
The Capitol
Megacorporation
Paul Bonner
Lucca 2004.



"Pioneering the Future, today."
-Capitol Corporate VidAd

Freedom is a disease, a virus, infecting the very soul of any it encounters and spreading throughout a community like an epidemic. It is without cure, without hope of reversal. Only time can erase its warm embrace, time in chains.

Freedom is born of sacrifice and death, forever changing those touched by it. Once man has a taste of freedom, there can be no other alternative. Chains burn, walls smother, and tyranny abhorred.

Freedom breeds creativity and new solutions, boundless ideas and flashes of inspiration. Free thought turned humanity's attention towards the heavens, towards the stars. This spirit of freedom fueled the Pioneers, Capitol's original founders, to harvest the Moon, the planets and beyond. Their efforts terraformed the Solar System, freeing dead worlds and imbuing them with life.

Capitol is freedom incorporated.

Unlike the other Megacorporations, Capitol has no nobility; any Citizen with raw talent, hard work, and perseverance can achieve greatness. It is this open, democratic culture that promotes personal responsibility, tolerance, and creative solutions. And without supporting a parasitic noble class, its Citizens enjoy the highest standard of living in the System.

However, freedom has a price whose currency is blood, and the Citizens of Capitol will fight to the death to protect what they have worked so hard to achieve. Each Citizen owns at least one share of Capitol stock, making them an owner in the truest sense of the word. And from the simplest shopkeeper to the President of the Megacorporation, each of Capitol Citizens will sell their lives dearly to protect what is theirs.



Corporate History

The Capitol Megacorporation first began to accumulate real power during the early part of the twenty-first century AD when the market for space exploration was opened up to private industry. They had already established themselves as world class arms dealers and had begun to work in conjunction with the other dominant corporations of Bauhaus, Imperial and Mishima. By the end of the century Capitol had emerged as the largest of the Corporations and to this day they remain the largest and quite possibly the most powerful of the Megacorporations.

Capitol was the major investor in establishing a permanent base and launch facility on the moon. This meant that the growing volume of space-faring traffic used their facility and thus contributed to Capitol's financial standing and power base. Capitol carried this advantage forward to the pioneering exploration of Mars and they have maintained their domination of the red planet ever since.

During the Exodus of mankind from Earth it was only natural that Capitol would bring its employees to the world over which it had most control, but the sudden influx of people put a great strain on even their resources. When the Dark Symmetry was released into the solar system the fall of technology hit Capitol hard since much of their agricultural production was optimized by computer controlled systems. Food shortages threatened the burgeoning population of Mars, and it was only the advent of rift travel that saved them from a planetary catastrophe of biblical proportions. The rift technology meant that they were able to transport vast quantities of food supplies from the Bauhaus dominated world of Venus. The need to feed their people forced Capitol to take actions that contributed to an

atmosphere of hostility and isolation. This in turn led to the breakdown of relations between the Megacorporations and contributed in major ways to the First Corporate Wars.

Capitol's logistical expertise served them well during the long years of war and they were able to hold their position as the largest Corporation in the solar system in spite of their hardships. This position was tenuous however as it became increasingly difficult to guarantee the delivery of cargo shipments from Venus and Mercury, especially with Imperial privateer interference, and Capitol was forced to develop new farming techniques on the hostile surfaces of Mars. Complex irrigation systems were devised based off of Bauhaus designs and subterranean hydroponics farms patterned after Mishima systems were used on a large scale, with acres of artificial lighting giving life to much-needed crops. By the end of the First Corporate Wars Capitol was largely self-sufficient as they controlled three-quarters of the Red Planet and significant holdings beyond.

Since the earliest days of space exploration Capitol had held considerable power on Earth's moon, which had come to be known as Luna. But with the establishment of the Brotherhood, Capitol found their influence being superseded by that of the new militant church. This troubling time left them with little direct influence on Luna though it firmly established their power base on Mars. For centuries following, this power base has been challenged by all the Megacorporations and by the invasion of the Dark Legion during the first century YC.

Capitol has endured many kinds of crisis but their ability to respond quickly to any situation gives them a strategic advantage that has proved difficult to overcome. Following the defeat of the Dark Legion in the second century YC there emerged the Wars of Attrition when Mars was beset by scores of minor conflicts as factions from the rival Megacorporations tried to encroach on Capitol claimed territory. There were the Scarab Wars of the sixth century YC when Capitol extended the Trans-Martian Railway around the upland contours of the Scarab Desert and Red Rock Flats. There was the War of Shame, when then President "Raving" John Garcia became convinced that many Capitol bases and high-ranking generals were conspiring with the enemy to bring down the Capitol government. He launched a number of assaults on Capitol bases, which escalated quickly towards full-scale civil war within the corporation. After several years of damaging conflict the war was ended by the Citizens' Revolt when the population of Capitol refused to tolerate the madness any longer. Many civil services, the postal workers in particular, took the fight to the President's forces and won due to the fact that the Capitol Citizens vastly outgunned the military units. President Garcia was shot 123 times by Capitol Citizens as he attempted to flee the Presidential Offices.

With the clarity afforded by hindsight, it is now generally accepted that this and similar acts of paranoid delusion were orchestrated by the minions of the Dark Symmetry which was once again beginning to exert its insidious influence over the minds of humanity.

Currently the Capitol Corporation is healed and united; having more than their fill of legitimate enemies. The Second Corporate Wars which have begun to grip the system threaten Capitol held territory throughout the solar system and the return of the Dark Legion has stretched its military resources to the limit.

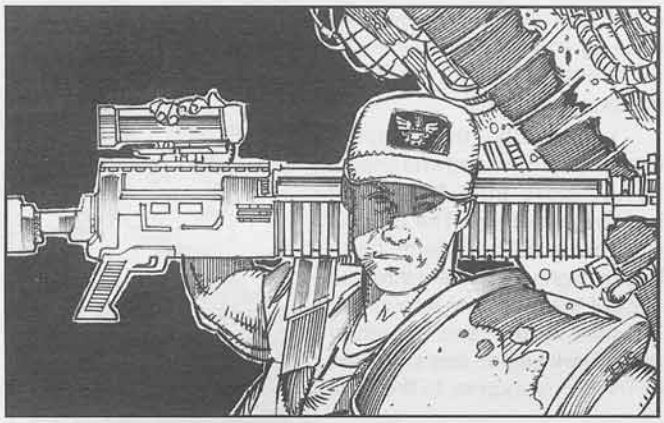


The Moons of Mars

Mars is a little over half the size of Earth but it is still a world of rich resources. The fourth planet from the sun it is the last of the inner planets with its orbit lying just inside the broad band of minor worlds known as the asteroid belt. Still its distance from the sun results in a cold world of harsh rocky deserts. The length of a day on Mars is almost the same as a standard day but the Martian year is almost twice that of a standard year.

Two natural moons orbit the planet of Mars, Phobos and Deimos. These are only a fraction of the size of Earth's moon and they appear as tiny glowing disks passing quickly across the dark Martian sky. During the terraforming of Mars, the early scientists had to deal with the decaying orbits of these small moons who, like so many of Mars' other moons, were slowly falling into the planet. As gravity and an atmosphere were reintroduced to Mars this would no doubt hurry along their fall. The stabilization centers of each of these moons has served to keep their obits from further decay though as this ancient technology breaks down, it becomes harder to repair.

A third satellite was added to the orbit of Mars in an attempt to stabilize the rotational axis of the planet and allow for the proper forces necessary to sustain its atmosphere. Drawn from the asteroid belt by a team of Dreadnaughts, the large ore-rich asteroid dubbed Eris was moved through space to be locked into a stable orbit around Mars. Providing both a necessary terraforming tool and acting as a resource for all manner of exotic minerals, Eris became quickly established as the true sister of Mars, earning her aptly applied name. Today, Eris is the only moon controlled by Capitol who operates a terrestrial Naval Yard there.



The Spirit of Capitol

"From diversity comes strength, in diversity lies freedom"
-Capitol motto

The oldest of the Megacorporations, Capitol is the only one that is a true Corporation in the sense that the Ancients understood the word. The goals, responsibilities, and legal structure of the Corporation are all laid down in an ancient document known as The Charter. This ancient parchment predates even the Chronicles themselves, and lays down the laws by which Capitol governs itself.

All of Capitol's employees are referred to as Citizens, and each of them enjoys certain inalienable rights as laid down in The Charter. They are all entitled to a fair trial, to have decent working conditions, to bear arms, and to vote in certain corporate elections. The Corporation recognizes that it has a duty to see that these rights are protected. In return, the Citizens are expected to show loyalty and commitment to the ideals and goals of the Corporation.

One of Capitol's ideals is that differences are to be respected and it is this acceptance of diversity that makes Capitol strong. This principle is so important that it is enshrined in the Corporation's Charter. Capitolian Citizens are taught to respect the beliefs of others and to solve problems through negotiation rather than conflict whenever possible. Capitol's culture also rewards successful entrepreneurs, and its Citizens are only too pleased to incorporate successful freelance operations under their wing. Capitol rewards Citizens for performing duties that serve the Corporation's needs with greater shares in the company. This is not to say that Citizens of Capitol are lacking in pride or loyalty to the Corporation, simply that Capitol can place greater demands on their people without resorting to coercion.

Capitol society does not have the same defining heritage as Megacorporations like Mishima and Imperial. There are no cultural restrictions that might limit a Citizen's advancement, although a person's financial standing will shape the course of their life to a great extent. Individuals born into wealth and power will benefit from privileges only dreamt of by ordinary Citizens. However, there is no fundamental reason why the poorest person in the Corporation cannot become President one day. Indeed, the idea of personal improvement is, along with the idea of teamwork, at the very core of Capitol's way of life.



The Board of Directors

Every Citizen is a shareholder. Every share of Capitol stock entitles one vote to every Citizen in Capitol's many elections and referendums. Since it is obviously impractical for every Citizen to vote on every issue, the Citizens elect representatives as their voice on the Board of Directors. This is done every four years.

Once on the Board of Directors, the representative has a vote in any legislative decision equal to that of total of the votes in the electoral district that elected him or her. The flaw in Capitol's democracy is that there are far more shares than there are voters, and that individual Citizens are free to sell all but one of their shares. Other individuals often buy these shares, which means that there are whole electoral districts where up to 90% of the vote is controlled by a single individual or group of individuals.

There are plenty of examples of wealthy individuals electing themselves to the Board of Directors. Conversely, there are still areas where the mass of Citizens still controls their own shares and elect representatives to speak on their behalf.

In general, all Directors support the consensus that Capitol's way of life must be preserved and their own pockets must be lined. In moments of crisis, all Directors can be expected to unite in the face of a common enemy.

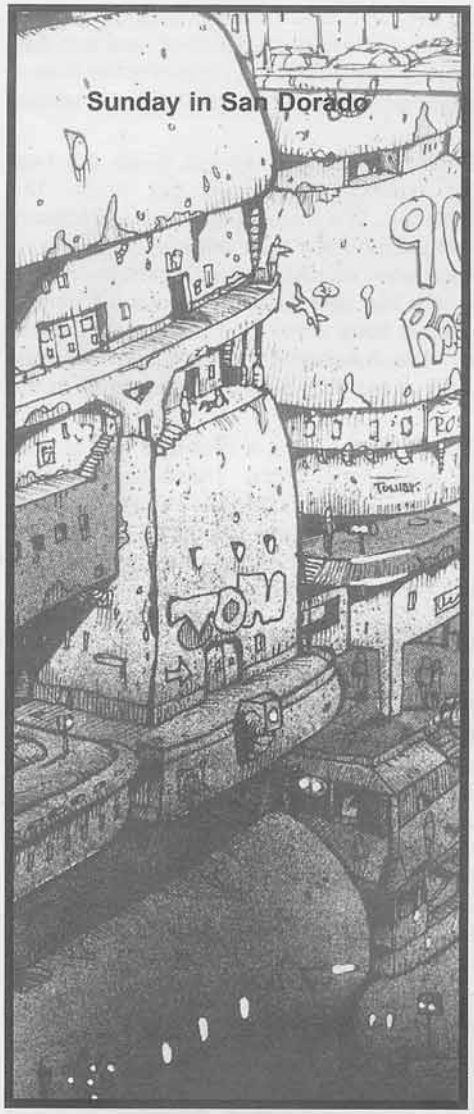
Once the elections for the Board of Directors are over, the Presidential elections begin. This is a time of great maneuvering among the Directors as various candidates threaten and cajole, promise and compromise as they seek the reward of the ultimate office.

The President

The President is elected from within the Board of Directors, by members of the Board, and carries executive powers relating to corporate finance and security. In theory, any Citizen can stand for election, and thus, any Capitol Citizen can become President. This is a major part of Capitol's ideology, and it's just one reason why it is seen as the Corporation of opportunity.

Capitol's Media

Capitol possesses the largest and most powerful media machine in the history of humanity. The average Capitolian grows up in an environment, which is completely saturated with the Capitolian message. This awesome media industry makes sure that Capitol is seen to reward the qualities it admires in its people. Success stories are always brought to the public's attention. The overwhelming message is always positive. Capitolians are brought up to believe they



can succeed, and their Corporation lets everyone know when they have. Apart from a normal sense of duty, Capitol uses this as an effective way of motivating their people, especially during times of need.

Privately-Owned Businesses

It is perfectly legal for Capitolian Citizens to start their own business. However, that business must comply with all the General Departments' laws and regulations. Legally, for all intents and purposes, that business is still part of Capitol. Rival Corporations say that Capitol's claim of being the largest Corporation is only true because it includes all of these privately owned businesses in its output figures.

There is one important factor to bear in mind here though—Capitol does not own these businesses. They remain under the control of their founders and their descendants unless the Corporation buys them out—which it usually will if the business grows large enough. Even then, many of these subsidiaries are still managed by their founding families. They have, after all, grown up as part of the business.

Lone Gunmen

Capitol's sense of negotiation and cooperation is balanced by its prevalence for personal armament. The Capitolian Charter asserts that the right to bear arms is the right to be free. Every Capitolian Citizen has the right to own a weapon for use in self-defense and the defense of the Corporation. The fact that Capitol's armaments industry is one of the most powerful sectors of the Corporation ensures that they will keep this right forever.

Capitol Citizens are the best-armed people in the human system. Over 90% of all Capitolians have a weapons permit of some kind, and it is estimated that most permit holders own at least two weapons. It is also estimated that at least one out of every four Citizens carry firearms every time they leave home.

The incredibly high crime rate within Capitol sectors provides some justification for this statistic, but the Capitol authorities believe these weapons do more to contribute to violent crime than to prevent it. A simple barroom brawl can degenerate into a firefight with horrifying swiftness. A man who has just lost his job can return to his workplace and gun down his boss. A woman having a bad day can mow down ten people in a shopping mall. Snipers can fire from almost any rooftop. And because so many people have weapons, these things can quickly escalate to hundreds of people firing at anyone who looks threatening. Once the police appear, things can get really rough, for while it is the right of every Citizen to bear arms, the Corporation's police and military have the best arms around.

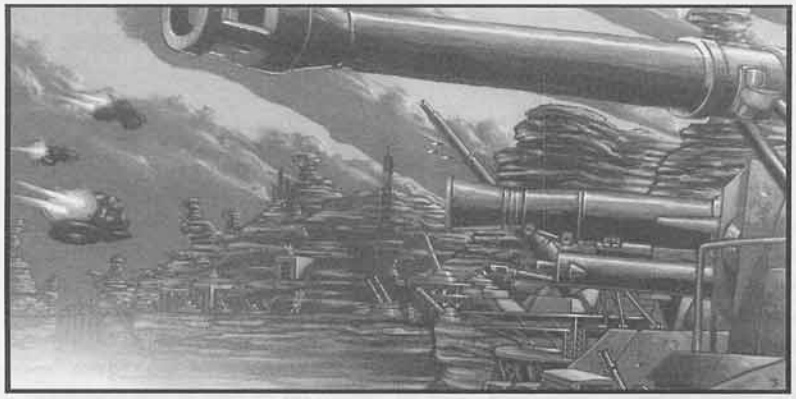
Still, Capitol's propaganda machine likes to stress that these things are not all that common in San Dorado. They estimate that one has less than a 10% chance per day of even seeing a shot fired in anger. Visitors receive a pamphlet upon arriving at any Capitol sector stating a few simple rules that should ensure a safer visit. These rules are:

- Don't argue with Capitol Citizens if at all possible.
- Always assume a Citizen is armed unless you know differently, and treat them accordingly.
- Avoid areas marked as Danger Zones (DZ) by the Cartel, while in Capitol Sectors.
- If confronted by a member of Capitol's Free Marines, withdraw immediately.



Capitol Citizens sometimes feel that they should have a say in the running of their government and that their government should listen to them. Unfortunately, this desire for self-expression often leads to violent protests where thousands of demonstrators clash with the authorities. These riots can happen for any number of reasons: rises in bread prices, factory closures, rumors of war or the presence of heretics in the area. The Cartel estimates that there is always at least one riot going on San Dorado at any given time.

One thing is for certain: even during one of these riots, if an enemy attempts to take a Capitol holding, Capitol's Citizens will cease their disputes and concentrate on the attacker. Many a rival's force have been decimated by Citizen gunfire during an attempted Hostile Takeover and only the Dark Legion has even tried to conquer a Capitol city—the other Corporations knowing full well that they will be shot at by every Capitol man, woman and child within range.



Military

Capitol's overall military strategies are built around the principles of deterrence and retaliation.

The first principle means that the AFC must be perceived as mighty enough to ensure that it is not worth any rival Corporation's time or effort to attack any of Capitol's holdings or territory. Capitol is very open about its military strength, and since it is the biggest of the Corporations, that strength is intimidating.

The second principle means that, if someone does attack Capitol, then the Corporation will strike back—hard. Capitol is committed to maintaining the integrity of its holdings and will do everything in its power to maintain or reclaim them. There are very few examples of anyone taking anything from Capitol by force and keeping it. Those who try will find that awakening the juggernaut is not worth the collateral damage that will ensue.

The effectiveness of these principles is evident in Capitol's military record. Since the First Corporate War, no corporate military force has been able to overcome Capitol in open battlefield warfare, though the same cannot be said about small conflicts against guerrilla opponents. Capitol is one of the major proponents of Warzone Resolutions between competitors, since their military might is best used in open warfare and the Corporation puts so much emphasis on protecting the lives and assets of its Civilian population.

The Armed Forces of Capitol

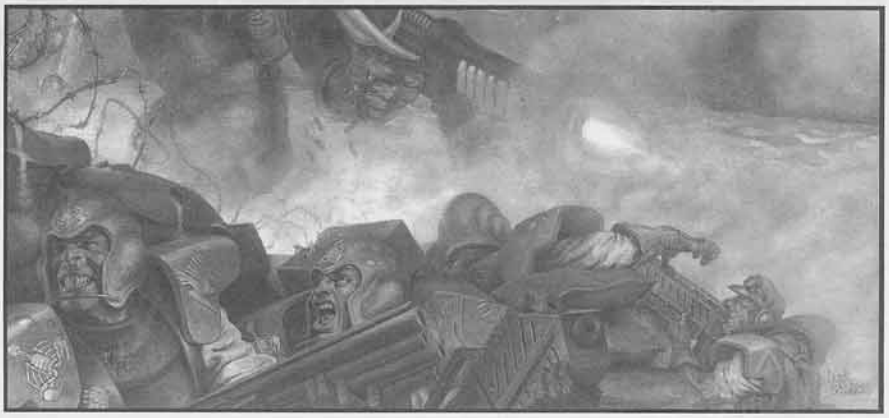
The Armed Forces of Capitol (AFC) comprise the largest and most powerful military machine in human history. Capitol believes in protecting itself and its people from any and all external threats. That is the duty of the Supreme Commanders and the Board as laid down in the Corporation's Charter. Since Capitol is the largest of the Corporations, the size and strength of its forces reflect this. The AFC needs to protect a lot of territory and a multitude of people.

The Megacorporation sees that it has the people and equipment to handle this massive task. Capitol has a huge number of ground troops, the Capitol Ground Forces or CGF for short, who must get down and dirty with the enemy and risk their lives amid the blood and dirt of actual combat. Capitol's Supreme Commanders never forget that their soldiers are Citizens, and that they have a duty, when possible, to preserve the lives of those Citizens. This comes to the forefront in several ways.

Capitol troops are always given the best possible training they can get under the circumstances. They are taught a great amount about self-preservation on a battlefield—you won't see human wave attacks from a Capitolian army. In keeping with this idea, Capitol's troops are usually issued heavy body armor and protective helmets. The cost of such equipment is negligible compared to the cost of training another soldier to fill in the ranks.

In each soldier's helmet are a receiver and a chin microphone for their tactical comm-links. These two-way radio links function at relatively short distances, usually between squad-members and officers, and are scrambled to keep the enemy from understanding Capitol's field communications. Both Non-Commissioned Officers (NCOs) and officers have access to progressively higher priorities on these comm-links, so that they can communicate with each other, their support units, and the HQ. These comm-links are used to coordinate attacks, locate casualties, and exchange tactical information.

Like most Corporations, Capitol has its own battle-language. This comprises simple lists of code-phrases that contain certain orders. For example, "Four-Seven-Alpha" could mean-fall back and regroup at the last checkpoint. Many companies customize their own battle-language so that, even if the enemy is familiar with Capitol's standard codes, they still will not understand the individual company's. The most disturbing example of this customization is the string of blasphemous remarks and crude language used by the Free Marines.



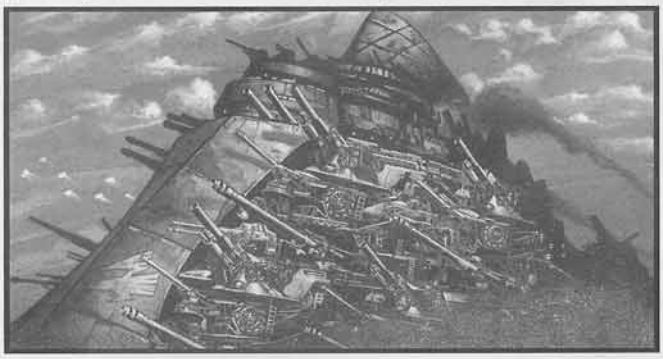
Each Capitol soldier also wears a dog tag. These contain medical sensors, which monitor the trooper's physical condition and contain recorded details about the soldier. Officers and NCOs have heads-up displays (HUDs) within the visors of their helmets. These project information about each soldier's condition, as well as tactical displays and orders from headquarters. This information transparently overlays what the officer is seeing, without interfering with his or her vision. If a soldier goes down, the dog tag automatically sends a message

to that trooper's superior, so that, according to the battlefield situation, the ranking officer can decide on pick-up, rescue, or abandonment. The latter is usually reserved for the dead and only if the situation is desperate. Capitol does not willingly leave Citizens behind in conflicts, living or dead, and a tally of insurance death benefits and death claim payout amounts for each casualty is displayed on the HUDs of Capitol's officers.



It is this low tolerance for military casualties that have done much to shape Capitol's policy of war. Over the years, Capitol has concentrated their tactics on long-range capabilities, placing a greater emphasis on air strikes and ranged combat, rather than allowing their troops to become embroiled in bloody close quarter battles. In the AFC, high priority goes to anti-tank and weapons of mass destruction. In both cases, these are primarily air-launched. The ground forces are used to follow up air strikes and then dig in.

Most of Capitol's front-line troops are Air Cavalry. They are ferried to the front by helicopter and rapidly deploy into their position on arrival. These helicopters are usually equipped for battlefield support, mounting heavy auto-cannons, bombs, rockets, and air-to-ground missiles. In attacks, they can strafe the ground, softening up the enemy before troops go in. In defense, they can provide covering fire while the troops disengage. This logistical expertise and rapid deployment ability give Capitol a considerable advantage on the field of battle.



The massive battle-trains that travel on the Trans-Martian Railway are known as Juggernauts and some, like the Colossus and the Saracen Fire, have been in service for over a hundred years. These steam-powered giants tower hundreds of feet above the track and operate beside equally massive trains that serve a number of purposes. There are the Atlas freight trains and the maintenance sentry trains known as the Marshals, but the Juggernauts are by far the most impressive. These locomotive fortresses are heavily armored, bristling with heavy cannons and gun turrets. They can hold thousands of troops and entire squadrons of Purple Sharks, Great Greys, and Manta Assault Craft. Capable of speeds of up to a hundred kilometers an hour, these massive trains can take a tremendous amount of punishment before being put out of action. They are the driving force behind Capitol's domination of Mars and the sound of their approach has been likened to the terrifying roar of a Martian tornado.

The railway allows enormous volumes of cargo to be moved rapidly from one place to another—whether it's an Atlas freight train carrying millions of tons of ore and minerals, or a troop transport moving an entire army from a military base to a Warzone hotspot. The only weakness of the railway is that it provides a static target for rival Corporations to attack. To counter this threat and carry out repairs, Capitol operates the armored Marshal sentry trains. The Marshals are mobile engineering platforms, each one comprised of three key elements—reconnaissance, military, and engineering.

The reconnaissance contingent is responsible for detecting enemy activity; the military contingent is responsible for the defense of the train; the engineering contingent provides maintenance and repairs to the railway track itself. Fitted with super-heavy lifting gear, a Marshal and its crew can replace a damaged section of track in under an hour and have sufficient resources to replace four kilometers of track before returning to a depot to replenish materials and equipment.

Capitol Soldiers

Because Capitol troops are relatively well-trained, well-organized, and raised on Capitol's philosophy of teamwork, self-reliance, and initiative, Capitol troops are expected to show these qualities at all times. Therefore, NCOs and individual soldiers are given a lot of discretion on the battlefield.

The ideal Capitol unit is a team. Its members know and trust one another. Its leaders are trusted to be given their orders and then to carry them out by whatever method seems most appropriate at the time. Capitolian commanders know that the people at the sharp end of the knife often have a better idea of what is going on than those further back, so they rely on the discretion of the front-line officers and NCOs to see that objectives are achieved.

Despite the fact that most Capitolians would rather pursue a career in business than in the military, the AFC is a volunteer army. It has very high standards of morale. Its soldiers know that they are fighting to defend their way of life, and they are proud to do so. For many of them, the AFC represents a way out of poverty, for a lot of the soldiers are drawn from the poorer levels of society. The AFC provides them with pride, self-discipline and training, and they respond to this. In addition, as in all Capitol's subsidiaries, the

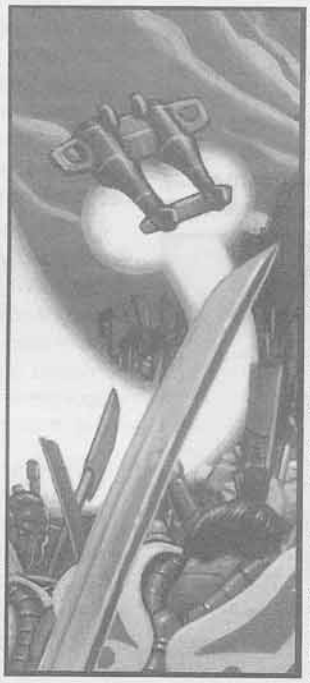
people know that excellence will be rewarded, and that promotion comes to those who deserve it. They know they can better themselves, and they know their leaders are worthy of respect.

In many levels of society, one is more or less required to serve a couple of years in the AFC to earn one's stripes and mature. If one is successful, lieutenant's bars and a Freedom Star are worth more than a university degree. Many sons of Directors, executives, and other high-level officials enlist in the AFC purely as a career move. Some drop out, some stay, but most return to the white-collar existence mentally and physically hardened, but always more cynical.

Finally, in times of corporate emergency, the Board can introduce conscription. This means that all able-bodied Citizens may be drafted into the AFC, and this can swell the size of Capitol's armies immensely in a relatively short period of time, especially since most Citizens can bring their own firearms with them. The Capitol media is particularly good at whipping the Citizens into a patriotic frenzy, and as usual, this means that the general morale remains high.

The Capitol Air Force

In a career that most young Capitolians daydream about, the fighter pilots of the Capitol Air Force, or 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 in the known worlds.



Capitol's Corporate Supreme Commanders are great believers in the use of air power and mobile warfare. A typical Capitol military attack begins with the CAF establishing air superiority in the region, and is then followed with a deluge of air strikes against key enemy positions. After the air strikes, a swarm of air-transported infantry race in to seize key objectives. All of this calls for very close cooperation between the CAF and the Capitol Ground Forces, the CGF. This cooperation becomes more intrinsic as a battle rages on, since the jet-jockeys of the CAF are on standby to provide support for the CGF in the form of air strikes. Every Infantry platoon has a Communication Corp that provides a Squad with a Communication Specialist. This Comm Specialist is the connection between the forces on the ground and their guardian angels in the sky.

The Capitol 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 even this mission isn't enough to swell its ranks. In times of extreme threat, primarily from the Dark Legion, the Capitol Supreme Command has even been forced to draft people into defensive roles.

The CFG is the largest body in the Armed Forces of Capitol with almost 5 million personnel. They are the mainstay of planetary defense on Mars and form the core of military campaigns throughout the solar system. The heart of this body is the Infantry, which makes up at least two-thirds of the CFG. Unlike the famed Special Forces, there are no movies made about their regiments nor are there any T-shirts or caps bearing their corporate designation sold in Capitol stores. They are the faceless, nameless men and women who fight and die so that the rest of the corporate shareholders, who happen to be Capitol's Citizens, can maintain their way of life.

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 of either six, 12, or 24 hours). This ability to deploy rapidly is the major advantage that Capitol has over the Megacorporations, allowing them to gain ground at a much quicker pace than its rivals.

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 towards its elite units than regular infantry.

The varied and unique special forces of Capitol are infamous throughout the solar system. This is due partly because of the countless movies depicting their exploits released by the Capitol propaganda machine. Mostly, their reputation has been earned on the bloody battlefields where their performance records are exemplary. Other Corporations have learned to respect the men and women of the Special Forces and their advanced training.

Handpicked from Infantry, soldiers who have shown great ability in the field of battle get promoted to specific units, gaining full benefits for themselves and their families as well as generous combat incentives and share bonuses upon mission completions.

Support Units

Capitol's support structure revolves around the use of air power and mobile warfare. Capitol has very few mobile armor units, preferring instead to rely on the CAF for both anti-armor and fast infantry deployment. In times where personnel with extremely specialized training is necessary, Capitol will not hesitate to outsource to Freelance sources, hiring Advisors & Consultants on a mission to mission basis. By far, Capitol has the most accepting attitude towards Consultants, going so far as to offer permanent positions and Citizenships to those individuals who impress the Board of Directors.

External Relations

Capitol claims to deal fairly and even-handedly with the other Megacorporations. In terms of external policy, Capitol believes that peace is good for business, so it strives to maintain it. Unfortunately, this is not always possible. Rivals often mistake Capitol's apparent pacifism for weakness, and every so often, they must be taught a lesson. However, once a war is over,

Capitol's leaders tend not to hold grudges, whether they have won or lost. To do so would be bad for business.

Bauhaus

The relationship between Bauhaus and Capitol can best be described as one of respectful neutrality, with full-scale conflicts few and far between. However, tensions have begun to escalate over Capitol's involvement and occupation on Venus, which has become much more aggressive in the last two hundred years. With the return of the Dark Legion, both sides have met fierce resistance on their home soils, which has diverted them from full-scale war.

Cybertronic

Capitol may not exactly approve of the newest Corporation, but it's more than willing to enter into trade with it. Capitol is particularly interested in Cybertronic's radical new technological developments, but it will not try to acquire the Cybertronic divisions that produce them until it's sure that it can trust former Cybertronic employees as Citizens. Most of the contention between the two Megacorporations comes in the form of Employee Extractions by Cybertronic and limited Hostile Takeovers of resources by both Megacorporations. Large-scale conflicts are rare, with Cybertronic avoiding Warzone Resolutions as much as possible.

Imperial

Capitol does not trust Imperial. A large part of the Agency's operations are given over to monitoring the smaller Megacorporation. Capitol is still aching from Imperial's treachery during the debacle with the Seal of Repulsion, and then the return of the Dark Legion attacks led by Saladin. The AFC Supreme Commanders still remember Imperial's interference in the early stages of the Dark Legion's second arrival on Mars, and if it were not for the restraining hand of the Directors, they would gladly act to crush Imperial. While there is constant conflict between the two Megacorporations, it is hard to find a Corporation that Imperial is NOT in constant conflict with, and not a day goes by without an Imperial Hostile Takeover attempt against a Capitol asset.

Official Mandate: Curia

To: Cardinal Confessor Darrel Evangelatos, Mars

The beast has awakened, look to the south! The nightmares that have stalked the shadows of our souls have been made flesh. The timeless evil of the Dark Soul is once again upon us. All efforts to deny its passage into our world have failed. We must now gird ourselves with faith and take up arms to oppose the servants of our enemy. On all the inhabited worlds our brothers are preparing for the coming onslaught, and its like will be far greater than any previous. For some, there is still time to prepare. For you, there is none.

The Dark Legion has punched a hole in the belly of the Red Planet and it begins to bleed arterial black. You must rouse Capitol and focus its awesome might. You must contain the Dark Legion in the southern hemisphere of the Red Planet. For five years and five months the Legion must be denied the equator of Mars. Stop them at all costs! Additional forces have been dispatched to Mars to aid you in your struggle. Use them well, but let Capitol bear the brunt of the storm. Its fury will return them to the Cardinal's flock in earnest. When they fail to stop the minions of the Dark Soul, the Brotherhood will be there to seal the breach.

This heavy burden we pass to you brother. This task is your first priority. Mitigating circumstances, zero. Margin for tolerance, zero. Thou shalt not fail.

May the Cardinal protect you and keep you.

Cardinal Confessor Dominic, Sheriff of Luna.

Mishima

Mishima is Capitol's largest trading partner, and relations between the two are usually as good as is possible between two rival Megacorporations. That is to say, they are tense and fraught with peril. Presently, there are a constant series of Hostile Takeover attempts and Warzone Resolutions. The major confrontations have been over the coveted Graveton Archipelago on Venus, and the Southern Lands of Mars. Adding to the fraying relations, Lord Heiress Mariko has issued an Imperial Edict, claiming the lands surrounding Hosakawa in a 1,000-mile radius belong to Mishima. Central Command has challenged the proclamation to no avail, and the lack of Cartel and Brotherhood support has caused the Capitol to feel very much isolated. As if in answer to these furtive attempts at reclamation, Mariko has declared an open state of war should Capitol advance on her new sphere of control.

The Independents

Capitol doesn't make deals with Independents; it buys them. If a company has an innovative and successful idea or product, the Directors see no point in duplicating the effort that went into its creation. They will normally try to buy the company's owners out for a fair price under the Cartel's Agreed Rules for Company Acquisitions. If Capitol buys out a company, all that company's employees automatically become Capitol Citizens with all the privileges and responsibilities that entails. If they don't want to do so, they don't have to, but they will be looking for a new job.

The Cartel

Capitol was the original founder of the Cartel, creating an institution that reflected Capitol's philosophy of cooperation. Therefore, it is more than aware of the damage the newly independent Cartel can cause. Since Capitol abides by the Cartel's rules, they have been spared the worst the Cartel's Law Lords judgements, which is considerable. In fact, Capitol fully supports the Cartel's Rules of Warfare and uses them to their advantage. Still, some Capitol subsidiaries try to circumvent Cartel regulations, which cause the hated Lords to become involved.

Capitol expects the Cartel to spearhead and

coordinate the attack against the Dark Legion. Cartel forces have the full support of Capitol's military and their pick of personnel for the Doomtrooper program. The Directors know all too well that no single Corporation has managed to throw back the Dark, and that it may well take the combined efforts of all humanity to do so. It also knows that the climate is against it and that a unified front may be beyond their reach.

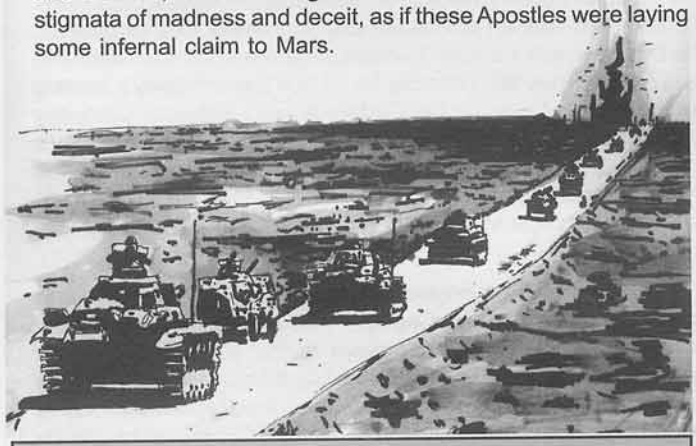
The Brotherhood

Capitol has excellent relations with the Brotherhood. Almost 90% of all Capitol Citizens are devout Cathedral-goers, and all of the Board of Directors makes sure that they are seen at Services at least once a week. The only real source of tension is with the Second Directorate. While understanding the necessity of the Inquisition's work, the Capitolians feel that the Inquisition's methods conflict with Capitol's commitment to personal liberty and fair trials. There is considerable potential for conflict here and many a Capitol subsidiary has felt the wrath of the Second Directorate, especially those in direct relations with Cybertronic.

The Dark Legion

Not even Mars and mighty Capitol are immune to the scourge of the Dark Legion. Like a cancer eating away at the heart of the world, the power of the Dark Apostles ever grows. Unlike the First Crusade of the Dark Legion a mellenia ago, the return of the Dark Legion hit Mars like an assassins blade. Madness and corruption struck deep into the heart of the Megacorporation and by the time the evil was identified, the Dark Legion had entrenched themselves on the soveriegnty of Mars. Two of the three moons of Mars, formerly Capitol controlled, have all but been annexed. The hated leader of the Martian Crusade from a thousand years past has returned to reclaim his old lands and begin his rampage anew.

The towering Citadel of Saladin again squats like a monstrous ogre over the infamous Doughpits, one of the mightiest haunts of evil in the entire Solar System. From this dreadful place, minions of the Dark Soul launch massive raids into the Megacorporation's territory. Not even the skies, the place where Capitol once held undisputed dominion, are free. Phobos and Deimos, Mars' hurtling moons, are each marked with the stigmata of madness and deceit, as if these Apostles were laying some infernal claim to Mars.



The 7th & 23rd Armored Columns march on the Citadel of Saladin

Still, at the moment, the evil is contained. The gigantic ring of fortifications known as the McCraig Line encircles the contaminated area, and the soldiers of the Corporation stand ever ready to do battle. In tunnels and trenches, desperate soldiers fight to stem the encroaching tide of the Dark.

Heroes are made in this terrible place, as are countless martyrs. To their credit, Capitol keeps a roster of every name that has fallen in these horrific battles.

The Dough Pits

There hasn't been peace on Mars since the first Imperial set foot on its surface. Since that time, Mishima, and Bauhaus have followed in Imperials footsteps, establishing both military outposts and production settlements, often combined into one base.

When Darkness at last appeared on the human worlds, it didn't take long at all until it showed its petulant 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 had time to dig in and spread.

But internal struggles, deceit and foul play stopped the intervening forces before they had ever reached their target. Imperial anti-aircraft downed four fifths of the Capitol Strike-Force, for reasons still unknown, creating disastrous consequences for the Megacorporation's repulsion effort. Capitol did not recover quickly enough from this treachery to adequately mass another assault before the infamous "Sky Fall". Suffering severe casualties and morale issues, the remnants of the Capitol Strike Force regrouped and waited for reinforcements. During this bleak and desperate week, the Legions surged forward, pushing back the would-be attackers and straining their now limited resources. According to transmissions from the fourth day of this rout, the sky above Mars grew angry and dark, massive black shapes rained down upon the area surrounding a now colossal Citadel. These shapes transformed into smaller Citadel-like versions and connected to that central Citadel with foul, flesh and metal causeways.

The Citadel of the Nepharite Overlord Saladin was finished and fortified beyond what human technology could now defeat, and there were more citadels to follow. In these remote Warzones, a grievous and never-ending battle currently rages, occasionally shaking the entire planet and rocking the star scrapers of San Dorado itself. The citadels on Mars are all surrounded by trenches, moats, walls, fortifications, guard towers and diabolical fences referred to as Saladin's Curse.

The frightening description of this horrific defense system is that it is a monomolecular filament mesh held in place by magnetic fields. It is almost invisible, and will literally cut through the atoms of most substances cleanly and with no discernable sensation. The Doughpits are replete with incident reports of soldiers who ran through Saladin's Curse unknowingly only to watch in horror as some limb or their very torso separated from their body in a turgid burst of red. It is for this defense system and the countless deaths they have caused that the Doughpits have earned their sickening name. The putrefying flesh, several feet deep in certain places, has given this area of Mars a fetid, spongy consistency.

Liberation

A shudder ran through the length of the landing craft. Gunnery Sergeant Trexler checked his chronometer and shouted out orders to the other Free Marines strapped into the Manta's rear deployment hold.

"Okay, marines, look sharp. I don't want anything fancy when we hit. Clean, quick, and by the book. No screw-ups like last time or I'll sheath my Punisher sword in your worthless hides. Check your weapons. Metzner, you go point. Gibbons and Jones cover him. The rest drop into Delta formation."

The Manta shook as it hit the ground. Instantly the hatch popped open, and the marines started moving. With the skill and experience of a veteran, Metzner took the lead, cradling his heavy Deathlockdrum support weapon. He surveyed the area and constantly conveyed a flow of information to his combat coordinator.

"Small clearing...25 meters diameter...sparse natural obstructions...twelve, correction, thirteen bodies...personal transmitters identifying as Capitol personnel...designation Sea Lions...dead...apparent cause: gunshot, stabbing/slashing and blunt trauma." Metzner relayed the information back to Trexler in the curt battle-language that would sound like he was questioning the morale fiber of the Gunnery Sergeants mother and the methods she used in his conception. Gibbons and Jones moved up after Metzner, scanning the area with their weapons ready. Seven more marines filed out next.

Trexler followed the last two marines out of the craft. He didn't like the set-up. He only had ten soldiers with him and no back up–Free Marine S.O.P. The last squad that had been sent out on recon had disappeared, but the Generals of the Capitol Naval Forces had decided to go ahead with the operation anyway.

This made Trexler feel uneasy. It indicated that the officers knew something about the situation and they were reluctant to send in "normal" troops, instead sending in the Free Marines. Only the Cardinal could know what fate had in store for them.

After the squad quickly followed the heavily-armed Metzner, the Engines of the Manta started to whine. The hatch closed, and the craft lifted from the ground.

Trexler saw it disappear into the air and felt an intense wish to again be under the protecting guns of the armored landing craft. He wished even more so that he had never tried to sell Capitol weaponry on the open market, or at least that he had not gotten caught. The Free Marines sounded better than hard labor at the time then, but this is another matter. Trexler's thoughts were cut short by Metzner's voice on the squad-comm.

"Enemy close and closing...two squads at twelve and ten o'clock...closing fast, probably lightly armed...estimate 15 soldiers...difficult to get a fix."

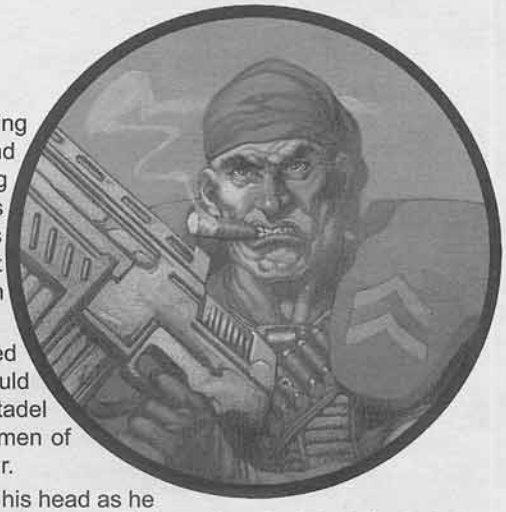
Trexler quickly moved to the front. This is what he was trained for, lived for. The adrenaline kicked in as he exchanged glances with Metzner and Gibbons.

"All right marines, shape up. Take cover at those stones. Short, controlled bursts. Remember: it's them or us."

As the soldiers moved into position they threw furtive glances at the surrounding forests. The liberation of the Freedom Lands had begun, but none of the marines know who they were liberating, or from whom.



Irony



Suddenly, all was silent.

The mines had stopped exploding. The guns had ceased firing. The blinding dust began to settle. Anthony Wheeler clutched the trigger guard of the M606 and peered out of his foxhole warily. Out there in the tortured no-man's land, nothing moved. There were just corpses among the endless barbed wire and the craters left by the detonated mines. Smoke rose from the barrel of the LMG. Wheeler was glad to let it have a chance to cool down. He let out a long breath. He couldn't believe it. He was still alive. As often as he'd done this he was still relieved when he survived an enemy push and marveled that the rush was still felt so new.

"Another day, another dollar", said Expendable laconically as they all watched the blood-red sun rise over the crimson murk. Wheeler wasn't sure, but he could have sworn that he could make out the gigantic, evil silhouette of Saladin's Citadel through the mist. Counting sightings of that evil fortress was a hobby with the men of the Freedom Brigades. This was maybe his tenth sighting in this two-month tour.

"Greed and mindless violence–is there no end to it?" asked Monk, shaking his head as he scurried down the trench toward them, keeping his head low out of habit. Monk had gotten religious since he joined the Brigades. He was as devout as a Sacred Warrior, although rumor had it that back in the real world he had been a pimp, an extortionist and a murderer. Wheeler shook his head. Many men become fanatical in the Doughpits, after all finding religion is so much easier when you are staring down death every day. After what they saw here, it wasn't hard to believe.

"Hey, man," sneered Expendable, "greed and mindless violence are what made this corporation great. I won't have anybody badmouthing the Capitolian dream in my frakken foxhole."

The little man had thrown back the gray hood of his Survivor suit to reveal his tattoo. The word Expendable was inscribed in big block capitals right across his forehead under the three studs he had

driven into the bone of his skull during his last R&R. Wheeler knew that Expendable was a maniac. Back in the real world, he had killed a man in a barroom brawl because the man wouldn't admit that Pizza World made the best pie on Mars. Here, he fit right in. Wheeler looked at his two friends and tried to choose which he would rather be like. Maybe neither, he decided.

Madness and religion were just two of the more popular options available in the Brigades. Unconsciously, he fingered the scar on his arm where they injected him with antidote every ninth. Six days to go, he told himself. Wheeler lived in dread that some supply clerk would make a mistake and send the antidote a day late to an outpost filled with corpses.

"Repent," said Monk, "only those shielded by the Blessed Light of the Cardinal will survive this hellish land. Repent, or you'll come to a bad end."

Monk always said that. It was part of their ritual after a battle, just another way of letting themselves know they were still alive. Funny that it never seemed to get old.

"My Mama always told me that I'd go down in flames," said Expendable with a grin. "Guess she was damn well right."

I guess so, thought Wheeler, remembering the endless waves of the walking dead that had come upon them in the night. The leading ones had just walked into the minefield, detonating the charges with their bodies, clearing the way for those who came behind. On nights like that, it was hard to believe that day would ever come. I guess we're all going to come to a bad end, just like all the others. He didn't even think of their names. He didn't want to conjure up their ghosts. Pure superstition, he knew, but on this part of the Line, with its 60% casualty rate, you get real superstitious real fast.

Wheeler clicked open the compartment on his left shoulder-pad and pulled out his last cigarette. Regulations stated that he was supposed to keep his medical kit there but regulations were a joke. They hadn't seen any medical supplies for a month, not a pressing issue in the Doughpits. At least the space was good for something.

"Those things will kill you," said the Monk.

Wheeler looked at him in astonishment and then began to laugh. Here they stood in the middle of the largest slaughterhouse in human history and the Monk was worried about lung cancer. Suddenly, they were all laughing, letting out their tensions, tears streaming down their faces.

"Look alive, you grunts!" Sergeant Wein's voice was harsh and distant over the comm-link. "We've got company. Look's like the big push we've all been waiting for."

Wheeler fed a new belt into the M606 and looked out into the gloom. Sure enough, twisted shapes were moving across the riven earth. They marched forward like a long line of warrior ants, slowly, relentlessly, inexorably. At their head was a larger shape with a three-horned head and a cloak that flapped in the wind.

Wheeler sighted carefully at the beast and opened fire. All along the perimeter, others did the same.

"Man, I love the Marines," he heard Expendable shout.

Wheeler smiled. He liked a man with a sense of irony.

The Capitol War Machine (The AFC)

Organization and Buying Criteria

The military juggernaut that is the Capitol war machine is both widely known and respected throughout the system. When playing a Capitol force, a player must decide if they are playing a Capitol Navy Force, a Capitol Ground Force, or even a pure Infantry Force.

Infantry Force

A player may select from any unit in the Infantry list. All selections are considered "grunts" and may be selected freely. Support options are to be selected from the Support list.

Capitol Naval Force (CNF)

Capitol Naval Forces select from the Infantry list for their "grunt" options, and their own list for "elite" choices. Support options are selected from the support list. You may not select from the Capitol Ground Forces list when you play a CNF force.

Capitol Ground Force (CGF)

Capitol Ground Forces select from the Infantry list for their "grunt" options, and their own list for "elite" choices. Support options are selected from the support list. You may not select from the Capitol Naval Force list when you play a CGF force.

Normal buying criteria apply to all three of the above choices. A player must have two infantry units for each support unit, and he/she must have one infantry unit for each elite. A player must have one squad per individual.



The Infantry

Light Infantry
Heavy Infantry
Airborne Rangers
Freedom Brigadier
K-9 Unit

Individuals

- Light Infantry Captain
- Heavy Infantry Captain
- Sgt. Carter
- Infantry Major
- Infantry Colonel
- Blood and Guts Lt. Colonel
- Major Maria Del Torres
- Major Joe Kowalski

AFC Support

Light Infantry Mortar Team
Orcas
Purple Shark
Pegasus Scout Bike
Great Grey

Consultant/Advisor Restrictions

None

Capital Navy Forces (CNF)

Sea Lions
Free Marines
Assault Marines
Wailing Banshees
Admiral Colby's Guard

Individuals

- Sea Lion Captain
- Free Marine Gunnery Sgt.
- Assault Marine Captain
- Wailing Banshee Captain
- Big Bob Watts
- Nathan R. Parrish
- Mitch Hunter

Capital Ground Forces (CGF)

Rangers
Desert Scorpions
Sunset Strikers
13th Division Martian Banshees

Individuals

- Ranger Captain
- Sunset Striker Captain
- 13th Division MB Captain
- Covert Ops Specialist
- Jake Kramer













The AFC Infantry

Light Infantry

The regiments of the Light Infantry form the backbone of the AFC. Drawn from a culture where having a firearm is encouraged and its use is applauded, there is never a shortage of people entering boot camp. Citizens and Applicants alike join the Infantry to receive either Corporate Shares, or the reward of full Citizenship within the opportunity-rich walls of the Capitol Corporation. Recruits exit basic training and are quickly assigned to the Light Infantry, where they learn what it takes to be a Capitol Citizen.

Light Infantry

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	4	8	3	1	4	4	17	2	17

Equipment: M-13 Bolter Pistol, M-50 Assault Rifle.

Weapon Stats:

M-13 Bolter Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2	0	-	-	-	8	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Light Infantry Sgt.

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	8	4	9	3	1	5	4	17	2	22

Equipment: ASH-88 Chainsword, M-13 Bolter Pistol, M-50 Assault Rifle.

Special Abilities: Tactical Sense.

Weapon Stats:

ASH-88 Chainsword *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	See Chart

M-13 Bolter Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2	0	-	-	-	8	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Light Infantry LMG Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	4	8	3	1	4	4	17	2	20

Equipment: M-606 Light Machine Gun.

Weapon Stats:

M-606 Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-1	-	-	10	-

Light Infantry GL Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	4	8	3	1	4	4	17	2	28

Equipment: M-13 Bolter Pistol, M-40 Grenade Launcher.

Weapon Stats:

M-13 Bolter Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2	0	-	-	-	8	-

M-40 Grenade Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-1	-4	-	-	8	See Chart

Light Infantry Medic Specialist

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	4	9	3	1	4	4	17	2	30

Equipment: M-13 Bolter Pistol, M-50 Assault Rifle.

Special Abilities: Medic: 4.

Weapon Stats:

M-13 Bolter Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2	0	-	-	-	8	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Light Infantry Comm. Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	4	8	3	1	4	4	17	2	24

Equipment: M-50 Assault Rifle.

Special Abilities: Forward Observer.

Weapon Stats:

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-



Heavy Infantry

The Capitol Heavy Infantry is the driving force behind Capitol's war machine. Troops that serve their tour of duty within the Light Infantry have the option to renew their contract with a bonus in Capitol shares by joining the ranks of the Heavy Infantry. Provided heavier armor, these soldiers gain a tactical flexibility that lands them in various Warzones across the Solar System.

There are times when you must use finesse during an assignment. In the Heavy Infantry, finesse usually means emptying only half your hopper of rockets into a target; though every once in a while a well-placed bullet is more important than the complete destruction of an enemy fortification. That is where the Heavy Infantry Sniper comes in.

Heavy Infantry

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	9	3	1	4	3	18	2	19

Equipment: M-13 Bolter Pistol, M-50 Assault Rifle.

Special Abilities: Fast Shot: 1.

Weapon Stats:

M-13 Bolter Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2	0	-	-	-	8	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Heavy Infantry Sgt.

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	9	4	10	3	1	4	3	18	2	24

Equipment: ASH-88 Chainsword, M-13 Bolter Pistol, M-50 Assault Rifle.

Special Abilities: Fast Shot: 1, Tactical Sense.

Weapon Stats:

ASH-88 Chainsword *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	See Chart

M-13 Bolter Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2	0	-	-	-	8	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Heavy Infantry HMG

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	9	3	1	4	3	18	2	24

Equipment: M-89 Heavy Machine Gun.

Special Abilities: Fast Shot: 1.

Weapon Stats:

M-89 Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	3 (x3)	1 (x2)	-1	-	-	14	-

Heavy Infantry RL Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	9	3	1	4	3	18	2	34

Equipment: DPAT-9 Rocket Launcher, M-13 Bolter Pistol.

Special Abilities: Fast Shot: 1.

Weapon Stats:

DPAT-9 Rocket Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-2	-4	-4	-	13 (x3)	See Chart

M-13 Bolter Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2	0	-	-	-	8	-

Heavy Infantry GL Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	9	3	1	4	3	18	2	30

Equipment: M-13 Bolter Pistol, M-40 Grenade Launcher.

Special Abilities: Fast Shot: 1.

Weapon Stats:

M-13 Bolter Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2	0	-	-	-	8	-

M-40 Grenade Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-1	-4	-	-	8	See Chart

Heavy Infantry Medic

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	9	3	1	4	3	18	2	32

Equipment: M-13 Bolter Pistol, M-50 Assault Rifle.

Special Abilities: Medic: 4, Fast Shot: 1.

Weapon Stats:

M-13 Bolter Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2	0	-	-	-	8	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Heavy Infantry Comm Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	9	3	1	4	3	18	2	27

Equipment: M-50 Assault Rifle.

Special Abilities: Fast Shot: 1, Forward Observer.

Weapon Stats:

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Heavy Infantry Sniper

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	10	4	9	3	1	4	3	18	2	35

Equipment: M-13 Bolter Pistol, SR-50 Manstalker Sniper Rifle.

Special Abilities: Fast Shot: 1, Form Fireteam, Sniper.

Weapon Stats:

M-13 Bolter Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2	0	-	-	-	8	-

SR-50 Manstalker Sniper Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	3	2	-1	-3	14	See Chart

Hvy Inf. Comm Spec



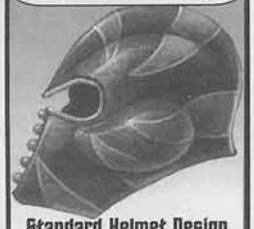
Hvy Infantry Sniper



Hvy Inf. RL Spec.



Heavy Infantry



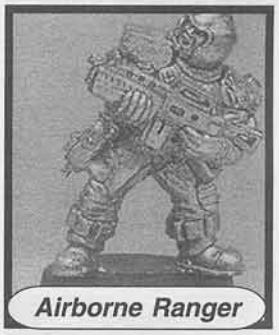
Standard Helmet Design







Airborne Ranger



Airborne Ranger



Airborne Ranger Sgt.





Airborne Rangers

While the men and women of the Airborne Rangers come from various levels of the Capitol Megacorporate society, they share one thing in common, a similarity which serves to unite them into a tight band of brothers. That unifying factor is "the Rush" as they call it. There is something almost intoxicating about plummeting through the air at break-neck speeds amid a hail of bullets, something that makes the Airborne Rangers feel alive like no other time in their lives. Capitol psych profiles all reveal a high need for the thrill of "the Rush". Thrill seekers, daredevils and para-jockeys, the Airborne Rangers are seen as cavalier by the media, and they wouldn't have it any other way. Beneath that veneer of a daredevil lies the heart and dedication of a consummate soldier. Sure they play hard, but they have one of the most dangerous jobs in the CAF and they don't have time to wait for another day.

Dropped into battle by Capitol's famous Manta Assault crafts, the para-deployed Airborne Rangers are well disciplined and highly trained, needing little in the way of direct interaction with the officers of the battle. The benefit and incentive packet offered to those who join the Rangers is attractive indeed, and almost compensates for the inherent danger of the job. Almost.

Airborne Rangers

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	4	10	3	1	4	3	18	2	25

Equipment: M-13 Bolter Pistol, M-50 Assault Rifle.

Special Abilities: Para-deploy.

Weapon Stats:

M-13 Bolter Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2	0	-	-	-	8	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Airborne Rangers Sgt.

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	11	3	1	4	3	18	2	30

Equipment: M-13 Bolter Pistol, M-50 Assault Rifle with M-222 UBGL.

Special Abilities: Para-deploy, Tactical Sense.

Weapon Stats:

M-13 Bolter Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2	0	-	-	-	8	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

M-222 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

Airborne Rangers LMG Specialist

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	4	10	3	1	4	3	18	2	31

Equipment: M-13 Bolter Pistol, M-606 Light Machine Gun.

Special Abilities: Para-deploy.

Weapon Stats:

M-13 Bolter Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2	0	-	-	-	8	-

M-606 Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-1	-	-	10	-

Airborne Ranger Demolition Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	4	10	3	1	4	3	18	2	27

Equipment: M-13 Bolter Pistol, M-50 Assault Rifle, Remote Detonator.

Special Abilities: Demolition Training, Para-deploy.

Weapon Stats:

M-13 Bolter Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2	0	-	-	-	8	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

The Freedom Brigades

The Freedom Brigades hold a unique place in Capitol's mythology and are a uniquely Capitolian institution. They are among the most famous fighting units in the system. Recruited from the outcasts of Capitol's society, The Freedom Brigades desire to attain or regain Citizenship in Capitol, the most prosperous of Corporations. Since they are not Citizens, Freedom Brigadiers are considered expendable by the Supreme Commanders, and thus they are given all the worst and most dangerous jobs.

First are volunteers who were not born into Capitol and yet want to acquire citizenship. To do this, they must serve ten years in the Freedom Brigades. These are special units of the regular army which take such volunteers. As outsiders, they are constantly monitored by the MIC to make sure they are not infiltrators. Many start out that way but are so taken by the comrades-hip offered by their unit and by the Capitolian way of life that they become loyal citizens.

Second are Capitol citizens who have committed grievous crimes and thus have been stripped of all the usual privileges of a Capitol citizen. Those criminals who have not committed truly dreadful crimes are given a chance to atone for their misdeeds. They may choose to either serve on a work gang or join the Freedom Brigades. Those who survive five terms in the Freedom Brigades are given all the privileges of a Capitol citizen, even if these rights were lost

through criminal activity. On joining a Brigade, recruits are given new names and new documents. Their past lives are erased. They are, in effect, reborn.

Freedom Brigades hold the front-line forts of the McCraig Line, the fortified outposts in the Southern Warzones and the railroad forts in the most isolated and inhospitable regions of Capitol controlled space. Unlike the Free Marines, Freedom Brigades aren't used as deep-strike units or Dreadnaught Boarding actions. Instead, Capitol uses the Freedom Brigades in defensive actions and as cannon fodder, soaking up damage while the rest of the Operational Force moves into position. Many a Freedom Brigade has been left behind as a last stand rearguard while Capitol forces retreated.

Discipline in the Freedom Brigades is strict, and the officers are often cruel. Live ammunition is only issued at the discretion of officers and is instantly reclaimed after the crisis has passed. During induction, Freedom Brigadiers are injected with a potent, slow-acting nerve toxin, which will eventually kill them without regular doses of a temporary antidote.

All of these factors make the Freedom Brigade installations very grim places. And yet morale is often surprisingly high. The troopers of the Freedom Brigades have been given a chance to redeem themselves or to join Capitol and escape grinding poverty. They know that if they survive they will join one of the greatest of Corporations as a privileged Citizen. This is not to say there are not malingerers, complainers, or evildoers, but it does explain why Freedom Brigadiers often stand their ground when other troops have routed, and often hold out when all hope has seemingly vanished.

Freedom Brigadier

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	7	3	1	4	4	16	2	16

Equipment: M-50 Assault Rifle.

Special Abilities: Fast Shot: 2.

Weapon Stats:

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Freedom Brigadier Sgt.

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	8	3	1	4	4	16	2	19

Equipment: M-13 Bolter Pistol, M-516 Shotgun with M-222 UBGL.

Special Abilities: Fast Shot: 2.

Weapon Stats:

M-13 Bolter Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2	0	-	-	-	8	-

M-516 Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	8	See Chart

M-222 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

Freedom Brigadier LMG Specialist

Grunt squad specialist, optional up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	7	3	1	4	4	16	2	22

Equipment: M-606 Light Machine Gun.

Special Abilities: Fast Shot: 2.

Weapon Stats:

M-606 Light Machine Gun *(ballistic)*

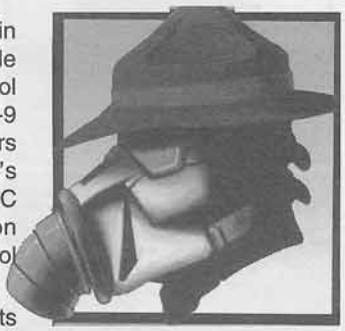
CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-1	-	-	10	-



K-9 Units

K-9 Units are usually used by the AFC in the defense of Holdings during a rival's Hostile Takeover attempt. Once the Cartel informs Capitol of the intended Takeover, the AFC moves in K-9 Units to ferret out any infiltrators and saboteurs that are attempting to breach the Holding's security. Similar measures are taken once the AFC is told about an Asset Elimination/Extraction operation that is to be attempted against Capitol employees.

It is this defensive role that the K-9 Units are usually employed, although they are equally effective during offensive operations to foil enemy ambushes or pre-emptive strikes. This makes the K-9 Unit a versatile part of the AFC.



Standard K-9 Face Mask & Gear



K-9 Unit- Handler

Grunt trooper, required 1 model, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	8	4	8	3	1	4	4	17	2	17

Equipment: M-50 Assault Rifle.

Special Abilities: Tactical Sense.

Weapon Stats:

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

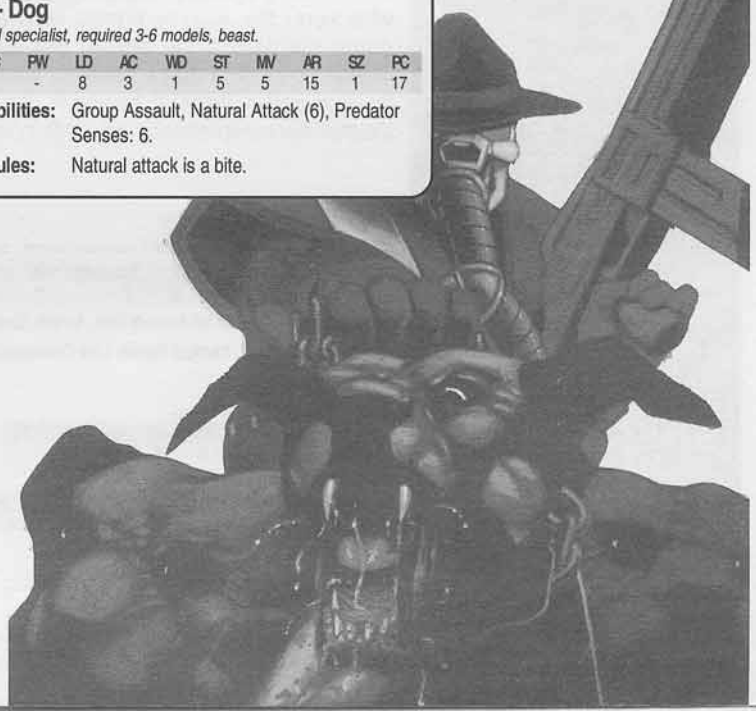
K-9 Unit- Dog

Grunt squad specialist, required 3-6 models, beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	-	-	8	3	1	5	5	15	1	17

Special Abilities: Group Assault, Natural Attack (6), Predator Senses: 6.

Special Rules: Natural attack is a bite.





Journal: 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 star scrapers. 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 Cardinals's chosen few. A real scary bastard.

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 that power. All those guys are in isolation cells now. Guess they'll have a couple of days to become buddies unless the heat gets them first.

Light Infantry Captain

Captains are the men and women who give the soldiers a good swift kick in the rear. They are drawn from the same stock as the soldiers, except that some test said that they would be good at "motivating others". This motivation is usually done at high volume with language that would make a Freetrader cover his ears. The Captains of Capitol are in charge of maintaining a high morale and a low casualty rate on the battlefield. A zero percent casualty rate means big bonuses for the men and women of the Capitol Officer Corp, so the Captains work hard to keep every grunt out of a body bag.

Light Infantry Captain

Individual squad linked officer, limit 1 per Light Infantry squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	10	3	2	5	4	18	2	31

Equipment: Bowie Combat Knife, M-516 Shotgun.

Special Abilities: Tactical Sense, Unit Commander.

Weapon Stats:

Bowie Combat Knife *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
3	-	-	-	-	-	ST+2	-

M-516 Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	8	See Chart

Heavy Infantry Captain

The Captains in the Heavy Infantry have seen war, as they will tell a soldier upon meeting them. They know what it will take to make it back home alive and spend the money that Capitol pays its military forces. If the soldier does not listen, the Captain will say it again, this time much louder and with more colorful adjectives.

Heavy Infantry Captains are tough SOBs, who keep the heavily armed men and women under his care alive, and in the same perfect working condition that a soldier's weapons are to be expected in. After all, he has to fill out the forms if either the equipment or the soldier gets wrecked.

Heavy Infantry Captain

Individual squad linked officer, limit 1 per Heavy Infantry squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	11	3	2	4	3	20	2	36

Equipment: M-50 Assault Rifle, M-516 Shotgun.

Special Abilities: Tactical Sense, Unit Commander.

Weapon Stats:

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

M-516 Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	8	See Chart

Sgt. Carter

Sergeant William Carter is a master of battlefield motivation. A career soldier, Sergeant Carter has been at the head of many squads and has managed to keep all of them moving forward. In fact, it is said that a soldier would rather face a Praetorian Behemoth with an empty pistol than Sergeant Carter in a bad mood.

William Carter has received numerous battlefield commendations and offered countless promotions in rank, but he refuses them all. He maintains that this is where Capitol needs him most, with the ground-pounders, slugging it away on the battlefield. And, it is here that Sgt. Carter is at his best. He is always found at the front of an assault, introducing the enemy to the butt of his rifle and the steel toe of his boot. The same is poised to enter the rear end of any soldier under his command who does not carry his or her own weight on the battlefield.

Sgt. Carter

Individual general officer, limit 1 per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	5	13	3	2	5	4	20	2	33

Equipment: M-13 Bolter Pistol, M-50 Assault Rifle.

Special Abilities: Resolve: 2, Tactical Sense.

Weapon Stats:

M-13 Bolter Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2	0	-	-	-	8	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Infantry Major

The Infantry Lt. Colonel are usually career officers with years of experience dealing with military tactics and the successful use of military assets. They exist within all branches of the AFC and are in charge of coordinating large-scale conflicts and Warzone Resolutions.

An Infantry Major is chosen for an operation based upon their past performance, area of knowledge and in some cases, who they know. They are generally given the mission plan from the AFC with broad discretionary control of designing an Operational Force to carry out the assignment.

Meticulous would be the best term to describe the average Infantry Major, who often sees the success of such undertakings as a boost to their career. They have all mission quotas memorized and cross-referenced with the accounting departments figures on "acceptable casualties." Many Capitol Officers take the military route on their way to industrial, high finance or media careers in preparation for future cutthroat battles with unscrupulous individuals.

Having a good military career, with a high success rate, brings with it enough Corporate Shares and political contacts that equate directly to power within the Megacorporation's management sectors.

Infantry Major

Individual force commander, limit 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	11	5	14	3	2	5	3	20	2	36

Equipment: M-13 Bolter Pistol, M-50 Assault Rifle.

Special Abilities: Division Commander, Tactical Sense.

Weapon Stats:

M-13 Bolter Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2	0	-	-	-	8	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Infantry Colonel

Infantry Colonels are men and women who came up through the ranks of the Capitol Corporate Military and have the medals and scars to prove it. Infantry Colonels are all veterans of numerous conflicts and have chosen the military, over business, as their profession. This commitment translates well into their leadership role, as they strain the intelligence gathered through past-war experience and react to evolving battlefield conditions with greater ease. They are at home on the battlefield and can see a bad situation coming like dark storm clouds.

Most Infantry Colonels are just as comfortable in the front lines with the rest of the soldiers as they are coordinating an Operational Force from the rear. This gives them a versatility that is sought after by the Generals of the Capitol Ground Forces.

The CGF offers a Infantry Colonel a very good incentive package to join their officer corps, though that is not the reason that most join. Instead, a Infantry Colonel wishes to use the forces under his or her command in the best way possible to serve the Corporation that has given them Citizenship.

Infantry Colonel

Individual force commander, limit 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	5	16	3	3	5	3	21	2	45

Equipment: Bowie Combat Knife, M-517 Double Barrel Shotgun.

Special Abilities: Division Commander, Resolve: 3, Strategic Insight.

Weapon Stats:

Bowie Combat Knife *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
3	-	-	-	-	-	ST+2	-

M-517 Double Barrel Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	9	See Chart

"Blood 'n Guts" Lt. Colonel

The Boarding and Guardian Lt. Colonel's of the Capitol Navy are charged with leading most assaults and defensive maneuvers that fall under the CNF jurisdiction. These missions include Dreadnaught Boarding, most Hostile Takeovers, Planetary Beachheads, Asset Extractions and any Picket/Blockade Operations set up against rival Corporations. B & G Lt. Colonels earn their rank through successful actions and have caused more bloodshed than their counterparts in the CGF, since it often the Capitol Navy Forces that mount offensives and retaliatory strikes.

B & G Lt. Colonels tend to lead the charges into enemy formations themselves, tending to believe that the direct approach is the best way to achieve an objective. They usually know how to fire the blood of those under their command, even going so far as to offer "incentives" to the troopers who fight by his side upon their next shore leave. This type of easy camaraderie has earned the respect of the soldiers under the B & G Lt. Colonel's command, ensuring that they will fight harder whilst in his presence. This, combined with the B & G Lt. Colonel's usual aggressive demeanors has earned them the nickname of "Blood 'n Guts Lt. Colonel".

Blood and Guts Lt. Colonel

Individual force commander, limit 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	12	5	15	3	3	5	3	21	2	48

Equipment: ASH-88 Chainsword, MP-103 Hellblazer SMG.

Special Abilities: Deadshot, Force Commander, Inspiration: 2, Tactical Sense.

Weapon Stats:

ASH-88 Chainsword *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	See Chart

MP-103 Hellblazer SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2 (x2)	0 (x2)	-1	-	-	9	-

Major Maria del Torres

Major Maria del Torres is nothing short of a tactical genius. She began as an officer in the Light Infantry, but her battlefield strategies and charismatic leadership skyrocketed the young woman through the Corporate Military ranks. She is tough, smart, and incredibly resilient with an incredible personal presence despite being a mere 5 feet tall.

Maria takes no crap from anyone, be it soldier, commander or Dark Legion monstrosity and she is almost always in the thick of it on the battlefield. Maria is a survivor who has walked out of so many meat-grinder battles alive that she has earned the nickname "La Cucaracha", because like a cockroach, she

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 AFC so I could make nice to those Imperial slagoffs. 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. I'll be keeping one eye on them for sure.

Squad's been a-grumblin' something fierce, 'cept 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 dilerious 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.

It's not the only thing he ain't telling us either, I'll bet. I'd give a farken fortune 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. Of course, they told us a lot of things at the Island.

Day 11. *We hit what looks like the perimeter of a new Citadel. Jungle's thinned out. I* is small, gets everywhere, and is impossible to kill.

Capitol Military Command allows Major del Torres to plan her own missions and hand pick her task forces, a departure from normal protocol, because of their trust in her command abilities. On the battlefield, Maria is a spitfire and the men and women under her command follow orders to the letter, even if they don't understand them, because of her proven track record and anyone who questions her judgment will get her fist in their jaw—even if Maria has to stand on an ammo crate to do it.

Major Maria Del Torres

Individual force commander, limit 1 per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	12	4	13	3	2	4	4	21	2	39

Equipment: M-13 Bolter Pistol, M-50 Assault Rifle.

Special Abilities: Force Commander, Strategic Insight.

Weapon Stats:

M-13 Bolter Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2	0	-	-	-	8	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Major Joe Kowalski

Joe Kowalski was once a carefree, happy man, who wore a smile on his face and had a good word for anyone who talked to him. An Officer in Capitol's 98th Target Company, Joe managed to gain a reputation for keeping troops alive on the battlefield, despite vast difficulties. It was this reputation that landed Joe in the worst meat-grinder mission in Capitol history. A Dark Legion Citadel was discovered deep in the toxic ruins of Neo Jersey on Mars. The city was considered bad even before the Apostle of Disease, Demnogonis, spread his plague through its dirty city streets. After, it became one of the worst hellholes in the Solar System.

Capitol decided to completely wipe out Neo Jersey and its pestilent inhabitants. The 98th Heavy Infantry was at the head of this operation, lead by General Robert Johnson, a newly promoted and untested General, whose appointment to the task is still questioned to this day.

What was found in Neo Jersey was horrific. Foulness and unspeakable corruption greeted the soldiers of the 98th, and despite all efforts of the Heavy Infantry, the poor direction by a bungling General Johnson caused the near-complete destruction of Target Company. They were slaughtered to a man, as the General fled the battlefield. That man was Joe Kowalski, and he emerged from the burning ruins battered and bloody. The dog tags of his entire command hung from hands, a cold reminder of those who had fallen that day.

The mission was considered a success and Joe was promoted to a Major, but he was a changed man. He no longer smiled, joked, or shared the camaraderie of his fellow soldiers. His eyes were distant and he was little more than a shell of the man he once was. What was left knew only how to kill and kill again. Now, wherever Capitol Military Command needs a decisive victory and a large body count, they sent Major Kowalski. He has no hesitation, no regrets, and no compassion. It is said that Joe Kowalski lost his soul in Neo Jersey, and they may be right.

Major Joe Kowalski

Individual force commander, limit 1 per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	10	5	14	3	3	5	3	21	2	47

Equipment: Bowie Combat Knife, M-13 Bolter Pistol, M-50 Assault Rifle with M-222 UBGL.

Special Abilities: Force Commander, Hate: 4, Inspiration: 2.

Special Rules: Hates Blight Commandos.

Weapon Stats:

Bowie Combat Knife *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
3	-	-	-	-	-	ST+2	-

M-13 Bolter Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2	0	-	-	-	8	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

M-222 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart



Capitol Free Marines pull escort duty.



K-9 Unit

Capitol Navy Forces

The Capitol Navy is an enormous organization that stretches from Mercury's underground oceans to the Outposts of the Asteroid Belt. The Navy governs Capitol's Dreadnaughts and Frigates, policing the Spatial Rifts leading to Capitol Holdings and protecting all of Capitol's ports. The Capitol Navy Forces are the men and women whose duty it is to perform such actions.

The Capitol Navy Forces tend to be more aggressive than their CGF counterparts, normally called in to deal with sudden attacks against remote Holdings or having to mount offensives against enemy held positions. It is the CNF that protects Capitol's Dreadnaughts from seizure, who boards rival Corporation vessels and Stations, who performs the dreaded Planetary Beachhead Operations upon occupied planets, moons and asteroids. The Capitol Navy Forces often spearhead Warzone Resolutions, especially upon Dark Eden, and are on the forefront of any major retaliatory conflict performed by Capitol. While the CGF maintain a hammer and anvil strategy, the CNF employs a chainsaw-cutting mercilessly into enemy positions and sawing their way to victory.

The following are considered to be Elite units.

Sea Lions

"Don't let the "Sea" part fool you. We "see" combat everywhere."

-Capitol Holovid Recruitment Ad

The amphibious troopers of the Sea Lions are one of Capitol's most famous Special Forces units. Trained in all aspects of war, in any environment, the Sea Lions are the top of the line in the CNF. Though the majority of Sea Lions are stationed amongst the hotly contested Graviton Archipelago on Venus, the Lions are deployed throughout the Solar System wherever the Capitol Navy feels that their "touch" is needed. Preferring stealth and maneuverability, the soldiers of the Sea Lions tend to close in on an unaware enemy and introduce them to their Harbinger Short Swords.

The Capitol Navy has trained them to adopt, adapt, and improve upon any battlefield situation to ensure a victory for the Corporation. The Sea Lions are Capitol's surgical scalpel, which it uses in operations where finesse is necessary. They particularly shine when used for lightning strikes against rivals, where their stealth allows the team to position themselves to await the go sign to begin the raid.

Sea Lion teams do not receive any kind of conventional support from the Corporate Military. Their chief role is to insert into an enemy territory and get set for an upcoming miss, harassing them with guerilla tactics. There are times though when the Sea Lions come up against mobile armor, or heavily armored targets, which they need to bypass or take out.

The Capitol Corporate Military decided to help the Lions out with the M450 "God's Wrath" Sniper rifle. The rifle is taller than a man and is truly lethal in the hands of a Sea Lion Sniper.

Sea Lions

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	4	11	3	1	5	3	19	2	24

Equipment: Harbinger Sword, M-50 Assault Rifle, Squad Comm Link.

Special Abilities: Guerilla Training, Survival Training: 2.

Weapon Stats:

Harbinger Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+4	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Sea Lion Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	10	4	12	3	1	5	3	19	2	26

Equipment: Harbinger Sword, M-50 Assault Rifle with M-222 UBGL, Squad Comm Link.

Special Abilities: Guerilla Training, Survival Training: 2.

Weapon Stats:

Harbinger Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+4	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

M-222 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

Sea Lion LMG Specialist

Elite squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	4	11	3	1	5	3	19	2	30

Equipment: Harbinger Sword, M-606 Light Machine Gun, Squad Comm Link.

Special Abilities: Guerilla Training, Survival Training: 2.

Weapon Stats:

Harbinger Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+4	-

M-606 Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-1	-	-	10	-



Sea Lion Regimental Shoulder Insignia

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 farken 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 don't usually 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 farken bastards charged us.

<continued on page...>

Sea Lion Grenadier

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	4	11	3	1	5	3	19	2	31

Equipment: AP-Grenades, Harbinger Sword, M-50 Assault Rifle, Squad Comm Link.

Special Abilities: Guerilla Training, Survival Training: 2.

Weapon Stats:

AP-Grenades *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-2	-3	-	-	-	8	See Chart

Harbinger Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+4	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Sea Lion Comm Specialist

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	4	11	3	1	5	3	19	2	34

Equipment: Harbinger Sword, M-50 Assault Rifle, Squad Comm Link.

Special Abilities: Forward Observer, Guerilla Training, Survival Training: 2.

Weapon Stats:

Harbinger Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+4	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Sea Lion Medic

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	4	11	3	1	5	3	19	2	33

Equipment: Harbinger Sword, M-50 Assault Rifle, Squad Comm Link.

Special Abilities: Guerilla Training, Medic: 3, Survival Training: 2.

Weapon Stats:

Harbinger Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+4	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Sea Lion Sniper

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	11	3	1	5	3	19	2	35

Equipment: Harbinger Sword, M-450 God's Wrath Sniper Rifle, Squad Comm Link.

Special Abilities: Guerilla Training, Sniper, Survival Training: 2.

Weapon Stats:

Harbinger Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+4	-

M-450 God's Wrath Sniper Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-6	-3	-1	0	1	2	15	-

Free Marines

"Survival is an Option" ~ Free Marine Motto

The military convicts that make up the Free Marines care little for human life; they are miscreants, murderers, and sociopaths convicted of serious crimes against society. Instead of incarceration or execution, soldiers convicted of a crime can "elect" to join the Free Marines, offering a chance of redemption and the reinstatement of his or her corporate status.

Upon "enlistment", a Free Marine is given intense, brutal training and a medical injection containing a slow acting neuro-toxin code-named CHILL. The injection is part of Capitol's motivation program, the same program used in the Freedom Brigades. Upon the completion of a mission, each Free Marine is given a temporary antidote that holds the toxin in stasis. A full antidote is administered at the end of a Free Marine's tour, along with a Corporate Pardon for their crimes. Still, discipline is a problem amongst the Free Marines and incidents of battlefield insubordination and reports of intentional friendly fire continually plague the unit.

The major reason for this attitude is the egos involved in every squad. The Free Marines were all very well trained soldiers in the Capitol War Machine before circumstance placed them on the short end of the law. Most are angry, the rest are morose. Free Marines have something to prove and their actions on the field bear this out to a degree almost unmatched by any other Capitol force except possibly the Martian Banshees.

Capitol uses the Free Marines on suicidal Code 7 priority missions, where they are sent into enemy territory without support or hope of extraction. There, the former convicts get to do what they are best at—causing mayhem and utter destruction. Free Marine units are also used during Warzone Resolutions, especially on Dark Eden and Ganymede; or any other warzone that is extremely hazardous. The CNF used to use Free Marines for "boarding actions"; that was until an unfortunate incident involving the "Bad Luck" 13th Free Marine Division and an Imperial Wolfpack during the Boarding of an Imperial Frigate. The Cartel reprimanded Capitol for the event, adding cannibalism and other despicable activities to the Free Marine's list of war crimes. This ended the Unit's utilization in such endeavors and furthered their reputation throughout the Solar System.

The success rate of the Free Marines is outstanding, on par with the Sea Lions or the Rangers, but the unit's casualty rate is atrocious by any standard, especially compared to Capitol's other units. Still, the CNF employs the Free Marine in desperate situations where dealing with the devil is better than dealing with defeat.

Free Marines are usually not allowed weapons that can cause major collateral damage. No rocket launchers, demo charges, grenade launchers and certainly never access to a tactical radio to call in air strikes. While this would be a decisive disadvantage to a company in the Capitol Corporation, the Free Marines make due, not that they have a choice. The Corporation is not heartless though and does recognize the need for this high-risk company to have some semblance of support. The compromise that the Corporation reached allows the Free Marines limited access to a CA-138 Deathlockdrum Autocannon.

Upon enlistment, Free Marines who are determined to be more "stable" are given training in the use and maintenance of the Deathlockdrum. The term stable is of course relative in that it takes a very special mindset to actively seek out mobile armor and horrific beasts, something they can be boldly seen doing.

These select Free Marines are given unloaded Deathlockdrums until the actual point of insertion into enemy territory, where they are given the autocannon rounds in a sealed container and immediately dropped off. The container is equipped with a time lock that opens well after the insertion vehicle has left the area. With Free Marine tank Hunters, it is better to be safe than ventilated.

Free Marines

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	9	4	13	3	1	6	3	18	2	29

Equipment: M-50 Assault Rifle, Brass Knuckles.

Special Abilities: Ambush.

Weapon Stats:

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Brass Knuckles *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0 (x2)	-	-	-	-	-	ST+3	-

Free Marine Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	9	4	14	3	1	6	3	18	2	29

Equipment: M-50 Assault Rifle with M-222 UBGL, Brass Knuckles.

Special Abilities: Ambush.

Weapon Stats:

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

M-222 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

Brass Knuckles *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0 (x2)	-	-	-	-	-	ST+3	-

Free Marine LMG Specialist

Elite squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	9	4	13	3	1	6	3	18	2	35

Equipment: M-606 Light Machine Gun, Brass Knuckles.

Special Abilities: Ambush.

Weapon Stats:

M-606 Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-1	-	-	10	-

Brass Knuckles *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0 (x2)	-	-	-	-	-	ST+3	-

Free Marine Tank Hunter

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	9	4	13	3	1	6	3	20	2	38

Equipment: CA-138 Deathlockdrum Autocannon, Brass Knuckles.

Special Abilities: Ambush.

Weapon Stats:

CA-138 Deathlockdrum Autocannon *(ballistic, concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-5	0	-1	-3	-	-	10 (x2)	See Chart

Brass Knuckles *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0 (x2)	-	-	-	-	-	ST+3	-





Assault Marines

"First Ones In, Last Ones Out."

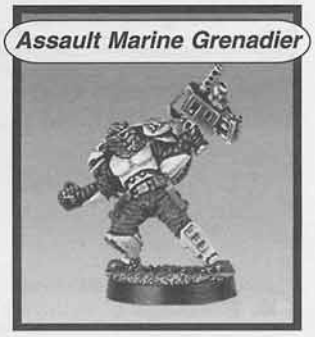
–Assault Marine motto

If the Sea Lions are the CNF's scalpels, then the Assault Marines are its sledge hammers.

The Assault Marines form the spearhead of any Capitol Navy offensive. Comprised of mostly veterans from the CNF Heavy Infantry regiments, they are outfitted with massive Fullback Armor and given M-74 Assault Carbines. Combined with the soldier's exceptional courage, this creates formidable storm troopers that are capable of breaking through enemy entrenchments and creating a wedge in opposing battle lines.

Assault Marine Squads are employed in most operations where a beachhead must be established and held firm while other CNF units move into position. They are extremely aggressive individuals that are able to both overrun enemy positions and /or hold a defensive perimeter. This reliability allows the CNF to confidently set their Operation in motion, knowing that the Assault Marines will pave the way.





Assault Marines

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	4	11	3	1	5	3	22	2	26

Equipment: M-74 Assault Carbine.

Special Abilities: Deadshot, Gunslinger.

Weapon Stats:

M-74 Assault Carbine *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	1	0	-3	-	11	-



Assault Marine RL Spec.



Assault Marine



Assault Marine



Assault Marine HMG Spec.



Wailing Banshees



W. Banshee Grenadier

Assault Marine Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	12	4	12	3	1	5	3	22	2	29

Equipment: ASH-88 Chainsword, M-74 Assault Carbine.

Special Abilities: Deadshot, Gunslinger.

Weapon Stats:

ASH-88 Chainsword *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	See Chart

M-74 Assault Carbine *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	1	0	-3	-	11	-

Assault Marine HMG Specialist

Elite squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	4	11	3	1	5	3	22	2	33

Equipment: M-89 Heavy Machine Gun.

Special Abilities: Deadshot, Gunslinger.

Weapon Stats:

M-89 Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	3 (x3)	1 (x2)	-1	-	-	14	-

Assault Marines Grenadier

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	4	11	3	1	5	3	22	2	33

Equipment: AP-Grenades, M-74 Assault Carbine.

Special Abilities: Deadshot, Gunslinger.

Weapon Stats:

AP-Grenades *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-2	-3	-	-	-	8	See Chart

M-74 Assault Carbine *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	1	0	-3	-	11	-

Assault Marine RL Specialist

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	4	11	3	1	5	3	22	2	40

Equipment: DPAT-9 Rocket Launcher.

Special Abilities: Deadshot, Gunslinger.

Weapon Stats:

DPAT-9 Rocket Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-2	-4	-4	-	13 (x3)	See Chart

Wailing Banshees

"Death from Above!"

–Wailing Banshee motto

The Wailing Banshees are the Capitol Navy Force's answer to the Martian Banshees of the CGF. though the unit's formation was an odd occurrence. For years, the CGF's Martian Banshees had been gaining a reputation for their daring raids against impossible odds, with countless near-defeats being averted by a Martian Banshee who died in the process. This type of doomed heroics caught the eye of Capitol's propaganda machine and after the movie "Screaming Vengeance", the ranks of the Banshee's swelled with thrills seekers and lunatics. With a new public image, the Board of Directors decided to reform the Banshees into an aerial assault and support force, much to the chagrin of the original 13 Divisions. To appease the disgruntled soldiers of the Martian Banshees and to give the CNF a new unit that is capable of performing aerial raids, a deal was struck between the Branches of the AFC, with these new recruits being reassigned.

The Wailing Banshees benefit from Capitol's recent trade agreements with Cybertronic, whose micro-electronics allowed Capitol engineers to upgrade the less-than-safe RP-187 Rocket Pack. The new version allows the Wailing Banshees to maintain a limited, low altitude flight characteristic, greatly improving their mobility on the battlefield.

Wailing Banshee squads are used by the CNF to bypass entrenched enemy positions or outflank opposing forces. Their rocket packs allow them to quickly gain an advantageous position on a battlefield, which is beneficial to all types of CNF Operations. The Wailing Banshee's natural inclination for danger and adrenaline keeps the unit's morale high, ensuring that they will complete their missions.

Wailing Banshees

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	11	3	1	4	2/5:*	21	2	26

Equipment: M-50 Assault Rifle, RP-187 Rocket Pack.

Special Abilities: Resolve: 3.

Weapon Stats:

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Wailing Banshee Sgt.

Elite squad specialist, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	4	12	3	1	4	2/5:*	21	2	29

Equipment: M-50 Assault Rifle, RP-187 Rocket Pack.

Special Abilities: Tactical Sense, Resolve: 3.

Weapon Stats:

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-



Wailing Banshee LFT Specialist

Elite squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	11	3	1	4	2/5:*	21	2	42

Equipment: IN-26 Light Flamethrower, M-50 Assault Rifle, RP-187 Rocket Pack.

Special Abilities: Resolve: 3.

Weapon Stats:

IN-26 Light Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	9	See Chart

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Wailing Banshee Grenadier Specialist

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	11	3	1	4	2/5:*	21	2	33

Equipment: AP-Grenades, M-50 Assault Rifle, RP-187 Rocket Pack.

Special Abilities: Resolve: 3.

Weapon Stats:

AP-Grenades *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-2	-3	-	-	-	8	See Chart

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Admiral Colby's Guard

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	10	4	11	3	1	6	3	19	2	24

Equipment: M-50 Assault Rifle, Punisher Short Sword.

Special Abilities: Guerilla Training, Survival Training: 4.

Weapon Stats:

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-



Admiral Colby's Guard Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	11	4	11	3	1	6	3	19	2	28

Equipment: M-50 Assault Rifle with M-222 UBGL, Punisher Short Sword.

Special Abilities: Guerilla Training, Survival Training: 4, Tactical Sense.

Weapon Stats:

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

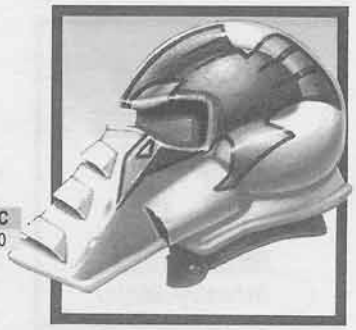
M-222 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-





Admiral Colby's Guard LMG Specialist

Elite squad specialist, optional up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	10	4	11	3	1	6	3	19	2	30

Equipment: M-606 Light Machine Gun, Punisher Short Sword.

Special Abilities: Guerilla Training, Survival Training: 4.

Weapon Stats:

M-606 Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-1	-	-	10	-

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-





Admiral Colby's Guard

Admiral Samuel M. Colby created Admiral Colby's Guard for the express purpose of guerilla warfare behind enemy lines on Venus. They have since evolved into a death squad used sparingly and surreptitiously in all of CNF theatres of conflict, though Capitol officially denies that it engages in such activities.

These troops are famous for their ability to move through the jungle and survive its harsh climate. The Admiral himself used to lead these guerilla missions until he went missing in action. The unit now consists of soldiers recruited from the Naval Marine Corps and specially trained on Colby's Island. The island was once a Bauhaus Prison Colony before it was "liberated" by Colby and his men. It is surrounded by the worst predators and natural hazards on the planet of Venus and the final test of a Colby's Guard trooper is to make it across 50 kilometers of this hell armed only with a combat knife.

Colby's Guard would be as famous as the Sea Lions, if more people knew the extent of their involvement in the war effort. Unfortunately, the black-bag type of operations that the Colby's Guard undertakes for Capitol's Special Operations Unit prohibits any kind of public acknowledgement or appreciation.


Wailing Banshee Capt.


Free Marine Gunnery Sgt.


Infantry Major





Sea Lion Captain

Sea Lion Captains are in charge of coordinating fast attack battle plans in the field. They have all the Intel on the target and have spent hours, if not days, carefully crafting the mission in which the Sea Lions needed. They plan for every eventuality: multiple insertion and extraction points, possible enemy reinforcements, back-up scenarios, and so forth. The Sea Lion Captain goes well beyond Plan B—and they don't stop until they have a Plan Z.

Sea Lion Captain

Individual squad linked officer, limit 1 per Sea Lion squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	11	4	13	3	2	5	4	19	2	39

Equipment: Command Helment, Harbinger Sword, MP-103 Hellblazer SMG.

Special Abilities: Guerilla Training, Survival Training: 3, Tactical Sense.

Harbinger Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	- 0	ST+4	-

MP-103 Hellblazer SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2 (x2)	0 (x2)	-1	-	- 0	9	-

Free Marine Gunnery Sergeant

The Free Marines have no officer corp., being a group of murderous, insubordinate thugs. Instead, certain veterans within the unit who are dominant, cutthroat, and feared by the other Free Marines receive a promotion to Gunnery Sergeant. These fine specimens of humanity are charged with coordinating Free Marine squads in enemy territory, where no true Officer dare go, lest they become the victim of "friendly fire."

Free Marine Gunnery Sergeants use whatever means necessary to ensure mission success and are notoriously vicious in combat. Generally uncaring about the welfare of those under their command, they often use threats of violence as a motivational tool. A promotion to Gunnery Sergeant greatly reduces the sentence of a Free Marine, with greater battlefield success rates bringing the Gunnery Sergeant ever closer to his pardon.

Free Marine Gunnery Sgt.

Individual squad linked officer, limit 1 per Free Marine squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	10	4	14	3	2	6	3	19	2	38

Equipment: Brass Knuckles, M-50 Assault Rifle.

Special Abilities: Ambush, Unit Commander.

Weapon Stats:

Brass Knuckles *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0 (x2)	-	-	-	-	-	ST+3	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Assault Marine Captain

Assault Marine Captains believe that they can beat anybody, anywhere, and anytime. They have to, the Capitol Navy Force counts on their Assault Marines to either open holes in enemy lines and fortifications or close holes in the defensive perimeters of Capitol's forces, and the Assault Marine Captain makes damn sure that the CNF is not let down. They carry heavy ordinance and wade through a battlefield like a hurricane. Bullets ricochet off their heavy Fullback Armor and their M89 spits out death at 6,000 rounds per minute as they push their men and women ever forward into the breach.

Assault Marine Captain

Individual squad linked officer, limit 1 per Assault Marine squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	12	4	13	3	2	6	3	22	2	45

Equipment: M-13 Bolter Pistol, M-89 Heavy Machine Gun.

Special Abilities: Deadshot, Gunslinger, Unit Commander.

Weapon Stats:

M-13 Bolter Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2	0	-	-	-	8	-

M-89 Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	3 (x3)	1 (x2)	-1	-	-	14	-

Wailing Banshee Captain

Wailing Banshee Captains are brash daredevils who speak more by action than word. They are usually carefree individuals and their exuberant charisma makes them excellent leaders for the adrenaline addicts that comprise the Wailing Banshees. On the battlefield, Captains are often at the head of a Wailing Banshee flying formation, whooping and yelling, with a crazed grin on their face and a flamethrower in their hand.

Wailing Banshee Captain

Individual squad linked officer, limit 1 per Wailing Banshee squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	11	4	13	3	2	4	2/5:*	21	2	51

Equipment: IN-26 Light Flamethrower, M-50 Assault Rifle, RP-187 Rocket Pack.

Special Abilities: Resolve: 3, Tactical Sense, Unit Commander.

Weapon Stats:

IN-26 Light Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	9	See Chart

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Big Bob Watts

Big Bob is a powerful man, capable of inflicting massive amounts of destruction, but his years of combat experience have taught him to use these skills with caution. His time in the Warzones has made him a wise and contemplative man, who cares more about preserving life then ending it. Big Bob Watts was not always this way.

Bob grew up in the DMZ outside of Capitol's San Dorado city, also known as the Sprawl. Life was not easy for the young man amid this urban blight; he survived through gang membership and a limited affiliation with the Syndicate. He grew up surrounded by violence and this gravitated him towards a place where this experience could benefit him—the Capitol Corporate Military.

It was in the Heavy Infantry that Bob flourished. An expert in heavy weapons, he quickly rose to Squad Specialist in short order. Watts was an excellent soldier, who earned several commendations for bravery and valor, and he enjoyed his time in the military. Unfortunately, Watts was still a product of the streets. He was angry at the world and had severe problems with authority. It eventually caught up to him and Big Bob Watts was convicted of assaulting an Officer, after thrashing the former Captain Major Robert Johnson within an inch of his life. Testimony revealed that Sgt. Watts, severely beat Captain Major Johnson after a bungled operation that lead to the destruction of Capitol's 53rd Heavy Infantry, or Heartbreaker Company. The assault was warranted, especially with Robert Johnson's track record of wrecking Companies, but it was very public and embarrassing, which left Watts with a difficult choice—prison or the Free Marines.

The time in the Free Marines matured Bob quickly, changing him from a brash, street-tough into a soft-spoken man who radiated a sense of wisdom and inner peace. He survived all the missions that his sentence required and eventually received a Corporate Pardon for his crimes. On top of this, Big Bob Watts achieved something that no other Free Marine has been able to achieve, an invite into the Doomtroopers.

Big Bob stands 6'7" tall and is a behemoth of a man. Heavily muscled and incredibly strong, Bob is surprisingly agile and shows no hint of clumsiness when he moves. His dark skin shows the marks of his life, with scars from his childhood crossing scars from his military career and the silver tattooed Capitol Eagle on the side of his bald head serves as a reminder of his tour in the Free Marines. Bob usually wears a calm and friendly expression on his face, smiling and letting off a bass tone laugh at the strange things in life, but when he is provoked into action, Big Bob Watts doesn't hesitate to show how dangerous a person he can be.

Bob Watts currently serves as an officer for the CNF having retired from the Doomtroopers after 10 years of service. Bob Watts is used to leading Free Marine missions. His military experience is invaluable to the soldiers in the field and the Free Marines see Big Bob as kind of a hero; he's walked their road and survived it, worthy of any man's respect.

Big Bob Watts

Individual general officer, limit 1 per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	12	5	13	3	3	7	3	21	2	57

Equipment: Atlas Megacannon, Brass Knuckles.

Special Abilities: Ferocity, Strategic Insight, Division Commander.

Weapon Stats:

Atlas Megacannon *(ballistic, concussive, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0	-1	-3	-	-	11 (x2)	See Chart

Brass Knuckles *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0 (x2)	-	-	-	-	-	ST+3	-

Nathan R. Parrish, ACG

As a youth, Nathan Randal was a clever child with a keen tactical mind and sharp wit. He made up for his diminutive stature by excelling in his studies. But, no matter how hard Nathan tried his body was simply not up to the standards of his other classmates, which became a constant source of irritation for his demanding father.

The Randal family is a well-known military family, who expected Nathan to follow in the family footsteps. For the Randals, the military meant the CGF, as the Navy was not considered the place for a proper gentleman and officer.

When his weak physical presence presented itself as an obstacle to an achievement, his father would "motivate" him with his steel cane. Battered and weary, Nathan began to withdraw. One day, Nathan could take no more; he snapped, blinding an abusive instructor with a chemical incendiary of his own design. Despite his excellent academics and family background, Nathan was expelled from school at the age of 17. It took Nathan five months of physical therapy to recover from the motivation his father imparted to him on that day.

Once he recovered, Nathan found there was no longer a place for him in proper social circles. So, he vanished into the anonymity of the Sprawl, to a place where he could become who he wanted. It was there among the dirty buildings and dangerous streets that he met Lance Corporal Ben Parrish of the ACG. The two met while Nathan fought for his life in a back alley against a local gang. Parrish and some of his crew, home on leave, witnessed the kid's stubborn refusal to submit against hopeless odds, and came to his rescue.



Big Bob Watts



Nathan R. Parrish- ACG













Three hours later, during a card game at a local tavern, Parrish made a remark that would change Nathan's life forever. He boasted that he could turn "this kid" into the finest ACG soldier ever, and that the kid had more talent than half the people at the table, combined. What he lacked in physical training, the ACG could fix. The simple boast became a bet for a year's wages. Nathan felt obliged to play along; they had just saved his life, after all.

Nathan spent the next few years attending the Naval Academy on Eris, ever under Parrish's watchful eye. If Parrish was on assignment, he still checked in frequently to ensure Nathan stayed on track. A chemical treatment that Parrish brought back from friends at a Cybertronic Installation on Venus helped Nate develop a powerful physical presence, which allowed him to excel in the exercises he once dreaded. When he was accepted into the ACG, he was overjoyed.

He was assigned to Parrish's squad and fought with the Fighting Fifth for eight years, proving Parrish's bet many times over throughout the years. However, Nathan seen things no human should ever witness in his battles against the Dark Legion. During the Graf Offensive, the Fighting Fifth was caught between the forces of the Nepharite Moab and the Bauhaus 8th Armored Column. Their casualties were heavy and Nathan's mentor, Parrish, didn't survive the crossfire.

During the R&R that followed, Nate returned home to see his father. When he left, the steel cane was twisted on the front steps and his bewildered father confused and frightened. On that day, Nathan Randal changed his name to Nathan Parrish, honoring the memory of the man who was more a father to him than his own. The Fighting Fifth is his family now and he will defend that family to the end. The Fighting Fifth feels the same way about him.

Nathan R. Parrish

Individual general officer, limit 1 per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	11	4	12	3	3	6	3	19	2	44

Equipment: PC-606 Hellstorm SMG, Punisher Short Sword, Smoke Grenades.

Special Abilities: Resolve: 2, Survival Training: 4, Tactical Sense.

Weapon Stats:

PC-606 Hellstorm SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	0.5 (x2)	0 (x2)	-1	-	-	10	See Chart

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Smoke Grenades *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0	0	-	-	-	0	See Chart

Mitch Hunter

Hunter is an honest, good man. His strong sense of right and wrong has garnered him praise and sometimes, punishment from the Capitol Corporation. Not all of Capitol's Corporate and Military superiors share Mitch's humanistic views, and there are just as many citations in his records as there are commendations. His natural leadership has been an invaluable asset to the Corporation, and he always gets the job done, even if not always how Military Command requested it. Currently, Mitch Hunter the rank of Major and is given command of missions that need to succeed.

Mitch Hunter began his career as a youth in the Special Forces, just another self-centered step on the corporate ladder of high finance. A few tours in the Warzones left Mitch a changed man. Finance and corporate standing meant nothing in the face of the threat of the Dark Symmetry; instead, he became a merciless foe of the Darkness.

The Sea Lions became Mitch's family and he quickly rose through their ranks, until he was selected to become a Doomtrooper. Throughout his military career, Mitch had managed to gain the utter devotion of his comrades, from his prowess in combat and his selfless, never-say-die attitude. He frequently strayed from the Capitol Military Command's plans, if they put the lives of his men or innocents in jeopardy. If there were another way, Mitch Hunter would find it.

At 6'2" tall, Hunter is a well-built man in his early thirties with raven-black hair and piercing blue eyes. Generally a man of few words, Mitch has been known to give stirring speeches, filled with the inspiration that only an honest, good man can give. As for his actions, once Mitch Hunter is convinced that what he his doing is right and fits his morale code, nothing short of death will stop him from attaining his goals.

Mitch Hunter

Individual force commander, limit 1 per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	12	6	15	3	3	6	3	21	2	58

Equipment: AP-Grenades, Capitol Sword of Honor, M-517 Double Barrel Shotgun.

Special Abilities: Force Commander, Guerilla Training, Hate: 4, Survival Training: 3.

Special Rules: Hates Nepharites of Semai.

Weapon Stats:

AP-Grenades *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-2	-3	-	-	-	8	See Chart

Capitol Sword of Honor *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+8	See Chart

M-517 Double Barrel Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	9	See Chart

Capitol Ground Forces (CGF)

The Holdings of Capitol are vast and widespread throughout the Solar System, and are constantly under siege by rival Corporations and the Dark Legion. This constant threat is the impetus behind the largest portion of the Armed Forces of Capitol, the CGF.

The Capitol Ground Forces are stationed wherever the Capitol flag flies and are responsible for keeping that flag safe from those who seek to either replace it or burn it to ash.

CGF Operational Forces revolve around a combination of defensive positions and pre-emptive or punitive strikes. The Infantry tends to dig in and defend a position while the Special Forces seek to outflank and/or waylay opposing forces. It is this hammer-and-anvil strategy, which makes assaulting Capitol Holdings a difficult venture and facing CGF Operational Forces in open conflict a deadly affair.

Rangers

"Swift, Silent and Invisible."

–CFG Ranger Motto

Capitol's Rangers are the top Special Forces unit within the CGF and consist of soldiers handpicked from other regiments. These soldiers receive extensive training in military tactics, infiltration, and elimination.

Ranger Squads prowl the battlefield and infiltrate enemy held territories. They are also used to perform pre-emptive strikes against enemy forces, though such operations are downplayed in the Capitol media.

Rangers

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	12	3	1	5	4	20	2	26

Equipment: M-50 Assault Rifle, S&W .44 Revolver.

Special Abilities: Infiltrate.

Weapon Stats:

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

S&W .44 Revolver *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	1	0	-	-	-	8	-



Ranger Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	4	13	3	1	5	4	20	2	28

Equipment: M-50 Assault Rifle, S&W .44 Revolver.

Special Abilities: Infiltrate.

Weapon Stats:

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

S&W .44 Revolver *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	1	0	-	-	-	8	-

Ranger LMG Specialist

Elite squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	12	3	1	5	4	20	2	32

Equipment: M-606 Light Machine Gun, S&W .44 Revolver.

Special Abilities: Infiltrate.

Weapon Stats:

M-606 Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-1	-	-	10	-

S&W .44 Revolver *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	1	0	-	-	-	8	-

Ranger Grenadier

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	12	3	1	5	4	20	2	33

Equipment: AP-Grenades, M-50 Assault Rifle, S&W .44 Revolver.

Special Abilities: Infiltrate.

Weapon Stats:

AP-Grenades *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-2	-3	-	-	-	8	See Chart

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

S&W .44 Revolver *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	1	0	-	-	-	8	-

Ranger Sniper

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	11	4	12	3	1	5	4	20	2	39

Equipment: S&W .44 Revolver, SR-50 Manstalker Sniper Rifle.

Special Abilities: Infiltrate, Sniper.

Weapon Stats:

S&W .44 Revolver *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	1	0	-	-	-	8	-

SR-50 Manstalker Sniper Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	3	2	-1	-3	14	See Chart













Desert Scorpion



Desert Scorpion



Desert Scorpion Tank Hunter





Desert Scorpions

"Sting like a Scorpion and fade like a sandstorm."

-Desert Scorpion Motto

A Scorpion is a deadly arachnid. It remains unseen until tread upon or disturbed, when it strikes quickly with a deadly sting before disappearing back into its native terrain. The CGF's Desert Scorpions are no different.

Vast tribes of Desert Nomads populate the Great Rust Desert of Mars, moving in caravans between mighty Capitolian cities. Recruits from these tribes are offered full Citizenship for their family, if they join Capitol's Desert Scorpions. The CGF benefits from the Nomads vast knowledge of desert survival and these recruits are given special equipment that can withstand such harsh conditions.

Desert Scorpion units train to utilize the Nomad's survivalist nature within all theaters of war and incorporate the hunting methods intrinsic to the Nomad tribes into different mission-types. Once this is achieved, the CGF employs the Desert Scorpions in missions suited to their expertise.

The Desert Scorpions are the preferred troops by the CGF amongst the harsh deserts of Mars. They are used extensively during Warzone Resolutions conducted in the Freedom Lands and the Doughpits and play a large role in the defense of a Capitol Holding against rival Hostile Takeover attempts. Adept at blending in with the landscape, the Scorpions can surprise enemy troops with orchestrated attacks using both surprise and viciousness. These attacks are always quick and deadly. Afterwards, the Scorpions retreat into the terrain, where any enemy will be hard pressed to find them.

Like all Tank Hunters, the job of a Desert Scorpion Tank Hunter is to get into position and take out enemy mobile armor or heavily armored targets. The difference with these warriors is that they will not be seen proudly strolling through the battlefield like their Free Marine brethren or stalking their prey like an Imperial. No, they lie in wait for the order to fire. Trained by the Nomadic Shalood of the Rust Desert, a Desert Scorpion Tank Hunter can sit motionless for hours at a time, their gun locked and loaded. The Tank Hunter shows great self-restraint and will not fire until he or she gets the order to "go loud" by their leader.

The Desert Scorpion Sniper corps is drawn from the ranks of the hunters of the Nomad Tribes. These individuals have grown up stalking the red sands, searching for prey to keep the tribe fed and safe. They are like ghosts in their natural environment, using blinds, sand-sheets and sun glare to disappear into the desert. They are eerily patient, possessed of an almost unnatural stillness that allows them to remain nearly motionless until their moment arrives. They are like the Great Rust Desert itself, where death waits for the reckless around the next dune or shadow.

Desert Scorpions

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	4	12	3	1	5	3	20	2	25

Equipment: CAR-24 SMG, Punisher Short Sword.

Special Abilities: Camouflage: 2, Survival Training: 2.

Weapon Stats:

CAR-24 SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2 (x2)	0 (x2)	-1	-	-	9	See Chart

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Desert Scorpion Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	13	3	1	5	3	20	2	28

Equipment: CAR-24 SMG, Punisher Short Sword.

Special Abilities: Camouflage: 2, Survival Training: 2, Tactical Sense.

Weapon Stats:

CAR-24 SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2 (x2)	0 (x2)	-1	-	-	9	See Chart

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Desert Scorpion Grenadier

Elite squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	4	12	3	1	5	3	20	2	32

Equipment: AP-Grenades, CAR-24 SMG, Punisher Short Sword.

Special Abilities: Camouflage: 2, Survival Training: 2.

Weapon Stats:

AP-Grenades *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-2	-3	-	-	-	8	See Chart

CAR-24 SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2 (x2)	0 (x2)	-1	-	-	9	See Chart

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Desert Scorpion Tank Hunter

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	4	12	3	1	5	3	20	2	35

Equipment: CA-138 Deathlockdrum Autocannon, Punisher Short Sword.

Special Abilities: Camouflage: 2, Form Fireteam, Survival Training: 2.

Weapon Stats:

CA-138 Deathlockdrum Autocannon *(ballistic, concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-5	0	-1	-3	-	-	10 (x2)	See Chart

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Sunset Strikers

"Honor through Life, Service through Death"

–Sunset Striker Motto

The Sunset Strikers began as a security detail for Capitol's Holdings in the Mishiman-controlled city of Longshore on Mercury. Immersed in a culture of self-sacrifice and respect for one's superiors, they adapted to their new environment and learned the ways of Mishima. During their assignment they underwent the grueling martial art regimens of the Samurai and adopted codes of honor and conduct that are largely based on a hybrid Bushidic code. Rigorous training within the warren of caverns, tunnels, and urban sprawls of Mercury has honed the Sunset Strikers prowess at close-quarter battles.

Outsourced Malcontents put all of this to the test when the Sunset Strikers foiled an assassination attempt against the current Mishiman Overlord. In the ensuing melee, a Sunset Striker sacrificed his life to save the Overlord in a manner befitting the Samurai of Mishima. The Overlord was so moved by the display that he awarded the Sunset Strikers the sword and companion-blade of the Mishima Samurai—the katana and wakizashi. Ever since, these been passed down through the Unit, with new recruits receiving the katana and wakizashi of those who have fallen in battle. The Sunset Strikers now see themselves as the Samurai of Capitol, and thus will serve their Corporation until they die.

The CGF now employs the Sunset Strikers in any Operation which will involve close combat and/or close quarters battling. The unit is renowned within the AFC for their abilities in such conditions as well as having a reputation for their steadfastness. A Sunset Striker sees honor in a death earned through combat and is loyal to even Capitol above himself. This allows the CGF to utilize the Sunset Strikers in positions that either must be taken or must be defended, in spite of possible heavy casualties.

Sunset Strikers

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	8	5	13	3	1	5	4	19	2	28

Equipment: Katana, M-50 Assault Rifle.

Special Abilities: Close Combat Training: 2, Ferocity.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Sunset Striker Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	9	5	14	3	1	5	4	19	2	29

Equipment: Katana, M-50 Assault Rifle.

Special Abilities: Close Combat Training: 2, Ferocity.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Sunset Striker LMG Specialist

Elite squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	8	5	13	3	1	5	4	19	2	34

Equipment: Katana, M-606 Light Machine Gun.

Special Abilities: Close Combat Training: 2, Ferocity.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

M-606 Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-1	-	-	10	-

Sunset Striker FL Specialist

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	8	5	13	3	1	5	4	19	2	42

Equipment: Gehenna Puker Flamethrower, Katana.

Special Abilities: Close Combat Training: 2, Ferocity.

Weapon Stats:

Gehenna Puker Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Sunset Striker Demolition Specialist

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	8	5	13	3	1	5	4	19	2	30

Equipment: Katana, M-50 Assault Rifle.

Special Abilities: Close Combat Training: 2, Demolition Training, Ferocity.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-















"I have more fun dying than most 'slagoffs' have living."

–GS Lester, CFM.



Some call it revenge...Banshees call it justice

Martian Banshees- 13th Division

"Death is the end, we are the means."

–Martian Banshee Motto

The Martian Banshees of the CGF Special Forces are a tragic unit, as most have lost everything dear to them in the constant skirmishes that plague Mars' Southern Lands. From families killed in settlement raids to invested life savings lost to rival Hostile Takeovers, each member of the Banshees have a grudge to settle; most of which is against the instigators of such conflicts, Mishima and the Dark Legion. Since the onset of the Second Corporate War, the number of Citizens who have suffered tragedy has risen exponentially, leaving many broken hearted and without anything to lose. Such individuals have signed up with the Martian Banshees to fulfill the last goal that burns in their heart—revenge.

The CGF uses the Martian Banshees as shock troopers, punching holes in enemy held positions and spearheading assaults. The men and women of the Banshees are filled with rage and despair, pushing onward in search for enemies to take their grief out on. This makes them fearsome fighters who are unconcerned with their personal well being, focusing instead on killing anyone who gets in their way. Where other units push into enemy lines, the Martian Banshees are outfitted with experimental rocket packs, landing in the midst of the enemy and selling their lives dearly. The screaming whines of these unstable rocket packs now herald the Banshee's arrival into a conflict. There is no way to break the spirit of a Martian Banshee squad since they actively seek death—the enemy's or their own.



Martian Banshee- 13th Div.



Martian Banshee- 13th Div.

13th Division Martian Banshees

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	5	12	3	1	5	2/6:*	20	2	29

Equipment: M-50 Assault Rifle, RP-187 Rocket Pack.

Special Abilities: Hate: 3, Resolve: 3.

Special Rules: Hates Mishima and Dark Legion.

Weapon Stats:

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-



13th Division Martian Banshee Sgt.

Elite squad specialist, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	5	13	3	1	6	2/6:*	20	2	31

Equipment: M-50 Assault Rifle, RP-187 Rocket Pack.

Special Abilities: Hate: 3, Resolve: 3.

Special Rules: Hates Mishima and Dark Legion.

Weapon Stats:

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Ranger Captain

Ranger Captains are in charge of meeting all CFG Command objectives within stated deadlines for their deep-territory missions. They are hand-picked, trained, and paid for one thing only—mission success. The Captain pushes his men and women to ensure these victories, for the work that they do will help the Capitol Corporation, benefiting all Capitol Citizens.

Ranger Captain

Individual squad linked officer, limit 1 per Ranger squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	4	13	3	2	5	4	20	2	35

Equipment: M-50 Assault Rifle, S&W .44 Revolver.

Special Abilities: Infiltrate, Unit Commander.

Weapon Stats:

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

S&W .44 Revolver *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	1	0	-	-	-	8	-

Sunset Striker Captain

Sunset Striker Captains are examples of the warrior craft, with keen fighting skills and an almost unbreakable spirit. Many have spent their lives in service to Capitol, passing up promotions in order to remain with their unit. The haikus and paintings of Sunset Striker Captains are the only possessions found in their quarters that are not related to their warrior-craft. It is this single-minded devotion to war and to Capitol, which sets the Sunset Striker Officers apart from the rest of Capitol's NCOs.

During an Operation, a Sunset Striker Captain can be found at the front of a formation, leading the way into combat. They follow any and every order given to them without question and will maintain a position or achieve an objective without hesitation, ensuring that the honor of the Capitol Corporation is always upheld. Almost to the man, one of the constants among their rank is that they have spent at least two rotations attached to the diplomatic corps assigned to the Imperial Palace of Overlord Mishima on Luna.

Sunset Striker Captain

Individual squad linked officer, limit 1 per Sunset Striker squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	10	5	13	3	2	5	4	19	2	50

Equipment: Gehenna Puker Flamethrower, Katana.

Special Abilities: Close Combat Training: 2, Unit Commander.

Weapon Stats:

Gehenna Puker Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

13th Div. Martian Banshee Captain

The Captains of the Martian Banshees are simple heralds of doom. They relay orders with somber tones to men and women who simply nod and ready themselves for the inevitable. There are no problems with discipline within the Banshees. Quietly, they simply lead the Banshees into the fray.

13th Division Martian Banshee Captain

Individual squad linked officer, limit 1 per 13th Banshee squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	12	5	13	3	2	6	2/6:*	20	2	36

Equipment: M-50 Assault Rifle, RP-187 Rocket Pack.

Special Abilities: Hate: 3, Resolve: 3, Unit Commander.

Special Rules: Hates Bushido Samurai.

Weapon Stats:

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Covert Ops Specialist

Covert Ops Specialists are a part of Capitol's Special Operations Unit, a nebulous agency in charge of intelligence-gathering for the Capitol Corporation. On occasion, a Covert Ops Specialist will be assigned to a Military mission. They usually act alone, minimizing the chance of discovery and maximizing the chance of success.

Covert Ops Specialist

Individual general officer, limit 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	4	13	3	2	4	4	18	2	43

Equipment: Bowie Combat Knife, M-50 Assault Rifle, M-517 Double Barrel Shotgun.

Special Abilities: Demolition Training, Guerilla Training, Reconnaissance Training.

Weapon Stats:

Bowie Combat Knife *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
3	-	-	-	-	-	ST+2	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

M-517 Double Barrel Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	9	See Chart

Jake Kramer

Jake Kramer is a Capitol Veteran of countless battles and numerous secret operations. Seemingly born with a natural talent for attracting trouble, Jake joined the Free Marines while a teenager, to avoid a life sentence at hard labor in an asteroid penal colony. Not surprisingly, Jake thrived in the Free Marines, welcoming the camaraderie of the thieves, murderers, and lunatics who comprise Capitol's most infamous combat unit. Although Jake repeatedly distinguished himself in combat, his incorrigible independent spirit and inherent problems dealing with authority figures prompted his commanders to transfer him to Capitol's shadowy Special Operations Unit.

At this point, Jake Kramer officially ceased to exist. His records were purged after he was reportedly a casualty of "friendly fire". Unofficially, Jake Kramer became a special Recon Operative who used his street smarts and combat experience to delve into the vast underground in the Solar System. Here, he uncovered anti-Capitol plots, Syndicate establishments, Heretic cells and did much to help Capitol's Special Operations Unit to gather battlefield Intelligence on opposing forces.

Jake Kramer

Individual general officer, limit 1 per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	11	4	12	3	2	4	3	19	2	58

Equipment: CA-50 Avalanche Handgun, Gehenna Puker Flamethrower.

Special Abilities: Reconnaissance Training, Strategic Insight, Division Commander.

Weapon Stats:

CA-50 Avalanche Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	0	-	-	-	9	See Chart

Gehenna Puker Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

AFC Support

Mortar Team

The main mortar of the Armed Forces of Capitol is the M75. Capitol equips Mortar Teams with the M75. Its design and portability makes the weapon ideal for missions that require heavy firepower. Each team consists of 2 soldiers, who both load and fire in intervals, and a Sergeant who directs its deployment.

Light Infantry Mortar Team

Support unit, required 1 model, associated armament.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	7	-	-	-	-	-	2	-	2	53

Equipment: M-75 Mortar.

Weapon Stats:

M-75 Mortar *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-2	-4	-	10	See Chart

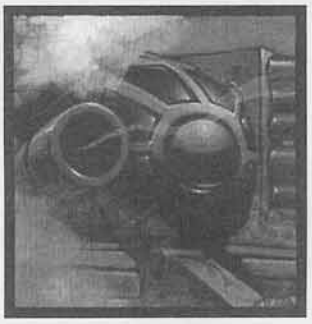












Mortar Team Crewman

Support trooper, required 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	4	8	3	1	4	-	17	2	-

Equipment: M-50 Assault Rifle.

Weapon Stats:

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Mortar Team Spotter

Support trooper, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	8	4	9	3	1	4	4	17	2	-

Equipment: M-50 Assault Rifle.

Special Abilities: Tactical Sense.

Special Rules: Spotters must remain in command radius of the mortar. They can assume a crew position by moving into base contact with the rear arc of the mortar, but while doing so they may not use their Tactical Sense special ability.

Weapon Stats:

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-



Orca Battlesuits

The Orca Battlesuit is a bi-pedal mobile weapons platform developed by Capitol's chief mobile armor manufacturer, Shark Systems Inc. It is crewed by a team of two, with the driver encased in the armored cockpit and a support soldier harnessed behind the cockpit. The driver steers the slow moving metal chassis towards the desired location and fires the warmachine's formidable armaments while the support trooper's stands ready to disembark and keep enemy infantry at bay.

While an Orca Battlesuit can be fielded alone, they are usually fielded in Fireteams of two or three.



Orca MK III

Support unit, required 1-2 models, vehicle.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	10	2	10	3	3/1	6	3	23	3	64

Equipment: M-100A1 Mounted Autocannon, CA-40 Ultrasonic Mine Sweeper.

Special Abilities: Impenetrability.

Special Rules: May employ an optional Heavy Infantry HMG rider.

Weapon Stats:

M-100A1 Mounted Autocannon *(ballistic, concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	1 (x2)	0 (x2)	-	-	13	See Chart



Orca Heavy Infantry HMG

Support squad specialist, optional 1 per model, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	9	1	9	3	1	4	3	18	2	27

Equipment: M-89 Heavy Machine Gun.

Special Abilities: Fast Shot: 1, Form Fireteam.

Special Rules: Due to the unstable nature of the vehicle, the rider may fire his weapon only once per turn at a -3 RC penalty, and take no other actions while riding on the Orca. If he elects not to fire, he may detach his weapon and disembark, proceeding as an individual. Embarking or disembarking the Orca costs two actions.

Weapon Stats:

M-89 Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	3 (x3)	1 (x2)	-1	-	-	14	-

Orca MK IV

Support unit, optional up to 1 per squad, vehicle.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	10	2	10	3	3/1	6	3	23	3	70

Equipment: IN-74 Heavy Flamethrower, CA-40 Ultrasonic Mine Sweeper.

Special Abilities: Impenetrability.

Special Rules: May employ an optional Heavy Infantry HMG rider.

Weapon Stats:

IN-74 Heavy Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	13	See Chart

Orca Heavy Infantry HMG

Support squad specialist, optional 1 per model, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	9	1	9	3	1	4	3	18	2	27

Equipment: M-89 Heavy Machine Gun.

Special Abilities: Fast Shot: 1, Form Fireteam.

Special Rules: Due to the unstable nature of the vehicle, the rider may fire his weapon only once per turn at a -3 RC penalty, and take no other actions while riding on the Orca. If he elects not to fire, he may detach his weapon and disembark, proceeding as an individual. Embarking or disembarking the Orca costs two actions.

Weapon Stats:

M-89 Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	3 (x3)	1 (x2)	-1	-	-	14	-

Orca MK V

Support unit, optional up to 1 per squad, vehicle.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	10	2	10	3	3/1	6	3	23	3	66

Equipment: DPAT-11 Rocket Launcher, CA-40 Ultrasonic Mine Sweeper.

Special Abilities: Impenetrability.

Special Rules: May employ an optional Heavy Infantry HMG rider.

Weapon Stats:

DPAT-11 Rocket Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-2	-3	-5	-	13 (x3)	See Chart

Orca Heavy Infantry HMG

Support squad specialist, optional 1 per model, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	9	1	9	3	1	4	3	18	2	27

Equipment: M-89 Heavy Machine Gun.

Special Abilities: Fast Shot: 1, Form Fireteam.

Special Rules: Due to the unstable nature of the vehicle, the rider may fire his weapon only once per turn at a -3 RC penalty, and take no other actions while riding on the Orca. If he elects not to fire, he may detach his weapon and disembark, proceeding as an individual. Embarking or disembarking the Orca costs two actions.

Weapon Stats:

M-89 Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	3 (x3)	1 (x2)	-1	-	-	14	-

Purple Shark

Built by Shark Systems Inc., the Purple Shark is one of Capitol's most unique aircraft, and it serves as a graphic demonstration of Capitol's superiority in aerospace technologies. It is basically a small, streamlined, two-seater vehicle resembling a cross between a bobsled and a missile. The Shark is kept aloft by its powerful engine and it takes the full efforts of its driver to effectively pilot and assault with the Purple Shark.

The second position on the Purple Shark is occupied by a variety of specialists as fits the mission parameters they are assigned.

Purple Shark

Support unit, required 1 model, vehicle.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	3/1	-	0/6:8	21	4	62

Equipment: M-99 Mounted HMG.

Special Abilities: Impenetrability.

Special Rules: Must select one optional rider. Upon loss of the last wound, the vehicle will crash. If a rider is onboard, roll for his fate as if he were in a destroyed transport adding +2 to the roll for every height band above one.

Weapon Stats:

M-99 Mounted HMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	3 (x3)	1 (x2)	-1 (x2)	-	13	-

Purple Shark Pilot

Support trooper, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	9	4	9	3	-	4	-	-	-	-

Equipment: M-11 Machine Pistol.

Weapon Stats:

M-11 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
							-

Purple Shark Gunner's Mate

Support squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	9	3	1	4	3	18	2	21

Equipment: M-13 Bolter Pistol, M-50 Assault Rifle.

Special Abilities: Fast Shot: 1, Form Fireteam.

Special Rules: A Gunner's Mate is Heavy Infantry trooper who has been trained to assists the pilot during combat operations. He will activate as a crew member, taking over responsibility for firing the vehicle weapons systems and performing damage control. While on board the vehicle will gain a +2 RC modifier and will not be required to roll on the system failure chart. The great speeds and erratic movements involved during battlefield flight operations will make effective use of his personal weapon impossible.

Weapon Stats:

M-13 Bolter Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2	0	-	-	-	8	-

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Purple Shark Comm Specialist

Support squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	9	3	1	4	3	18	2	31

Equipment: M-50 Assault Rifle, Marker Grenades.

Special Abilities: Fast Shot: 1, Form Fireteam, Forward Observer.

Special Rules: This is a Heavy Infantry Comm Specialist trained to use the Purple Shark as a vantage point for his spotting activities. He will activate as a crew member, but the great speeds and erratic movements involved during battlefield flight operations will make effective use of his personal weapon impossible.

Weapon Stats:

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Purple Shark Flight Officer

Support squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	11	3	2	4	3	20	2	37

Equipment: M-50 Assault Rifle, M-516 Shotgun.

Special Abilities: Tactical Sense, Division Commander.

Special Rules: This is a Heavy Infantry Captian specially trained to coordinate ground forces from the air. He will activate as a crew member. While on board the Purple Shark's comm gear will grant him the benefits of a command helment, but the great speeds and erratic movements involved during battlefield flight operations will make effective use of his weapon impossible.

Weapon Stats:

M-50 Assault Rifle *(ballistic)*

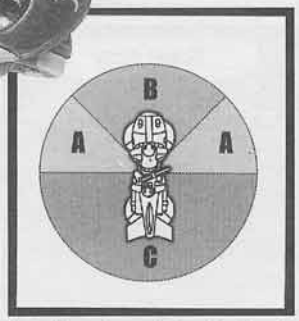
CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

M-516 Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	8	See Chart

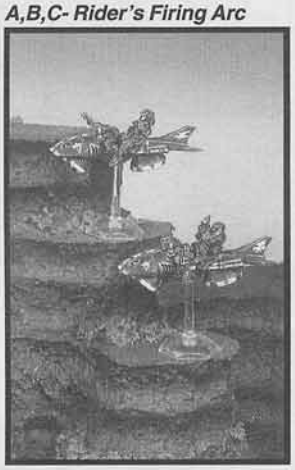






B- Firing Arc of Purple Shark

A,B,C- Rider's Firing Arc





Purple Shark w/ Comm Specialist











Pegasus Scout Bike

Designed by the Capitol Corporation subsidiary, Myth Direction Designs, the Pegasus is a technological marvel that incorporates much of Mishima's Electro-Magnetic Propulsion technologies and Cybertronic's micro-electronic sensor software. This makes the Pegasus virtually silent with incredible speed and maneuverability perfect for fulfilling a scouting role for the CNF.

The Pegasus is deployed in advance of a CNF Operational Force to scout out the enemy and relay the information back to the rest of the units. It performs wonderfully at this task, but at a cost. Though it serves the role of scout, and is limited in size, the Pegasus is not without weapons. In spite of this problem, the Pegasus Scout Bike plays an invaluable role in Capitol's reconnaissance efforts and is a permanent member of the CNF's Aerial Support Units.

Pegasus Scout Bike

Support unit, required 1-3 models, vehicle.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	2	-	0/5:1	20	2	34

Equipment: Enhanced Sensor Array.

Pegasus Pilot

Support trooper, required 1 per Scout Bike, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	9	4	11	3	-	4	-	-	-	-

Equipment: M-11 Machine Pistol.

Special Abilities: Reconnaissance Training.

Special Rules: The pilot may fly the bike and fire his machine pistol with a single action. The machine pistol has a 360 degree firing arc.

Weapon Stats:

M-11 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	8	See Chart



Great Grey

The KA-67 Great Grey is a lightly armed recon vehicle designed for the Capitol Navy Forces by Shark Systems Inc. It is deployed alone on the battlefield to act as support for the AFC. It is light, maneuverable and fast, which makes the Great Grey a good scouting vehicle. The M99 under the vehicle's nose gives the Great Grey tremendous firepower. The KA-67 is at its best acting as a nuisance for enemy infantry, strafing their formations and relaying info back to the rest of the Capitol force.

Great Grey

Support unit, required 1 model, vehicle.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	3/1	-	0/6:10	22	3	65

Equipment: M-99 Mounted HMG.

Special Abilities: Impenetrability.

Weapon Stats:

M-99 Mounted HMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	3 (x3)	1 (x2)	-1 (x2)	-	13	-

Great Grey Pilot

Support trooper, required 1 per Great Grey, mortal.

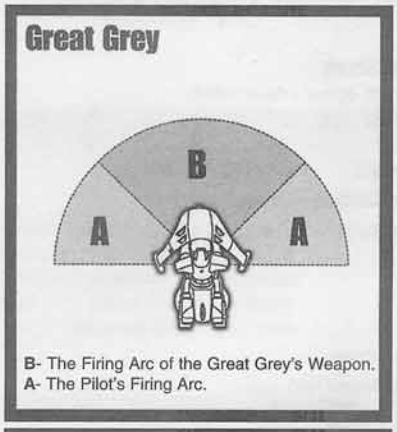
CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	11	4	11	3	-	5	-	-	-	-

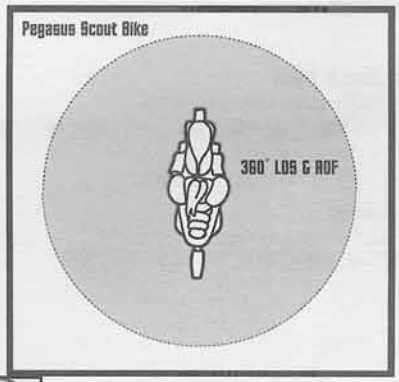
Equipment: M-11 Machine Pistol.

Weapon Stats:

M-11 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	8	See Chart





CAPITOL ARMORY

Notable Weapons

Melee

Bowie Combat Knife

Bowie Industries is well known for its reliable, strong, and wickedly sharp edged blades. The Bowie Combat Knife is no exception. With a foot-long blade that is razor sharp at the point and serrated near the hilt, it is a multi-function, close combat weapon that can either slash, stab, or act as a knuckle-duster, thanks to the weapon's studded knuckle guard. Obviously, the Bowie Combat Knife has become a mainstay in the Capitol Corporate Military.

Harbinger Sword

Another Bowie design, the Harbinger is made from lightweight, non-reflective materials that had become popularized by the Sea Lions. It can be used as a machete, a hatchet, or a sword, depending on the needs of its wielder and has a full survival kit housed within its hilt.

Capitol Sword of Honor

This sword is given to officers who are awarded the Chairman's Legion of Honor for their battle valor and usefulness to the Capitol Corporation.

Sidearm

M13 Pistol *"Bolter"*

Shermin Inc. designed the M13 Pistol for the use of the AFC. Chambered for 9mm with a hefty 20 round clip, the M13 is popular amongst the Corporate officer corp, support units, and grunts for its ammo capacity and ease of use. This weapon is referred to by its more common designation, the Bolter.

S&W .45 Revolver

Produced by Samson & Williams Industries, the .45 Revolver is a man killer, pure and simple. It fires .45 rounds that have tremendous stopping power at close range. While not as accurate as the M13, the S&W .45 is popular amongst units that need to make every shot count.

M11 "Ironfist" Machine Pistol

The M11 is based off of the M13, with a few modifications. The ammo capacity has been increased to 30 and the semi-automatic firing mechanism was upgraded to full auto. This weapon is referred to by its more common designation, the Ironfist.

CAR-24 Sub Machine Gun

The CAR-24 is a Close Assault Rifle that chambers the same rounds as the M50, but in a more compact package with a shorter barrel and no stock. Units that need to maintain maneuverability and stealth, while retaining the stopping power of an assault rifle, choose the CAR-24. The weapon is even capable of accepting an M222 Grenade Launcher mount.

Shotgun

M516 Shotgun

Manufactured under Colding Arms, the M516 is one of the most common firearms seen on both the battlefield and the streets. Extremely popular amongst the mercenary Free Armies and street gangs, because of its stopping power and ease of maintenance, the M516 makes the ideal close-range killing machine. Colding Arms' specially designed Black Fang 12 gauge 000 buckshot ammunition, allowing this weapon to drop multiple targets in one blast.

M517 Double Barrel Shotgun

A double-barreled version of the M516, the M517 is a step up in the Capitol tradition of killing efficiencies. The barrels set in an over-under configuration with the ammunition stored beneath each barrel. The M517 is capable of perforating light targets at close range, but due to its weight and bulk, is not as popular as the M516.

M520 Auto-Shotgun

The M520 is a belt-fed automatic shotgun that fires 12 gauge 00 buckshot. Designed by Colding Arms, the M520 is a vicious close assault weapon. Its high rate of fire and buckshot spread allows the M520 to cover an area with deadly lead. The recoil and ammunition weight of the M520 relegates the weapon to be vehicle mounted only, but once there, the weapon's performance truly shines.

Rifles

M50 Assault Rifle

A popular design, the M50 might not be the best assault rifle in its class, but it is the most popular. Shermin Inc. produces the M50 for the Armed Forces of Capitol and for the open market. The M50 chambers 7.62mm Full Metal Jacket rounds with 30 round magazines. It is capable of semi-automatic and tri-round bursts. Every Capitol soldier knows the M50 inside and out and has learned to rely on the weapon.



Sword of Honor



M13 Bolter



M11 Ironfist



S&W .45 Revolver



CAR-24



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M516

M74 10mm Assault Carbine

The M74 is a close-fighting specialist weapon. Its lower rate of fire and shorter barrel makes it ineffective at longer range but the 10mm rounds add stopping and dropping power up close. The weapon is designed by Universal Ballistics to optimize the effectiveness of close assaults.



M517

SR-50 Manstalker Sniper Rifle

Greening Inc.'s Manstalker Sniper Rifle is the weapon of choice for Capitol's Sniper Corp. It is a one-piece, matte-black design that chambers .303 ammunition in a 12 round clip. Rugged and retaining its precision in the field, the SR-50/s variant also comes with an integral silencer and flash suppressor, making it virtually undetectable when fired.



M50

M450 God's Wrath Sniper Rifle

A recent design from Shermin Inc., the M450 was designed to give the Sea Lions limited anti-armor support, while maintaining the Sea Lion's method of tactics. Shermin Inc. wanted an accurate sniper rifle that chambered the same .50 heavy machine gun rounds as the M99. And, the M450 was born. This fearsome weapon is as tall as a man and must be disassembled to transport, but is easily light enough for one man to carry on his back.



SR-50

M606 Light Machine Gun

The M606 is basically an upgraded M50 Assault Rifle that can be fed by a large capacity magazine or belt. The barrel has been lengthened to compensate for the weapon's higher rate of fire, keeping the weapon cooler and helping to reduce muzzle climb from sustained fire.

Heavy Weapons



M606

M89 Heavy Machine Gun

The M89 is a 9-barrel, rotating heavy machine gun chambered for the .30in heavy machine gun round. While not the most accurate in its class, the M89 is rugged, quickly field-serviceable, and powerful at short ranges. Shermin Inc. produced the M89 for the AFC to be the primary SAW (Squad Automatic Weapon) for units that employ heavier ordinance. The gun is capable of 6000rpm (rounds per minute) and can easily chew through most modern personal body armors available, while retaining its man-portable status.



M89

M99 Mounted Machine Gun

The M99 is a brutal machine gun that chambers a hefty .50in heavy machine gun round. While the M99 may have the lowest RPM on the market, Shermin Inc. traded rate of fire with pure stopping power. All but the thickest armor is perforated by the M99's fire and it has the ability to pulp infantry at close range. The weight of the gun (90 pounds unloaded) and the recoil of the M99 make it impossible to mount on anything but a vehicle.

Atlas Megacannon

Manufactured by Cartel Arms, the Atlas is an experimental Doomtrooper weapon. Consisting of two swivel-mounted 20mm autocannons on a back brace, the Atlas is controlled via two joysticks attached to control pods on the user's belt. Even with the hydraulics in the back-mount, the recoil from the Atlas is severe and only the strongest soldiers can effectively use it. The effects of an Atlas burst are impressive, if not excessive, and can easily decimate enemy mobile armor, as well as infantry.

M100A1 Mounted Auto Cannon

The M100A1 fires 100mm High Explosive (HE) shells, which are effective against both infantry and mobile armor. Developed by Shermin Inc., the M100A1 is primarily a support weapon to be used against enemy fortifications at range.

Launchers

M222 Under-Barrel GL

The M222 is a breech-loading under-barrel grenade launcher that can be affixed to most assault rifles and select sub-machine guns. Its breech slides forward, allowing the handler to load a 30mm rifle grenade. While the M222 has very little rifling to it, which limits the range of the grenades it fires, the versatility it adds to a rifleman makes the launcher a valued addition to a soldier's arsenal. The M222 is one of the most popular designs from Capitol's Federated Arms & Munitions.

M40 Grenade Launcher

The M40 is a breech-loading grenade launcher with a rifled barrel and a sturdy shoulder stock. Capable of launching 40mm rifle grenades at targets at medium ranges, it can easily be used to arc shots over terrain obstructions. Unfortunately, the M40 takes a dedicated user, who must undergo additional training to effectively use and maintain the grenade launcher. Federated Arms & Munitions produces the M40 for the AFC, and even supplies vendor representatives to aid in effective training on the device.

DPAT-9 Rocket Launcher

The DPAT system was the first successful attempt to design a one-man portable rocket launcher. It has a top-fed magazine holding 6,

90mm armor-piercing, high explosive rockets. The design allows a single dedicated user to fire the rocket launcher without the need of having an additional soldier to load the rockets. Federated Arms & Munitions produce the Dual-Purpose Anti-Tank systems for the AFC. They have recently added fragmentation warheads to their rockets for use against infantry formations.

DPAT-11 Rocket Launcher

The DPAT-11 is the vehicle-mounted cousin of the DPAT-9. It fires 110mm rockets, of either anti-vehicle or anti-personnel variety, from the Orca weapons platform. The 110mm rockets are extremely effective against enemy mobile armor, as well as infantry formations. This makes the DPAT-11 a favorite with Capitol's Armored Cavalry, as the weapon's versatility allows it to be rapidly re-deployed as the situation merits.

M75 Mortar

The M75 is a basic mortar configuration produced by Federated Arms & Munitions, which is little more than a hollow tube with a firing plate at the bottom. The 75mm mortar bomb has a percussion cap on its base that is triggered by dropping it on to the firing plate, thus launching it towards the target.

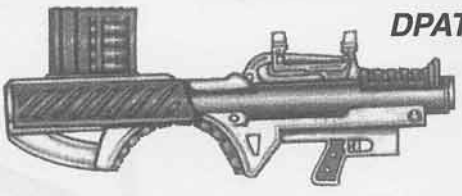
Flamethrowers

IN26 Light Flamethrower

Throughout history, the flamethrower has been one of the most effective and horrific close range anti-personnel weapons. Normally considered a bulky weapon, the Institute for Military Technology–a Capitol subsidiary–has produced a compact design carrying a small reservoir of highly volatile fuel. To keep weight and size to a minimum, light flamethrowers use an electronically heated element to ignite the fuel and a highly pressurized canister.

IN74 Heavy Flamethrower

The Institute of Military Technology produces the IN74 for the Orca Battlesuit. Basically, it is a heavy flamethrower that is pipe-fed from a large fuel reservoir, with a butane pilot centered between twin over-under nozzles. While the range is not much better than the IN29, the increased area of effect and thicker Naplasma mixture will flambé enemy infantry with relative ease.



DPAT-9

Journal- Sgt. Carter

Day 15: 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 whining 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- farken stark 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, and 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.

ROACH COMPANY
PSYCH INTERVIEWS
THIRD ROTATION-STATION: VENUS
DR. RENA SOREN, PhD, MD

SESSION 4-Page 1

SUBJECT: Renniger

So, Zane's got this guy's head on his right hand like a puppet and his pistol in his left and he's acting out a little play for the guys when the damn thing comes to life and tries to bite his face off.

Of course, he shoots. Which blows the top of the head clean off, and takes part of his hand with it.

Goddamn. Another fine day in Roach Company.

Why Roach Company, you ask? Because they haven't been able to kill any of us off yet. Other Free Marine Companies, they go through disposable heroes like casings on a battlefield. Hell, we've haven't lost a man yet, which I hear is upsetting the suits something fierce. Something about the law of averages. I don't know.

All I do know is that the when dust settles, the bodies cool, the buildings crumble—we're still standing.

Which is a hell of a lot more than what we can say for the other guy.

SUBJECT: Mason

Do you believe in destiny? That a man and his gun were supposed to be together? Me, too. Which is why I love being a Roach. The suits upstairs find the worst scumholes in occupied space, filled full with slagoffs and guns and violence and drop me and my buddies right smack dab in the middle.

Which is fine by me. And my gun seems to like it, too.

Like it was meant to be.

SUBJECT: Capeletti

One of the Cardinal's boys reminded us yesterday that we didn't know who we were anymore. Lost, he called us.

Well, I know exactly who I am. I'm a killer. And I'm real good at it.

Weird thing is, after that, no one seemed to be able to find him anymore. Of course, we all helped look for him, but space is a big dark place. Lots of places to hide.

Guess who's "lost" now?

SUBJECT : Renniger

We've had 15 COs since I got shipped here with the other Roaches. And before that, it wasn't any different. Word is that if you get sent here to watch us, you're on the way out. And I don't mean the military, I mean someone wants you dead.

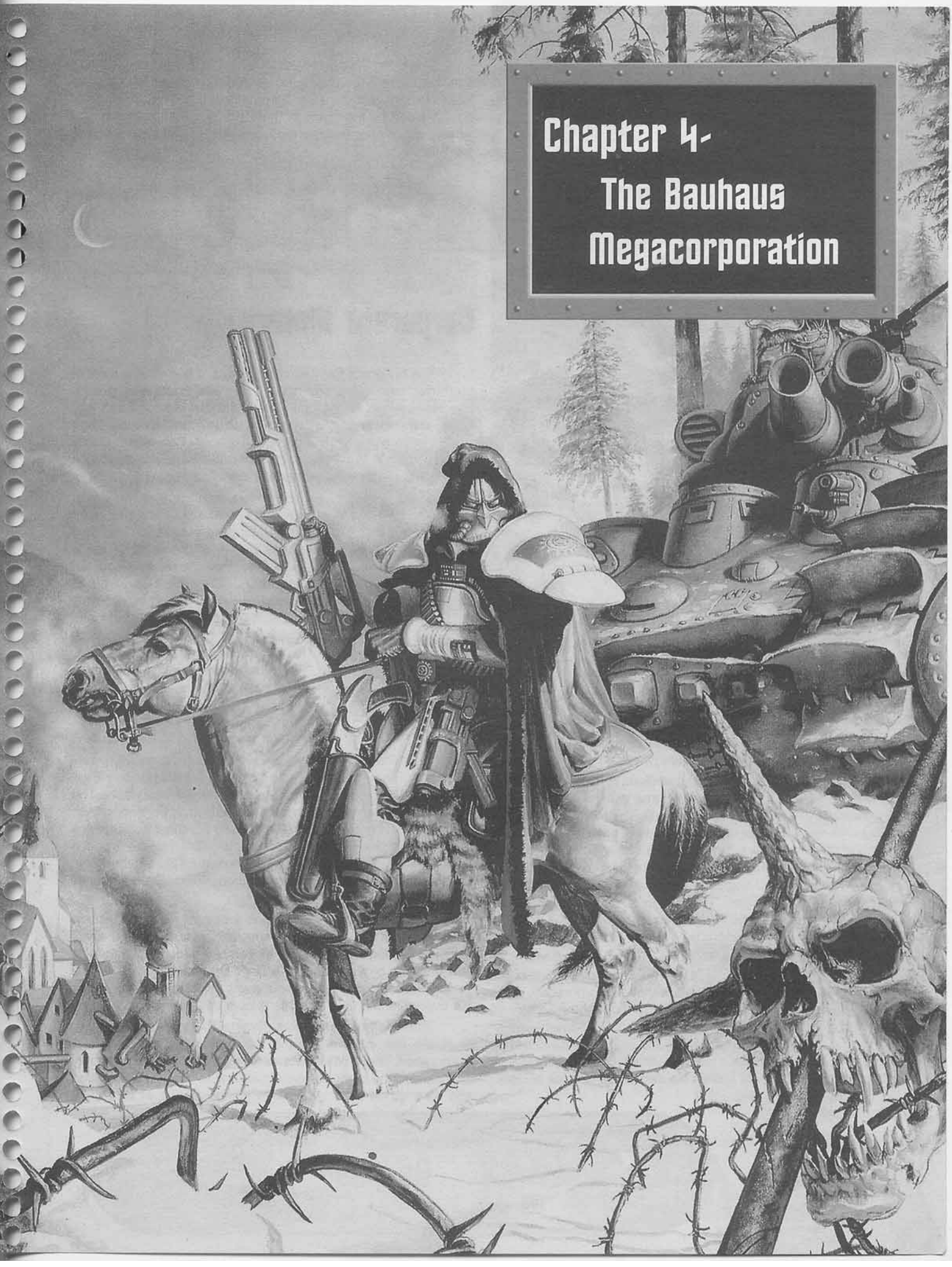
I wouldn't feel bad for them. Most of them deserve it.

Hell, everyone gets what they deserve in the Free Marines. Otherwise, the R-Company would be empty. Everyone here did something or somebody wrong.

Except me, of course. I'm innocent.

Robert
7-00914

Thomas J.
-837-00915



Chapter 4-
The Bauhaus Megacorporation



"When it has to be the best, it has to be Bauhaus"
-Ministry of Truth slogan

Quality. Honor. Tradition.

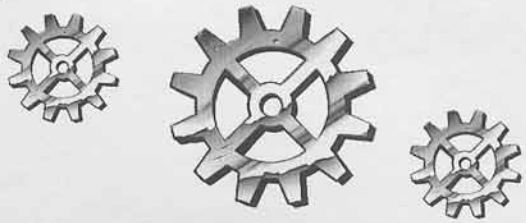
These are the hallmarks of the Bauhaus Megacorporation. Bauhaus' legacy of excellence stretches back beyond the Great Catastrophe, which silenced the stars, back to the ruined cradle of humanity, Earth.

Guided by the wisdom and tradition of their ancestors, the Noble rulers of Bauhaus continue the drive for quality and perfection that has made their products a System-wide household name. It is no coincidence that their very name reflects this dedication to family and production, meaning "Homebuilders".

Bauhaus stands as the last guardians of ancient humanity, back when the Earth was fertile and pure and the great knowledge, now lost, was known by all. The Homebuilders are a proud people, who believe honesty is more powerful than deceit and that honor is more than keeping one's word. Of all the Megacorporations, only Mishima appears to understand the true value of this honor and respect of family and tradition that shapes and guides one's destiny. This reverence, and much more, passes from parent to child, repeating a process and a tradition that has continued for hundreds of generations.

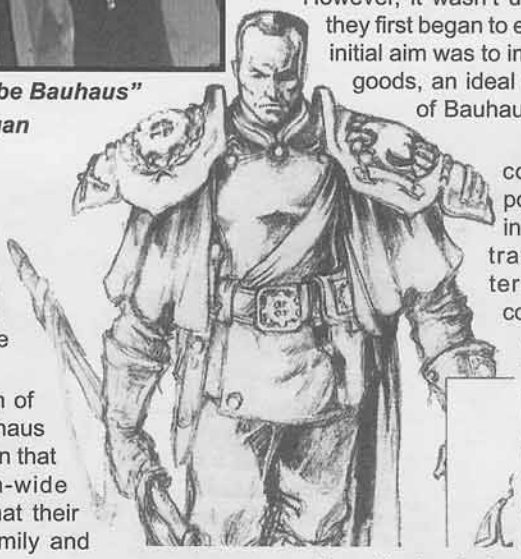
Perhaps it is this sense of reverence and honesty that has led Bauhaus to the steps of the Brotherhood, a bond unbroken to this day. Greater than any other Corporation, even Imperial, is Bauhaus' devotion to the Cardinal and the glory of his word. For was it not Bauhaus blood that filled the hearts of those who followed the Brothers Durand in those ancient days? As Nathaniel lay mortally wounded, struck down by Algeroth's wicked blade, did he not entrust his sword, the Bringer of Light, to a Homebuilder named Toth?

The Homebuilders have since walked in the understanding that they have been chosen to defend the light of humanity, to keep the powers of the Dark Symmetry at bay. They do so each day shielded by their faith in the Cardinal and armed with the military might of one of the most powerful Megacorporations in the System.



Corporate History

The history of Bauhaus can be traced back to the days of countries and governments when Dark Eden was green. However, it wasn't until late in the downfall of Earth that they first began to emerge as a true financial power. Their initial aim was to improve the quality of all manufactured goods, an ideal that is still reflected in the reputation of Bauhaus to this day.



Bauhaus was one of the first corporations to recognize the huge potential of space exploration and they invested heavily in the fields of space travel and the new science of terraforming. They worked in close cooperation with the other fiscal giants of Capitol, Imperial and Mishima and together they crushed all opposition from smaller rival companies. Bauhaus became the first corporation to complete a manned landing on Venus and have never relinquished their claim to this world so rich in natural resources once terraformed.

From the beginning Bauhaus has fought to retain control of Venus. Their position was strengthened after the First Corporate Wars with the signing of the Heimburg Treaty. The signing of this historic treaty at their capital city confirmed their dominance of the planet but also allowed the other corporations to establish their own presence on Venus in the new era of peace and prosperity. Now all the Corporations apart from Cybertronic have a firm foothold on the planet, though none as dominantly as Bauhaus.

Venus has seen many notable campaigns in its history, the greatest of which was the Venusian Crusade when the first Cardinal Nathaniel Durand led the combined forces of humanity in a decisive battle against the Dark Legion. His story is now the stuff of legend and the monument celebrating his sacrifice still overlooks the field of battle known as Durand's Fall.

The Infamous Bauhaus Throne Wars serve to further illustrate the internal conflict that exists in the Bauhaus Corporation. These bitter wars weakened Bauhaus considerably and allowed the other Megacorporations to exploit the situation and strengthen their own positions on Venus at Bauhaus'

expense. The conflict continued for nearly thirty years and saw many ancient families lose land and titles as each of the four Duke Electors struggled to assert themselves over their rivals and claim the title of Grand Duke.

The Graveton Sub-Wars saw Bauhaus reunited as they fought a prolonged campaign-against Mishima over the islands of the Graveton Archipelago. Despite the strategic advantage of Bauhaus they were unable to overcome Mishima. Taking these island fortresses was very costly and once the attackers had gained the upper hand the defenders would simply withdraw and set up a new position on another island. After nearly forty years of shifting fortunes, the war ground to a halt as both factions realized the futility of the conflict. Bauhaus was reluctant to cease hostilities as it would allow Mishima to secure their position on the island of Hinko but the cost of the campaign was becoming increasingly difficult to justify.

Now, in the grip of the Second Corporate Wars, there are few areas on Venus that are not touched by violent conflict. The majority of stable battlefronts exist on the mainland of the equatorial continent while movement across the oceans and islands means that territory is constantly being won and lost. The Dark Legion has returned in force and such is the nature of the landscape that new citadels can go undiscovered for months by which time the Dark Legion position has become too strong to be easily dislodged.

The Ministry of Fear



Sometimes you cannot rely on people's love for their corporation to hold firm. Sometimes the threat of terrible punishment is all that keeps potential rebels in line. Sometimes, to preserve the Bauhaus way of life, it is necessary to do things that are not honorable or legal or just. The operatives from the Ministry of Fear are the ones who perform this job.

They are responsible for a huge spectrum of covert activities, ranging from the infiltration of secret orders, to the performance of assassinations and terrorist acts. This ministry has agents everywhere within the Corporation, constantly monitoring for anarchism, heresy, espionage and malingering. The vaults of the Ministry of Fear are as dreaded as the Inquisition's cells, and rightly so. The Office of Interrogation has a reputation for being just about as brutal as it is humanly possible to be. This ministry also has its own military order, the Order of Fear, which runs the infamous gulags, Bauhaus's prisons and labor camps in the polar wastes of Venus.



The Spirit of Bauhaus

"I'd sooner kill you myself than let you bring disgrace to our family name."

-Oft-heard parental warning

Power. Wealth beyond measure. Such things have a price.

The Homebuilder's commitment to quality requires intensive training, which instills the need to excel and carry the Bauhaus name high. And, in return, the Homebuilders provide its people with the highest standards of education, health care and social welfare in the System. The end result is a skilled workforce and a sense of family found in few other Corporations. And, secretly, this focused attention to the populace bears a secondary fruit: it allows the Homebuilders to quietly monitor its people for the taint of Dark Symmetry. For in the war against ultimate evil, sacrifices must be made, lest the whole of Bauhaus fall before its insidious might.

However, this protective nature is often misperceived as coldness and their focus on family misconstrued as a distrust of outsiders. Rumors and embittered exaggerations speak of paranoia and an insular suspicion of all non-Homebuilders. Such are the words of the rejected and forgotten, who do not understand honor or what it takes to protect one's family.

Beneath the shadow of the encroaching Darkness, the only way to join the Homebuilders now is either through birth or marriage. Such marriages are rare in these dark days, with the threat of the Dark Legion ever present on the horizon. For eyes blinded by love cannot hope to see the true nature of their beloved, leaving the Homebuilders little choice in the matter.

Bloodlines are quietly monitored for the taint of mutation, not born from paranoia or spite, but out of honor and respect for the family's name. Such things are respectfully kept quiet and the affected member of Bauhaus is removed to prevent a greater cancer, one that could erase the noble defenders of humanity without even a whisper. Sadly, the Gulags are filled with the shame of family houses, each inmate another quiet reminder of the terrible stakes in the battle against the Dark.

The Council of Electors

The Bauhaus hierarchy is built around 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 a division within the Corporation.

The Council of Electors is the supreme power in Bauhaus. It meets in session to discuss the policies of the Corporation and to make high-level executive decisions. Only the Council of Electors can declare war or make any major change to Bauhaus

policy. War is common; change is extremely rare. The Council of Electors also has the power to settle disputes and territorial feuds between the Noble Houses.

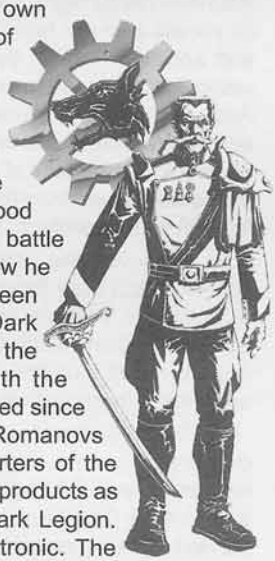
All decisions are by majority vote among the Electors. In the case of a tie, the occupant of the Ascendant Throne has the tie-breaking vote.

The Elector Houses

Each of the four Elector Houses enjoys a vast influence in their respective areas, commanding huge fortunes and ensuring that control is maintained. Each family can trace their history back to the times before the Age of Catastrophe. The families are:

House Romanov

House Romanov controls the Ministry of War, and through it, the powerful Bauhaus military machine. The Romanovs are the second oldest of all the Great Houses. They control huge fertile estates around Heimburg and own Romanov Weaponwerks (RW), one of the largest producers of munitions in the System. RW's factories produce a majority of Bauhaus' premier weapons.



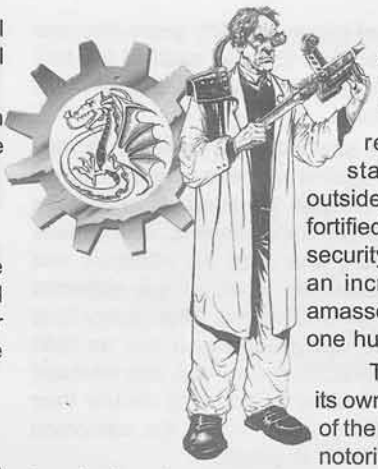
The Romanovs have a long and proud tradition of military service. One of their ancestors, Emil Romanov, stood beside the Cardinal during the great battle with Algeroth. Family records detail how he gave his life by throwing himself between the Cardinal and a blast from the Dark Apostle's weapon. This event marks the beginning of a long relationship with the Brotherhood, which has become strained since the emergence of Cybertronic. The Romanovs are the currently the strongest supporters of the new Corporation, seeing Cybertronic's products as necessary for the fight against the Dark Legion. They have invested heavily in Cybertronic. The Brotherhood has taken this perceived treachery from its oldest ally very poorly, which the Romanovs have responded by distancing themselves from the Brotherhood.

The Romanovs have a reputation for producing great warriors and military strategists. Over 20% of Bauhaus' highest-ranking officers are of Romanov blood. The Romanov Guards, the Order of the Wolf, is one of the best combat units in the Solar System.

The Romanov family crest is a black wolf head against the Bauhaus cogwheel.

House Richthausen

The oldest and wealthiest of all the Great Houses, House Richthausen controls a mighty industrial empire, primarily based in heavy industry and construction. Through a network of subsidiaries, Richthausen Industries controls almost half of all Bauhaus' Industrial Production. Richthausen also controls the Ministry of Industry, the huge bureaucracy responsible for overseeing all of Bauhaus's production, and also for ensuring that every widget produced bearing the Bauhaus cogwheel is worthy of that symbol.



The Richthausens have a reputation for being proud to the point of being overbearing. They are also extremely reclusive, even by Bauhaus standards. Their great estate outside Heimburg is one of the most fortified areas on Venus. This heavy security protects a priceless treasure: an incredible collection of artwork amassed and preserved for the last one hundred and fifty generations.

The Richthausen domain has its own elite security corps, the Order of the Eagle, who are known for their notorious brutality in combat. Rumor has it that they are also used to perform acts of industrial espionage and have ties to the Ministry of Fear.

The Richthausen crest is golden eagle against the Bauhaus cogwheel.

House Bernheim

The Bernheims are the weakest of the four Great Houses, but are still immeasurably powerful by comparison. Their own wealth rests in food production and media. They control over half of all of Bauhaus's output in these two areas. They boast that their huge estates produce enough to feed the population of Venus, and also control the enormous distribution networks that maintain the flow of those goods to market.

In addition, Bernheim Agricultural Group (AG) is the largest publishing and media house in the Bauhaus Megacorporation. They own two very influential daily newspapers, The Heimburg Gazette and The Volksburg Herald, and a chain of radio stations, TV networks, and movie houses. They own Popular Films, a huge studio that develops theatre and vidbox productions. They also have significant interest in nearly every dance hall, theatre, and opera house in the Venusian mega-cities.



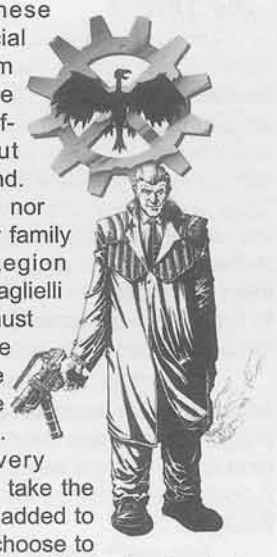
The Bernheims control the Ministry of Civilization, which is responsible for the administration of Bauhaus's enormous social, welfare, and education programs. As such, they have control over the Ministry of Truth, Bauhaus's incredibly effective propaganda machine. The family military regiment, the Order of the Boar, is known for its effectiveness in close combat.

The Bernheim family crest is a boar's head and the Bauhaus cogwheel.

House Saglielli

The House Saglielli controls the Ministry of Faith. They spearhead the fight against Dark Legion infiltrators. The Saglielli family leaves the administration of its industrial fiefdoms to its

highly skilled administrators. These administrators oversee a commercial colossus that deals in everything from weapons to medicine. This leaves the Saglielli family free to follow its self-appointed mission of rooting out Heretics wherever they may be found. The Sagliellis have never forgotten, nor forgiven, the fact that over half their family was lost during the first Dark Legion incursion on Venus. When every Saglielli is old enough to speak, he or she must repeat the Oath of Vengeance before the family shrine; thus, committing the child to a life of hunting down the darkness wherever it might be found. When they reach adulthood, every Saglielli renews this vow when they take the Oath of Allegiance and are officially added to the House's roster. Many Sagliellis choose to join the Brotherhood in the hope of a position in the Inquisition. Others join the Templar Veritas.



The Sagliellis are the most feared of all the Great Houses, never forgetting an insult or letting one go long unavenged. When the former House Bosch overstepped its reach and instigated a second Throne War, it was Saglielli who discovered the Dark Legion infestation that permeated its ranks, averting greater disaster.

The Saglielli family crest is a raven set within the Bauhaus wheel.

Nobles

"Family honor before personal honor, but honor above all."
~Old Bauhaus proverb

Nobility is the lifeblood of Bauhaus. It is ruled and guided by nobility. Make no mistake; it is royal blood that flows through Bauhaus' veins. These are the families that control the huge industrial fiefdoms and guide the destinies of millions.

Bauhaus' Nobles are, for the most part, not a parasitical class. They take their duties as leaders and guardians of the common good seriously. From birth they are raised to rule, and this is their function in life. A majority of the Bauhaus officer corps and the highest echelons of management and administration are drawn from their ranks.

The Nobles of Bauhaus are bound by a code of behavior, no less powerful for being mostly unwritten. They are brought up to believe that duty to the Corporation is more important than life, that a Homebuilder's word is a bond and that the worst thing anyone can do is bring dishonor to his or her family name.

Honor is at the core of Bauhaus nobility, governing their lives to the smallest detail. Nobles must always pay their debts, must allow no one to insult them with impunity, and must behave with the greatest respect to their equals and superiors. The slightest breach of this code can cause a Noble to be ostracized by his or her peers.

Of course, the Nobles' enormous wealth allows them to lead a lifestyle that is the envy of the System. They occupy huge palaces in the cities, and sprawling fortified estates in the territories. They wear the most fashionable uniforms and clothing. They eat the finest foods from the finest china. They drink the best wine. They attend glittering balls in magnificent palaces, and watch the finest performers from their secure booths in the great theatres. Their chauffeurs whisk them from the security of their mansions to the best restaurants in the System. They hunt in specially maintained parks.

This is the bright side of their privileged lives. Yet, all Bauhaus Nobles know that this envious lifestyle could be paid for at any time in blood. They might be asked to lay down their lives for the Corporation, and they would not hesitate for a moment to do so. They are leaders in war and in business, and they lead from the front. Duty cannot be avoided. Each must face their responsibilities with honor and dignity.

All Bauhaus Noble Houses are huge extended families. The core families are at the center, but there are also hundreds of kin related by marriage or blood. Usually, each of these families maintains their own palaces and estates.

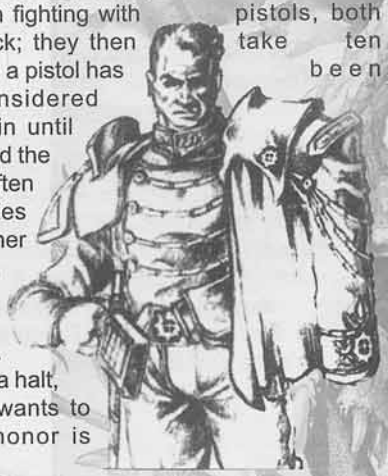
There are over 2,500 Noble Houses currently in existence, and more are created all the time. Noble Houses can control anything from a small industrial fiefdom to an estate cleared from the Venusian jungles. All that matters is that they are nobility.

The Guard Orders of the Noble Houses can range in size from small units of a hundred or less to large armies of thousands, depending on the wealth and power of the House. While not allowed to wear crest helms, they adorn themselves with specially made custom-painted versions of the standard Special Forces skull helmets. Guard Orders wear the crest of the family on their right shoulder pad.

Dueling

Nobles and citizens of officer rank have the right to invoke the Code Duello to settle their disputes. Providing the formalities are observed, this is perfectly legal. Duels are customarily fought when one party has grievously insulted another and neither party will apologize. Duels are ALWAYS fought with either sword or pistol (usually Punisher handguns). Neither party is allowed to protect themselves with armor. There must be at least one attendant, called a "Second", present for each party, ensuring that the formalities are properly observed.

When fighting with swords, both parties start with their blade tips touching. When fighting with pistols, both parties stand back-to-back; they then take ten paces, turn, and fire. Once a pistol has been discharged, it is considered dishonorable to fire again until your opponent has returned the shot, so pistol duels are often tests of nerve. Both parties alternately fire at one another till one is dead or calls a halt. All duels are halted after first blood (i.e., when the first wound is scored). The Second may also call a halt, and if either party then wants to cease the duel, then honor is



satisfied. If neither party wants to stop, the duel is then to the death. However, most duels are fought only to first blood.

Providing that the formalities are observed, neither party's family has any legal redress. Honor frowns heavily on vengeful families that choose illegal means, such as assassinating a rival that has killed a family member in a fair duel.

Dueling is not legal between commoners or those below the rank of Officer. Sometimes, under exceptional circumstances, duels will be fought between a Homebuilder and the officers and Nobles of other Corporations. This is unusual, but still deemed legal.

Commoners

"There is nothing common about our commoners!"
~Bauhaus Advertising Slogan

There are several classes of commoners within the Bauhaus domains. In the eyes of the Nobles, the difference in gradations is infinitesimal, but among commoners, they are very important.

The retainers are the managers of the Corporation. They often dwell in the same apartment buildings as their Noble superiors, or have their own special wings in the palaces. They report directly to their Noble superiors for their instructions, and then they see that these instructions are followed. They have been trained from childhood to perform these tasks, and the duties often pass from parent to child. They are not complacent; they know that if they do not perform their duties well, they can and will be replaced. In wartime, they fill the ranks of the lower officers and NCOs in the Bauhaus Ducal Militia. In peacetime, they oversee the flow of goods from the factories and estates.

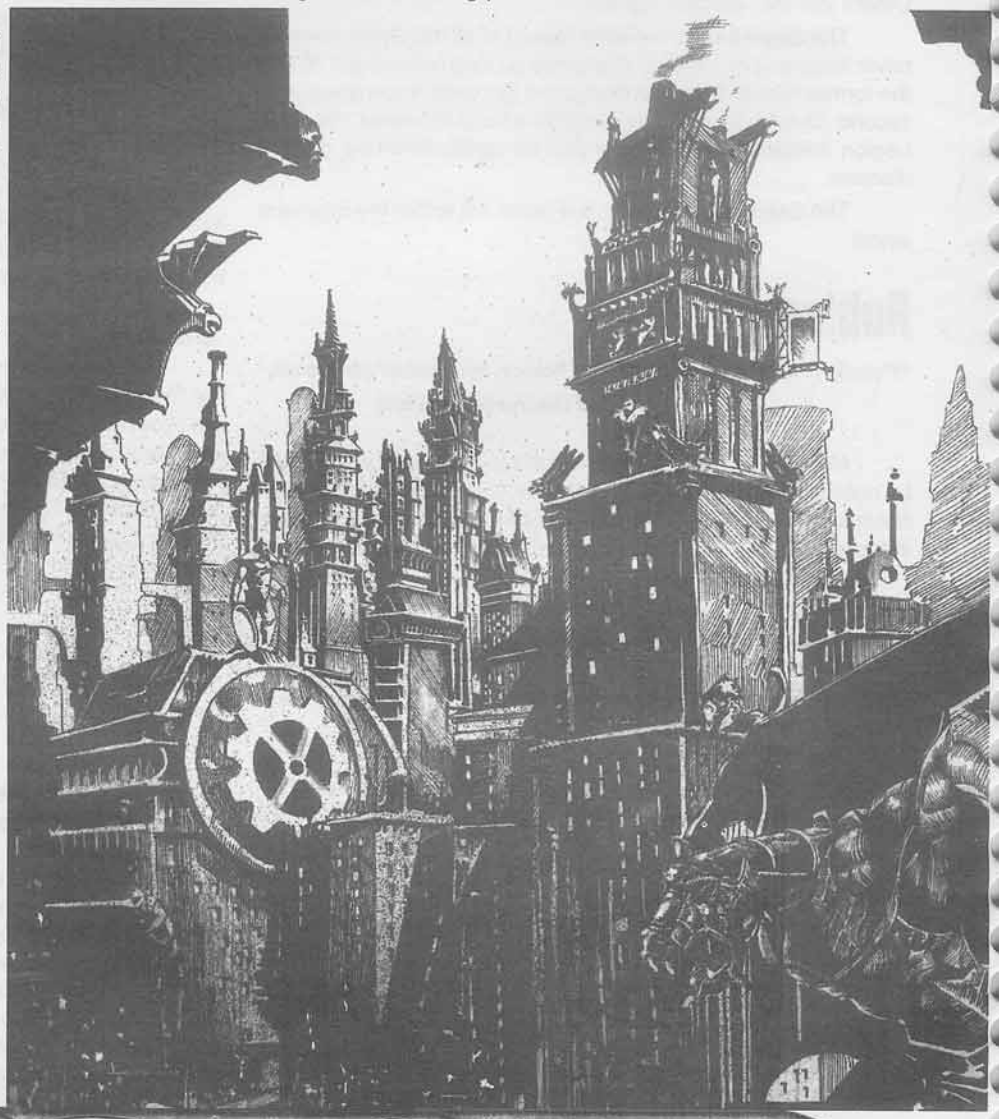
These commoners are the bedrock upon which the Megacorporation of Bauhaus rests. They know that they are among the most skilled artisans and laborers in the System, and are grateful to the Corporation for providing them with their skills and the opportunity to use them. They are proud to be one of the chosen people, toiling away to preserve all that is best in humanity. An unending barrage of propaganda from the Ministry of Truth sees that they remain that way. In wartime, they know that they will be conscripted to defend their homelands in the ranks of the Ducal Militia. If that happens, they welcome the opportunity to prove their loyalty to the Corporation that has done well by them.

The Thralls

In every Bauhaus mega-city, there are teeming millions who are not part of the Corporation, although they dwell in Bauhaus-built houses, eat Bauhaus-grown food, and ride to work on Bauhaus-operated transportation. They are the Thralls; the unskilled laborers who toil in the huge sweatshops and factories that every Corporation needs to maintain its economic power. They are not entrusted with management positions, and they are not part of the Reserves. In theory, they have no responsibility to the Corporation, and the Corporation has no responsibility to them. In practice, however, this is not quite true. It is impossible to live in an area controlled directly by a Megacorporation and not be swayed by its vast propaganda machine.

Every day, these people look upon Bauhaus billboards advertising Bauhaus products. They listen to Bauhaus radio programs and read Bauhaus newspapers. In a million subtle (and not so subtle) ways, the Megacorporation influences their thoughts and actions, leaving many with a surprising loyalty to Bauhaus.

In general, Bauhausers are fair employers. They pay good wages. The housing provided for the horde of casual laborers



is Bauhaus built and, consequently, of a better standard than most of the slum housing provided by other Megacorporations. The corporate security that patrols their area, keeps the streets safe and relatively crime free, and is notably free of the corruption which many areas are infamous for. In a startling contrast, the recent rise of the Anarchist movements has caused many riots and militant uprisings among the usually complacent Thralls.

Military

"It is difficult to hear the enemy surrender over the pounding of artillery fire."
~ Unknown Bauhaus Kommandant



Bauhaus' main strategy is to plan extensively before carefully beginning an endeavor and to never overextend itself with foolish risks and gambles. This is very evident in their military strategy, which is very methodical and tactically sound.

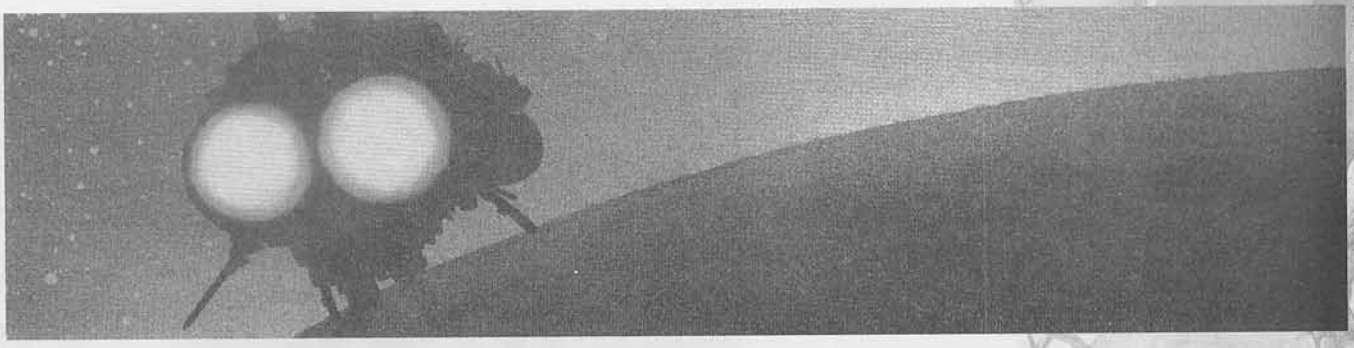
Before engaging in a Hostile Takeover another military action, Bauhaus prepares extensive research and reconnaissance of the target, creating a grand master plan with few contingencies. From there, all the proper paperwork is submitted to both the Cartel and the target Corporation before preparation for the upcoming battle is set underway. Depending upon which Noble Family the new target's acquisition will benefit, forces are picked and orders given.

In battle, Bauhaus' tactics can be boiled down to a simple idea: find the line, draw the line, and hold the line. During offensives, Homebuilder Squads move forward, supported by Bauhaus' varied and effective artillery, to a battlefield objective. Once there, they dig in and work to open the way for those artillery pieces to be moved forward and set up. At this point, the Bauhaus troops attempt to fortify their position, and force the opposition to make a mistake.

In defensive operations, the Homebuilders are at their best. Their siege engineers are the finest in the Solar System; Bauhaus defensive positions have a reputation for being near impregnable. The patience shown by Bauhaus military commanders is unmatched, and they will follow a battle-plan exactly, regardless of casualties or evolving situations. In many instances, this can be as much a problem, as it is an asset.

Once the enemy makes a mistake, Bauhaus Elite Squads, Mounted Hussars or Mobile Armor pounce in a lightning fast attack. These assaults often break the opposing forces and spell victory for the Bauhaus Corporation through its superior design and execution.

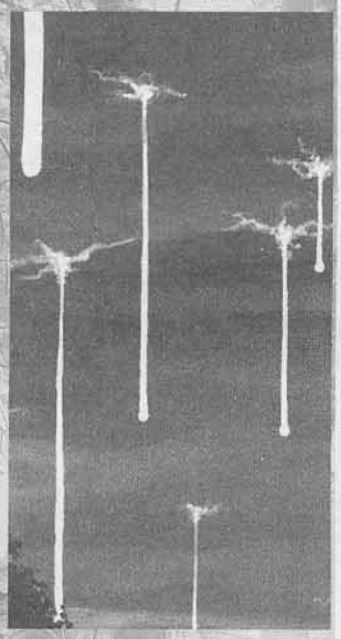
Bauhaus is famous for the superb training of its troops and the excellent equipment with which they are provided. What Bauhaus forces lack in numbers, they make up for in firepower, discipline, and sheer style. Like Capitol, Bauhaus favors Warzone Resolutions and any other type of large-scale, open ground warfare. They view guerrilla tactics to be below Bauhaus' standards and more suited to Imperial.



Organization

The Army has four main arms, which are trained to fight together, making the High Command very flexible in assigning troops necessary to ensure a Bauhaus victory. The favored military unit of the High Command is the Battle Group; a task force drawn from many armies, containing all the component units the High Command needs. Normally, a Battle Group takes its name from its commander. The forces are then divided into sub-groups.

Bauhaus military forces have a deserved reputation of being well armed and trained, compensating for a lack in firepower and numbers with extremely well disciplined and highly versatile troops. On the battlefield, Bauhaus troops hold formations and follow orders without hesitation. They are like a machine, each unit acting like a cog. Together, these cogs form a gear, which grinds the enemy into dust through a combination of efficiency and determination.



Especially talented soldiers may attend a military academy to become an NCO, but most of these are handpicked from the Nobility. All commissioned officers 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 are treated well, and cease-fires are usually respected while the wounded and dead from both sides are well treated.

The Homebuilders

The Homebuilder Squads of Bauhaus are famed for their training, equipment, and competence. Built from both Commoner and Noble families, the soldiers in the Homebuilder Units work together with typical Bauhaus precision. Family honor begets corporate honor, and victory on the battlefield ensures both.

The people of Bauhaus are cautious in nature, preferring to consolidate and fortify a position before making a quick, orchestrated attack. This pattern is prevalent in their military doctrine, where Bauhaus forces tend to create a strong defensive position where they wait for an enemy to make a mistake. And when the time is right, they strike quickly, making the most out of their enemy's newly exposed weakness.

The Elites

Along with Imperial, Bauhaus can boast having some of the best Special Forces in the System, lacking nothing in the way equipment, training, or support. They are composed of the best soldiers culled from the regular units. The most renowned of these are the Etoiles Mortants—the Dying Stars—which have been specially trained for attacking the Dark Legion and carry special equipment suited to the task, and the famed Venusian Rangers, whose name speaks for itself.

Support Units

Much of Bauhaus' military support comes in the form of artillery, and in this area, the Homebuilders shine. Many of the other Corporations fear Warzone Resolutions with Bauhaus because of the long range pounding that an open field conflict will bring. In the rare instances of non-Cartel regulated warfare, Bauhaus has been able to eradicate entire enemy armies, sometimes while the forces were still in their fortifications. It is this raw, churning power that is at the core of Bauhaus' military might and the majority of their competition's headaches.

External Relations

"There's Bauhaus, and there's everyone else."
-Duke Herman Richthausen

When describing Bauhaus's relationship with the other Corporations, it is important to distinguish between the official Bauhaus corporate line, which is necessary to do business; and the feelings of the vast majority of the people, which are influenced by the Ministry of Truth's extensive propaganda campaigns.

Capitol

Bauhaus views Capitol as an entire Megacorporation of gun-toting Commoners with more drive than sense. Both Megacorporations do a considerable amount of trade with one another, and while their social systems are completely opposite in nature, they share the same commitment to business.

The Ministry of Truth ensures that each Homebuilder has access to the latest crime statistics in Capitol territories. These contrast very unfavorably with the well-regulated Bauhaus domains, despite the recent upsurge of anarchism and rioting. The notion that Capitol is constantly on the verge of collapsing into anarchy keeps the Homebuilders from becoming envious of their less rigidly controlled rivals.

Mishima

Mishima and Bauhaus were allies until recently, when the forces of Mishima seized huge swathes of Venus while the Homebuilders were engaged in stopping the Dark Legion. To Bauhaus, this is unforgivable; the Elector Dukes regard these patterns of attack as a stab in the back and a blow against all of humanity. However, while the Dark Soul looms nearby, there is little Bauhaus can do to reclaim these lost lands.

The average Homebuilder believes Mishima consists of nothing more than a shifty mob of unskilled laborers and













peasants oppressed by a deadly, devious, and thoroughly unscrupulous warrior aristocracy. The Ministry of Truth presents the people of Mishima incapable of respect for human life and oblivious to normal standards of decency and honor.

Imperial

Bauhaus and Imperial are always in a state of war somewhere in the System, but it's a civilized state of war. Imperial and Bauhaus share similar codes of honor, and the formalities of conflict are observed. Prisoners are well treated, and regular exchanges of the captured occur. Both sides respect the other's military excellence and dedication to the cause of Humanity. It is simply a regrettable fact that Imperial's policy of unscrupulous armed conquest makes it necessary for the two Megacorporations to be enemies. Ironically, this doesn't stop the business side from making deals while their armed forces fight each other.

The average Homebuilder sees the people of Imperial as a greedy lot of piratical adventurers and mongrels that seize upon anything that falls their way. Conversely, they also know that, of all the Corporations, Imperial is closest to themselves in terms of structure and beliefs. The Ministry of Truth likes to portray Imperial as a lesser and inferior copy of Bauhaus.

Cybertronic

Like all the Corporations, Bauhaus has, in a relatively short span of time, come to rely on Cybertronic as a source of quality high-tech parts that it cannot manufacture itself. Bauhaus's commitment to quality makes access to these components vital. There is a real interdependence here, for Cybertronic needs the Homebuilders to remain at least neutral if they are to have any chance of survival. If Bauhaus chose to side with Imperial and the Brotherhood against Cybertronic, in all likelihood, the smallest Corporation's days would be numbered.

The issue of Cybertronic is one of the few areas where the Ministry of Truth is currently at odds with the Brotherhood. While the Brotherhood maintains that Cybertronic is the sixth manifestation of the Dark Soul, the Ministry of Truth chooses to downplay this perception. It prefers to portray Cybertronic as insignificant and no threat to the Homebuilders, calling for the Megacorporation to focus on fighting its proven enemies. As long as Cybertronic refrains from large-scale attacks on the Brotherhood or its domains, Bauhaus will continue to be neutral. This has been made clear to Cybertronic through official Cartel channels.

The Independents

Bauhaus' attitude of superiority and aristocratic elitism has lead to the Corporation having very little exposure with the Independents. It is at the very heart of the Homebuilders to build their own fortunes, companies, and futures; the thought of simply taking over another's life and work is against the Bauhaus people's very nature. However, it can happen, especially when Independents try to build on land, or take land, within the realm of a Bauhaus Noble. Since the right to own and operate a business is exclusive to the Nobility of Bauhaus, private businesses have no charter, and any non-Homebuilder that attempts to open an Independent venture will find it quickly absorbed by one of the Noble families. Bauhaus Nobles who fall out of favor and build their own Independent company can, if the situation is right, become part of the Corporation again by giving their empire over to Bauhaus.

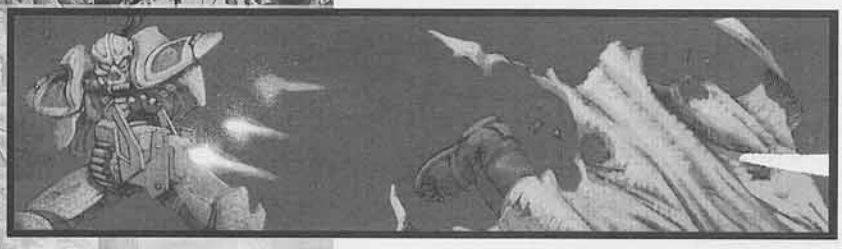
The Cartel

Bauhaus once had nothing but contempt for the Cartel. They saw it as a mere tool of Capitol and a place where corporate Diplomats and Lawyers could sharpen their craft. This changed after Mishima overtook a Bauhaus mining settlement, which escalated to a near full-scale war between the two giants. The Cartel investigated the incident, accumulated data, and decided in favor of Bauhaus, forcing Mishima to return the settlement to Bauhaus, in addition to imposing harsh reparations. Cartel litigators drew a substantial amount of money from Mishima's accounts, accounts once thought hidden from outsider's eyes, which was then distributed amongst the families of Bauhaus casualties.

Bauhaus was very impressed with the Cartel and its resolution after witnessing the thoroughness of their operations and the true extent of its power. Since Bauhaus places such high regard on honor, it has little trouble with the Cartel. To date, its only troubles centered about the Cartel's commandeering and quarantining of a large section of Venusian jungle. This land once belonged to House Matochek until the discovery of some odd ruins on the property. Since then, only Cartel Agents are allowed near the site, and all data collected from Matochek's discovery team "disappeared", along with the team itself.

The Brotherhood

Bauhaus is the most devout of all the Corporations. The Homebuilders and the devotees of the Cardinal have maintained a strong relationship that has lasted throughout the ages. For in the morning of the Brotherhood, it was Bauhaus which first stood beside Nathaniel. When called, they have even led the holy order, as the first four Cardinals that followed blessed



Nathaniel were from the honored home of Bauhaus.

To this day, the Ministry of Faith and the Ministry of Knowledge work closely with the Brotherhood ensuring that all citizens are indoctrinated in the one true faith. The Oath of Allegiance system means that the Brotherhood trusts the rulers of Bauhaus more than those of any other Corporation. Even the most cynical Inquisitor can see that most of the Homebuilders are genuine believers.

The only crack in this facade is Cybertronic. The Brotherhood would like Bauhaus to move against these Heretics swiftly. The Elector Dukes have so far, quite truthfully, been able to point out that most of their resources are tied up fighting the Dark Legion. Still, they realize that the day will come when this conflict will have to be resolved. When that happens, the Elector Dukes will side with the Brotherhood as they have always done.

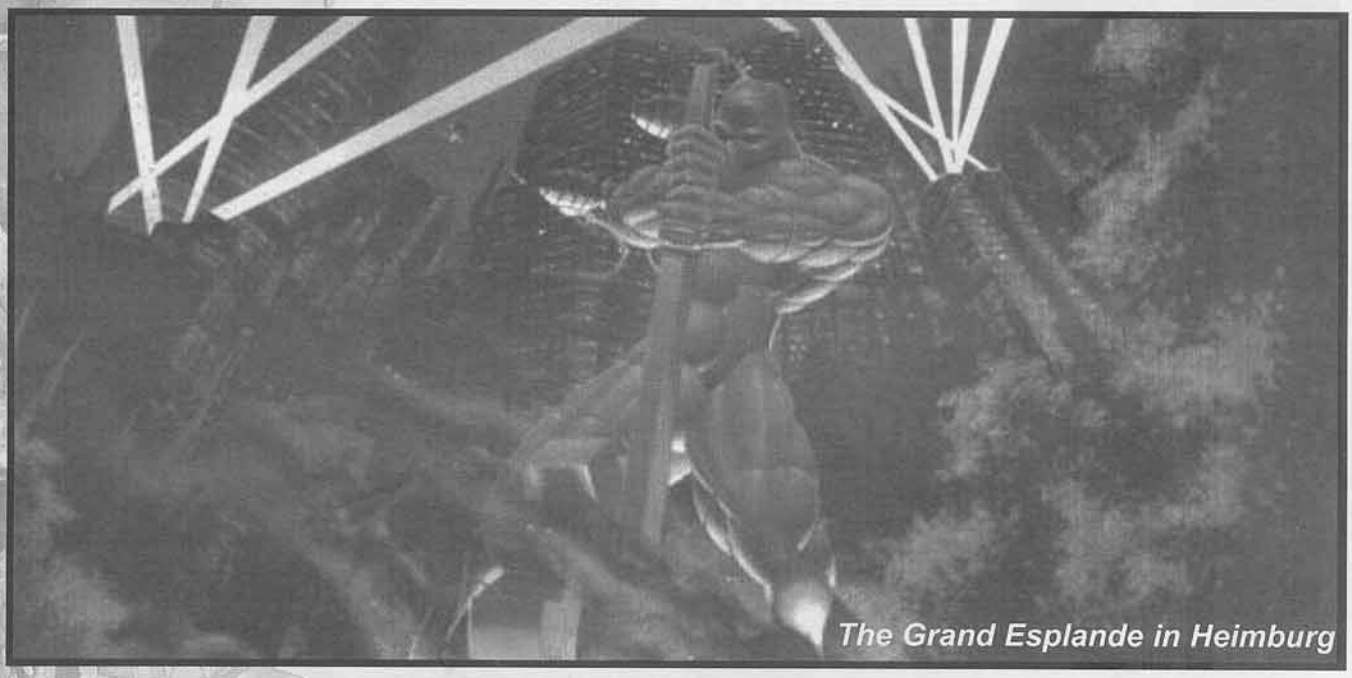
The Dark Legion



The Homebuilders hate the Dark Legion, with the burning hatred that only true horror can inspire. Because of their military service, many Homebuilders have seen the works of the Dark Legion in person, and they have no illusions about the true nature of the Dark Apostles' minions. The presence of the Dark Legion on Venus has warped Bauhaus society; it has strengthened the Ministry of Light, resulting in constant witch-hunts for mutants and Heretics. No one really knows the true might of the Dark Legion, and fear that the worst is yet to come.

Bauhaus has truly suffered the greatest at the hands of the Dark Legion. It has lost more land, power, and money to the cause than any other Megacorporation. The Elector Dukes believe that if it were not for the Dark Legion, Bauhaus would be the pre-eminent Megacorporation in the universe.

And yet, though no Homebuilder would admit it, the war against the Dark has born an unusual benefit. The other Megacorporations can see that Bauhaus is locked in a death struggle with the Darkness. Each Corporation knows that Bauhaus is the least likely of all the Corporations to threaten them, and they do not feel as threatened as they otherwise might by the incredible power that the Elector Dukes wield. In the past, the other Corporations have allied to prevent Bauhaus gaining ascendancy. While the Dark Legion is present, this is likely to never happen again. Instead, Corporations like Imperial and Mishima take advantage of the Homebuilders' military commitment to snatch lands and production centers, whenever the opportunity arises.



The Grand Esplande in Heimburg

The Climatic Zones of Venus

The Circles of Ice

The Circles of Ice are the two ice-crusted poles of Venus, where unprotected people would die in minutes due to the extreme cold. While there is little in the way of plant life in this inhospitable climate, there are several species of creature that have evolved here that even the Bauhaus Militia fear. Huge pipelines run oil down to the warmer lands, and prospectors seek gold, minerals and fuel in cities such as **Kalingrad** and **Novakursk**. At each pole once stood a great ebony obelisk, two hundred feet high, bearing the Bauhaus cogwheel, as testaments that the Bauhaus Homebuilders were the first to explore these lands. Sadly, the Nepharite Molok has erected his Citadel at the North Pole, and the obelisk there was removed when Bauhaus withdrew. In its place there now is a huge cog wheel effigy held in the claw of the huge statue of Molok that was erected at the gates of his newly won fortress.

While Bauhaus has not lost control of the southern pole, it hotly contested the northern loss. The Nepharite Dinawaz launched a bloody assault in the southern Ice Fortress which failed to achieve any of the success of Molok. Had the fiend coordinated its attack with Molok's instead of waiting for months after it was over this pole may too have been a Dark Legion bastion. As it stands, the fortress **Badansk** has the severed head of Dinawaz mounted on a pole high above the city.

The Rings of Winter

These are cold, bitter lands of sub-arctic tundra and icy seas stretching from the Circles of Ice to the temperate Rings of Strife. These lands are bleak and infertile, with only the toughest and scrubbiest of pines surviving through the long cold winters. There are numerous Imperial mining colonies, remote Cybertronic research stations and Dark Legion Citadels in the north and south Rings of Winter respectively.

The **Citadel of Astartha** - the largest known monastery of Ilian on the human worlds - is located here, and many Heretics have been seen making pilgrimages here, despite Bauhaus attempts to monitor potential routes to get there. In spite of the best efforts of the Dire Makers, a templar order installed for the sole purpose of ceasing Heretic pilgrimages to Astartha, the heretics keep coming.

The harsh gulags of the Ministry of Fear are also located in these foreboding Rings. Of special note is the **MacGuire Crater**, a large crater in the Southern Ring of Winter, in the middle of which are hot springs and geysers, warm enough to give the interior of the crater its own self-sustaining micro-climate, and a hospitable environment for one of Imperial's major footholds on the planet.

The Rings of Strife

These are the lush temperate zones of pleasant land, warm seas and the most fought-over portion of the planet. They hold many Bauhaus estates, the Capitol-controlled Graveton Archipelago, and most of the Mishiman provinces on Venus, plus a dozen small Imperial cities. There also happen to be more than a dozen Dark Legion citadels here. The mightiest of these is the Citadel of Balsagoth at **Korragador**, a former Capitolian fortress on a small island off the coast near **Port Mac Arthur**. Within his Citadel, Balsagoth breeds gigantic sea creatures, which he then releases into the ocean to terrorize shipping and harass port cities along the ring.

Heimburg is the center of Bauhaus power on Venus, a sprawling megacity with an uncountable population. It is located in the lush forests of the Northern Ring of Strife.

The Ring of Fire

This is the giant equatorial zone, a place of steaming jungles, constant volcanic eruption, and turbulent seas. It is the last great frontier on Venus, and many of the newly created noble families have sought to stake claims for their homesteads here, while the other Megacorporations have set up a few colonies here as well. There are also over a dozen known Citadels of the Dark Legion, and possibly many more under the cover of the jungles in this ring. This is also the place where the Lost Cities of the Ancients might be found, abandoned by humanity during the Age of Catastrophe. On the southern edge of the Ring of Fire, close to the tenth parallel, is the large Mishiman city of **Quan-to**, the capitol of Lord Heir Maru. The Ring of Fire is also home to the enormous **Citadel of Alakhai**, the Scourge of Venus, possibly the most powerful enemy of humanity short of the Dark Apostles themselves.

Volksburg is another Charter City, built along the southern edge of the Ring of Fire, and close to the Citadel of Alakhai. It is one of the most heavily fortified cities of humanity. The Brotherhood's Venusian Cathedral is built here as well, serving as both inspiration to the embattled defenders of the city and warning against the foes of humanity.

Overall, Venus is the centre of the Bauhaus domains and the seat of Bauhaus power. This was the world first colonized by the Homebuilders, who carved their magnificent Estates from its jungles and plains. It is a rich world, overflowing with life, from its deadly jungles to its monster-filled oceans. Across the Venusian surface, even under the waters of its warm seas, are found the great megacities of the corporation and the bases of its mighty armies. Bauhaus zeppelins and Aerial Dreadnoughts prow through the skies just as its enormous, smoke-belching battle cruisers furrow the seas. Though other Megacorporations have left their mark on Venus, it is Bauhaus which truly rules this world.



Hold the Line

The walls of the bunker shook with the last blast, prompting Koch to momentarily look up from his cards before focusing on his hand again. The four of skulls belonged there, he thought as he moved the card, placing it below the five of swords. Keep thinking about the cards. Don't think about what's happening outside.

"Where are the Grizzlies? Why don't they send reinforcements?" Kaptain Weiss' voice almost sounded broken. Koch shifted his gaze to the smooth-featured young Nobleman, almost unable to conceal his contempt. He admitted to himself that he hated the officer, hated the privileges that granted Weiss his rank when so many better soldiers had to serve under him. Weiss saw something of what Koch thought in the man's eyes.

"You don't like me, do you Koch?" asked the young, clean-shaven officer.

"No, Kaptain. I do not," answered the older, grizzled Sergeant. The answer took Weiss aback, who was not used to such insolence from the lower class. He told Koch so.

"A humble report Kaptain, not insolence," said Koch as he turned over the next card in his deck, a Jack–useless. "You have asked me a question and I have answered truthfully."

Weiss glared at the burly Militiaman and gave his attention back to the Teletype machine. Koch wondered why he had decided to upset his superior. Reaching into the waterproof compartment of his left shoulder-pad, Koch removed a faded photograph that was ragged at the edges. He stared at the image of his wife and children, dead two years now after an Imperial Raid on his home-settlement, and sobering knew that no one would remember him when he fell. For Weiss, there would be an expensive funeral service in Volksburg Cathedral and a hand-painted portrait hanging in the House Weiss Estate. People would speak of the young Nobleman as a brave officer and a fine citizen while Koch would merely be another name added to Bauhaus' list of casualties, a deficit recorded by the accountants who determine the Corporation's current assets. Koch snorted in contempt, thinking of the commendations that Weiss had already won; awards which hung from the Kaptain's armor.

No one realized that it was not the officers who won battles but rather the soldiers. Nobles merely receive the credit while the Thralls bury the dead. "The Noble's name adorns the Battlegroup while the Commoner's name adorns the tombstone." That was a saying amongst the Common-born soldiers of the Militia, who often held the front while the Noble officers directed from the safety of the rear.

"Weiss was brave enough when there was glory to be had," thought Koch, "now let's see him stand fast in the face of death." Koch understood why they were not sending in any reinforcements.

Weiss almost jumped as the Teletype chattered, barely letting it finish before tearing the sheet from the machine. The Kaptain paled as he read the words, his blue eyes repeatedly scanning the document before shoving it in front of Koch's face and scattering his cards.

"What now, Sergeant?" asked Weiss in a shaky voice.

"Now…we die." answered Koch, as he grabbed his AG17 from its moorings and placed his helmet upon his head. He took a moment to look at the picture in his lap, deciding not to bother taking it with him. The Sergeant stood, letting the photograph fall to the dusty ground before directing his Squad to man the parapet.

Turning, Koch looked Weiss in the eyes; "Coming, Kaptain?" The young Noble grimly drew his saber and followed the older Commoner, dropping the message from High Command. It rested beside the photograph, the message visible to all.

Hold the Line.

The Bauhaus Ministry of War

Organization and Buying Criteria

The Bauhaus Megacorporation is renowned for the superior craftsmanship of its equipment and the abilities and dedication of its staunch soldiers. When playing a Bauhaus force, a player must decide if they will be playing a general Homebuilder force serving the Bauhaus military or one of the forces unique to the Duke Electors of Bauhaus' ruling council.

The Homebuilder Protectorate

Players fielding a Homebuilder force may select only from the Homebuilder and Support lists. Homebuilder Forces do not draw on outside Advisors and Consultants.

Duke Elector Forces

Players wishing to field a Duke Elector force must first select a Duke Elector as their patron. They may then select freely from the Homebuilder list, the Duke Elector's list, and the Support list. Additionally troops may be selected from another Duke Elector's list, but a squad taken in that manner will count as a support unit.

Normal buying criteria applies to the above choices. A player must have two infantry units for each support unit, and one infantry unit for each elite. As normal, a player must have one squad per individual taken.



Homebuilders

Ducal Militia
Hussars
Dragoons
Ministry of Justice Legates
Pauldron Hussars
Recitors

Individuals

- Ministry Executioner
- Hussar Kaptain
- Dragoon Kaptain
- Kommandant
- Major Max Steiner
- Major Valerie Duval

Support Units

Ducal Mounted HMG Team
Hussar Mortar Team
Strike Skimmer
GT Offroad

Consultant/Advisor Restrictions

Does not use Inheritor Tribes



Bernheim

Mounted Hussars
Jungle Kommandos
Strike Kommandos

Individuals

- Mounted Hussar Kaptain
- Jungle Kommando Kaptain
- Johan Emigholtz

Consultant/Advisor Restrictions

Does not use Inheritor Tribes



Richthausen

Blitzers
Jaegers
Vulkans

Individuals

- Blitzer Kaptain
- Jaeger Kaptain
- Henrick Wolf

Consultant/Advisor Restrictions

Does not use Inheritor Tribes



Sagielli

Venusian Rangers
Etoiles Mortant
HMG-85T

Individuals

- Venusian Ranger Kaptain
- Etoiles Mortant Kaptain
- Venusian Marshal

Consultant/Advisor Restrictions

Does not use Dark Eden Forces
May take Brotherhood Dedicated
(no named personalities)



Romanov

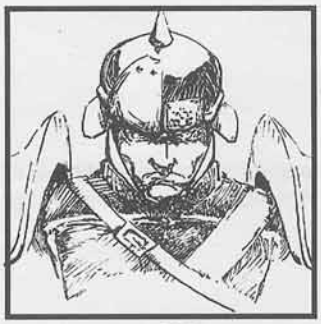
Romanov Blitzer
Wolfhead Dragoons
Viktors

Individuals

- Wolfhead Dragoon Kaptain
- Konrad von Juntz

Consultant/Advisor Restrictions

Does not use Inheritor Tribes







Ducal Militia



Ducal Militia





The Homebuilder Protectorate

Ducal Militia

The Ducal Militia regiments represent the core of the Bauhaus military Battle groups. Every Bauhaus Citizen is required to serve in the military for the first four years upon graduation from their respective academic or trade schools. It is this period of conditioning and training in the aspects of warfare that is considered to be the path to adulthood amongst Bauhaus Society. Militia conscripts spend their service time split between the apprenticeships of their chosen career and the city Garrisons across Bauhaus-controlled space.

The Militia falls under the command of local Nobles and is on hand whenever any of the four Duke Electors has need for them. Despite being the lowest echelon of the social order, Militiamen receive sound training in combat techniques and are outfitted with the superior equipment of the Bauhaus Corporation. This training, combined with the Bauhaus rigid sense of duty and loyalty, makes the Ducal Militia a force to be reckoned with.

Ducal Militia

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	9	3	1	4	4	18	2	16

Equipment: AG-17 Panzerknacker Assault Rifle.

Weapon Stats:

AG-17 Panzerknacker Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-2	-	11	See Chart

Ducal Militia Sgt.

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	10	3	1	4	4	18	2	19

Equipment: AG-17 Panzerknacker Assault Rifle.

Special Abilities: Tactical Sense.

Weapon Stats:

AG-17 Panzerknacker Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-2	-	11	See Chart

Ducal Militia HMG Specialist

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	9	3	1	4	4	18	2	26

Equipment: MG-80 Heavy Machine Gun, HG-12 Pistol.

Weapon Stats:

MG-80 Heavy Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	3 (x3)	1 (x2)	0	-	-	14	-

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-

Ducal Militia GL Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	9	3	1	4	4	18	2	30

Equipment: GL-405 Grenade Launcher, HG-12 Pistol.

Weapon Stats:

GL-405 Grenade Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-1	-3	-	-	8	See Chart

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-

Ducal Militia Medic

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	9	3	1	4	4	18	2	29

Equipment: AG-17 Panzerknacker Assault Rifle.

Special Abilities: Medic: 4.

Weapon Stats:

AG-17 Panzerknacker Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-2	-	11	See Chart

Ducal Militia RL Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	9	3	1	4	4	18	2	33

Equipment: ARG-17 Rocket Launcher, HG-12 Pistol.

Weapon Stats:

ARG-17 Rocket Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-3	-4	-5	-	13 (x3)	See Chart

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-

Hussars

Those families with a Patent of Nobility have the right to enlist their sons and daughters into the regiments of the Hussars. Unlike the Commoners who make up the ranks of the Militia, those who enter the Hussar Regiments are full-time soldiers, the warrior elite of Bauhaus society. For most, a full decade of their lives is dedicated to the service of their Dukes, who in turn will ensure that those who survive will enjoy the remainder of their days amongst the Aristocracy.

Hussars receive a high level of training during their tenure, often rivaling the other Corporation's Special Forces, and are outfitted with some of the best equipment available. The versatility, reliability and efficiency of the Hussar regiments makes them one of the best fighting grunt forces in the Solar System and is one of the main reasons for Bauhaus' continued supremacy in the Warzones.

Hussars

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	10	3	1	4	3	19	2	18

Equipment: AG-17 Panzerknacker Assault Rifle.

Special Abilities: Survival Training: 2.

Weapon Stats:

AG-17 Panzerknacker Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-2	-	11	See Chart

Hussar Sgt.

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	11	3	1	4	3	19	2	26

Equipment: HG-14 Hagulsturm Shotgun, MP-105 Machine Pistol.

Special Abilities: Survival Training: 2, Tactical Sense.

Weapon Stats:

HG-14 Hagulsturm Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	8	See Chart

MP-105 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	9	-

Hussar HMG Specialist

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	4	9	3	1	4	3	19	2	28

Equipment: MG-80 Heavy Machine Gun, HG-12 Pistol.

Special Abilities: Survival Training: 2.

Weapon Stats:

MG-80 Heavy Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	3 (x3)	1 (x2)	0	-	-	14	-

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-

Hussar FT Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	4	9	3	1	4	3	19	2	35

Equipment: Gehenna Puker Flamethrower, HG-12 Pistol.

Special Abilities: Survival Training: 2.

Weapon Stats:

Gehenna Puker Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-

Hussar Medic

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	4	9	3	1	4	3	19	2	34

Equipment: AG-17 Panzerknacker Assault Rifle.

Special Abilities: Medic: 5, Survival Training: 2.

Weapon Stats:

AG-17 Panzerknacker Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-2	-	11	See Chart

Hussar Forward Observer

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	10	3	1	4	3	19	2	28

Equipment: AG-17 Panzerknacker Assault Rifle.

Special Abilities: Forward Observer, Survival Training: 2.

Weapon Stats:

AG-17 Panzerknacker Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-2	-	11	See Chart

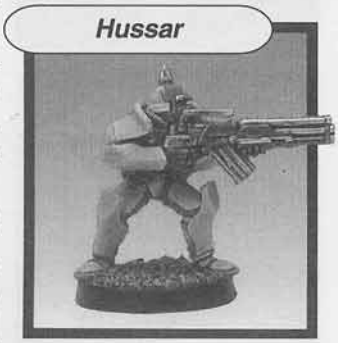


Dragoons

The Dragoons of Bauhaus are a vital component of any Battle group. They are veteran soldiers whose nerves have been steeled by numerous tours in the Warzones with the Hussar Regiments. Heavily armored and unflagging in their resolve, the troopers who make up Dragoon Units are adept in fortifying and defending a position. Once dug in, Dragoons are incredibly difficult to dislodge and any offensive mounted against them are often repelled with terrible losses to the aggressor. This has earned the Dragoons a reputation amongst the Corporations as Bauhaus' "Steel Curtain", a reputation furthered by the Dragoon's expertise with heavy weapons, which they use with deadly efficiency to deny the opposing army an easy assault.

It is a considerable honor to serve in the Dragoons since they are lauded as Bauhaus' heroes, even more so than the Elite Special Forces, since it is the Dragoons that hold the enemy at bay. In a society where strength and reliability are highly respected, it is no wonder that many soldiers seek a commission within the Dragoon ranks.







Dragoons

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	11	3	1	4	3	20	2	20

Equipment: AG-17 Panzerknacker Assault Rifle.

Special Abilities: Resolve: 2.

Weapon Stats:

AG-17 Panzerknacker Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-2	-	11	See Chart

Dragoon Sgt.

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	12	3	1	4	3	20	2	23

Equipment: AG-17 Panzerknacker Assault Rifle with GW-170 UBGL.

Special Abilities: Resolve: 2, Tactical Sense.

Weapon Stats:

AG-17 Panzerknacker Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-2	-	11	See Chart

GW-170 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart





Dragoon GL Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	11	3	1	4	3	20	2	33

Equipment: GL-405 Grenade Launcher, HG-12 Pistol.

Special Abilities: Resolve: 2.

Weapon Stats:

GL-405 Grenade Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-1	-3	-	-	8	See Chart

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-



Dragoon RL Specialist

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	11	3	1	4	3	20	2	36

Equipment: ARG-17 Rocket Launcher, HG-12 Pistol.

Special Abilities: Resolve: 2.

Weapon Stats:

ARG-17 Rocket Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-3	-4	-5	-	13 (x3)	See Chart

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-



Dragoon Sniper

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	11	4	11	3	1	4	3	20	2	35

Equipment: PSG-99 Sniper Rifle, HG-12 Pistol.

Special Abilities: Form Fireteam, Resolve: 2, Sniper.

Weapon Stats:

PSG-99 Sniper Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-5	-3	-1	0	1	2	14	-

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	- (x1)	9	-



Dragoon Forward Observer

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	11	3	1	4	3	20	2	30

Equipment: AG-17 Panzerknacker Assault Rifle.

Special Abilities: Forward Observer, Resolve: 2.

Weapon Stats:

AG-17 Panzerknacker Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-2	-	11	See Chart



Legation of the Ministry of Justice

The Ministry of Justice is the organization within the Bauhaus Corporation that is in charge of administering justice and enforcing Corporate Law both on and off of the battlefield. They ensure that all threats to the Corporation, from Malcontent Criminals to Heretics and even weak willed soldiers and officers within the Corporate Military, are cut from the good people of Bauhaus like a tumor. Members of House Saglielli with their usual zeal occupy fully one third of this ministry.

One of the most notorious manifestations of the Ministry of Justice is the Legate Units, often lead by an Executioner. These squads of fanatical soldiers are trained for urban pacification and the quelling of unrest.

The Legation is found serving provincial governors throughout Bauhaus controlled territories. It is the threat of a Legate presence that serves to undermine the fires of unrest that may develop in Bauhaus controlled territories from Bauhaus and non-Bauhaus citizens. It is widely known that the Legates have mastered a technique of firing their shotguns in a method that while incapacitating, may not be lethal. Survivors always end up consigned to one of the infamous Gulags located on the fringes of Bauhaus territory, there to undergo experimentation and cruel labor.

Ministry of Justice Legates

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	7	4	12	3	1	6	3	20	2	22

Equipment: HG-14 Hagulsturm Shotgun, Truthbringer Axe.

Special Abilities: Ferocity.

Weapon Stats:

HG-14 Hagulsturm Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	8	See Chart

Truthbringer Axe *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Ministry FT Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	7	4	12	3	1	6	3	20	2	36

Equipment: Gehenna Puker Flamethrower, Truthbringer Axe.

Special Abilities: Ferocity.

Weapon Stats:

Gehenna Puker Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

Truthbringer Axe *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Ministry Grenadier Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	7	4	12	3	1	6	3	20	2	29

Equipment: HG-14 Hagulsturm Shotgun, Truthbringer Axe, AP-Grenades.

Special Abilities: Ferocity.

Weapon Stats:

HG-14 Hagulsturm Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	8	See Chart

Truthbringer Axe *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

AP-Grenades *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-2	-3	-	-	-	8	See Chart

The Order of the Pauldron

Bauhaus is famous for its special military orders and awards. Ceremonies that recognize the exceptional skill or bravery of the Bauhaus military seem to occur almost monthly. The Order of the Pauldron Hussars is one of the more recognized of these honored units.

This order was created by the Bauhaus High Command to recognize and reward those Hussars who have, by virtue of battlefield service, performed exceptional acts of savage heroism to the betterment of the Megacorporation. Promoted from the Hussars, the Pauldron Hussars receive extensive additional training to best harness their mendacity and savagery. Members of the Order can be recognized by the chrome steel shoulder pads worn often on their left shoulders, for which they earn their name.

The Pauldron Hussars are the guerilla troopers of Bauhaus, sent in to hary the enemy with their brutal tactics while the main forces maneuver into position. Well armored, these soldiers are famous for their jungle warfare abilities.

Pauldron Hussars

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	12	3	1	4	3	21	2	24

Equipment: AG-17 Panzerknacker Assault Rifle, Bladed Bayonet.

Special Abilities: Guerilla Training.

Weapon Stats:

AG-17 Panzerknacker Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-2	-	11	See Chart

Pauldron Hussar Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	4	13	3	1	4	3	21	2	26

Equipment: HG-14 Hagulsturm Shotgun with GW-170 UBGL.

Special Abilities: Guerilla Training, Tactical Sense.

Weapon Stats:

HG-14 Hagulsturm Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	8	See Chart

GW-170 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

Pauldron Hussar HMG Specialist

Elite squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	12	3	1	4	3	21	2	32

Equipment: MG-80 Heavy Machine Gun, HG-12 Pistol.

Special Abilities: Guerilla Training.

Weapon Stats:

MG-80 Heavy Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	3 (x3)	1 (x2)	0	-	-	14	-

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-

Pauldron Hussar Medic

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	12	3	1	4	3	21	2	38

Equipment: HG-14 Hagulsturm Shotgun.

Special Abilities: Guerilla Training, Medic: 5.

Weapon Stats:

HG-14 Hagulsturm Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	8	See Chart

Pauldron Hussar Tank Hunter

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	12	3	2	5	3	21	2	41

Equipment: CA-138 Deathlockdrum Autocannon, HG-12 Pistol.

Special Abilities: Form Fireteam, Guerilla Training, Tactical Sense.

Weapon Stats:

CA-138 Deathlockdrum Autocannon *(ballistic, concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-5	0	-1	-3	-	-	10 (x2)	See Chart

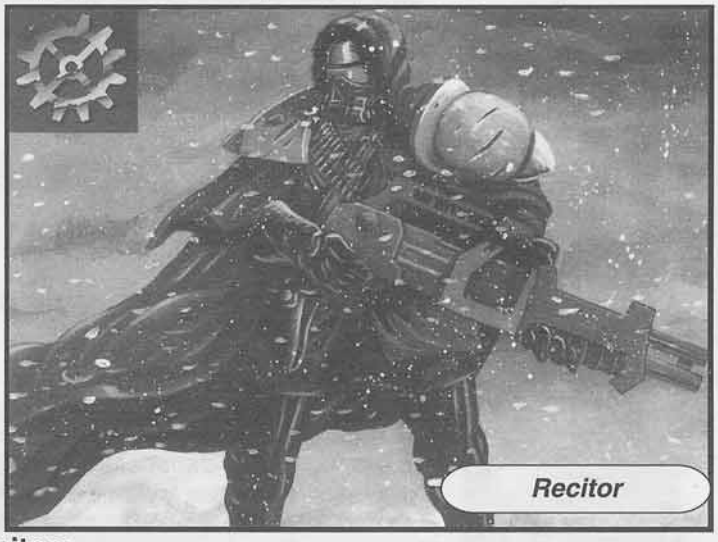
HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-





Pauldron Hussar



Recitor

Recitors

The Recitors are specially trained Homebuilder units drawn from soldiers who have lost their family, a fate that most Homebuilders find unthinkable. In an attempt to address this tragedy, these soldiers are given a new family, the Recitors. This designation serves them well as they function without an appointed commander or other authority figure. They answer only to the Corporation and are generally precursors to an Invasion or Hostile Takeover.

Because of their ability at ambushing and their hardy survival training, Recitors are found in some of the most inhospitable climates around. Other than Dark Eden, Recitor Squads have been reported on Mars' polar caps, the North Pole of Venus, in the Asteroid Belt, and on Ganymede.



Pauldron Hussar





Because of their extensive if not secretive deployment on Dark Eden, the Recitors have superb relations amid two of the Oberst Courts of the Sons of Rasputin. In point of fact, their service to the Obersts in a classified mission has given Bauhaus a Debt of Obligation from these Obersts. One of the ways they fulfill that debt is to permit the Recitors to conscript Shock Soldat troopers into their squads.

Recitors

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	4	12	3	1	4	3	21	2	24

Equipment: HG-14 Hagulsturm Shotgun.

Special Abilities: Ambush, Survival Training: 3.

Weapon Stats:

HG-14 Hagulsturm Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	8	See Chart

Shock Soldat Conscript



Shock Soldat Conscript

Elite squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	11	3	1	5	3	20	2	38

Equipment: CSS-100 Chemical Sprayer.

Special Abilities: Ambush, Resolve: 3, Survival Training: 3.

Weapon Stats:

CSS-100 Chemical Sprayer *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	-	-	-	-	-	9	See Chart







INDIVIDUALS

Executioners

Executioners are the internal guardians of the Bauhaus Megacorporation. Completely incorruptible and fanatically loyal to the Corporation, these men and women make it their life's work to cleanse Bauhaus from all Heresy and Corruption. They have tremendous leeway to investigate anyone, commoner or noble, and to execute those they find guilty.

Often, Executioners are assigned military duties as enforcers of morale and act as watchdogs for the High Command. Their appearance within a Battle group brings with it both confidence and fear, for they will ensure that positions will be held on the battlefield, no matter the cost.

An Executioner has the authority to kill any Bauhaus soldier who fails to follow the orders of the High Command, since such cowards are obviously guilty of insubordination or desertion; or they are pawns of the Darkness who seek to subvert the plans of Bauhaus. They are fierce fighters in combat, without an ounce of pity, mercy or remorse. To the Executioners, anyone who stands in the way of Bauhaus stands in the way of the Light, and will eventually corrode the foundations of Law and Justice that Bauhaus is built upon if they are allowed to remain. No doubt because of this philosophy, Executioners seek out enemy officers, since it is they who lead such affronts, and can be seen hacking their way deep into enemy held positions to find these criminals.

An Executioner is a frightening sight, with light glinting off of the Axe of Judgment and their silvered skull visage visible under a hooded black cloak casting an ominous pall upon the battlefield. Their Axe of Judgment is crafted for them by the Brotherhood's Blessed Engineers to help them combat the powers of the Dark Legion and is as much a symbol of their Brotherhood sanction as it is a formidable weapon. Many a soldier compares an Executioner to the specter of Death, and in many ways they are right, for someone will certainly die by the Executioner's hand when they appear on the battlefield.

Accompanying an Executioner are their chosen bodyguards; men or women physically powerful, fast and completely loyal to both the Executioner and their Corporation. Many a Bodyguard is chosen from the Commoners and the rewards for their good service are extensive.

Executioners are the designated leaders of the Legation.

Ministry Executioner

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
13	9	8	14	3	2	6	3	20	2	38

Equipment: Axe of Judgment, Environment Suit, P-60 Punisher Handgun.

Special Abilities: Dire Rating: 2, Division Commander, Ferocity, Resolve: 3.

Weapon Stats:

Axe of Judgment *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

Ministry Bodyguard

Elite trooper, required 1-2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	6	10	3	1	4	3	19	2	19

Equipment: P-60 Punisher Handgun.

Special Abilities: Bodyguard, Resolve: 3.

Weapon Stats:

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

Hussar Kaptain

Raised from birth to rule, Nobles must first earn their place amongst the higher echelon of Bauhaus society by performing their duty in the corporate military. Those from a great Noble family are automatically enrolled in the Bauhaus Officer Korp to receive the skills necessary to lead men to success. It is here in the Academy that the potential officer learns to use their sabers and their troops as efficient weapons, tools with which to cut through the defenses of their enemy. Upon completion, a noble is granted the initial rank of Kaptain in the Hussars and sent out into the field to command troops with honor and excellence.

On the battlefield, Hussar Kaptains earn the respect due to them by leading their troops with tactical insight and courageous honor. Many a Hussar Kaptain can be seen on the front line, engaging the enemy in close with their family's dueling saber in hand. It is this kind of leadership that personifies the Bauhaus military philosophy of duty and honor, ensuring the Kaptain a place in the ruling class at the sunset of his military career.

Hussar Kaptain

Individual squad linked officer, limit one per Hussar squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	12	3	2	4	3	20	2	37

Equipment: AG-17 Panzerknacker Assault Rifle, Dueling Saber, MP-105 Machine Pistol.

Special Abilities: Survival Training: 2, Tactical Sense, Unit Commander.

Weapon Stats:

AG-17 Panzerknacker Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-2	-	11	See Chart

Dueling Saber *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

MP-105 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	9	-

Dragoon Kaptain

Those officers who join the Dragoons begin their career being considered "resistant". After a few tours of duty, Dragoon Kaptains hone this trait to almost "intractable". They find a position in the field, dig in and fortify it against enemy assault. A Dragoon Kaptain will hold this position until ordered otherwise and even then with reluctance. This character trait might be considered a flaw in other corporate military units, but it is a pre-requisite in the Dragoons. It allows the High Command to plan a battle with utmost confidence that the Dragoon Kaptains will not falter in the face of the enemy.

Each Dragoon Kaptain goes through full training as a Field Engineer to facilitate their knowledge of defensive perimeters, battlefield obstructions, and wartime construction. This allows a Dragoon Kaptain to better fortify the line that he and his men have fought so hard to gain.

Dragoon Kaptain

Individual squad linked officer, limit one per Dragoon squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	5	12	3	2	4	3	20	2	42

Equipment: Bergdahl Stonecleaver Light Machine Gun, HG-12 Pistol.

Special Abilities: Resolve: 2, Tactical Sense, Unit Commander.

Weapon Stats:

Bergdahl Stonecleaver Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	1	-	-	11	-

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-

Kommandant

The rank of Kommandant is rooted in blood. It is a position only available to those born of Noble blood, and is the goal of every Kaptain fresh out of the Academy. Though as many Kaptains soon learn, blood is how the rank of Kommandant is actually earned, through the blood of the enemy and the blood of the Bauhaus troops assigned to them. Blood that is shed during countless battles across the Warzones of the Solar System as the Kaptain gains both experience and rank.

Kommandants are the leaders of a Battle group, lending both their name and their reputation to the endeavor. It is the Kommandant's responsibility to achieve victory, no matter the cost, for the Corporation. They succeed because they were born to, bred to. It is in their blood.

On the battlefield, a Kommandant can often be found along the rear, coordinating tactics with the infantry and instructing the artillery Batteries as to where to unleash hell. Kommandants have not lost their martial prowess though, and is not afraid to meet the enemy blade-to-blade. They are like anything else produced by Bauhaus, versatile and reliable.

Kommandant

Individual Force Commander, limit one per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	10	5	13	3	2	5	3	21	2	41

Equipment: Dueling Saber, Environment Suit, PC-606 Hellstorm SMG.

Special Abilities: Force Commander, Resolve: 3, Tactical Sense.

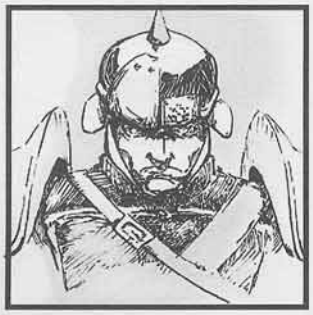
Weapon Stats:

Dueling Saber *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

PC-606 Hellstorm SMG *(ballistic, concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	0.5 (x2)	0 (x2)	-1	-	-	10	See Chart













Major Max Steiner

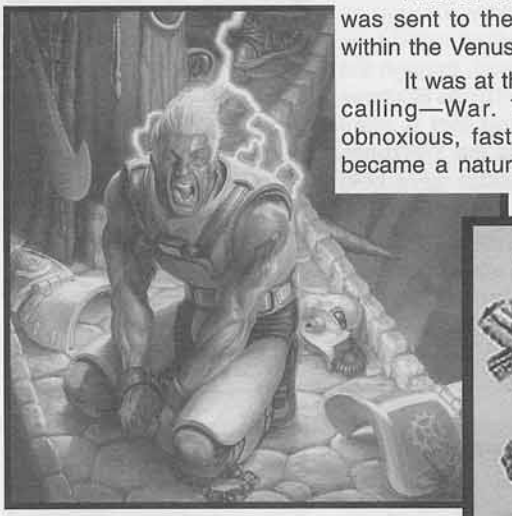
Max Steiner is a wild man, plain and simple. Gregarious and exuberant are words to describe the man in his social life, which is both extensive and by Bauhaus standards, scandalous. Max's family resided within Saglielli territory, which only made his antics even more notorious, as that Elector House's attitudes towards social affairs are considered grim at best.

With blue eyes, long blonde hair, and an ego the size of a Bauhaus Grizzly battle-tank, Max was known to carouse a bit too much with the aristocracy's wives and daughters. As part of one of the most respected military Noble families, Max definitely became the black sheep and after a few disagreements with the Magistrates, his father gave young Steiner a choice. Join the army as an officer or be exiled in disgrace, having his name struck from the Steiner Patent of Nobility. Max had spent his time in the Hussars, like all young Bauhaus citizens, and tested well enough to join the Venusian Rangers.



After a few calls to the right people, Max was sent to the Forge to earn his commission within the Venusian Rangers.

It was at the Forge that Max found his true calling—War. The same man who was an obnoxious, fast-talking rogue in polite society became a natural warrior and a born leader on the battlefield. As a Kaptain, the young Steiner led his Rangers through countless victories throughout the Solar System, with a mixture of unconventional tactics and Max's own wild brand of fighting.







While growing up, Max was awestruck by the Malcontent gunslingers, individuals with unparalleled skill and bravado with the pistol and sub-machine gun, which were portrayed so heroically in Capitol's cinema. This childhood fascination manifested itself in Max's military career when his Dueling Saber broke off inside a Razide, leaving Max to grab the Hellstorm SMG from his dead Kommandant. Combined with his AG-17, Max blasted away at the enemy like the desperados he idolized as a child. The gunfighter-loving child and the Bauhaus-trained adult merged into the Max Steiner of today and determined his unique tactics.

While most of Bauhaus' officers tend to be clinical and cautious, Max tends to rush right in to a conflict, guns blazing. His natural charisma has always managed to insure that the rest of his troops follow behind, although not all of them follow him out. Somehow, though, Steiner always manages to survive the worst of it. It is said that the Cardinal smiles upon fools and rogues, and plenty of people argue which category applies to Max.

After a few very public and impressive victories, Max was promoted to Doomtrooper status and assigned to the Cartel for training. He returned to Bauhaus service with a newfound maturity that seemed to be manifested in the scar that now lines his still-handsome face. The incident that gave Max the scar and cost him the life of his Doomtrooper partner is highly classified and Max refuses talk about it with anyone to this very day.

Max Steiner is now a Major serving the High Command directly, and is often picked to lead Homebuilder Battle groups wherever they need a unique approach to a situation, an approach almost guaranteed to garner results.

Major Max Steiner

Individual Force Commander, limit one per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	12	6	13	3	3	5	3	22	2	55

Equipment: AG-17 Panzerknacker Assault Rifle with GW-170 UBGL, PC-606 Hellstorm SMG.

Special Abilities: Force Commander, Hate: 3, Inspiration: 3, Survival Training: 4.

Special Rules: Hates Dark Legion Nepharites.

Weapon Stats:

AG-17 Panzerknacker Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-2	-	11	See Chart

GW-170 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

PC-606 Hellstorm SMG *(ballistic, concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	0.5 (x2)	0 (x2)	-1	-	-	10	See Chart

Valerie Duval

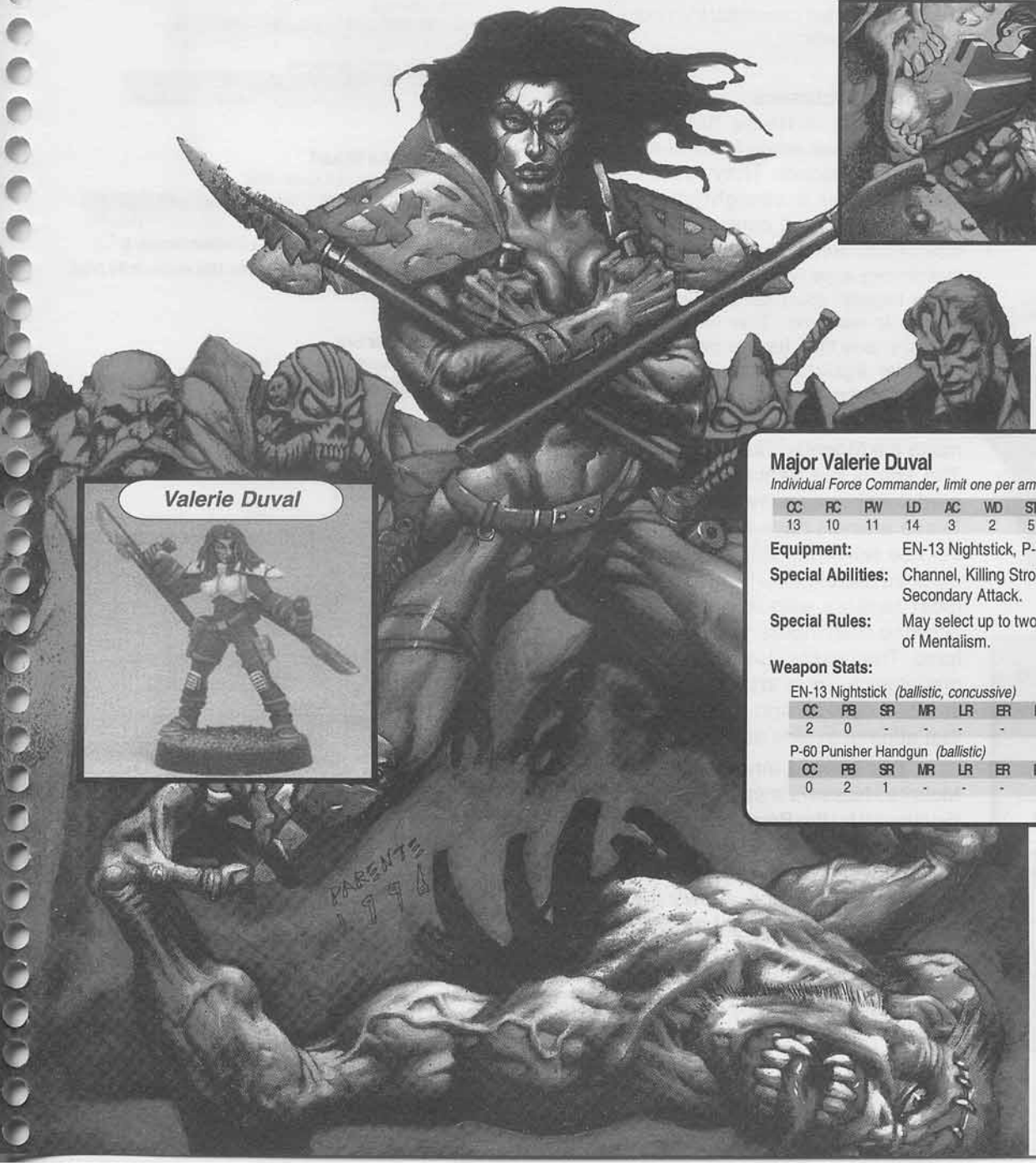
Valerie Duval is an Etoiles Mortant Heroine whose unique abilities have made her an expert assassin for Bauhaus' Ministry of Fear. Although the Ministry of Faith has erased much of her past, it is rumored that she was born to a troubled family whose widowed patriarch was an officer within the Homebuilder Units of House Saglielli.

While Valerie's past is shrouded in mystery, her present is well documented within the Intelligence community. She is an efficient killer who specializes in Asset Elimination missions whose ability to Channel enhances her natural martial prowess. Valerie excels at close combat and seems to delight in the blood of her enemies. Her supple agility and economy of movement is blended with a ferocious spirit untouched by conscience, mercy, or trepidation. This makes Duval a deadly opponent whose beauty belies a ruthless hunter.

Valerie has no time for personal relationships, instead remains much focused on her chosen career. Those few who are close to Valerie respect her desire for privacy and do not delve into her past, something that she dislikes to discuss. Many would-be suitors are attracted by her gorgeous appearance, but her ice-cold attitude quickly repels all such courtiers.

During operations, Duval is a consummate professional who needs little instruction or back up to achieve her objectives. Her skill with the Order of Fear's EN-13 Nightsticks is unparalleled, which she merges with a shrewd mind and ability to Channel on the battlefield. This combination has propelled Valerie Duval to the top of the High Command's officer corps. and she is widely regarded as one of the most dangerous individuals within the Solar System.





Valerie Duval

Major Valerie Duval

Individual Force Commander, limit one per army, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
13	10	11	14	3	2	5	4	20	2	50

Equipment: EN-13 Nightstick, P-60 Punisher Handgun.

Special Abilities: Channel, Killing Stroke, Resolve: 3, Secondary Attack.

Special Rules: May select up to two powers from the Art of Mentalism.

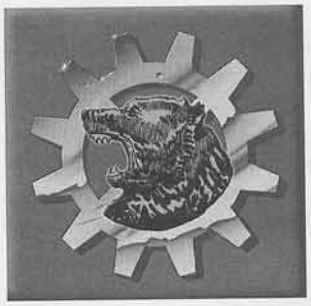
Weapon Stats:

EN-13 Nightstick *(ballistic, concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
2	0	-	-	-	-	7	See Chart

P-60 Punisher Handgun *(ballistic)*

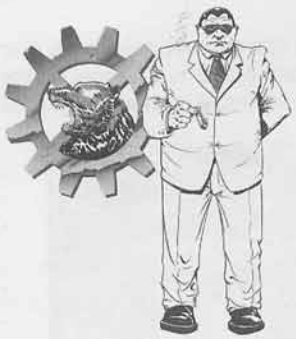
CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-



House Bernheim

The Elector House of Bernheim is the weakest of the Elector Houses, having the smallest standing army and only limited investments within the industrial sectors. House Bernheim compensates for this lack of manpower through the use of misdirection and lightning fast surgical strikes against unprotected targets.

While Bernheim Battle groups use their Homebuilder Units to make obvious and slow paced maneuvers against an opponent, its Elites sneak into position or quickly move along the adversary's flank in an effort to ambush and strike behind enemy lines. This strategy allows House Bernheim to effectively deal with opponents despite the limited forces that the House can bring to bear in a conflict.



Mounted Hussars

Much of House Bernheim's military strategy revolves around hit-and-run ambushes and guerrilla tactics. They favor speed and surprise over a straight-on assault and endeavor to end a conflict quickly with little loss of personnel. This is achieved by sending a fast moving, agile fighting unit that can confidently move through most terrain, striking where the enemy is weakest. This unit is the Mounted Hussars, and they have proven to be extremely effective against enemy forces in conflicts throughout the Solar System.



There are two major factors that make the Mounted Hussars such a success. The first is the Venusian Raptor, a vicious predator species native to Bernheim territory. These animals have been domesticated for the use within the Brigades of the Mounted Hussars and are able to quickly move through most terrains with a modicum of stealth, allowing their riders to outflank an enemy force. The beasts also retain enough of their predatory instincts to be a danger to enemies in close combat and to find enemy lurkers that attempt to hide from the Bauhaus force.



Mtd. Hussar Sgt.

The second innovation unique to the Mounted Hussars is the S34 Thermite Lance, developed by the Bernheim-acquired Strauss Industries; a subsidiary of Romanov Weaponwerks who specialized in weapon research. The lance allows the Mounted Hussar to neutralize light mobile armor with minimal engagement by performing hit-and-run attacks in groups against a target.



Mounted Hussar Brigades are used in most Bernheim battle groups since their flexibility and maneuverability allows them to reach objectives quickly and their armament allows them to deal with opposition effectively.

Mounted Hussars

Elite trooper, required 1-2 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	4	9	3	3	5	-	21	2	51

Equipment: MP-105 Machine Pistol, Machete, S-34 Thermite Lance.

Special Abilities: Guerilla Training, Survival Training: 2.

Special Rules: Lance is only usable during a charge, and uses the mount's STR to determine damage.

Weapon Stats:

MP-105 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	9	-

Machete *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

S-34 Thermite Lance *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+6	See Chart

Venusian Raptor Mount

Mount, required 1 per Mounted Hussar, beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	-	-	-	3	-	8	5	-	3	-

Special Abilities: Natural Attack (10), Predator Senses: 6.

Special Rules: Natural attack is a bite. May automatically break from CC.

Mounted Hussar Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	9	5	11	3	3	5	-	21	2	55

Equipment: MP-105 Machine Pistol, Machete, S-34 Thermite Lance.

Special Abilities: Guerilla Training, Survival Training: 2, Tactical Sense.

Special Rules: Lance is only usable during a charge, and uses the mount's STR to determine damage.

Weapon Stats:

MP-105 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	9	-

Machete *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

S-34 Thermite Lance *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+6	See Chart

Venusian Raptor Mount

Mount, required 1 per Mounted Hussar, beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	-	-	-	3	-	8	5	-	3	-

Special Abilities: Natural Attack (10), Predator Senses: 6.

Special Rules: Natural attack is a bite. May automatically break from CC.

Mounted Hussar Bannerman

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	4	10	3	3	5	-	21	2	53

Equipment: MP-105 Machine Pistol, Machete, S-34 Thermite Lance.

Special Abilities: Guerilla Training, Inspiration: 3, Survival Training: 2.

Special Rules: Lance is only usable during a charge, and uses the mount's STR to determine damage.

Weapon Stats:

MP-105 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	9	-

Machete *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

S-34 Thermite Lance *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+6	See Chart

Venusian Raptor Mount

Mount, required 1 per Mounted Hussar, beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	-	-	-	3	-	8	5	-	3	-

Special Abilities: Natural Attack (10), Predator Senses: 6.

Special Rules: Natural attack is a bite. May automatically break from CC.

Jungle Kommando Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	4	11	3	1	4	4	18	2	31

Equipment: AZ-60 Rotary Shotgun with GW-170 UBGL, Machete.

Special Abilities: Ambush, Camouflage: 2.

Weapon Stats:

AZ-60 Rotary Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

GW-170 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

Machete *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Jungle Kommando TRS Specialist

Elite squad specialist, optional up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	7	4	10	3	1	4	4	18	2	30

Equipment: AZ-61 Twin Rotary Shotgun, Machete.

Special Abilities: Ambush, Camouflage: 2.

Weapon Stats:

AZ-61 Twin Rotary Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	12	See Chart

Machete *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-





Jungle Kommando

Jungle Kommandos

Guerilla warfare is a common House Bernheim's strategy, relying heavily on ambushes and quick-assaults to wear away at an opponent in the jungles of Venus. Bernheim's Jungle Kommandos are adept at infiltrating deep into enemy territory and laying in wait to waylay enemy forces. Their use of camouflage is amazing as is their ability to appear as if out of nowhere and assault the enemy.

The Jungle Kommandos are given light armor that is optimized for stealth and maneuverability, and armed with unique JAW rotary shotguns of Strauss Industries. This weapon is tailored for the Jungle Kommando's style of fighting, allowing them to quickly eradicate enemy infantry in one quick attack with a veritable hail of lead. Once the enemy is neutralized, the Jungle Kommandos fade back into the terrain.

Jungle Kommandos

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	7	4	10	3	1	4	4	18	2	29

Equipment: AZ-60 Rotary Shotgun, Machete.

Special Abilities: Ambush, Camouflage: 2.

Weapon Stats:

AZ-60 Rotary Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

Machete *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Strike Kommandos

The Strike Kommandos of House Bernheim are trained to quickly and quietly approach either the enemy or an installation. Taken from the Hussar regiments of House Richthausen, the soldiers who qualify for service are competent in the areas of close combat, marksmanship, and stealth—the skills of industrial espionage.

Often, Strike Kommando Squads use the available terrain to mask their presence, quietly moving forward to either engage unsuspecting enemy units, or to enter a structure and secure it. Since much of House Richthausen's domains and interests lie in the industrial sectors, the Strike Kommandos are trained to handle the close quarter battles common to such areas. Strike Kommandos are primarily used in Hostile Takeovers and Asset Extraction/Elimination missions where the element of surprise is of utmost importance, though the Strike Kommandos have found themselves engaged in Anti-Terrorism operations against saboteurs. House Richthausen rarely resorts to Warzone Resolutions, finding a bigger profit margin in trade agreements and other commerce packages, but the Strike Kommandos play a large role when it does. During these missions, or any other type of open engagement, the Strike Kommandos either use guerilla tactics or are transported via Strike Skimmers in lightning advances to exploit an enemy's weakness. This gives House



Jungle Kommando Sgt.











Richthausen an overall fighting unit that is capable of engaging in a multitude of operations.

Strike Kommando

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	11	3	1	4	4	17	2	25

Equipment: Dagger, MP-103 Hellblazer SMG.

Special Abilities: Deadshot, Fast Shot: 3.

Weapon Stats:

Dagger *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
3	-	-	-	-	-	ST+2	-

MP-103 Hellblazer SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2 (x2)	0 (x2)	-1	-	-	9	-

Strike Kommando Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	11	3	1	4	4	17	2	26

Equipment: Dagger, HG-14 Hagulsturm Shotgun.

Special Abilities: Deadshot, Fast Shot: 3.

Weapon Stats:

Dagger *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
3	-	-	-	-	-	ST+2	-

HG-14 Hagulsturm Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	8	See Chart

Strike Kommando LMG Specialist

Elite squad specialist, optional up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	11	3	1	4	4	17	2	33

Equipment: Bergdahl Stonecleaver Light Machine Gun, Dagger.

Special Abilities: Deadshot, Fast Shot: 3.

Weapon Stats:

Bergdahl Stonecleaver Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	1	-	-	11	-

Dagger *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
3	-	-	-	-	-	ST+2	-

Strike Kommando FT Specialist

Elite squad specialist, optional up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	11	3	1	4	4	17	2	39

Equipment: Dagger, Gehenna Puker Flamethrower.

Special Abilities: Deadshot, Fast Shot: 3.

Weapon Stats:

Dagger *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
3	-	-	-	-	-	ST+2	-

Gehenna Puker Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

Mounted Hussar Kaptain

Like their infantry counterpart, the sons of great Noble families may enter the Brigades of the Mounted Hussar as an officer, once they graduate the Bauhaus Officer Korp. Most of the Nobles who decide to serve in the Brigades grew up in the more equatorial estates of House Bernheim. Here they learned the ways of the jungle and its many dangers, and learned how to ride the great Venusian Raptors that populate the mainland. While retaining much of the honor and prestige of the Kaptain title, Nobles in the Brigades are more of a daredevil sort. They live for the danger of a cavalry charge and take great pride in successfully downing a monstrous beast, be it steel or tainted flesh, with the white-hot tip of their Thermite Lance.

Mounted Hussar Kaptain

Individual squad linked officer, limit one per Mounted Hussar squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	9	5	12	3	3	4	-	21	2	61

Equipment: Dueling Saber, MP-105 Machine Pistol, Rebreather Mask, S-34 Thermite Lance.

Special Abilities: Guerilla Training, Survival Training: 2, Tactical Sense, Unit Commander.

Special Rules: Lance is only usable during a charge, and uses the mount's STR to determine damage.

Weapon Stats:

Dueling Saber *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

MP-105 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	9	-

S-34 Thermite Lance *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+6	See Chart

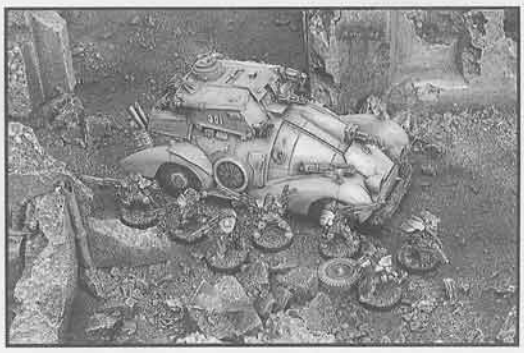
Venusian Raptor Mount

Mount, required 1 per Mounted Hussar, beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	-	-	-	3	-	8	5	-	3	-

Special Abilities: Natural Attack (10), Predator Senses: 6.

Special Rules: Natural attack is a bite. May automatically break from CC.



Jungle Kommando Kaptain

The officers of Bernheim's Elite Jungle Kommandos are well versed in the ways of blitzkrieg warfare and are more than capable of leading forays deep into enemy territory with little need for support.

Extremely resilient and self-reliant, Jungle Kommando Kaptains are long time veterans of conflicts within harsh conditions. They thrive on adversity and take great pride in successfully eliminating a superior force through a lightning-fast ambush.

Jungle Kommando Kaptain

Individual squad linked officer, limit one per Kommando squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	10	5	15	3	3	5	4	19	2	52

Equipment: AZ-61 Twin Rotary Shotgun, Dueling Saber.

Special Abilities: Ambush, Camouflage: 2, Unit Commander.

Weapon Stats:

AZ-61 Twin Rotary Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	12	See Chart

Dueling Saber *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Major Johan Emigholtz

Johan Emigholtz was born a bastard son of a Great House Noble, who summarily cut all connections to the boy and his mother. This, combined with his mother's exile deep into the Bernheim-held jungle estates of her lesser Noble family, has shadowed Emigholtz's entire life. He has grown up with something to prove—to his father, his peers, his Corporation, and himself.

Johan was kept away from his father's Great House while growing up by a combination of coercion and contempt. The Aristocracy of Bauhaus tolerates no breach of honor or propriety and young Emigholtz was proof of both. Therefore, his father could not afford to have any sort of relationship with Johan, but he ensured that his bastard son was cared for as best as possible. Johan, being a very bright child, understood at an early age that one's desires pale in the face of reality. This reality turned Johan into a bitter, jaded man, who was angry at the world for the injustice he experienced growing up, ostracized by peers and family alike and isolated in exile from the rest of polite Bauhaus society.

Johan forged that anger into a blade with which he carved his way to the top of the Academy, surpassing all the other youths who had what he did not—family, friends, and love. Young Johan managed to receive a commission within the Mounted Hussars due to a combination of his "father's" influence and Johan's relentless nature. His career within the Mounted Hussars was characterized as "efficiently ruthless", with morale breaking strikes against non-combatant targets and lightning strikes against enemy supply and medical depots. In battle, he is always at the point, viciously attacking the enemy. No quarter was ever asked, nor any quarter given. While highly effective, the methods Johan uses are not honorable by Bauhaus standards and barely legal by Cartel mandates.

Johan believes the path of victory cannot be cluttered with such things as mercy and conscience. Fair play is for games, not war. The ends justify the means, and he will use any means necessary to achieve that end. He has been cited by the Cartel numerous times for his tactics, which has only served to drive Johan to become more vicious. This behavior is a dilemma for House Bernheim, who could neither deny Johan's victories, nor allow him to continue his atrocities. He was too well known a figure for a quiet "removal" by the Order of Fear, and Johan refused to desist until his "family" acknowledged him. It is rumored that it was his father who finally forced the commanders of House Bernheim to put Johan on trial.

Johan was given a choice at the end of the three day long trial, one of which was spent detailing the nature of his war atrocities. Either he could be discharged in disgrace from the Corporate Military, or become a Major for the 103rd Darkhorse Brigade, an assignment that was synonymous with a death sentence.

Johan didn't bat an eye as he accepted his new commission. The Darkhorse Brigade was an infamous strike force that was used to punch holes in the defensive lines surrounding a Dark Legion Citadel or rival corporate defensive perimeter. Lightly armored and fast moving, it was primarily designed to drive a wedge in the enemy line, to allow Bauhaus infantry and Dragoons to move in and fortify the position. However, the casualty rate in the ranks of the Darkhorse Brigade was staggering and everyone thought that Johan would meet his demise there, quietly and out of the way. Johan proved them all wrong.

Major Johan Emigholtz led 125 successful missions with the 103rd, receiving numerous awards for both valor and success. Unfortunately, most of those who served under Johan are dead—some at Johan's own hand, as he had a reputation for executing anyone who refused an order or retreated on the battlefield. Feared by his own men, he became known as the "Pale Rider", a term that carries no small sense of irony. Death follows in Johan Emigholtz's wake, and it takes all of House Bernheim's control over the Ministry of Truth to suppress the true accounts of his actions.

The commanders of House Bernheim have since pulled Johan from his command, now only







Johan Emigholtz











fielding him on "special assignments" where victory is both highly necessary and highly unlikely via conventional means. The Bernheim leaders hope that this will end Johan's career, either by death or by retirement. Johan doesn't much care either way for he has nothing to lose. Johan Emigholtz simply succeeds—no matter the obstacle, no matter the cost.

Johan has ridden his current raptor for nearly six years, a record even for Johan. He has given the pale raptor the name Thanatos, a name which reveals perhaps a glimpse of Johan's dark humor and irreverent whimsy. The name seems to fit the beast for it has a vile temperament, even for a raptor and fatally wounded at least four stable men. Many of the Homebuilders think this very ferocity endears the monster to Johan, who approves of its rebellious spirit.

Johan Emigholtz

Individual Force Commander, limit one per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	11	5	16	3	4	6	-	21	2	82

Equipment: Dueling Saber, MP-105 Machine Pistol, S-34 Thermite Lance.

Special Abilities: Dire Rating: 2, Division Commander, Execution, Secondary Attack, Survival Training: 2.

Special Rules: Lance is only usable during a charge, and uses the mount's STR to determine damage.

Weapon Stats:

Dueling Saber *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

MP-105 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	9	-

S-34 Thermite Lance *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+6	See Chart

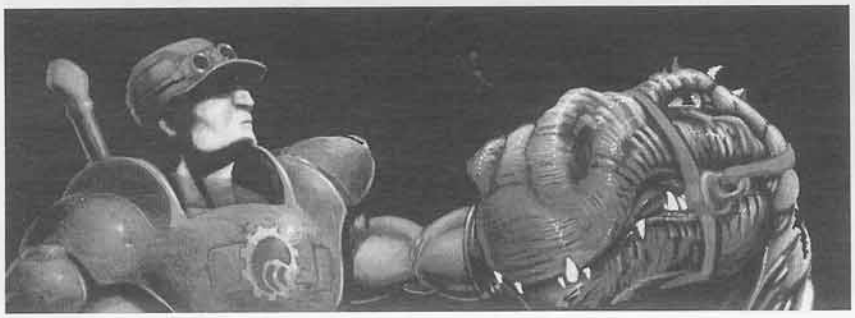
Venusian Raptor Mount

Mount, required 1 per Mounted Hussar, beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	-	-	-	3	-	8	5	-	3	-

Special Abilities: Natural Attack (10), Predator Senses: 6.

Special Rules: Natural attack is a bite. May automatically break from CC.



House Saglielli

House Saglielli used to be the most powerful Elector House of the Bauhaus Megacorporation, exceeding the others in land, riches, and military strength. They ruled Bauhaus with a fair head and an open heart, being the most generous and peaceful of the Dukedoms. This changed with the first arrival of the Dark Legion.

The First Dark Citadel of Algeroth embedded itself into Saglielli lands, decimating their numbers, and bringing the Elector House to near extinction in the opening conflicts. Much was lost as the House slid from power, persecuted by the Dark Legion; the Sagliellis were too weak to protect what once was theirs. Eventually they staunched their losses, fighting off all who tried to scavenge their lands and started a campaign of reprisals that lasts to this day.

House Saglielli is nowhere near their former glory, barely surpassing House Bernheim in stature and power. Their lands are marred with destruction, a tribute to the hard-fought battles of reclamation. The Scar of Darkness, the site of Algeroth's First Citadel, still resides within Saglielli territory, like an open wound in the House's side. Even though the Citadel has long been eradicated, its shadow is still there, burned into the earth and corrupting the growth of all things within the area. The Scar of Darkness is a constant reminder of the loss that their family endured at the hands of the Dark Legion and is the impetus behind their mission to eradicate the Dark Soul and his minions.

The Saglielli's are none too fond of the other Corporations either, and even the other Houses are looked upon in an ill light for their actions against House Saglielli after the Venusian Crusade. Only the Brotherhood is spared this acrimony, for they share the burden of Mankind's salvation and the struggle against the Dark Legion. It is House Saglielli who created and maintains the Supreme Ministry of Faith, which enforces the will of the Cardinal within Bauhaus society. The relationship between the two is tremendous, with the Brotherhood going so far as to train those members of the House who show the ability to Channel instead of simply "recruiting" such individuals into their own ranks.

This gives House Saglielli a special aura of power. This power and their driven natures are evident on the battlefield as well, with Saglielli Elite troops mercilessly assaulting the enemy and their lone Channelers bringing the power of the Supernatural to bear.

The tactics of House Saglielli revolve around its extensive experience battling the Dark Legion. They take the fight to the enemy without hesitation, and use whatever means are necessary to inflict the maximum amount of damage. Their methods

are not subtle, a combination of old animosity and a firm knowledge that the best way to get something that you want is to simply take it.

Venusian Rangers

The Elite Venusian Rangers of House Saglielli have a famed history, having been engaged in a constant state of war against the Dark Legion since the Venusian Crusade. It was these troopers, Bauhaus' staunchest defenders of the Light, which were called upon by Nathaniel Durand to face Algeroth and push back the Darkness and for over a thousand years they have maintained their vigilance.

Saglielli troopers who both excel at warfare under harsh conditions and have had some experience fighting against the Dark Legion are commissioned into the Rangers, being sent to the elite training facility, the Forge.

The Forge conditions the soldier, forming a weapon that is without fear or remorse-the perfect warrior to enact retribution upon all who would threaten House Saglielli. Upon graduation from the Forge, a Ranger is allowed to don the Death's-head Helm as a symbol of their new purpose.

In battle, the warriors of the Venusian Rangers use a combination of superior equipment, expert training, and a seeming immunity to fear to overcome an enemy—be they man or demon. They are vicious assault specialists and staunch defenders, letting no hesitation or compassion influence their decisions. This enables House Saglielli to field the Rangers in any conflict where the line must be held or the enemy must be destroyed.

Venusian Rangers

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	5	12	3	1	5	3	21	2	25

Equipment: AG-17 Panzerknacker Assault Rifle.

Special Abilities: Resolve: 3, Survival Training: 3.

Weapon Stats:

AG-17 Panzerknacker Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-2	-	11	See Chart

Venusian Ranger Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	5	13	3	1	5	3	22	2	28

Equipment: HG-14 Hagulsturm Shotgun.

Special Abilities: Resolve: 3, Survival Training: 3, Tactical Sense.

Weapon Stats:

HG-14 Hagulsturm Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	8	See Chart

Venusian Ranger HMG Specialist

Elite squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	5	12	3	1	5	3	21	2	35

Equipment: MG-80 Heavy Machine Gun, HG-12 Pistol.

Special Abilities: Resolve: 3, Survival Training: 3.

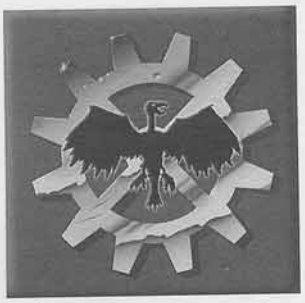
Weapon Stats:

MG-80 Heavy Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	3 (x3)	1 (x2)	0	-	-	14	-

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-



Venusian Ranger FT Specialist

Elite squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	8	5	12	3	1	5	3	21	2	38

Equipment: Gehenna Puker Flamethrower, HG-12 Pistol.

Special Abilities: Resolve: 3, Survival Training: 3.

Weapon Stats:

Gehenna Puker Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-













Etoiles Mortant

The "Dying Stars" of Bauhaus' House Saglielli are unique within the military of any Corporation. Every able-bodied woman in Saglielli territory has the responsibility to re-populate the decimated House and thus it is perfectly acceptable for Nobles of the House to sire offspring amongst numerous women. The women, seeing themselves as the mothers of the future and birthing those who will avenge the crimes against their ancestors, consider this an honor.

Those women who cannot bear children fulfill their obligation to the Corporation and their House by taking up arms against those who threaten Bauhaus. They enter the service of the Homebuilder Units and give all to ensure that the children of House Saglielli grow to take up the sword of retribution. These barren women who excel in combat training are asked to join the Etoiles Mortant, where they get the chance to further serve Bauhaus.

Etoiles Mortant troopers are trained in the aspects of highly coordinated close combat tactics and are fielded as elite commandos for the Elector Houses forces. To their credit, they take to the responsibility with a near-fanaticism, foregoing even self-preservation in the service of their leaders.

The women of the Etoiles Mortant know that they are unable to give life, so they excel at taking it instead.

Etoiles Mortant

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	8	5	12	3	1	4	4	18	2	26

Equipment: P-60 Punisher Handgun, Punisher Short Sword.

Special Abilities: Group Assault, Secondary Attack.

Weapon Stats:

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Etoiles Mortant Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	9	6	13	3	1	4	4	18	2	30

Equipment: P-60 Punisher Handgun, Punisher Short Sword.

Special Abilities: Group Assault, Secondary Attack, Tactical Sense.

Weapon Stats:

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Etoiles Mortant FT Specialist

Elite squad specialist, optional up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	8	5	12	3	1	4	4	18	2	41

Equipment: J-88 Light Flamethrower, P-60 Punisher Handgun.

Special Abilities: Group Assault, Secondary Attack.

Weapon Stats:

J-88 Light Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	9	See Chart

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

Etoiles Mortant Grenadier

Elite squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	8	5	12	3	1	4	4	18	2	33

Equipment: AP-Grenades, P-60 Punisher Handgun, Punisher Short Sword.

Special Abilities: Group Assault, Secondary Attack.

Weapon Stats:

AP-Grenades *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-2	-3	-	-	-	8	See Chart

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

HMG-85/T

The 85/T was created by Romanov Weaponwerks for House Saglielli, though recent events have strained relations between the two Elector Houses. Since Saglielli Battle groups focus on aggressive tactics, the 85/T was designed to provide superior firepower on the battlefield.

Gunners for the HMG-85/T are chosen from the HMG Specialists of the Pauldron Hussar Regiments and given the training necessary to operate this new weapon. The complexity of the 85/T necessitates such training and those without it have little chance of operating the weapon.

HMG-85T

Elite Associated armament, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	3	-	-	2	-	2	43

Equipment: HMG-85/t Mounted HMG.

Weapon Stats:

HMG-85/t Mounted HMG *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	3 (x3)	2 (x2)	-1 (x2)	-	14	-

Pauldron Hussar Gunner

Elite trooper, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	12	3	2	4	-	21	2	-

Equipment: HG-12 Pistol.

Special Abilities: Tactical Sense.

Weapon Stats:

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-

INDIVIDUALS

Venusian Ranger Kaptain

At the Forge, all that matters is ability and results, thus it is possible for a Commoner to achieve the rank of Kaptain amongst the Venusian Rangers. All that is necessary is competence and determination, for it is not the blood that you are born with which matters in the Venusian Rangers, but the blood that you spill. This distinction was a result of the Saglielli's loosing much of their Nobility in the struggle against Algeroth and his minions during their first incursion upon Venusian soil. Whoever could lead, would lead, social standing be damned. The current hierarchy shares such views to this day.

Venusian Ranger Kaptains, therefore, are very dangerous individuals. They have earned their rank with victories and results, having both the fire of vengeance burning in their veins and the desire to prove themselves embedded in their spirit. This makes for an impossibly resolute commander who is unwilling to fold in the face of adversity and will strive to achieve victory no matter the cost.

Venusian Ranger Kaptain

Individual squad linked officer, limit one per Ranger squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	6	13	3	2	5	3	22	2	40

Equipment: HG-14 Hagulsturm Shotgun, MP-105 Machine Pistol.

Special Abilities: Resolve: 3, Survival Training: 3, Tactical Sense, Unit Commander.

Weapon Stats:

HG-14 Hagulsturm Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	8	See Chart

MP-105 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	9	-

Etoiles Mortant Kaptain

Male Sagliellis who are found to be able to Channel often enroll in the Brotherhood's Second Directorate, hoping to find a place amongst the Inquisition. Females lack this option, as they do not have the permission to leave the lands of their House. Instead, Brotherhood representatives come to Saglielli lands to tutor a woman who can Channel.

Once they have completed their Brotherhood training, the Etoiles Mortant woman gains the title of Kaptain amongst the Dying Stars.

House Saglielli, considering the rarity of such individuals and the abilities that they bring to bear on the battlefield, uses Etoiles Mortant Kaptains sparingly. They share the same training as the other Etoiles Mortant, though their Channeling ability raises their lethality in combat exponentially, as they can fell their enemy with blade, bullet, or Art.

Etoiles Mortant Kaptain

Individual squad linked officer, limit one per Etoiles squad, mortal, channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	10	10	14	3	3	5	4	19	2	44

Equipment: P-60 Punisher Handgun, Punisher Short Sword.

Special Abilities: Channel, Secondary Attack, Tactical Sense, Unit Commander.

Special Rules: May select up to one power from the Art of Mentalism.

Weapon Stats:

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Venusian Marshals

The blood one spills is more important to House Saglielli than the blood that flows through a man or woman, and all those who serve in the Raven's forces have a chance at glory and vengeance. This has created a group of individuals who are dedicated to both House Saglielli and the Bauhaus Corporation, a group who have "earned" their ranks on the battlefield through undeniable ability and a proven track record of success. The end-point for such individuals, be they man or woman, Noble or lowborn, is that of the Venusian Marshal.

To reach this coveted rank, a person must rise through the military ranks and into the Officer Korp of the Venusian Rangers; no small feat. The rank of Marshal is granted to those who have an exemplary service record and an undying hatred for the minions of Darkness. This process creates very hard men and women who have the total respect of those who serve under them.

House Saglielli does not fight battles in the normal Bauhaus fashion, forgoing artillery batteries in favor of aggressive battle tactics on the battlefield instead of the normal, cautious Bauhaus strategies. Every trooper fights, even the Marshal, who often leads his Battle groups from the front. Unlike the Kommandants of the other Elector Houses, the Venusian Marshal has no





Etoiles Grenadier



Etoiles FT Spec.





Venusian Ranger Kaptain



Dueling Saber, either being born to a family without a Patent of Nobility, or having given their Noble Saber to a family member as a symbol of note. The Venusian Marshal himself is the saber, looking to plunge into the heart of the enemy.

The Venusian Marshal rides a specially bred horse known for its sure-footedness in the rocky and mountainous terrain of Venus' highlands. This Sub-Albanian horse, while smaller than the regal Clydesdales that are seen in the nobles estates during processions, is a far more capable mount than almost any of the larger horses, whose long legs are prone to break in the unsteady terrain.



Venusian Marshal

Venusian Marshal

Individual Force Commander, limit one per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	12	6	14	3	4	6	-	22	2	66

Equipment: AG-17 Panzerknacker Assault Rifle with GW-170 UBGL, MP-105 Machine Pistol.

Special Abilities: Force Commander, Hate: 3, Strategic Insight, Tactical Sense.

Special Rules: Hates Dark Legion Necrobiotics.

Weapon Stats:

AG-17 Panzerknacker Assault Rifle *(ballistic)*

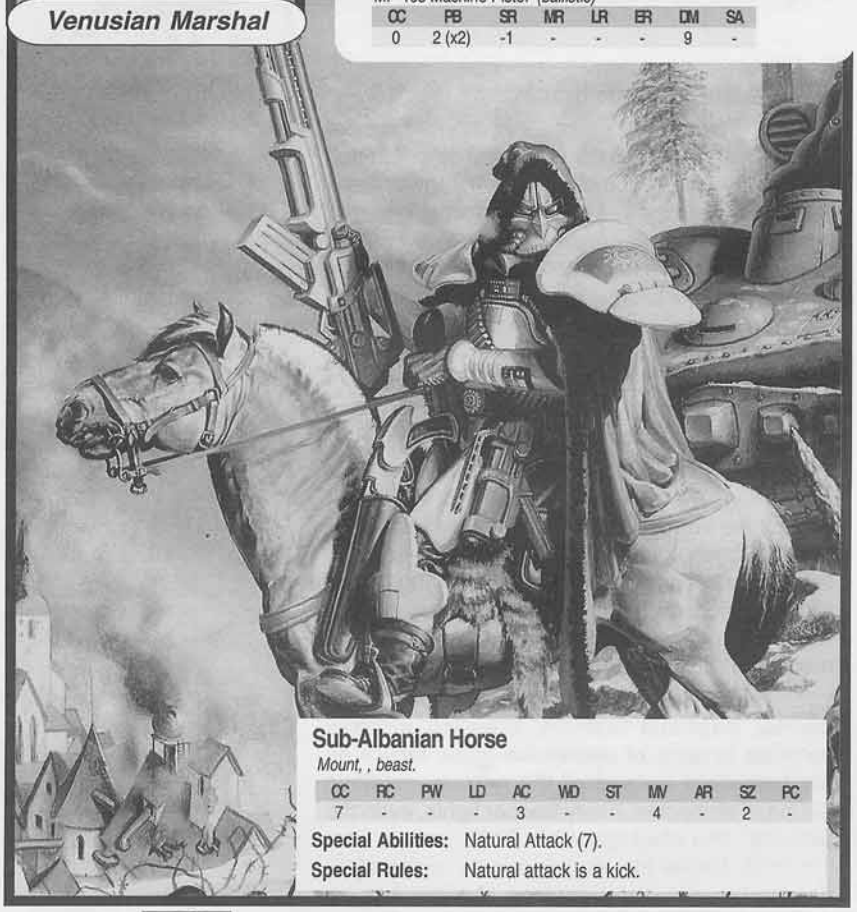
CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-2	-	11	See Chart

GW-170 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

MP-105 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	9	-



Sub-Albanian Horse

Mount, , beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	-	-	-	3	-	-	4	-	2	-

Special Abilities: Natural Attack (7).

Special Rules: Natural attack is a kick.

House Richthausen

House Richthausen's forces rely heavily upon support units such as mobile armor and artillery. As controllers of Bauhaus' enormous industrial juggernaut, they can afford to field some of the most finest mobile armor units in the Solar System. This mobile armor supports a large Homebuilder defense force while their Elite Units move into position to wreck havoc upon the enemy.

Much of Richthausen's elite forces are trained in the art of sabotage, especially in the art of industrial espionage. Unlike the other Elector Houses, Richthausen is not above Hostile Takeovers and Asset Extractions as a means to expand their empire, and they have culled an Elite core that excels at such endeavors. They are often lightly armored and highly mobile, using stealth and speed to quickly obtain battlefield objectives, or to destroy the opposition.

Blitzers

The Blitzer Elite units are House Richthausen's trained saboteurs. Handpicked from the Hussars, they are given months of jump training, and outfitted with specialized equipment tailored for speed and mobility. Often, Blitzer squads are paradeployed into enemy territory long before an engagement is to begin. Their missions all involve destruction, mostly of enemy fortifications, supply depots or communication arrays; whatever will work best at crippling an opposing force before battle is even underway.

Blitzers are adept in the art of industrial espionage and excel at preparing a site for a Hostile Takeover. House Richthausen takes pride in their Blitzers, using them to make surgical strikes against opponents and as a deterrent for rivals who wish to take what belongs to Bauhaus.

Blitzers

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	4	10	3	1	4	4	18	2	28

Equipment: AG-17 Panzerknacker Assault Rifle, MP-105 Machine Pistol.

Special Abilities: Demolition Training, Para-deploy.

Weapon Stats:

AG-17 Panzerknacker Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-2	-	11	See Chart

MP-105 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	9	-

Blitzer Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	11	3	1	4	4	18	2	31

Equipment: AG-17 Panzerknacker Assault Rifle with GW-170 UBGL, MP-105 Machine Pistol.

Special Abilities: Demolition Training, Para-deploy.

Weapon Stats:

AG-17 Panzerknacker Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-2	-	11	See Chart

GW-170 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

MP-105 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	9	-

Blitzers PGL Specialist

Elite squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	4	10	3	1	4	4	18	2	39

Equipment: GL-357 Wrist-Mounted Grenade Launcher, MP-105 Machine Pistol.

Special Abilities: Demolition Training, Para-deploy.

Weapon Stats:

GL-357 Wrist-Mounted Grenade Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-3	-4	-	-	7	See Chart

MP-105 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	9	-



Jaegers

The Jaegers are the main Special Forces unit of House Richthausen. They are formed around members of Nobility who have grown up on the jungle estates of Venus. It is there that House members learn the art of hunting, tracking, and marksmanship. They also learn to traverse difficult terrain and blend in with the environment, all necessary skills when one wishes to close upon prey. Huntsmen who show great skill are enlisted in the Jaeger Regiments after their Hussar training is completed. Here they hone their abilities and train to hunt down a new prey—Man.

Jaeger Squads often infiltrate enemy territory ahead of the Battle group, setting themselves in position for their intended quarry-the enemy. Once battle is joined, the Jaegers' skills with the rifle and their pack-hunting mentality allow them to hary the enemy. This allows House Richthausen to effectively use the Jaegers in a multitude of roles, though they excel when it comes to Asset Eliminations and waylaying enemy forces.

Jaegers

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	5	10	3	1	5	3	20	2	28

Equipment: AG-17 Panzerknacker Assault Rifle, HG-12 Pistol.

Special Abilities: Climb, Infiltrate.

Weapon Stats:

AG-17 Panzerknacker Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-2	-	11	See Chart

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-

Jaeger Sgt

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	5	11	3	1	5	3	21	2	29

Equipment: AG-17 Panzerknacker Assault Rifle, HG-12 Pistol.

Special Abilities: Climb, Infiltrate.

Weapon Stats:

AG-17 Panzerknacker Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-2	-	11	See Chart

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-

Jaeger HMG Specialist

Elite squad specialist, optional up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	5	10	3	1	5	3	20	2	35

Equipment: HG-12 Pistol, MG-80 Heavy Machine Gun.

Special Abilities: Climb, Infiltrate.

Weapon Stats:

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-

MG-80 Heavy Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	3 (x3)	1 (x2)	0	-	-	14	-





Blitzer



Jaeger Sgt.

Vulkan Battlesuits

The Vulkan Battlesuits are an evolution in mobile armored squad support technology. Born from the need of moving machine guns from position to position within the treacherous terrain of the Venusian Jungle, the House Richthausen subsidiary, Vulkan Konstructions, came up with the now popular design of the Battlesuit.

The Vulkan Battlesuits are a modified VK221 Heavy Load-lifter that House Richthausen uses in construction projects on the frontier. A crewman, via a system of complex pressure valves and servomotors, controls it. Hydraulic load-lifter exo-skeletons had been used in Bauhaus' construction industry for decades, designs which had been retrofitted during the Fall of Technology to replace old computer assisted electronics with a mechanics. The engineers of Vulkan Konstructions simply replaced one of the Load-lifter's arms with a MG-90 Mounted Machine Gun and upgraded the VK221's sturdy frame with battle grade armored plating. The result is the Vulkan Battlesuit, which transforms a soldier into a mobile weapons platform, resisting most small arms fire and retaining maneuverability in both jungle and urban environments.



Vulkan Konstructions was not the first company to re-fit a load-lifter for wartime purposes; in fact much of their inspiration came from the Meka suits Mishima. Much like the engineers of the Lord Heirs, Vulkan Konstructions upgraded the Load-Lifters hydraulic fist to be able to tear through armored plate or to deliver a massive strike upon fortified positions. This gives the trooper piloting the suit an effective weapon in close combat and a way to deal with enemy mobile armor.

The Vulkan Battlesuit was put into use in the Battle groups of House Richthausen with great success, able to quickly lay down a field of suppressive fire for advancing troops, as well as provide long-range support. The Vulkans are often deployed as Fireteams, with up to four soldiers backing up a Sergeant, that are available upon request by Bauhaus Squads who need quick fire support. This has made Vulkan Battlesuits an integral part of many House Richthausen Battle groups.

Vulkans

Elite trooper, required 2-4 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	10	3	2	10	3	24	3	39

Equipment: Ironhand Pneumatic Fist, MG-90 Mounted HMG.

Weapon Stats:

Ironhand Pneumatic Fist *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+3	See Chart

MG-90 Mounted HMG *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	3 (x3)	1 (x2)	-1 (x2)	-	14	-

Vulkan Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	11	4	11	3	2	10	3	24	3	43

Equipment: Ironhand Pneumatic Fist, MG-90 Mounted HMG.

Special Abilities: Tactical Sense.

Special Rules: Vulnerable to radiant energy attacks. Suffers +2 Damage.

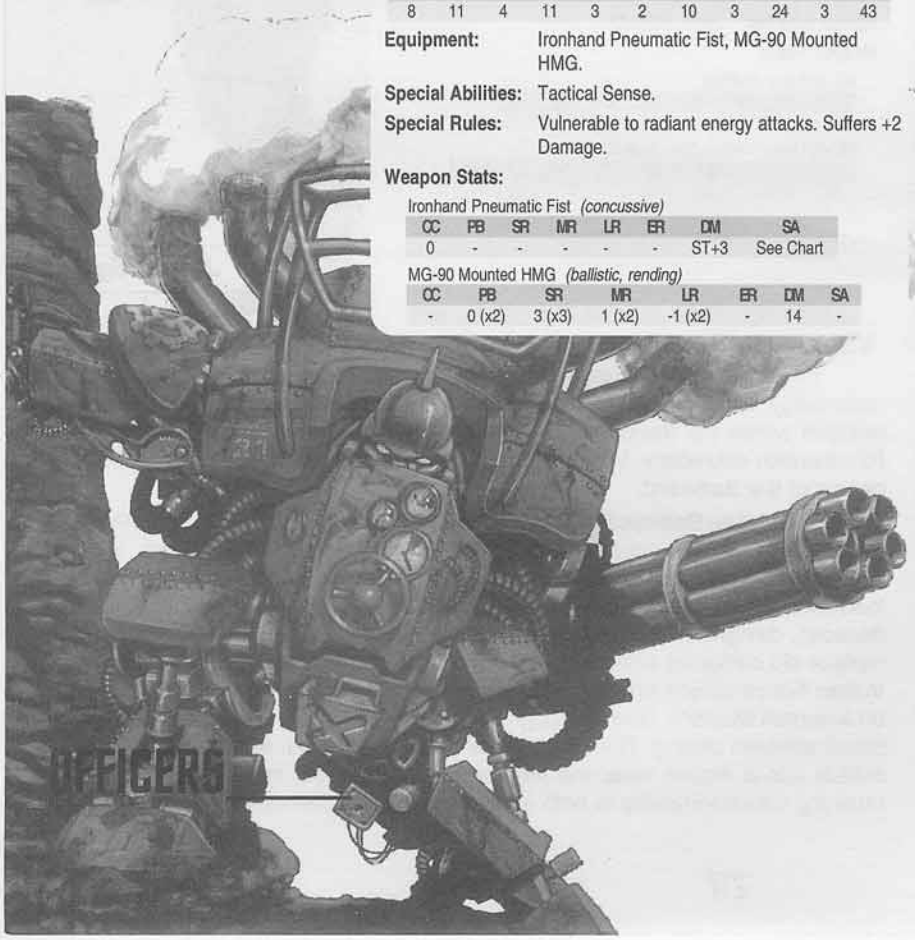
Weapon Stats:

Ironhand Pneumatic Fist *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+3	See Chart

MG-90 Mounted HMG *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	3 (x3)	1 (x2)	-1 (x2)	-	14	-



Blitzer Kaptain

The officers chosen for Blitzer Squads are daring, dependable, and crafty individuals responsible for executing operations without the support of the main force in the field. These are men of confidence and courage, leading their soldiers deep into enemy territory to start a campaign of destruction and mayhem. They know all too well that, without support, their first mistake could be their last. This kind of environment breeds a courageous officer; someone who knows the line between victory and death is one drawn by the daring, and held by the strong.

Blitzer Kaptain

Individual squad linked officer, limit one per Blitzer squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	5	13	3	2	4	4	19	2	56

Equipment: Gehenna Puker Flamethrower, MP-105 Machine Pistol.

Special Abilities: Demolition Training, Para-deploy, Tactical Sense, Unit Commander.

Weapon Stats:

Gehenna Puker Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

MP-105 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	9	-

Jaeger Kaptain

The exemplary hunters, leaders, and Nobles of House Romanov have the option to earn the rank of Kaptain in the Jaegers once they graduate the Academy. Here they test their skill and mettle, leading Jaegers deep into enemy territory, completely out of communication with the rest of the Battle group.

It is not unknown for Jaeger Kaptains to take trophies from a battlefield in which they fought. The more personal the item taken from a slain enemy, the more prominent it is displayed in the estate library of the Kaptain where it sits among the other safari memorabilia. The honor of the Jaegers is legendary and it is commonplace for a Kaptain to send condolences to the families of those he has slain in battle.

Jaeger Kaptain

Individual squad linked officer, limit one per Jaeger squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	12	5	15	3	2	5	3	21	2	41

Equipment: AG-17 Panzerknacker Assault Rifle, P-60 Punisher Handgun.

Special Abilities: Climb, Infiltrate, Tactical Sense, Unit Commander.

Weapon Stats:

AG-17 Panzerknacker Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-2	-	11	See Chart

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

Security Specialist Henrick Wolfe

House Richthausen has the most extensive industrial holdings of all of Bauhaus, and understandably, these holdings are the envy of rival Corporations, which are often the target of Hostile Takeover attempts and sabotage. Security at such sites must be maintained to the highest standards and any indication of a Hostile Takeover will cause the leaders of House Richthausen to call in their troops en masse. While the duty of defending a site is usually the responsibility of the local Kommandant, there are times when House Richthausen will send in a Specialist like "The Wolf".

Henrick Wolfe is House Richthausen's troubleshooter, brought in when there is a problem that is beyond the local Noble or Kommandant's ability to handle. To achieve this end, Security Specialists like Heinrick are granted complete control of the local military and can form his own Battle group if deemed necessary.

Heinrick is a consummate professional with a brilliant mind, able to deduce the probable plans of the enemy with disturbing speed. This talent allows Heinrick to redirect his troops and tighten the security on threatened sites, which is why the leaders of House Richthausen rely on "The Wolf" to handle the most difficult of situations.

Heinrick's stern, no-nonsense behavior is born from the knowledge that his very presence in an area represents the graveness of a situation. So, he wastes little time talking or posturing. As a Security Specialist, he demands complete obedience from his new subordinates and will not tolerate anything less. He knows that he wouldn't be there if House Richthausen thought that those same underlings could handle the potential threat without him.

The Wolf employs strategies that emphasize his quick mind and unorthodox tactics. He strikes quickly and without warning, utilizing information about the enemy and the layout of the battlefield. To have the best information in the shifting tides of battle, he leads from the front, often striking before his would-be attackers are prepared.

His reflexes are keen and his skill with the pistol is amazing, which speaks of a past as a Gunsel. The Wolf's ability to gather intelligence from "questionable" sources about the aggressor only furthers such rumors. This type of intelligence gathering is a large part of his strategy, using information that is outside the norm to turn the tide of battle against the aggressors, transforming the hunters into the hunted.

Not much is publicly known about Henrick Wolfe, though rumors draw ties to the Ministry of Fear. He carries no "official" rank in the Bauhaus Military, but he shares the same authority as a Kommandant. Much of his time is spent being ferried throughout the Solar System, doing the bidding of the Supreme Ministry of Industry and inspecting the security of their holdings. However, there are times when the leaders of House Richthausen request The Wolf to perform the very same type of missions that he is adept at countering. In these endeavors, Wolfe equally competent, able to devise effective strategies for Hostile Takeovers, sabotage, and Asset Extraction/ Elimination missions. Who better to best security than someone who is the best at security?

Henrick Wolfe is of average build, if a bit on the lanky side, and has long black hair that has recently begun to gray. His ice blue eyes sit in a very weathered face that has seen most of the Solar System, from the darkened confines of Mercury to the snow-covered forests of Ganymede. Wolfe prefers to wear the standard version of the Hussar Mk2 armor to blend within the whole of Bauhaus society, just another wolf in sheep's clothing.



The Law



Henrick Wolf

Individual Force Commander, limit one per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	5	13	3	4	5	3	20	2	57

Equipment: AG-17 Panzerknacker Assault Rifle with GW-170 UBGL, MP-105 Machine Pistol.

Special Abilities: Counter Insurgency, Force Commander.

Weapon Stats:

AG-17 Panzerknacker Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-2	-	11	See Chart

GW-170 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

MP-105 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	9	-

Henrick Wolf









House Romanov

House Romanov is the most militaristic of the Elector Houses, boasting the largest number of Militia, Hussar, and Dragoon Regiments in the Bauhaus Corporation. This is largely due to the fact that Romanov Weaponwerks produces and manufactures the majority of Bauhaus' weaponry, enabling Romanov to equip a large standing Homebuilder force. This has shaped the Romanov's very direct style of warfare, placing the emphasis upon grunt infantry instead of Elite Forces. Therefore, until recently, House Romanov has had limited Elite Units outside of their Guard Orders.

However, with the emergence of Cybertronic, this has changed. House Romanov has begun enlisting units from the other Elector Houses and upgrading them with new Cybertronic-sourced equipment fresh from Romanov Weaponwerks. This practice places them on the cutting edge, but at a cost. Romanov's relationship with the Brotherhood has begun to sour, and unlike the other Elector Houses, they are left without the Cardinal's aid in the battle against the Dark Legion.



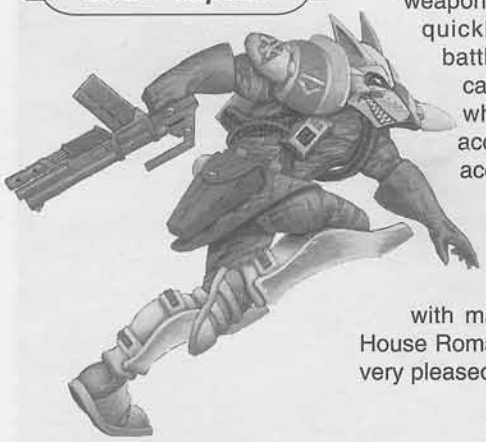


Blitzer Kaptain

Romanov Blitzers

The leaders of House Romanov have long been impressed with Richthausen's Elite Blitzers, having been the victim of their sabotage expertise on several occasions in the past, especially during the Throne Wars. For this reason, they offered House Richthausen a generous deal on future Romanov Weaponwerk products, if they could have one of the Blitzer Regiments. The leaders of House Richthausen took the offer and gave House Romanov one of their best, the 89th Blackhaus Blitzers.

The newly renamed Romanov Blitzers have been outfitted with a new weapon, the Firefist, which uses wire-guided missiles to more effectively hunt and destroy enemy mobile armor. This weapon is still in its testing phase, but it is quickly becoming popular due to its battlefield performance. They normally carry MP105 SMGs for close up fighting, where rate of fire counts more then accuracy, and have access to the normal accouterment of high explosives.



So far, the Romanov Blitzers have met with great success on the battlefield, especially in dense terrain, and their armor is adorned with many Bauhaus honors and citations. House Romanov is pleased with their new Elites, very pleased indeed.

Romanov Blitzer

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	9	4	11	3	1	5	3	19	2	25

Equipment: MP-103 Hellblazer SMG.

Special Abilities: Para-deploy.

Weapon Stats:

MP-103 Hellblazer SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2 (x2)	0 (x2)	-1	-	-	9	-

Romanov Blitzers Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	9	5	12	3	1	5	3	19	2	34

Equipment: AG-17 Panzerknacker Assault Rifle with GW-170 UBGL, MP-105 Machine Pistol.

Special Abilities: Demolition Training, Para-deploy, Tactical Sense.

Weapon Stats:

AG-17 Panzerknacker Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-2	-	11	See Chart

GW-170 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

MP-105 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	9	-

Romanov Blitzer ML Specialist

Elite squad specialist, optional up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	9	4	11	3	1	5	3	19	2	43

Equipment: ATML-100 Firefist Rocket Launcher, MP-105 Machine Pistol.

Special Abilities: Para-deploy.

Weapon Stats:

ATML-100 Firefist Rocket Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-2	-3	-6	-	14 (x3)	See Chart

MP-105 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	9	-

Romanov Blitzer FT Specialist

Elite squad specialist, optional up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	9	5	14	3	1	6	3	20	2	41

Equipment: Gehenna Puker Flamethrower.

Special Abilities: Para-deploy.

Weapon Stats:

Gehenna Puker Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

The Wolfhead Dragoons

The Wolfhead Dragoons have received an amazing feat in battlefield armor. Using the same design principles of combat suits used during the First Corporate War, the engineers at Weaponwerks created the Wolfhead Power Armor. The armor augments the wearer's strength and computer assisted sensors makes a soldier more efficient on the battlefield. Cybertronic components have greatly reduced

the size and bulk of the armor, with a result no greater than modern combat armor.

They are an eerie sight in the dark, like a pack of wolves with their eyes aglow, and have been known to sow the seeds of fear in the enemy. This fear is further fed when a Wolfhead Dragoon shrugs off an attack that would have felled a normal soldier and continues its slow, steady advance. This has allowed House Romanov to use the Wolfheads as shock troopers, punching holes in the enemy's lines and storming enemy fortifications.

Wolfhead Dragoons

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	4	11	3	1	6	3	23	2	26

Equipment: AG-17 Panzerknacker Assault Rifle, Environment Suit.

Special Abilities: Survival Training: 3.

Weapon Stats:

AG-17 Panzerknacker Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-2	-	11	See Chart

Wolfhead Dragoon Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	5	12	3	1	6	3	23	2	29

Equipment: Environment Suit, HG-14 Hagulsturm Shotgun.

Special Abilities: Survival Training: 3, Tactical Sense.

HG-14 Hagulsturm Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	- 0	8	See Chart

Wolfhead Dragoon RL Specialist

Elite squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	4	11	3	1	6	3	23	2	42

Equipment: ARG-17 Rocket Launcher, Environment Suit, HG-12 Pistol.

Special Abilities: Survival Training: 3.

Weapon Stats:

ARG-17 Rocket Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-3	-4	-5	-	13 (x3)	See Chart

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-

Viktor Battlesuits

House Romanov had many plans in mind when it entered trade negotiations with Cybertronic, the foremost being the development of their own Battlesuit, something they were jealous of House Richthausen for having. To achieve their goal, the heads of Romanov Weaponwerks offered the design team that engineered the Vulkans something they could not refuse- a Patent of Nobility. The family based team jumped at the chance and, after House Romanov sent in troops to extract them from their current contract, joined House Romanov as a Weaponwerks subsidiary-Viktor Industries.

When the design team of Vulkan Konstructions split to form their own company they heavily upgraded the chassis of the load-lifter to be used chiefly in war. One of the main problems of the Vulkan was the fact that it could easily become useless if it lost enough of the fluid that ran its hydraulic systems. The upgraded pneumatic system has increased the mobility, agility and lethality of the Battlesuit while ensuring continual functionality during extended missions.

The Viktor Battlesuit is a next-generation design based upon the Vulkan Battlesuit. By upgrading the old hydraulic systems to pneumatics and Cybertronic sourced electronics, replacing the MG90 with a VA74a Autokannon, and reworking the armored chassis, House Romanov made an even more formidable mobile weapons platform. The Viktor is now able to engage both infantry and mobile armor targets with equal effectiveness.

Viktor Battlesuits are assigned in support roles in teams of two to four, with the addition of an AT-v28 Rocket Pod Armed Viktor for dealing with massed infantry, heavy mobile armor, or enemy fortifications. The latter Viktor has the designation RLP.

Viktors

Elite trooper, required 2-4 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	10	3	3	11	3	23	3	57

Equipment: Ironhand Pneumatic Fist, VA-74a Mounted Autocannon.

Special Abilities: Tactical Sense.

Special Rules: Vulnerable to radiant energy attacks. Suffers +2 Damage.

Weapon Stats:

Ironhand Pneumatic Fist *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+3	See Chart

VA-74a Mounted Autocannon *(ballistic, concussive, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	2 (x2)	1 (x2)	-	-	12 (x2)	See Chart





Romanov Blitzer RL Specialist



Wolfhead Dragoon Sgt.





Viktor RLP

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	10	3	3	11	3	23	3	69

Equipment: AT-V28 Rocket Pods Rocket Launcher, Ironhand Pneumatic Fist, VA-74a Mounted Autocannon.

Special Abilities: Tactical Sense.

Special Rules: Vulnerable to radiant energy attacks. Suffers +2 Damage.

Weapon Stats:

AT-V28 Rocket Pods Rocket Launcher *(concussive)*

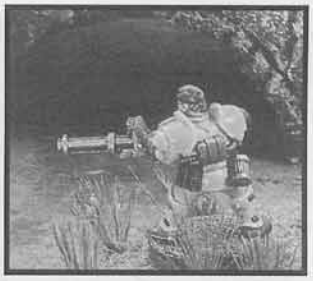
CC	PB	SR	MR	LR	ER	DM	SA
-	-	-4	-5	-6	-	13 (x3)	See Chart

Ironhand Pneumatic Fist *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+3	See Chart

VA-74a Mounted Autocannon *(ballistic, concussive, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	2 (x2)	1 (x2)	-	-	12 (x2)	See Chart





Wolfhead Dragoon Kaptain

Konrad von Juntz





INDIVIDUALS

Wolfhead Dragoon Kaptain

The Wolfhead Dragoon Kaptains are known for their aggressive nature and their ability to garner battlefield results. Instead of fortifying a position, the Wolfhead Dragoon Kaptain mounts an offensive, using battlefield artillery to soften the enemy as they advance. The resilience of the Wolfhead Armor allows the Kaptain to be in the thick of fighting, driving his men on, and pushing the enemy back. This enables the Wolfhead Dragoon Kaptain to attain glory on the battlefield and victory for the House that gave them the opportunity to better serve the Bauhaus Corporation.

Wolfhead Dragoon Kaptain

Individual squad linked officer, limit one per Wolfhead Dragoon squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	11	5	13	3	2	6	3	23	2	45

Equipment: Environment Suit, HG-12 Pistol, MG-50 Light Machine Gun.

Special Abilities: Survival Training: 3, Tactical Sense, Unit Commander.

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	- 0	9	-

MG-50 Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-2	-	- 0	10	-

Haupt Kaptain Konrad von Juntz

Konrad von Juntz sees himself as a soldier. The Bauhaus Military High Command describes von Juntz as an exceptional field commander with a keen mind for the strategic use of heavy weapons and field artillery. The soldiers who serve under von Juntz describe him as "The Iron Man", with each soldier willing to follow Konrad von Juntz to Nero and back.

Haupt Kaptain Konrad von Juntz has the distinction of one of the longest active service careers in the Bauhaus Corporate Army, currently standing at 40 years. Born a Commoner, von Juntz began his career in the Militia, though his performance has earned him promotion into the normally Noble-exclusive Officer Korp of House Romanov. His brilliant mind for strategy, and the loyalty and confidence that he inspires in those who follow him have been constant staples of his career within the Bauhaus Corporation.

Konrad has served in the worst hellholes and Warzones in the Solar System, surviving some of the nastiest assaults recorded in Romanov history. He is one of the best in the planning and execution of defensive tactics and it is said that the Dark Soul itself would not be able to pass a defensive perimeter set up by "The Iron Man".

Despite his advancing years, Konrad is the picture of a soldier. He is a giant of a man; heavily muscled and adorned with a patchwork of scars and medals, each earned on the battlefield. He wears the armor of a soldier, talks the talk of a soldier, and walks the walk of a soldier. He does not spend much time with the Noble Officers, preferring the company of the common men. Before a battle, Konrad tours the defensive perimeter, talking to each defender for a few moments to reassure them or share a joke. He looks every man in the eye and does not waste time with lies or false promises. More strikingly is his memory for names and faces as he often can greet most of his men by name.

The effect on the soldiers is tremendous and no soldier that serves under von Juntz would disappoint the old man by deserting their post. Konrad von Juntz has made a career of fortifying both positions and the men who serve under him. In the morning after an assault, after the bodies of the defenders are sought, they are usually found in a sea of enemy corpses, maintaining their posts even in death.

Even with countless offers by the different Noble Houses to join the ranks of Nobility and become a Noble himself, Konrad von Juntz remains what he started life out as, a Commoner—a soldier.

Konrad von Juntz

Individual Force Commander, limt one per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	11	5	14	3	3	6	3	21	2	58

Equipment: Bergdahl Stonecleaver Light Machine Gun, Environment Suit, HG-12 Pistol.

Special Abilities: Force Commander, Inspiration: 2, Strategic Insight, Tactical Sense.

Weapon Stats:

Bergdahl Stonecleaver Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	1	-	-	11	-

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-

Ducal Mounted HMG Teams

The Bauhaus Corporate Military fields one main MHMG in active service— the MG70. The MG70 is a tripod mounted machine gun that chambers a .303in round and is good for 8000 rpm. It is crewed by a pair of dedicated users that are specially trained in the use and the maintenance of the gun. Ducal MHMG Teams are adept at quickly relocating these MMG where needed and even field stripping the gun, as required. This is a marked improvement from the heavier and very slow moving MG-90.

Bauhaus uses Ducal MHMGs to great effect on the battlefield, especially once a defensive perimeter is set or a position fortified. A common tactic is to set multiple MHMGs in a wedge-like crossfire, thus ensuring the massacre of any attacking enemy infantry. In a defensive role, the MHMG is good for suppressing enemy-held fortifications, allowing Bauhaus troops to close in, without receiving heavy enemy fire. It is this versatility that makes the MHMG a staple of Homebuilder forces.

Ducal Mounted HMG Team

Support associated armament, required 1 model, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	3	-	-	2	-	2	43

Equipment: MG-70 Mounted HMG.

Weapon Stats:

MG-70 Mounted HMG *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	2 (x3)	1 (x2)	-1 (x2)	-	14	-

Mounted HMG Gunner

Support trooper, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	9	3	1	4	3	18	2	-

Equipment: HG-12 Pistol.

Special Abilities: Tactical Sense.

Special Rules: Crewmen must stay in base contact with the rear arc of the weapon. The crewmen and HMG move as a unit, with each using an action to move the group the weapon's MV stat in inches. If the HMG has a crew less than two, it cannot be moved at all.

Weapon Stats:

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-

Mounted HMG Loader

Support trooper, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	9	3	1	4	3	18	2	-

Equipment: HG-12 Pistol.

Weapon Stats:

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-

Hussar Mortar Teams

Provided with extensive training to function as a cohesive unit, Hussar Mortar Teams (HMTs) field a Brunner ML-5 Mortar which fires 80mm pounders. Because of the Brunner's superior range, HMTs are frequently well out of harms way, deep behind their own lines.





Hussar Mortar Team

Support unit, required 1 model, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	7	-	-	-	-	-	2	-	2	55

Equipment: Brunner ML-5 80 MM Mortar.

Weapon Stats:

Brunner ML-5 80 MM Mortar *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-1	-3	-	11	See Chart

Mortar Team Crew

Support trooper, required 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	9	3	1	4	3	19	2	-

Equipment: HG-12 Pistol.

Weapon Stats:

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-

Mortar Team Spotter

Support squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	5	10	3	1	5	3	20	2	-

Equipment: HG-12 Pistol.

Special Abilities: Tactical Sense.

Special Rules: Spotters must remain in command radius of the mortar. They can assume a crew position by moving into base contact with the rear arc of the mortar, but while doing so they may not use their Tactical Sense special ability.

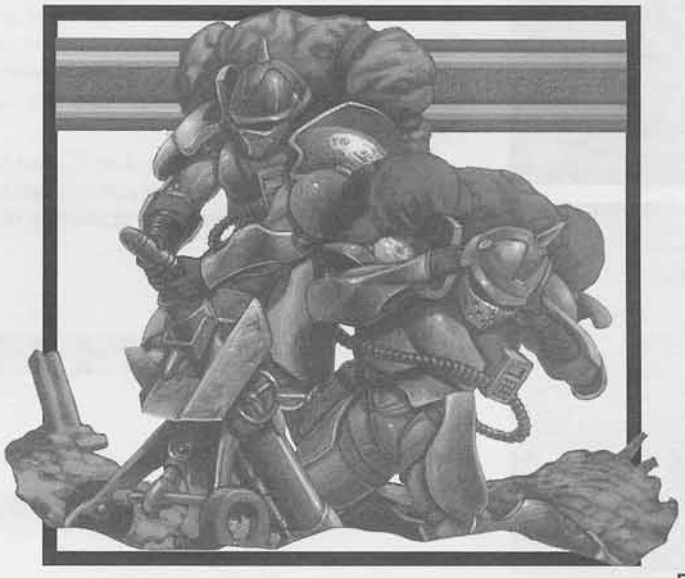
Weapon Stats:

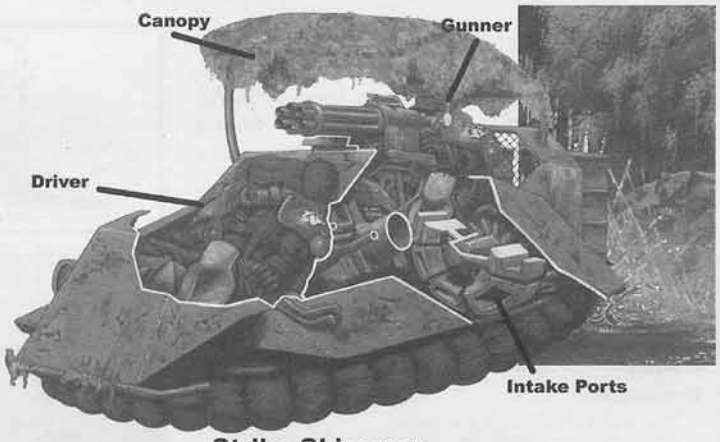
HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-



Sgt. Augustine





Strike Skimmer



The Strike Skimmer is a design from the House Richthausen subsidiary, Fieldhausen Motors, created to deal with the multitude of terrains within the worlds of the Solar System. Richthausen's vast industrial empire allowed Fieldhausen to create a new type of vehicle based upon Capitol's Shark Systems Inc.'s hover technology. The result was a much heavier vehicle than anything Shark Systems put out, an armored transport that was plated enough to withstand battlefield conditions yet maintains much of the maneuverability inherent in hover-type vehicles. The FH-01 Strike Skimmer was welcomed into the forces of Bauhaus and quickly included in its varied Battle groups.



Armed with a MG90 Mounted Machine Gun, the Strike Skimmer can perform mobile weapon platform duties, as well as reconnaissance and transport. The Skimmer's mobility and speed over all types of terrain allows it to travel across the battlefield, probing enemy deployment and/or providing fire support and suppression as needed. As a transport, the Strike Skimmer can carry a small squad, who strap into the safety harnesses along the hull and stand on the running boards that flank the Skimmer's body. The troops aren't offered the same quality of protection as other transports, but the Skimmer's rapid movement reduces the amount of time that they are under fire.



So far, the Strike Skimmer has proven to be a great multi-purpose support vehicle and has been seen in every theatre of war that contained forces from House Richthausen.



Strike Skimmer

Support unit, required 1 model, vehicle.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	5/2	-	6	23	5	96

Equipment: MG-90 Mounted HMG.

Special Abilities: Impenetrability.

Weapon Stats:

MG-90 Mounted HMG *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	3 (x3)	1 (x2)	-1 (x2)	-	14	-

Skimmer Driver

Support trooper, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	4	11	3	-	4	-	-	-	-

Equipment: HG-12 Pistol.

Weapon Stats:

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-

Skimmer Gunner

Support trooper, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	4	11	3	-	4	-	-	-	-

Equipment: HG-12 Pistol.

Special Abilities: Ambush, Tactical Sense.

Special Rules: The gunner may for one action fire either the HMG in a 180 degree firing arc or his pistol in a 360 degree arc.

Weapon Stats:

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-

Strike Kommando

Support squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	11	3	1	4	4	17	2	25

Equipment: Dagger, MP-103 Hellblazer SMG.

Special Abilities: Deadshot, Fast Shot: 3.

Special Rules: The Kommados activate as crew members, and may fire their SMG from the vehicle. If the vehicle has made a move action, they will suffer a -3 RC penalty.

Weapon Stats:

Dagger *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
3	-	-	-	-	-	ST+2	-

MP-103 Hellblazer SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2 (x2)	0 (x2)	-1	-	-	9	-

GT Off-Road

The GT Off-Road is a modified armored car designed by Fieldhausen Motors for the armies of all the Elector Houses. Its chief role is the safe transportation of Officers and Force Commanders on the field of battle. Also, its rugged design and the chassis-mounted MG90 allow the GT Off-Road to fulfill a very limited role as mobile armor.

To that end, they moderately armored the chassis and filled the vehicle with redundant systems, ensuring that both the GT Off-Road and its passengers survive a direct attack. The MG90 operated by the Offroad's dedicated gunner guarantees that any enemy infantry that tries to engage the GT won't.

GT Offroad

Support unit, required 1 model, vehicle.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	5/3	-	5	24	5	93

Equipment: MG-90 Mounted HMG.

Special Abilities: Impenetrability.

Weapon Stats:

MG-90 Mounted HMG *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	3 (x3)	1 (x2)	-1 (x2)	-	14	-

GT Offroad Driver

Support trooper, required 1 per model, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	4	11	3	-	6	-	-	-	-

Equipment: HG-12 Pistol.

Weapon Stats:

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-

GT Offroad Gunner

Support trooper, required 1 per model, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	10	5	13	3	-	6	-	-	-	-

Equipment: HG-12 Pistol.

Special Abilities: Tactical Sense.

Special Rules: For one action the gunner may either fire the HMG in a 90 degree firing arc or his pistol in a 360 degree arc.

Weapon Stats:

HG-12 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	1	-	-	-	9	-



BAUHAUS ARMORY

Notable Weapons

Melee

Dueling Saber

Nobles and the Bauhaus officer corps wear these long-bladed swords. They are light, strong and deadly. Used chiefly in one hand with a pistol in the other, dueling sabers are both a badge of status and an efficient tool of death.

Machete

Machetes have a heavy chopping blade and a simple handle. They are mostly used as tools for clearing a path through the Venusian Jungle, but they can cut through the limb of a person as easily as they can cut through the limb of a tree.



S34 Thermite Lance

The S34 is an ingenious design from Strauss Industries. Inside the lance is a long segmented core of thermite pellets, each as long as a finger. The user arms the lance before a charge by pushing a button that loads the tip of the lance with a thermite pellet. The pellet is ignited just prior to the charge and quickly superheats. The now-superheated tip of the lance gives the user good armor-piercing ability for the first hit. Afterwards, the tip must be replaced, as it disintegrates on impact.



The Axe of Judgment

Developed by the Brotherhood's Blessed Engineers for the Ministry of Justice, the Axe of Judgment is a truly wicked weapon. It is a heavy bladed axe that is designed to cut through both flesh and steel with great ease. Housed in the haft of the weapon is the power supply, which is used to charge the axe for strikes against armor. The Axe is carried solely by the Executioners of Bauhaus' Ministry of Justice.



Sidearms

HG12 Pistol *"The Equalizer"*

The HG12 is a light automatic pistol that is carried as a back up for regular and support troops. It has an eight-round clip and is chambered for 9mm ammunition. While it is a basic gun, its Bauhaus design guarantees its dependability in the field.



MP-105 Machine Pistol

The MP-105 is a Romanov Weaponwerks design that fires 9mm caseless ammunition. The caseless ammunition provides an extraordinary ammo capacity for its size and increases the rate of fire. It is light enough to be used effectively in close combat, and it truly shines at extremely close ranges.



MP-103 Sub Machine Gun

Developed by Romanov Weaponwerks, the MP-103 is a larger version of the MP-105. It is capable of firing from the hip and has great use in house clearing or close assault operations. Chambered for 9mm rounds, the MP-103 is a reliable weapon that sees much use in the trenches and urban conflicts of the Solar System.

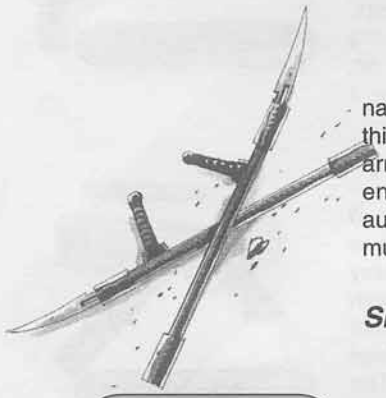




MG-80 HMG

AZ60 Rotary Shotgun *"JAWS"*

Incorporating the technology used in belt-fed HMGs, Strauss Industries introduced the Jungle Assault Weapon System (JAWS). These belt-fed, multiple-barreled rotating shotguns are exceedingly vicious at short range. They are more than capable of cutting a path through both dense jungle and packed infantry alike, while remaining light enough to use in close combat. The only drawback of the AZ60 is its limited range, due to the smaller gauge shotgun rounds and the length of the barrel. Still, the AZ60 is one of the best weapons possible for the Venusian Jungle, where firefights are often close affairs.



EN13 Nightstick

EN13 Nightstick

The EN13 is a nasty weapon with an even nastier surprise. One end of the Nightstick has a thick, razor-sharp blade ideal for piercing combat armor and dealing mortal wounds. At the other end of the nightstick is a hand-loaded 20mm autocannon round that can be fired at close range, much like the Panzerknacker.

Shotgun

HG-14 Shotgun *"Hagulsturm"*

The HG-14 is a conventional semi-automatic shotgun that fires 12-Guage 00 buckshot. It is popular amongst some infantry for its reliability and its close range anti-personnel abilities are unparalleled. It is especially good for those soldiers on point who can immediately answer an ambush with a dense pattern of shot that bypasses normal cover.



HG-14 Shotgun

AZ61 Twin Rotary Shotgun

The AZ61 is a larger bore, twin-linked version of the AZ60 that is capable of mowing down any soft target foolish enough to be within close range. Strauss Industries produces the AZ61 as a Squad Support Weapon. It incorporates two multi-barrel rotary shotguns that spin in opposite directions. Recoil is handled by a mechanical gyro-arm that is strapped to the user below the ammo container. In full burst, the AZ61 can fire 200 rounds per minute of 10 gauge, 00 buckshot. The results are impressive indeed.

Rifle



PSG-99

AG17 Panzerknacker Assault Rifle

The 7.92mm caseless, magazine-fed rifle, with a folding stock design, is the standard armament of the Bauhaus infantry. The body of the gun is constructed from corrosion-resistant alloys, increasing its durability within the abrasive Venusian environment. It is one of the best rifles in the System, very popular with mercenary Free Armies for its reliability and flexibility with added under-barrel accessories and available weapon upgrades.

PSG-99 Sniper Rifle

A more recent addition to the Bauhaus Armory, the PSG-99 is developed by Mostriano & Olivier Weaponwerks, a subsidary of the Sagielli Electorate. Originally commissioned for a new unit of specialists, the PSG-99 has now become more common throughout the ranks of the elite troopers.

Machine Guns

MG40 Light Machine Gun

The MG40 is no more than a belt-fed AG17 with a sturdy shoulder stock and a longer barrel. The weapons are the same caliber, but the MG40's construction is more robust due to the greater wear from longer bursts. The MG40 is a great all-around weapon that has found popularity with mercenary units.

Bergdahl Stonecleaver LMG

This light machine gun bears an unusual water-cooled design, using a specially designed system to pump chilled water around the mechanism and barrel, keeping the gun cool at all times. While this innovation makes the gun much heavier, it dramatically reduces misfire.

MG50 General Purpose MG

This newly classed weapon uses the high rate of fire of the HMG class type of firearms while chambering rifle rounds, much like the LMG class of weapons. It was developed from the MG40 with a large capacity magazine and an air-cooled barrel sleeve, which helps keep the weapon cool at high rates of fire.

MG70 Mounted Machine Gun

The MG70 is a tripod-mounted machine gun that chambers a .303in round and is good for 8,000rpm (rounds per minute). Its water-cooled barrel is effective for long, sustained bursts before needing replacement. The mount gives the gun a very stable firing platform while maintaining a good amount of portability.

MG80 Heavy Machine Gun

The MG80 is a tri-barreled, gating-operated HMG used for infantry close support. As with all HMGs, the MG80 is most effective at short ranges and in confined areas. It chambers a slightly higher caliber round than a rifle, but not as large as its mounted cousins. This allows the MG80 to be man-portable, while maintaining a hail of death from its rotating barrels. It is extremely

reliable for its class, even under extreme circumstances.

HMG-85/T

The HMG-85/T is an odd piece of artillery, straddling the classes between portable individual HMGs and teamed MMG. Designed to retract into a man-sized square "body", the 85/T can be relocated by means of the same wheels that rotate the 85/T when assembled. The 85/T chambers .40in rounds that are too light to penetrate heavier armor plate, but do considerable damage to both light mobile armor and infantry.



HMG-85t Mounted Machine

MG90 Mounted Machine Gun

The MG90 is the heaviest machine gun in the Bauhaus Corporate Army. It chambers massive .50in machine gun rounds and must be mounted on a vehicle's hard point to fire. It is minimally effective against armor plating, but its effect on light armor and personnel is devastating.

VA-74a Autokannon

The VA-74a is a very brutal weapon. Chambered for 20mm autocannon rounds and utilizing a rotating multi-barrel, the VA-74a is capable of blowing apart light mobile armor and liquefying infantry at close range. The weapon's extended barrel helps the user engage heavier armor at medium range. Developed by Viktor Alexander Industries for use in their Viktor battlesuits, the VA-74a is certain to make its way into other armored division weapon systems.

Launchers

GW-170 UBGL

The GW-170 is a simple, breech loading one shot grenade launcher that can be mounted beneath an assault rifle. The 30mm Rifle grenade is loaded by hand in a slide breech found under the AR. There is a separate trigger for firing the GW-170 beside the AR's clip assembly. It is a simple weapon with a simple purpose and since it is Bauhaus quality, it always gets that job done.

GL357 Wrist-Mounted GL

The GL357 is a specialist weapon, worn only by unhinged individuals who do not mind having a bunch of 30mm rifle grenades strapped around their wrist. A revolving mechanism locks one grenade in place for the user to fire. Recoil on the GL357 is transferred into the weapon's wrist brace, which is firmly locked into place before firing. Its chief advantage is its portability, since the user can hold something in his or her hand while the weapon is not in use.

GL405 Grenade Launcher

Hand-held grenade launchers resemble very basic shotguns and operate on the same breech-loading principle. The GL405 allows the user to fire a 40mm spin-stabilized impact grenade at range. The inaccuracy of such a weapon has been improved by Bauhaus' superior rifle design, making it one of the best on the market today.

ARG-17 Rocket Launcher

The ARG-17 is a Romanov Weaponwerks design, utilizing a six-round revolving hopper loaded with 120mm rockets. It is an extremely user-friendly weapon with a bullpup design and ergonomic controls. Reliability is in the top of its class and the ARG-17's payload can be staggered for either anti-personnel or HEAT rockets. All of these amenities make the ARG-17 a top-notch weapon.

ATML100 Firefist Missile Launching Platform

The Firefist is an experimental weapon from Romanov Weaponwerks. Using Guided Missile technology purchased from Cybertronics, it allows the Firefist user to remotely guide missiles in flight. By means of a joystick on the grip of the ATML100, the user can maneuver around obstructions to hit its target. While not as powerful as a Rocket Launcher, the tactical applications of guided missiles are limitless within the limited confines of jungle or urban terrain.

AT-v28 Rocket Pods

The AT-v28 is a simple upgrade to the Viktor class Battlesuit. The unit fires 28cm rockets from a honeycomb launcher attached to the shoulder joint of the Battlesuit. The rockets are capable of knocking out mobile armored targets at range, which is the unit's primary function, but are considered gross overkill against soft, infantry targets.



MG-40 LMG

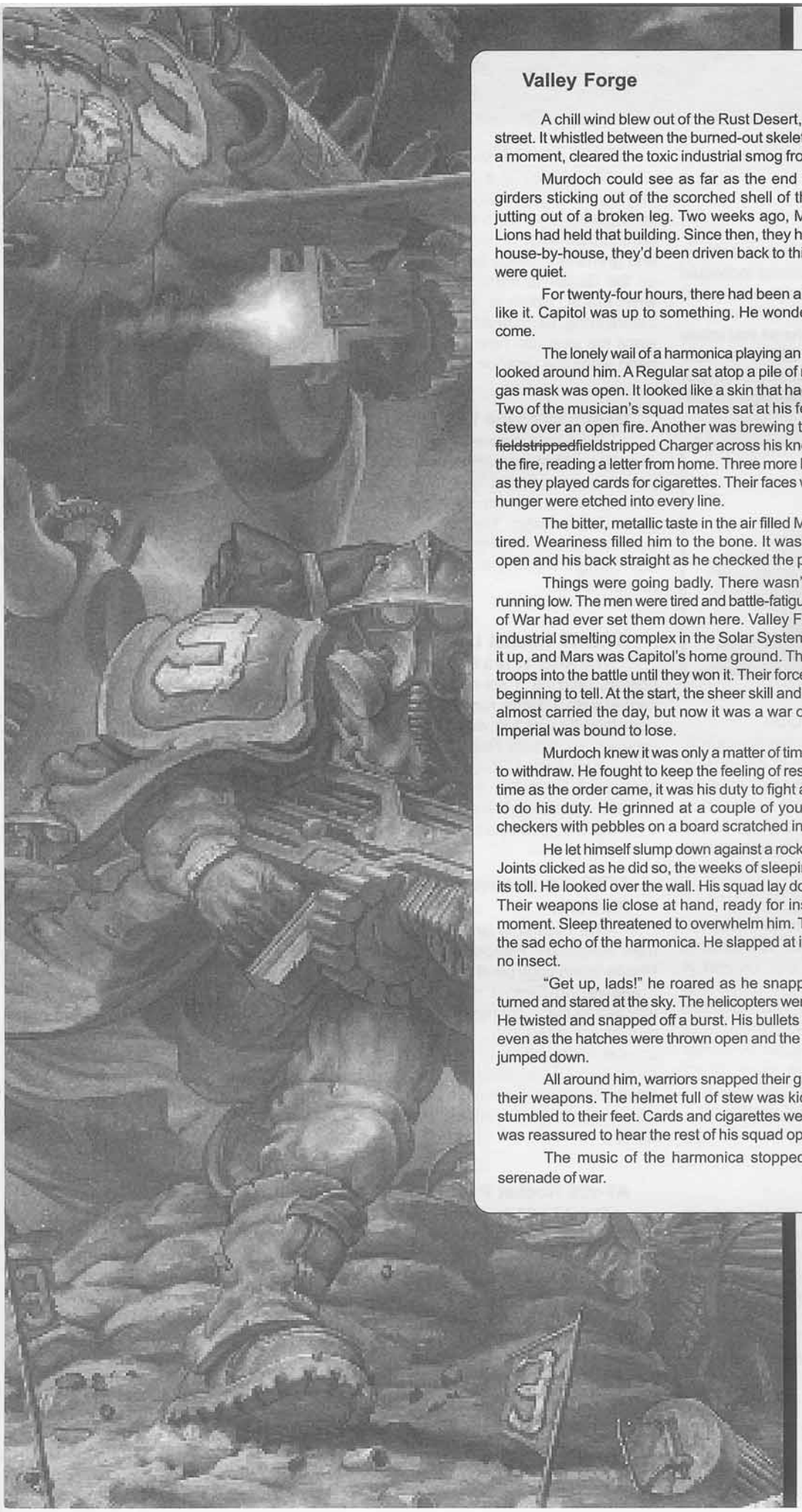


Panzerknacker



ARG-17 RL





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. Capitol was 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 squad mates 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 ~~fieldstripped~~fieldstripped 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. 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.

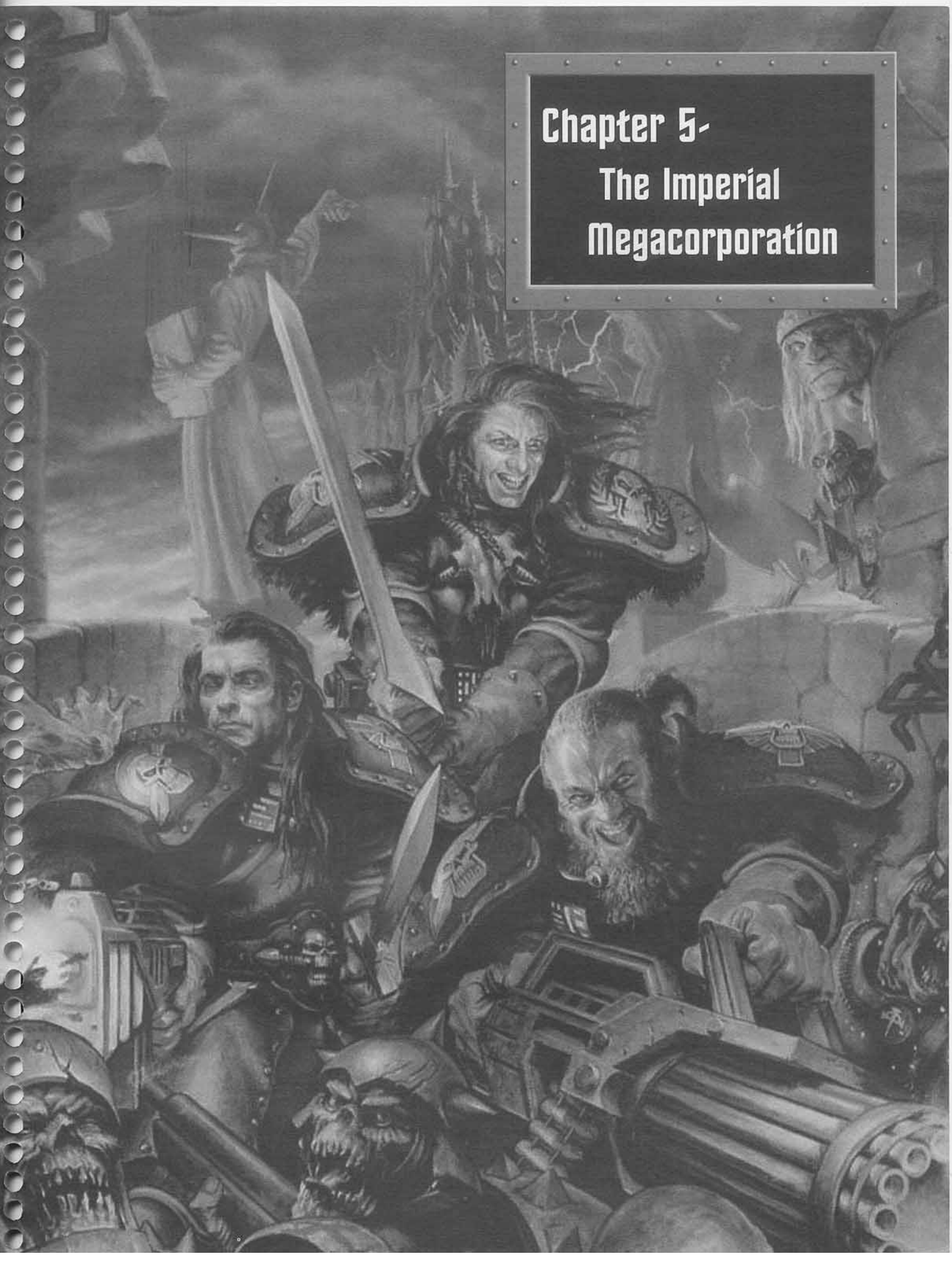
Murdoch knew it was only a matter of time before they were given the order to withdraw. He fought to keep the feeling of resignation from his mind. Until such time as the order came, it was his duty to fight as best he could, and he intended to do his duty. He grinned at a couple of young squaddies who 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, the weeks of sleeping on hard earth Sodsohad taken its toll. He looked over the wall. His squad lay dozing within the ruins of the house. Their weapons lie 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, and then realized that it was no insect.

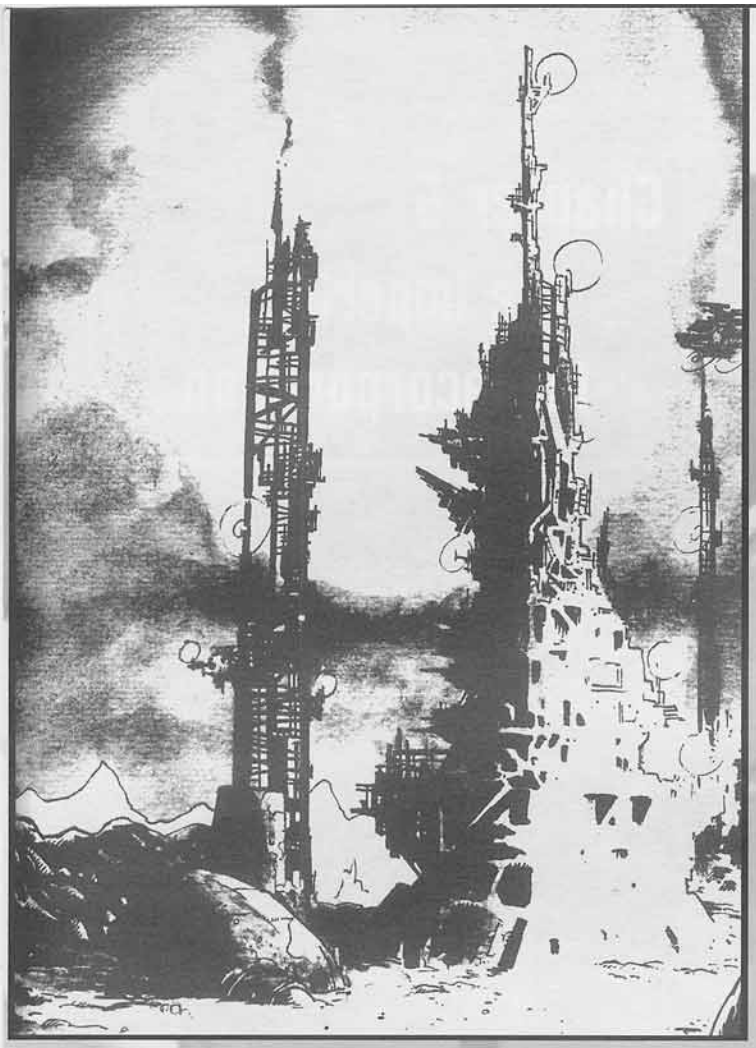
"Get up, lads!" he roared as he snapped the safety of his Invader. He turned and stared at the sky. The helicopters were skimming low over the buildings. He twisted and snapped off a burst. His bullets pattered off the helicopters' sides, even as the hatches were thrown open and the heavily armored Capitolian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



Chapter 5-
The Imperial Megacorporation



"Diversity is our power. Unity is our strength."

- His Serenity Michael Murdoch,
the first High Serene Leader of Imperial

Imagine a pebble.

It is a small thing really, almost beneath notice. In all likelihood, it cannot cause harm, nor fill one with dread. But should that same pebble find its way into a delicate area of machinery, its impact is felt.

Should that same pebble join with tens of thousands of other pebbles, then its size, weight and presence cannot be denied. And, unlike a mass crafted from a solid source of similar size, the pebbles will disperse any force used against it. Such is the nature of pebbles; sometimes the seemingly harmless things are actually the most dangerous.

Imperial is like that pebble. Considering the size of Imperial, one might believe they are a Corporation ready for plunder, a scattered target for larger and more powerful opponents. This is hardly the case.

Imperial defends its values and colors with a passion and resolve born from its harsh and oppressive beginnings. When attacked, the small people of a Clan will suddenly draw in hundreds and thousands of other people to aid it. Her Imperial Serenity Gloriana II said it best: "To attack any Imperial Clan is to attack us all."

As a people, they will fight to the last, never backing down from any conflict, always seek to strike back with twice as the force they receive. The same can be said of their business tactics, as well. Every agreement is enforced to the very letter, and Imperial will fiercely defend any contracts it enters. The troops of Imperial often best their enemies through sheer will and unbridled tenacity; characteristics infused with a near reverent devotion to the Clans that rule them.

Over the span of years, the determination and steadfastness of the Imperial investors, officials and ambassadors has maneuvered the Megacorporation into a position of significant renown. By acquiring both Independent and Corporation holdings and making claims in the new worlds, the empire has grown exponentially. In truth, acquisition has always been at Imperial's core. While Bauhaus and Capitol have built their massive corporations from scratch with their own resources, Imperial's strategy has always been to either purchase or conquer promising businesses and reorganize them to fit into the Imperial way of thinking.

Imperial is an aristocratic Megacorporation that is 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 structure 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 unified, to give employees a figurehead and to emphasize the person as an example, a model of piety and goodness. The Serenity as commander and CEO has limited power, though the real decision-making ability lies in the hands of the Parliament.

The history of the Imperial Corporation is one full of adventure, betrayal and intrigue. Imperial definitely has more than its share of civil servants, tales of Imperial's proud past invariably center upon the noble teams or individuals that actually get the jobs done. Despite the amount of red tape they often become entangled in, these men and women are the reason that Imperial was able to become a sizeable Corporation, as well as being the power that keeps Imperial entrenched in their current position.

Megacorporate History

Imperial was originally founded as a consortium of smaller family-run businesses that banded together in an effort to challenge Capitol, Mishima and Bauhaus and become the fourth of the emerging Megacorporations. It was a bold plan. Each of the families were aware that alone they had absolutely no chance of ever becoming more than a major Independent house, but if they were to pool their resources together, they could comprise

something far larger than the sum of their parts. United, little could stand in their way.

The Corporation itself was ultimately the brainchild of one Michael Murdoch, the patriarch of Murdoch Industries or what would one day become Clan Murdoch. He was a man of immense personal magnetism, and Imperial was founded on the cult of his personality. With rousing speeches, bold plans and outrageous promises, he brought the original fifty competing companies together and in the span of two years Murdoch found himself seated as Imperial's immeasurably popular first Serenity. Under his guidance and bold vision, the new Megacorporation could do little wrong.

Murdoch faced one great obstacle in his path to Megacorporate status. His small company, along with a host of others, was being held back by a larger enterprise that was on the border of becoming a Megacorporation itself. This group, the Colonial Alliance, had a stranglehold on the distribution of products that were necessary to join the other Megacorporation's on the Moon. The resources Murdoch could assemble together under the Imperial banner were staunchly curtailed by this venal and corrupt semi-power. Michael found himself caught in a web of strong-arm tactics, deceit, graft and backroom politics the likes of which put his organization to shame. Instead of accepting Alliance's control, as many other small companies did, he decided to fight back. After organizing the bulk of the small companies together, Murdoch led a fully armed assault upon the headquarters of the Colonial Alliance, destroying it outright and cutting away the web of disinformation that was entangling the smaller companies on Earth who wanted a piece of the Lunar Project.

Defeating the Colonial Alliance was only the first step to their legitimacy as a power beyond Earth. It was clear that with the Alliance removed, the three larger corporations would certainly not tolerate another aggressive contender to their ambitions. Intrigue was high amongst the "Big Three" as they ruthlessly colonized Luna and set about considering the other planets, and against their power Murdoch did not see a prosperous outcome, at least not in the conventional sense.

In a Board Meeting referred to as "The Grand Assembly", Murdoch proposed the strategy that would ensure their inevitable success as a Megacorporation. "To challenge the Three would only invite their wrath", Murdoch claimed, "and against this we would show no profit. It is far better for us to weigh their own greed and use it against them. We shall provide the services they need and do not trust each other to provide. We will be safe, unassuming and helpful, and when we are integrated into their plans, we will be their equals."

It was one of his most clever tactics and it worked gloriously. Mishiman delegates relied on Imperial shipping for the maintenance of their crafts and the refinement of their navigational equipment. Bauhaus contracted the use of Imperial Frigates to traverse the stars and ferry their equipment from outpost to outpost. Capitol arranged exclusive licenses in the paper industries and in various other supportive services. Within a few years Imperial scientists we consulting on all terrforming projects and aiding in the design aspects of some of the larger pieces of equipment. Imperial coffers, soon brimming with profits began to feed back into the terrforming plans and the new corporation found itself becoming an integral part of the colonization effort.

The newly formed United Imperial Corporation had become the tool with which the Solar System would ultimately be colonized. If it was not for them, Bauhaus, Capitol and Mishima could never have completed the terraforming of the other planets, having depleted their own finances and sharing little trust among their "partners" on the logistics of such an endeavor. Instead, with the help of the myriad of small companies contained within Imperial, the Corporations seeded the Solar System.

The road to such lofty heights was not an easy one for Imperial. It was quite difficult. Having never received anything but hard times and aggrevation during its formation, Imperial became a very aggressive company which had to carve an empire for themselves in a very hostile and competitive Solar System. Imperial managed this feat through a very united effort by the smaller companies within its collective and the families that controlled them. This unification saw Imperial through the fall of Earth and the First Corporate Wars and would have led to Imperial's eventual supremacy were it not for the untimely loss of unity that the United Imperial Corporation suffered. During the Age of Faith, the powers at the head of Imperial turned upon themselves in what became known as the Sad Struggle and this occurrence has forever altered the Megacorporation lasting to this very day.

The Sad Struggle

As with all things, there comes a time when it must erode. Under Clan Murdoch's insightful and benevolent rule, Imperial prospered for centuries, but not all were content with their role in the scheme of things. With aggressiveness came ambition. Some clans grew jealous of Murdoch's power, and mid-way through the reign of Cardinal Durand XI, also known as Durand the Mad due to his attempt to burn Luna to the ground while under the influence of Dark Symmetry, a rebellion was fomented in which the Murdochs' chief rivals, the Kingsfields, played the part of the instigators.



They gathered around themselves many of the most powerful clans in an effort to make a hostile takeover of the Serenity by peaceful means.

The Kingsfields, together with their compatriots, amongst which were most notably the Bartholomews, embarked upon a campaign of terror designed to bring the clans loyal to the Murdochs over to their side. Assassinations, bombings, blackmail, and all-out military assaults, nothing was beneath the Kingsfields in their desperate grab for power. There was no atrocity they would not commit and the Hall of Records maintains these various crimes on file to this very day.

It was a long and often bloody war that lasted over twenty years. Many thousands were killed and at least that many maimed or mutilated. Eventually, the Bartholomews,

disgusted by the depths to which the Kingsfields had been willing to drag them, sided with the rest of the clans against the Kingsfields. Almost all of the Kingsfields' other allies deserted them soon after.

Nigel Kingsfield, the patriarch of the clan, vowed that he and his would never surrender under any circumstances. He knew that, were they to be captured, the penalties for the treason that the Kingsfields had committed could be no less than death. Considering some of the ruthless practices his men had engaged in, he was certain that death would be only something he prayed for. Against the assembled forces Imperial's Clans, the Kingsfields made a last stand in their home-fortress deep within the asteroid belt. They could not prevail against a concerted effort by so many after waging such a long and costly war against the Murdochs.



In the climactic battle, the anti-Kingsfield clans, now led by the clan that had fared the best in the war to that date, the Bartholomews, simply could not bring the sole remaining renegade clan down. Camelot's defenses were simply too strong. The decision was made to "bomb the stuffin" out of the asteroid which was then follow it up with a full-out attack. And so it was done. The Kingsfield homeland, named by its founders Camelot, was nearly razed to the ground in the latter days of the aerial bombardments.

When the clans landed on Camelot, they found that the roof of the main building, which had resembled nothing more than a medieval castle carved out of the asteroid's solid rock, had collapsed, killing most of the people within. It is believed this included Nigel Kingsfield and his five adult children. Leaderless, the Kingsfield people fought on, but having no way to coordinate with each other, they soon fell before the fury of their enemy clans.

In the Sad Struggle's aftermath, Imperial investigators searched the rubble of Camelot for some sign of Nigel Kingsfield's body. No trace of his remains could be found, nor of any of his children, not even of their armor. Although this was unusual, the investigators chalked it off to the Kingsfields having been buried in a section of the crumbled castle that they had yet to excavate. Despite further searching, however, the bodies were never found.

Few of the Kingsfield people present survived their opponents' horrific onslaught, and those that did were soon after hung for treason. A few members of the Kingsfield line were not present that day, most notably young Richard Kingsfield, the grandson of Nigel Kingsfield, who had been whisked away to safety by his nanny soon after the Bartholomews' treachery was revealed.

Richard Kingsfield's offspring survive to this day, but the power of this once great family is much diminished. In the aftermath of this Sad Struggle, their clan was stripped of most of its assets along with almost all of its political clout. They are still proud to remain one of the independent clans that refuse to owe its allegiance to any other, but many believe that this is only posturing, as it's widely held that no self-respecting clan would ever trust them again. The fact that Kingsfield was not eradicated to the last is a testament to the mercy of the Murdochs, who could see no point in condemning a 1-year-old child to death for the crimes of his parents. They were not Bauhaus after all, and mercy is not a sign of weakness.

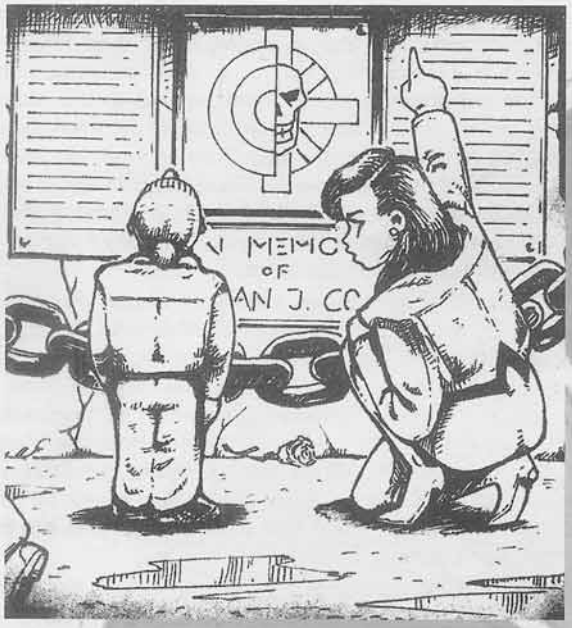
The fact that Richard's body was never recovered led credence to the theory that the Kingsfields had been involved with some aspect of Dark Symmetry, whether via one of the Dark Apostles or directly through the Dark Soul. Some of the Bartholomew's of that era hinted at that being the reason that they had finally broken with the renegades, but no one ever explicitly stated that as the reason. It's possible, however, that the Bartholomew's, who were in the middle of assuming power over Imperial themselves, were reluctant to associate themselves with anyone tainted by the Great Darkness.

In the end, the truth of the matter was never entirely revealed. Camelot is deserted now, its structure severely compromised serving as an ever-present reminder of the calamity that is wrought when unity is not maintained. Rumor has it that pirates occasionally use Camelot as a base of operations, but no one has ever tried very hard to confirm this. Legend also states that passing ships have seen men and women in ancient Imperial armor walking along the battered battlements of Camelot, but no one has ever been able to capture these figures on film.

A Case For The Wolves

Malcolm MacGuire was literally thrown behind the car by his huge bodyguard as bullets whistled dangerously close to his ears. He could hear the short, distinct bursts of automatic fire, the ricochets of metal against stone, the tinkling of broken glass, and the screams from passersby hit by stray bullets.

Lying face down in the filthy street, Clan Maguire's chief negotiator felt afraid and naked. It was as if all the years of soft living had caught up with him in the single evening. He had all but forgotten these feelings since his time in the Packs, but now he found they did not steel him to his enemy as they had before, but rather sapped him of the will to even move.



Struggles and Resentments

The ramifications of the Sad Struggle were felt long after it came to its fiery conclusion. Although Clan Bartholomew emerged from the flames by far the most powerful of the remaining clans, it had made many enemies by siding initially with the Kingsfields during the Sad Struggle. Amongst these were the next two most potent clans: the up-and-coming MacGuires and the former ruling clan, the Murdochs.

At first, the clans banded together to concentrate on rebuilding their former empire. Imperial wounded itself badly during the years of its civil war. It had lost a great deal of its market share to the other Megacorporations, particularly Capitol, which had eagerly subsumed any and all of Imperial's Martian holdings that it could get its hands on.

In fact, most of the properties that Imperial had acquired and held through armed conquest were returned to their original owners during the days of the Sad Struggle. The craftier clans sold these holdings back when the war began and they realized that they could not both maintain so many exterior pieces and still hope to stand tall in that time of war. Other greedier clans tried to keep all of their hard-won properties within their grasp until they were forcibly stripped from their hands while the bulk of their attention was diverted elsewhere.

Although the loss of life had been great during the Sad Struggle, the economic disempowerment was nearly as devastating to many of the clans, if not actually more so. United only by the need to survive in the harshly competitive Megacorporate universe, the clans banded together strongly behind the one clan that had played both sides in the struggle correctly long enough to ensure its rise to power: Clan Bartholomew. Jasper Bartholomew, patriarch of his clan, was installed as interim Serenity, and under his leadership, Imperial began their walk back up the long, slow road to economic stability.

While the Megacorporation healed itself, all political bets were off. It was a wild time to be a part of Imperial. Subterfuge was the name of the game as families and individuals jockeyed for positions of power that would last down through the centuries, all the while aware that any misstep that brought additional shame upon the clans' collective head would be dealt with most harshly. Several clans were suspended during the restructuring for crimes against their fellow clans. Others were outright relieved of their membership, although incidents incurring this punishment were definitely few and far between. Some of the more prominent Malcontent Factions in the outer rim are actually descendants of some of these banished clans.

For the most part, the clans fell in behind the Bartholomews, who had, at least for the time being, won the grudging support of the MacGuires and Murdochs. This was a time in which the individual members that made up Imperial needed to provide outsiders with at least an image of a united front. All three of the other Mega powers would shut Imperial down for good if they thought the Sad Struggle had hurt them as badly as it actually had. It is a testament to Imperial's audacity that it could fool the other corporations into thinking themselves still strong. Not since the founding of the corporation had Imperial had such a binding singularity of purpose, and the Bartholomews made the most of it while they could.

This is not to say, however, that after the war was over the clans who had been fighting months before instantly gave to trusting each other fully with their lives and economic might. Nothing could be further from the truth. Distrust was even more rampant and pervasive now than it had been at any time during the height of the Sad Struggle, due mostly to the fact that now these formerly adversarial clans were forced to work not in open conflict, but together. Because of this genuine uneasiness with each other, founded on nothing less than twenty years of bloodshed, the legendary Imperial bureaucracy was formed.

In order to allay the numerous and often contradictory fears that each clan brought to each issue raised before the Parliament, Jasper Bartholomew instituted a staggering number of ministries and sub-ministries to investigate, debate, argue, cross-check and settle every resolution, action or inaction that Imperial ever had to worry about. While this created a mind-numbing amount of paper-work, it had the effect of calming the paranoid fears of the clans. After all, with so many different representatives from so many different clans laboring over and giving input on nearly each and every matter of any sort of importance whatsoever, any kind of political intrigue that might

"Stay down, Malc, I'll take care of this!" Angus snapped. From under his thick surcoat, the bodyguard produced a single grenade. Yanking the pin out, he let it fly toward the gunfire. The assailants with the automatics disappeared in a cloud of smoke and flames, a rain of pulp littered about them.

It was over before it could even begin. Angus dusted himself off and surveyed the damage.

"We've lost Gillian, and Turner is badly wounded."

Malcolm MacGuire rose on weak legs, surprised at how his body had changed. He was aware that he'd been the target of tonight's attack. He knew his job put him in danger, but he hadn't thought that the attempt could be so obvious, so vulgar and unsophisticated. An

be instigated would be slowed down so much as to make it almost impossible to successfully manipulate anything..

Of course, problems still occurred, it simply took longer for them to become apparent and even longer to be rectified. It was by no means a perfect solution to Imperial's problem, but it was a solution, nonetheless. Despite the fact it slowed Imperial down, at least it kept it going, so at least in that respect, Jasper Bartholomew succeeded.

The founding of the bureaucracy had the additional effect of making the transition from a wartime economy to peacetime one a bit easier. Veterans of the war, particularly those that had been disabled in one way or another, were brought into the civil service in droves. At its peak, the bureaucracy in one way or another employed nearly twenty percent of Imperial's populous. Single-handedly, Jasper Bartholomew had managed to create a whole new social class composed entirely of civil servants.

After everything had fallen out and Imperial had stabilized economically, open political divergence and intrigue became common once again. With Imperial once again strong and more than capable of handling itself in competition with Capitol, Mishima, Bauhaus, the clans were again capable of working against each other instead of in concert. It was then that the Great Resentment actually took hold.

With the Imperial bureaucracy in place, the clans could set into motion their petty plans to move forward at their compatriots' expense, confident that the corporation would continue on, unaffected by any such maneuverings short of a second Sad Struggle. The old rivalries that had lain buried for over a century suddenly were brought into the light again as the clans renewed their hostilities against each other with increased vigor.

Dozens of ancient slights and injustices, both real and imagined, were unearthed from their long undisturbed graves. The object of most of the Great Resentment was the clan that had parted with the bulk of Imperial during the Sad Struggle only to return again contrite in time to be on the winning side. On top of that, Clan Bartholomew, as the greatest remaining power in the Megacorporation, had not only made numerous enemies over the years, but also incurred much jealously on the part of the lesser-endowed clans.

The MacGuires and the Murdochs, the number two and three powers in Imperial, respectively, are the Bartholomews' greatest rivals, as they each have more against this Great Clan than simple economic competition. The Murdochs hold the Bartholomews responsible for their fall from power after the Sad Struggle. They hold that, had the Bartholomews never sided with the Kingsfields at the beginning of the Sad Struggle, the head renegade clan would never have been so emboldened as to escalate the affair into full scale armed conflict. In this, there is probably more than a grain of truth.

The MacGuires' problems with the Bartholomews are based upon the atrocities the Bartholomews committed against them while on the Kingsfields' side of the Sad Struggle. Early on in the hostilities while attending a holiday pantomime, Cassandra MacGuire, then matriarch of the clan, was assassinated by a Bartholomew-planted bomb. Dozens of innocent women and children were also caught in the blast that went off when the elderly Lady MacGuire entered her waiting limousine outside of the famed Gloucester Theater on Luna.

Up until that point, the MacGuires had managed to remain above the conflict, but they suddenly found themselves thrust into it on a mission of revenge. At first, the circumstantial evidence surrounding the incident pointed to the Murdochs having blown up the automobile in order to warn away the MacGuires from entering the fray. True enough, the Murdochs had been afraid that the powerful MacGuire clan would ally itself with the Kingsfields against them. Such an event would stack the deck strongly against the reigning Serenity's clan. But the Murdochs hadn't placed the bomb.

It took the MacGuires a while to amass the evidence, assisted by an impartial team of Brotherhood Revisors, but eventually the truth came out. The Kingsfields had planted the car bomb and tried to frame the Murdochs with the crime. They had hoped to use this underhanded tactic to "persuade" the MacGuires to side with them in their bid to do in the Murdochs and their supporters. Armed with the truth, the Brotherhood Revisors convinced the formerly neutral clan to take up with the Serenity instead and wreak their revenge upon the Kingsfields for their horrible ploy.

It later came to light that the Bartholomews had a hand in placing the bomb that had killed Cassandra MacGuire. While the MacGuires burned to repay the Bartholomews for this atrocious deed, they suddenly found themselves allied with their former foes against an even larger threat to Imperial's integrity, the Kingsfields. There would be time to settle side debts later. At that point in time, crushing the rebellion and putting an end to the Sad Struggle was of the utmost priority. Unfortunately for the Bartholomews, that time has now come. The MacGuires and the Murdochs, along with several of the other clans, wanted to send the Bartholomews down in raging flames.

This struggle for power is known as the Great Resentment. It's divided along the lines of the three most powerful clans which the corporation honors with the title of Great Clans: the Murdochs, the Bartholomews and the MacGuires. Over half of the other clans are open supporters of one of these three clans, and most of the remaining clans' loyalties are widely known if not explicitly stated for purely political reasons. Through lengthy debates in both Houses of Parliament a new vote was taken for who could replace the Bartholomews from the Serenity, allegations citing acts of dishonor and collusion ringing throughout the Parliament. The only Clan who had no clear

open assassination on the street hadn't occurred in a long, long time within Imperial. Political maneuvers and all sorts of conspiracy could be expected, but this... to actually kill him!

"How bloody low have we sank?" Malcolm muttered to himself. Slowly, his disbelief turned to cold rage.

Through gritted teeth he growled to Angus, "It's time to call in the Wolves. This is something James Bartholomew will deeply regret."

enemies during the entire sordid affair was Clan Paladine. With the endorsement of the Brotherhood, the first Paladine Serenity was installed and the Bartholemew control of Imperial ended.

Imperial Today

In recent times, hundreds of years later, the hostilities have cooled off, but they have by no means disappeared. Conflicts today are more likely to be worked out in an executive boardroom, often even behind closed doors, rather than played out in a vicious series of gunfights on the streets of Luna. Still, given a chance to bring the Bartholomews down permanently, the Murdochs or the MacGuires wouldn't think twice before leaping at it.

Today, the Great Resentment is even more clandestine through methods not quite as hostile. The Bartholomew Clan has an open politic of opposition within the corporation, skillfully maneuvering their opponents and advancing their own positions incrementally. The MacGuire's are their strongest opponents, while the Murdoch's try to stay beyond this though they doubtless support the MacGuires'. The latter two Great Clans control most of the profitable colonies and the heavy industry within Imperial, while the Bartholomew's control much of the military and Expeditionary Corps. The Imperial Serenities' of Clan Paladine have spent hundreds of years building up the strength of the ISC to make sure the resentment of these clans does not ever erupt unchecked again.

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

The Imperial Spirit

The heart that beats within Imperial society is strong, exhibiting the kind of resilience born from centuries of trial. Unlike Corporations like Mishima, this pioneering spirit is actually stronger at the lower levels of Imperial society, than among the nobility.

The loyalty among the military of Imperial is unprecedented, where both soldiers and citizens place a high priority on sacrifice. The source of this fanaticism is a blend of Clan pride and a tremendous sense of honor. In a society where every person is almost equal–apart from the unreachable nobility–only honor and glory separate the weak from the strong, the true sons and daughters of Imperial from the rest of humanity. There is no glory greater than doing the utmost in the service of Imperial.



Even in civilian areas of work, the thirst for conquest and profit dominates every facet of their lives. The citizens of Imperial are a very proud and proficient people. One of the greatest compliments that can be paid to an Imperial citizen is to say a person is "competent". Unfortunately, this term cannot be applied to all Imperial citizens; particularly those entrenched within the Imperial bureaucracy.

Business

"It is better to ask for forgiveness than permission."

-Sean Patrick Murdoch, CEO Murdoch Investments-

A unique business strategy for Imperial is the openly expressed philosophy that armed conquest is a legitimate means for acquisition. This is primarily and frequently practiced in remote settlements on Mercury, Venus, Mars and most recently, Ganymede. While other corporations buy out such competitors, Imperial might very well send in a Special Forces Team armed to the teeth to conquer an established settlement. The same violent strategy is practiced when it concerns business. It is a bold philosophy that includes acute planning before a venture where the stakes are high.

In its ambition to become self-providing, the Imperial business empire has grown to include just about all branches of production. The only products that might be called atypically Imperial are their arms and armor, which always, almost without any exceptions, are the heaviest and most powerful on the market.

The Imperial Clanglomerate

Imperial is unique among the Corporations in that it is more of a conglomerate than a Corporation. Each of the individual Clans is like a smaller company on its own, but together with its fellows makes up arguably the strongest of the Corporations. They come from a wide variety of backgrounds and bring a diverse range of talents and abilities to the Parliament that are free to prosper under Clan systems.

The industry of Imperial has always been characterized by specialization. Each Clan tends to cover its own particular area of interest with little redundancy. Once a Clan has established itself at the top of its field, the others' interest in that field quickly drops off. After all, there's little need to duplicate efforts within the Corporation.

Most specialties either determines or is determined by which ministries the clan controls in the Imperial Parliament. Clan Dunsirn started out as a paper making, packaging and distributing company, and thus it's now responsible for the Ministry of Forms which makes sure that the vast Imperial bureaucracy is supplied with the staggering amounts of paperwork it needs to keep moving forward, however slowly that may be. While Clan Dunsirn has dozens of other responsibilities that may change over the decades, rest assured that they would always be in control of Imperial's paper products.

This strategy makes Imperial extremely strong in some ways and horribly vulnerable in others. While it does prevent several Clans from concentrating their efforts in the same field past the point of diminishing returns, if one sort of catastrophe or another wipes out the one Clan proficient in a particularly important field, then Imperial is (at least temporarily) robbed of the specialties of that peculiar clan.

Just such an event occurred when Clan Gallagher was eradicated in a sneak attack by the Dark Legion four years ago. The Gallagher's were expert sword smiths, and their wares were coveted throughout the Solar System. When they died, their craft died with them, as there were few other sword makers in any of the other Imperial Clans who could even come close to matching their skills.

The Imperial demand for swords had to be met by outside firms offering artisanship inferior to that of Clan Gallagher's smiths. Prices for what swords had already been made skyrocketed, and for a while it was impossible to get your hands on a Gallagher sword for less than ten times its original selling price.

The Imperial sword market has yet to recover to this day, although Clan Murray has recently been picking up the slack and made significant inroads in this arena.

The roots of this unique sort of division of labor go all the way back to Imperial's own humble beginnings. During the Exodus, the companies that made up the Corporation kept a distinct division amongst their respective endeavors, having learned that the old distribution methods practiced by the Colonial Alliance were out of date and utterly ineffective.

Imperial as a clanglomerate is soundly based on the premise that each member Clan has agreed to abide by the will of the majority of the clans as determined by the Parliament. This is the cornerstone of the Imperial's might. Without it, they would simply be a loose collection of has-beens and Malcontents.

Although the Imperial Clans have their individual thumbs in just about every pie in the system economy, as a collective they work together to promote the general good of the Corporation. This mostly involves handling relations with the other Corporations, managing the monolithic Imperial bureaucracy, fending off the advances of the Dark Legion or slighted corporate rivals and opening and improving new areas of expansion both physically and economically. This last feature is what distinguishes Imperial from its fellow Corporations, particularly in the way that they go about it.



The Hostile Takeover

Since the time of the first Serenity, Imperial has openly held the policy that armed conquest is a legitimate means of acquiring properties and opening markets. As you might imagine, this has caused them quite a bit of trouble with the other companies. So much so, in fact, that rumor has it that the Cartel was founded not only to coordinate the battle against the Dark Legion but to give the other Megacorporations a leash to tie around Imperial. It is a fact that the modern rules of warfare regarding the conquest of business holdings was designed around Imperial's penchant for armed acquisition, giving the other Corporations a semblance of warning before Imperial strikes and preventing the wrath of the larger Megacorporations from plunging the Solar System into the type of strife unseen since the end of the First Corporate War.

Imperial is fairly unprejudiced in their armed acquisitions. They'll take from anyone; it doesn't matter whom. Their close affiliation with the Brotherhood has made it easier for them of late, however as the faith of the Megacorporations has seemed to lessen. Imperial shares the Brotherhood's declared view that Cybertronic is a new manifestation of the Great Darkness, possibly in the form of a sixth Dark Apostle and her Imperial Serenity has gone on record as officially condemning the new Megacorporation. Many properties have been attacked and subsumed by Imperial in the name of rooting out Cybertronic's infernal presence.

Some Imperial officials have privately expressed pangs of regret at their company's military aggressiveness, but none have ever apologized for them. In a Solar System in which most of the choice areas have already been claimed, Imperial knows it must focus strongly on expansion in order to survive. They have blazed new trails in the colonization of the Asteroid Belt and the outer planets, but since these areas are mostly sparsely populated, these operations have failed to open new markets for them. Thus, they have been forced to turn inward and colonize the properties of others.

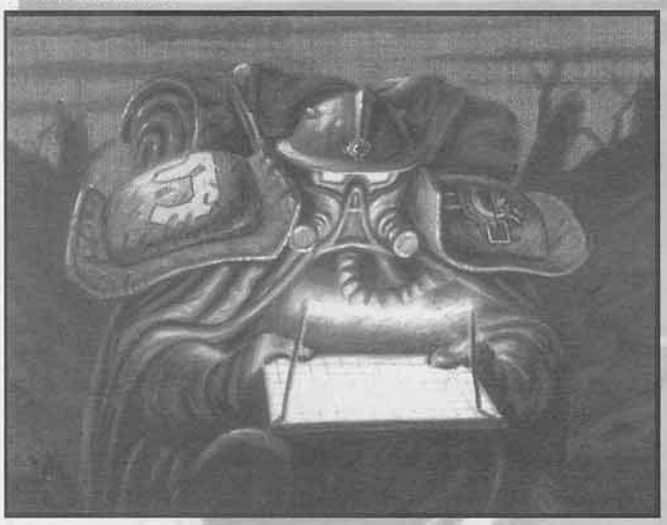
When Imperial takes over some other Corporation's property, it's often all over the news. Not only does the victim vilify Imperial's actions through its media, but also Imperial trumpets its triumph for all to hear. This publicity is deceptive however for while the large operations garner a lot of publicity, Imperial is often quite content to do things quietly. In fact, it often uses the brouhaha over one incident to cover another that it doesn't want quite so closely examined. Whenever you learn that Imperial has made another bold acquisition by the power of its strong right arm, you can be sure there's a good chance its left arm-usually in the form of ISC-has been working on something a bit more clandestine.

Imperial is not above going after smaller Independent companies either. Most of the time, these groups are too small to offer any real resistance, so the Parliament or one of the Clans will simply offer to buy the desired property out at a price that was far below market value. If the Independent refused to sell, as they often do, Imperial simply files Hostile Takeover papers and takes the business for almost no cost, other than in lives.

The one thing that keeps the Imperial economy going, besides their efforts to constantly expand their empire, is its thriving military industrial complex. This ties in nicely with its policy of armed acquisition. Since the Imperial military is in regular need of more and better ordnance and the means of delivering it to the enemy, this adds up to a steady demand for the military industrial complex to fulfill.

In this vicious circle, the stated need for a growing economy creates a need for expansion and colonization. This in turn causes a need for the machines of war. Since many of Imperial's jobs are either in the military industrial complex or dependent upon it for a large percentage of their business, this keeps almost all of Imperial's citizens employed and busy, which, of course, makes Imperial's member clans happy.

The only real drawback is that, in order for this scheme to work, Imperial needs to be in an almost constant state of war. Otherwise, there's no demand for the military industrial complex's products, and the whole economy collapses. It's theoretically possible to switch over to a peacetime economy, but since there are no lack of foes to do battle with, whether it be over a Mishiman food distributorship or a piece of land coveted by the Dark Legion, why should they. Fortunately for Imperial, the return of the Dark Legion couldn't have been at a better time for its war machine.



Colonial Growth

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" sortie being landed or dropped into the zone, mine, production complex, oil well, refinery, or the like. Next, when the perimeter has been secured, a small clearing is opened to allow units of engineers to safely drop 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, mine-fields are laid and electric fences 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, craftsmen, and their families, only a small unit of regular soldiers stay for surveillance and defense purposes.

In this way Imperial has founded thousands of small settlements all over Mercury, the Asteroid Belt, Luna, Ganymede, 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.

The Bureaucracy

The process of decision-making is complicated, as is everything within the gigantic Imperial government bureaucracy. The demands for democracy and justice are so important that nothing is permitted to go wrong, and therefore every decision must be checked, re-checked, referred to countless departments for consideration, re-developed, reviewed by the High Court, checked and re-checked again before finally receiving approval.

The Imperial Bureaucracy Factor (IBF) is a comparative count of the number of bureaucrats per 1000 Imperial citizens. The current count is 155 and is a good indication of Imperial's level of administrative red tape. While the IBF hinders the speed in which the Corporation operates, it also acts as a hindrance to the Cartel's litigators. If, or more appropriately when, Imperial comes under Investigation by the Cartel, it can present a veritable mountain of paperwork and an exhaustive paper trail to frustrate the Cartel and confound its Agents.

The Parliament

The great policy-making board was named after an ancient form of government that it mimics fairly well. The Imperial Parliament is broken up into two houses: the Chamber of Commons and the Chamber of Lords. While Members of Parliament's (MPs) memberships are acquired differently, they pretty much both do the same thing, which is setting the Corporation's policies.

Parliament is a dazzling body of colorful uniforms and ceremonial swords; gold and silver rank insignias; expensive business suits and briefcases. The Chamber of Lords is comprised of Nobles and blue-blooded men and women, appointed by the leader of each Clan. Currently, there are 62 Clans, and has one representative. Appointments last as long as the appointee remains in his or her Clan's good graces.

The Chamber of Commons similarly features a single representative from each Clan, but the people elect these officials. Anyone employed by a Clan has the right to vote for their Clan's representative, thus making their collective voice heard within the corporate government. Each employee gets a single vote, no matter how many corporate shares they own, making Imperial one of the most democratic organizations in the entire Solar System next to Capitol.

Between these MPs are Parliament's three untouchable Advisors–representatives from the Brotherhood–perhaps the most influential persons in the empire, despite the present Serenity.

While, in theory, this system results in a straightforward and fair government partly representative of the will of the people, things are rarely so simple. The larger Clans

have amassed a lot of economic and political clout over the centuries, and they hold sway over many of the smaller Clans. The three most powerful families, the Bartholomews, the MacGuires and the Murdochs, control over half the seats in both chambers. In particular, the MPs who follow the Great Clan's lead are amongst the most powerful in the Chambers, heading up the most vital and important ministries and committees in the entire Corporation.

Having some amount of control over a number of seats in the Parliament is no useless thing, as it is the main policy-making body in Imperial. Also, the Serenity is elected by the Parliament, usually from amongst its own members, although not necessarily so. The position is held until either Parliament or the Serenity calls for a vote of confidence and fails to get a simple majority in both Chambers. To their credit, the Paladine Clan has withstood a vote of confidence for over five hundred years, passing its rule down through a heredity line of successors.



The Serenity

The Chairman of the Board for the Imperial Corporation is known as the Serenity. Those who hold this title have the right to veto any decision made by the Parliament, but may not officially give them any propositions on new laws or have influence on corporate strategies beyond an advisory role.

The current Serenity, Victoria Paladine, is a strong woman and a skilled diplomat who has close ties with the Brotherhood. Since succeeding her Grandmother, Victoria has achieved amazing heights of popularity between both Houses of Parliament and among the Imperial Security Command (ISC). Since she spent so many years within the ISC herself, she is seen as a people's leader whose command goes beyond the boundaries of her own Clan. Imperial's current position of power and solidarity has much to do with Victoria's abilities, and it was through her that the Clans were able to come together more effectively than ever before and take Ganymede from Cybertronic.

The Nobility

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 title.

The members of the noble Clans, without exception, hold high offices within the Corporation. They attend their own academies and functions, leading totally different lives than that of common men. This seclusion from the real world gives them an elitist attitude and a somewhat inaccurate view of the world. They adhere to a Code, else they are quickly blacklisted and have their names and titles removed so not to soil the reputation of the Clan.

There is an unofficial ranking among the Clans. The three most prominent are Bartholomew, Murdoch and MacGuire, ages ago the Founders of the Imperial business empire. They are referred to as the Great Clans, and today, they are enormous, holding 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 their internal politics and feuds.

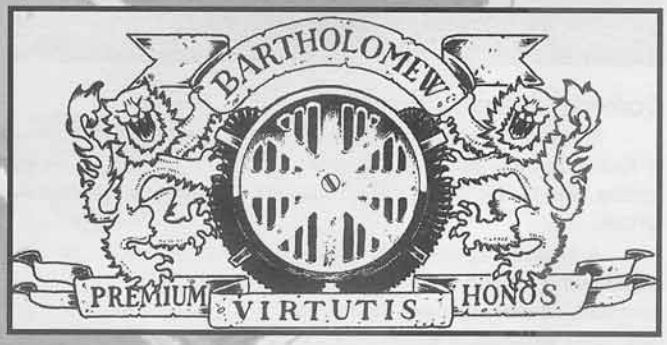
Since the Great Resentment, the Clans always stick together against outer threats and when dealing with external matters, such as the conquest of new colonies.

The Imperial Clans

At first, the individual companies that made up Imperial weren't referred to as Clans. That came later, as each of the Corporations were owned by a particular family that ruled over its own little kingdom in the Imperial empire. Gradually, it became apparent that power in these kingdoms were handed down from parents to children, with few exceptions. The Kingsfields were the first to actually refer to themselves as a Clan, but the term proved so fitting that each of the other companies soon followed suit.

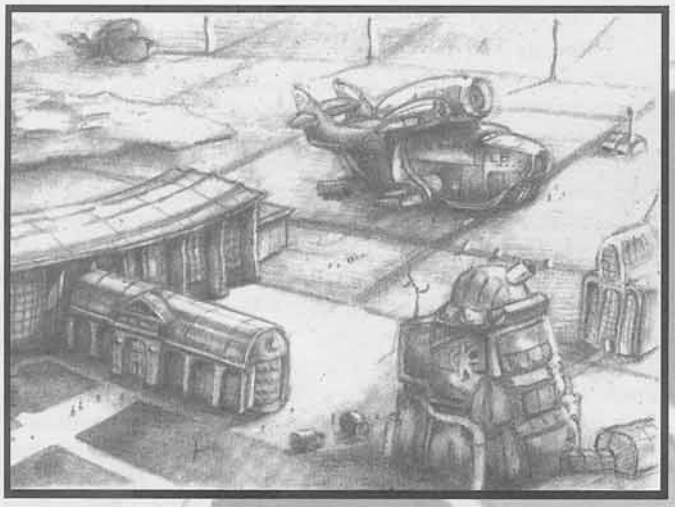
The Imperials place a great deal of importance upon their Clans. This clannish pride is rooted in the fact that many still feel more a member of their own Clan than they do Imperial as a whole. To be sure, there is great pride in the accomplishments the Clans have done together under the Imperial banner, but in the end, most people's loyalties lie with their Clan, isolated from each other as they often are. In any case, the Clan's leadership recognizes the importance of Parliament's continued existence and goes along with the decisions it makes, despite personal feelings about them.

One reason why an Imperial citizen holds his or her Clan over the Corporation is the simple fact that their Clan is filled with people seen with on a daily basis. Interaction with other Clans is usually only occurs at the Parliamentary level. Occasionally, Clans will work together toward a common goal, but this is the exception, rather than the rule. These delineations are so defined that even the bulk of the Imperial military is divided up along Clan lines.



THE GREAT CLAN BARTHOLOMEW

This clan is presently the most powerful, having wrested the reigns of Parliament from the Murdochs during Imperial's Great Civil War. Currently, they hold sway over at least fifteen other clans, making theirs the largest single voting block in Parliament. While the Murdochs and the MacGuires would each like to challenge the Bartholomews' hold on Parliament, they



cannot garner enough to support to do so. Yet.

Most Imperial citizens, while they hold no love for Bartholomew in particular, are perfectly content with the job that the Bartholomews are doing. In an effort to ameliorate fears that Clan Bartholomew would abuse its position of supremacy, the clan threw its support behind the independent Clan Paladine's bid for the Serenity. While the Paladines realize that they owe the Bartholomews a great debt for placing them in the Serenity's seat, they do not allow their benefactors to hold any illusions about how far their influence will get them politically.

The head of Clan Bartholomew is Duke Sir James Bartholomew. Each of his three sons—Count Mark, Count Michael and Earl Byron–holds a prominent position in the ISC, an organization dominated by the Bartholomews. This comfortable situation explains how they have managed to remain in such a position of power despite the pressures upon them from so many different adversaries. Mark is the Senior Chief of Command of the entire ISC, while Byron is the Bartholomews' representative in the Chamber of Commons.

James' daughter, Lady Emily, is a supermodel who has marri-ed into the Drougan family. A marriage of political convenience, it has always been recognized as a joke by the Bartholomews and the Drougans, as well as by the general public. Still, Lady Emily is well loved by members of the Drougan Clan, even if her husband, Gerrold, is not. She represents the Drougans in the Chamber of Commons, cementing the Bartholomew's grip on Parliament.

Members of Clan Bartholomew are destined to hold powerful positions within Imperial, the Brotherhood, and the Cartel, due almost entirely to the Clan's influence within these bodies. Still, these clan members are perfectly qualified for their jobs, as Sir James does not believe in supporting incompetents. He demands success at every level and the utmost loyalty to the clan, and he gets it.

The Bartholomews' palace on Luna is one of the most striking and magnificent, rivaling even the Reading Palace itself. It serves as a boarding school and houses Bartholomew University, each of which is open only to clan members. Each college wit-hin the university is equivalent to a standard school except for the military college, which accommodates both standard and elite schools.

One can always tell Bartholomews by their impeccable per-sonal appearance. They are always seen in only the finest suits and smartest dresses, and they carry only the most expensive briefcases. The men wear their hair trimmed short and neat, while the women let their tresses grow long. Bartholomews are often accused of being far too conservative, but seeing as how it has gotten them to where they are, few to argue with their success.

THE GREAT CLAN MURDOCH

Not so many generations ago, the Murdochs were the undisputed leaders of Imperial. Not only were they the strongest Clan economically, they also had a firm control over both chambers of Parliament and a lock on the throne. That all ended, of course, during the time of internal strife known as the Great Civil War.

The Bartholo-mew administration has never achieved the level of control once enjoyed by Clan Murdoch. While the Bartholo-mews may have emerged from that vile time as the new power amongst the clans, they were forced to form a coalition to support their might. Because of that, they were compelled to make sacrifices that the Murdochs never would have conceded to. For the first time since Imperial's founding, the most powerful clan could not call the Serenity its own.

The Murdochs remember the time before the Great Civil War as one of great peace and prosperity for Imperial, unlike today. Critics maintain that if things had actual-ly been as rosy as the Murdochs would like to believe, the Great Civil War would never have taken place. The Murdochs assert that, had it not been for the lust for power of Duke Sir Carlton Kingsfield, no such rebel-lion would ever have taken place.

Regardless of the chosen perspective, these arguments have only exacerbated the divisions that now exist. From these criticisms, the Murdochs initiated a passive, cold war rebel-lion against Bartholomew rule, regarded as the Great Resentment.

While the Bar-tholomews have tried to lessen Clan Murdoch's hold on Imperial government over the past several generations, they have met with only modera-te success. Despite its fall from grace, Clan Murdoch still wields great power within Imperial, and it is not afraid to use it. Murdochs can be found in high offices throug-hout the Imperial administration, and particularly in the defense forces, heavy industry, and business management sectors.

Over the centuries, the Murdochs have fed the flames of the Great Resentment. It was they who lost the most in the Great Civil War, and it irks them to no end every time they have to bend a knee to another Clan. They have sworn that someday they will reclaim the throne that is rightfully theirs as the founders of the entire Megacorporation. It is this single bone of con-tention that has stalled any peace process that might have other-wise been started and even completed long ago.

Physically, the Murdochs distinguish themselves from other clansfolk by wearing their hair in a traditional

Imperial ponytail. However, Murdochs never cut their hair, not for their entire lives. To them, their hair is a symbol of strength and virility, and they refuse to part with even a lock of it.

In all other ways, the Murdochs are just as traditional as the rest of the Clans in the Megacorporation. They follow a strict code of morality that dictates their clothing and their behavior. The men wear high-collared shirts beneath luxurious bla-zers. At most times, they wear pants with high-laced boots, but on formal occasions, they wear their traditional kilts accompanied by ornate, ceremonial dirks strapped around their waists. Women wear dresses that cover themselves demurely from ankle to wrist to throat. They are allowed to wear pants only when prepared for combat or some sort of athletic training, and at these times, they usually wear full overalls. During formal athletic competition, they are permitted to wear short skirts, although they must at least cover the knee.

Clan Murdoch's power is mostly concentrated on Mars, as it has been since the founding of Imperial. There they control most of Imperial's crude oil and mineral industries, which are the base of their power. Unlike most of the other clans, the Murdochs have refused to invest heavily in Fukido. Instead, they have preferred to quietly funnel resources into Her Imperial Serenity's projects for years, the most fruitful of which has been the acquisition of Ganymede.

Mars is also the sight of Clan Murdoch's training grounds for their military forces, Serenity's Military College, which is on a par with Paxton, the Bartholomews' own private military school. The Highlander Clan Warriors are trained here alongside the Murdochs' own Special Forces, the Golden Lions. Only the Wolfbanes and the legendary Blood Berets come even close to these two units in battlefield valor and prowess.

THE GREAT CLAN MACGUIRE



The members of Clan MacGuire hold more pride in their position than even Clan Bartholomew, if that's possible. They occupy numerous positions in prominent places at the top of Imperial's administra-tion. For instance, MacGuires dominate the Ministries of Industry and Conquest.

Truly, the Great Resentment is simply the Great Civil War gone underground. Never do the MacGuires openly berate the Bartholomews, and rarely do they even publicly disagree. Politics and influence have replaced armed conflict and guns. Some may long for the old days of the Great Civil War to return, for at least then things were out in the open, but none truly wish to return to the bloodshed that flows when Clan is pitted against Clan.

Duke Sir Rowan MacGuire heads the MacGuire clan with his son, Malcolm, and daugh-ters, Madeleine and Michelle, as his seconds-in-command. Earl Malcolm, 49, is Imperial's foreign minister, Lady Madeleine, 48, is "ælgænor" (supreme commander) of the Wolfbanes, and Michelle, 39, is a top executive in the Ministry of Conquest.

Despite their rise in power since the Great Civil War, before which they were simply a minor, albeit wealthy, clan, the MacGuires are most renowned for the patronage of the Wolfbane Commandos. The Wolfbanes are a Special Forces unit in the defense forces, which remains independent, in name at least, from any Clan. The chain of command is a bit complicated, but in practice, the Wolfbanes act as a kind of mer-cenary unit, which operates for free when running operations for the MacGuires. Of course, when cal-led upon to do battle for the Megacorporation as a whole, they also work gratis, as would any Imperial man or woman.

Each of the Duke's children is well respected for their own accomplishments, but none has mana-ged to reach the Duke's status as living legend. The Duke is a tall, broad, steel-haired man in his seventies with a gleam in his eyes belying his age. The years have been kind to the Duke. He regularly works out with the Wolfbanes, and he can still take on men and women less than half his age. He has sworn off battle since the death of his wife, Millie, in a Wolfbane assault on a Dark Legion citadel. While he seems to have retained his zest for the rest of his life, the sounds of batt-le no longer bring him joy.

Due to his change of heart, the Duke has, in recent years, worked hard to bring about peace amongst the clans. Unfortunately, he and his chil-dren do not see eye to eye on this issue. Malcolm, Madeleine and Michelle still relish the feel of batt-le far too much for their father's taste, but his good nature and the wisdom his years have brought him seem to be winning them over to his point of view, however slowly.

Of course, the decision to end hostilities between the clans does not rest entirely upon the shoulders of Clan MacGuire. Each Clan has their own agenda, and the prospect of altering these so that the Clans all strive for the same goal is nothing short of staggering. It is a battle that Duke MacGuire simply cannot win alone.

Duke MacGuire long ago recognized that if he wanted to truly affect the hearts and minds of his fellow Imperials, he needed to take control of the media. The person that controls the media, he reasoned, controls what information citizens receive, and more importantly, *how* they receive it. Recently, the Duke has attemp-ted to insert messages of camaraderie and peace amongst the clans, urging them to band together in a united force against that which threatens to destroy them all– the Dark Legion.

While the Duke may believe in peace amongst humans, he holds no such illusions about the forces of the Dark Soul. Divided, the Imperial clans are half the fighting force that they could be. Quite frankly, the Duke doubts that this will be good enough. Without a renewed unity, Imperial, along with the rest



of humanity, will be overwhelmed by the sheer evil ferocity of the Great Darkness and its minions. "The Dark Apostles will show huma-nity no mercy", said the Duke, "and our resolve to stand against them must be as single-minded as their desire to see us fall."

The Wolf Packs

"You'll break our backs sooner than you will crumble our will!"

-Wolf Pack Pathfinder Liam Hellbane

The harsh conditions that shaped Imperial's formation centuries ago have left scars on some, far deeper than are able to be healed by any medicine. The hide-bound rituals of Imperial, combined with its frequent aggressive policies and its tradition-cluttered political systems have created citizens that frequently find themselves at odds with their own Megacorporation and Clan. Some are cast-offs, banished by their own clan for some offense or other. Some have lost their clan to wars and political machinations. Others yearn for a different life, one that provides more freedom than they would otherwise have. Regardless of the means, these men and women find themselves adrift in the "Great Machine", searching for someplace to find a home yet yearning to remain within the walls of Imperial.

For over a thousand years, most of these individuals have gathered together on an isolated and foreboding rock of an asteroid called Baskerville. This ancient and semi-terraformed juggernaut of a world has served as a home to what would one day be dubbed, the Wolf Pack. Like the ferocious wolves that prowl the moors on Baskerville, they banded together, at first in small groups, then into families, then in tribes, until ultimately the Pack was born.

Here in the Wolf Pack, there are no formally established boundaries, nor any governmental structures codified by statutory law; such things they left to their effete cousins on Victoria. Today, the Wolf Pack is a mighty force, equal in size to five medium-sized clans. While they accept that their Regimental cousins are still their relations, they have grown to accept many ideals far removed from proper Imperial society. From time to time, they join forces with other Corporations as well, if the price and the stakes are right, and only if it also furthered the causes of Her Serenity.

Clan MacGuire originally sponsored the Wolf Packs, but in the spirit of their founding, their service to that clan is in name only. Lady Madeleine MacGuire is herself the honorary commander of the Wolf Pack, but they swear true loyalty only to the Elder Wolf of the Winter Den, their greatest and most visionary member. A close council of warriors referred to as the Druin attends the Elder Wolf. These veteran warriors all share one thing in common, they have some physical handicap earned from their years in the Pack.



Wolfbanes and other Packs are almost mythic warriors in the Mutant Chronicles universe, and with good reason–they have defeated numerous Dark Legion forces, often single-handedly. When the rest of the universe was forgetting the horrors of the Dark Legion, the Wolf Packs were reliving it, training, and testing their skills in the most dangerous places in the solar system. They have taken on enemy corporate forces twice their size and frequently emerged victorious.

Their society is a study in extremes. Wolf Pack artisans create some of the most intricate and beautiful jewelry, swords, and armor–even their vehicles exhibit a personal touch that smacks of perfection. As a tribute to their skills, Magdalene II, the 16th Imperial Serenity commissioned the artisans of the Wolf Pack to rework the crown jewels, which were severely damaged during the Coregador Affair.

At the other extreme, their bloodthirsty warriors behead their enemies, displaying their oil-preserved heads over doorways and in great halls. Clearly the soul of the Wolf Pack is capable of great sensitivity as well as great violence.

Joining the Pack

No warrior is born into the Pack, though the Wolfbanes believe one is destined for it. Men and women from across space, alienated from their clans, yet devoted to a life of service for Imperial, seek the Wolf Packs' Winter Den. Few are selected to join.

The first requirement for a potential pack member is to renounce all past Clan connections. They must serve only the Wolf Pack, and must do so with a clear conscience. The Wolf Packs often accept missions for reasons individual warriors might not understand. But they must accept the wisdom of the Elders and trust that, ultimately, the work assigned to the Wolf Packs serves themselves, the Imperial Corporation, and the Cardinal.

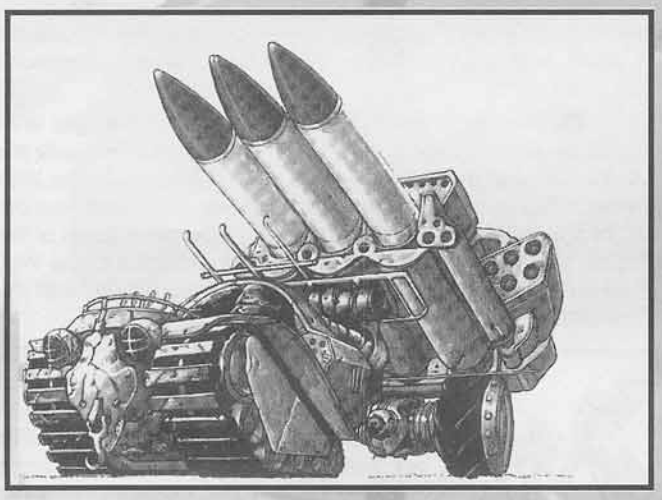
The second requirement is that the warrior must triumph against rigorous physical trials. Whether man or woman, every initiate must be able to run in full battle dress, bench press their own weight, deadlift three other initiates (all of whom are tied together with a thick rope), and withstand the pain of a white-hot brand. Additionally they must endure the Rasping, a painful and secret ritual which has claimed almost as many lives as it initiated. Most importantly, they must perform these tasks with no assistance: no drugs, no tools, and no cybernetics. The Wolf Packs are highly suspicious of anyone who has allowed his or her body to be implanted with tech. They consider such technology tainted by Darkness and an invitation to disaster. All initiates who pass the second requirement receive the first half of the Wolfbane Brand, an image of the Clansman Claymore. Those who eventually are

welcomed into the Wolfbanes' ranks receive the second half, the superimposed skull.

The third and most important requirement is an oath of secrecy to all he or she sees or hears. The Wolf Packs' mystical rites are ancient secrets. Even though they fight in the name of Her Imperial Serenity and the Cardinal, the Brotherhood might consider some Wolfbane practices heresy.

If the initiate passes these requirements, he or she swears fealty to the Pack Elders and becomes a Wolfbairn. The older Wolfbanes call them 'bairns " which translates in their tongue as "Cubs". The Wolfbairn are assigned to an Elder Chieftain, who teaches these cubs how to live as Wolfbanes live. Most Chieftains abuse their Wolfbairn, to drive the corruption of weakness from their ranks.

After a few years as a Wolfbairn (assuming they survive their trials) the initiates become Wolfbanes and are granted the second half of their brand. This event is a great party, where the Pack members drink themselves into a legendary stupor. When they awaken, the new Wolfbane are often surprised to find not only their full Wolfbane brand, but other miscellaneous "graffiti" branded all over their body. The nature of what the Wolfbanes prepare for makes them hunger for life in all its vivid sensation.



Military

"There is one thing I can guarantee. We will hold this position until the last Cyber lies dead in a scrap heap. You have my word."

-Col. Francine Bartholomew, 4th Battalion

It would seen that Imperial's main business motto is "It's better to ask for forgiveness than permission", and this ethos is never more prevalent than in their methods of acquiring new businesses, facilities and raw materials. Conquistadors scout out "potential markets", which usually means another Corporation's production facility, mining sight, or R&D think-tank, before calling in the Clan Forces to "liberate" the sight from the owner Corporation. After the Clan Forces eliminate on-sight opposition, Imperial brings in the Defense Forces to hold the sight until Imperial puts the proper "Hostile Takeover" paperwork through the Cartel.

Battle zones where Imperial is involved are characterized by trenches, defense towers, minefields, traps, and ambush sites. While other Corporations practice the tactics of mobile combat, rapid assaults, or air support, the Imperial soldier stands his ground and demonstrates his unmatched proficiency in defensive fighting.

The Special Forces practice a drastically different tactic: charge, assault, attack, and conquer. Surprise and swiftness are the key words to a Special Forces soldier; he knows the best defense is a strong offense.

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

However, consistent with Imperial's practice of nepotism, there are those officers who have achieved their positions solely on the basis of expediency. They have earned it, been born to it, or were assigned to it to get them out of the way of the rest of the Clan. These "officers" are recognizable for their massive character flaws, which shine in stark contrast to the skills of their more deserving brothers in arms. To differentiate between deserving titles of rank and these incompetents, Imperial has awarded them rank of Sergeant Major.

The Imperial Ministry of Defense Forces

The Imperial Ministry of Defense Force plays a crucial part in the Imperial Corporation's business and acquisition practices. After the Conquistadors and the Clan Forces take a property from another Corporation, the Defense Force fortifies it and defends it against the former Corporation's retaliatory efforts. Soldiers in the Defense Force are mostly made up of Clan members who failed to meet the minimum standards for their Clan's individual Special Forces, but still want to fight for the Corporation.

The Defense Forces are also responsible for defending all Imperial assets and holdings, for transportation and escorts, for surveillance, patrol and bodyguard missions. They are competitive with 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 needed and are strong regardless of which type of enemy is encountered.

The Clan Special Forces

Since many of Imperial's Clans are spread throughout the Solar System and need their own private armies to defend their properties and acquire new holdings, they have formed individual Clan Forces. These Special Forces are specialized soldiers who receive the best in training and equipment from their Clan and work exclusively to further the interests of their parent Clan. For example, Clan Paladine's Blue Berets or Clan Dunsirn's Hunters are specific Clan Special Forces units.

The members of the Special Forces hold a distinguished place in the hearts of the Imperial people. They are the heroes of their society, and along with the finer members of the Nobility,

are the ones that the common people look up to with respect bordering on awe. More almost than Parliament, the Special Forces are the glue that binds Imperial together as more than simply a conglomerate. The selfless interaction and teamwork between men and women of disparate upbringings and backgrounds is an inspiration to every member of Imperial society from the lowliest laborer right on up to the High Serene Leader herself.

Being a part of the Special Forces is a large part of every child's dreams for his or her future. It is a position of great honor and respect, and unlike the nobility that one must be born into, everyone has the chance to participate. Those members of the working class that manage to maneuver their way into the Special Forces suddenly find themselves shoulder to shoulder with people who were born their betters. In the Special Forces, it doesn't matter who your parents are. All that counts is your competence.

Forget all the longwinded speeches orated in Parliament about the need for a corporate unity. That rhetoric might have motivated the Clans to come together when they recognized that they needed each other, but that quite a long time ago. It is the pride Imperial has in its Special Forces and the hopes they have centered on them that unites the Imperial people on a daily basis. It's these things that make this clanglomerate into a society.

Unfortunately, old feuds, mistrusts and resentment amongst various Clans have divided the Imperial Corporation into its component Clans and those Clans refuse to field troops with another Clan for fear of skullduggery. The only exceptions to this are the Blood Berets and the Golden Lions. Both units are from Clan Murdoch who will work with all that carries the flag of the Imperial Corporation.

The Imperial Security Command

The ISC is the system's most highly prioritized and busy security force. Their tasks range from counter-espionage, advising and educating against terrorist groups as well as counter-terrorist precautions, to the handling of internal crime affairs and ordinary street law enforcement. The ISC is a growing and well-maintained force whose mandate is evolving with the times and the return of the Dark Legion.

Within the ISC are agents who have vast experience fighting the Legions of Darkness and Cybertronic. Ever since the first indications of infiltration and sabotage, the ISC has had special departments for anti-Legion counter-measures, simply referred to as the Agency.

Support Units

Imperial's Support Units personify the Corporation's business and military tactics–Mobile, Agile and Hostile. The core of Imperial's support structure lies around its Armored Cavalry. Mobile armor troop carriers and mobile weapon platforms make the bulk of Imperial's Support structure, with minimal Air Support and no standing field artillery. This is consistent with Imperial's idea that, like a shark, to stop moving means death.

The Wolf Packs

The infamous Wolf Packs are great in number and always at the disposal of the Megacorporation. Much of this goodwill is the result of the Wolf Packs favorable treatment by her Serenity Victoria, who has put forth numerous referendums in Parliament



to officially recognize the Packs as a legitimate and vote-worthy member of Imperial Society. While it has yet to pass, her Serenity's very vocal support of the Packs has earned her their respect and gratitude.

The Wolf Pack penchant for close combat is renowned across the system and even in an age of guns and missiles, the Wolf Packs cling to this form of combat as their primary means of assault. It has become their trademark, almost as well known as their colorful language in battle.

Wolves

The Wolves are the grunts of the Wolfbanes. These warriors make up the bulk of the mercenary band's forces and are seen wherever there is either a battle to be fought or alcohol to be drank.

Graywolves

The Graywolves are warriors who have developed their own place within Wolfbane society. They are specialists; madmen and veterans who have helped forge the legend of the Warriors of the Wolf Dens.

Support Units

The Wolfbane Support structure is built upon one thing, speed. Whatever can get a warrior up close and personal with an enemy is preferred, and if you can run over someone to get there, it is even better.

The Imperial Ministry of War

The Ministry of War coordinates the preparation, supply and use of all of Imperial's armed forces, even those Special Forces overseen by individual Clans. It's the Ministry's job to ensure that Imperial citizens and interests are well-defended against any military attack, as well as to plan and execute-or at the very least, clear-any attacks to be made by Imperial soldiers.

At least, this is the way it's supposed to work. In reality, the Ministry has a great deal of power over the Imperial Ministry of Defense Forces, which are wholly under its control, but has very little to say about the actions of each Clan's Special Forces. This goes back to the need for each Clan to be

able to exercise its own military as an independent organization. While most clan's Special Forces will respond to a call to duty by the ministry, there is little the ministry can do to prevent those forces from performing actions on their own accord.

The Imperial Navy, The Admiralty

One way the ministry manages to exert some control over how the clans' Special Forces are employed is by its total control of the ships used to transport forces and heavy weapons through the void of space. In short, they control the Imperial navy, and if a Clan wants to get its Special Forces from one place to another, it has to call on the navy to move them.

The Dreadnaughts of Imperial have been outfitted with a huge array of implements designed to facilitate boarding actions. Much like the Corporation's land holdings, its space faring fleet is largely acquired from other Corporations. Unlike most of the other Megacorporations, Imperial's Dreadnaughts fall into two very wide classes. The Behemoth Class is minimal by comparison as Imperial favors its Frigate Class designs which are easier to man, faster to maneuver, and cheaper to make. Of the three Behemoth Class Dreadnaughts in the Imperial Navy, only one was actually built by Imperial, the other two being commandeered through Hostile Acquisitions.

Her Serenity's Air Force

The Ministry of War also controls Imperial's air force, which handles atmospheric transport and combat. Again, while some Clans have amassed air forces of their own, most do not see the point of wasting valuable resources on something they have already paid for a share of. The sheer cost of pulling together such a massive organization is staggering, and therefore best left to the Corporation as a whole.

The men and women that serve in the air force are crack pilots, one and all. The ministry simply refuses to use anyone else. There's too much riding on each mission in terms of money and human lives.

Bases of Operations

"Imperial is much like the Spine Weeds of southern Venus, they appear suddenly on your land and fight back when you attempt to remove them."

-Baron Klaus Matochek

Imperial is extremely good at setting up new settlements in up-until-then untouched corners of the solar system. The company has a keen eye for spotting untapped resources and then figuring out the best ways to convert them into something most useful. While it's true that the resources are sometimes only untapped in the respect that it's not Imperial that's tapping into them, the Imperial settlers that replace the previous tenants are hand-picked for their positions. They almost always outperform their antecedents.

While Imperial does rely heavily on their armed claiming expeditions to acquire territory for themselves, it is by no means their only tool. Subtlety is not beyond them. Witness, for instance, the way in which they subsumed Fukido in its entirety nearly overnight, a feat of business acumen which has made the Grand Serenity a legend.



They also place a heavy emphasis on deep space exploration. Spearheaded by aerospace giants like Clan Loughton, Imperial has been able to develop some of the best space-faring vehicles around. The Loughton-owned Witchmouth Yards on Luna produce fully a third of all of humanity's spacecraft, and there's few people in the entire system that wouldn't recognize the Loughton's stylized ram badge.

Imperial on the Asteroid Belt and the Ganymede Incident

Because of the difficulty Imperial faced finding an initial homeland-like their competitors have-they had been forced to turn to the nearest bits of land they could find to settle on: the Asteroid Belt. Strangely enough, the Asteroid Belt seems to fit Imperial nicely, perhaps because of the way its fragments are spun along a lengthy yet coherent orbit is reminiscent of how the individual Clans make up the Corporation to which they belong.

Almost each and every one of the Clans has some sort of base of operations on a private asteroid all their own, whether they use it regularly or not. These provide them with their own sort of private hide-away which they can use when they need to be alone to train, to recuperate or to plot. Some of these asteroids, like the Paladine home on Victoria, are palaces accompanied by thriving spaceports, while others are barely shacks, hitching posts against which one can dock a spaceship.

When Cybertronic entered the Megacorporate playing field, Imperial finally had someone that was in a strategically worse position than they. The fact that Cybertronic didn't emulate Imperial's acquisition techniques only made taking the new corporation's properties away from them all that much more desirable. Additionally, since many Cybertronic employees formerly hailed from Bauhaus, Imperial already had a lot of experience in dealing with these sorts of people on a number of different bases.

Imperial went after Cybertronic like a starved dog after prime beef, and it was the Brotherhood that encouraged them. Soon after Cybertronic became an overnight success, the Cardinal declared that he suspected that the company was somehow being controlled by the Great Darkness. This was all the excuse that Imperial, ever a great follower of the Cardinal, needed to turn all of its attention on bringing Cybertronic down. If they could enrich themselves in the process, such were the spoils of war.

When ISC agents uncovered the activities of Cybertronic on Ganymede, an abandoned and sanctioned world, Her Imperial Serenity organized the single greatest assembly of Imperial military muscle seen in the last six centuries. As Cybertronic had been performing their activities in secret, building upon abandoned Imperial designs, and had ignored the Cardinal's Bann on colonial development beyond Victoria,

Imperial saw a golden opportunity. Coordinating with angered Brotherhood advisors, Imperial sent their combined forces against Cybertronic. In a battle that lasted only two months, Imperial forces exacted a retreat by Cybertronic and in the process earned for themselves a world of their own, larger than both Luna and Mercury. While it will take time for the moon to become fully self-sustaining, Imperial has wasted no time in setting up shop and parceling out territories. Quite predictably the first structure Victoria Paladine commissioned to be built on their newly claimed world was a massive Cathedral.

Currently Ganymede is a growing world, one where the Brotherhood has established a listening post to the outer system, ever vigilant against the Dark Legion. With the Great Enemies return, Ganymede may just become the first casualty in the upcoming war.

External Relations

"If you let them, Imperial will take your factories, your land, your money...heck; they'll even knock you down and take your shoes."

-Major Gregory M. Harris, CAF-

Because of the aggressive policy of the United Imperial Corporation, its relations towards the other Megacorporations and the Independents could definitely be better. This is compensated by an open-minded and generous economical policy; if Imperial captures a Capitol refinery, it'll most probably sell the refined products for a lower price than Capitol did when it ran the refinery. Not popular with Capitol, but it helps save face with the other Corporations. This delicate game of cost benefit ratios is one that Imperial has excelled at for centuries.

The Corporations & Independents

Imperial's relations with most other business can best be called hostile. The only way for Imperial to grow with the advent of Cybertronic is to take from its larger rivals. The Independents live in fear of the Union Jack, seeing the entire Megacorporation as a predatory organization that is only slightly better than Marauders or the Syndicates of the Fringe.

The "Big 3" Megacorporations, Bauhaus, Capitol and Mishima, would love to crush this petulant Megacorporation, but due to other conflicts and politics, they must hold off their ire for the moment. This situation is eroding quickly on Mars as Capitol blames Imperial for the successful return of Saladin the Scourge. To Capitol, Imperial has crossed a final line and there is movement within this corporation to declare open warfare against them. At present, Brotherhood and Cartel pressures have mitigated the situation. No one believes this will continue for much longer.

The Imperial Serenity has great respect for Capitol, but believes their actions during the Cybertronic fiasco have compromised their relations. Since Imperial's activities have been only minor annoyances to Bauhaus and Mishima, the other two superpowers turn a somewhat blind eye towards their antics. The Serenity has been in regular contact with Lord Heir Maru on Venus as well as with the Celestial Throne of Mishima on Luna. Ambassador Sakura has been a frequent visitor to the Reading Palace and there is speculation that the Overlord assisted in bankrolling the Imperial Campaign on Ganymede.

Cybertronic

Like the Brotherhood, the noble Clans of Imperial openly claim that Cybertronic are messengers and disciples of the Dark Legion, under influence of an invisible pattern of the Dark Symmetry. It is the belief of the Imperial Serenity that Cybertronic is the most obvious manifestation of the Dark Legion that acted as the vanguard to their Second Crusade. There are whole books which detail this theory and pointedly claim that Cybertronic is actually the army of Semai, the Dark Apostle of Lies. This conviction varies from blind fanaticism to a mild distrust. Currently on all inhabited planets, an open, constant war rages, pushing the borders of Cartel regulations. Cybertronic holdings are even given higher military priority than those of the Legion, since the latter affords no profit to the Megacorporation while attacks on Cybertonic do.

The relations between the two Corporations could not possibly get any worse than they are now. After Imperial took Ganymede, Cybertronic retreated into the Asteroid Belt and started a deadly campaign of destruction and acquisition. Between the two Corporation's conflicts, and the Dark Legion's incursions, the Frontier has never been more dangerous.

The Cartel

Imperial knows many of the Cartel's Litigators by their first names–this is how often the Cartel censures the Megacorporation. Other Megacorporations have threatened Imperial several times with full-scale war for their acquisition practices, but since Imperial can prove that the proper paperwork was filed before the takeover was executed, they cannot make good on these threats. The Cartel is hard pressed to fault Imperial officially, and adding to this reluctance is their dependence on Imperial's transportation and shipping industry.

The Brotherhood

Like Bauhaus, Imperial has a very strong connection with the Brotherhood, and these two Megacorporations supply the Directorates with by far the most disciples. Wherever you look in the Imperial bureaucracy, you'll find a Brotherhood Advisor ready to make comments or corrections to corporate decisions. There is some speculation that the Brotherhood and Imperial allied closely following the birth of Cybertronic in an effort to bolster their flagging control. Suffice it to say this opinion is best not offered in the presence of either group.

The Dark Legion



Imperial is the Megacorporation that takes the threat from the Legions of Darkness most seriously. This is partly because of the damage the Darkness has caused to Imperial's infrastructure in ages past. Today, again and again, the Legions have washed over settlements and industrial sites belonging to Imperial. Thus, Imperial is backing the Brotherhood to a greater extent and rededicated several military units predominantly to the destruction of the Legions of Darkness, such as the Blood Berets and the Highlander Clan Warriors.



Wolfbairns have not yet earned the right to wear the skull insignia



Skull seen from the front signifies "regular" Wolfbane Commando



Skull seen in profile signifies the dreaded Berserkers



War Hound Badge; a wolf's head in profile instead of a skull



Headhunters have an axe instead of a sword behind the skull



Fenris Bike drivers have a spoked wheel behind the skull



Necromower drivers' skulls have mohawks, and they're seen over a spiked war hammer



Heavy weapon Wolfbanes have their badges surrounded by six spikes



The Mourning Wolf badge is a goat's head over the Venus Cross



The proudest of scouts in the solar system, the Wolfbane Pathfinders, stand out from other Wolfbanes in that they don't wear any badge resembling to their brethrens'. Instead, their right shoulder pad bears a footprint of the most violent and fierce of all carnivores known to mankind, the Venusian Wolverine.

The Imperial Regimental Army

Organization and Buying Criteria

Much like the diversity inherent in the Imperial Megacorporation, the armed forces of Imperial also present a number of diverse options and reflect this individuality and uniqueness. When playing an Imperial Force, a player must decide which army composition they will field. It may be from the Imperial Defense Ministry Forces, one of the Clan Alliances, or a WarPack drawn from the Wolfpacks.

IDMF Forces

Players fielding an Imperial Defense Ministry Force may select from the IDMF list only. IDMF forces may not take Inheritor Tribes as Consultants/Advisors.

The Clan Alliances

Players wishing to field a allied clan force must first select which alliance they will play. They may then select freely from the IDMF list and their specific clan list. A player may never play forces from more than one Clan Alliance, and you may not select from the Wolfpacks. The Clans may not take Inheritor Tribes as Consultants/Advisors.

The Wolfpacks

Players fielding a Wolfpack army may select freely from the IDMF list and the Wolfpack list. They may not use Clan forces or Dark Eden Tribes.

Normal buying criteria applies to the above choices. You must have two infantry units for each support unit, and you must have one infantry unit for each elite. You must have one squad per individual.

IDMF

ISC Gendarmes
Imperial Regulars
Trenchers
Wolfbairn
Wolfbane Commandos
Stormtrenchers
Blood Berets

Individuals

- Trencher Captain
- Wolfbane Packmaster
- Blood Beret Captain
- Gray Ghost
- Imperial Colonel
- Sean Gallagher
- Wolfbane Elder Chieftain

Support

Stormtrencher Mortar Team
Hurricane Walkers-
Guardian Class
Hammer Class
Stinger Class
Vermin APC
Rams Air Cavalry

Clan Bartholomew

Smythe -Axelthorpe Sterlings
Black Berets

Individuals

- Charles, The Black Prince

Clan MacGuire

Dunsirn Hunters
Loughton Rams

Individuals

- Timothy MacGuire

Clan Murdoch

Golden Lions
Golden Panthers

Individuals

- Sgt. Edward S. Murdoch

The Wolfpacks

Mourning Wolves
Warhounds
Headhunters
Berserkers
Pathfinders

Support

Fenris Bikes
Hedgehog Necromower

Imperial Defense Ministry Forces







The Imperial Defense Ministry Forces play a crucial part in the Imperial Corporation's business and acquisition practices. After the Clan Forces take a site from another Corporation, the Defense Force fortifies it and takes the brunt of the other Corporations inevitable retaliation.

Soldiers in the Defense Force are drawn from all Imperial's Clans, as the IDMF is the place where common soldiers gain experience and training before joining their individual Clan Special Forces. Over the last three centuries, the IDMF has grown both in size and respectability, and it is now accepted as the proving ground for most Clan Special Forces.

To the soldiers of the IDMF, they have the best job in the system. This is largely the result of Her Imperial Serenity, who instills quite a corporate fervor in her forces.

The ISC Gendarmery

Reporting directly to the corporation itself and answerable to the both the Parliament and the Ministry of War, the Gendarmery of the Imperial Security Command started as a civil security force. They are found throughout all outposts, cities and settlements of Imperial charged with keeping the peace and enforcing the corporate will. In the last five hundred years their mandate was upgraded to include anti-terrorist activities launched by other Corporations, in particular, Cybertronic.

With the recent escalation of the hostilities between the Megacorporations, and the subsequent return of the Dark Legion, the Gendarmery has had its mandates upgraded again to include service in military resolutions. The ISC is called upon to serve and support Imperial soldiers when needed on the battlefield, providing much appreciated support to the units of Regulars. The ISC has earned numerous battlefield commendations across the system and are often the frontline troops when the Dark Legion or Cybertronic attack their settlements. Because of their altered role in the IDMF, the ISC is now outfitted with better armor and equipment than they were decades earlier when they functioned primarily as patrolmen.

ISC Gendarmes

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	4	9	3	1	4	4	16	2	16

Equipment: Interceptor SMG.

Special Abilities: Resolve: 2.

Weapon Stats:

Interceptor SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2 (x2)	0 (x2)	-1	-	-	10	See Chart

The pinnacles of the IDMF are the ISC Agents, individuals who are skilled at routing out traitors, heretics and those Cybertronic "devils" who have infiltrated their society. On the battlefield, ISC Agents are always found as specialists for the Gendarmery. In larger forces of Gendarmery, there are often two ISC Agents attached to the unit providing withering fire to cover their fellow soldiers.

ISC Agent

Grunt squad specialist, optional: 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	10	3	1	4	4	18	2	27

Equipment: Charger Heavy Machine Gun.

Special Abilities: Resolve: 2.

Weapon Stats:

Charger Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	4 (x3)	2 (x2)	-1	-	-	14	-

ISC Iron Mastiffs

Within the ISC, there exists a somewhat controversial division which oversees the application of basic robotics within the Imperial war machine. Section 9's most notable success in battlefield combat scenarios is the creation of the Iron Mastiff. These amazing beasts are not real dogs at all, but massive robotic, steel armored replicas of real mastiffs. Originally designed to afford the ISC with a means of covert surveillance, its protocols were subsequently upgraded to include search and destroy parameters.

Outfitted with cascading visual and auditory sensors capable of cycling through various spectrums, the Mastiff is impossible to surprise and is always stationed for perimeter defense. Offensively this monster is amazing as well. Its jaws are reinforced titanium backed up with pneumatic pistons capable of applying over 3000psi. Beneath the synthetic fur, its hide is made of Mirsheen, a layer Kevlar-based polymer with superior stopping power.

Section 9 has demonstrated their usefulness in all areas of conflict from warzone resolution to asset acquisition. Their robotic nature however continues to engender controversy with the Brotherhood, and with other departments of Imperial Government. To date, no known instances have ever occurred of corruption of these beast-machines by the Dark Symmetry, which probably accounts for the increased hostility towards them on the part of the Brotherhood, who do not like to be proven wrong.

Iron Mastiffs are released in units of 2-4 "dogs" with a trained Handler who has been trained by Section 9 with their care, maintenance and control. Iron Mastiffs you see have no AI of their own, but rather rely on the directions relayed

to their by their Handlers. Should a Handler be slain, the Iron Mastiffs will carry out their last command and then halt, unable to think for themselves.

ISC Handler

Grunt squad specialist, optional: up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	9	3	1	4	4	17	2	18

Equipment: Invader Assault Rifle.

Special Abilities: Form Fireteam, Resolve: 2.

Weapon Stats:

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart

ISC Iron Mastiff

Grunt Beast, optional: 2-4 per Handler, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	-	-	9	3	2	7	4	20	2	24

Special Abilities: Natural Attack (11), Predator Senses: 5.

Special Rules: A.I. level 3. Natural attack is a bite.

Imperial Regulars

The IDMF had put forth a resolution centuries ago that every able-bodied man or woman of Imperial should serve their Megacorporation in the IDMF for a period of seven years before returning to their clans and careers. Service begins at age 18 and is considered a matter of pride amongst the citizens of Imperial. The Regulars are the basic starting point for all Imperial Citizens. These soldiers eat, sleep and dream the glory of Imperial and see their actions as reflecting directly on her Imperial Serenity, their Clan and themselves.

As a group, they are dedicated individuals who, like the rest of Imperial, refuse to back down from a fight and are hard to push back on the battlefield. Overall, the Imperial Regulars are a good, flexible fighting force that can be employed in whichever manner the Imperial Corporation needs them.

Regulars

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	11	3	1	4	4	17	2	18

Equipment: Agressor Sidearm, Invader Assault Rifle.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart

Regular Sgt.

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	12	3	1	4	4	17	2	21

Equipment: Agressor Sidearm, Invader Assault Rifle.

Special Abilities: Tactical Sense.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart



Imperial Regulars

Regular HMG Specialist

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	11	3	1	4	4	17	2	25

Equipment: Agressor Sidearm, Intruder Heavy Machine Gun.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Intruder Heavy Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	2 (x3)	2 (x2)	0	-	-	13	-



Regular HMG Spec.

Regular RL Specialist

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	11	3	1	4	4	17	2	31

Equipment: Agressor Sidearm, Southpaw Rocket Launcher.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Southpaw Rocket Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-3	-4	-5	-	13 (x2)	See Chart



Regular Sgt.

Regular Medic

Grunt squad specialist, optional up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	11	3	1	4	4	17	2	28

Equipment: Agressor Sidearm, Invader Assault Rifle.

Special Abilities: Medic: 3.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart



Trenchers

Regulars who show a knack for digging in and standing their ground in spite of overwhelming circumstance, who can stomach the horror of the Dark Legion first hand and not flee in terror get promoted to the Trenchers. While Imperial's Regulars are carted all over the battlefield, Imperial's Trenchers pick a spot, dig in, and stay there until ordered otherwise.



It is also not uncommon for the Trenchers to build, fortify and expand a defensive perimeter around select installations or warzones.

A few weeks as a Trencher sees any Imperial's patriotism pushed beyond its limits. It is extraordinarily difficult work, weeks of drudgery punctuated by hours of sheer terror. This is especially true in the Trencher Regiments that are assigned to Imperial entrenchments that border Dark Legion territories. There is no rhyme or reason to the Dark Legion's attacks, but when they attack the battle is frequently all-or-nothing. The Legionnaires never retreat. The survival rate in the trenches for one three-month tour of duty on the Line is anywhere from 70 percent on a slow tour to 10 percent when the Darkness descends in force.

The snipers of Imperial's Trencher Corps dig in to a position where they can watch over the battlefield and pick off opposing officers or advancing troops. Armed with the powerful, if not bulky, Assailant Sniper Rifle, the Trencher Sniper is capable of bursting an opposing soldier's helmeted head like a ripe melon with one well-placed shot. This has a chilling affect on the surrounding men and women as they realize why the open ground between them and the rest of Imperial's Trenchers is called the Kill-Zone.





Trencher Sniper



Trencher Sgt.

Trenchers

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	4	11	3	1	5	3	19	2	20

Equipment: Invader Assault Rifle, Trench Spade.

Special Abilities: Deadshot.

Weapon Stats:

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart

Trench Spade *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Trencher Sgt.

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	12	3	1	5	3	19	2	23

Equipment: Invader Assault Rifle with Harbinger UBGL, Trench Spade.

Special Abilities: Deadshot, Tactical Sense.

Weapon Stats:

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart

Harbinger Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	-1	--	--	--	--	See Chart

Trench Spade *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Trencher HMG Specialist

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	4	11	3	1	5	3	19	2	31

Equipment: Charger Heavy Machine Gun, Trench Spade.

Special Abilities: Deadshot, Form Fireteam.

Weapon Stats:

Charger Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	4 (x3)	2 (x2)	-1	-	-	14	-

Trench Spade *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Trencher GL Specialist

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	4	11	3	1	5	3	19	2	32

Equipment: Thrasher Grenade Launcher, Trench Spade.

Special Abilities: Deadshot.

Weapon Stats:

Thrasher Grenade Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-2	-3	-	-	9	See Chart

Trench Spade *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Trencher Sniper

Grunt squad specialist, optional: up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	11	3	1	5	3	19	2	34

Equipment: Assailant Sniper Rifle, Trench Spade.

Special Abilities: Deadshot, Form Fireteam, Sniper.

Weapon Stats:

Assailant Sniper Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-6	-4	-2	1	2	1	14	See Chart

Trench Spade *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	- (x1)	ST+4	-

Trencher Demolition Specialist

Grunt squad specialist, optional: up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	4	11	3	1	5	3	19	2	22

Equipment: Invader Assault Rifle, Trench Spade.

Special Abilities: Deadshot, Demolition Training.

Weapon Stats:

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart

Trench Spade *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-



Trenchers

Wolfbairns

The Wolfbairn are the newest members of the Wolf Packs. They aren't "young" soldiers in the sense of being green or youthful, but they are renegades and lost-causes from throughout the Imperial Corporation who have decided to renounce their old Clan ties and seek out a different life. Wolfbairn soldiers must serve a tour of duty amongst the "cubs" (as the Wolf Packs call them), proving their worth before being initiated into the Wolfbanes.

Leading these motley crews are Wolfbairn Chieftains, Wolfbanes who prepare the recruits for the madness that is the life of the Wolf Pack. It is a harsh training, pushing the cubs to the physical and mental limits. While many gasp at the relentless training, it is a required protocol as the Wolfbanes don't want their ranks corrupted by any weakness. Better to be weeded out early than harm the pack later. Trained to be stealthy warriors, Wolfbairns are a formidable opponent.

Wolfbairn

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	7	4	10	3	1	5	4	17	2	22

Equipment: Agressor Sidearm, Punisher Short Sword.

Special Abilities: Stealth: 1.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Wolfbairn Chieftian

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	8	4	12	3	1	6	4	19	2	39

Equipment: Agressor Sidearm, Greatsword.

Special Abilities: Killing Stroke, Stealth: 1, Tactical Sense.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Greatsword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+8	See Chart

Wolfbairn HMG Specialist

Grunt squad specialist, optional up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	7	4	10	3	1	5	4	17	2	37

Equipment: Agressor Sidearm, Charger Heavy Machine Gun.

Special Abilities: Form Fireteam, Stealth: 1.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Charger Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	4 (x3)	2 (x2)	-1	-	-	14	-

Wolfbane Commandos

The Commandos make up the bulk of the Wolf Pack forces. They are hardened men and women who, for their own reasons, have left their former Clans to be a member of the Packs.

Wolfbane Commando Packs are the closest thing to a "tactical squad" amongst the Warriors of the Wolf Dens. The Heavy Machine Gun Specialists are stalwart survivalists who lay down a carpet of lead to support their Commando brethren. The Commandos charge into close combat from concealment often surprising an enemy with their formidable tactics. Some people say they fight dirty. They say they fight to win.

Wolfbane Commandos

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	7	5	12	3	1	6	4	18	2	25

Equipment: Agressor Sidearm, Punisher Short Sword.

Special Abilities: Stealth: 2.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Wolfbane Chieftain

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	8	5	13	3	1	6	4	18	2	36

Equipment: Agressor Sidearm, Mandible Automatic Shotgun with Harbinger UBGL.

Special Abilities: Stealth: 2, Tactical Sense.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Mandible Automatic Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

Harbinger Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	-1	--	--	--	--	See Chart

Wolfbane Commando HMG Specialist

Grunt squad specialist, optional up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	5	12	3	1	6	4	18	2	39

Equipment: Charger Heavy Machine Gun.

Special Abilities: Form Fireteam, Stealth: 2.

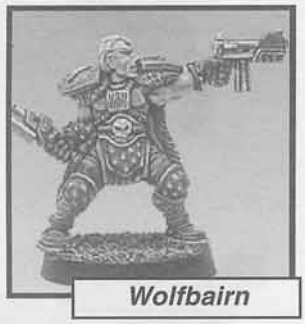
Weapon Stats:

Charger Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	4 (x3)	2 (x2)	-1	-	-	14	-



Wolfbairn HMG Spec



Wolfbairn



Wolfbairn



Wolfbane Commando



Wolfbane Commando HMG Spec



Storm Trenchers

The Stormtrenchers are Imperials shock troops, formed from the veterans of the Defense Forces and Trencher Battalions and outfitted to breach enemy fortifications and defensive lines. They are extremely aggressive, even by Imperial's standards and are adept at quickly overtaking an enemy force by using specially designed rocket packs to essentially paradeploy behind enemy lines.

Stormtrenchers excel in close quarter battles, Boarding actions and Hostile Takeovers, where their rushing assaults can destroy opposing forces before they have an adequate chance to react. In open conflict, Stormtrenchers are often deployed from Doomlords, dropping amidst the enemy and creating a wedge for other Imperial troops to follow.



Stormtrenchers

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	12	3	1	5	3	20	2	28

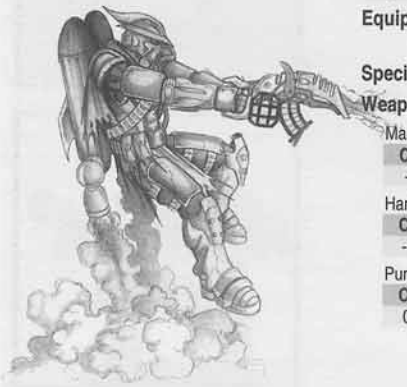
Equipment: Mandible Automatic Shotgun.

Special Abilities: Para-deploy, Survival Training: 2.

Weapon Stats:

Mandible Automatic Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart



Stormtrencher Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	4	13	3	1	5	3	20	2	29

Equipment: Mandible Automatic Shotgun with Harbinger UBGL, Punisher Short Sword.

Special Abilities: Para-deploy, Survival Training: 2.

Weapon Stats:

Mandible Automatic Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

Harbinger Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	-1	--	--	--	--	See Chart

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-





Stormtrencher HMG Specialist

Elite squad specialist, optional: up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	4	12	3	1	5	3	20	2	34

Equipment: Charger Heavy Machine Gun.

Special Abilities: Para-deploy, Survival Training: 2.

Weapon Stats:

Charger Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	4 (x3)	2 (x2)	-1	-	-	14	-

Stormtrencher FT Specialist

Elite squad specialist, optional: up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	4	12	3	1	5	3	20	2	40

Equipment: Gehenna Puker Flamethrower.

Special Abilities: Para-deploy, Survival Training: 2.

Weapon Stats:

Gehenna Puker Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

Blood Berets

The Blood Berets were the first Imperial Special Forces unit formed exclusively to fight the Dark Legion during the Great War. Founded by Clan Murdoch during the Venusian Crusade at Cardinal Durand's request for the Corporation's finest warriors, they enjoy the patronage of the Great Clan to this day. This is evident in their prestige, as well as in the equipment and respect that is afforded to them all throughout Imperial territory. Often paradeployed, the Blood Berets are

The soldiers who earn the right to wear the blood red beret must first pass rigorous training and countless hours of tactical studies. Once their training is completed, they are honed into fine soldiers who are capable of waging war in any hostile clime found in the system. Clan Murdoch still supports the Blood Berets in all of their operations even though they are now commanded by the IDMF. As a key part of the IDMF, they transcend the Clan-based animosity prevalent throughout the Megacorporation and may be found as elite soldiers in any Clan or IDMF force.

Within their own ranks are specialists who have achieved special note, a difficult distinction to achieve amid so many heroes. The Blood Beret Tank-Hunter has the infamous and unenviable job of eliminating enemy mobile armor and/or Dark Legion monstrosities. More often than not, the Tank-Hunter will lie in wait as the rest of the Blood Berets draw the chosen target into range. At the right time, the Tank-Hunter will pop up and drill the target with multiple 20mm auto cannon rounds before ducking back into cover or relocating before the enemy can answer.

Blood Berets

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	4	12	3	1	5	3	20	2	31

Equipment: Invader Assault Rifle.

Special Abilities: Camouflage: 2, Para-deploy, Survival Training: 2.

Weapon Stats:

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart

Blood Beret Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	12	4	13	3	1	6	3	20	2	40

Equipment: ASH-88 Chainsword, Interceptor SMG, Invader Assault Rifle.

Special Abilities: Camouflage: 2, Para-deploy, Survival Training: 2.

Weapon Stats:

ASH-88 Chainsword *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Interceptor SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2 (x2)	0 (x2)	-1	-	-	10	See Chart

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart

Blood Beret HMG Specialist

Elite squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	4	12	3	1	5	3	20	2	39

Equipment: Charger Heavy Machine Gun.

Special Abilities: Camouflage: 2, Para-deploy, Survival Training: 2.

Weapon Stats:

Charger Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	4 (x3)	2 (x2)	-1	-	-	14	-

Blood Beret Tank Hunter

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	4	13	3	1	5	3	20	2	43

Equipment: Agressor Sidearm, CA-138 Deathlockdrum Autocannon.

Special Abilities: Camouflage: 2, Form Fireteam, Para-deploy, Survival Training: 2.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

CA-138 Deathlockdrum Autocannon *(ballistic, concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-5	0	-1	-3	-	-	10 (x2)	See Chart

Gray Ghost

When recruits first join the Defense Force, they are given a comprehensive aptitude test. Those who score in the upper 10% in mechanical aptitude, and show a desire to see actual combat duty, are transferred to the 4th Imperial Guard known as the Gray Ghosts.

Widely known for their technical skill, and their expertise in urban warfare and in field repair technology, they are the most widely distributed of all the Guard units. Unlike some of the other regiments in the Imperial Serenity's forces, they focus on getting the job done, and avoid flashy displays of arrogance and temperament. Thus they do their job quietly, and have earned a reputation for modesty, which is belied by their accomplishments in the field. As a result, they are held in high regard by the rest of the Imperial Military establishment.

Named for their uniform design and known stealth on the battlefield, the Gray Ghosts are masters of combat engineering. When used in offensive duties, the Gray Ghosts do double-duty as forward observers and superb demolitionists.

Gray Ghost

Support unit, limit 1 per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	11	5	14	3	2	4	4	19	2	41

Equipment: Agressor Sidearm, Invader Assault Rifle with Harbinger UBGL.

Special Abilities: Demolition Training, Forward Observer.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart

Harbinger Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	-1	--	--	--	--	See Chart

Wolfbane Vanquisher

Pride is not limited to the rich, nor is honor a province of the privileged. Regardless of the sentiments of Bauhaus, the Wolfbanes consider themselves both honorable and proud. They have spurned the overt comforts that have weakened the Homebuilders and maintain a pure and austere existence by comparison.

This militaristic perspective breeds notable warriors of exceptional, if not eccentric, prowess. Wolfbanes are perhaps their most recognizable and violent of the IDMF forces. Like all the Den forces, there is very little hierarchy to distinguish ranks amongst them. Chieftains for example have earned their rank through trials of fire and blood while Packmasters are accorded their status by


Blood Beret


Blood Beret HMG Spec


Blood Beret Sgt.


Grey Ghost


Calling the Packs





Trencher Captain

Blood Beret Cpt.



Wolfbane Vanquisher



virtue of both skill and experience (the latter often synonymous with age).

One of the few notable titles that are afforded to a Wolfbane is that of Vanquisher. These men and women are not merely skilled combatants responsible for Herculean feats of strength and bravery, but they also possess a keen intellect and dynamic grasp of strategy. Many Packmasters and Elder Chieftains were, in their younger days, Vanquishers themselves, their years of experience seasoning them with a deep and uncanny wisdom.

Awarded a Wolf's Fang Claymore in recognition of his new rank, a Vanquisher is the closest thing the Wolfbanes have to an officer. Forsaking the use of firearms to wield this revered status symbol, Vanquishers are well respected by their elite brothers in the Berserkers and Headhunters. The use of the claymore requires their full efforts and in truth does not allow them to effortlessly wield a pistol mush as the Punisher Sword does. This refrain from the use of ballistics has also earned the Vanquisher a begrudged respect from the Bushido Samurai who consider these warriors less morally bankrupt than the rest of their Megacorporation. As the Vanquisher does not revel in his slaughter like the Wolf Packs do, the Bushido will allow a Vanquisher the right to honorable death if cornered or captured.

A Vanquisher is often found moving swiftly with his den where he coordinates offensive operations with other Wolfbane and Wolfbairn forces. Laying down covering smoke to further mask their movements, the Vanquisher is both a relentless assailant as well as a revered leader. In a culture that respects authority and enforces that it be earned, this is an important factor for a Vanquisher.

Wolfbane Vanquisher

Individual squad linked officer, limit one per Commando squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	7	5	13	3	2	6	4	19	2	41

Equipment: Wolf's Fang Claymore, Smoke Grenades.

Special Abilities: Stealth: 2, Unit Commander.

Special Rules: May command Wolfbane Commandos and Wolfbairn.

Weapon Stats:

Wolf's Fang Claymore *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+8	See Chart

Smoke Grenades *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0	0	-	-	-	0	See Chart

Trencher Captain

In a place covered in grime and caked with the blood of their comrades, the Trenchers have no more heroes. To these hardened soldiers, the man or woman who leads them to live another day is all the hero they can afford. The Trencher Captain is that hero.

Trencher Captains are individuals who have beaten the odds and survived the Imperial Warzones a dozen times over. Resilient and resolved men and women, they have earned both battlefield commendations and Regimental fame by fortifying the morale of Imperial's soldiers along the battle lines. They are skilled tacticians and able leaders in a place where leadership is easily eroded. When the time comes to perform a counter-assault, the Trencher Captain pulls out his Air Warhorn. This hand-held device emits a horrendous blast of sound at a touch, letting all of Imperial's soldiers know that the time has come to seize the moment.

Trencher Captain

Individual squad linked officer, limit 1 per Trencher squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	13	3	2	5	3	19	2	35

Equipment: Agressor Sidearm, Invader Assault Rifle, Punisher Short Sword, Air Warhorn.

Special Abilities: Deadshot, Tactical Sense, Unit Commander.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Blood Beret Captain

Blood Beret Captains are rugged individuals, chosen for their martial excellence and proven track record on the battlefield. Veterans of countless battles create officers who are able to effectively deal with changing battlefield conditions and adequately react to sudden occurrences.

Most Captains within the Blood Berets are skilled in blitzkrieg tactics. It is this combination of abilities, which has earned them the Skull Pin upon their beret, marking the soldier as a Blood Beret Captain.

Blood Beret Captain

Individual squad linked officer, limit 1 per Blood Beret squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	12	4	14	3	2	5	3	20	2	48

Equipment: Invader Assault Rifle, Mandible Automatic Shotgun.

Special Abilities: Camouflage: 2, Para-deploy, Survival Training: 2, Unit Commander.

Weapon Stats:

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart

Mandible Automatic Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

Wolfbane Packmasters

Wolfbane Packmasters are mighty warriors still in the prime of their ability; former Vanquishers who have mastered the use of their Claymores with one-handed ease. In every way these Veterans have distinguished themselves on the battlefield above and beyond the call of duty, and have been accorded a rank that allows them to command not just Den forces, but any forces under their purview. Respected by the rest of the IDMF, the Packmaster is an imposing sight on the battlefield, his Aggressor Sidearm luring his enemies into the waiting kiss of his sword. When outside businesses contract Wolf Den forces, it is always the Packmaster who negotiates the price and terms.

One of the more unnerving qualities of the Chieftain is what his den mates refer to as the "Howl of the Wolf". Hearing this resonant war cry inspires his brethren and fires their blood for battle. It is an unnerving sight to witness by all accounts, one not soon forgotten.

Packmasters have earned the respect of the Wolf Dens by leading them triumphantly through numerous charges into enemy formations. It is said that the true worth of a Wolfbane Packmaster is measured in the blood his pack spills; most have gallons to show for it.

Wolfbane Packmaster

Individual general officer, limit one per Commando squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	8	5	14	3	3	7	4	19	2	53

Equipment: Agressor Sidearm, Wolf's Fang Claymore.

Special Abilities: Division Commander, Stealth: 2, War Cry.

Special Rules: May command the Wolfpack troops (including Wolfbane Commandos & Wolfbairn).

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Wolf's Fang Claymore *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+8	See Chart

Colonel

Becoming an officer in the armed forces is one of the greatest honors among the Imperials. Promotion is in accordance to a person's achievements, where loyalty, skill and boldness are valued above anything else. When a person makes it to the rank of Colonel, they have shown all of these qualities and then some.

Colonels are at the head of Imperial's Regimental Army, coordinating defense strategies and planning assaults. They are infamous for taking calculated risks and continually bringing the fight to the enemy. After all, Imperial is a strong believer in the motto, "The best defense is a good offense!"

Imperial Colonel

Individual Force Commander, limit 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	13	5	14	3	3	5	3	22	2	52

Equipment: ASH-88 Chainsword, Agressor Sidearm, Invader Assault Rifle.

Special Abilities: Division Commander, Resolve: 2, Strategic Insight, Tactical Sense.

Weapon Stats:

ASH-88 Chainsword *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart

Wolfbane Elder Chieftain

Those Packmasters who have earned the right to wear the cloak of the Grey Wolf are considered to be Elder Chieftains. These men and women have spent a lifetime slaking their thirsty blades with the blood of Imperial's foes. Elders (as they are referred to internally) are not as young as they used to be and the fire that burned within them is not as bright. While the maturing process has lessened their ferocity, it has not dulled their skills and their wisdom has only grown. Combined with the years of wartime experience, this wisdom has created a leader who is able to completely coordinate the wild men and women of the Wolf Dens.

Elder Chieftains are the highest leaders of the Wolf Pack Dens, having secured the right to sit at the head of the Den's Table of Warriors through a combination of martial prowess and judicious leadership. It is their duty to ensure that the Den is prosperous and its Wolves are ready for war. They are the ones who broker deals with the other Clans for the Wolfbane's services and it is the Elder Chieftain who plans the Den's own operations, relying on their Packmasters to



Wolfbane Packmaster





Imperial Colonel











administer den law. They use their acumen to balance the natural aggressiveness of their younger Wolves, employing something that is almost alien to most of the Wolf Packs as a whole-cool strategic planning and diplomacy.

Elder Chieftain

Individual force commander, limit one per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	10	6	15	3	3	6	3	20	2	57

Equipment: Agressor Sidearm, Wolf's Fang Claymore.

Special Abilities: Stealth: 2, Force Commander, Tactical Sense, War Cry.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Wolf's Fang Claymore *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+8	See Chart

Sean Gallagher

There was a time when to see the sigil of Clan Gallagher on a bladed weapon was a resounding sign of its superior craftsmanship for the Gallagher's were once the system's greatest swordsmiths. Their artisanship was renowned throughout the worlds and their work was always in great demand throughout the Corporations. Even the metallurgists of Mishima, renowned themselves for mastery in the lost arts of swordsmaking, recognized the skills of Gallagher's fine blades.

As so often happens in the heavens, stars that burn twice as hot also burn twice as fast. It is the nature of the universe, an inescapable reality that would also prove true for the Gallagher Clan. At the height of their acclaim, Clan Gallagher became the target of a clandestine Dark Legion raid aimed at Keep Gladius, their sprawling ancestral home. The assault struck at the height of the year-end holidays, while almost the entire Gallagher Clan was assembled in the Keep's main hall, celebrating the coming of the New Year and reveling in the passing of the former. In one horrible moment, the festivities turned to carnage, and the shining light of the Imperial constellation known as Gallagher was no more.

Only one Gallagher survived the attack, a young Sean Gallagher. Ironically, Sean had had a falling out with his family for his desire to join the Clan's Special Forces, the Vengeance Company, rather than follow in his father's footsteps and become a swordsmith legend. This familial impasse resulted in Sean spending the holidays with a female friend instead of with his family. A decision made in anger that would ultimately spare his life.

When word reached him of the events of that fateful night, Sean returned to the remains of Keep Gladius, "inheriting" his lost family's barony. He salvaged what he could, pulled his father's Runesword from the ashes, and cast his lot with the Wolf Packs. There, amid the company of other kindred spirits, Sean exacted revenge for his family and rose to become the youngest Pack Elder in the history of the Warriors of the Wolf Dens. In spite of his years of battle and countless attacks against the Dark Legion, Sean remains a deeply troubled man, caught between the recriminations of his own past and the unquenchable thirst for vengeance. His oft used Runesword has tasted the blood of the Corporations, the hydraulic fluid of Cybertronic, and the foul ichors of the Dark Legion–all in an attempt to avenge his family and ease his troubled soul.

He keeps his troubles to himself and the Wolfbanes under Sean Gallagher's command are fanatical to his cause and fight furiously for him on the battlefield.

Sean Gallagher

Individual Force Commander, limit 1 per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
14	10	7	15	3	3	7	3	21	2	46

Equipment: Agressor Sidearm, Gallagher Runeblade.

Special Abilities: Camouflage: 3, Hate: 3, War Cry.

Special Rules: Hates Dark Legion necrorganics.

Weapon Stats:

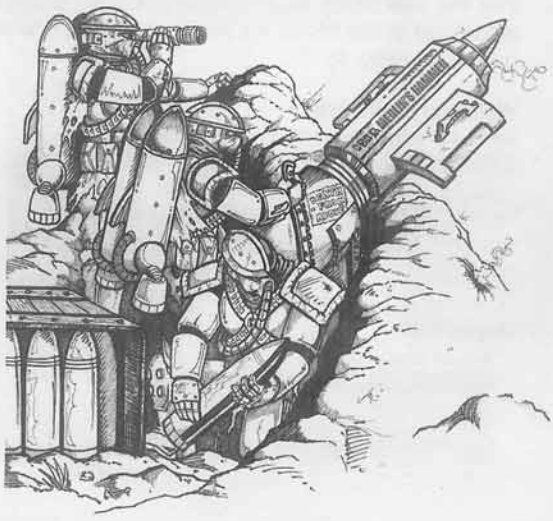
Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Gallagher Runeblade *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+7	See Chart

Imperial is known for its corporate diversity as well as the tenacity of its troops. To carve out a reputation amid such a unique assembly is therefore all the more impressive. The Merlin's Hammer launcher wielded by the Storm Trenchers Mortar Teams assures their fearsome reputation on the battlefield.



Stormtrencher Mortar Team

Crewed by a highly trained team of Stormtrenchers, the Merlin's Hammer Mortar is a deadly force commonly seen wherever Imperial sets up a perimeter. While an optimal weapon at medium and long range, the Hammer, like most mortars, suffers at close range. Fortunately, the weapon is crewed by some of the IDMF's most stalwart soldiers.

Stormtrencher Mortar Team

Support unit, required 1 model, associated armament.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	7	-	-	-	-	-	2	-	2	54

Equipment: Merlin's Hammer Mortar.

Weapon Stats:

Merlin's Hammer Mortar *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-2	-4	-	10	See Chart

Mortar Team Crew

Support trooper, required 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	5	11	3	1	4	4	18	2	-

Equipment: Agressor Sidearm.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Mortar Team Spotter

Support trooper, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	5	12	3	1	4	4	18	2	-

Equipment: Agressor Sidearm.

Special Abilities: Tactical Sense.

Special Rules: Spotters must remain in command radius of the mortar. They can assume a crew position by moving into base contact with the rear arc of the mortar, but while doing so they may not use their Tactical Sense special ability.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

The Hurricane Walkers

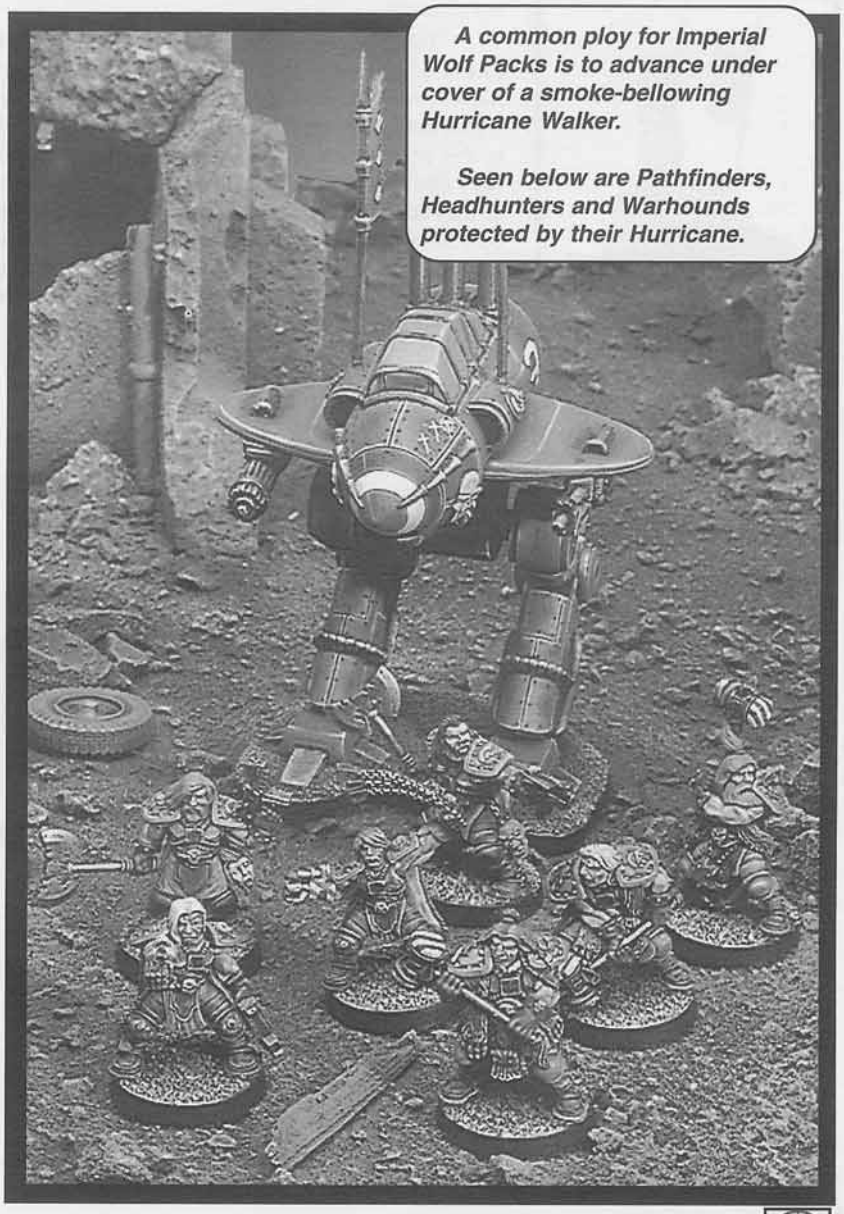
Hurricane Walkers where introduced into the Imperial Regimental Army after part of Bauhaus' Noble House Fieldhausen defected and joined Imperial. This defection was partly due to Imperial's takeover of a Fieldhausen production facility. The facility's research, development and production engineers and their families where allowed to stay on-site and continue their work should they wish to become part of Her Imperial Serenity's Court.

Upon accepting her generous offer, 'Clan' Fieldhausen was then given the task of creating an armored walker gunship that was flexible enough to engage both enemy infantry and mobile armor. The result would become the now famous Hurricane.



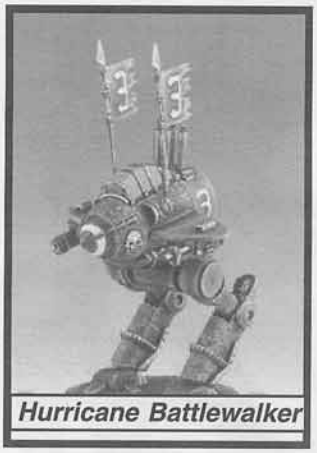
Years and many Crowns later, Hurricane Walkers can be seen on every battlefield, supporting Imperial troops with its Ultra-Charger Mounted Machine Gun or its powerful Lumberjack Autocannon.

The Ultra-Charger is so powerful that it is easily capable of felling enemy infantry formations, and the Lumberjack is able to put 30mm autocannon rounds through armored plate at range. These factors, combined with the Hurricane's well-armored chassis and its ability to maneuver in varied terrain, makes the

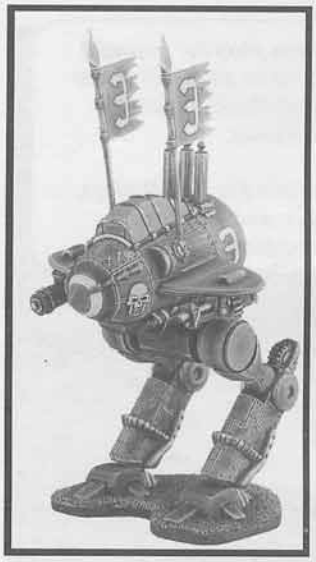


A common ploy for Imperial Wolf Packs is to advance under cover of a smoke-bellowing Hurricane Walker.

Seen below are Pathfinders, Headhunters and Warhounds protected by their Hurricane.



Hurricane Battlewalker





Hurricane Walker the chief piece of mobile armor in the Imperial Regimental Army.

The Fieldhausen Combine has developed various adaptations to the basic Hurricane design since its inception, the battlefield being a fluid place in need of constant adaptation. As the needs of the Imperial Admiralty have expanded, the Hurricane has grown to meet it. Fieldhausen has two additional designs of the Hurricane which have joined their original Guardian class juggernaut.

The Stinger-class Hurricane is feared most for its ability to assault troops from a great distance. The Admiralty was keenly aware of their Guardians strengths and flaws in battle. The Stinger was designed to address the long range deficits of the Guardian. The Stinger is outfitted with two Southpaw Rocket Launchers as well as the standard countermeasures popular on all Hurricanes.

The Hammer-class Hurricane is the newest of the Hurricanes, and was designed to engage heavy artillery and armored vehicles such as Cybertronic's Eradicator Deathdroids. According to the scuttle-butt at the Admiralty, the Hammer was developed out of a need to combat these innovations of Cybertronic which were quickly outpacing their original Guardians. Of all the Hurricanes, it has the heaviest armor and is outfitted with a powerful lumberjack Auto-cannon for pounding enemy armor and fortifications.

Hurricane Walker- Guardian Class

Support unit, required 1 model, vehicle.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	-	-	-	6/3	-	5	24	6	112

Equipment: Ultracharger Mounted HMG, CA-40 Ultrasonic Mine Sweeper, CA-60 Countermeasure Launcher.

Special Abilities: Impenetrability.

Weapon Stats:

Ultracharger Mounted HMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	3 (x3)	1 (x2)	-1 (x2)	-	13	-

Hurricane Pilot

Support trooper, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	4	11	3	-	-	-	-	-	-

Special Abilities: Tactical Sense.

Hurricane Walker- Hammer Class

Support unit, , vehicle.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	-	-	-	6/3	-	4	24	6	113

Equipment: Lumberjack Mounted Autocannon, CA-40 Ultrasonic Mine Sweeper, CA-60 Countermeasure Launcher.

Special Abilities: Impenetrability.

Weapon Stats:

Lumberjack Mounted Autocannon *(ballistic, concussive, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	1 (x2)	0 (x2)	-	-	14 (x2)	See Chart

Hurricane Pilot

Support trooper, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	4	11	3	-	-	-	-	-	-

Special Abilities: Tactical Sense.

Hurricane Walker- Stinger Class

Support unit, , vehicle.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	-	-	-	6/3	-	5	24	6	115

Equipment: Twin Southpaw Rocket Launchers, CA-60 Countermeasure Launcher.

Special Abilities: Impenetrability.

Weapon Stats:

Twin Southpaw Rocket Launchers *(concussive, radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-3	-4	-5	-	14 (x3)	See Chart

Hurricane Pilot

Support trooper, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	4	11	3	-	-	-	-	-	-

Special Abilities: Tactical Sense.

Vermin APC

The Vermin is another Clan Fieldhausen design that has caught on with tremendous success. As an Armored Personnel Carrier (APC), the Vermin has few equals on the field of battle. It is quick and highly maneuverable with impressive armor and six All-Terrain armored tires. The only downside of the Vermin is the fact that it only has one gun, though it is a good one, the Ultra-Charger Mounted Machine Gun.

The Vermin APC is capable of carrying nine fully loaded soldiers onto the battlefield and Imperial uses it to do just that. Squads of Regulars or Clan Forces are loaded into Vermin's and rushed to the battlefield objectives where they disembark from the rear of the transport and use it as temporary cover. The Gunner uses the Ultra-Charger to lay down suppressive fire as the Driver does his or her best to keep the bulk of the APC between the troops and enemy small arms fire.

When the objective is met, the Squad gets back into the Vermin and is transported to wherever they are needed next.

Vermin APC

Support unit, required 1 model, vehicle.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	5/ 2	-	6	23	5	128

Equipment: Ultracharger Mounted HMG.

Special Abilities: Impenetrability.

Special Rules: Transport can hold up to eight troopers and their squad leader.

Weapon Stats:

Ultracharger Mounted HMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	3 (x3)	1 (x2)	-1 (x2)	-	13	-

Vermin APC Driver

Support trooper, required 1 per model, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	4	11	3	-	5	-	-	-	-

Vermin APC Gunner

Support trooper, required 1 per model, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	8	4	11	3	-	5	-	-	-	-

Special Abilities: Tactical Sense.

Rams Air Cavalry

The Twin Barracuda Air Support Vehicle, as it is properly known, is one of Imperial's most powerful and unique weapons. Unfortunately, you have to be either brave or insane to fly one. There seems to be no shortage of this type of soldier in the Clans.

The Twin Barracuda is essentially a personal rocketpack with two wing-mounted rotors to provide lift and maneuverability. The operator sits in a harness nestled between two massive diesel engines with headphones covering his or her ears to prevent deafness. Atop each of the engine's 'well placed' fuel tanks is a converted Southpaw Rocket Launcher, which can be fired independently or in concert.

A pioneering concept in aviation, the Twin Barracuda is a study in contradictions; heavy yet maneuverable, fast yet difficult to control and most strikingly, powerful but offering little prtection for its brave pilot. Nevertheless the Rams Air Cavalry has proven quite successful at countering Capitols prior air domination.

Operating in small squads, their primary function is to neutralize enemy ordnance and air power.

Rams Air Cav

Support unit, required 1-2 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	11	4	11	3	2	4	2/5:6	22	3	48

Equipment: Agressor Sidearm, Southpaw Rocket Launcher, Twin Barracuda Jetpack.

Special Abilities: Tactical Sense.

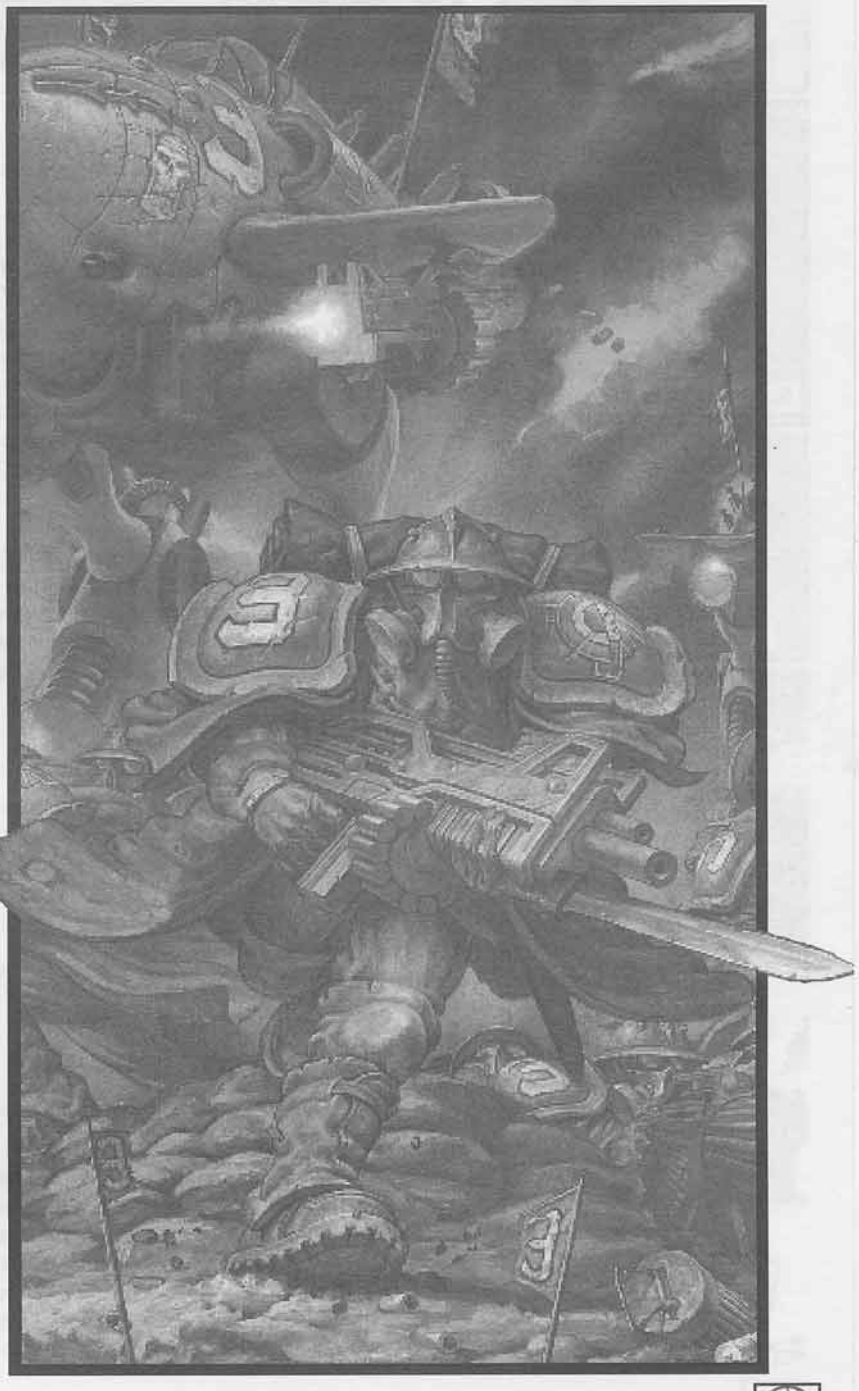
Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Southpaw Rocket Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-3	-4	-5	-	13 (x2)	See Chart





Special Forces Sgt.



Special Forces Tank Hunter



Special Forces Sgt.





Imperial Clan Forces

The Imperial Corporation is a conglomeration of businesses and monopolies that are run by vast families called Clans. Each of these Clans runs a specific part of the Corporation, from research to military and industry to politics. Since many of these Clan's are spread throughout the Solar System and are in need of their own private armies to defend their properties and acquire new holdings, they have created individual Clan Special Forces, a logical development given the familial nature of Imperial businesses.

Clan Forces are therefore specialized soldiers who receive the best in training and equipment from their respective family and work exclusively to further the interests of their parent Clan. An example is Clan Paladine's Blue Berets or Clan Dunsirn's Hunters.

Bartholomew Alliance

Sterlings of Smythe-Axelthorpe

Amongst the Imperial Corporation there is a whispered joke that states, "It's much easier to liberate a maiden's favors than it is to separate a single coin from a Sterling". While intended to be a derisive remark, the Sterlings are somewhat proud of this statement for they consider their job one of the most important in the Megacorporation. So much so that their units name is taken from the Imperial currency they protect. They stand guard at all of Imperial's banks, and serve as escorts for all currency shipments throughout the system. As a unit, they pride themselves on their vigilance and thanks to them, bank robbery, as a crime, is virtually unknown in Imperial society. The Sterling's believe that if they were not vigilant, the coffers of Imperial would bleed dry.

Probably the most frequently hired of any Imperial Special Forces Units, the Sterlings are frequently assigned to Acquisitions and Takeovers when the Alliance feels a strong defense is required. They will not suffer retreat and have been known to be the last forces to be overrun by the enemy.

Smythe -Axelthorpe Sterlings

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	7	5	11	3	1	5	3	20	2	26

Equipment: Agressor Sidearm, Mandible Automatic Shotgun.

Special Abilities: Close Combat Training: 2, Keen Eyes.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Mandible Automatic Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

Sterlings Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	7	5	12	3	1	5	3	20	2	27

Equipment: Agressor Sidearm, Mandible Automatic Shotgun with Harbinger UBGL.

Special Abilities: Close Combat Training: 2, Keen Eyes.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Mandible Automatic Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

Harbinger Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	-1	--	--	--	--	See Chart

Sterlings FT Specialist

Elite squad specialist, optional: up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	7	5	11	3	1	5	3	20	2	38

Equipment: Agressor Sidearm, Gehenna Puker Flamethrower.

Special Abilities: Close Combat Training: 2, Keen Eyes.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Gehenna Puker Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

Sterling Grenadier

Elite squad specialist, optional: up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	7	5	11	3	1	5	3	20	2	33

Equipment: Agressor Sidearm, Mandible Automatic Shotgun, Ap-Grenades.

Special Abilities: Close Combat Training: 2, Keen Eyes.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Mandible Automatic Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

Ap-Grenades *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-2	-3	-	-	-	8	See Chart

Morgan's Black Berets

Formed by Clan Morgan, the Black Berets are trained to perform Boarding actions and Hostile Takeovers in both space and on land. Adept at close quarter tactics, they are useful for commandeering crafts and facilities of their competitors, using a combination of guerilla tactics and sheer aggression to quickly overwhelm opposing forces.

The overt mission of the Black Berets is to seek out and destroy all Heretics that threaten the tranquility of the realm, an activity that they pursue with fanatical zeal. Much of these efforts have taken place on the Space Stations and off-world ore mining facilities out in the asteroids. Because of this, they have become skilled at fighting in cramped quarters, and are adept in cooperating in combat. They are also highly trained at fighting in zero gravity. Though the Morgan's have sometimes been accused of conspiring with the Dark Legion, they vehemently deny it.

Frequently they seek satisfaction for this blot upon their honor both in the courts of Imperial and through private dueling engagements. The rumors of their complicity have for the most part subsided, but the Morgan's have dedicated themselves to rooting out the forces of the Dark Legion so that not even a glimmer of suspicion may fall on them. They can't afford for that to happen. It would jeopardize the immense profits that they gather from their other legitimate clandestine activities.

Black Berets

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	5	12	3	1	5	3	21	2	27

Equipment: Interceptor SMG.

Special Abilities: Blessed, Guerilla Training, Hate: 2.

Special Rules: Hates Algeroth Nepharites and Cybertronic AI's of level 4 or higher.

Weapon Stats:

Interceptor SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2 (x2)	0 (x2)	-1	-	-	10	See Chart

Black Beret Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	10	5	13	3	1	5	3	21	2	29

Equipment: ASH-88 Chainsword, Interceptor SMG.

Special Abilities: Blessed, Guerilla Training, Hate: 2.

Special Rules: Hates Algeroth Nepharites and Cybertronic AI's of level 4 or higher.

Weapon Stats:

ASH-88 Chainsword *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Interceptor SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2 (x2)	0 (x2)	-1	-	-	10	See Chart

Black Beret Demolition Specialist

Elite squad specialist, optional: up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	5	12	3	1	5	3	21	2	31

Equipment: Agressor Sidearm, Interceptor SMG.

Special Abilities: Blessed, Demolition Training, Guerilla Training, Hate: 2.

Special Rules: Hates Algeroth Nepharites and Cybertronic AI's of level 4 or higher.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Interceptor SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2 (x2)	0 (x2)	-1	-	-	10	See Chart

Black Beret FT Specialist

Elite squad specialist, optional: up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	5	12	3	1	5	3	21	2	43

Equipment: Agressor Sidearm, Gehenna Puker Flamethrower.

Special Abilities: Blessed, Guerilla Training, Hate: 2.

Special Rules: Hates Algeroth Nepharites and Cybertronic AI's of level 4 or higher.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Gehenna Puker Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

Charles, the Black Prince of Craecy

Charles Morgan is a Prince in the very real sense of the word. He is the son of Andrew Douglas Morgan, the 88th Grand Duke of Clan Morgan. The Morgans have accorded their chairman with the title of Grand Duke, a throwback to their ancient origins and a source of great pride to the whole company. While an oddity amongst the Imperial Clans of today, the respectful title of Grand Duke is one the Clan seems to have no intention of removing. They are proud of their heritage and in their ability to trace their roots back over 2,000 years.

SERENE GRANTS

These are awarded to people that hold certain offices within the Imperial administration, thus serving directly under Her Serenity. They are always granted by the Serenity herself, and there are three distinct levels:

Squireship
Knighthood and
Nobility

The titles are awarded to those people that have performed distinguished service to the gain of the Serene family. They are often given to favored ministers, diplomats, scientists and business people, but bodyguards and servants have also been known to receive them.

No one has received a Grant of Nobility, though, since the end of the Sad Struggle.





Golden Lion- ISF



Golden Lion- ISF





The Morgan Grand Dukes are infamous for their use of technological advances. For centuries, many equated the Morgans' success as being in league with the Dark Legion, though the Morgans view this as baseless character assassination. While untrue, it has been a difficult rumor to dispel. One way of assisting in the dissolution of this untruth is to take up arms personally.

Charles the Black Prince, like his fathers before him, has served time in the Imperial Regulars and became a member of the Black Berets. By risking life and limb, the Morgans have demonstrated their loyalty and commitment to the ideals of Imperial and the Brotherhood. Morgan equipment now bears a stamp of certification placed on it by Brotherhood Mystics at their factories.

Adding to the growing mystique of the Black Prince is the rumor that he and Victoria Paladine became lovers following the Glouster Campaign, where Victoria herself was serving in the Blue Berets. There, caught between the forces of the Nepharites Krakoza and Vermiss, the two Special Forces units were entrenched for sixteen weeks before relief arrived. During that time, Victoria and Charles were seen to be quite close, a growing attraction budding amidst the hell of that horrible place.

Following the relief of their forces, Charles has visited Victoria often at her palace, something that never occurred before the Campaign. Though neither has confirmed this allegation, nor been seen in any public manner, the speculations persist.

Charles is a consummate gentleman warrior, lauding to the ancestral formalities of his ancient family. While a capable fighter and able tactician, Charles is also a gifted scientist who spends much of his non-military time in the research labs with the other Morgan scholars.

Charles, The Black Prince

Individual Force Commander, limit 1 per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	10	5	14	3	2	5	4	21	2	42

Equipment: Agressor Sidearm, Destroyer Light Machine Gun.

Special Abilities: Blessed, Guerilla Training, Hate: 2.

Special Rules: Hates Algeroth Nepharites and Cybertronic AI's of level 4 or higher.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Destroyer Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-1	-	-	11	-



Grand Murdoch Alliance

Golden Lions

Administered directly by Clan Murdoch, the Golden Lions are the other high-profile Special Forces unit renowned throughout the system beyond their Imperial roots. It was founded at the same time as the Blood Berets, and though it has not enjoyed the notoriety of that most prestigious unit, it has still distinguished itself well throughout the ages.

By contrast, while the Blood Berets were formed to fight the Dark Legion in all its diabolic incarnations, the Golden Lions were developed to handle more mundane problems that faced the Clan. In this capacity they have led numerous armed claiming expeditions against the other Corporations where their infiltration techniques allow them to slip beyond established defense perimeters and strike at their enemies unprotected flanks.

Like a river, fluid and changing, the Golden Lions have in recent ages received extensive training on how to deal with and defeat Imperial's most hated new adversary, Cybertronic. It was the skills and determination of this Special Forces units that led Imperial to the successful acquisition of Ganymede.

Since the Golden Lions are now chiefly used against Cybertronic, they require superior firepower in dealing with the highly armored troopers of that Corporation and have endured numerous equipment modifications and upgrades to make sure they were as effective as possible. While the PC606 Hellstorm SMG's are good at close range against medium armor, they are not that effective against some of the bigger pieces of mechanical armor that Cybertronic fields. Imperial's Lyons & Atkinson Ordinance Manufacturers have come up with a good solution to this increased armor, the Nimrod Autocannon. This beast is capable of burst firing 20mm

autocannon rounds from its dual, over-under, barrel design and is more than adequate in dealing with heavily armored foes, regardless of their corporate affiliation. It is a source of great irritation to Cybertronic that Imperial nicknamed this weapon the "Droid-buster", a direct reference to the Eradicator series of armored vehicles designed by Cybertronic. The term "Droid-buster is so widely used now in the known worlds that even the Lyons & Atkinson Company has used it in their promotional literature.

Wielding these massive weapons are the highly trained Tank Hunters who have endured a unique training regimen to actually use these weapons. Tank Hunters have spent four years on Thetis Minor, a heavy gravity asteroid orbiting Victoria. Here, amid the crushing pressure of Thetis, the would-be Tank Hunters have their bodies toughened and strengthened beyond normal measure. When they complete their training, they can wield the heavy Nimrod quite easily. Training on Thetis Minor has another benefit to the soldiers training there; it builds an elevated sense of personal power and confidence. This goes a long way to explain the sheer audacity of these soldiers, often seen proudly wading into the thick of battle.

Golden Lions

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	12	3	1	4	3	20	2	26

Equipment: PC-606 Hellstorm SMG.

Special Abilities: Infiltrate.

Weapon Stats:

PC-606 Hellstorm SMG *(ballistic, concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	0.5 (x2)	0 (x2)	-1	-	-	10	See Chart

Golden Lion Sergeant

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	4	13	3	1	4	3	20	2	31

Equipment: ASH-88 Chainsword, PC-606 Hellstorm SMG.

Special Abilities: Infiltrate, Tactical Sense.

Weapon Stats:

ASH-88 Chainsword *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

PC-606 Hellstorm SMG *(ballistic, concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	0.5 (x2)	0 (x2)	-1	-	-	10	See Chart

Golden Lion Demo Specialist

Elite squad specialist, optional: up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	12	3	1	4	3	20	2	28

Equipment: PC-606 Hellstorm SMG.

Special Abilities: Demolition Training, Infiltrate.

Weapon Stats:

PC-606 Hellstorm SMG *(ballistic, concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	0.5 (x2)	0 (x2)	-1	-	-	10	See Chart

Golden Lion LMG Specialist

Elite squad specialist, optional: up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	12	3	1	4	3	20	2	30

Equipment: Destroyer Light Machine Gun.

Special Abilities: Infiltrate.

Weapon Stats:

Destroyer Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-1	-	-	11	-

Golden Lion Tank Buster

Elite squad specialist, optional: up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	12	3	2	4	3	20	2	39

Equipment: Nimrod Autocannon.

Special Abilities: Form Fireteam, Infiltrate.

Weapon Stats:

Nimrod Autocannon *(ballistic, concussive, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-5	0	-1	-3	-	-	11 (x2)	See Chart



Golden Panthers

Born from just one of the many inter-clan conflicts that regularly occur within the Imperial Corporation, Clan O'Loughton is an offshoot of Clan Loughton. Like Clan Brannaghan, O'Loughton is a warrior clan. But unlike that clan, O'Loughton possesses no supplementary method of income. Combat is all they know and all they are skilled at.

Taking the natural enemy of the ram, Clan Loughton's own emblem as their namesake, the Golden Panthers are one of the most highly sought after Imperial mercenary units, second only to the Wolfbanes in terms of their acclaim and ferocity. While the Golden Panthers do not take heads or other grizzly trophies of their battle prowess, they do record their kills on their armor in the form of claw marks. The more scarred a Golden Panther's armor, the wider berth he deserves.

Presently operating out of the wilds of Mars, the Golden Lions are a flexible, adaptable unit. Adding to their usefulness, the Panthers are usually paradeployed to their destination where their superior survival training serves to insure their continued functionality.

Golden Panthers

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	11	4	12	3	1	5	3	21	2	29

Equipment: Invader Assault Rifle, Punisher Short Sword.

Special Abilities: Para-deploy, Survival Training: 1.

Weapon Stats:

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-



Grants of Squireship

Those who receive a Grant of Squireship may title themselves Name, Esquire/ Name, Mistress in writing or Master Name/Mistress Name in speech. They may design a simple coat of arms without a motto, crest holders or crest.

There are no formal ceremonies for the investiture of a Squire. The Serenity simply sends the squire a document declaring the person's new status.

The coat of arms can be displayed on tie pins, jacket pins, and cuff links or painted on a suit of armor, but in that case, only below the knee.

Despite such limitations, Squireship is one of the highest honors an Imperial can have.



Golden Panthers







Golden Panther Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	11	4	13	3	1	5	3	21	2	32

Equipment: Invader Assault Rifle, Punisher Short Sword.

Special Abilities: Para-deploy, Survival Training: 1, Tactical Sense.

Weapon Stats:

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Golden Panther LMG Specialist

Elite squad specialist, optional: up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	11	4	12	3	1	5	3	21	2	36

Equipment: Destroyer Light Machine Gun, Punisher Short Sword.

Special Abilities: Para-deploy, Survival Training: 1.

Weapon Stats:

Destroyer Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-1	-	-	11	-

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Golden Panther Tank Buster

Elite squad specialist, optional: up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	11	4	12	3	2	5	3	21	2	43

Equipment: Nimrod Autocannon, Punisher Short Sword.

Special Abilities: Para-deploy, Survival Training: 1.

Weapon Stats:

Nimrod Autocannon *(ballistic, concussive, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-5	0	-1	-3	-	-	11 (x2)	See Chart

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Golden Panther Sniper

Elite squad specialist, optional: up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	11	4	12	3	1	5	3	21	2	40

Equipment: Assailant Sniper Rifle, Punisher Short Sword.

Special Abilities: Para-deploy, Survival Training: 1, Sniper.

Weapon Stats:

Assailant Sniper Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-6	-4	-2	+1	+2	+1	14	See Chart

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	- (x1)	ST+4	-

Sergeant Edward S. Murdoch

Edward Murdoch grew up in the Imperial owned city of Fukido on Mercury. His upbringing was as rough as the port city is cruel, forging him into a warrior that sees fear as a four-letter word and accepts no excuse for failure.

Murdoch joined the Golden Lions as soon as he reached the legal enlistment age, and he has enjoyed his time in that unit immensely. He earned his Sergeant stripes by cracking skulls, both the enemy's and his fellow teammates, whom he viewed as "Casings." The term 'Casing' is a derisive term used by many Imperial officers to describe a trooper with no guts, no substance, and no inner strength; in short, a mere empty shell. Earning this derisive title from Murdoch requires fleeing incoming fire, ducking for cover instead of charging ahead, etc.

Sergeant Murdoch now gives whatever Squad he is assigned extra training to bring them "up to snuff", which is measured against Murdoch's personal and excessive scale. This training is usually after hours and incredibly grueling. While most soldiers hate the training and curse his name during the process, they all recognize its many benefits on the battlefield. Additionally, this training greatly improves a warrior's skills and motivation, so much so that Imperial lets "Mad Murdoch" do as he pleases.

The results speak for themselves.

Sgt. Edward S. Murdoch

Individual Force Commander, limit 1 per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	13	5	15	3	2	5	3	21	2	43

Equipment: Interceptor SMG, Invader Assault Rifle.

Special Abilities: Deadshot, Ferocity, Tactical Sense.

Weapon Stats:

Interceptor SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2 (x2)	0 (x2)	-1	-	-	10	See Chart

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart





The MacGuire Alliance

The Hunters

Though earning its money in the relatively modest profession of paper production, Clan Dunsirn also boasts one of Imperial's finest Special Forces units - the Hunters. Receiving the most intensive wilderness training of any combat unit in the Imperial Megacorporation, every Dunsirn youth is born with a rifle in his hands and spends most of his pre-adult years hunting the beasts that roam the clan's large tracts of land on Venus.

Because of this extensive training, the Hunters develop a keen eye for the slightest movement in the undergrowth, the minutest shift in scents and can read volumes about an adversary from glancing at a single blade of grass bent by a careless foot. Very little escapes their hawk-like eyes and not even those adept at silent and hidden movement escape their notice. Thus they are in wide demand to hunt the hidden legions of the damned and put an end to them.

Usually deployed ahead of the main Imperial force, they scout out the enemy forces and track their movement. The Hunters then determine where and when the enemy and their main force will meet. At this location the Hunters will set up an ambush to flank and strike the surprised enemy where they are most vulnerable, usually with devastating results. Their infiltrating skills are quite formidable, making the Hunters both vicious attackers and nearly impossible to surprise.

Dunsirn Hunters

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	11	3	1	4	3	19	2	27

Equipment: Invader Assault Rifle.

Special Abilities: Infiltrate, Predator Senses: 4.

Weapon Stats:

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart

Dunsirn Hunters Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	11	4	12	3	1	4	3	19	2	29

Equipment: Invader Assault Rifle.

Special Abilities: Infiltrate, Predator Senses: 4.

Weapon Stats:

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart

Dunsirn Hunter Demolition Specialist

Elite squad specialist, optional: up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	11	3	1	4	3	19	2	29

Equipment: Invader Assault Rifle.

Special Abilities: Demolition Training, Infiltrate, Predator Senses: 4.

Weapon Stats:

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart

Dunsirn Hunter Sniper

Elite squad specialist, optional: up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	11	3	1	4	3	19	2	38

Equipment: Assailant Sniper Rifle.

Special Abilities: Infiltrate, Predator Senses: 4, Sniper.

Weapon Stats:

Assailant Sniper Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-6	-4	-2	1	2	1	14	See Chart

The Rams

Clan Loughton is one of the richest Clans within the Imperial Corporation. The Loughton's made their vast fortune by being the **first** Clan to lay claim and work the asteroid belt between Mars and Jupiter. The rich mineral deposits of the asteroid belt brought tremendous wealth to the Loughtons who, ever hungry for greater profits, turned their attention to the manufacturing of heavy equipment. Controlling both minerals and the equipment to reach them, Clan Loughton held a virtual monopoly in their business. Their manufacturing was so successful they began selling their technology to those who could afford their craftsmanship and superior design.



GRANTS OF KNIGHTHOOD

Those who are knighted may demand to be called Sir Name/Dame Name in speech or Name, K.I./Name, D.I. (Knight of Imperial/Dame of Imperial) in writing.

The knighting is a solemn and pompous ceremony held twice a year, once in Luna and once in Fukido. Rarely are more than a dozen knights invested at a time. However, military commanders and heroes, politicians, scientists, and just about anyone else can receive one for the body of their life work. This is the ultimate honor for an Imperial citizen.

Knights are entitled to a personal coat of arms with a motto and one helmet as a crest. The coat of arms remains with the knight's direct family for three generations, and the eldest child of the same sex as the knight in each of these generations retains the title of squire.

The coat of arms is often displayed as a blazer badge, as well as on other bits of jewelry. On armors, it may only be displayed below the waist.









Lt. Colonel MacGuire



Today, 75% of the vehicles in the Imperial territories bear the Loughton's ram crest, the symbol of strength and durability for generations. This symbol has given rise to the popular saying "It's Ram strong" when referring to the quality of one's vehicle. Both the ram's horn symbol and the saying have been adopted by the Clans Special Forces, known simply as the Rams.

The Rams are used by Clan Loughton to perform Hostile Takeovers of new mining and production facilities throughout the Solar System, or to defend the ones which they have acquired. The Rams are tall on toughness and short on subtlety, preferring to rush right at opposing forces and mix it up in close combat.

Loughton Rams

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	5	11	3	1	6	4	19	2	25

Equipment: ASH-88 Chainsword, Agressor Sidearm.

Special Abilities: Close Combat Training: 3, Group Assault.

Weapon Stats:

ASH-88 Chainsword *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Ram Sgt.

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	9	5	12	3	1	6	4	19	2	28

Equipment: ASH-88 Chainsword, Agressor Sidearm.

Special Abilities: Close Combat Training: 3, Group Assault, Tactical Sense.

Weapon Stats:

ASH-88 Chainsword *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Ram Shotgun Specialist

Elite squad specialist, optional: up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	5	11	3	1	6	4	19	2	28

Equipment: M-517 Double Barrel Shotgun.

Special Abilities: Close Combat Training: 3, Group Assault.

Weapon Stats:

M-517 Double Barrel Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	9	See Chart

Lt. Colonel Timothy McGuire

Timothy McGuire is a career soldier whose interest in military tactics surfaced at an early age and led him through the ranks of Imperial's Corporate Military in record time. His leadership has been one of respect, with soldiers from both the Defense Forces and Clan forces recognizing Timothy's ability to pull off calculated risks with minimal Imperial casualties.

Ultimately Colonel McGuire's strength lies in his follow-through. He gathers all of the available Intel on the enemy, the terrain, his troops and any other prevalent information, and puts together multiple scenarios and battle-plans for the upcoming confrontation. He keenly studies all aspects of a conflict and tries to find the fastest path to victory that will cost Imperial the least blood possible.

In recent events on Ganymede, McGuire's past experiences with Cybertronic made him a great asset to Ganymede's occupation. This specialty was honed after he and his Defense Force had found themselves involved in a deadly game of chess with a Cybertronic Installation Force that had attacked a huge mining facility in the mountains of Mars, three years earlier.

Maidenhead, as it was renamed by Imperial, was a huge coup for Clan McGuire's Conquistadors, having taken it from Capitol in a daring five day assault which saw over 20 tons of ordnance dropped. A then Sgt. McGuire dug in and braced for a counter-offensive from Capitol. Surprisingly, it did not come. For three weeks, they waited and reinforced. Then, unpredictably, the Cybertronic Megacorporation launched an offensive against the facility and the Imperial forces holding it. So severe was the attack, that it dislodged the Imperial forces back into the mountains.

The battle that followed was a "run-and-gun" throughout the Martian Mountains, with each side mounting lightning raids and setting ambushes and traps for the other. Imperial ultimately won in the end, but at a terrible cost in casualties. Timothy vowed never to let such a thing happen again and set about to learn everything he could about the Cybertronic enemy. For the next three years, McGuire studied the enemy that had cost him so dearly. He understood Bauhaus tactics, could predict the actions of Capitol, and to some extent Mishima, but Cybertronic was an enigma. In McGuire's position, he could not afford to deal with riddles.

After a proven track record against the forces of Bauhaus in the Venusian Jungles, the Malcontents of Dinib IV, and against Cybertronic on both Mars and later at Pliesias, McGuire was promoted to Lieutenant Colonel. Later, he was transferred to the Golden Lions where he was given command of the Third Company of the Golden Lions, their most decorated unit.

McGuire's true strength quickly shone through as his leadership and the ability to inspire his men quickly asserted itself. Within a year,

the Third Company was one of the most constantly assigned units in Imperial, routed to all of Imperial's most important trouble spots. His most acclaimed accomplishments by far are the battles on Ganymede. For sixteen grueling weeks, McGuire's company struck deep into Cybertronic's Main forces, leading tactical strikes against their fortifications and command centers. All told, the Third Company logged in over 542 confirmed kills and 125 captures. Their daring exploits are legend within the ranks of Imperial, and McGuire himself has been awarded three of Imperial's most prestigious Medals of Honor–the Ten Heads Medal, the Extraordinary Achievement Award, and the Bravery in the Field Medal.

McGuire likes to take risks, albeit calculated ones, though he is mindful first and foremost of his men's safety. He doesn't send men to their deaths needlessly and this concern has made more than a few troopers ask for transfer to his command. There has been some discussion in Parliament that a Grant of Knighthood may be in his future.

Beyond being a superior leader and tactician, McGuire also designed his own gun, a revolver-based rifle chambered for 15mm autocannon rounds to cope with the thick armor of Cybertronic's warriors. The gun carries his name and is currently being tested for mass production.

Timothy MacGuire

Individual Force Commander, limit 1 per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	12	5	16	3	3	5	3	20	2	46

Equipment: Agressor Sidearm, MacGuire Rifle.

Special Abilities: Deadshot, Hate: 3, Resolve: 3, Strategic Insight.

Special Rules: Hates Cybertronic AI of level 4 or higher.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

MacGuire Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	1	-1	-	11	-



Mourning Wolves





WOLF PACKS

The Wolf Packs are among humanity's greatest warriors and certainly the most ferocious in the Imperial Corporation. Comprised entirely of Clansmen/women who have renounced their Clan names, these warriors fight for the glory of their "Pack" and the honor of the Imperial Megacorporation.

Wolf Packs are almost mythic warriors in the inhabited Solar System, and with good reason. They have recorded the defeat of numerous Dark Legion forces, often single-handedly. They have fought corporate forces twice their size and emerged victorious. Wolf Pack heroes are on every planet occupied by mankind.

As can be expected, their society is a study of extremes. Wolf Pack artisans create some of the most intricate and beautiful jewelry, swords and armor in the system–even their vehicles exhibit a personal touch and sense of individuality that reflects the Wolf Pack mentality. At the other extreme, their warriors are brash, brutal and vicious, having little time for subtlety or decorum. "A sharp blade and a steady hand are all the diplomacy I need" is an oft-heard Wolfbane saying. There is a personal glee to the Wolves when they are fighting in close combat and it is not uncommon for the oil-preserved heads of an enemy to grace the Great Hall of a Pack Den.





Mourning Wolf Chieftain

Mourning Wolves

The wives and lovers of Imperial warriors who have fallen in the battlefield make up the packs of the Mourning Wolves. Dubbed by the Defense Ministry as the Moratoria, these vicious "she-wolves" have given up their Clan, their families and their future, all in an attempt to reunite themselves with their dead lovers. It is this grim outlook that unites these women in a sisterly bond that even the Dark Symmetry cannot break. As one can imagine, this morose sorority is restricted to only those women of sufficient skill and rage who share the same



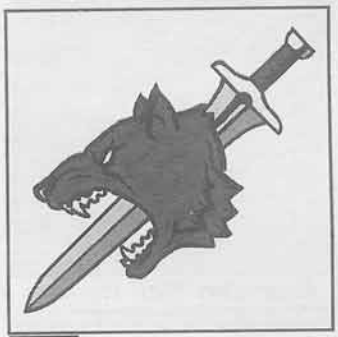
Mourning Wolf Heroine











calling.

Due to the popular belief that a true warrior goes to the Great Den when they die, these women go after the most brutal of battles where fighting is the thickest and death in combat is almost ensured.

Mourning Wolves

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	6	4	12	3	2	5	4	18	2	29

Equipment: Tangle Chain, Wolf Claw.

Special Abilities: Group Assault, Secondary Attack.

Weapon Stats:

Tangle Chain *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+5	See Chart

Wolf Claw *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	See Chart

Mourning Wolf Chieftain

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	7	4	13	3	2	5	4	18	2	34

Equipment: Tangle Chain, Invader Assault Rifle with Harbinger UBGL.

Special Abilities: Group Assault, Secondary Attack.

Weapon Stats:

Tangle Chain *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+5	See Chart

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart

Harbinger Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	-1	--	--	--	--	See Chart

Mourning Wolf Heroine

Elite squad specialist, optional: up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	8	4	13	3	2	5	4	18	2	36

Equipment: Wolf's Fang Claymore.

Special Abilities: Ferocity, Secondary Attack, War Cry.

Weapon Stats:

Wolf's Fang Claymore *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+8	See Chart

Warhounds

The Warhounds are the veterans of the Wolf Dens. Countless years in the worst hellholes of the Solar System have honed these warriors to a razor-sharp edge.

In the mythos of the Wolf Packs, a warrior who dispatches a worthy foe will be able to savor their bravery in the afterlife, sipping it from a Skull Goblet in the form of wine. Most Warhounds keep a tally of their kills, comparing their record with others in the Dens and seeing who will have the most Goblets waiting for them at the Banquet of the Pale Wolf. Now, these gray wolves are looking for a final challenge, something guaranteed to either bring them greater glory–or death.

When a Warhound stalks the battlefield, he looks for the biggest and meanest foe to challenge his skills. Armed with the Dread Sledge, a Pack of Warhounds can take on enemy armor and some of the bigger monstrosities of the Dark Legion, reducing the focus of their attack into a broken, oozing heap.

Warhounds

Elite trooper, required 2-4 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	7	4	12	3	1	6	4	18	2	25

Equipment: Agressor Sidearm, Dread Sledge Power Hammer.

Special Abilities: Stealth: 1.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Dread Sledge Power Hammer *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+6	-

Warhound Chieftain

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	8	4	13	3	1	6	4	18	2	27

Equipment: Agressor Sidearm, Dread Sledge Power Hammer.

Special Abilities: Stealth: 1.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Dread Sledge Power Hammer *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+6	-

Head Hunters

From among the most bloodthirsty and vicious warriors in Wolf Pack society come the Headhunters. Packs of Headhunter compete to see how many "trophies" they can acquire on the battlefield, a subject of great pride and seriousness amongst this grizzly group of warriors.

Trophies to a Wolfbane Headhunter are heads that are taken from the shoulders of their foes. These heads are preserved by taxidermy and hung about the Headhunter as a status of rank and ability. The Imperial Constabulary and Court recognize these ferocious warriors and permit their rather grim rituals as harkening back to ancient times. That said most of Imperial tends to avoid the Headhunters except when it is necessary to fight along side them.

As a group Headhunters tend to keep to themselves, partly because others tend not to understand their customs, humor and but mostly because others do not want to end up amongst the Headhunters "trophies".

Headhunters

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	4	12	3	2	6	4	19	2	30

Equipment: Agressor Sidearm, Battle Axe.

Special Abilities: Beheading, Secondary Attack.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Battle Axe *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+5	-

Headhunter Chieftain

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	9	5	13	3	2	6	4	19	2	32

Equipment: Agressor Sidearm, Battle Axe.

Special Abilities: Beheading, Secondary Attack.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Battle Axe *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+5	-

Headhunter Blademaster

Elite squad specialist, optional: up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	4	12	3	2	6	4	19	2	30

Equipment: Agressor Sidearm, Battle Sword.

Special Abilities: Beheading, Secondary Attack.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Battle Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+4	-

Headhunter Hero

Elite squad specialist, optional: up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	10	6	13	3	2	6	4	19	2	33

Equipment: Agressor Sidearm, Battle Axe.

Special Abilities: Beheading, Secondary Attack.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Battle Axe *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+5	-

Berserkers

These war-crazed Clansmen are notable for their disregard for danger and for their fury in combat. They announce their presence on any battlefield with a terrifying war cry and shun the infiltration tactics of other Wolf Packs.

Berserker Packs rally around great Pack Banners and run towards the enemy, ignoring incoming fire, casualties and subtlety. Once they reach their foes, Berserkers are a whirlwind of fury, with blades slashing wildly and Aggressors firing blindly. They are truly fearsome and they have even been known to keep fighting after receiving mortal wounds. The ultimate goal of a Berserker is to be on top of a mound of dead foes. Whether the Berserker still lives in this goal is immaterial to them.

Berserkers

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	4	10	3	2	6	4	18	2	29

Equipment: Agressor Sidearm, Punisher Short Sword.

Special Abilities: Berserk, Group Assault.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Berserker Chieftain

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	8	4	11	3	2	6	4	18	2	42

Equipment: Agressor Sidearm, Impaler Pick Hammer.

Special Abilities: Berserk, Group Assault, Killing Stroke.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Impaler Pick Hammer *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+9	-

Berserker Banner Bearer

Elite squad specialist, optional: up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	4	11	3	2	6	4	18	2	30

Equipment: Agressor Sidearm.

Special Abilities: Berserk, Group Assault, Inspiration: 3.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Pathfinders

Clansmen and women who are too small to effectively join the other elite Packs, but are extremely adept at camouflage and ambush tactics, become Pathfinders. They are able to move quickly and quietly through any terrain, sneaking up on an enemy before incapacitating them with the Pathfinder's Iron Bolas. Pathfinders stalk ahead of the Packs to scout the battlefield and lay down covering smoke for their fellow Wolf





Head Hunter Hero





Berserker Chieftain



Pathfinders















Packs to follow behind. If there is a way through enemy lines, a Pathfinder will find it.

Pathfinders

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	11	5	13	3	1	4	4	18	2	57

Equipment: Agressor Sidearm, Howler Grenade Launcher, Iron Bolas.

Special Abilities: Ambush, Camouflage: 3, Survival Training: 3, Tactical Sense.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Howler Grenade Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-2	-4	-	-	7	See Chart

Iron Bolas *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0	-2	-	-	-	7	See Chart

Fenris Bike

Fenris Bikes are fast, noisy and poorly armored death traps that scream across the battlefield to quickly engage the enemy and harass infantry formations. Packs of Fenris Bikes, driven by Wolfbane Commandos, are known to crash into enemy troopers at full throttle. The bike's Wolfhead Ram crushes its victims just as the Wolfbane's Punisher Sword slashes at the enemies lucky enough to avoid the onrush of the vehicle itself. By the time the Fenris makes it to the other side of the enemy formation there is a wide path of gore and destruction left in its wake.

These cavalry tactics allow the Fenris Bike Packs to decimate enemy infantry while maintaining extreme mobility. It is also not uncommon for a Wolfbane Commando to disembark his vehicle to seize a choice target or victim.

Fenris Bikes

Support unit, required 2-4 models, vehicle.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	3/1	10	6	21	4	44

Special Abilities: Natural Attack (12), Secondary Attack.

Special Rules: The driver of a fenris may move and attack an enemy within one inch of the bike with his sword using a single action. The attack may be launched at any time during the move. If the fenris moves a minimum of three inches before the attack, the damage is determined by using the vehicle's STR instead of the driver's. This is the unit's primary attack. If the fenris has adaquate movement remaining after this attack to reach base contact with another model, it may attempt a secondary natural attack by ramming the new target. This is effectively a charge, with a successful CC roll indicating the ram was effective.

Fenris Bike Driver

Support trooper, required 1 per bike, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	4	12	3	-	6	-	-	-	-

Equipment: Agressor Sidearm, Punisher Short Sword.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Hedgehog Necromower

The fast and heavily armed Necromower vehicle is an incredibly rugged, four-wheel-drive, all-terrain vehicle that has been specially modified to act as a mobile weapon platform. The metal frame offers some protection for their drivers, who are highly trained soldiers of the Wolfbane Light Cavalry.

Necromowers are used to enable rapid deployment and relocation of heavy firepower anywhere on the battlefield. It takes the place of other Corporation's more traditional Mounted Machine Gun Teams to fit Imperial's mobile tactics.

Hedgehog Necromower

Support unit, required 1-2 models, vehicle.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	3/0	-	5	21	3	54

Equipment: Ultracharger Mounted HMG.

Weapon Stats:

Ultracharger Mounted HMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	3 (x3)	1 (x2)	-1 (x2)	-	13	-

Necromower Driver

Support trooper, required 1 per Necromower, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	4	12	3	-	6	-	-	-	-

Equipment: Agressor Sidearm, Wolf's Fang Claymore.

Weapon Stats:

Agressor Sidearm *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Wolf's Fang Claymore *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+8	See Chart



IMPERIAL ARMORY

Notable Weapons

Melee

Wolf Claw

The Wolf Claw, a weapon unique to the Mourning Wolves, is a set of three long blades extending from reinforced gauntlets strapped to the forearm. It is an extension of the pain and grief felt by the woman wearing it and the tool by which she will earn a place at the Banquet of the Pale Wolf with their lost lover.

Tangle Chains

This weapon is a mass of hooked and barb-wired chains used exclusively by the Mourning Wolves.

Battle Axe

This is a double headed used frequently by the Wolf Packs are, heavy-bladed weapons capable of causing grievous bodily harm.

Greatsword

These weapons are fashioned for the Wolfbanes by Clan Murray whose smiths have inherited the task from the near-extinct Gallagher Clan. While they are fine blades, they lack the almost mystical qualities of a Gallagher-produced sword.

Pick Axe

The modern pick axe represents the evolution from standard issue mining tool to a vicious close combat weapon.

Wolf's Fang Claymore

These fearsome two-handed swords have an almost religious significance amongst the Wolves who often carry them into battle instead of side arms. There appears to be no logical reason for this, but they are said to protect against influence from Dark Symmetry and such blades are known to cause greater damage against the cursed flesh of the Dark Legion. They are manufactured by a number of different companies. The best used to come from the decimated Gallaghers, who's Smiths were rumored to use arcane rites and strange materials in their forging, but now many of the finest are made by Clan Murray's Lyon & Atkinson.

Dread Sledge Power Hammer

This sophisticated weapon is a gift to the Wolfbanes from the Brotherhood for their services against both Cybertronic and the Dark Legion. The weapon was created by the Blessed Engineers to amplify kinetic energy. This energy rests in an internal battery and can be released through the hammer's head in one great strike. This amplifies the force of the blow greatly, crumpling armored plate and felling the minions of the Dark Soul as well as the constructs of the Silicon Whore.

Gallagher Runesword

This ancient blade has been in the Gallagher Clan since before the Fall, being passed down from father to son for countless generations. It is covered in Runes that glow in the presence of the Dark Legion and cause dreadful wounds to their corrupted flesh.

Sidearms

Aggressor Pistol

The Aggressor personal sidearm is in wide use throughout Imperial territory and is popular for its robust design and sturdiness in combat. The weight of the weapon allows it to be utilized in pistol whipping while its construction ensures that a few whacks upside someone's skull will not cause any problems in the guns performance. Firing 45 caliber rounds and produced by Lyon & Atkinson, the Aggressor has fast become a staple in all of Imperials Forces.

Interceptor Sub Machine Gun

The standard SMG of most Imperial armed forces, the Interceptor, is a cloven choice. Some people love it for the SMG's feeling of raw power, while others find it far too heavy and bulky.

Once again Lyon & Atkinson focuses on offensive capabilities, as the Interceptor is the most powerful of all conventional sub-machine guns. Like the Aggressor, the Interceptor fires .45 caliber ammunition and is simply brutal at close range.

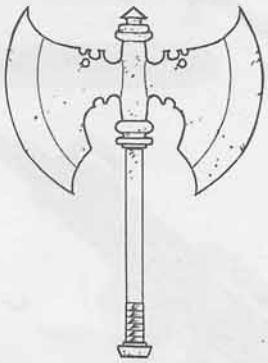
Shotgun

Mandible Shotgun

The Bartholomew & Grendel production of this shotgun follows regular Imperial weapon designs. Sturdy, powerful, and hard hitting are all words to describe the Mandible, though the same can be said for Imperial as a whole. It is capable of shredding soft targets at close range with a hail of buckshot and its slugs can knock a large man his back, where he will likely stay.



Wolf Claw/ Chain



Battle Axe

Greatsword





Aggressor



Interceptor SMG



Mandible Shotgun



Invader AR



Assailant Sniper



Charger HMG

Rifle

Invader Assault Rifle

Like most of Imperials weaponry, the Invader is designed for close range and high damage with the ability to survive the most ill treatment and still function properly. It is a Lyon & Atkinson design that is popular amongst Imperial military forces for its stopping power and the fact that it does not need much maintenance to keep functioning.

Assailant Sniper Rifle

The Assailant is a very robust weapon, larger than other weapons of this class with poorer range to boot. It makes up for these shortcomings with its sheer power and its ability to remain accurate and functioning in harsh battlefield conditions.

Destroyer Light Machine Gun

The Destroyer is a modified Invader with an elongated barrel and trombone gas regulator to alleviate some of this weapons brutal recoil.

The MacGuire Rifle

This formidable gun houses 6, 15mm autocannon rounds in a revolver-type chamber that can punch large holes in armored plate. It is lighter and more compact than standard autocannons, which allows it to be used in close quarter battles and aimed much like a regular rifle. Bartholomew & Grendel has picked up the design rights and is testing the weapon for mass production.

Heavy

Intruder Heavy Machine Gun

The intruder is a 6-barrel gatling style heavy machine gun produced for the Imperial military by Lyon & Atkinson as a "lighter" version of their famed Charger series. Still, the rate of fire of the Intruder is impressive, and is quite effective in dealing with enemy infantry.

Charger Heavy Machine Gun

This monster is the ultimate in man-portable heavy machine guns. Eleven barrels speedily fire rifle caliber ammunition in great bursts, chewing through targets and decimating infantry formations. Many consider the Charger to be gross-overkill, while others believe it to be Lyon & Atkinson's finest design to date.

Ultracharger Mounted Machine Gun

This sixteen-barreled version of the ever-popular Charger has been warmly accepted by Imperial's armed forces. It is usually mounted on some sort of vehicle and boasts an extreme rate of fire (4,800 rpm). Coupled with its large machinegun caliber, the Ultracharger is a lethal threat to any and all infantry that is unfortunate to be in its sights.

L & A Nimrod Autocannon

Imperial's Lyons & Atkinson ordinance manufacturers have come up with a good solution to some of the bigger pieces of mechanical mayhem that Cybertronic fields. The Nimrod Autocannon. This beast is capable of burst firing 20mm autocannon rounds from its dual, over-under, barrel design and is more than adequate in dealing with heavily armored foes.

Lumberjack Autocannon

The Lumberjack is unusual amongst autocannons in that, instead of having over and under barrels, its two barrels are side by side. This gives it a nice wide field of fire and allows it to fire rapid volleys of 30mm autocannon rounds at mobile armor targets.

It is almost always mounted on a vehicle due to its weight and bulk and has become a feared weapon by those who have faced an Imperial force.

Launcher

Howler Grenade Launcher

The Howler GL is basically a launch tube strapped to the warrior's forearm. It is loosely based from Bauhaus design, though each round must be hand-loaded into the slide-breech before being fired from the grip-trigger.

Southpaw Rocket Launcher

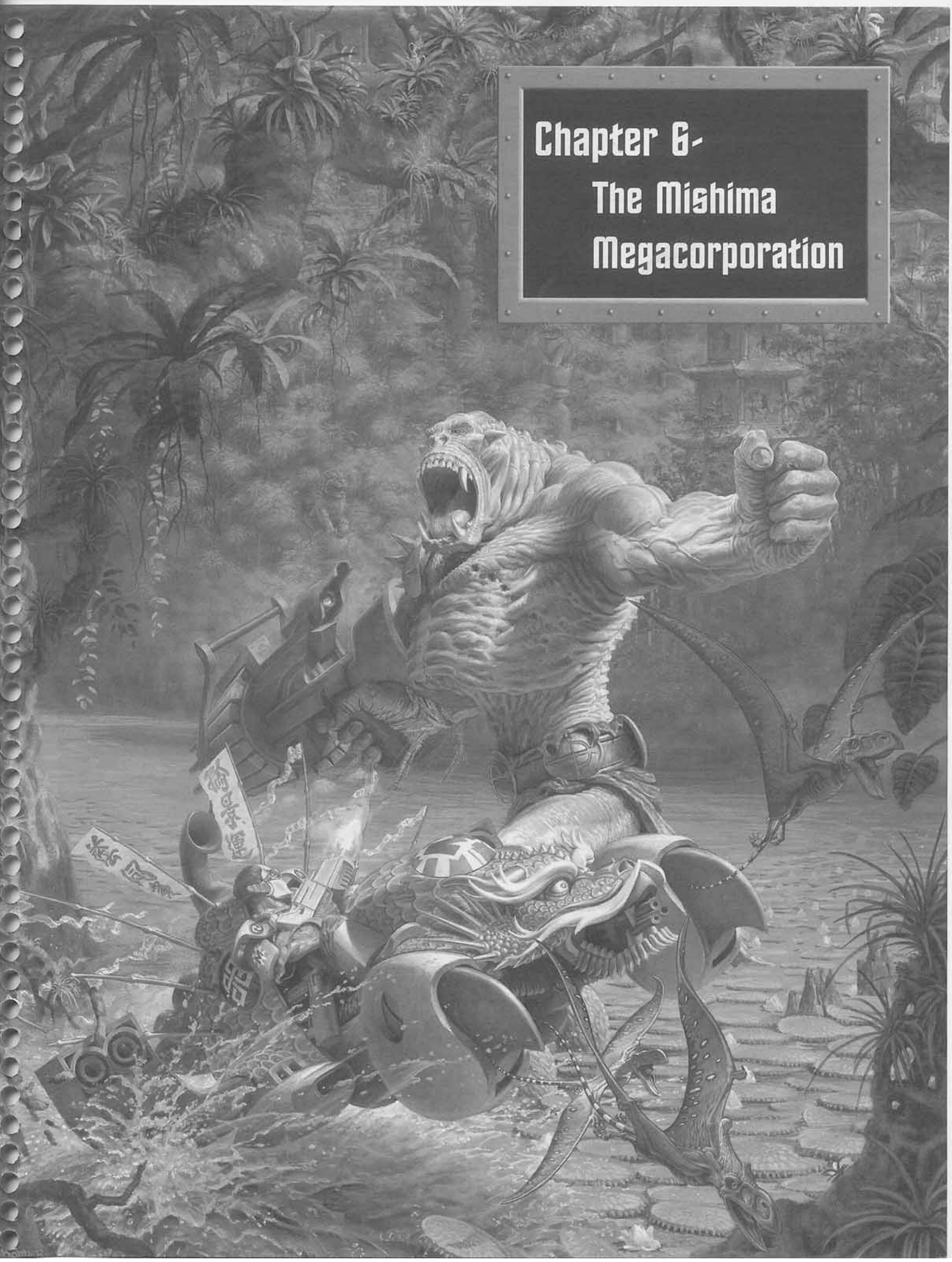
The Southpaw is a fearsome weapon with a greater punch than other weapons in its class. Its design is simple and robust, allowing it to survive harsh battlefield conditions and the ammo-drum can be pre-loaded with whatever configuration of rockets desired by its operator.

Thrown

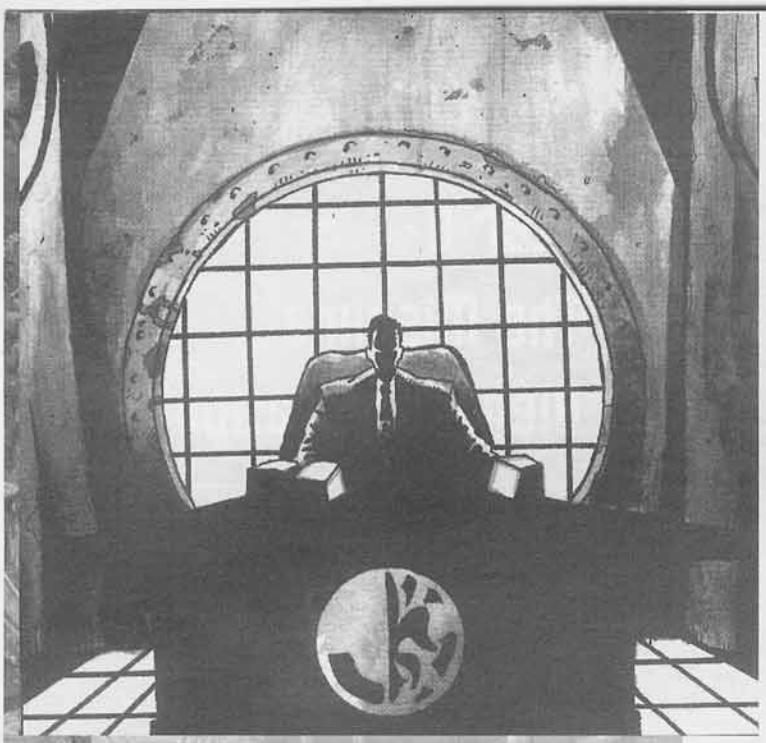
Iron Bolas

Iron Bolas have been adapted to warfare by the Wolfbanes to quickly bring down stubborn foes, entangling them and tripping them up before the Bolas' thrower moves in for the kill.

Such weapons have been seen elsewhere in the Solar System, mostly used by the much-feared Slavers of the Marauder Confederation.



Chapter 6-
The Mishima Megacorporation



"Family, Tradition, Loyalty, Glory...Mishima."
-Mishiman Corporate Motto

Like a ripple in a pond, the Mishima Megacorporation has spread throughout every facet of the Solar System and left an impact that few can ignore. Mishima is unique, because service is at the heart of all their citizens, despite their station within the company. In every situation, Mishiman employees do their utmost for their superior—not necessarily for Mishima, but for their Lord Heir and his vassals. Most would even sacrifice their lives if ordered.

This severe and absolute dedication to service is based upon a set of codes called the Twenty-Eight Pillars for their role as the foundations of Mishiman society. These Pillars outline an ethical belief system, which all Mishimans follow from birth. The greatest tenets of the Twenty-Eight Pillars are:

Family. A Mishiman will never bring dishonor to his house. They follow in their family's footsteps and build upon the reputation of their family's name. In this manner, every Mishiman is connected to an ancestry dating back several thousand years. As each family serves superior families, the Lord Heir becomes the father of the massive extended family known as Mishima.

Tradition and Obedience. The true reins of powers are held by the elderly in Mishiman society. Their direction is to be obeyed without question, for the enlightened guidance of one's elders is beyond reproach. This system of guidance by the older members of society enforces the adherence to corporate traditions prevalent in Mishima's culture.

Loyalty. Mishima's employees are born into an extended family, and from their first gasp of air, are taken care of by the Corporation. From childhood, Mishiman subordinates are taught that they have the Megacorporation to thank for each convenience they enjoy and for the very happiness they experience. With this, they understand that all that they own is truly graced upon them from their Lord heir, and thus, may be revoked at any time.

Honor & Glory. To a Mishiman, preserving the good name of your Corporation, your family, and yourself is paramount. Each insult must be repaid, and each attack must be returned. No Mishiman is afraid to die honorably for the glory of Mishima, as this increases his family's honor, affording both spiritual and material benefits. Each day, memorials are held for those who died in service of the Corporation, and they are honored above all others.

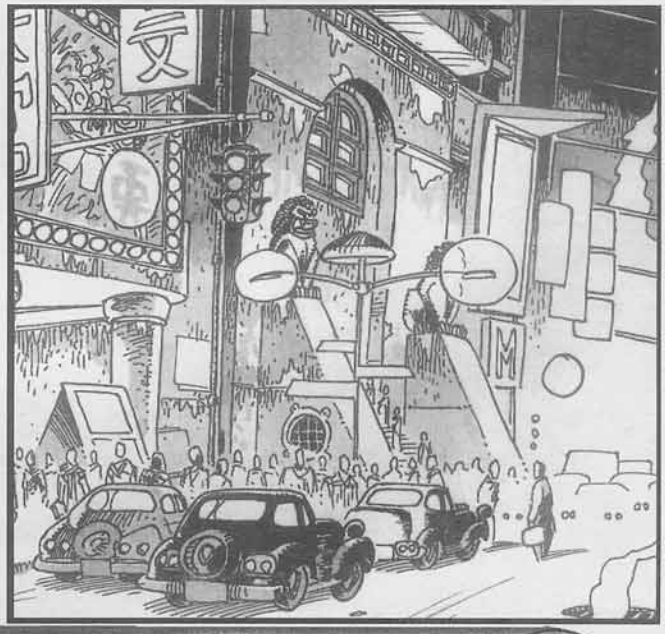
It is principles like these that have allowed Mishima to thrive in a hostile galaxy and carve out an empire that has become the second largest Corporation in the Solar System.

Techno-Feudalism

"The high wind does not last all morning. Neither does a sudden rain last all day. Heaven and earth are not able to make things last, yet Mishima endures."
-Venerable Sage Yuroji

Mishima is the most feudal of all the Corporations. Its elite ruling class is called the Samurai, and each swears allegiance to a Liege Lord who will be his master. Unless he is of the lowest tier of Samurai, he will then have vassals who have sworn allegiance to him. The Samurai are the soldiers, police and administrators of their Corporation. Only they can own property, only they can bear the ceremonial swords, only they may don the mighty Shoa suits of the true Mishiman warrior. It is the duty of every Samurai to obey his Liege Lord without question, even unto death. In return for his loyalty, the Liege Lord provides him with food, weapons, shelter, and a salary.

Higher-ranking Samurai, called Daimyo, are rewarded with their own industrial estates, called Keiretsu. A Keiretsu can range from a small factory complex to a vast territory complete with several installations. Many of the oldest and most powerful Samurai Lords have held their Keiretsu since the founding of the Megacorporation and are as well entrenched in their status as the Overlord and his heirs are in theirs. The lesser fiefdoms within Keiretsu are not quite so stable. The lowest tier of Samurai



can be stripped of their status and have their fiefs reassigned at the whim of their Liege Lord. It is quite common for an unsuccessful retainer to have his fiefdom taken away and given to a more favored subject.

While a Samurai runs the Keiretsu, he can use its revenues as he sees fit. The larger the fiefdom the more powerful the armies a Daimyo can maintain and the greater his influence is within corporate politics. Because most Samurai are constantly training themselves for success on the battlefield, they usually possess someone who can act as their aide de camp in business affairs. In Mishiman society, this person is referred to as the Shadow.

The Shadow is a trusted retainer, usually a Samurai too old or too crippled to serve in battle. The Shadow is responsible for overseeing the day to day operations of the business, which leaves the Samurai free to practice his arts, serve his master, and engage in the unending political intrigues of the Mishima's ruling class.



Corporate History

"Honor your ancestors to ensure the success of your progeny. Teach you progeny honor and you ensure the success of your family."

-Overlord Nagoya

The Mishima Corporation can trace its origins back to 6th century Japan on Earth. The Yamato dynasty of that time was part of a process which incorporated a heady blend of Zen Buddhism and Confucian Philosophy into Japan's own Shintoist belief system. This amalgamation formed the basis of government of Japan at that time and endured, in various incarnations for several millennia. Under this philosophical and religious regime, life is relegated to stratified castes and the members of society are expected to serve their caste with distinction. In the cycle of life and rebirth, their elevation into the castes was predicated on their success in life. Everything one did would serve to bring honor and status to their souls, their rewards would be significant.

The warrior castes in this feudal society were the most revered of all, but as the centuries unfolded, the Samurai were all but a memory from an age of blood, glory, and high art. Though their roles had changed, they had not disappeared altogether but rather evolved into something far more. By the end of the twentieth century many descendants of the illustrious warrior-aristocrats were applying traditional attitudes and modes of thought to the arena of big business rather than the battlefield; the lessons of warfare fitting seamlessly in the boardroom. The legendary stoicism of the Samurai, born of deep contemplation, and dedication to training and the arts, was truly an asset to anyone involved in the cut and thrust of international trade. Samurai had become salary-men and the leaders of business and the caste system slowly evolved into a system that focused on manufacturing and production.

While teaming with masses of skilled laborers, Mishima developed its focus in the areas of micro-electronics and artificial intelligence and in this they excelled. Most of the technological advances in the late 20th and early 21st centuries came from the Mishiman Combine, or Jade Empire as it was also known then. Its laborers, hundreds of thousands strong, served the cause of planetary development as only Mishima could. The newly refined caste system had galvanized a labor force of unprecedented size and motivation.

In the areas of technology and mass production Mishima knew no rivals. They dominated these fields with absolute certainty and ruthlessly protected their claims with a zeal born from the centuries of caste indoctrination and martial prowess. Their seemingly endless masses were capable of assembly line production that was a marvel in any age. All the corporate Arcs, those first space-fairing ships that spread man to the other planets, were outfitted with Mishiman designed equipment and the technology that improved terraforming and progress came from Mishiman laboratories and Mishiman factories. Had not the First Corporate Wars occurred who knows the wonders Mishiman technology could have achieved.

The First Corporate Wars raged for centuries during the twenty-two hundreds and Mishima became distinctly militaristic and conservative during this time. While always insular, their isolation became almost xenophobic during this bloody period of acrimony and distrust. Whereas Mishima had previously relied upon Imperial and others to handle its fighting and security, the Corporate Wars would force them to rely only on themselves. What they lacked in trained armies they more than made up for in numbers. It would only take a few years before the Mishima Corporation had shifted successfully to an exceedingly devastating war-time economy.

Many of the heads of industry from the mass of smaller companies that make up the Mishima Corporation claimed lineage to the ancient Samurai and demanded social and class privileges in return for their services to the war effort. Thus the modern Mishimans resurrected the older feudal code of their ancestors. In this revised feudal system, the business of survival and leadership was placed upon the titular head of the corporation. Using the title Overlord as homage to their past, the new Mishiman Megacorporation would focus on a common goal and bind itself to its roots inextricably. Over the centuries, the role of the Overlord became more significant and his power to direct the affairs of his burgeoning empire grew. No longer was he merely a figurehead and director but rather a force of almost divine will.

Anjiro Kanada, the third Overlord Mishima who ruled for 40 years, was credited with the consolidation of power that allowed him to pass his rule of the Megacorporation to a successor of his choosing. This ability to appoint a successor would eventually evolve into the familial right of passage Mishima practices today. Considering its feudal past, this evolution of power and control should have been natural.

Following the near collapse of Mishima's Venusian Campaigns under the leadership of Overlord Nuguyen, the notion of primogeniture came into question as the best way to serve

the corporation. There became significant concerns amongst the ruling echelons of Mishima over the direction of their corporation. The tenuous transfer of leadership would be further refined in Y.C. 92 when Overlord Hirohito established the tradition of the Lord Heirs, a development which both assuaged the concerns of the ruling elite and served to further deify the chosen successor. This new development in the government of Mishima was intended to allow the Overlord and his court to gauge the skills and resourcefulness of his progeny and determine the best successor to takeover the reigns of Government. The Overlord could choose to exercise a strong hand over his progeny or slacken the reigns on a whim.

Like all Corporations Mishima accepted the religious doctrine of the Brotherhood following the First Corporate Wars wholeheartedly, and were counted amongst the systems faithful with Mercury even boasting an unprecedented two Cathedrals dedicated to the Cardinals service. As could be expected, Mishima occupied a revered place at the Cardinals side and represented untold millions of Crowns of revenue to the Brotherhood, at least until the Neronian Heresy and the Age of the Six Cardinals. In this one regrettable period, the fallibility of the Brotherhood was called to task with less than expected results.

Upon seeing that the Brotherhood was not above reproach and were in fact as fallible as the next, certain prominent Mishima thinkers rebelled and began preaching an alternative doctrine to fill the void created by the discord of the time. While the other corporations could weather this tumultuous time, the Mishiman psychology could not. In a society who's every aspect was governed upon the notion that its leaders were always correct, the prospect of a fallible religious aspect frightened the people who needed this stability the most.

Adding to this controversy was the belief that Mishima should not rely on the guidance of another power for any of its intrinsic needs. While the Curia attempted to stifle this heresy, the wisdom of the Seven Sages prevailed and attracted more and more Mishima followers, including its ruling elite. These teaching built on the now 28 Pillars of Mishima and presented an alternative to the Brotherhood that was both internally generated and ultimately more familiar. Upon endorsement by the current Overlord and his court, the division became final.

Free thinking has never been a hallmark of the Brotherhood. It has never been the Brotherhood's policy to allow such divergent thinking to be permitted and in spite of its early efforts this schism with Mishima widened. What exactly caused the Brotherhood to release its direct control of Mishima is still a matter of speculation but in the end the Brotherhood allowed them to practice their new religion unmolested. There was a condition of course, and the Mishiman authorities still recognize the Brotherhood as the dominant spiritual force for good in the universe, even if they themselves no longer actively worship.

This religious awakening both completed Mishima's return to the old values of their ancestors and their return to their isolationist practices. The Way of the Warrior, as the Mishiman business philosophy was referred, was once again reconciled with Zen spiritual enlightenment in the modern Mishima Megacorporation. Like their beliefs, the corporation had come full circle.

Business

"Like the persistence of a single drop of water, losses are to be expected during the first wave of any promotion, but if enough reinforcements are sent in then the competition will be overwhelmed."

-Mishiman economic training camp

Mishima's business philosophies are ultimately derived from its military philosophies and revolve around the same basic principles. To anyone, even Mishimans, these principles are a study in extremes, which can only be achieved by the rigid caste system of Mishiman peoples.

The first and foremost principle in Mishiman Business philosophy is to "Overcome by Overwhelm". This is achieved in business when Mishima produces cheap goods in massive quantities to flood the markets in an attempt to either out-sell the competition or force the competition to lower the prices of their comparable goods to a negligible profit margin. This same principle is seen on the battlefield, with poorly equipped masses of Mishima infantry set against a lesser in number, but better trained and better-equipped enemy force. Regardless of the arena, given time numbers will always prevail and Mishima will in the end occupy the first position in the minds of the consumer or on a battlefield.

This philosophy is counterbalanced by Mishima's most other often used adage-"Premium for the Peerless". While Mishiman troops and mass-produced goods are cheap and plentiful, their high-end products-such as electronics and the melee weapons born by their elite warriors are both of the highest calibers. There is no place for less than excellent products for those that need it, and Mishima will spare no expense to see that those needs are filled.

Some outsiders say that the moral decline of the once proud Mishima organization has showed in its business policies. Others call the Mishima management economical geniuses, smart and ruthless, well adapted to the current circumstances of the Solar System. In any case, the rise of the Mishima business empire has been astonishing, leading the Megacorporation to become the second largest after Capitol in a relatively short period of time. Today, Mishima produces almost everything at a lower cost then their competitors and twice as fast.

Modern Mishima

"Not caring for anyone in particular is caring for the Corporation in general."

-Venerable Sage Yizo

The modern Mishiman business ethos is a combination of ruthless business methods, competent craftsmanship and an almost non-existent development cost. This last factor is due to the extensive espionage network of Mishima and the business practice of pirating and improving upon the designs of rival Corporations. This ruthless strategy allows Mishima to surpass their competition and overwhelm their enemies in the marketplace.

On the other side of this corporate strategy is the will and determination of the Mishiman peoples and their ability to sacrifice everything for their Corporation. By the standards of



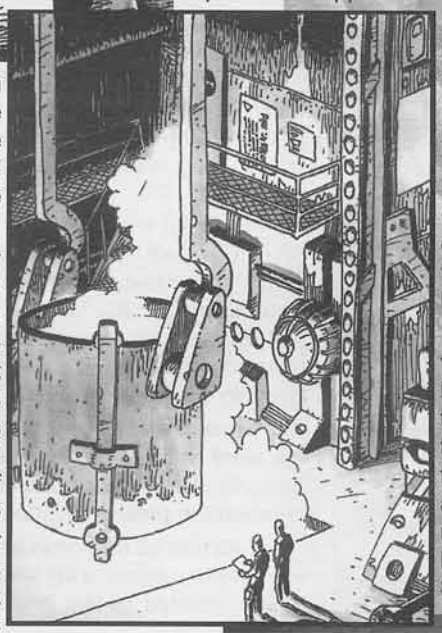
other corporations, Mishimans work in sweatshops in relative poverty. This is of course the view of an outsider. To a Mishiman, he works hard for an honest living and doesn't need the trappings of pomp and circumstance to be happy.

The lowest echelons of Mishiman society take pleasure in the simplicity of their lives and have developed a minimalist view on possessions. Most Mishimans do not see the quantity of products as being important, but rather in the quality of the few possessions which mean something. To this end, Mishimans willingly work in conditions others would find intolerable and they accept the necessity of whatever conditions they toil in as it is for the betterment of their masters and their corporation as a whole. The Mishiman citizens work together to fix problems, they do not merely shifting blame or shirk responsibility as occurs in other corporations. At every level of society, Mishima employees give their all to ensure the glory of the Mishima Megacorporation.

Because of the feudal nature of Mishiman politics, the Megacorporation does not have a fully unified organization and competes with itself internally almost as much as it does with others. Daimyo's, the appointed leaders within the corporation, jealously guard the resources within their fiefdoms and practice self-sufficient business techniques as often as possible. The ruling dynasty however controls the major cities, where such methods are untenable. As such the Lord Heirs levy a tax of raw materials and agricultural produce on all of the daimyos to keep the cities functioning, and of course to keep their office blocks in glass. This still doesn't provide enough raw materials to actually keep the Mishima Corporation functioning, so the company is forced to jealously guard its off-world colonies on Venus, the Asteroids, and Mars. Beyond this the Daimyo trade between one another and the state, and the state in turn trades with other corporations. This keeps the distribution of services and products at a reasonable equilibrium and maintains the status quo.

Much of the rural areas within the corporation are given over to agriculture in the form of fuel gathering or growing genetically modified rice strains on the terraced walls of the massive Mercurian caverns. There are also numerous mines producing silicates, mineral ores and the other mainstays of heavy industry. The vast oceans of Mercury provide food produce in the form of fish and kelp, plied upon by the colossal ship building industry of the Mishiman Navy.

To the outsiders of the system, Mishima's most popular exports are mass-produced, plastic chassis vehicles which run on alcohol based fuels. Cheap and disposable, these vehicles are prevalent on every planet on the colonized system. This blatant materialism combined with the commercial perception as providers of convenience obscures Mishima's technologically innovative past. This is as the Megacorporation would have it, for under the techno phobic glare of the Brotherhood Mishima prefers to appear docile and compliant. Former masters at producing the sort of technology that goes into the navigation and sensor array systems of military orbital aircraft, Mishima produced state of the art calculating chambers and much of the technology that still runs the systems businesses. Long before the rise of Cybertronic, there was Mishima and they dominated the computerization industry for hundreds of years, at least until the Dark Symmetry.



These facts, accompanied by the virtual heresy of the Schools of Enlightenment, make the corporation's technology subject to regular scrutiny by the Brotherhood, a constant source of frustration. The Brotherhood takes this as a great opportunity to flex their muscles and have often destroyed Mishima projects for being Dark Symmetry risks. Since the rise of the



Stand

The great hammer screamed as Misko swung the arm of the Meka. It shuddered as it struck the wretched creature in front of the warrior, and the beast wailed in pain as its chest caved in. Misko let out a cry of triumph as he kicked the limp body onto the pile of corpses gathered at his feet. The Dark Legion had paid dearly for its attack on the Tomi Bridge, and now the ground was littered with their twisted remains.

But the Dark Legion had not suffered the only casualties in this desperate battle. As Misko shifted the heavy feet of his heavy battle-machine, he let his eyes fall on his fallen brother and sister. The Mishiman force had been overwhelmed by the ferocity of the Dark creatures and only the courage of the Meka support units had given the troops time to retreat. Side by side they had stood, Misko, Kinja and Hakito, like rocks against the tide, stopping the assault in its tracks.

Their Meka's weaponry had cut a bloody swath through the beasts, and the feet of the walkers had crushed many enemies. Like a cleansing storm, their bullets had hailed over the abominations of the Dark Symmetry.

But in the end, not even the armor, weapons or their determination could stop the seemingly endless charge. Kinja's arm had been torn clean off, and without the protection of her Dragonstorm machine-gun; she was soon overwhelmed, lost under a quivering horde of bodies. The last thought that Misko had heard from his combat sister was a desperate curse followed by the thuds from Kinja's personal pistol.

Hakito had reacted immediately, lifting the hydraulic feet and taking two thundering steps backward, closer to Kinja. The bridge had shuddered under the strain but remained intact. He had firmly planted the feet of the Meka and swept his incinerator around, letting the fire fall over the Legionnaires, who twisted and died in its redemptive, consuming blaze. It was too late to save Kinja, who had fallen with honor. At least Hakito could grant her a heroe's pyre.

As Hakito turned, something had screamed past Misko. He smelled the foul stench through his heavy rebreathers and though he heard a faint gibbering. The object had passed by too quickly for him to see what it was.

The effect, however, had been obvious.

A black tear suddenly appeared in the armor covering Hakito's chest, and black smoke poured out of the wound. Hakito's face twisted in agony, but he refused to cry out. He raised his left arm and fixed the muzzle of the heavy machine-gun at the charging Legionnaires. With his last bit of strength, he released

fifth Megacorporation, pressure on the Mishima has subsided considerably, which is a good thing as the current Lord Heirs are the least tolerant of the Brotherhood in many years.

Keiretsu

"The high wind does not last all morning. Neither does a sudden rain last all day. Heaven and earth are not able to make things last, yet Mishima endures."

-Venerable Sage Yuroji

Mishima is not merely a Megacorporation but a huge mass of sub-companies, called Keiretsu, all owing allegiance to the single core Corporation owned by the Mishima dynasty. In theory, all of Mishima's assets are owned by the Overlord and his family. The heads of the Keiretsu merely hold them in trust. The revenues they gain are, in theory, a stipend for managing their fiefdoms.

Every Keiretsu is thus its own industrial fiefdom, ruled by a Samurai family. Each Keiretsu has many sub-divisions which are held in fief by lower status Samurai families. Each of these sub-divisions is sub-divided in turn and given to Samurai families of still lower rank. The smallest and lowest status corporate families owe allegiance to larger and more powerful ones. Eventually this chain of allegiance can be traced all the way up to the Lord Heirs and the Overlord himself.

Within the Mishiman Corporation, Keiretsu compete with Keiretsu and lesser fiefdoms compete with lesser fiefdoms. Some outside observers claim that this practice encourages wasteful duplication of effort, but Mishima disagrees. Competition among the Kieretsu generates limitless permutations on a product, variations that create more market share as well as a wide range of quality which can be exploited by the corporation. Additionally, Mishima doesn't spend vast resources on research and development, preferring instead to liberate the labors of others.

Many of the oldest and most powerful Samurai Lords have held their Keiretsu since the founding of the Megacorporation and are as well entrenched in their status as the Overlord and his heirs are in theirs. The lesser fiefdoms within Keiretsu are not quite so stable. The lowest tier of Samurai can be stripped of their status and have their fiefs reassigned to others at the whim of their liege-lord. This happens often as the liege rewards and/or punishes his vassals. It is quite common for an unsuccessful retainer to have his fiefdom taken away and given to a more favored subject.

The great Corporate Lords who rule the Keiretsu are known as Daimyos. Within their Keiretsu, they can assign fiefs to their chosen retainers. These fiefdoms provide the Samurai with the revenues to equip his army of retainers and maintain his network of spies and informers. The larger the fiefdom the more powerful the armies a Daimyo can maintain and the greater his influence is within corporate politics.

In ancient days, the Overlord was the supreme head of the Corporation. His word was law, his decisions were unchallengeable. After him the most powerful of all the Corporations rulers were the Lord Heirs, of whom one will succeed the present Overlord.

As with all Mishiman families, if an Overlord had no heirs he can adopt an outsider, usually a favored retainer, into his family, and the adopted child will be granted all the privileges, rights and obligations of a child of the blood.

The Ways of Heaven

"Dishonor is like a scar on a tree, which with time, instead of effacing, only enlarges."

-Bushido Samurai Masahora Ideo

In ancient days, the Overlord was the supreme head of the Corporation. His word was law, and his decisions were unquestioned. After him, the most powerful rulers were the Lord Heirs, of whom one will succeed the present Overlord.

Traditionally, each Lord Heir was given overall responsibility for Mishiman operations on the three major worlds where the Corporation had holdings—Mercury, Venus and Mars, while the Overlord oversaw the ruling of the Corporation from his palace on Luna. In the past, the Overlord chose the most worthy Lord Heir to succeed him upon his death. The new Overlord would then appoint his own successor to inherit his own fiefdom following his ascension.

Recently, this potentially unstable political system has at last brought Mishima to the verge of disaster. The Overlord's power has eroded as the power of the Lord Heirs has grown. The present Overlord, Nagoya, is viewed as a powerless old man, partially crippled and slightly weak of mind. He is surrounded by a court of scheming advisors, many of whom are in the pay of one or the other of the Lord Heirs. With the exception of his youngest daughter, Sakura, who attends to her father daily at his court on Luna, none of his other children see him except during the yearly festival of Rebirth. No one knows whom he will pick as his successor, or whether he might even do the unthinkable and not chose any successor at all.

The Lord Heirs

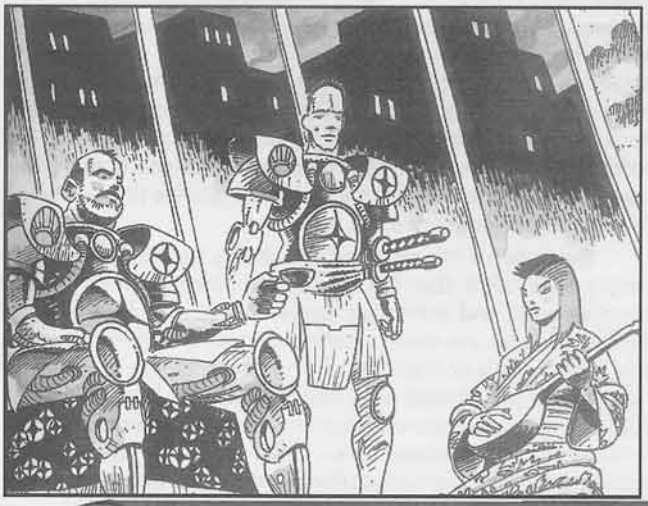
"The superior man, when he stands alone, knows no fear for he is one with all things. The Mishiman is one with all things."

-Fourteenth Pillar

The three current Lord Heirs hate each other passionately. This enmity has expressed itself in countless intrigues, skirmishes, and assassination attempts and has brought the proud Mishima Megacorporation to the verge of civil war. While the Lord Heirs pay lip service to their father the Overlord, they privately despise him and ignore his pleas for unity.

While this situation is not public knowledge, the other Megacorporations and their intelligence networks now have what they have long searched for—a flaw in the indomitable armor of the Mishima Megacorporation. To further their own interests, the other Megacorporations now do their best to further this rivalry by secretly interfering in Mishima's internal affairs, backing their own claimants to the throne of the Overlord.

Back room discussions indicate that the Lord heirs do share one idea in common; they may forgo the forfeiture of their fiefdoms and attempt to retain them after ascension. Should his chosen successor retain both the powers and privileges of this fiefdom when the present Overlord dies, this unfathomable breech in protocol could quite conceivably lead to open civil war with the other two Lord Heirs. To many of the high ranking Lords of the Megacorporation, this exact situation has been seen in limited ways before, during the rule of previous Overlords. The advent of the Second Corporate Wars and the return of the Dark Legion has strained the resources of the Mishiman politic to unprecedented levels.



The three Lord Heirs are the most powerful of all the great lords of Mishima. Their power and influence is felt all over the human system and flavors the perception of Mishima in each of their respective realms. Each Lord Heir is immeasurably wealthy, even amongst the standards of the other Megacorporations. Each is served by hundreds of thousands of fanatical warriors in the Buke, or warrior class. Each Lord Heir commands the hereditary resources of their predecessors and wields the full power of their office with absolute authority.

Sadly, each Lord Heir hates the others with a poisonous, undying hatred. Rumors abound that Maru's own appointment to Venus is a direct result of his efforts to have his own older brother slain. In truth, this is probably a fabrication by another sibling.

the automatic fire, and closed his eyes forever, a smile on his lips.

Now Misko stood alone on the bridge. On the other side of the chasm, the soldiers of the Dark Legion were regrouping, making themselves ready for a final assault. A great wave of peace swept through Misko. With mighty steps, he strode forward until he reached in the middle of the bridge. There he stopped and fixed his gaze on the Legionnaires, challenging them to approach, his weapons raised defiantly. They would come and he would cut them down, and when he could fire no more he would fight them with servos and power hammer certain they would not foresee the core overload he would initiate.

They met his unspoken challenge, charging, screaming and foaming onto the bridge.

The bridge would not be crossed.



Lord Heir Moya

Lord Heir Moya, the eldest son of Overlord Nagoya, is the Shogun of Mercury, and is easily the most powerful force in the Mishima military. A powerful man, Moya stands over six feet tall and presents an imposing presence to those who meet his penetrating gaze. Only on Mercury is the Mishiman power uncontested. The world's incredible mineral resources provide the Megacorporation with much of its staggering wealth. The Prince of the Soil and Supreme Master of Mercury is also currently the most powerful of the three Lord Heirs. Moya is a brilliant and ruthless administrator with a rapacious appetite for power and wealth. As Shogun, he has dominion over the majority of the Mishima army, and he has chosen his allies well. During his career, Moya has ingratiated himself with powerful friends such as the Tambu Combine and the Red Dragon Triad, and his enemies have just cause to fear his wrath. Many who opposed his policies in the past did not live long enough to regret their opposition.

Once, Moya guided his section of the Mishiman industrial empire with a firm hand. He has since retired to the Garden of Celestial Delights, seen only occasionally by his most trusted Hatamoto. Many believe that the Lord Heir's spirit was broken by the recent loss of his three sons in battle against the Dark Legion; his self-imposed seclusion has only fueled these rumors. Rumor now has it that he has gone quite mad and has surrounded himself with all sorts of fawning lackeys and courtly parasites, leaving the running of his domain to his second in command.

Moya's will is now carried out by his Shadow, General Nozaki, who is even more cunning and ruthless than the Lord Heir of Mercury. Nozaki rules Mercury with an iron first from his headquarters, the infamous Ebon Palace. Some say that Nozaki wields power because he feeds the Lord Heir a diet of drugs that is driving him mad. Others claim he may be a wizard in the service of the Dark Apostles. These rumors are only whispered because Nozaki's arm is long and his enemies tend to vanish without a trace. His own allies have advanced ever higher within the Mercurian hierarchy.



Nozaki meets with the reclusive lord every week and through sheer force of his ominous presence has kept the Shogun's domain intact. However, Moya's current reclusive nature has left Mercury in a state of uncertainty. In a culture that builds on the will and vision of its leaders, such a situation is tantamount to catastrophe. It is this condition which has caused Mariko to begin a propaganda campaign against her older brother in hopes of unseating him from his position to ascend the throne.

Lord Heir Maru

Lord Heir Maru, Prince of the Oceans, the youngest son of Nagoya, is second heir to the Overlord's position, and the ruler of all Mishiman Venus. While the youngest of the male Lord Heirs, his lineage and position make him Shogun of Venus, and thus responsible for the Megacorporation's dealings on the jungle planet. While he came to power from the untimely death of his elder brother, Maru is a true son of Bushido and exemplifies the virtues of this most ancient code of conduct. Until he ascended to the position of Lord Heir, he had been the leader of his brother's armies and had seen much frontline action in the Warzones of Venus.



Maru is a dour, driven man, a paragon of ancient Samurai virtues. He will happily direct battles from the front lines and is most often seen in the company of Samurai and other fighting men. Some say this is to the detriment of his other duties. He insists that this is a necessary and neglected aspect of rulership, much to the consternation of his father, though his sister, Mariko, firmly supports her brother's right to get himself cut down in battle.

Where Moya is an inspiring man, Maru forgoes much of the pomp and trappings of his office. He dresses as a soldier and rarely chooses to officiate in any but the most important ceremonies. To assist with his efforts, Maru has appointed a cadre of administrators whose task it is to free him from the mundane aspects of administration. This does not mean Maru is unaware of what transpires, he is very much a hands on leader. He has simply applied the military chain of command to civilian ministration. To his credit this system works surprisingly well.

His fiefdom on Venus is incredibly wealthy; a state that has grown since his ascension much to his reluctance. The people need a powerful symbol to follow and Maru understands that while he is not suited to play the figurehead, he can at least allow his palace to inspire the confidence and stateliness he forgoes. Maru's political power suffers from his need to constantly participate in the wars that wrack that strife-torn world. Because of this, Maru has little time for sibling intrigue in the political courts. However, he is convinced that one of them was responsible for the death of his brother. And once proven, honor demands that vengeance will be his.

Because of his strict adherence to the Bushido, Maru barely tolerates the Brotherhood, finding them to be unenlightened and scheming opportunists. Until the return of the Dark Legion, his views were not so uncommon and he was able to secure his domain from them. However, with their return, Maru has found himself on a fragile limb, with little assistance from the chief defenders of humanity. He has welcomed the Schools of Enlightenment to his lands to provide his army the mystic power he lacks without Brotherhood aid. Maru is a stocky

man, barely five foot six inches, with a powerful, warriors frame, long black hair and wide alert eyes.

Lord Heiress Mariko

Lord Heiress Mariko, Princess of the Skies and Mistress of the Divine Wind, is a beautiful, independent young woman and while older than Maru, is behind him in succession. Mariko is the Shogun of Mars, probably the most untenable of all the Shogunates. The Daimyo of Mars are an unruly lot by Mishiman standards, very much in the tradition of medieval robber barons. The excesses of the Lords of Mars have led to a number of unfortunate intercorporate incidents that have tested Mariko's considerable diplomacy skills.

In the Mishiman way she is ruthless and deadly to all who oppose her but she is also surprisingly warm and charming to her friends. Aware that her gender is a liability in current Mishiman politics, Mariko has forged her power base with cunning and guile. In particular, she has made strong connections with the Brotherhood and has allowed Brotherhood spiritual advisors into her court in unheard of positions of power. She has openly acknowledged the power of the Cardinal, and in return she enjoys his considerable influence and support. Some outsiders speculate that she is trying to reconcile the ancient splits between Mishima and the Brotherhood. Others think she is merely cultivating the Brotherhood in return for their support in the final struggle for power with her siblings.

More than once, this relationship has proven invaluable to Mariko, especially when the Curia have expressed indignation at the continued existence of the Schools of Enlightenment or the Corporation's questionable technological advances. In light of this scrutiny, Mariko allows only one small School of Enlightenment to exist in her lands, a school whose presence does not threaten the teachings of the Brotherhood. Additionally she is careful to develop only those technologies that the Brotherhood does not condemn.

Currently, her careful power struggle on Mars has placed her into direct conflict with both Imperial and Capitol. Escalating tensions have made it difficult for Mariko to proceed with her usual tact and diplomacy. Most importantly, she must survive the scrutiny of her own people, whom she must not allow to see her back down from a male adversary if she is to maintain her position of authority. Thankfully, the return of the Dark Legion has allowed Mariko some breathing room and presented her the opportunity to harshly deal with her corporate adversaries knowing they will not engage her with the Dark Legions return.

The Overlord and his Family

The current Overlord Mishima has two other children besides the Lord Heirs, as well as a dozen nephews and nieces. His own siblings have long since passed. Nagoya has ruled Mishima since the death of his father 72 years ago and is now well over 100 years old. Nagoya was not favored to be the chosen successor at the time and the court of Mishima was quite surprised when Overlord Takashi appointed his second son Nagoya instead of his eldest son Kenju.

Kenju, much to everyone's surprise accepted the decision with resigned grace and offered his support to Nagoya. The same could not be said for Nagoya's younger brother Azumi, who took the appointment quite poorly. Fortunately for Nagoya, the volatile Azumi disappeared one night from his Palace on Mars, his bed chambers painted red with blood, no longer a threat to his brother. Kenju held his post until Nagoya was ready to appoint his own son Moya, at which time he retired from service, entered a School of Enlightenment and disappeared from public attention.

As a young Overlord, Nagoya was a celestial wind, propelling the Megacorporation to new heights of economic and military power. Overlord Mishima had many secrets throughout the years, pet projects he kept from the watchful eyes of even his own court. Following the appointment of his children to the rank of Lord Heir, Nagoya began spending more time at his Luna estate and less time traveling the domains of his empire. There were numerous times when the Overlord would travel to unspecified destinations for weeks at a time, always under the auspices of his search for Enlightenment. This hands off approach and his advancing age has seen his children assume the mantles of leadership with ruthless hunger.

This is a source of great concern to the Overlord, who sees the escalation of the Lord Heirs hostilities as counter to the growth of the Megacorporation. However, his ability to control his children is currently limited, and the climate of war and darkness has isolated him even further. How such an erosion of control has been allowed to occur is the source of considerable speculation.

His remaining children are the Lord Hiaya, First Sword of the Overlords Court, and the Princess Sakura, who has served as her father's voice since his health has taken a turn for the worse.



Ranks

"The samurai's life was like the cherry blossom's, beautiful and brief. For him, as for the flower, death followed naturally, gloriously."

- Overlord Isano Kagome

According to tradition, Overlord Nagoya is the highest ranking of all Mishimans. He is paid every outward form of respect and revered as the symbolic head of the Corporation. Currently, however, the Overlord has no real power, only the trappings of power. Treaties are signed in his name, wars are declared in his name, festivals celebrate his reign. The Corporation does everything in his name yet this is all a hollow action. The real power in the current Megacorporation is held by the Lord Heirs.

The Lord Heirs are responsible for the control of Mishima's interests on their respective worlds. Theoretically, each is the final and ultimate master of all Mishima's holdings on his world

but recently Mishima's Martian subsidiaries have been opening branches on Venus and vice versa. There has even been open warfare between the vassals of the Lord Heirs on all three planets.

Beneath the Lord Heirs is the Daimyos, the great warlords who control huge Keiretsu. In theory all Daimyos are of equal rank but in fact their status varies quite a bit depending on the wealth their Keiretsu controls and the number of troops they can field. Other more intangible factors such as their success as generals or their skills at politics and intrigue can affect their status as well. The mark of the Daimyo is that he swears his loyalty directly to the Lord Heirs rather than to the Overlord. Outsiders usually translate the title of Daimyo as Great Lord, Warlord or Lord Commander.



Beneath the Daimyos are lesser rulers known as Liege Lords. Each Liege Lord swears allegiance to their Daimyo and rules a part of his industrial domain in their master's name. Any variations of rank or status between Liege Lords depend on the power of the Lord (military or economic).

All Daimyos and Liege Lords are served by Hatamoto. Originally, this title was once reserved for the personal bodyguard of the Overlord himself, but it has filtered down through the ranks over the millennia. Now, a Hatamoto is a trusted personal retainer of his master, trusted enough to be allowed to wear weapons in the master's presence and act as bodyguard on the battlefield. Within Mishiman realms, Hatamoto are assumed to speak with their master's voice and can direct the actions of lesser retainers. Hatamoto form a valuable executive class within the corporation. To be made Hatamoto is one of the greatest honors a Samurai can be granted. On the battlefield, the Hatamoto always form an elite honor guard for their master.

Below the Hatamoto are the common Samurai. Samurai make up a vast majority of the Bushi, or Mishima's warriors and administrators. By law, only Samurai are allowed to carry ceremonial swords and own Meka suits. Also, only Samurai have the privilege of going armed in public.

Within Mishiman realms, Samurai also perform the function of police by enforcing their master's law and ensuring civil order is kept. As such, they can slay any Commoner for any insult, real or imagined, without retaliation. A man can be born Samurai or can be promoted into the class at the decision of his master. To many Commoners, this is considered the ultimate reward.

Commoners

Below the Samurai are the Commoners. The Commoners are divided into two distinct social classes. The elite of the Commoners are the Guildsmen, who are the professional and technical class which provides skilled labor for the Keiretsu. They have their own guilds which teach their skills and regulate their professions. They usually have their own local guild-houses where members can meet and ply their trades. Guildsmen are quite well off, and are usually literate.Virtually every profession within Mishima has its own guild, from courtesans to technicians.

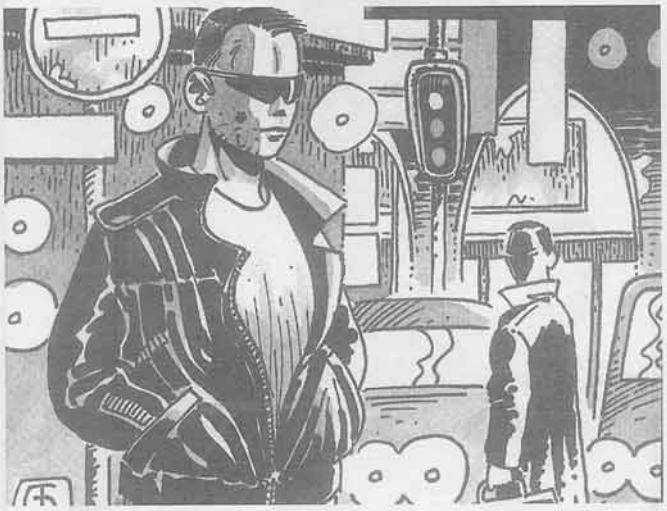
Below the Guildsmen are the vast herds of workers who do the brute labor of the Mishima Corporation. They are provided for by their Keiretsu and they are indoctrinated in the proud and ancient traditions of their Corporation fromMost common citizens can quote you chapter and verse of the Twenty-Eight Pillars and particular interpretations if it. These Commoners possess a meager standard of living by contrast to the other Megacorporations, but most of their needs are satisfied by the Corporation. They live in simple dwellings and have few possessions. Mishiman society encourages group interaction and contemplation, states which material possessions distract from. Though they are regarded as the property of the Keiretsu they work for, and have no specific rights under it, they are nonetheless treated with some deference and kindness, at least the ones who produce to the lords needs.

While this may sound harsh, they are not an abused people, for every Daimyo knows the strength of his empire is built on the backs of this labor force. Each leader knows that in his past lives he had been where they are now. A Kensai expression, "Would you kill an insect for simply being," reinforces the notion that all things are as they are meant to be in the great cycle of life and death.

The Daimyo will not hesitate to impose hash laws for his own people (for that is his right), but he will not tolerate their abuse by another lord when their efforts are shared in a joint venture. Of course, there are instances where this is not always the case and a brutal Samurai runs rough shod over his charges. Even in this instance of flagrant abuse, the Samurai is not likely to be deposed by an armed revolt of the masses as would be expected elsewhere, for he is where he should be. He is more likely to be removed by his superiors for poor management choices. While loyalty is an obligation, genuine commitment can move mountains and terraform worlds; every Samurai knows this to be true.

Despite this casual treatment, the Commoners are surprisingly loyal to the Samurai. Despite this casual treatment, the Commoners are surprisingly loyal to the Samurai. In the past, many have sought to incite rebellion against Mishima. A few extreme situations have actually succeeded, but such revolts are less common among Mishimans than among the well-cared for Commoners of Bauhaus. Experts consider that there are several possible explanations for this. The first is that the Commoners are cowed by the sheer brutality and violence of the Samurai. The second, they are trained from birth to look up to their feudal masters and see themselves as occupying a lower place in the Great Order. Another reason is that Mishimans are completely isolated from the other Corporations and the Brotherhood. None of these organizations have established any permanent contacts in the Mishiman realms. Mishimans work for Mishima, buy Mishima, read Mishima, sleep Mishima. What

a Mishiman knows of the outside worlds is culled from the Mishiman media. Films, books, and television portray that anything not Mishiman as corrupt and treacherous. As a result of this xenophobia, nearly every Mishiman believes wholeheartedly in his society's values.



Ronin

There is little dignity to be found in being a Ronin.

The very fabric of Mishima relies on a series of oaths, a chain of honor that rises from the lowest Samurai to the Overlord himself. When that chain is broken, either from the death of a Liege Lord or punishment handed down to criminal Samurai, a Samurai without a master is lost, now considered Ronin.

Ronin are still Samurai and have all a Samurai's privileges. They can own armor, carry ceremonial swords, but they may no longer police Commoners, treating them as they will. They are still treated with courtesy by other Samurai; however, each Samurai they meet feels the shame of their masterless station in the Corporation.

With no master, they have a lesser status within the Megacorporation. Ronin cannot claim an Overlord's protection, and they have no revenues or salaries on their own. Because many Ronin barely earn enough money to survive, their weapons, armor, and war gear are rarely the best.

In order to feed and house themselves, many Ronin turn to banditry or mercenary work. The lucky ones are claimed by another Lord and given employ and sanctuary, while some lose all honor and become spies and assassins. Because of such behavior, Ronin are looked upon with suspicion by the authorities. A Ronin who is absorbed by another Liege Lord into his retinue is still considered Ronin, as he was not born to this position, though he is considered to have a new place in the society and accorded a measure of respect and deference.

While most Ronin are still honorable and loyal to their Corporation, a few of the beaten down and bitter ones become mercenaries by joining Free Armies or Triads.

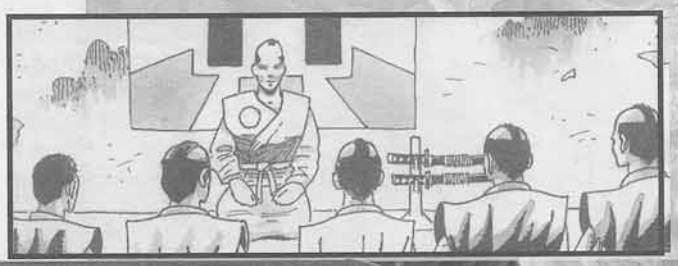
Sohei- Warrior Monks

Some Samurai forsake the corporate boardroom and take up a more focused study of the martial arts and alternate paths to enlightenment. Conversely, many noble born who are too distant to inherit a position of power or significance within their own family find their way to the Schools of Enlightenment.. For them, the life of obscurity within the family business is a fate they would not endure. Together these two diverse groups find a fresh opportunity to join the Sohei ranks and embark on a life mission of enlightenment and martial prowess. In all cases, warrior monks or Sohei take up a more martial aspect to their study and find that physical perfection leads to spiritual improvement and heightened awareness. Today, the Sohei are frequently used as educators for the young of Mishima and are found throughout the Megacorporation serving as teachers, confidants, and advisors. These Sohei enjoy official sanction and many political concessions in return for their support of the Corporation. Most Sohei are competent close quarter's fighters and their incredible martial arts abilities are highly valued by the armies of Mishima..

As a rule, the Sohei pursue spiritual and physical excellence in great fortress-like monasteries clinging to the side of valleys or caverns in rural areas of Mercury, ringed pagodas on Mars and towering minarets on Venus. Agriculturally, these schools are self-sufficient; however, they are required to help out the Daimyo by training his troops and coming to its defense in times of war. This has ultimately led to Sohei Monasteries becoming a powerful political force within the Mishima Corporation; as many a Daimyo has learned the consequences of trifling with these warrior monks.

While all the Sohei Monasteries share a deep need for knowledge and self awareness, they are none the less split into many different disciplines and methods of achieving those goals. While many find common ground philosophically, others simply find themselves very much estranged from their fellow. Traditionally, these schools operate separately from one another, and Sohei from different denominations rarely fight on the same battlefield as Lord Heirs generally require services from only one Monastery at any given time and this school is given a favored status under his rule. As can be imagined, the domination of a School of Enlightenment lasts generally as long as their sponsoring Heir stays in power. While the Yorama Monastery has existed for nearly a thousand years and has enjoyed the patronage of Lord Heirs more than any other school, it too is subject to the whims of the changing aristocracy. It is only the protective sanctity afforded these schools by Mishima's Seven Venerable Sages and propagated by the Overlords that they continue without fear of being disbanded by corporate infighting and political machinations. At worst, the school will be forced to relocate from its abode so that the lands may be given to the favored schools of the current Lord Heir.

The same favoritism that occurs with the Lord Heirs also occurs in the lower ranks of his Diamyo. While the favoritism of a Lord Heir can effectively squelch the options afforded to his people, it does not generally forbid them. It is a rare practice for a Lord Heir to outwardly ban the presence of other schools



within his domains. In general, his favoritism occurs in concessions to the favored schools and harsh restrictions to those whose philosophical and martial teachings are diametrically opposed to his own. His favored schools are overseers for his aristocracy's education and training so, in many respects, a Lord Heir's reign is defined by his choice and support of these schools of enlightenment.

Regardless of their standings, Sohei serve their Kieretsu, the people of the Kieretsu, and ultimately the Overlord himself. Their charter and protection is drawn directly from the Overlord's defense of the original Seven Sages against the Brotherhood and so the Sohei are duty bound to defend the Overlord. This is a subtlety that modern Mishima has translated into support of the corporation, but this is not true. The Sohei charters answer first and foremost to the actual Overlord. In the current political climate of Mishima, this forgotten obligation could provide the Overlord with a vast, trained army should the need arise, a fact that seems to have escaped the currently quarreling Lord Heirs.

When a retinue of the Lord Heirs takes the field and demands the Sohei march with it, the warrior monks arm themselves with the chosen weapons of their school, generally some type of close combat device. These Sohei units are lead by Rokudan, Sohei who have achieved both great physical acumen as well as possessing a keen military mind. All Schools of Enlightenment prefer to have their leaders specifically trained for certain functions and in matters of war, the Rokudan is that person. To outsiders, the Rokudan functions very much like a squad sergeant though he is accorded much more respect than his other-corporate counterparts.





The Enlightened Masters

A by-product of the Schools of Enlightenment is that they harness the natural KI talents of its members through the school's complex rituals and practices. These techniques and disciplines do not guarantee that a Sohei will be able to manifest his KI in an outward manifestation of power, but some do. These schools were originally the Mishiman method of developing the latent power the Brotherhood refers to as Art though it has evolved considerably since that time.



Mishima considers KI powers to be possessed by most people, though only a small minority will be able to harness that great reservoir of energy outwardly. The schools have carefully blended philosophy and training in an effort to find those gifted few and assist in their development. By comparison, the mystics of Mishima are more numerous than the Channelers of the Brotherhood.

KI powers are very much a mystery to non-Mishimen, though any Mishiman will tell you it is merely a physical manifestation of spiritual power. Some people are gifted with a tremendous ability to manifest this power. Most consider this a result of their repeated reincarnations finally manifesting itself tangibly. It is this belief that allows the stratified Mishiman society to accept an Enlightened Master as a leader. When a Sohei has begun to manifest his KI, he is taken before the schools ranking leaders and placed into specialized training programs. In time, he will be able to wield many strange and otherworldly powers. When this happens, he is afforded the title of Enlightened Master and begins instructing his fellow Sohei. Generally it takes many years to achieve the rank of Enlightened Master and these scholars are accorded a great deal of respect within the corporation.

Before they are accorded with the title and rank of Enlightened Master, the aspirant or Kohei will spend his last six months at the Celestial Pagoda on Mercury, refining his powers amid his corporations greatest KI masters. Those Kohei who are successful in this final stage earn the mantle of Enlightened Master and serve as the Overlord's eyes and ears throughout the Mishiman worlds. Once back at their school, the new

Enlightened Master becomes a frequent sight throughout his lord's Kieretsu and frequently serve the corporate's leadership on a local level when required. When a Mishiman Noble is interested in making a serious point during a negotiation, he will invariably request an Enlightened Master to carry his offering and open negotiations. When Diamyo are at odds, it is the Enlightened Masters who frequently serve as its mediators. The Princess Sakura was herself a Kohei before being called back to serve her ailing father on Luna.

Demon Hunters

Mishima's rulers have as little to do with the Brotherhood as they can. This does not mean that they are defenseless against the Darkness. Mishiman society has developed an organization which stands firmly against the tide of Darkness. The Order of Demon Hunters dates from the time of the Neronian schism. Although founded by the renegade Inquisitor Toranaga, it has gone on to develop its own traditions, methods and goals separate from the Brotherhood. Demon Hunters are sworn to root out the servants of the Darkness within Mishima by any and all means necessary. They are at least as fanatical, brutal and successful as Brotherhood Inquisitors.

Demon Hunters are sworn to oppose the Darkness. They take oaths of allegiance directly to the head of their order, who makes his oath to the Overlord. Most are chosen young and trained from an early age to the fanatical pursuit of their task. Others come to the order later, after they have lost friends or a Liege Lord to the Darkness. All of these people make their way to the Forbidden Isle on Mercury. Very few are accepted and even these must pass many tests, which often prove fatal if failed. The successful candidates are taught a host of secret arts and are instilled with an undying hatred of the Darkness by the monks of the Isle. This process takes many years and transforms them into some of the best warriors in the human worlds. Once a Demon Hunter completes his training on the Forbidden Isle, he is free to wander the worlds of mankind as he sees fit, hunting down the spawn of the Great Darkness, and slaying them with impunity.

Some Demon Hunters ally themselves with Mishima's lords and become trusted advisors, while others drift from place to place going wherever their services are most needed. By special dispensation, all Demon Hunters are allowed to possess a suit of powered combat armor, a right normally reserved to Samurai. By tradition, each also conceals his features behind a scowling terrifying mask. There is little love lost between Demon Hunters and Inquisitors, but each has a wary respect for the others prowess. By nature, most Demon Hunters tend to be aloof loners, but a few acquire small retinues of trusted retainers in order to aid them in their quest against the dark.

By ancient tradition, a Demon Hunter may demand an audience with any ruler up to the rank of Lord Heir. Usually a Demon Hunter will be heard with respect and their advice acted upon.



The Shadow Walker Cult

Deep within Mishiman society there is a mysterious sect of assassins that, while never acknowledged, are used by the rulers and the powerful of the Megacorporation to eliminate their enemies, both internally and externally. This sect is known only as the Shadow Walker Cults.

There is little certain information about the Shadow Walker Cult and this is intentional. Some claim that the Cult is an unofficial agency of the Mishima Corporation while others believe that the Shadow Walkers are a separate entity with no allegiance to anyone or anything but themselves. With the eyes of the Cardinal always peering into the affairs of this Megacorporation and the Cartel keeping a close eye on their technological development, Mishima was, previous to the advent of Cybertronic, the most scrutinized of corporations. Mishima's internal strife would often allow for spies to gain reliable intelligence and thus the Mishima was very limited as to what it could achieve clandestinely. The Shadow Walker Cult, being autonomous and seemingly mythical in nature alleviates this disadvantage and allows Mishima to compete using the same tactics as the other corporations.

Adding to their deniability and mystique, no member of the Shadow Walker Cult has ever been taken alive and their bodies have never been found for examination. When a member of the Cult is killed or captured their bodies begin to boil and dissolve into a toxic pool of slime.

Rumors say that the Cult recruits its members by either stealing them as infants or taking in the select Faceless. In point of fact, most of the stealing comes from the overcrowded orphanages throughout the system. These members are trained extensively in the arts of stealth and assassination once they are old enough to walk. The Cult uses a combination of combat enhancing chemicals and forbidden bio-technical implants to create a killer that is beyond fear, pain or remorse.

What most do not know is that the Shadow Walker Cult is in fact an entity comprised of many, very different sub groups, each with its own leadership and techniques, philosophical ideologies and beliefs. As Shadow Walkers are generally given a wide berth within a retinue, the misconception is understandable. The leadership of Mishima, from the Overlord down to the Diamyo associate with a particular cult that it finds matches its beliefs or in whose services the lord may find use. Whether or not these various sub cults all draw their roots from a common place is uncertain, though there is speculation to support such a theory. To the common Mishiman, they are simply mystical assassins, best left alone. Few earn any particular distinction amid the corporation's masses, with the possible exception of the Deathbringer Cult. So imposing and terrifying are these assassins that there are numerous legends surrounding their prowess and skills.

Unlike Schools of Enlightenment, a Liege Lord or Lord Heir must pay an exorbitant fee to the Shadow Walker Cult to have its members play a part in a battle on their behalf. Like a School of Enlightenment however, a Lord generally sticks to the services of one cult of Shadow Walkers throughout his career and like the schools, these favored cults enjoy many benefits and concessions from their corporate sponsors.

Faceless

"There is no shame greater than failure. There is no crime worse than dishonor."

-Samurai Saying

A Mishiman can fall below his station to the level of the Faceless if he or she commits some grave crime or dishonors himself with acts of cowardice or failure. It is the worst nightmare of any Mishiman to join the ranks of the Faceless, to be expelled from his Corporation, to be disowned by his family and lose his identity. Most would prefer death rather than to become a member of the Faceless.

If a Mishiman is made Faceless, his features are disfigured with ritual scarring, his tongue is removed, his name is deleted from all records and his family forgets he ever existed except as a source of unending shame. If any family or friends encounter him on the street and could recognize him, they simply pretend not see him.

The Faceless usually seek out areas where there are few Mishimans and try to eke out a precarious living there. In the city of Luna there is actually a Faceless Quarter, which is a zone where these sad lost individuals gather among others of their kind. It is quite common for the Faceless to wear featureless masks to hide their shame. Many such masked beggars can be found seeking alms in other corporate cities as no Mishiman would ever give them money or food.

Military

"On this day, let me fight with honor and die with the blood of the enemy upon my sword."

-Samurai battle prayer

The Mishiman military is unique among all the corporations in that it possesses almost no formal, corporate-organized structure. Leadership of the Mishima military machine works in much the same way as its corporate machine. That is to say it consists of a conglomerate of private concerns presided over by a central administration. 96% of Mishima's military might is made up of the private armies of daimyo. The rest is the Overlord's standing army, paid for out of taxes. When the whole corporation is involved in a military endeavor, it is left to the three Lord Heirs to mobilize these private armies into a concerted whole, and in this role they are referred to as "the Three Shogun".

Because no Mishiman lord can be everywhere at once, the Mishiman military has developed into a structure which can easily be run by a minimum of subordinates. Each warrior in a Lord's retinue is expected to follow their Leader implicitly. Each Force Leader expects his subordinates to obey without question. Promotion can come very swiftly in battle. A superior can reward a man for bravery by promoting him on the spot. Conversely, a man can be demoted at a moment's notice, most often resulting in the demoted and disgraced warrior ending their own life in ritual sacrifice.

This is both the strength and the weakness of the Mishiman system. If a commander quickly promotes his efficient soldiers, the rank and file will trust their commander's judgment. On the other hand, if a commander surrounds himself with sycophants, his unit will secretly question his leadership and follow orders only out of obligation. Everything in Mishima depends on the ability of the commander of the unit and the faith he inspires in his troops.

Each Lord has a retinue of Samurai, who obey his commands implicitly. Each Keiretsu provides its own force of warriors to the corporations' service. Mishiman Lords can field forces ranging in size from a hundred warriors by the smallest industrial ruler, to tens of thousands of highly-trained soldiers fielded by the Lord of a Keiretsu. The level of training, equipment, and discipline varies enormously, depending on the resources of the Daimyo.

Mishima's land army boasts some of the most accomplished close quarters fighters in the Solar System. Mainly, this is due to the environment and conditions in which they train on Mercury, though the old Bushidic Code also does have some bearing on this, as well.

Mishima troops will be identified on the battlefield by the colors they wear and also by their mon. A mon is a symbol of allegiance, usually a simple geometric shape such as the triangle, circle or square, or perhaps an image or silhouette. On the vast majority of troops, the mon appear either on their shoulder or on their chest plate. An important and revered

position in the Mishiman army is that of a Bannerman. This individual wears the mon on a prominent pole on his back called a sashimono, which elevates the mon for all to see. These fluttering flags usually bear the sign of the unit's Liege Lord, the unit's size and number. The Bannerman is usually the strongest, fiercest and deadliest warrior of the unit because he carries its honor on his back. It is a great dishonor for a unit to lose its banner so warriors usually fight fiercely in the banner's defense.

Troops often display more than one mon, to indicate allies upon whose side they will fight in addition to their primary mon which announces their allegiance. Troops serving tours of duty in the Mishima corporate army are required to display the Mishima mon, which takes the form of a stylized letter "M" surrounded by the rays of the Rising Sun.

Kamakura

"It is forbidden to forget the great debt of kindness one owes to his master and ancestors and thereby make light of the virtues of loyalty and filial piety."

~The Regulations of Ryoshun

Completely loyal to the Liege Lord and the Corporation, Kamakura Squads know there is no greater honor, for both themselves and their families, than to serve their lords for the greater good of Mishima.

On the battlefield, the Kamakura fight fiercely, closing quickly with the enemy. Those that survive know they have achieved the favor of the Liege Lord, and may be promoted to the privileged ranks of the Tokagowa.

Ashigaru

"No matter whether a person belongs to the upper or lower ranks, if he has not put his life on the line at least once he has cause for shame."

For centuries, only the Samurai took part in combat, leading companies of the Corporation's elite into battle. But the Corporate Wars and the first assault of the Dark Legion nearly decimated Mishima's aristocratic families. While Mercury itself was the least ravaged by the Dark Legion, its ruling castes were dealt debilitating losses, enough that the Megacorporation underwent decades of internal chaos and nearly tore itself apart. Were it not for the rigid traditions that founded the Megacorporation, Mishima may have passed into antiquity.

As with all wounded things, Mishima healed itself even stronger than it was. To prevent this crisis from re-occurring, then Overlord Norita realized that he needed to find a new source of soldiers to repel the enemies of his reconstituted Empire. Breaking from modern tradition, he began to deploy Commoners on the battlefield, naming them Ashigaru. As can be imagined, many within Mishima recoiled at the idea, but Norita overcame these traditionalists, citing that the Megacorporation needed to harness its vast populace to be able to assert itself in a reborn universe.

Down through the years, the Lords of Mishima have fielded Asigaru in varying degrees, some seeing value in their teaming masses while other holding begrudgingly to ancient traditions. Today, both Lord Moya and Lady Mariko utilize Ashigaru in battle. Most of these Ashigaru are incredibly loyal to their overmasters because they have been given the unprecedented opportunity to gain honor in combat. A select few have even been elevated to the status of Samurai because of their bravery. Lord Heir Maru has strictly limited the use of Ashigaru in his army and does not adhere to the now more common acceptance that pervades the corporation.

Tokugawa

The Tokugawa are chosen from the Liege Lord's retinue and given extensive training in the ways of modern warfare.

Support Units

Mishima's Support Unit structure varies upon the Keiretsu mounting the military action and the Lord Heir that Kieretsu serves. Like so much of Mishima, the distinct predelections of its leaders greatly determines the actual manifestation of their support. Lord Heir Maru, being himself an adherent of the old Bushidic Codes, favors close combat to ranged, and his Meka share this disposition.

Tactics

"A warrior has five faces but one soul."

-Kensai Teaching

Samurai live for the perfection of their martial skills. Many, like the Bushido, know that only swirling melees where man fights against man are true tests of a warrior. The discipline and planning of more professional corporate armies does not come easy to them. These Samurai believe in the frontal assault and in preserving their personal honor at all costs. They would rather fight a duel with a respected foe than cut him down from a distance. Other Samurai belive in the modern interpretations of Bushido wherein the mastery of ones weapon, regardless of what that weapon is, remains the most important issue. For these Samurai, the modern theatre of war is much easier to understand and fit in with. Sadly, rivalries between individual Liege Lords makes it difficult to operate according to any long range plans as each Liege Lord has a tendency to lead his armies to where he believes he can acquire the greatest glory and slaughter the most enemies at the moment.

It was in the corporate throneworld of Mercury,,the inviolate bastion of Mishiman dominnce,, that the basic Mishiman manner of warfare began to change. Lord Heir Moya, Prince of the Soil, introduced many innovations in the face of the relentless assaults of the other Corporations, and the potential all-consuming encroachment of the Dark Legion. Faced by the well-organized attacks of Bauhaus and Capitol and the superlative Special Forces of Imperial, he has introduced an element of professionalism and discipline to his unruly Samurai armies. Generals are executed who try to satisfy their personal need for glory and deviate from battle plans. He maintains a special training facility on the surface of Mercury where his Lords study methods of modern warfare. Such innovations are not limited to Moya alone. Even the rigid Maru has sanctioned the creation of a special school in Quanto where the sons of Maru's most powerful retainers are taught the most modern techniques of warfare by mercenary tutors.

On the battlefield Mishiman soldiers are still influenced by their ancient doctrines. "Defend or die" is still a favored Mishiman slogan. Its warriors would rather give their lives than yield an inch of their Corporation's sacred soil. Death in battle

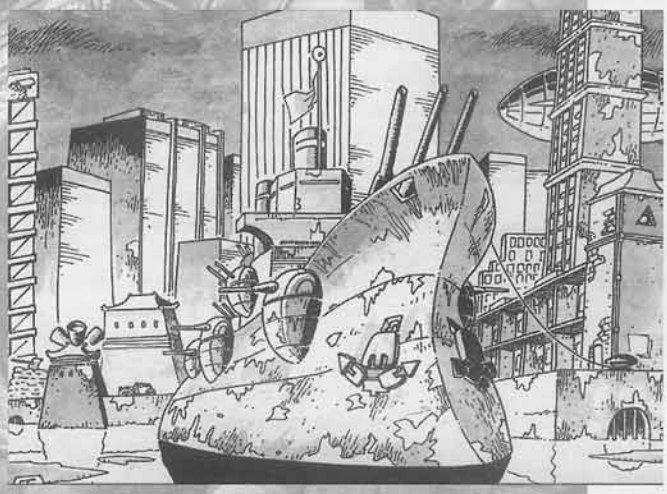
is still considered the most honorable way of dying which affords both the soldier honor and his family in glory. Each warlord's propaganda machine makes sure that the heroism of his Samurai is well known and that everyone should want to die with honor. The cities of Mishima are dotted with great shrines to its heroic warriors. These are places of pilgrimage and holiness where people come to invoke the spirits of their ancestors and pay their respects to Mishima's honored dead.



During any military action by Mishima, massed Kamakura units, armed with limited weaponry, attempt to overwhelm the enemy with the sheer weight of numbers. It is the Kamakura's duty to the Mishima Megacorporation to Defend, Destroy or Die-another Mishima maxim. In contrast Tokagowa units play specific roles on the battlefield, from protecting the Liege Lord or his Vassals to defeating the enemy's tougher units, and are equipped with better weaponry and vastly superior armor.

The Mishiman Navy

Only the Mishiman navy can claim any sort of special distinction from its land based army. Despite a generally weak



surface navy, their submarine fleets are matched only by those of Bauhaus. Indeed, the Graveton Submarine Wars tied up both corporations for a number of years as they disputed the infamous Graveton Archipelago on Venus. The main sub fleet is stationed at Lake Kurosawa, with another smaller force in a secret location on Venus's Graveton Archipelago.

Mishima possesses a traditional surface navy only on Venus. Huge fleets of megacruisers plow through the tropical seas, guarding troop transports and rocket craft carriers. Each Keiretsu provides its own fleet. Lord Maru's is the largest and his flagship, Prince of Dragons, is the mightiest warship ever to float on Venus's seas, a source of both great pride and great jealousy. It displaces a quarter of a million tons of water beneath its massive hull which bristles with every kind of weapon and gun imaginable. The Prince's armored hull can withstand a strike from the mightiest ship killing missiles and its enormous 40 inch naval guns can reduce the largest of fortresses to rubble.

While anyone rich enough might own his own fleet in the water, the three Lord Heirs have a monopoly on space fleets. No-one else in the Corporation is allowed to own spacecraft except the Overlord. Each Heir has his own fleet of merchant frigates and Dreadnaughts, but like their ground forces, the space fleet is geared for close combat. Their Dreadnoughts are mostly armed with devastating short-range barrage cannons, and hydraulic grappling tubes for boarding actions. The largest is Lord Heir Moya's but Maru's war fleet is approaching Moya's forces in size. Lady Mariko's fleet does not even come close to half the size of her rivals but she enjoys the best trading links with the other Corporations.

The Overlord has a golden space barge which is used to make ceremonial visits on the rare occasions when he leaves Luna.

Mishima Air Force

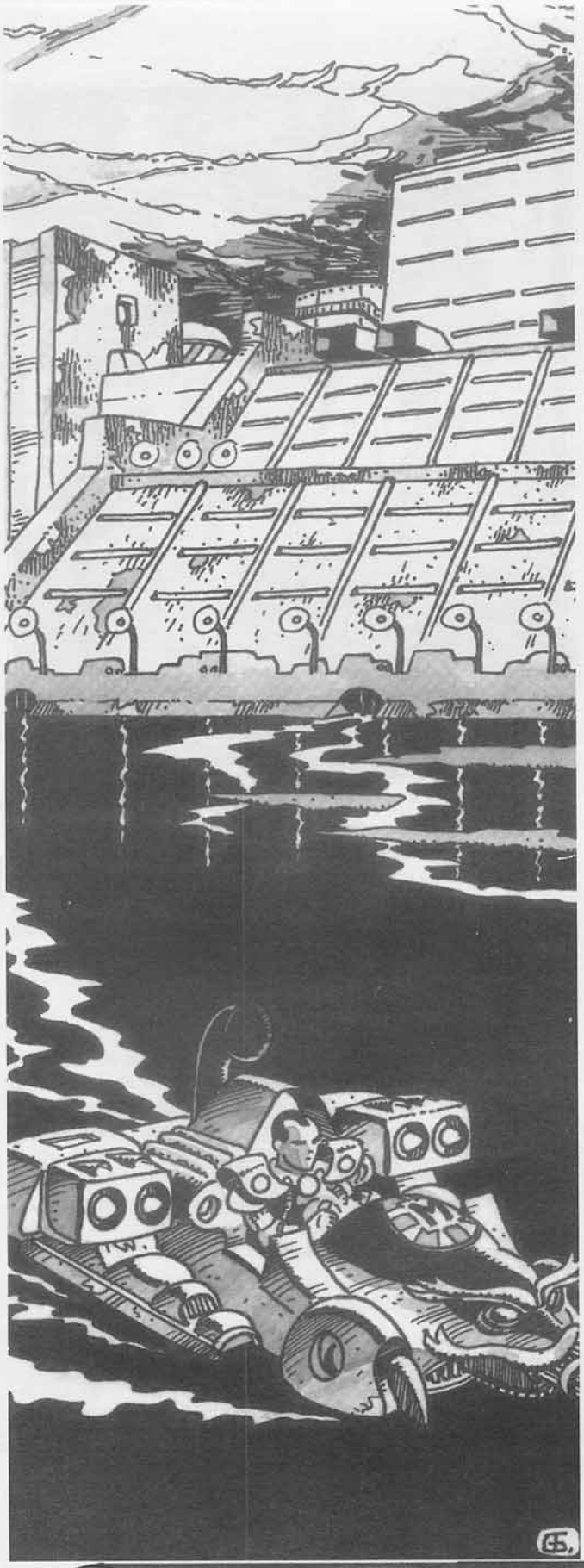
Mishima has a serviceable air force, though for a Megacorporation of its vast size, it is really quite small. It can be conceded that Mishima has a more effective fleet than Cybertronic or the Dark Legion, but that isn't really saying a great deal. Most of the pilots within Mishima favor fighters, seeing a dogfight as an aerial version of a close combat duel. The rest of the air force rests around ferrying the retinue forces of individual Liege Lords into battle.



Out of the Lord Heirs, Lady Mariko's air force is by far the greatest and is continuing to grow after a series of Hostile Takeovers by her Kieretsu, which has annexed a chunk of Capitol's aerospace industry. Much to the dismay of Capitol, the Brotherhood does not seem averse to these acquisitions and has yet to impose any sanctions on Mariko's activities.

External Relations

Most Corporations look on Mishima with suspicion. To an outsider, Mishima does not seem to follow the same code of ethics or motivation held by other Corporations. Mishimans view outsiders as no better than honorless beasts, though they generally hide their disgust behind a polite exterior.



Capitol

Relations are as good as might be expected between Mishima and Capitol, one filled with treachery, intrigue, and double-dealing. Capitol favors dealings with Lord Heir Moya, because it has no real conflict with him. Capitol's forces have fought over the Graveton Archipelago on Venus against Maru's forces and are constantly embroiled in territorial struggles with Mariko's forces on Southern Mars.

Mishima is still Capitol's biggest trading partner, but there are many issues that stress this alliance. Capitol despises Mishima's unlicensed use of Capitol's designs and the difficulty they have in breaking into Mercury's huge, closed markets. Mishima see Capitol as a Corporation lacking in honor, discipline, courage, and ruthlessness. Lord Heirs Mariko and Maru resent the way Capitol favors Lord Heir Moya and how they meddle with their domains. They have responded with force, increased espionage, and industrial piracy.

Bauhaus

The Mishima has more respect for the Homebuilders than for the Citizens of Capitol. Samurai understand the martial spirit, the sense of honor, and the determined leadership provided by the aristocracy of Bauhaus. However, they do not understand the Homebuilder nobility's concern for their people's welfare, which they view as a weakness. They also covet the Homebuilders technical superiority. Bauhaus suffers more than any other corporation from the efforts of Mishima's industrial espionage cadres. Protests about this through Cartel channels have done the Homebuilders no good. The Lord Heirs simply point out the fact that each of their vassals has his own spy network and that these networks often act without the knowledge and approval of their superiors. They will of course have their vassals commit ritual suicide if they are caught as much as a punishment for their incompetence as to appease the Homebuilders.

The Homebuilders favor Lord Heiress Mariko, simply because they lack any real territories on Mars and consequently have no real conflict of interest with her. They also favor her because the Brotherhood favors her more than her rivals. The Elector Dukes loath Lord Heir Maru for his intrusions on their Venusian domains and his cowardly attacks against their forces.

Imperial

Imperial performs a difficult balancing act with Mishima. They are the only other Corporation with a significant presence on Mercury, thanks to their licensing of the free city of Fukido. Fukido generates a lot of revenue for Her Serenity's coffers and exists only on sufferance of Lord Heir Moya, whose mighty armies could destroy the city with little effort. On the other hand, the lease ends after 99 years and then the territory can be reclaimed. With the lease coming to the end of its term, the Serenity is keen to stay in Moya's good graces.

On Mercury, Imperial tries its best to placate Lord Heir Moya, while letting him know that they will defend Fukido to the last man if he attempts to reclaim it. Moya has too much respect for the prowess of Imperial's military to jump into an armed conflict with them. Frankly, in his current condition it is Nozaki who will most likely determine Imperial's future in Longshore. On Mars and Venus, Imperial raids the settlements of the other Lord Heirs as a favor to Lord Moya. Lord Moya favors Imperial

and encourages it to strike at his rivals. Mariko and Maru would cheerfully reciprocate and eradicate all the holdings of Imperials within their spheres of influence.

Cybertronic

Mishima and Cybertronic are natural allies. Both have earned the enmity of the Brotherhood and both have deviated far from the Cardinal's teachings. Mishima has access to the natural resources that Cybertronic needs. Cybertronic manufactures the high tech components that make Mishima's high tech consumer goods and new military equipment possible. This ensures that the two Megacorporations are on relatively good terms. On the other hand, Cybertronic and its technological secrets are tempting targets for Mishima's huge intelligence networks. Incredibly, Cybertronic has proven remarkably resistant to Mishiman penetration, so relations are amicably maintained.

The only real fly in the ointment is that individual Daimyos often take it into their heads to raid Cybertronic installations for themselves. Cybertronic is starting to suspect that these attacks might just be a cloak for Lord Heir's own schemes. Regardless of these occurances, Cybertronic is totally neutral in its position to the three competing Lord Heirs. The Lord Heirs return the favor, with the exception of Lord Moya, who opposes Cybertronic and forbids its presence on Mercury. Because Moya needs Cybertronic components to compete with the other Lord Heirs, he purchases them through intermediaries on Luna, Venus, and Mars.

The Brotherhood

Officially the Brotherhood must respect Mishima's customs and heritage, and it acknowledges its status as one of the great powers of the Solar System. Unofficially, the Brotherhood despises Mishima, seeing it as a hotbed of heretics, schismatics, and deviants dating back to the best-forgotten Neronian Heresy. The Curia also hates the way all high ranking Mishimans pay lip-service to their Brotherhood advisors while completely ignoring the Brotherhood's suggestions. Further, the Brotherhood is confused about how some Mishimans are able to utilize supernatural powers outside Brotherhood control. In return, Mishimans resent what they see as the Brotherhood's unwarranted interference in their internal affairs. It is unofficial policy that all Brotherhood observers are cut out of the decision making loop when anything important is under consideration. The Lord Heirs believe, perhaps wrongly, that the Brotherhood might be feeding sensitive information to their business rivals.

In spite of this tension, the Brotherhood supports Lady Mariko's claim to the throne, since she is the only Lord Heir who appears earnest and devoted the Cardinal's vision.



Life is a Mountain
Death is a Feather
Duty is All

~Mishiman Military Mantra

The Cartel

Mishima despises the Cartel and the whole of its works. It was not always so. Once Mishima was nearly as enthusiastic about the organization as Capitol, but with the decline of the Overlord's influence and the rise of the current Lord Heirs, Mishima's involvement with the Cartel has waned. The Overlord has sole authority to negotiate trea-ties with the other corporations through Cartel channels but the Lord Heirs flagrantly break such treaties with impunity. Only unofficial deals nego-tiated behind closed doors with each separate Lord Heir will see that a treaty is honored within his or her domains.

The only part of the Cartel that Mishima wholeheartedly supports is the Doomtrooper program.

The Independents

Mishima shares a divided relationship with Independents. Lord Heir Moya allows limited Independent settlements on Mercury, but restrict them to certain quarters. Lord Heiress Mariko shows more leniency on Mars, working with Independents on a regular basis in an attempt to enter into new markets. Lord Heir Maru sees Independents as either impediments or opportunities, depending on the direction of the wind.

The Ebon Palace

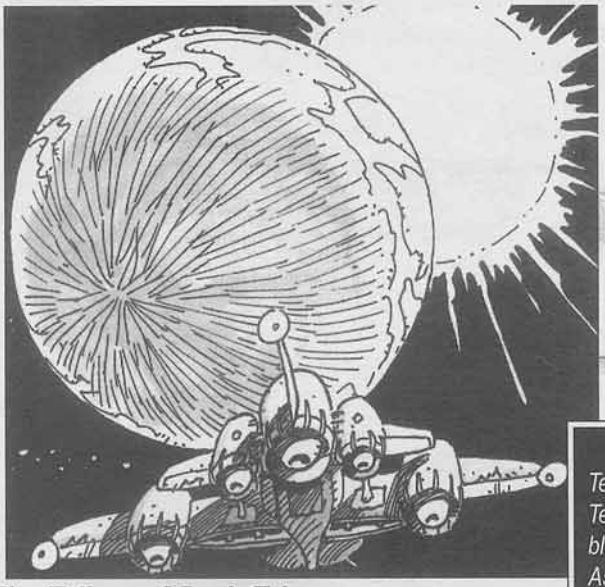
The Ebon Palace is the residence of Lord Heir Moya's most trusted hatamoto, Nozaki. Just naming this island is guaranteed to get you a thinly disguised shudder from almost any resident of Longshore.

Nozaki is a lean saturnine man of utter ruthlessness and complete loyalty to his master. He needs to be this way for he is the head of Lord Heir Moya's dreaded secret police, the Black Rose society as well as the defacto voice for the reclusive Lord Heir. Here an entire island has been carved into one gigantic building which is both an armed fortress and a vast dungeon where political prisoners are kept waiting for torture and interrogation.

Dark Legion

Until recently, Mishima has suffered little at the hands of the Dark Legion. Now, massive Citadels plunge into the crust of Mercury, erupting like twisted stalactites in the ceiling of the grand cavern. On Venus, Mishima has not been as lucky as on other worlds. Lord Heir Maru's forces have fought constantly against the Legion's incursions. At first, the Mishiman forces were ill prepared for the assaults, and were it not for Capitol's assistance, Mishima might have been wiped from the face of Venus, a situation that has chafed at Lord Heir Maru with great annoyance. Never again will he suffer such a loss efface.. Time and training have since hardened these warriors against the Dark Soul and its minions.

The humiliation of having Capitol come to his assistance caused Maru to modernize his forces. Never again will he suffer such a loss of face. Other than Maru, only Lady Mariko's forces have had experience of fighting near constant battles against the Legion.





The Sword Princess Sakura gained great standing with the Ascended Templars on her first meeting with them. Both Sakura's forces and those of the Templar Warmaster Castilon met a short distance from the Templar capital. A bloody battle was about to be played out and heavy casualties would be inevitable. As the forces mustered Sakura issued an honor challenge to Castilon, a duel of honor he accepted.

The two warriors met on the open plain before the city, their forces lined up behind them. For thirty-six hours they stood before each other unmoving yet poised to receive the others attack. As the sun tried to push through the black clouds the following dawn, one of Sakura's men attacked the Templar. Before Castilon could even react, Sakura had killed her own man for attempting such a dishonorable act. Sakura's actions so impressed the Templars that she became the first representative of a Megacorporation allowed in their lands.

The Tribes of Dark Eden

The blackened orb known as Dark Eden has become the source of renewed interest for Mishima. This interest began almost 6 years ago when the Overlord Mishima began sending clandestine probes to Dark Eden. The exact nature of these activities has been kept a closely guarded secret known only to him and his youngest daughter and aide, Sakura. Whatever the case, Mishima has attempted a few contacts with the Tribes of Eurasia, generally when it is required. Of course, the activities of their father, though secret, did not escape the watchful eyes of his Lord Heirs, who have sent their own minions to Dark Eden in an attempt to discover what their father is up to. While Maru and Moya have made successful contacts within the Tribes, Mariko has openly condemned the association with the mongrels of Dark Eden.

With their rigid social structure and beliefs in personal honor, Mishima's forces had the most success or any other Megacorporation at forming alliances with Crescentia. They of course tread carefully, suspecting the Brotherhood to have an armed base somewhere on Crescentian soil. Mishiman agents are also at work in the Rasputin Court, trying to gain favor with the Tsar and Obersts. Predictably the Mishiman have also curried the favor of the Templars, whom they have even taken off world to assist their armies. Following the return of the legendary Verage from an off-world campaign, Mishiman influence has suffered in Templar society, forcing them to spend more effort trying to cement relations with Crescentia.

Life Is a Mountain

The hot, Venusian sun beat down mercilessly. 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, he could afford no such luxuries now. 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 incenses the silence–it was a fine day to die.

He gestured for the rest of his squads to begin their advance. The warriors moved forward quickly and with great stealth, heads down, Shogun assault rifles ready to fire. Only the faint hum of their armor's servo-motors broke the stillness. 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. 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 Hatamoto 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 fighting on their side at the behest of Lord Sato.

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. Its three-horned head scanned left to right as it studied the field. It was a Nepharite. Of course, Lord Sato was correct.

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 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, and 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. Duty is-

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 with Samurai and Legionnaires scattered in pieces everywhere. Only Oni and the red-garbed Shadow Walker moved amid the ruin. He and the Deathbringer exchanged glances. Then, without speaking, they turned and walked away in opposite directions.

It would have been dishonorable to thank a Deathbringer for saving his life.

The Mishiman Army

Organization and Buying Criteria

When playing a Mishiman force, a player must decide if they are playing an army drawn from the Overlord's Corporate Retinue or an army from one of the Lord Heirs.

The Overlord's Retinue

Players fielding an Overlord army may select from the Kamakura, Tokugowa, Individual, and Support lists. They may not select forces from the Lord Heirs' lists. They have no restrictions on Consultants and Advisors.

Lord Heir Armies

Players wishing to field a Lord Heir army must first select which Lord Heir they wish to play. As the Lord Heirs of Mishima are very different from one another in temperament, so too are they different in their styles of warfare and their choice of elite soldiery reflects these styles. A Lord Heir army may select from the Kamakura, Tokugowa, Individual, and Support lists. They may also select from their own Lord Heir's Retinue.

You may never play with forces from more than one Lord Heir's list.

Normal buying criteria applies to the above choices. You must have two infantry units for each support unit, and you must have one infantry unit for each elite. You must have one squad per individual.

Kamakura
- Ashigaru
- Ronin Samurai
- Crimson Devils
- Faceless

Tokugowa
- Bushido Samurai
- Dragonriders
- Tiger Dragons
- Phoenix Samurai
- Hatamoto

Individuals
- Demon Hunter
- Tatsu
- Liege Lord
- Amaterasu

Support
- Ashigaru Typhoon Rocket Team
- Ashigaru Arashi Ryuu Field Artillery
- Ronin Light Battlewalker
- Ronin Dragon Hunter
- Dragonbike
- Divine Wrath Scout Bike

Lord Heir Moya

Soshomara Warrior Monks
Shadow Walkers- Nagano Walkers
Hachiman Masadoka
Soshomara Enlightened Master
Meka- Kenji Class

Consultant/Advisor Restrictions
None

Lord Heir Maru

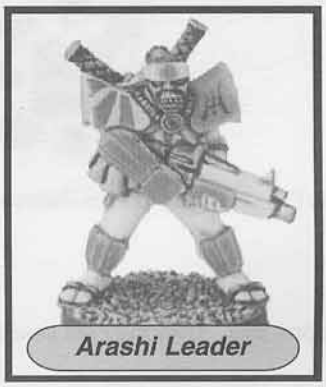
Yorama Warrior Monks
Shadow Walkers- Tanjuro Greymen
Moto Yakamochi
Yorama Enlightened Master
Meka- Bushi Class

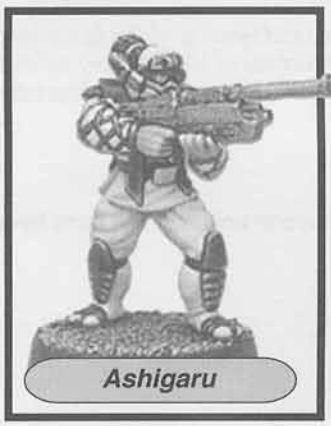
Consultant/Advisor Restrictions
Does not use Rasputin Tribes

Lord Heiress Mariko

Kikigomae Warrior Monks
Shadow Walker- Deathbringer
Toshiro
Yojimbo- Imperial Consort
Kikigomae Enlightened Master
Meka- Typhoon Class

Consultant/Advisor Restrictions
None


Arashi Leader


Ashigaru


Ashigaru LMG Spec


Ashigaru

The Kamakura

The Kamakura represents the vast majority of warriors in a Liege Lord's retinue and is largely the expendable forces of the Mishiman army, having been formed from the ranks of common citizens, thieves and the shamed. In the Kamakura however, these diverse peoples are allowed to serve their corporation in another way.

For some, it is a chance to escape a cruel punishment in Mishiman prisons. For a few, the Kamakura serves only to provide them a sense of peace, their honor shattered long ago. To these folk, serving in the Kamakura allows them to try and regain a semblance of honor for the next life.

For most, to serve in the Kamakura is the surest way to insure one's honor and advance one's name in the great Annals of Mishiman Society. A Kamakura who survives many engagements and achieves victory for his Lord is assured to garner that Lord's attention and ultimately their favors. The highest aspiration a Kamakura soldier can have is to be promoted into the Tokagowa, a social as well as military promotion that affects a soldier's family as well as himself.

On the battlefield, the Kamakura fight fiercely, driven into a frenzy by the words of their Lord. Impressively, the Kamakura are truly legion, Mishima seeming to have no limit to the supply of these soldiers and their role in the army has evolved into a pivotal one.

Ashigaru

Ashigaru squads are formed from the multitude of Commoners near the base of the Mishiman Techno-fiefdom. Originally pioneered by the Overlord Norita on the vast plantations of Venus centuries ago, Ashigaru have been integrated, in varying degrees, into the current Mishiman armies ever since.

Fanatically loyal to their Liege Lord and lead by hired Ronin Samurai, the fierce Ashigaru are deployed where the fighting is worst, always at the vanguard of an attack.. Ashigaru teams are trained in a variety of different weapons, having some of the most variety within the Mishiman army. Flame Thrower Specialists for example, were added to the ranks of the Ashigaru to handle the waves of corpses sent against them by Demnogonis's minions or to drive out Imperial trench squatters. Additionally, Ashigaru Support Units have become far more common in the modern Mishiman Army.

Ashigaru

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	8	3	1	4	4	17	2	17

Equipment: Yari Shogun Assault Rifle.

Weapon Stats:

Yari Shogun Assault Rifle *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	0	1	-2	-4	-	10	-

Arashi Leader (Ronin Samurai)

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	8	4	10	3	1	4	4	18	2	22

Equipment: Yari Shogun Assault Rifle w/ Tambu 23 UBGL.

Special Abilities: Close Combat Training: 1.

Weapon Stats:

Yari Shogun Assault Rifle *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	0	1	-2	-4	-	10	-

Tambu 23 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

Ashigaru LMG Specialist

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	4	8	3	1	4	4	17	2	21

Equipment: Kensai Light Machine Gun.

Weapon Stats:

Kensai Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-2	-	-	10	-

Ashigaru FT Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	4	8	3	1	4	4	17	2	26

Equipment: Dragonsbreath Light Flamethrower.

Weapon Stats:

Dragonsbreath Light Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	9	See Chart

Ashigaru Surveillance Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	4	8	3	1	4	4	17	2	28

Equipment: Yari Shogun Assault Rifle.

Special Abilities: Forward Observer.

Weapon Stats:

Yari Shogun Assault Rifle *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	0	1	-2	-4	-	10	-



Ronin Samurai

In the volatile internal politics of Mishiman Techno-Feudalism, the term "Hostile Takeover" is never more appropriate. Most corporate mergers end with a Liege Lord's head rolling...literally. When a Liege Lord's fiefdom is destroyed or absorbed by a rival, their surviving retinue is left masterless. These masterless warriors retain their Samurai status amongst Mishiman society but are no longer considered direct retinue. They have become Ronin, for many a matter of deep shame.

Ronin are only as good as their fighting prowess, which causes many of them to learn the art of the gun along with the art of the sword.

Bands of Ronin Samurai hire themselves out to small Keiretsu as protection or to attack rival fiefdoms. Some become bandits, or fall in with Mishima's criminal Triads. Some find a home of sorts amid a Liege Lord's minions where he will try, perhaps futilely to regain his lost honor.

On the battlefield, Liege Lords often use hired Ronin to add firepower and experience to their Kamakura without cutting too much into the Keiretsu's coffers or Samurai. The Liege Lord and his Vassals largely care nothing about the safety or return of the masterless Samurai. After all, they are only Ronin. While an exception may occur, it is quite rare.

Ronin Samurai

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	4	10	3	1	5	4	18	2	22

Equipment: Katana, Shogun Assault Rifle.

Special Abilities: Close Combat Training: 1.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Shogun Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-4	-	10	See Chart

Ronin Samurai Leader

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	9	4	11	3	1	5	4	19	2	27

Equipment: Katana, Shogun Assault Rifle w/ Tambu 23.

Special Abilities: Close Combat Training: 1, Tactical Sense.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Shogun Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-4	-	10	See Chart

Tambu 23 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

Ronin Samurai HMG Specialist

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	8	4	10	3	1	5	4	18	2	30

Equipment: Dragonfire Heavy Machine Gun, Katana.

Special Abilities: Close Combat Training: 1.

Weapon Stats:

Dragonfire Heavy Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-2	3 (x3)	1 (x2)	-2	-	-	14	-

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Ronin Samurai GL Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	8	4	10	3	1	5	4	18	2	33

Equipment: Katana, Tambu 40 "Oni Yari" Grenade Launcher.

Special Abilities: Close Combat Training: 1.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Tambu 40 "Oni Yari" Grenade Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-2	-3	-	-	8	See Chart

Ronin Samurai Grenadier Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	8	4	10	3	1	5	4	18	2	29

Equipment: Katana, Shogun Assault Rifle, AP-Grenades.

Special Abilities: Close Combat Training: 1.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Shogun Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-4	-	10	See Chart

AP-Grenades *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-2	-3	-	-	-	8	See Chart

Ronin Samurai RL Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	8	4	10	3	1	5	4	18	2	39

Equipment: Daimyo Rocket Launcher, Katana.

Special Abilities: Close Combat Training: 1.

Weapon Stats:

Daimyo Rocket Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-4	-4	-5	-	13 (x2)	See Chart

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-





Ashigaru GL Spec



Ronin Samurai Leader



Ronin HMG Spec.






Ronin Swordmaster


Crimson Devil HMG Spec.


Crimson Devil



Ronin Samurai Sniper

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	10	3	1	5	4	18	2	36

Equipment: Archer Sniper Rifle, Katana.

Special Abilities: Close Combat Training: 1, Deadshot, Sniper.

Weapon Stats:

Archer Sniper Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-6	-3	-1	0	3	1	14	See Chart

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	- (x1)	ST+5	-

Ronin Samurai Swordmaster

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	9	4	12	3	2	5	4	18	2	36

Equipment: Katana, Shogun Assault Rifle.

Special Abilities: Close Combat Training: 2, Secondary Attack.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Shogun Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-4	-	10	See Chart

Crimson Devils

The Crimson Devils are a tool of terror employed by the Lord Heirs against their enemies. They do not exist on any Keiretsu's retinue and are "officially" considered part of the Triads, the organization that runs Mishima's criminal underworld.

Secretly, Lord Heirs use the Crimson Devils to perform terrorist strikes against rivals, both inside and outside of Mishima. Culled from the ranks of the criminal Triads, most members join the Devils to avoid facing grim punishments for their crimes.

These former malcontents are trained by Ronin Samurai in the arts of war before being shipped to Lord Heir's retinues to serve his needs. They are considered honorless by those that serve in their army, largely because of the manner in which their ranks are formed. While not scarred, their face is sealed behind a specially designed breathing mask which does not come off. The only way this mask may be removed is if the Lord Heir finds the Devil's service exemplary and restores his honor.

Those who know what Crimson Devils are fear them, and those who meet them on the battlefield learn to fear them.


Crimson Devils

Crimson Devils

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	11	3	1	5	3	20	2	27

Equipment: Shogun Assault Rifle, Wakizashi.

Special Abilities: Dire Rating: 1, Para-deploy.

Weapon Stats:

Shogun Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-4	-	10	See Chart

Wakizashi *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
3	-	-	-	-	-	ST+3	-

Crimson Devil Leader

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	11	4	12	3	1	5	3	20	2	30

Equipment: Shogun Assault Rifle with Tambu 23 UBGL, Wakizashi.

Special Abilities: Dire Rating: 1, Para-deploy.

Weapon Stats:

Shogun Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-4	-	10	See Chart

Tambu 23 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

Wakizashi *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
3	-	-	-	-	-	ST+3	-

Crimson Devil HMG Specialist

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	11	3	1	5	3	20	2	36

Equipment: Dragonfire Heavy Machine Gun, Wakizashi.

Special Abilities: Dire Rating: 1, Para-deploy.

Weapon Stats:

Dragonfire Heavy Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-2	3 (x3)	1 (x2)	-2	-	-	14	-

Wakizashi *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
3	-	-	-	-	-	ST+3	-

Crimson Devil Demolition Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	11	3	1	5	3	20	2	30

Equipment: Shogun Assault Rifle, Wakizashi.

Special Abilities: Demolition Training, Dire Rating: 1, Para-deploy.

Weapon Stats:

Shogun Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-4	-	10	See Chart

Wakizashi *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
3	-	-	-	-	-	ST+3	-

Crimson Devil Chem Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	11	3	1	5	3	20	2	41

Equipment: Demonbreath Chemical Sprayer, Wakizashi.

Special Abilities: Dire Rating: 1, Para-deploy.

Weapon Stats:

Demonbreath Chemical Sprayer *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	-	-	-	-	-	9	See Chart

Wakizashi *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
3	-	-	-	-	-	ST+3	-

Crimson Devil GL Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	11	3	1	5	3	20	2	43

Equipment: Kinkara Gun Grenade Launcher, Wakizashi.

Special Abilities: Dire Rating: 1, Para-deploy.

Weapon Stats:

Kinkara Gun Grenade Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-2	-4	-	-	8	See Chart

Wakizashi *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
3	-	-	-	-	-	ST+3	-

Faceless

Those who commit some grave crime or dishonor fall to the level of Faceless. It is the worst nightmare of any Mishiman to join the Faceless, to be expelled from his Corporation and disowned by his family. Their faces are ritually scarred and their names are removed from Mishima's records. Their family forgets that the Faceless ever existed and must bear the never-ending shame that the Faceless has brought upon them. If a Faceless is encountered on the street, no Mishiman will deign to acknowledge their existence, if the Faceless speaks, no one will listen. It is as if the Faceless does not exist.

However, there is one way to purge the dishonor the Faceless brings to their family. If a Faceless asks the local Daimyo to be used as a weapon of the Mishima Corporation, then that Faceless' family is notified and the disgrace is lifted from them. In this fatal assignment, strapped with explosives, a Faceless may soon be able to reclaim his personal honor.

Faceless

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	6	4	8	3	1	4	4	16	2	13

Equipment: Redemption Harness.

Special Abilities: Resolve: 3.

Special Rules: If these units break or are attacked in CC, they will immediately set off their redemption harness with their next action.

The Tokugowa

Bushido Samurai

Within the all-encompassing title of Samurai, there are literally dozens of sub categories which are divided up by philosophical and geo-political methodologies. Most outsiders do not notice the sub-categories unless they encounter one of extremism. To most non-Mishiman, Samurai are all the same and occupy a rank of society replete with power and authority.

The Bushido Samurai are one of those extremist categories which has made its distinctiveness obvious and quite public, even to other corporations. Those warriors within Mishiman society who hold true to the purist version of Bushido have added that designation to their title and maintain that ancient code in every way it can be applied. To Mishimen, the Bushidic Code applies to all Samurai, though over the millennia how it is observed has changed dramatically.

Bushido Samurai refuse to use ranged weapons, even in the modern arena. Instead, they hone their ken-jutsu (sword-fighting) skills, striving to attain the rank of "Master" with their swords. This intensive training, when combined with their administrative duties, leaves a Bushido Samurai with little time for distractions. In combat, Bushido Samurai rely on other units for support until they get in close, where they prove lethal opponents indeed.

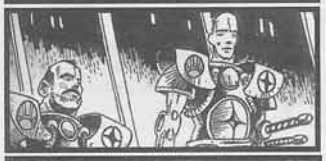
The only accepted weapon that is not a close combat blade amongst their ranks is that of the Dragonsbreath Flame Thrower. The use of this weapon was originally intended for the masses of Undead Legionnaires encountered during the First Crusade. Since that dark time however, the Bushido Samurai have accepted the use of this weapon as one which does not violate their rigid codes of personal combat. The distinction occurs because there is an implied contract between the Bushido Samurai and their opponents. Undead have no honor and are thus not worthy to engage the Samurai. Over the millennia this distinction has broadened to encompass many other unworthy enemies.

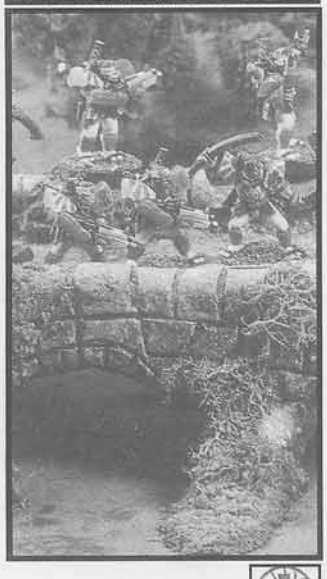
The Bushido Samurai are highly regarded by all of the Buke or retinue forces and have become a symbol of the Mishima philosophy: Honor, Service, and Warrior Spirit.

















Bushido means death!
Every morning
prepare your mind on
how to die
and
every evening refresh
your mind with
thoughts of death.
In this your mind will
be ready. When
your mind will always be
ready to die,
life will be that much
easier.
When all the things of
life are false, there is only
one true thing...
death!

Bushido Samurai

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	8	5	12	3	1	6	4	19	2	25

Equipment: Katana.

Special Abilities: Close Combat Training: 2, Secondary Attack.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Bushido Samurai Leader

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	8	5	13	3	1	6	4	19	2	26

Equipment: Katana.

Special Abilities: Close Combat Training: 2, Secondary Attack.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Bushido Samurai FT Specialist

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	8	5	12	3	1	6	4	19	2	45

Equipment: Dragonsbreath Flamethrower, Katana.

Special Abilities: Close Combat Training: 2, Secondary Attack.

Weapon Stats:

Dragonsbreath Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Bushido Samurai No Dachi Specialist

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	8	5	12	3	1	6	4	19	2	32

Equipment: No Dachi.

Special Abilities: Close Combat Training: 2, Secondary Attack.

Weapon Stats:

No Dachi *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+6	See Chart

Bushido Samurai Swordmaster

Elite squad specialist, optional up to 2 per squad, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	8	8	13	3	2	6	4	19	2	32

Equipment: Katana.

Special Abilities: Channel, Close Combat Training: 2, Secondary Attack.

Special Rules: May select up to one Ki power from the Yorama School of Enlightenment.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Bushido Dragonriders

The Hinko Dragon was first discovered and domesticated on Mercury some eight centuries ago. From that time, it became a staple for riding by Mishiman nobility to be used by the Samurai to better patrol and defend the great domains of their Keiretsu. Cheaper to maintain than the modern conveyances, the role of the Hinko evolved beyond that of simple conveyance into a part of the vast Mishiman war machine, largely employed by the more rigid Bushido Samurai.

Today, the Bushido Dragonriders have become a staple in many a Liege Lords retinue, acting as both cavalry and sentry. Each Liege Lord supplies their Dragonrider Brigades with Bannermen to proclaim their allegiance and let the enemy know just who is defeating them.

Dragonriders

Elite trooper, required 1-2 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	8	5	12	3	2	5	-	20	-	43

Equipment: Duskdealer Naginata, Katana.

Special Abilities: Secondary Attack, Survival Training: 1.

Special Rules: The Naginata is used only during a charge. This attack uses the mount's STR for determining damage, but precludes the use of the Dragonrider's secondary attack ability. Once engaged in close combat, the Dragonrider then uses the Katana for both his primary and secondary attack.

Weapon Stats:

Duskdealer Naginata *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+7	See Chart

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Hinko Dragon Mount

Mount, required 1 per Dragonrider, beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	-	-	-	3	-	7	5	-	3	-

Special Abilities: Natural Attack (10), Predator Senses: 4.

Special Rules: Natural attack is a head butt usable only on the charge.



Dragonrider Leader

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	8	5	13	3	2	5	-	20	-	46

Equipment: Duskdealer Naginata, Katana.

Special Abilities: Secondary Attack, Survival Training: 1, Tactical Sense.

Special Rules: The Naginata is used only during a charge. This attack uses the mount's STR for determining damage, but precludes the use of the Dragonrider's secondary attack ability. Once engaged in close combat, the Dragonrider then uses the Katana for both his primary and secondary attack.

Weapon Stats:

Duskdealer Naginata *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+7	See Chart

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Dragonrider Bannerman

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	8	5	12	3	2	5	-	20	-	44

Equipment: Duskdealer Naginata, Katana.

Special Abilities: Inspiration: 2, Secondary Attack, Survival Training: 1.

Special Rules: The Naginata is used only during a charge. This attack uses the mount's STR for determining damage, but precludes the use of the Dragonrider's secondary attack ability. Once engaged in close combat, the Dragonrider then uses the Katana for both his primary and secondary attack.

Weapon Stats:

Duskdealer Naginata *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+7	See Chart

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Hinko Dragon Mount

Mount, required 1 per Dragonrider, beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	-	-	-	3	-	7	5	-	3	-

Special Abilities: Natural Attack (10), Predator Senses: 4.

Special Rules: Natural attack is a head butt usable only on the charge.

Tiger Dragons

The Tiger Dragons originated in the Suritomo Keiretsu on Mercury. After overwhelming success in Warzones across the Solar System, other Liege Lords began purchasing the Exo-armor for their own Vassals, which were trained in the best ways to use the armor by Suritomo advisors. The result is that almost every liege Lord now has these lethally effective troops in their retinues.

Tiger Dragons are equipped with weapons that are able to pierce thick armor, be it steel or Necrorganic. These specialized units use their heavy armor and training to quickly advance on an enemy. As a unit, Tiger Dragons are very effective close combat shock troopers, being too small to target effectively with ordinance and too tough to easily take down with small arms. These facts, combined with the availability and low price of the Suritomo Exo-Armor has made Tiger Dragons common on the modern Mishiman battlefield.





Tiger Dragons

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	9	4	12	3	1	5	3	21	2	28

Equipment: Demonfang Rocketgun SMG, Duskdealer Naginata.

Special Abilities: Enhanced Charge: 1.

Weapon Stats:

Demonfang Rocketgun SMG *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-2	2 (x2)	1 (x2)	0	-	-	9	See Chart

Duskdealer Naginata *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+7	See Chart

Tiger Dragon Leader

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	10	4	13	3	1	5	3	21	2	32

Equipment: Demonfang Rocketgun SMG, Duskdealer Naginata.

Special Abilities: Enhanced Charge: 1, Tactical Sense.

Weapon Stats:

Demonfang Rocketgun SMG *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-2	2 (x2)	1 (x2)	0	-	-	9	See Chart

Duskdealer Naginata *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+7	See Chart

War, it brings out many things in a soldier. For most, it is the forge by which their measure is taken. For some, it crystallizes their purpose with a clarity previously unknown. For a select few, this clarity brings with it obsession, the desire to excel in every way possible at ones craft. For the Tiger Dragons, the latter individuals are accorded the title of Yari Gocho or Spear Master



Tiger Dragons Spear Master

Elite squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	9	4	12	3	1	5	3	21	2	29

Equipment: Demonfang Rocketgun SMG, Duskdealer Naginata.

Special Abilities: Enhanced Charge: 1.

Weapon Stats:

Demonfang Rocketgun SMG *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-2	2 (x2)	1 (x2)	0	-	-	9	See Chart

Duskdealer Naginata *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+7	See Chart



Tiger Dragons



Tiger Dragon





Tiger Dragon Leader

Phoenix Samurai

The Akirenko Keiretsu on Mars has been delving into Cybertronic's successful cybernetic processes, particularly the Juggernaut Division. While Akirenko's progress has not been as spectacular as Cybertronic's, it has managed to create a set of powered armor that can sustain a crippled warrior and give back to that soldier some of the mobility sacrificed from a previous injury.

Samurai who have lost too much of their body to be repaired by normal means can be "inserted" into a Phoenix Cuirass. This armor is hard-wired into the Samurai's brain and nervous system, allowing it to be controlled as if it was the Samurai's own body. While the resulting movement is not as before, it is better than being stuck in a wheelchair or a life-support system where the fallen warrior would be a burden on his Keiretsu and unable to serve his Daimyo. Best of all, the armor gives the Samurai a second chance to die on the battlefield with honor and glory.

On the battlefield, fire teams of Phoenix Samurai follow behind the massed Kamakura units, suppressing the enemy with heavy machinegun fire or using their armored bodies as shields for the more valuable troops of their Daimyo.

Phoenix Samurai

Elite trooper, required 2-3 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	10	2	2	7	3	22	3	33

Equipment: Dragonfire Heavy Machine Gun, Katana.

Weapon Stats:

Dragonfire Heavy Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-2	3 (x3)	1 (x2)	-2	-	-	14	-

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Hatamoto

The Hatamoto are the chosen warriors of the Liege Lord's. They represent the best that Mishima has to offer in modern warfare soldiery-traditional Mishiman close combat training mixed with the best in modern arms and enhanced armor.

Hatamoto are hand chosen by each Liege Lord for their dedication and achievement. Afforded superior armor, these warriors are skilled at both ranged and close combat, a versatility that makes them highly sought after and doubly feared. It would be an honor for every Mishiman, both Commoner and Samurai, to wear the armor of the Hatamoto.

Hatamoto

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	9	5	11	3	1	6	3	21	2	28

Equipment: Katana, Shogun Assault Rifle.

Special Abilities: Secondary Attack.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Shogun Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-4	-	10	See Chart

Hatamoto Leader

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	10	5	13	3	1	6	3	21	2	32

Equipment: Katana, Shogun Assault Rifle w/ Tambu 23.

Special Abilities: Secondary Attack, Tactical Sense.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Shogun Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-4	-	10	See Chart

Tambu 23 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

Hatamoto HMG Specialist

Elite squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	11	5	12	3	1	6	3	21	2	39

Equipment: Dragonfire Heavy Machine Gun, Katana.

Special Abilities: Secondary Attack.

Weapon Stats:

Dragonfire Heavy Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-2	3 (x3)	1 (x2)	-2	-	-	14	-

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

INDIVIDUALS

Demon Hunter

The Mishima Corporation has as little to do with the Brotherhood as it possibly can, but this does not mean that they are defenseless against the Dark Soul and his minions. Mishiman society has developed an organization that stands firmly against the tide of Darkness and they are known as the Order of Demon Hunters. Demon Hunters are sworn to root out the servants of the Dark Soul by any and all means necessary and are just as fanatical, brutal and successful as the Brotherhood Inquisition.

The Order of Demon Hunters began during the Neronian Schism. A renegade from the Brotherhood's Second Directorate, Inquisitor Toranaga, founded the Order to provide a rigid

defense against the Dark Legion that followed the same traditions and goals as the Mishima Corporation.

Most Demon Hunters are either young children who have been orphaned by the wars that wrack the Solar System or people who have a burning hatred of the Darkness and want to devote their lives to its extinction. These candidates all make their way to the Forbidden Isle. Very few are fully accepted into the Order as a Demon Hunter and those who do must survive the training process, which takes years. Those who make it through the Order's training are transformed into great warriors with extensive knowledge of the Dark Legion and the ways to destroy it. That person is now a Demon Hunter.

Some ally themselves with Daimyo and become trusted advisors, while others wander the worlds of man, hunting down the spawns of the Dark Soul and slaying them. The Order of Demon Hunters has many talented weapon and armor smiths, who use a combination of science and mysticism to outfit the Demon Hunter for their sacred task. By nature, most Demon Hunters tend to be aloof loners. They see themselves above common soldiers and there is little love lost between them and Inquisitors, both having a wary respect for each other's prowess.

Demon Hunter

Individual trooper, limit one per squad, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	11	10	12	3	2	6	3	21	2	43

Equipment: Darkslayer Katana, Dragonfire Heavy Machine Gun.

Special Abilities: Channel, Hate: 3.

Special Rules: May select up to one Ki power from the Black Temple List. Hates Dark Legion Necrobiotics.

Weapon Stats:

Darkslayer Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+6	See Chart

Dragonfire Heavy Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-2	3 (x3)	1 (x2)	-2	-	-	14	-

Tatsu

At one time many years ago, Tatsu was a promising Samurai in the retinue of the Kojo Keiretsu on Mars. He served his Liege Lord well while on duty, and lived a life of peace and tranquility while off duty, writing poems and tending to his stone garden. Tatsu was the picture of a content Samurai. That is until the head of Kojo attempted a sanctioned Hostile Takeover of a Capitol-owned rival business.

The attack went well, with the Keiretsu's forces overpowering the site's defenses. Tatsu's unit was left to guard the site, until reinforcements from Kojo arrived. Reinforcements never came. Capitol forces had crushed the Keiretsu while en-route to the site, killing the Liege Lord and all of his retainers to a man. Tatsu's calls for assistance were met with dead air, as Capitol mounted a counter-attack to reclaim the site.

Capitol knew that Mishima's defenders would rather die than surrender, so they decided to use Free Marines in the assault. Tatsu's unit put up fierce resistance, dying well, but as the sun set on the third day of fighting, the Free Marines breached the office building that housed Tatsu's unit. Those Free Marines didn't come back out until dawn.

The Capitol reclamation team found Tatsu after the battle, beaten, abused and left for dead by the Free Marines. Tatsu was returned to Mishima, as per the Cartel rules of business, but he was not the same man. The violations he endured had scarred him irrevocably. Adding to this mental anguish, he was now considered Ronin.

Tatsu spends his days in the service of whoever pays him- either in cash or Sake. He is still a good officer with the ability to lead men in battle, but whatever the Free Marines did to him marred him deeply. He now wishes to meet his death in battle, a death that the Free Marines denied him. Suffice it to say, his hatred of the Free Marines is legendary.

Tatsu

Individual trooper, limit one per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	9	5	13	3	2	6	4	20	2	47

Equipment: Katana, Kensai Light Machine Gun, Wakizashi.

Special Abilities: First Strike, Hate: 3, Secondary Attack.

Special Rules: Hates Free Marines.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Kensai Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-2	-	-	10	-

Wakizashi *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
3	-	-	-	-	-	ST+3	-







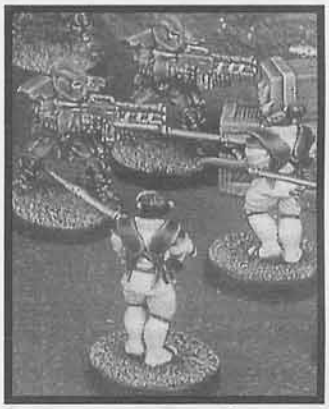









Faceless





Liege Lord

In the corporate boardroom, the Mishiman Diamyo maintains the lofty position of high placed executive. While some of these executives prefer to keep to their offices and Kieretsu, most lead their military forces themselves as is their right. For those in whom physical prowess is less than required, a trusted Tenshukaku is elevated to the position of Liege Lord. It is the duty and privilege of the Liege Lord to lead and organize the Kieretsu's military forces. His authority is one that becomes quite clear when Mishima takes the field.

The Liege Lord is a warrior first and diplomat second. While many other corporate leaders prefer to direct things from the safety of the rear, the Liege Lord leads by example. Often he is found in the forefront of the battle, an inspiring sight for the men and women in his command. In matters of honor, the Liege Lord is the warrior that calls upon his rival for a test of skill. In many cases, the results of these tests prevent the inevitable bloodshed that accompanies war. Sadly, these challenges are rare today in a universe thirsty for the blood of the foolish.

Liege Lord

Individual force commander, limit one per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	10	6	16	3	2	6	3	22	3	39

Equipment: Katana, Wakizashi.

Special Abilities: Force Commander, Inspiration: 2, Secondary Attack.

Special Rules: Vulnerable to electricity.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Wakizashi *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
3	-	-	-	-	-	ST+3	-

Amaterasu

Embodying grace and beauty, Amaterasu is a wandering Sohei who travels throughout the holdings of the Mishima Corporation seeking enlightenment. She owes no specific allegiance to any Lord Heir; her professed loyalty is to the Overlord and the Corporation as a whole, and she makes this position perfectly clear when confronted with matters of politics.. The intrigues of the Lord Heirs are distasteful to Amaterasu, who is more concerned with the ultimate integrity of her people and the threat of the Dark Legion.

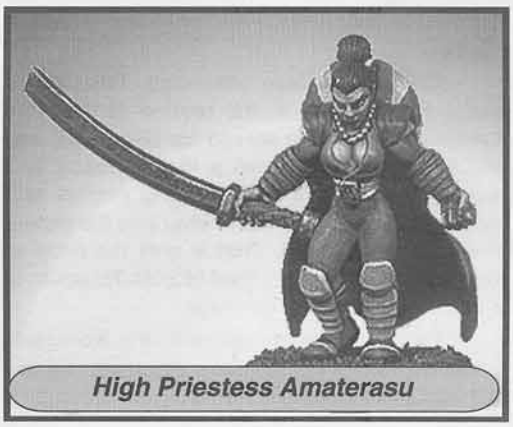
The daughter of a venerated Sage, Amaterasu showed great promise in both physical and mystical arts as a child. Studying diligently, she rose through the ranks in her father's Temple, quickly surpassing other students in the art of hand and sword. So proficient was she that her father had her train under the direction of Master Kensai Masamuni Tanjo, a dear friend of the family. Under his masterful tutorage, her skills with the blade increased tenfold.

As Amaterasu honed her martial skills, she also continued to immerse herself in the teachings of her Temple, studying the ebb and flow of the universe as reflected in Ki energy. Amaterasu soon earned the rank of Priestess within her Temple, a designation that brought with it the rank akin to the Enlightened Masters of the larger Temples of the Corporation.

As old age began to take its toll upon her father, she assisted with his lessons, slowly taking over many of his duties. The Shirii Temple at Gozai always had an honored reputation for its training and philosophy, and under Amaterasu's leadership that reputation grew.

It was expected Amaterasu would take over the leadership of the Shirii Temple upon the passing of her father. Unfortunately, this was not to be as the universe revealed its plans for Amaterasu when she received word that her father, her former teacher and mentor, and her entire Temple had joined their ancestors repelling an attack by the Nepharite Karadrus on Mars. After returning to see to the final interment of her friends and family, she began her current career as a wandering Sohei, seeking to remove the blight of the Dark Legion wherever she can..

She has since spent a considerable amount of time fighting against Karadrus, and in the past five years, she has been instrumental in pushing back the Dark Legion from the Kitan Wastes for Lord Heiress Mariko. While Amaterasu seems to disdain the Lord Heiress and her favored Temple, the wandering Priestess has found the protection of her people and the need for justice far outweighs any issues of politics and personality. When Karadrus disappeared, Amaterasu too moved on. Her studies and skills have only


High Priestess Amaterasu

improved, and she was awarded the venerable title of High Priestess only two years ago.

Amaterasu now wanders the Solar System as a holy woman and a warrior. When battle ensues she is an amazing sight, blending the mystical and the physical into a true martial balance. Amaterasu fights to gain the respect of the Mishima Corporation and to promote the teachings of the Seven Great Sages and the Overlord. She is an implacable foe of the Dark Legion and all forms of villainy.

Amaterasu

Individual general officer, limit one per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
13	7	15	15	3	3	5	4	20	2	46

Equipment: No Dachi.

Special Abilities: Channel, Close Combat Training: 2, Division Commander.

Special Rules: May select up to four Ki powers from the Shirii Temple list.

Weapon Stats:

No Dachi *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+6	See Chart

Ashigaru Typhoon Rocket Team Leader

Support squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	5	8	3	1	5	4	17	2	-

Equipment: Tanto.

Special Abilities: Tactical Sense.

Weapon Stats:

Tanto *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+2	-



Ashigaru Crewman

Support trooper, required 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	5	8	3	1	5	4	17	2	-

Equipment: Tanto.

Weapon Stats:

Tanto *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+2	-



The Gaijin think us foolish to hold so rigidly to tradition. I say the greatest weapon Mishima has is its spirit, and this we cultivate from our traditions. It is a lesson I fear they will never understand.

- General Jusake Satomaru

SUPPORT

Ashigaru Typhoon Rocket Team

Typhoon Rocket Teams fulfill the same tactical role as the mortar teams of other corporations. However, in the cramped confines of the Mercurian underworld where battlefields often have low ceilings, indirect fire weapons require specialized solutions. The rockets launched from their Typhoon Multiple Rocket Launcher can weave to avoid large, solid objects along their trajectory, thus avoiding the embarrassment of firing on a distant enemy and bringing down the roof. In combat, these squads usually sit in cover far behind the battle line, raining rockets down on approaching enemies.

The Typhoon is operated by a two-man crew coordinated by a Leader.

Ashigaru Typhoon Rocket Team

Support unit, required 1 model, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	7	-	-	-	-	-	2	-	2	46

Equipment: Typhoon Multi-Rocket Mortar.

Weapon Stats:

Typhoon Multi-Rocket Mortar *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-2	-4	-	10 (x0)	-





Arashi Ryuu Field Artillery

Of all the varied weapons employed by the Ashigaru, the Arashi Ryuu Field Artillery is perhaps the most powerful support unit. Wheeled into battle by a team of Ashigaru, the Ryuu fires a 50-pound shell indirectly at the enemy with devastating impact. The Field Artillery consists of a crew of three Ashigaru operating a Light Gun, overseen by a veteran artillerist.

In Mercury's cramped honeycomb of tunnels and valleys, Field Artillery units are light enough to move without vehicle or pack animal, while delivering enough of a punch to deal effectively with heavy armor at range.

Ashigaru Arashi Ryuu Field Artillery

Support unit, required 1 model, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	7	-	-	-	-	-	3	-	2	59

Equipment: Arashi Ryuu 105 mm Cannon.

Weapon Stats:

Arashi Ryuu 105 mm Cannon *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-3	-4	-5	13	See Chart

Arashi Ryuu Leader

Support squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	5	8	3	1	5	4	17	2	-

Equipment: Tanto.

Special Abilities: Tactical Sense.

Weapon Stats:

Tanto *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+2	-

Ashigaru Crewman

Support squad specialist, required 3 per squad, mortal.

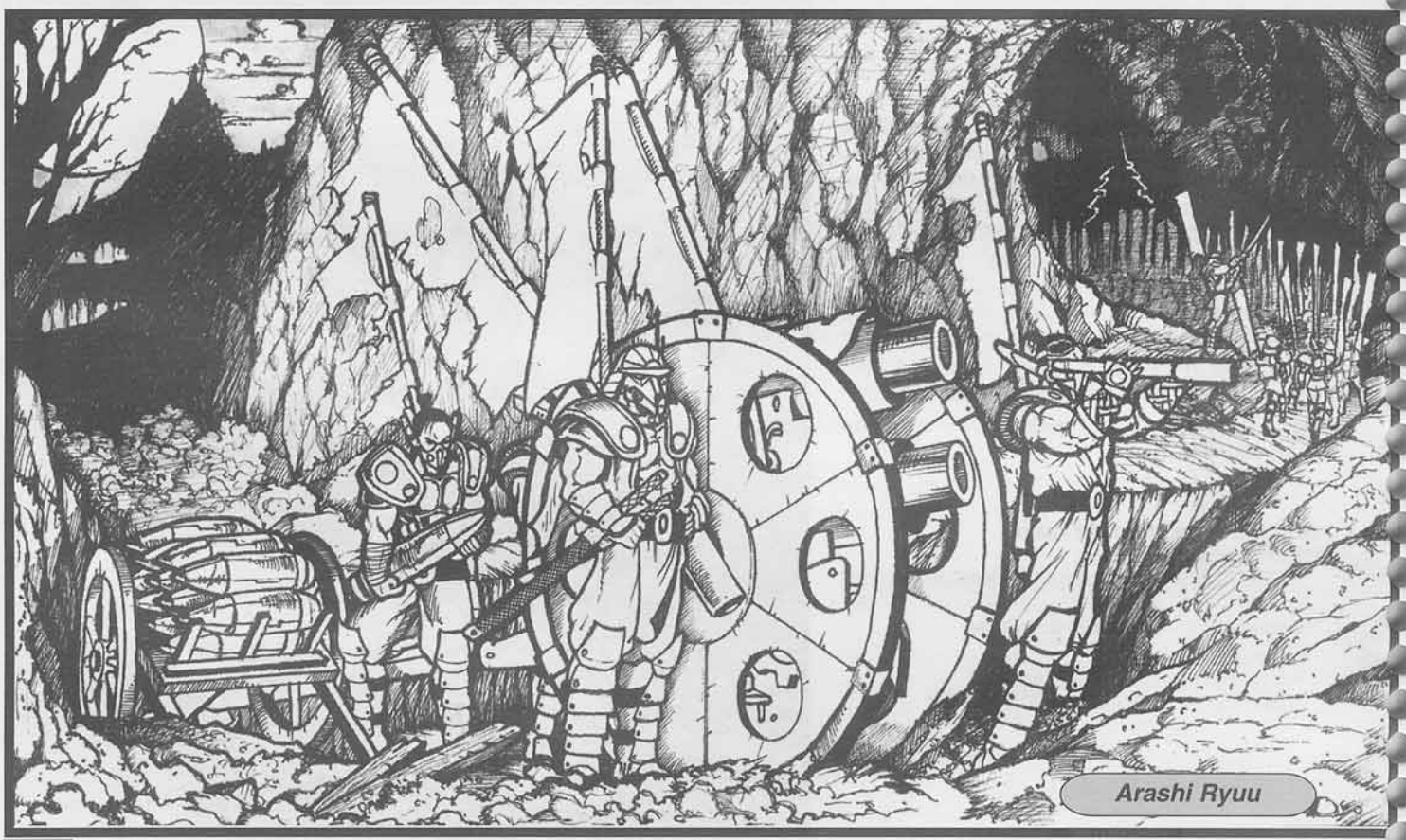
CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	5	8	3	1	5	4	17	2	-

Equipment: Tanto.

Weapon Stats:

Tanto *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+2	-



Ronin Samurai Dragon Packs

Hunting Dragons are bipedal reptiles about the size of a pony. In the wilds of Mercury these ferocious predators hunt in packs to bring down larger prey. Possessing no eyesight, the Mercurian Dragons have other extremely sharp senses which more than makes up for their lack of vision.

If a clutch of young dragons is able to be raised by humans, they have a high probability of being successfully domesticated. Wild dragons cannot be used by Mishima in their hunting packs and are avoided when possible.

The domesticated creatures can be trained for a variety of tasks, from the hunting of enemy troops to standing watch over installations. In battle, skilled Samurai handlers use them to root out and engage enemy troops in the tangled labyrinth of the Mercurian underworld though in truth they serve Mishima well on all of their planetary domains.

Ronin Samurai Dragon Hunter

Support unit, required 1 model, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	5	9	3	1	5	4	17	2	21

Equipment: Katana, Shogun Assault Rifle w/ Tambu 23.

Special Abilities: Enhanced Charge: 1.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Shogun Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-4	-	10	See Chart

Tambu 23 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

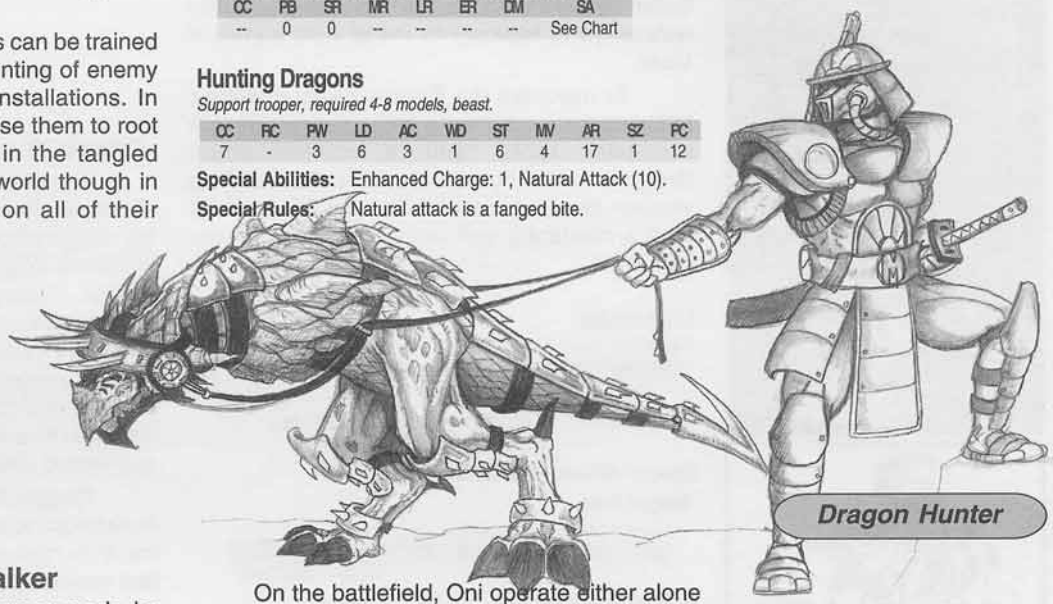
Hunting Dragons

Support trooper, required 4-8 models, beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	-	3	6	3	1	6	4	17	1	12

Special Abilities: Enhanced Charge: 1, Natural Attack (10).

Special Rules: Natural attack is a fanged bite.



Dragon Hunter

Ronin Oni Light Battlewalker

The advances in mobile armor made by the other Megacorporations would not escape the notice of Mishima and even their intractable adherence to tradition could not ignore these developments for long. The current Overlord, some forty years ago commissioned the first Battlewalkers to be designed and built for the Army.

Under secret charter from the Overlord, the Morimoto Kieretsu was given the design challenge of creating a unit of mobile armor capable of providing Mishima with a stabilizing edge to its army. After months of consideration and debate, the Morimoto Kieretsu proposed a walker vehicle to the Overlord, a vehicle that could bring the firepower the army needed as well as afford its crew a measure of honor in the process.

Applying intelligence purloined from both Bauhaus and Imperial with a liberal amount of Cybertronic components, the Oni Light Battlewalker came into being. Unlike either the Hurricane or the Vulkans, the Oni is built for speed and allows support weapons to be deployed quickly and efficiently. They are constructed from light, durable alloys and the spindly, open design makes them very easy to steer.

On the battlefield, Oni operate either alone or in pairs, using the extremely effective suppressing capabilities of their twin HMGs to support the infantry. The pilot does not ride in an armored enclosure within the vehicle, but rides proudly outside the machine. While the Ronin who pilots the Oni is firing a highly mechanized ranged weapon, he is issued a Chrysanthemum Seal of Honor, for he does so by placing himself in full view of the enemy with little to protect him.

Ronin Light Battlewalker

Support unit, requires 1-2 models per squad, vehicle.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	10	3	3/1	5	5	21	4	58

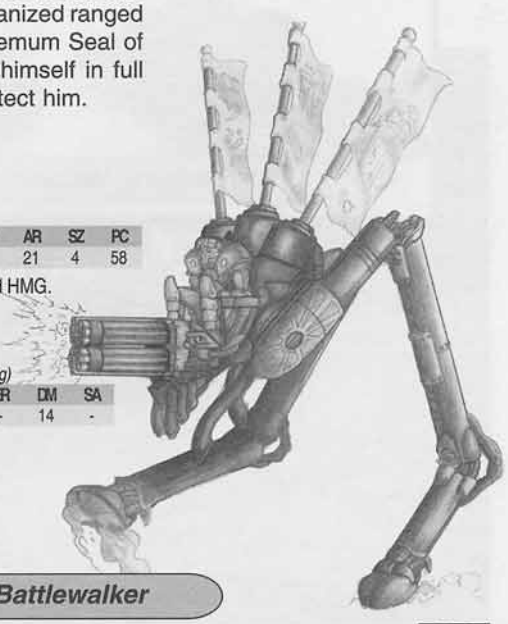
Equipment: Twin Dragonstorm Mounted HMG.

Special Abilities: Impenetrability.

Weapon Stats:

Twin Dragonstorm Mounted HMG *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	2 (x3)	1 (x2)	-1 (x2)	-	14	-



Light Battlewalker







Dragon Bike

Unlike the Skimmers designed by Bauhaus, the Dragon Bike is an all-terrain skimmer that uses superior advances in propulsion. In particular, the Dragonbike is fitted with a mighty Kirin Type 4 Hydrojet Engine, a powerful propulsion system that allows the Dragonbike to attain speeds in excess of 60 knots. Additionally, advances in Hydrojet technology allow the Dragonbike to float above whatever surface it is currently moving over. This makes the Dragon Bike a viable piece of mobile armor for all of the Solar System's warzones, from the polluted waterways of Mercury to the shifting sands of Mars.

To maximize the Dragon Bikes versatility, Mishima has outfitted it with Daimyo Rocket Launcher racks and a nose-mounted Dragonstorm Mounted Machine Gun. These weapon systems allow the Dragon Bike to fulfill both anti-infantry and anti-armor roles on the battlefield.

Dragonbike

Support unit, required 1 model, vehicle.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	4/1	-	6	22	5	93

Equipment: Mounted Daimyo Rocket Launcher, Dragonstorm Mounted HMG.

Special Abilities: Impenetrability.

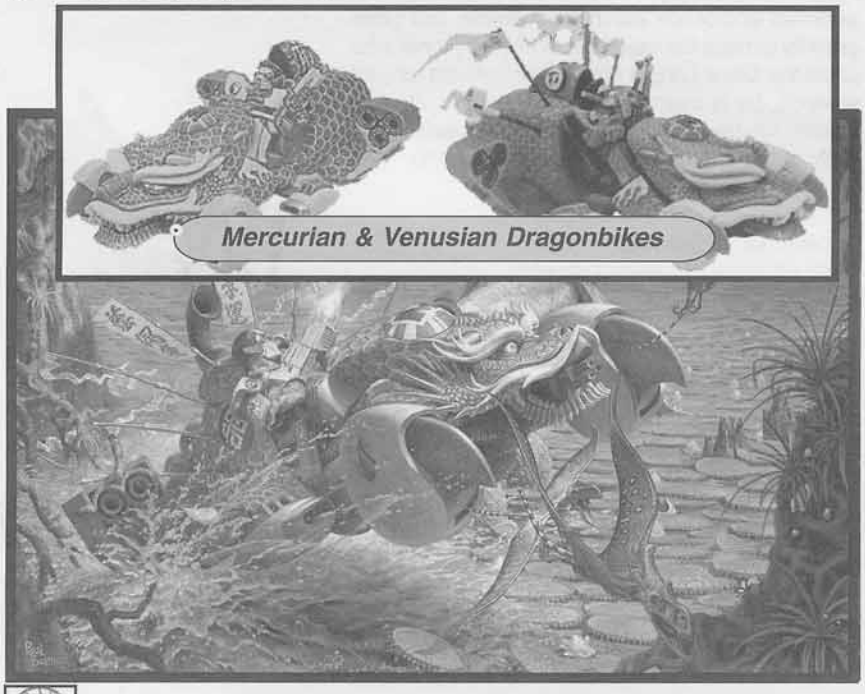
Weapon Stats:

Mounted Daimyo Rocket Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-4	-4	-5	-	13 (x2)	See Chart

Dragonstorm Mounted HMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	4 (x3)	3 (x2)	-1 (x2)	-	13	-



Dragonbike Pilot

Support trooper, required 1 per bike, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	5	12	3	-	6	-	-	2	-

Equipment: Demonfang Rocketgun SMG.

Special Abilities: Tactical Sense.

Special Rules: The driver may fire his SMG in a 180 degree arc for one action. He cannot use his personal weapon while driving.

Weapon Stats:

Demonfang Rocketgun SMG *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-2	2 (x2)	1 (x2)	0	-	-	9	See Chart

Divine Wrath Strike Craft

The Divine Wrath Scout Cycle is a product of Shinwa Keiretsu on Mars. Having "acquired" the designs from Capitol's Pegasus Scout Bike, the Divine Wrath is Mishima's spin on this classic design. Using a variation of the Hydrojet technology to levitate above a surface, it has been refined to fly faster and be more maneuverable than its progenitor. While the EM pulses allow the vehicle to move in virtual silence, it can cause distortion in radio signals and problems with some unshielded electronics.

Despite these concerns, Mishima Keiretsu have begun to incorporate 'wings' of Divine Wrath into their retinues to provide reconnaissance and fast strike capabilities for their armies.

Divine Wrath Scout Bike

Support unit, requires 1-3 models, vehicle.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	2	-	6	20	2	42

Equipment: Enhanced Sensor Array.

Divine Wrath Pilot

Support trooper, required 1 per bike, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	9	4	11	3	-	4	-	-	2	-

Equipment: No Dachi, Ronin Pistol.

Special Abilities: Reconnaissance Training.

Special Rules: The pilot may drive the bike and fire his pistol with a single action. The pistol has a 360 degree firing arc.

Weapon Stats:

No Dachi *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+6	See Chart

Ronin Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	0	-	-	-	8	-

The Retinues of Lord Heir Moya

The Supreme Master of Mercury, Prince of the Soil, has throughout his 25 year tenure as Lord Heir of Mishima's uncontested power base, represented a figure of unshakable authority, honor and power. Known for his indomitable will and staunch traditionalism, Moya has maintained Mishima's utter dominance of Mercury and carefully safeguarded many of the modern traditions of his great Corporation. Under his leadership, Mercury and its businesses have prospered, though to most outsiders he is a ruthless and cunning businessman and opponent.

As the Shogun of Mercury, the defense of the home world is also his concern, and it is one which he is very serious about. It was under his direction that the defense grid surrounding the above ground installations on Mercury were strengthened with Planet Guns, massive rail weapons meant to take out hostile ships approaching Mercury from space. While his contributions to Mercury's defenses are many and notable, his contributions to his peoples education and training is also significant.

As is traditional among Lord Heirs, their favored martial school or Temple is elevated to status of Ichi Dojin, or First School of the Lord. His peoples are educated by the teachings of the monks from this school, who enjoy the benefits of their Lord's generous patronage. As martial training, reading and writing, and philosophy are quite important; the Ichi Dojin has a great responsibility. Of course, in return for his generous patronage, an Ichi Dojin must be ready to answer the Lord's call to defend his interests. In nearly all cases, the Lord favors the school he himself was trained by as a child.

It was only following the deaths of his children that the Pride of Mercury has retreated from the public eye and except for the rarest of events is he seen outside his private chambers. In his stead, his loyal Shadow General Nozaki, now governs in his name. While Moya may be a stern and strict ruler, Nozaki is far more so; and in comparison makes Moya seem quite tolerant.

Their friendship goes back to times before Moya was elevated to the Lordship of Mercury so it was no surprise that Nozaki would be elevated himself with his friends advancement. This is not to imply Nozaki's promotion was based only on his relations with the Lord, as Nozaki would no doubt have achieved his current successes without such relations.

Where Moya is insistent on following traditional values and practices, Nozaki has a very different opinion on the matter.

For the Tenshukaku of the Ebon Palace, victory is the only thing that truly matters. Nozaki is not the businessman that Moya is, so his tactics generally revolve around military operations. This aggressive position was often a bone of contention between the Lord Heir and the General, but with his self-imposes seclusion; Nozaki has had a free hand in how things are run on Mercury. As can be expected, this position has affected the Retinues of the Lord Heir as well.









Sohei of the Soshomara Temple

The Soshomara Temple has existed for over 500 years and was the favored school of the Lord Heir when he was a young boy. Trained in their halls from the time he was 13 years old, Moya has embraced the teachings and philosophy of the Soshomara in every aspect of his life. His business practices, his military discipline all reflect in some way, the Soshomara teachings.

The monasteries of the Soshomara are immediately distinguishable for their all male students. Women are not accepted into the monasteries of the Soshomara at all; even mundane upkeep is done by the men.

The guiding beliefs of this Temple are that the universe is inherently in balance, and it is only the will of man that causes imbalance to occur. To these Monks, the Brotherhood does not understand this principle; that there can be no light without darkness, no joy without suffering, no love without hate. To the Soshomara, the universe is full of polarity and the wise man seeks to find balance within himself and assist in the achieving of balance without. To the Soshomara, the Brotherhood represents imbalance, a position shared by the Dark Legion.

As can be expected, balance is more than just a philosophical issue, for the students of Soshomara are legendary for their inhuman speed and striking grace, harnessing their KI to make themselves supple, graceful yet strong. As a Sohei advances in their ranks, his movements and attacks take on an air of casualness that infuriates more exuberant opponents. Rather than seeming to embrace more ostentatious actions of other schools, the Sohei of this Temple embrace conservative movement and practiced measured responses as they advance. Making the Soshomara more different is the use of a specially designed throwing darts which they employ as a very effective short range weapon. Balance it seems applies to both ranged and close combat. As Nozaki was not educated by the Soshomara, his opinions of their usefulness vary based on his needs, though even he is unable to deny their obvious superiority in close combat.







Nagano Shadow Walkers



Nagano Shadow Walkers



Soshomara Sohei (Warrior Monks)

Grunt trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	7	11	12	3	1	5	5	18	2	28

Equipment: Katana, Soshomara Throwing Darts.

Special Abilities: Close Combat Training: 4, Climb.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Soshomara Throwing Darts *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0	-2	-	-	-	6 (x2)	-

Soshomara Rokudan

Grunt squad leader, required 1 per squad, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	7	13	13	3	2	5	5	19	2	30

Equipment: Katana, Soshomara Throwing Darts.

Special Abilities: Channel, Close Combat Training: 4, Climb.

Special Rules: May select up to one Ki power from the Soshomara Temple list.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Soshomara Throwing Darts *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0	-2	-	-	-	6 (x2)	-

The Nagano Cult

The use of Shadow Walkers is a necessary evil to many in the modern worlds. While their presence may be tolerated on the battlefield, it is not one taken lightly. For the Prince of the Soil, Shadow Walkers are not a commodity he could ignore, nor were they a resource he was entirely comfortable exploiting. But, like so many things to the Lord Heir, there was a balance to be found, a method that would assuage his honor and keep his respect. That method was the Nagano Cult.

The Nagano Shadow Walkers are less infamous than most of their counterparts, in that they have harnessed their KI to perfect their training at long range assassination using a much modified version of the Archer Sniper Rifle. By extension of the Bushidic Code to include the perfections of ones skills with a ranged weapon, it is easy to see why Moya employed them. As Bushido, they do not seem as mystical or foreboding as other Cultists, but they are feared none-the-less. More often than not, Nagano Shadow Walkers are sent out in two man teams, and though single Nagano Shadow Walkers do occasionally appear, they are far more common in pairs.

When they are seen in two man teams, one is referred to as the Kirishi and the other the Torinishka. The Kirishi is considered the senior member of the team, charged with the completion of the mission. The Torinishka is considered the "second sword" and functions in a support role to the Kirishi. Should the mission fail, the Kirishi will sacrifice his life and his Torinishka will be sent out to complete the mission they failed together. It is usually the atoning Torinishka that is seen alone on the battle field.

Under General Nozaki, the Nagano Shadow Walkers are a much more common sight amongst the Lord Heirs Retinues.

Shadow Walkers- Nagano Walkers

Elite trooper, required 1-2 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	7	13	3	2	7	4	19	2	43

Equipment: "Disguised" Archer Sniper Rifle, Katana, Mortuary Enzymes.

Special Abilities: Deadshot, Sniper.

Weapon Stats:

"Disguised" Archer Sniper Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-6	-3	-1	0	3	1	14	See Chart

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	- (x1)	ST+5	-

INDIVIDUALS

Hachiman Masadoka

Masadoko is a trusted and respected Tenshukaku in the retinue of Lord Heir Moya. To many Mishimen, he is the perfect warrior, the personification of the Samurai Lord, calculating, hard and unrelenting.

Masadoko does however have a darker side. He started life as the son of noble Guildsmen in the Kirin Keiretsu on Mercury, which was almost completely destroyed by a Commoner rebellion in the undercity. Masadoka's family was ordered to remain to salvage some of the Keiretsu's interests as the Liege Lord and most of his retinue fled to re-establish their business on Mars.

It was not long before Masadoka and his family were pulled from their estate by mobs of Commoners. Hachiman watched as his family paid for the crimes of the Keiretsu before they turned on him. Death was not for Masadoka; the blood-craving mob had something much worse in mind. They performed the ritual scarring that would mark Hachiman as Faceless. Masadoka, who had lived the life of nobility, was now without family, money, or a Face. What would have broken a lesser man forged the youngster into steel.

Masadoko spent his teen years fighting in the streets of Kirin, renamed the Mutant Zone after the fall of Kirin Keiretsu. He eventually fell in with the Crimson Lotus Triads. The ruthlessness he had developed on the streets was put to good use as a Triad Enforcer. It was not long before Masadoko's torso was covered in the ranking tattoos that marked his success within the Crimson Lotus.

Hachiman's life was again changed after the Crimson Lotus received an order by Lord Heir Moya to destroy a newly formed Independent Company in the Fukido Freeport. The order was sent with the red facemask of the Crimson Devils and specific orders that civilian casualties were necessary in the mission. The Crimson Lotus gave the job to Masadoko, and Masadoko gave Fukido the worst massacre in its scofflaw history.

Masadoka met Moya personally, dropping the severed heads of the Independent Company's bosses on the Lord Heir's desk. The Lord Heir, while taken aback, could not deny the young man's effectiveness and ordered Hachiman to remove his mask. Despite the scarring that marked his face, Moya recognized the young man's noble origins in his stance and his etiquette. Following a lengthy discourse, he ordered Masadoko to visit the Hanging City of the Akirenko Keiretsu to receive a new face and, upon his return, the reinstatement of his family name and position within the Samurai. Restored to his honor, Masadoka washed the blood from his hands and rededicated himself to the Bushidic principles of the Samurai ruling class.

Hachiman Masadoko is now a Tenshukaku in Lord Heir Moya's personal retinue and Master of the Lord Heirs famous Dragon Riders. He is sent from Daimyo to Daimyo as the voice of the Lord Heir. On the battlefield, Masadoka is the perfect example of a Bushido Samurai, ruthless and stoic. On the battlefield, he enforces the will of Lord Heir Moya. Masadoka will not allow himself the luxury of failure, as he, above all others, has experienced the fate of the Faceless and would not wish it on anyone of his soldiers or himself.

To his troops he is a grim and determined taskmaster, who tolerates no show of weakness or lack of resolve. He has been known to execute his own failing men to bolster their resolve, a trait approved of by General Nozaki.

Hachiman Masadoka

Individual force commander, limit one per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	7	7	13	3	4	7	-	22	2	74

Equipment: No Dachi.

Special Abilities: Dire Rating: 2, Execution, First Strike, Force Commander.

Weapon Stats:

No Dachi *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+6	See Chart

Hinko Dragon Mount

Mount, required 1 per Dragonrider, beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	-	-	-	3	-	7	6	-	3	-

Special Abilities: Natural Attack (10), Predator Senses: 4.

Special Rules: Natural attack is a head butt usable only on the charge.

Soshomara Enlightened Master

To have attained the rank of Enlightened Master is a badge of both great honor and great responsibility. Enlightened Masters are always found in the company of their fellow Sohei and occupy a commanding presence amongst their ranks.

Formidable close combatants, many consider it foolish to engage an Enlightened Master in personal combat.



Soshomara Enlightened Master

Individual squad linked officer, limit 1 per Sohei squad, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
13	8	13	14	3	2	5	4	21	2	39

Equipment: Katana, Soshomaru Throwing Darts.

Special Abilities: Channel, Close Combat Training: 4, Climb, Unit Commander.

Special Rules: May select up to two Ki power from the Soshomara Temple list.

Weapon Stats:

Kaatana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Soshomaru Throwing Darts *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0	-2	-	-	-	6 (x2)	-

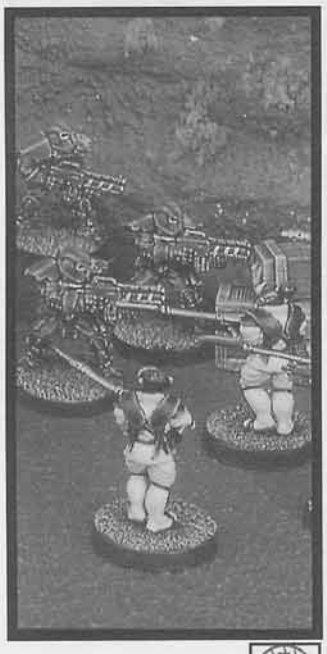
SUPPORT

Kenji Class Meka

Meka are the ultimate combination of traditional Mishima thinking and modern technological warfare. While they resemble great humanoid suits of powered armor, they are much closer to tanks than anything else. The Meka of today's army actually derive from the Meks used to carve the Mishiman Underealms millennia ago, huge heavy machines capable of doing the work of a dozen men.



Lord Heir Moya prefers the use of the Kenji Classed Meka in his Retinues since they, above the other classes, represent a versatile balance between close and ranged combat. Powerful in the extreme, Lord Moya's Meka are a welcomed sight to his men and a fearsome one to his enemies.



Meka- Kenji Class

Support unit, required 1-2 models, vehicle.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	10	3	11	3	3	6	3	23	3	68

Equipment: Mounted Daimyo Rocket Launcher, Kensai Light Machine Gun.

Special Abilities: Impenetrability, Tactical Sense.

Weapon Stats:

Mounted Daimyo Rocket Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-4	-4	-5	-	13 (x2)	See Chart

Kensai Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-2	-	-	10	-











The Retinues of Lord Heir Maru

Some are born to greatness, other have it thrust upon them. The latter defines Lord Heir Maru quite well. As the second youngest male of the Overlord's children, Maru did not expect he would ever need to feel the burdens of politics or corporate high finance; content that he would be serving one of his older siblings when they succeed his father to the Chairmanship.

Maru trained under the Sages of Yorama during his formative years. Based on the teachings of the Venerable Sage Yorama himself, Maru became a consummate perfectionist, determined to shape his body into an extension of his sword; to make them one in the same. The harsh and disciplined training was at the expense of his humor, leaving the Prince to appear grim to the casual observer.

When he was called upon by his father to succeed his fallen brother, Maru shouldered the burden of command with classic stoicism. Much like the Sages taught him for years, he must rise to the burdens placed before him and acquit himself with absolute dedication. Maru would do just that. As the Shogun of Venus, Maru had a difficult command assigned to him. Mishiman territories on Venus had been enduring constant erosion for the better part of 100 years, caught as it were amid warring Bauhaus and Imperial forces.

Maru's first act as Shogun was to consolidate and fortify the territories he inherited. Garrisons were doubled, commoners were conscripted en masse and Maru opened diplomatic negotiations. In hindsight it seems that the negotiations could have merely been a ploy to by time, but that is denied by Maru to this day.

Maru's second action was to retool the Venusian military. The tactics that worked well for Mishima on other planets and battlefields would not serve in the cramped jungles of Mishima's Venusian lands. Much like his Yorama masters had taught him, success on Venus would depend on finding ways to use the terrain as a weapon, not be hampered by it.

Under Maru's rule, the Retinues on Venus embraced Yorama Bushidoism and adopted a very direct approach to warfare. Troops were divested of heavy armor in favor of speed; long range weaponry was replaced in favor close combat weapons. In the dense Venusian jungles, a fast moving, unrelenting Mishiman force using guerilla tactics was unheard of. This surprise served the corporation well as the Mishiman lands were slowly expanded for the first time in over 100 years.

Maru's next important step was to fortify his ports and concentrate his most important Kieretsu near them. He then set about building a water fleet far superior to any before it. He realized that the domination of land by Bauhaus, who was his chief rival, would be a costly issue to contest. The seas of Venus however were another matter. Building massive warships and destroyers, Maru's fleet soon became the envy of Venus and patrolled his realm with predatory efficiency. Today, Mishiman Venus is stronger than it has been in two centuries.

Sohei of the Yorama Temple

One of the oldest Schools of Enlightenment dating back to the Great Schism, the Yorama Temple takes its name from the Venerable Sage of Battle, who was himself the first disciple of the First Sage Yuroji. Dozens of schools today have their roots based in the Yorama teachings.

Venerated as the perfect Samurai, devotees of the Yorama Temple are respected as superior warriors and tacticians, and their Enlightened Masters are often found instructing the young of prominent families in the art of war throughout the Corporations.

Yorama Sohei do not discriminate by gender though men dominate the organization. While ranged weapons are not considered dishonorable to the modern Mishiman, the Yorama Temple teaches a stricter form of Bushido and disdains their use. This belief explains many of Maru's preferences and also seems to function quite well in the congested environs of Venus.

Yorama Warrior Monks

Grunt trooper, required: 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	7	11	12	3	1	5	4	18	2	27

Equipment: Katana.

Special Abilities: Killing Stroke.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Yorama Rokudan

Grunt squad leader, required 1 per squad, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	7	13	13	3	2	5	4	21	2	35

Equipment: Katana.

Special Abilities: Channel, Killing Stroke.

Special Rules: May select up to one Ki power from the Yorama Temple list.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

The Tanjuro Cult

Recall the dread one feels as a child when you peered over the covers of your bed at the closet, its door slightly ajar. This visceral apprehension is the very feeling that name Tanjuro conjures up. For the last 800 years, the Tanjuro Cult has made murder into an art. Their unknown base of operations and unreachable temples has only enhanced their mystique.

Incredibly adept in the art of deception and stealth, the Tanjuro Cult's trained assassins are honored and feared throughout all of Mishima for their unmatched skill. So skilled are they in performing unnoticed that they are often called Greymen, because few can recall any details of their appearance after their work is completed.

When deployed in an army, Graymen often take the field disguised as part of a Kamakura Unit of some type. They have earned the name Greymen because so few soldiers can recall any detail of their appearance. When they wish, they throw off their disguises, attacking their surprised enemies ruthlessly.

Shadow Walkers- Tanjuro Greymen

Individual trooper, required one model, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	9	5	12	3	3	7	4	19	2	46

Equipment: Katana, Wakizashi, Mortuary Enzymes.

Special Abilities: Enhanced Charge: 2, Impersonation, Secondary Attack.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Wakizashi *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
3	-	-	-	-	-	ST+3	-

INDIVIDUALS

Moto Yakamochi

Moto Yakamochi is a Tiger Dragon Tenshukaku in the private army of Lord Heir Maru. He achieved this lofty position by being a realist in matters of modern warfare and a capable combatant.

Originally he was a well-respected Samurai retainer of Lord Ishiri until the fateful day four years ago when his master, his compatriots and his world came to an end. While hosting the Lord Heir, their kieretsu was savagely attacked by the Dark Legion. The bloodshed was staggering, and Yakamochi fought bravely to save his lord and master and his guests. Charged by Lord Ishiri with escorting Lord Heir Maru to safety, Yakamochi begrudgingly left his master's side. It was only Yakamochi's knowledge of the terrain and its secret passages that allowed them to escape the carnage. Yakamochi was seriously wounded in the escape and was unable to return to his master's side once Maru was safe, himself left to hold the retreat.

Following the battle, he was found still breathing by the Lord Heir's retaliatory forces. While he would normally have been a Ronin, this fate was avoided by the intervention of the Lord Heir himself. For his loyalty, bravery and honor, Maru restored Yakamochi's status as Samurai and charged him with the destruction of his former masters killers. While it took over one year and led far off-world, Yakamochi was successful. He returned to Maru and began his service as one of his most promising retainers.

Moto Yakamochi now serves as Lord Heir Maru's Tenshukaku, advising the Daimyos of Lord Heir Maru's Kieretsu. He has a part of the Shoa Kieretsu to manage, like other Tenshukaku, which was bestowed by Lord Heir Maru himself. Moto Yakamochi's estate overlooks his new Company, Osato Technologistics.

Moto Yakamochi

Individual force commander, limit one per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	8	10	16	3	3	7	4	20	2	53

Equipment: Demonfang Rocketgun SMG, No Dachi.

Special Abilities: Force Commander, Strategic Insight.

Weapon Stats:

Demonfang Rocketgun SMG *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-2	2 (x2)	1 (x2)	0	-	-	9	See Chart

No Dachi *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+6	See Chart

Yorama Enlightened Master

Advancing in the Yorama Temple means that one has learned to master the ways of Force, to focus their Ki into powerful extensions of their weapons. Capable of devastating blows, the Enlightened Master of this school is a devastating force on the battlefield.

Yorama Enlightened Master

Individual squad linked officer, limit one per Sohei squad, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
13	8	13	14	3	2	5	4	21	2	39

Equipment: Katana.

Special Abilities: Channel, Close Combat Training: 4, Climb, Unit Commander.

Special Rules: May select up to one Ki power from the Yorama Temple list.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-













Bushi Class Meka

Like all Meka, it retains considerable mobility with a complex motility system that combines electronics, hydraulics and pneumatics in a fashion that is even coveted by Imperial. This technology allows the Meka to traverse almost any terrain in the Solar System without sacrificing any resiliency or offensive capabilities.

In keeping with both the philosophy of Maru and the confines of the Venusian jungles, the Bushi Class Meka is frequently seen in the Lord's Retinue. The close combat design of the Bushi combined with its autocannon make it highly effective in tight confines.

Meka- Bushi Class

Support unit, required 1-2 models, vehicle.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	7	3	11	3	3	8	3	23	3	67

Equipment: Dragonfang Mounted Autocannon, Edgecrusher Powerhammer.

Special Abilities: Impenetrability, Tactical Sense.

Weapon Stats:

Dragonfang Mounted Autocannon *(ballistic, concussive, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	1 (x2)	0 (x2)	-	-	11 (x2)	See Chart

Edgecrusher Powerhammer *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+6	-



The Retinues of Lord Heiress Mariko

The beautiful Princess of the Skies is a well-known and popular figure on Luna, where she is frequently found in the Courts of the Cartel and the Brotherhood's Cathedral. Her visits are always preceded by pomp and ceremony creating a spectacle for the masses. Her charity to the downtrodden is immense and she is frequently at the vanguard of Brotherhood functions. The Mishiman citizens on Luna treat her as if she were the next Overlord.

In these matters alone she differs from her siblings, and she is the face most Martians and Lunans see as Mishima. To everyone who encounters her, Mariko is the sole of tact and politeness. Demure publicly, the Mistress of Mars is the consummate tolerant hostess. Politically Mariko has distanced herself from her brothers and to some extent her own father. She keeps relations with the Brotherhood and allows their advisors access to her domains without restriction. While she may govern the smallest of Mishima's holdings, she has considerable alliances throughout Capitol, the Brotherhood and to a lesser extent Bauhaus.

Even though her rule has seen the Mishima Holdings become the most intolerant of incursion that it has ever been, and in spite of her very staunch growth of Mishiman lands to the expense of her neighbors, she does so quite openly and with the backing of the Brotherhood. It is this one alliance that has enabled Mariko to thrive during a time of renewed inter-corporate warfare and the return of the Dark Legion. It is her political savvy that has allowed her domain to thrive.

Of course, the Lord Heiress only shows what she wants others to see; what she knows will get her what she wants. In reality Mariko is a ruthless and calculating leader, seemingly devoid of conscience and remorse. She is a master tactician with a goal and a carefully layered plan to achieve it. Her gifts at manipulation afford her unparalleled intelligence about her foes and her cunning and diligent planning assist in her exploiting them. In the end, she wishes nothing short of becoming the Overlord.

It was her machinations that removed her brother from power on Venus allowing for Maru to succeed him. It was her careful planning that shattered the indomitable Moya and reduced his reign to subordinate functionaries. It is her careful planning that erodes her father's credibility within the Cartel. She courts the Brotherhood on one hand and barters with Cybertronic with the other. In the end, Mariko cares only for Mariko and anything that stands in her way will be removed with finality. Yet to the worlds at large, she remains the personification of hope and tolerance. These facets combine to make Mariko the most dangerous woman in the inhabited worlds.

The Kikigomae Sohei

The official School of Enlightenment that Mariko endorses is that of the Kikigomae Sisterhood. Comprised solely of women, they have been raised to a place of great prominence within her court. To many, this was a complete surprise as the Sisterhood had an inauspicious beginning serving the Lords of Mishima as consorts and assistants.

Founded by the Enlightened Master Kikigomae as a refuge for the education and enhancement of the female Mishiman, this School evolved into a vital, if not small order. Privy to much of the political secrets that come from serving the nobility of Mishima, the School was able to find sanction and acceptance within Mishiman society. The Overlord's of Mishima

have always been appreciative of their advice and wisdom and with the legitimizing of their order they have been seen as the teachers of Overlord's young female children. While their role has changed drastically as a sanctioned School, they maintained a small but dedicated following that had many an Overlord's ear.

For the most part, the Sohei of Kikigomae practice an art of misdirection and stealth and are skilled at misleading their opponents in battle, a throw back to their humble origins at subterfuge. Ironically, the teachings of Kikigomae now espouse abstinence; physical relations being expressly forbidden. The Sohei keep most of their appendages covered and even keep their faces shrouded as a sign of reverent devotion.. Since their bodies are personal temples, they must not be used for base activities but in holy pursuits only.

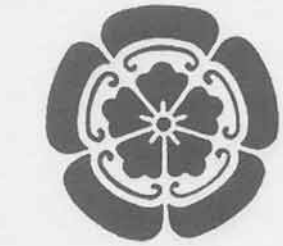
Mariko found this school to represent many things she could use and ordered the Sisterhood to erect a Temple in her capitol city. When the head of the order died during a construction accident, Mariko made sure a new leader was appointed quickly so that the Sisterhood would be able to proceed forward unfettered by grief. Since that time, the Kikigomae are a common sight throughout her domain and are often seen as messengers and diplomats for the Mistress of Mars.

While this initially concerned her Brotherhood allies, the Kikigomae Sisterhood does not challenge the rule of the Cardinal in its teachings. In fact, the Sisterhood maintains that the Cardinal is a servant of the light much like the Venerable Sages of Mishima. That said, it is the fact that their teachings center on service and diplomacy as opposed to KI mastery that allows the Brotherhood to accept them. To the Brotherhood, they are a place of education and empowerment, and with their current relations with Mariko they feel secure in the Sisterhood's presence.

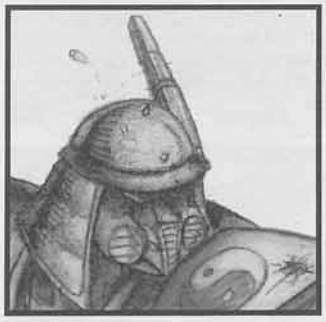
Like nearly everything about Lady Mariko, the selection of Kikigomae was a calculated decision and her warrior monks are more numerous in the few decades since she assumed power than ever before. For Mariko, the Kikigomae allow her to do what cannot be done under the watchful eyes of her brothers, father or Brotherhood, a scrutiny she endures with surprising acceptance. Using the Sisterhood, Mariko is able to treat with Cybertronic in secret and make alliances with the newest Megacorporation that have vastly strengthened her position with no one the wiser.

Because of the role of the Kikigomae in society and their celibate lifestyle, Mariko has allowed the once small and overlooked Sisterhood to attain real power by encouraging their use of invasive Cybertronic implants. It is a most dangerous game to be sure for if the Brotherhood discovers her actions she would find herself cut off and undefended from her rivals. Additionally the corruption of a School of Enlightenment would be considered tantamount to a death sentence by her family.

For Mariko, the choice to proceed down this path is a necessary one; the enemies of Mishima-controlled-Mars being too powerful and aggressive to ignore. Kikigomae provides her the edge she needs without becoming a puppet of the Brotherhood as most assume her to be. It would be easy to forgive her transgressions were she able to topple Capitol or succeed her father to the chairmanship and expand Mishima's power. To further protect her secret, the Sisterhood, at Mariko's insistence, ingests the same Mortuary Enzymes that the Shadow Walkers do insuring that even in death they will keep their secrets. To the outside world such a practice is merely an extension of their belief that their bodies should remain pure and unsullied and the Overlord himself has commended Mariko for her pious devotion to the sanctity of the Schools teachings. It is just one of many ironies that surround the Lord Heiress' life.







Kikigomae Warrior Monks

Grunt trooper, required: 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	7	11	12	3	1	5	4	18	2	27

Equipment: Kamas, Steel Skin Enhancement.

Special Abilities: Stealth: 1.

Weapon Stats:

Kamas *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0 (x2)	-	-	-	-	-	ST+3	See Chart

Kikigomae Rokudan

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	7	13	13	3	2	5	4	21	2	36

Equipment: Katana, Steel Skin Enhancement.

Special Abilities: Stealth: 1.

Weapon Stats:

Kamas *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0 (x2)	-	-	-	-	-	ST+3	See Chart





Deathbringer



Honor Reclaimed



Toshiro



Yojimbo

Deathbringers

These shadowy individuals are whispered to be a part of a secret inner circle of the Shadow Walker cults. It is believed that Deathbringers are culled from the lesser cult assassins that show the most promise. Always operating alone, they charge an astronomical price for their services, but those that can afford them are never disappointed in their results.

There is no hiding the fact that a Deathbringer is more than human; they stand a foot taller than most, with huge muscles and burning red eyes. They are the deadliest of enemies to face in battle, combining technical craft with supernatural abilities and many have reported that to be in one's presence is to feel the icy touch of death itself.

While the employment of Shadow Walkers by the highest leadership of Mishima is a controversial topic, none actively employ Deathbringers, none that is until Heiress Mariko. To Mariko, they are just another tool to advance her agenda and she has included their services in her forces often, but only when she is not fielding Brotherhood support. Outside of the warzones, the Deathbringers are superb problem solvers for the Heiress.

Shadow Walker- Deathbringer

Individual trooper, required 1 model, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
13	11	13	14	3	4	8	4	20	3	66

Equipment: Katana, Whisper Machine Pistol.

Special Abilities: Blind Fighting, Channel, Close Combat Training: 4, Shadow Walk.

Special Rules: May select up to one Ki power from the Black Temple list. May not be included in the same army if Brotherhood Consultants are fielded.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Whisper Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1 (x2)	1	-	-	-	9	See Chart

INDIVIDUALS

Toshiro

To the courts of the Lord Heiress, Master Toshiro is a silent figure who handles his mistresses more demanding business interests. To most he is considered her Major Domo and accorded a great respect. What no one knows is that Toshiro is far more than a high level functionary. He is in reality the leader of a Shadow Walker sect of Deathbringers and Mariko's contact to that cult. When Mariko has a problem, that problem is visited by Toshiro and quietly removed. While there are many reasons for his devotion, the real impetus is more than money. Toshiro is very much in love with Mariko whom he believes returns his feelings.

Toshiro 'the Deathbringer' is a feared assassin, even among his peers. He is rumored to be the son of a corrupt Liege Lord, who was caught selling corporate secrets on the Syndicate's black market. The Liege Lord left his Keiretsu in the control of his second son and co-conspirator when he retired, instead of to his eldest son—against Mishima's tradition. That eldest son was Toshiro.

Using some of the money earned by his father's impropriety, the second son hired a Shadow Walker Cult to kill his elder brother in an attempt to escape any signs of duplicity. On the night of the assassination attempt, the elder son—a Bushido Swordmaster—was beset upon by a group of Shadow Walkers and a Deathbringer.

At night's end, all that remained were the bodies of the dead. Among them lay the disgraced Liege Lord, his corrupt second son, and their hired assassins, the formidable Shadow Walkers and the Deathbringer. It is said that the elder son joined the very Shadow Walker cult that was hired to kill him, preferring the life of an assassin to the fate of becoming Faceless—the punishment for patricide in Mishima's society.

Today, that secret past is known only to him and he has chosen not to share it with even his Heiress.

Toshiro

Individual general officer, limit one per army, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
14	12	12	14	4	3	6	4	20	2	62

Equipment: No Dachi, Whisper Machine Pistol.

Special Abilities: Channel, Dire Rating: 4, Division Commander, Guerilla Training.

Special Rules: May select up to two Ki powers from the Black Temple list.

Weapon Stats:

No Dachi *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+6	See Chart

Whisper Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1 (x2)	1	-	-	-	9	See Chart

Yojimbo

Yojimbo has had a long and successful career within the Mishima Corporation as a 'Taisho' of Lord Heiress Mariko. The position of Taisho is one of the single greatest honors a soldier may be accorded, a position reserved for those who have triumphed in numerous battles and whose honor and leadership are beyond reproach. In accordance with his station, his estate on Mars is large and well managed and his loyalty to Mariko and Mishima is as strong as his sense of personal honor and valor.

Yojimbo has achieved this level within Mishiman society by thinking beyond the traditional ways of the Corporation's war tactics. He has spent his entire life studying the art of war and the various methods used throughout history. Unlike other Samurai, Yojimbo studies the tactics of his opponents in order to better apply his knowledge and exploit their weaknesses. As a Vassal, Yojimbo used this knowledge to achieve countless victories for the Lord Heiress through his use of varied strategies and non-traditional methods of war.

Life is precious to this warrior however, and he does not believe in spilling blood lightly. Instead of sending wave after wave of Kamakura to either achieve victory or meet death, Yojimbo uses all the available information to create a masterful plan. So well trained are his soldiers that he can completely restructure his forces on the field to achieve a certain set of objectives that, when completed, has given the Mishima Corporation a victory that was not earned solely by the blood of its peoples. While this reverence for life is something of an oddity in a high-placed samurai, it clearly typifies his leadership.

Yojimbo is as much a tool for Mariko as anyone of her subjects. For her, Yojimbo is a political maneuver, a method of gaining significant legitimacy by allying herself with such a decorated and respected Samurai. His kieretsu is known for its use of superior and cutting edge designs, a second perk for the Lord Heiress who funnels her Cybertronic resources secretly through his labs and factories.

Love has blinded the once proud samurai and he seems to not notice the subtle changes in his tactics or principles. His new and quite famous gun was one of her designs after all and a source of some controversy among the other courts. The court on Mars holds that the two will be wed one day, a rumor Mariko herself initiated, a rumor that has reached Yojimbo's ears and further tied him to the Princess of the Skies.

Jojimbo's corruption and manipulation by the Heiress is as much a game to her as it is a challenge. Older now, this proud samurai longs to start a family of his own, a sentiment the Heiress finds both amusing and useable.

Yojimbo

Individual force commander, limit one per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
13	11	6	14	3	3	7	3	22	2	60

Equipment: Dragonswill Gun, Katana.

Special Abilities: Force Commander, Strategic Insight, Tactical Sense.

Weapon Stats:

Dragonswill Gun *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	-	-	-	-	-	13	See Chart

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Kikigomae Enlightened Masters

The highest ranking leaders in the Kikigomae Temple have undergone extensive cybernetic enhancements, doing for them in months what would have taken years to achieve.

Stealthy and dangerous, the Enlightened Masters serve as Mariko's highest diplomats and ministers. Hand selected from viable candidates, the Enlightened Masters are more elite soldiers now than they are true scholars.



Kikigomae Enlightened Master

Individual squad linked officer, limit one per Sohei squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	7	13	12	3	2	5	4	20	2	39

Equipment: Katana, Steel Skin Enhancement, Torso Enhancement.

Special Abilities: Stealth: 2, Unit Commander.

Weapon Stats:

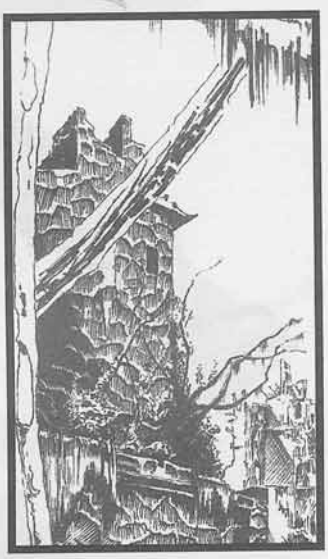
Kamas *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0 (x2)	-	-	-	-	-	ST+3	See Chart

SUPPORT

Typhoon Class Meka

The design for the Typhoon Class Meka came about from pirated designs of her brothers Meka infused with Cybertronic components. The end result is a Meka that requires little training to use effectively but provides Mariko's forces with the firepower she needs to defend herself and her interests. Manufactured by the Yusuke Conglomerate, a subsidiary of the Yojimbo Combine, the Typhoon Meka is surprisingly easy to manufacture, which explains the common usage.



Meka- Typhoon Class

Support unit, required 1-2 models, vehicle.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	3	11	3	3	7	3	23	3	68

Equipment: Dragonfang Mounted Autocannon, Ironhand Pneumatic Fist.

Special Abilities: Impenetrability, Tactical Sense.

Weapon Stats:

Dragonfang Mounted Autocannon *(ballistic, concussive, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	1 (x2)	0 (x2)	-	-	11 (x2)	See Chart

Ironhand Pneumatic Fist *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+3	See Chart



Mishiman Armory



Darkslayer Katana



Whisper



Demonfang



Shogun

Notable Weapons

Melee Weapons

Tanto

A tanto is a small dagger based weapon with a thickened point that is better at piercing modern combat armor. They are popular with the Malcontent elements of Mercury for their ease of concealment and use.

Katana

Katanas are incredibly well crafted, single-edged swords used commonly by warriors of the Samurai class, certain Kamakura and a few Sohei schools. Each katana shows artisan-level craftsmanship and is cherished by those who wield them, as they are often passed down through the generations.

Wakizashi

The wakizashi is the companion sword to the Katana, a ceremonial blade consisting of 18 inches of incredibly crafted steel.

No Dachi

No Dachi are long, heavy swords capable of cleaving a person in modern combat armor in two. Only the most experienced swordsmen carry them, and it is a mark of superiority to carry such an impressive and expensive weapon.

Duskdealer Naginata

Naginata are polearms consisting of a composite shaft up to 6' in length with a long, broad blade attached to the end. The Duskdealer carries the same design, but is constructed out of very different materials. These materials are further linked to a charging battery which envelopes the blade in a wreath of electricity.

Darkslayer Katana

The weaponsmiths on the Forbidden Isle are a combination of artisan and magician. They use a closely guarded method of forging and enchanting that gives their weapons incredible power against the Darkness.

Sidearms

Ronin Pistol

Originally produced under the name TKP-9 by Tambu Keiretsu for "domestic markets", this pistol quickly became the weapon of choice on the streets by masterless Samurai, Triad gang-members, and other Malcontents. Soon after, it became known by its more recognized name, the Ronin Pistol.

Whisper Machine Pistols

The Whisper is crafted by Kenjiro Munitions, an Independent based in the Freeport of Fukido. It has an integral silencer, which allows 9mm-burst fire in near silence. The Whisper is a favorite amongst assassins and Malcontents throughout Mercury.

Demonfang Rocketgun

Designed by Tambu Keiretsu as a short-range weapon, this unique SMG fires small rocket-assisted fragmenting rounds.

Rifle

Shogun Assault Rifle

The 5.56mm Shogun Assault Rifle is standard issue for Mishima forces throughout the solar system. It is configured in a 'bullpup' design, which means that the 30 round magazines is located behind the trigger, allowing the weapon to be more compact and easier to wield in close combat.

Yari Shogun

The yari is a weapon designed for the Ashigaru forces of Mishima. It is basically a bayonet on a 3-foot pole attached to the top of a Shogun Assault Rifle. The Yari gives the relatively untrained warrior an effective close combat weapon that can be employed without stowing their rifle.

Archer Sniper Rifle

The Archer is a departure from Tambu Keiretsu's normal production methods. Instead of their usual rushed, assembly line procedures of weapon production, Tambu builds each Archer for its special order clients by hand, one at a time. This craftsmanship, combined with the compact design, has made the Archer one of the most popular assassin weapons in the Solar System.

Machine Guns

Kensai Light Machine Gun

The Kensai LMG is a belt-fed, upgraded Shogun Assault Rifle with an extended barrel to absorb both the heat and the muzzle climb of sustained auto-fire busts. The weapon suffers from the same cheap design and production methodology of the Tambu Keiretsu, but its price and ease of use, especially in close combat, keeps it competitive in the open markets.

Dragonfire Heavy Machine Gun

The Dragonfire is a unique experimental design that—unlike Mishima's other products—was innovated by the Mishima Corporation. The Tambu Keiretsu designed the Dragonfire to be held under the forearm of the user, which combined with its compact, non-parallel tri-barrels, allows it to be wielded more effectively in close combat. This close combat mentality of Mishima is reflected in the weapon's inaccuracy at longer range.

Dragonstorm Mtd Machine Gun

The Dragonstorm is an intimidating looking weapon, with 15 barrels, that are capable of sending a hail of light machine gun rounds at a target. While not as powerful as other Mounted Machine Guns on the market, the Dragonstorm's price, and its use of smaller, cheaper rounds, fits right in with Mishima's business profile.

Dragonfang Autocannon

Another Tambu creation, the Dragonfang fires 30mm autocannon rounds that are devastating against mobile armor at closer ranges and just plain excessive against infantry.

Launchers

Tambu No. 23 Underbarrel Launcher

The Tambu Keiretsu "borrowed" heavily from Capitol designs in the production of the No. 23. As a result, it is a fairly reliable and accurate weapon that is capable of firing 30mm rifle grenades at range with some accuracy.

Tambu No. 40 Grenade Launcher (The Oni Yari)

The Tambu No. 40 resembles a large shotgun and there are many similarities between the two weapons. The shell fired by the No. 40 looks conspicuously like a large shotgun cartridge, except that the projectile in question is actually a 40mm spin-stabilized grenade round, which explodes on impact. Because of the heavy weight of the round, the No. 40 isn't fired directly, but at a high angle to the target.

Mtd Daimyo Rocket Launcher

The Tambu Keiretsu produces the Daimyo for Mishima's forces. It fires a 50mm fin-stabilized anti-tank missile, which is fairly accurate at range, using pirated Capitol designs. The Daimyo is effective against light mobile armor, but the lighter payload of its ammunition makes it difficult to efficiently deal with heavier armor.

Flamethrowers

Dragonsbreath Flamethrower

The Dragonsbreath flamethrower design utilizes a butane pilot flame opposed to the hot element employed by light flamethrowers. The Dragonsbreath model has a larger fuel reservoir and more effective delivery system, which allows it to cover a far greater area than other models of its size. Tambu's Dragonsbreath model is a popular choice amongst troops who want their enemies to feel the "breath of the dragon".

Thrown

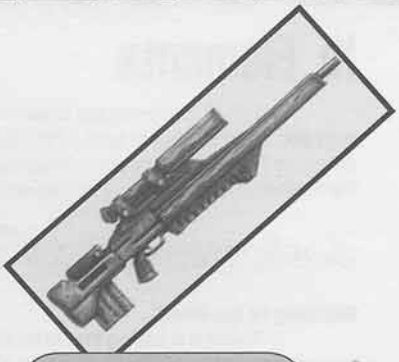
Demonsbreath Grenades

The grenades used by the Crimson Devils contain a highly lethal and vicious nerve gas that destroys a person from the inside out. The grenades are a serious infraction of Cartel mandates and the proven use of them is considered to be a war crime, which is punishable by heavy fines and trade embargoes.

Special

Dragonswill Gun

Based on somewhat controversial microwave technology, the Dragonswill is still not widely used in combat and is in the final phases of its field testing. Should this prove successful, the Dragonswill will no doubt become a popular addition to the Mishiman military. Generating concentrated pulses of microwave energy, the blasts from this weapon literally cook its target inside out.



Archer



Dragonfire



Dragonswill

Ki Elements

The Ki Elements are drawn from the interaction of universal energies and the internal spirit within the Channeler. As the Channeler develops his spirit, his latent powers are harnessed in accordance with the methodologies of the School where he studies.

Soshomara School of Enlightenment

Bending of the Reed

There is a saying that to be fluid like a reed in the wind is to be a superior martial artist. By honing their KI to emulate a reed, the monk is able to reduce the effectiveness of an opponents attack by shifting their centers of gravity with blinding speed and near contortionism.

Cost: 3 **Range:** Self
Magnitude: 3 **Actions:** 1
Save: N/A
Effect: When this power is successfully used the monk gains the benefit of Cose Combat Training level 3 (see special ability) until his next activation. This power may be channeled in close combat.

Leopard's Leap

Drawing on the symbolism of the Leopard, the monks channel their KI inwardly to mimic the vast leaping power of this ancient and quite extinct animal.

Cost: 3 **Range:** Self
Magnitude: 2 **Actions:** 2
Save: N/A
Effect: By taking an action, the monk harnesses all its KI Powers to be on call at a moments notice. When the monk releases this energy he may move his Movement value in inches upwards and one half horizontally, allowing him to land on higher precipices or attack a low flying model.

A monk with a MV4 for example would be able to leap upwards to a 4"altitude and up to 2" forwards.

Serpent's Balance

There is a snake that thrives on Mars that leaves no trace of its presence in the harsh red sands. There is nothing but its prey to mark its passing. The monk's use this image to help them channel their KI to replicate the serpents unseen grace.

Cost: 2 **Range:** Self
Magnitude: 1 **Actions:** 1
Save: N/A
Effect: The monk has complete control over its own body. He can redistribute weight to walk over sand without leaving tracks and may even walk on water. He may ignore the effects of rough terrain, which he treats as normal. He will be able to cross liquids as if they were land as well so long as he can traverse the entire watery expanse within one activation. Failure to make such a crossing will result in the model sinking at the end of his turn.

Alacrity of Suisei

The Alacrity of Suisei refers to the speed of the Messenger God. By opening the neural floodgates to the primal energy centers in their bodies, monks of this discipline are capable of an amazing turn of speed. The whole process takes but a moment as the body tenses, waiting for the release, and then the monk shoots off at amazing velocity.

Cost: 4 **Range:** Self
Magnitude: 2 **Actions:** 1
Save: N/A
Effect: When this power is successfully harnessed, the monk may double his MV value for one action. If this action takes the model into contact with an enemy model, consider it a charge. A model on Wait may not react (come off wait) to a monk under the effects of this power. The power is too draining to use more than once per activation.

Yorama Temple KI

年喜迎市行协

行帖

由西天

你天新天谊生圣小天

民生文天

亲行谊生协生

Blade Dance

Blade Dance is a KI strike that focuses an incredible amount of energy into a single blow, with devastating consequences for the victim. Because of the harmonious marriage of power and timing, this attack can punch through solid armor using conventional close combat weapons, without damaging the weapon in any way.

Cost: 5 **Range:** Self
Magnitude: 3 **Actions:** 1
Save: N/A
Effect: When successfully channeled, the monk gains the benefits of the Killing Stroke special ability for the remainder of the turn.

The Tiger's Fury

With The Tiger's Fury the monk taps into his own primal fear response, turning it against his opponents as a flurry of lightening fast blows. By exploiting his own "Fight or Flight" reflex the monk allows it to momentarily overwhelm his humanity, resulting in an instant of primal rage.

Cost: 6 **Range:** Self
Magnitude: 3 **Actions:** 1
Save: N/A
Effect: Use of this power confers the Secondary Attack special ability to the monk for the turn.

Pillar of Stone

The rocks of the earth are as much inspiration to the monks of this school as anything. In emulating the properties of stone, the monk creates a sheath of power around his presence that is hard as granite.

Cost: 5 **Range:** Self
Magnitude: 3 **Actions:** 1
Save: N/A
Effect: A successful Channel of this KI bestows the Channeling model with incredible endurance and stability. The Channeler increases his AR value by 4 until his next activation.

Iron Will

By channeling his KI inward, this discipline allows the monk to harden his skin to inhuman texture and further inures his body to hostile effects around him.

Cost: 3 **Range:** Self
Magnitude: 3 **Actions:** 1
Save: N/A
Effect: The monk under this effect is nearly immune to all diseases, gases, and poisons until his next activation. Should the channeler encounter any Environmental Harzards or Residual Damage poison attacks, he will gain the benefits of Survival Training level 5 for the remainder of the turn. See the special ability for complete details.

Shirii Temple List

Command of Heaven
There is one thing that all Mishiman understand, one issue that does not incur debate, and that is authority. Mishiman from all the worlds understand the importance and necessity of a chain of command. By intoning forces of a higher plane, the monk projects a powerful command into the minds of any broken or panicked units.

Cost: 4 **Range:** 12"
Magnitude: 2 **Actions:** 1
Save: N/A

Effect: This model is so convincing when he speaks, any panicked/broken friendly models within 12 inches of the monk may make an immediate rally attempt rolling under the Monks LD score.

Might of the Ant
On ancient earth there was a diminutive creature of incredible power, able to lift its own body weight ten times over. The evolution of this creature which still inhabits the Mercurian underworld,has little changed in all these millennia. The monks have learned to channel their KI to simulate its great strength.

Cost: 6 **Range:** Self
Magnitude: 1 **Actions:** 1
Save: N/A

Effect: By taking an action the monk may increase his/her ST by +3 until their next activation. This power may be channeled while in close combat.

Spiritual Renewal
Regenerating KI is a difficult skill for most monks to master. Using KI to regenerate the flesh is even more so.

Cost: 8 **Range:** Self/Touch
Magnitude: 3 **Actions:** 1
Save: N/A

Effect: A successful Channel of this KI focuses the Channeler's inner energy into a healing force. The Channeling model can restore 1 wound to either a Mortal model he is in Base Contact with or to himself. Models can not gain more Wounds than it originally had by using this power.

Weeping Blade
By manipulating ones personal KI, it is possible to project thoughts and emotions to others. This discipline allows the monk to intensify the natural feelings of fear present on the battlefield and condense them about his weapon.

Cost: 4 **Range:** Self/Touch
Magnitude: 1 **Actions:** 1
Save: N/A

Effect: A successful Channel of this KI confers upon the monk a Dire Rating of 4 for the remainder of the turn. This KI may be channeled while in close combat.

Ancestral Aide
The practice of venerating ones ancestors is as old as the corporation and is considered a cornerstone of Mishiman spiritualism. Harnessing ones KI on this discipline sends conflicting spirits racing through enemy lines like a ghost wind.

Cost: 5 **Range:** LOS
Magnitude: 4 **Actions:** 1
Save: N/A

Effect: A successful Channel of this KI allows the monk to determine which of his opponents units or individuals will activate next. The opposing player must immediately declare which unit he plans to activate on his next turn. This decision is binding.

Black Temple KI

Destructive and deadly, students of the Black Temples are found in many Shadow Walker Cults as well as in some of Mishima's secret societies.

Black Temple KI may be used while in close combat unless noted otherwise.

Death Blow

Cost: 5 **Range:** Self
Magnitude: 3 **Actions:** 1
Save: N/A

Effect: By taking an action, the model focuses all its KI Powers on inflicting damage on its enemies in Close Combat. For the rest of this turn, add +3 to the Channeler's DAM against any foes it strikes in Close Combat.

Assassin's Shroud

Cost: 4 **Range:** Self
Magnitude: 4 **Actions:** 1
Save: N/A

Effect: In Close Combat this KI power reduces its foe's armor rating by 3 using a complex manipulation of Ki and precision strikes. This does not affect vehicles.

True Sight

Cost: 6 **Range:** 12" and LOS
Magnitude: 4 **Actions:** 1
Save: LD

Effect: By taking an action, all enemy models that are hidden/disguised but in line of sight of the Channeler remove their Hidden counters and reveal themselves. Though they are revealed, the model or models are only revealed to the channeler. He may spend an action to communicate his findings to all friendly units in command distance, who then make their Spot check at a +4 total.

This power may not be used once in close combat.

Pool of Night's Shadow
By manifesting their KI in this manner, the monk may intensify the area around him with opaque KI energy, making it very difficult to see him.

Cost: 3 **Range:** Self
Magnitude: 2-5 **Actions:** 1
Save: N/A

Effect: A successful Channel of this KI envelops the Channeler in a pool of darkness. The player must declare the level of darkness he will be trying to manifest, which is represented by the variable Magnitude.

Once the Magnitude is set and the channel successful, the KI penalizes any model that tries to either Spot or attack the Channeling model by the Magnitude of the power until his next activation. This penalty is applied to the attacker regardless of whether the model is being attacked in close combat, ranged combat, or by power.

This power may not be used once in close combat.



Unexpected Problems

Kiruzama looked anxiously at the large chair in front of him. The back was turned toward him, and the only indication that it was occupied was the steady sound of breathing. "So, let's hear your report, Administrator." The voice was soft, but Kiruzama had been present when the same voice had sentenced scores of people to extinction.

He swallowed hard and looked down at his notes, trying to find the courage to speak. "Well... we discussed the issue with the delegation from Imperial, but our differences were too big to be resolved through the normal channels. They frankly refused to shut down the operation and withdraw their settlements."

Again, the soft voice drifted toward him from behind the chair. "Not even the presence of our troops compelled them?"

Kiruzama lifted a hand to his brow and wiped the sweat from his forehead. "Ah... well, I offered the opportunity of a merger or a transfer of stock. I thought that if we could solve it on an economical-"

The chair swung round, revealing an older man dressed in the suit of a high-ranking Mishiman official. His face was cold and dark, lit only by the soft glow of the incense burners on the man's elaborate desk.

"You're too soft, Kiruzama. I told you to get rid of those Imperial pigs, not to make deals! This is high corporate finance, and you don't give an inch. Bring in the troops, and get rid of those settlers."

Immediately, Kiruzama snapped to attention. All he wanted was to get out of there. Soon, after he had ordered the Kieretsu's soldiers to launch an assault, Kiruzama found himself back in the presence of his superior, a teletype by his side receiving information from the field.

"Lord, the troops have already entered the perimeter. So far, we can count 53 casualties, but we believe that this figure will rise as we penetrate deeper into the settlements. Most of the heavy machinery on site has been destroyed, and we calculate a substantial economic loss for Imperial. Credential Mining's shares are falling and will be rock-bottom before nightfall."

The operation seemed a standard one, but soon after the initial engagement, other news, disturbing news, began to arrive. And it was Kiruzama's heavy task to deliver these tidings.

"Unfortunately, our own losses are heavy. Fifteen troopers and two kotes were killed during the initial exchange of fire, and several squads have disappeared while securing the mining areas. Also, an official protest from Imperial is expected to be delivered to the Cartel within the hour."

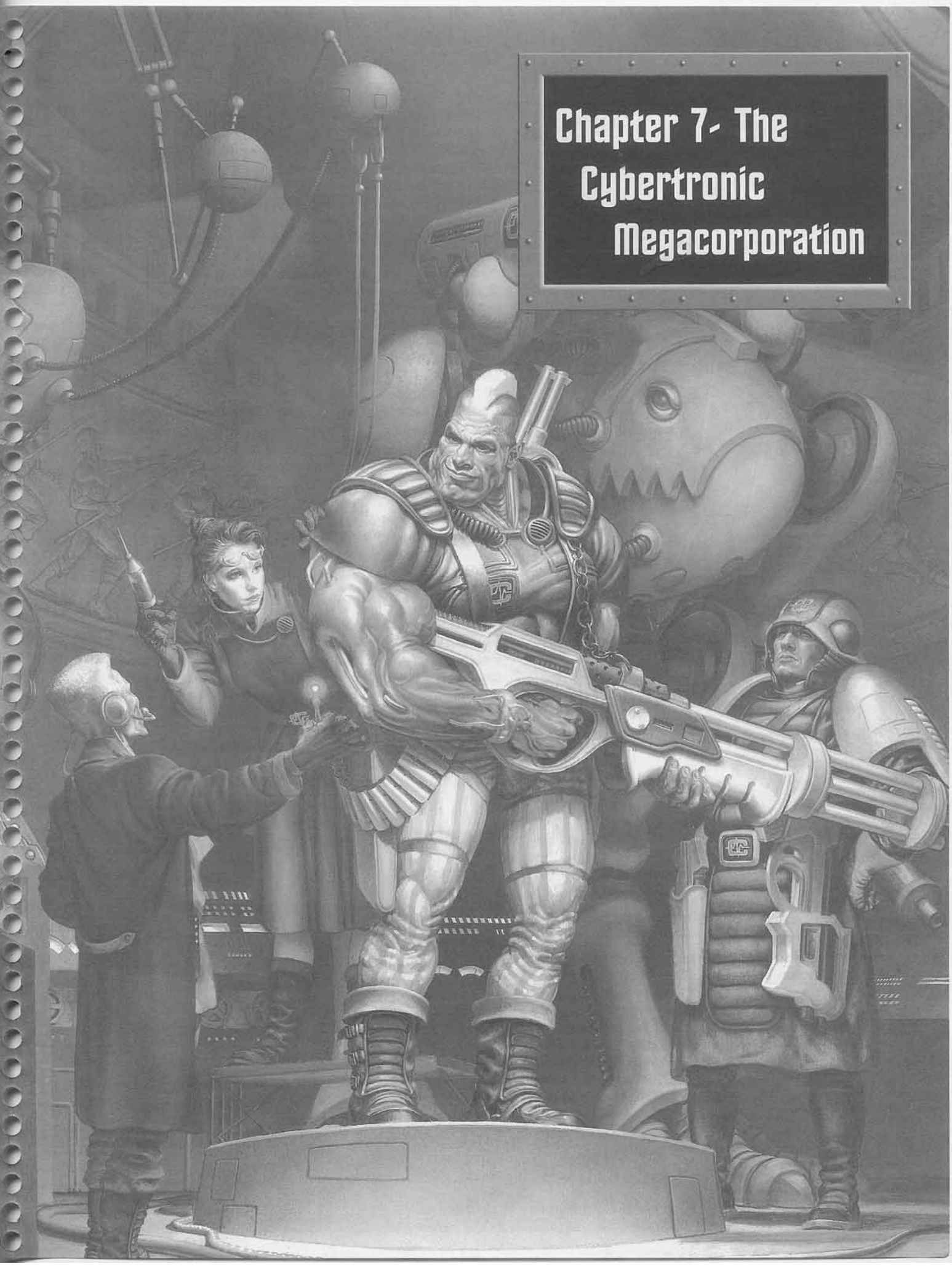
The chair spun and Kiruzama was left staring at the back of it once again.

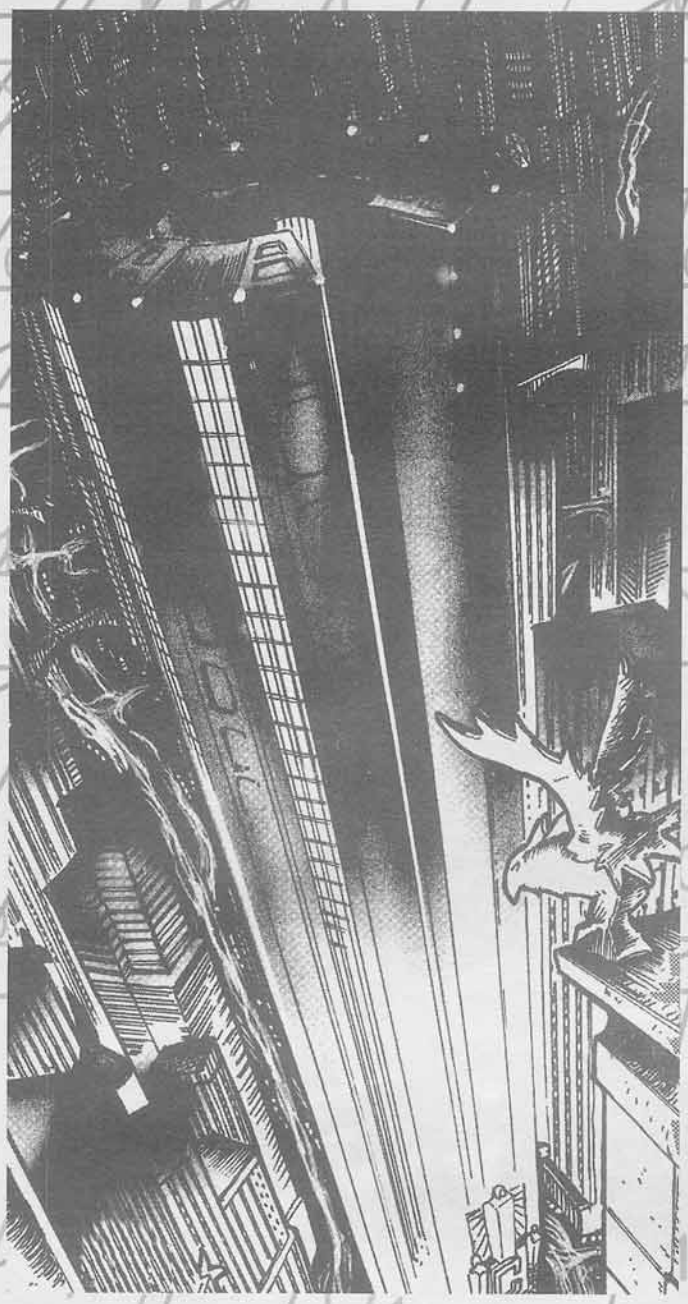
"I am aware of the Cartel's eventual discovery of this unpleasant affair. There is no doubt that they will sue us for the damages caused to Imperial. Nevertheless, Imperial had to be taught a lesson."

The air in the office went cold as Kiruzama heard the next statement from his Liege Lord. "There will be a matter of atonement for the very public disappointment of this mission, of course."

The man turned his chair and gave Kiruzama a knowing stare. "I expect a full report on my desk along with an apology for your failure, administrator. Go compose your death poem."

Kiruzama bowed deeply as his Liege Lord once again turned his great chair to gaze out the window. "Dismissed."


Chapter 7- The
Cybertronic
Megacorporation



"Cybertronic is not just a part of the future...
Cybertronic IS the future."
-ETP ad slogan

When lightning strikes, it often does so without warning, leaving only destruction in its wake. The same can be said of Cybertronic. The founding of Cybertronic was a sudden, massive take-over of corporate assets by a small, insignificant holding company, Cybertronic Investment, Inc. In the course of mere hours, unforeseen by the Brotherhood's vaunted Seers, reams of stock and mountains of money changed hands and suddenly a new Megacorporation had taken shape. Cybertronic became the fifth largest Megacorporation, close behind Imperial, in terms of total value of assets. Heads of the other Megacorporations were stunned by the sheer audacity and blinding speed with which another superpower had been born and together they awed at the savvy required to pull off the numerous stock manipulations that transpired. Unknown at the time, investigations later showed that false notes had been presented for the majority of the purchases made during this stock boon, though it would have been virtually impossible to recognize and stop the deals even if someone was apprised of the situation.

But, this was only the beginning of the Cybertronic saga. When the new Megacorporation had formed its boards of directors, its management groups, and its marketing agencies, an unprecedented migration of knowledge flocked to the new organization. From the very bosom of the Megacorporations, expert scientists, professors, high-ranking officers, directors, diplomats and administrators broke with their traditions, quit their jobs and joined Cybertronic. In only two short , frenzied years, the populace of Cybertronic had increased to match its competitors. Today it outnumbers Imperial. Suspicions arose among the Megacorporations and the Brotherhood, but no one could find an answer to explain the Cybertronic phenomenon.

Many hypotheses have been made to explain the phenomenon that is Cybertronic. An excellent metaphor to describe Cybertronic would be a termite mound: a large faceless entity inhabited by millions of workers fulfilling their own, independent agendas, yet almost miraculously achieving the communities overall aims. Carrying the metaphor onward, like termites in their mound, the bulk of the corporation's work is hidden from sight, buried deep in the headquarters, away from prying eyes.

One thing that is certain about Cybertronic is that it is a source of great change within the Solar System, representing both high technology and advanced science—things the system had long since forgotten. It has become a symbol of a new order, a revolutionary direction for the human condition. Suffice it to say, this position comes with intense jealousy. Cybertronic is on the minds of the other Megacorporations constantly. Simultaneously they trade with and wage war against this new rival. While most of the other Megacorporations wish to obtain the vastly superior, yet forbidden technology of Cybertronic, the Brotherhood and their supporters wish to crush such technology and those who would create such abominations.





Corporate History

"It is the right of every citizen to have the best technology has to offer."

-From Executive Board Minutes on Founding Charter

In one skewed view of history, it can be said that it was the Brotherhood who created Cybertronic. How could this be? While not an oft-voiced opinion, it is one that shares considerable latitude. During the later stages of the "Fall", when the Durand's persuaded the Megacorporations to abandon their technology and cease all advancement into technological endeavors, countless corporate employees in the technical departments were let go or removed. Those individuals who survived the purge eventually found their way to the countless Independent companies that sprang up after the Treaty of Heimburg was signed. One such individual was Ramone Mannerheim who, after being released from the services of Bauhaus' BauChemical with the rest of his team, registered his Independent company, Cyberchemical, with the Cartel.

At first, Cyberchemical continued the radical researches into the betterment of man through chemechanical means despite their facilities being dreadfully antiquated due to the Brotherhood's strict edicts. Mannerheim kept in contact with the technical departments of other Independent Research & Development firms, noting the Brotherhood's rise to power and their monopoly on the high technology of man's distant past. His company, along with others that had formed after the "Fall", came under continual censure from the Inquisition. Often, their technical equipment and discoveries were confiscated or destroyed by the agents of the Cardinal.

Throughout the Age of Faith, Cyberchemical continued their forbidden research into the possibilities of technology and each new generation of Mannerheim built upon the research of their predecessors. They were able to avoid the Brotherhood's most scurrilous bans by skirting the very edges of their own laws. While thinking computers were strictly banned from development, mental enhancements to the human brain were not. That research came to a head while Cyberchemical was under the direction of Raoul Mannerheim. It was Raoul's leadership and vision that propelled Cyberchemical to make a discovery that changed the very face of the Solar System. Mannerheim harnessed the ability to merge man with machine.

Cyberchemical's success ultimately came about through their relationships with the other technical Independents, which the Mannerheims had maintained since the Age of Faith. Each of these Independents had fallen under the scrutiny of the Brotherhood, though in varying degrees, and had formed a tight bond with Cyberchemical under their shared pain. Each contributed to Cyberchemical's discovery and, like components in a great machine, made the process of adding machine to man, and man to machine, a reality.

Cyberchemical was ecstatic with the discovery, as were the Independents within their tech-clique, especially since the test subjects showed a resistance to the crippling effects of the Dark Symmetry—a most curious side effect. Perhaps, the Cyberchemical board of directors believed, the problem the Brotherhood feared was not in technology, but in raw technology, devoid of the human soul. Perhaps the Dark Soul fills the void found in a calculating machine. Regardless of the philosophical ramifications, Raoul finally accomplished the unthinkable. He created a technology resistant to the Darkness and he was ready to bring his discovery before the Cartel, to prove that everyone could benefit from the technology of the past and that the doctrines of the Brotherhood were now obsolete.

Raoul Mannerheim was set to meet with Cartel officials but failed to make an appearance at the appointed time. When Raoul's security team reached his place of residence, they found it ransacked, the research files missing, and an assassin's bullet through Raoul's heart. Cyberchemical managed to obtain the body before the Brotherhood's Cremators could take the body for burning.

Raoul's grandiose mausoleum was constructed on Luna within the confines of Cybertronic's main headquarters. It remains a painful and infuriating reminder of the Brotherhood's awesome and final power.

Sergei Mannerheim, Raoul's eldest son (a genius in his own right) took control of Cyberchemical following his father's demise. He put his sire's plans into motion—plans that were only to be used in the event of Raoul's untimely demise. Motivated by a renewed sense of urgency, the executive's of the original 12 Independent companies, which contributed to Cyberchemical's success, merged into a loose coalition and christened themselves Cybertronic Investments Incorporated. As a rule of thumb, the newly formed company adopted a policy of anonymity to help protect its members and leaders. Under this veil of secrecy, the director of the corporation could continue his work unobstructed and remain relatively safe from the ever-watchful eyes of the Brotherhood.

Surprising to the powers-that-be was the appointment of a long-time Mannerheim advisor and confidant to the position of Chairman of the Board. The head of this new company was not known to most members of the corporation but was accepted largely for his prior role with the Mannerheim's organization. Referred to as the 13th Executive, this mysterious leader restructured and guided what was once Cybertronic Investment Inc. into the present and powerful Cybertronic Corporation.

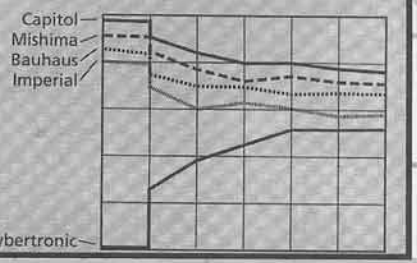
The Founding

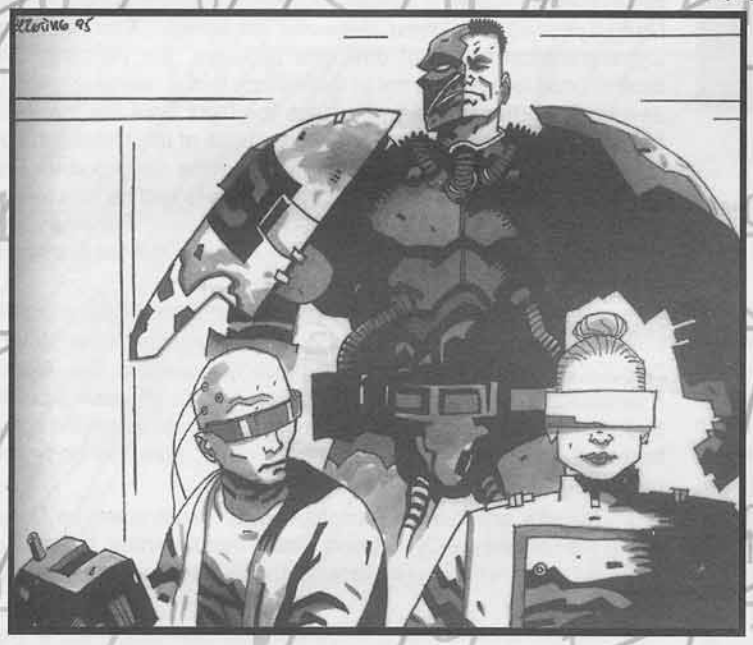
After years of collecting both businesses and facilities that were predominately technological in nature (both pre and post Fall), Cybertronic Investment Inc. pulled off a truly amazing economical coup. Despite countless investigations, the exact

nature of Cybertronic's founding remains unclear to this day. Somehow, they managed to manipulate the Lunar Stock Market, which forced the other Corporations to panic and sell off large amounts of their stock at ridiculously low prices. The brokers of Cybertronic Investments performed with uncanny synchronicity and precision, buying up all of the sold stock simultaneously. In the span of a minute, the Megacorporation that would become Cybertronic was born.

The Winner and the Losers

The numbers attached to the monies gained and lost during the Founding Day crash do little more than boggle the mind. This graph shows what happened on that fateful day, putting it all into a perspective someone other than a Seipen broker can grasp.





The Spirit of Cybertronic

"Cybertronic... business at the speed of thought."
-ETP ad slogan

Cybertronic manufactures most of its own equipment internally, making it the most autonomous of the Megacorporations. Cybertronic products are extremely advanced by the standards of the day and incorporate the newest breakthroughs in miniaturization technology, biochemistry and bioelectronics. Remarkably, their designs are more than just advanced technologies. Rather than manufacturing with conventional materials, Cybertronic uses ceramics and plastics extensively, finding these materials superior to smelted ores. The materials they use are infused with special "super alloys" as base materials, giving them superior performance, resilience and tensile strength compared to other products within the same field. This coveted technology is expensive to fabricate and thus limits its affordability and usage.

The relatively small size of this Megacorporation, combined with the high price of its manufactured goods, makes their designs hard to find on the open market. Because of the complex technology and sophisticated materials used, Cybertronic products have been impossible to duplicate. Thus, Cybertronic equipment is very expensive for anyone not involved directly in the Megacorporation and in turn creates a tenuous dependency on the newest Megacorporation for its goods and services. It is this trade that has given Cybertronic the tools and the protection necessary to remain intact despite the hostilities of both the Brotherhood and Imperial. It is this very need that forces Capitol and Bauhaus to tolerate its existence. In truth, all of the Megacorporations benefit in varying degrees by the presence of Cybertronic. Only Imperial seems the least dependent on their trade.

The exact nature of Cybertronic's business empire is still unknown largely due to its secretive structure. It is divided up into "departments" much like Imperial but without the Clan's instabilities or inefficiencies. A large section of Cartel personnel are busy tracking down and untangling the impenetrable web that is supposed to be Cybertronic's corporate structure and most are finding it would be easier to get an apology from an Inquisitor than penetrate Cybertronic's clandestine affairs. In some cases, up to five-hundred links of ownership have been investigated before finally being able to trace the ownership of a subsidiary to Cybertronic, and since the holding companies might change owners and names by weeks end, one can understand the difficulty of mapping the Cybertronic corporate empire.

Cybertronic, more than any other Megacorporation, is known to employ numerous dummy businesses and false fronts to purchase the facilities and raw materials that allow the "Silicon Corporation" to grow virtually unimpeded. By the time a Megacorporation finds out they have lost a part of their empire to Cybertronic, instead of some start-up or Independent, Cybertronic has already set up shop (in record time) and is more than ready to defend what is now theirs. Needless to say, many of the Corporations do not like having Cybertronic so close to their assets and these sites quickly become the targets of raids or Hostile Takeovers. Unfortunately, the Brotherhoods influence over the Cartel allows for many normally questionable raids to occur.

The Collective

The board of directors for the Cybertronic Corporation is known simply as The Collective. They are the positions created by the 13 executives of the original Cybertronic Investment Inc. centuries earlier and it is through The Collective's guidance that modern Cybertronic was born. Little is known about the current 12 directors of The Collective beyond their public presence, and there is absolutely no information about the head of the Collective, the 13th Executive, whose name is not mentioned on any legal documentation on file with the Cartel.



The Triangle

The design of the Triangle is a good model for the Cybertronic Corporation. Each vertex of the Triangle is important, as each lends support to the others equally. In Cybertronic, each vertex supports each other in a design of strength. The 3 vertexes of the Cybertronic Triangle are: Research Development and Manufacturing (RDM), Administration Economics and Management (AEM) and the, Security Warfare and Intelligence (SWI). All the businesses in Cybertronic fit into this command structure.

The RDM

RDM possesses the finest minds, which Cybertronic can hire or lure away. According to Cybertronic's public relations department, these minds have turned their genius to the betterment of all society, not just the good of the corporation. It is the hallmark of Cybertronic's activities, that it designs products for the betterment of mankind. Most apparent in this dictum is that Cybertronic is responsible for the most cutting-edge, applied technology known today, particularly in the areas of medicine, genetics, and waste reclamation.

In the address made by Preston Marshal, during the third annual stock holders meeting, this leading Cybertronic spokesman put it this way: "The time is now! Instead of attempting to better the fickle ways of nature, we are now on the verge of perfecting ourselves through technology. By doing so, we achieve a state of excellence previously undreamed of. We have become greater than nature; more than the whimsical, capricious bitch that birthed us and left us to struggle alone and frail. She will now bow to us!"

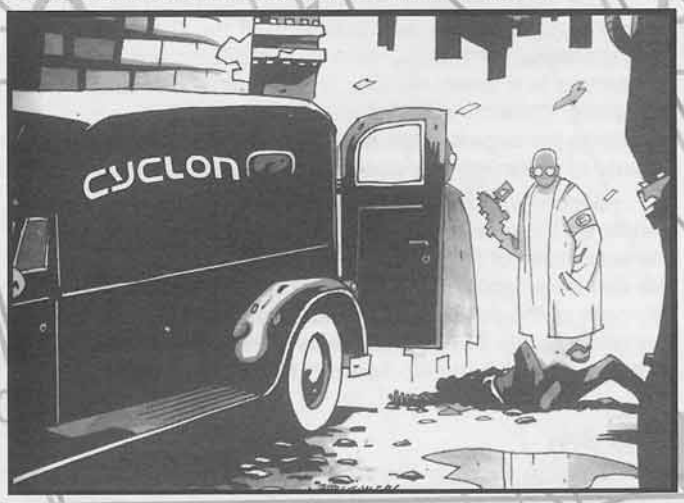
Of the four divisions making up the RDM, the most important is **ARD**, Advanced Research and Development. At its headquarters beneath the Cybertronic HQ on Luna, work progresses around the clock as scientists break new ground in creating the amazing inventions for which Cybertronic is known.

Although it is important, ARD itself is but one of four major areas within the RDM, none of which would be able to exist without the input of the others. Execution, Production and Distribution (**EPD**) is responsible for the issues of processing and manufacturing. It handles all of the industry necessary for the physical creation of the products Cybertronic develops. In many ways, therefore, EPD is the most important department of the entire Corporation, for without it nothing would ever make the transition from product specifications to actual consumer goods.

The work, which results in the astounding array of cybernetic products, is done by the Cybernetics Research and Implementation (CRI) division. CRI employees specialize in various areas of Cybernization (the act of readying and outfitting a human body with cybernetic enhancements). All of the cybernetic implants, and the manufacturing of the chemicals used in conjunction with those implants, are designed by CRI's scientists.

A small sub division of the CRI manages the Cyclon Organ Centers (**COC**) created by Cybertronic throughout the system. These Organ Centers are little more than body banks, places the disenfranchised may go to sell off various organs and limbs or where the unfortunate come to purchase replacement body parts that are lost to some accident or battle. With the Brotherhood's stringent ban on mechanized replacements, the use of natural organs to replace lost ones is a process where they cannot find fault. While the COC maintains it would be far easier to simply clone a replacement part, this technology has been banned severely since the Age of Faith and is considered tantamount to Heresy. Since the other Megacorporations staunchly support this opinion, cloning is not a science studied openly today.

One of the more frightening aspects of the COC is that it runs many of the morgues on several planets. COC collectors are often first on the scene when casualties are reported. Most citizens fear the black wagons driven by the COC, especially on remote colonies and the sprawls of the megacities.



The specifications both for implants and consumer goods are, in conjunction with input from other departments, created by the Engineering Development and Application (**EDA**) department, under whose aegis all of the engineering for Cybertronic falls. EDA is also charged with creating the necessary blueprints for the machinery, which goes into the manufacturing of the goods Cybertronic sells, although the ultimate responsibility for creating that machinery ties with the EPD. Although there is a good measure of rivalry between the departments, each is seen as vital to the corporate structure. All agree that without ARD, which provides the raw ideas, none of the other divisions would be viable.

The AEM

The Administration, Economics and Management division (AEM) is the business arm of Cybertronic and, of the three vertexes, it is the largest. In many ways, it can be said to be the most important, as it deals with the whole of corporate society. The AEM is responsible for keeping tabs on all of Cybertronic's holdings and keeping the wheels of the new Megacorporation turning smoothly.

As such, those who work in this division must have the knowledge necessary to keep such an organization moving forward and the judgment needed to make important and difficult decisions. This is especially apparent at those times that a Cybertronic employee goes rogue and makes efforts to sell technology to a competing Megacorporation.

Legislation and Applied Justice (LAJ) is the legal arm of Cybertronic. This division is responsible for seeing that the corporate laws are followed, and it metes out punishment to employees unwise enough to break the code. It is thought that LAJ is the division responsible for the "tragic" accidents, which seem to befall those rare individuals who leave Cybertronic for other Corporations, though no direct involvement has ever been proven and the occurrence is admittedly rare.

Education, Training and Publicity (ETP) is the division, which creates orientation programs and additional educational media for Cybertronic employees. ETP is also responsible for creating the ideas for all of Cybertronic's media, since The Collective sees advertising as nothing more than another form of education. In the same vein, ETP also handles all of Cybertronic's public relations efforts, including the quarterly and annual reports, which are so eagerly awaited by investors.

The Administrative Bureaucratic Control (ABC) division controls the day-to-day administration of the Corporation. ABC is responsible for making sure that products are sent out to consumers in a timely manner, that orders and requisitions are processed correctly and that internal affairs run smoothly. This division is the largest of the AEM divisions, due to the enormous volume of administrative work that needs to be done.

Second in size to ABC is the financial arm of Cybertronic, known as Finance and Economic Forecasting (FEF). None of the employees of Cybertronic would draw their salaries; none of the materials, which the RDM pillar requisitions would be paid for, none of the media time would be purchased were it not for this division. The FEF is also responsible for minting the Credits with which all Cybertronic financial transactions are conducted.

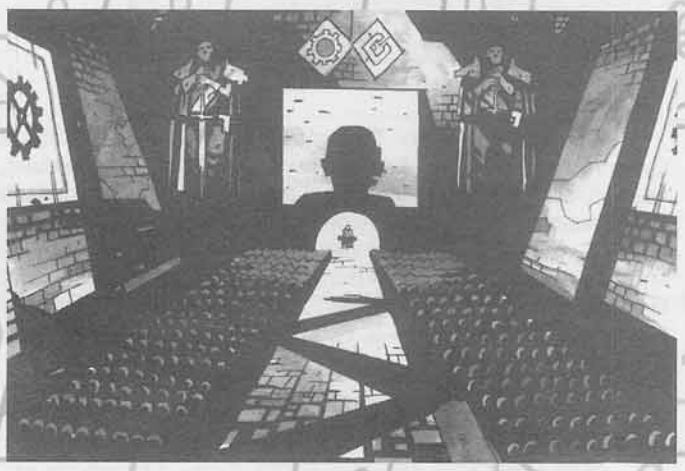
The SWI

Security, Warfare and Intelligence (SWI), the last pillar of Cybertronic, both supports and taxes the resources of the other pillars. The SWI quite literally supports the other two pillars, for without it; there would be no need for the others who would not be able to save themselves from the predations of their larger and more established rivals.

Contrary to the Brotherhood's political spin, Cybertronic approaches war reluctantly, largely since they are the smallest of the Megacorporations and cannot match the military might of their rivals—yet. As a result of their size, they are focusing their efforts on defense and trade. When they must make war, it is swift, bloody and usually final. Having mastered defensive fighting, Cybertronic is able to quickly fortify and hold acquisitions other Megacorporations would have difficulty maintaining. Their ultimate strength however lies in the technology that they have produced, as it has given them both something to offer and afforded them superior response and mobility against those who would take it.

On the open battlefield, Cybertronic uses speed, deception and their technological superiority to bring a swift end to the conflict. To facilitate this, the SWI has created a vast system of tacticians and analytical programming that has the ability to predict enemy movements and adapt to the battle faster than any human mind can hope to achieve. This is called the Cybertronic Defense Network or CDN for short. Every unit in the Cybertronic Army is mobile and connected to the CDN to create a hive-like mind that can react to any battle stimuli in record time in an attempt to create a weakness in the opposing force. This weakness is mercilessly exploited to achieve a quick and decisive victory.

For Cybertronic, war happens at the speed of thought.



The Cybertronic Way

"Meet your full potential at Cybertronic."
-ETP ad slogan

The society of Cybertronic is unique among the other Megacorporations. There is little to no crime whatsoever within their society and the morale of the people is unbelievably high regardless of their station. Considering the fact that most of Cybertronic's employees at one time or another belonged to other Corporations, this is truly an amazing phenomenon. There are numerous theories about how Cybertronic has achieved such a balanced and content society but in the end, they are only theories.

Within Bauhaus, the interdisciplinary theory created by the group of scientists led by then General Jean-Louis Offenhauer has come to be the prevailing one. In short, it believes that Cybertronic has developed biochemical methods for altering the body's physical functions, and even the functions of the mind, the nervous system and the brain are manipulated by a secret substance, bacterium or genetic pattern.

By infecting a person with this substance, his brain begins to work in line with the Cybertronic mentality, with little or no emotional influence in the decision-making process. The theory's

main support is based on the fact that the Cybertronic crew is infamous for being predictable, almost machine-like in doing what seems most logical at the time, taking absolutely all the possible factors into account.

Jean-Louis Offenhauer, 96, is currently a chairman of Cyberchemical.

Former Capitol Psychologist Dr. Simon Sullivan, expert on psychological combat reactions, theorized that the Cybertronic Phenomenon is the effect of a mental abnormality among the traitors. Faced with the perpetual threat from the Dark Legion, the terror-propaganda from the Brotherhood, and the high demands from society, these persons have been struck by a mental disease akin to schizophrenia, causing them to give up their past and start a new career in a fresh, ungrudging environment. The ensuing decrease in stress levels and emotional expectation causes a shift in the personality of the victim. The syndrome, he continues, also changes the brain's chemical makeup, which improves the capability of logical thinking and calculation while suppressing emotions and imagination.

The theory has gained much renown amongst both Capitolians and the Cartel, and even if no one takes it seriously, the Sullivan Syndrome still causes lots of trouble to the Cybertronic propaganda machine.

Dr. Sullivan died from heart failure at the age of 28.

According to Imperial, people 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 though competing corporations spend huge sums on the forces that track down these 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. In any event, the Imperial theory is the only one endorsed by the ISC and the Brotherhood jointly.

What is actually known about Cybertronic's society can be obtained from the files of Cybechemical and Cybertronic Investment Inc. From the inception of Cyberchemical, the Mannerheims ensured that each and every employee received extensive medical and psychological care; to the early founders these were issues of employee care that could not be ignored. Today, every employee receives an extensive psychological evaluation which helps determine what that employee is both capable of and what they ultimately want out of life. If this practice is still used within Cybertronic, then it would mean that the Corporation could help their employees realize their ultimate potential. It would know their dreams, their desires, the depths of their abilities and it would allow Cybertronic to accurately place each of their employees within the corporate structure, ensuring the utmost in efficiency while allowing its employees an unparalleled sense of job satisfaction.





Military

"Do not blink when Cybertronic wages war against you or you may miss your own defeat."

-Kaptain Fredrick Weiss, Bauhaus Military

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

While Cybertronic rarely uses Hostile Takeovers to grow (unlike Imperial), they are an aggressively expanding Megacorporation, fighting to gain land, raw materials, production facilities and marketing areas. If Cybertronic does pull a Hostile Takeover, it is fast, precise and surgical. When this occurs, agents from the Internal & External Security Division (IES) insert into a target area to take out resistance while the Corporation submits the proper paperwork to the Cartel. By the time the Hostile Takeover has been approved by the Cartel and a notice sent to the sight's parent Corporation, Cybertronic is already moving its own personnel in to retool the sight for its own purposes. This is a rare occurrence, since angering the larger Corporations (Bauhaus, Capitol and Mishima) would mean certain death, which means that most Hostile Takeovers are against Cybertronic's rival, Imperial.

For those who try and overrun a Cybertronic facility, a vast technological threat awaits them. Each site is

protected by a combination of highly motivated and technologically superior troops and automated defense weapons unseen on the battlefield since before the "Fall".

Cybertronic likes to constantly relocate its troops on the battlefield in a truly mind boggling fashion. Since its tactics are re-calculated by the minute to react to unfolding situations, it attempts to create a weakness in the opposing force. These weaknesses are mercilessly exploited to achieve a quick and decisive victory.

The MCR

The Military Conflict and Resolution branch of the SWI is the main battle force of the Cybertronic Corporation. Its human troops are extremely well trained and equipped, with much of that equipment integrated into their own bodies. Unfortunately they are few in number and each loss costs the Corporation dearly. In recent years, Cybertronic has relied upon robotics to complement ranks of the MCR; both in the large Juggernaut and Cuirassier divisions and the smaller automated remote drones.

The IES

Where Cybertronic cannot preemptively end a conflict with a single bullet, it uses guerrilla tactics and quick assaults to destroy an enemy before it is even aware that it has been engaged. The troops that perform these duties are known within the SWI as Internal & External Security, or IES for short.

Support Units

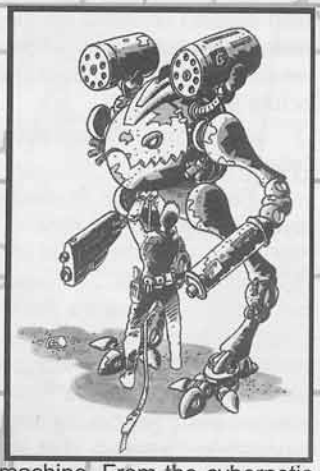
Cybertronic's Support Structure revolves around the different armored combat A.I.s that are available to the Corporation. Each of these Support Units has a unique mission criterion that has been programmed into their living brains, ensuring that the unit is completely ready for the mission at hand. While other Corporations may rely on large, cumbersome mobile armor, of fixed artillery emplacements, Cybertronic's reliance on speed and mobility restricts much of its Support units to small, agile and deadly configurations.

The Cuirassier Division

The Cuirassier program's goal is to create the ultimate thinking machine in the field of war; soldiers that do not require rest, food, or housing, and are capable of withstanding adverse conditions throughout the Solar System; soldiers that neither question orders nor feel fear.



Cybertronic scientists and computer engineers have made enormous strides in this direction, with sophisticated humanoid machines that are comparable to human soldiers in maneuverability, agility and adaptability, but lack the frailties of human nature. While the level of fail-safes, buffers and protective programming within these machines are high, some problems still occur. These failures may be related to latent Dark Symmetry that the unit's shielded circuitry did not properly deal with or it could simply be the fact that in mass-production, mistakes happen. These errors can result in defective merchandise, even within the vaunted Cybertronic equipment.



The Juggernaut Division

Cybertronics most noted and sophisticated designs fall in the realm of combining man and machine. From the cybernetic implants that are standard issue amongst its troops to the sophisticated "smart" weapons controlled by remote operators, these designs are seen throughout Cybertronic.

The pinnacle of this cybernetic military doctrine is the much regarded Juggernaut Division of Cybertronic's SWI. The R&D wizards of the Juggernaut Division have managed through their generations of study to break the barriers of the flesh and create soldiers who are far more machine then man. The fruits of these labors have spawned the steely backbone of Cybertronic's Mobile Armor, The Eradicator Deathdroid (or EDD for short) and the Termination Drone Series of combat robots.

The EDD has proven exceedingly resilient to the effects of the supernatural due to the minimal amount of human tissue within the chassis and the extent of the A.I. in the infrastructure. Unfortunately, the Juggernaut scientists have yet to completely stabilize the merger of man and machine and there are reports of EDD's going amok during battles. However, these reports do not outweigh the overall effectiveness of the EDD's in numerous battlefield encounters Cybertronic employs several versions of the EDD in all major theaters of war.

The Termination Drone series, from 4500 to 8000, represent a more robust and powerful combat unit that is capable of effectively wiping out large forces of infantry and immobilizing enemy armor with ease. The TD series are relatively new to Cybertronic but their effectiveness cannot be denied. Currently, most Termination Drones are in service defending Cybertronic holdings throughout the solar system and have not entered the theatres of corporate war.

The CIT Division

The Cybernetic Intelligent Transport Division is a subdivision of the Juggernaut Division and is focused upon creating vehicles that are completely autonomous of a human driver. Working mainly from the idea that a vehicle that does not need an operator is more efficient, CIT research & development teams devised an Operating System that is entirely unique from the other Cybernetic Divisions. Most of the other Cybetronic A.I.s were designed after humanoid constructs, since it was easier to integrate behavior, responses, motion and compatibilities in both hardware and software that are based on a human model. The CIT had to completely design their A.I. from scratch, using some basic templates from pre-Fall transportation and construction equipment, and molding it around different chasses.

CIT designs are not widely in use on the battlefield and are regulated to specialized roles within the Cybertronic Military. This may change with the swift expansion of Cybertronic military operations, as the need to have quickly adaptable mobile armor and air support that can be salvaged and re-used indefinitely becomes a definite commodity.



Wheels within Wheels

"In the news tonight...Cybertronic has announced that they have purchased the Vincentos Mining Company on Venus two days ago. The newly opened C354 Plant will employ over 1000 former Bauhaus employees who were made Malcontents by the old mine's closing. If the information given to us is correct, the new plant is already operational and ready for applicants...amazing."

-Dick Jennings, Channel 345's Lunar News

Cybertronic has countless of settlements and holdings throughout the Solar System, though many are either considered top-secret or they are hidden behind layered dummy fronts. This high degree of secrecy makes Cybertronic a difficult Corporation to find, which in turn means that it is near impossible to effectively attack. Most of the settlements and facilities they operate openly are within the borders of another Megacorporation so attacks against these areas are highly risky ventures because collateral damage will no doubt draw the attention of the other Megacorporation.. The only case of a successful assault upon garrisoned Cybertronic holdings was their defeat at Ganymede.

Cybertronic had spent considerable time and resources continuing the terraforming of Ganymede, turning the dormant moon of Jupiter into a thriving and austere place to live. Its atmospheric processors and gravitic enhancers had fallen into disuse over the thousand years since the First Crusade. When Brotherhood probes reported activity on Ganymede recently, Imperial Conquistadors were en route to determine the nature of the threat. Discovering Cybertronic's activities was both a horrifying surprise and an exciting opportunity to both the Brotherhood and Imperial. Predictably, the two powers leapt upon them and in a daring and savage attack drove Cybertronic off-world. The first armed Imperial Dreadnaught shunted into Ganymede space within days of the discovery and began disgorging Wolfbanes and Special Forces in earnest, like a farmer seeds his field.

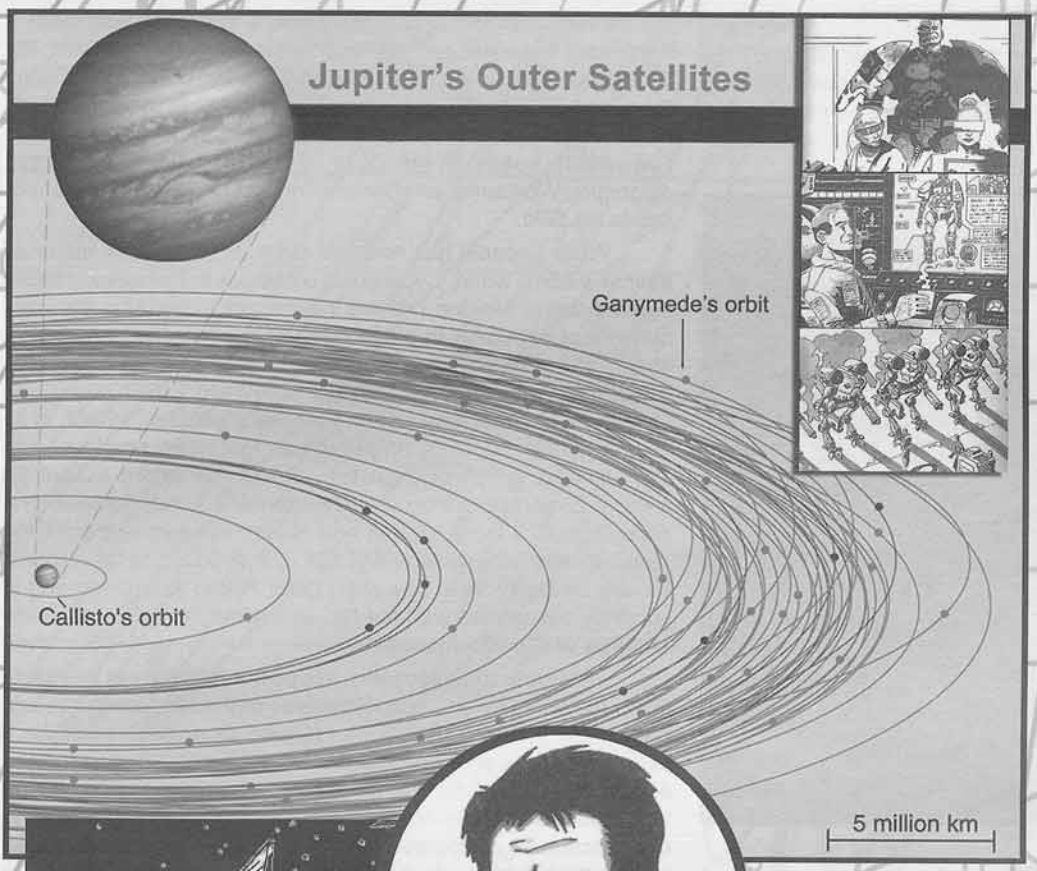
While Imperial has now laid claim to this distant moon as their new home world, Cybertronic continues its harassing attacks against them. Making matters harder on Imperial is the vast network of sabotage in place on Ganymede. In Cybertronic's absence, machines fail or explode, processors malfunction and chaos frequently ensues. Imperial is paying for their acquisition far more than what was lost on their initial attacks. In fact, in its first year of occupation, Imperial has lost more employees to work related sabotage than they did on the entire assault to remove Cybertronic. Ironically Cybertronic has left Ganymede a darkly beautiful world replete with hidden dangers and terrifying surprises that belie its serene vistas. Construction on the Imperial Palace on Ganymede has even been halted four times and is currently suspended until the ISC proclaims the moon habitable and free of Cybertronic sabotage.

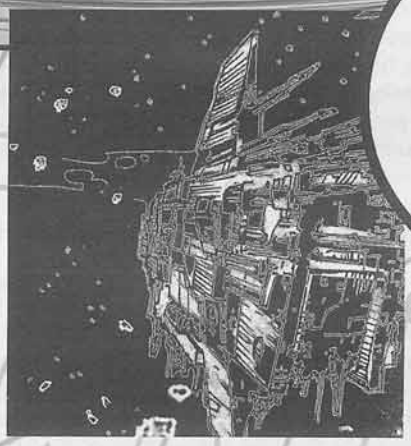
In fairness to Cybertronic, this planet-jacking was inevitable given the jealousy and capriciousness of the Megacorporations, particularly Imperial. It does not require an artificial intelligence to know that Imperial and the Brotherhood were looking for any excuse to lash out against the newest Megacorporation. A loop hole in Cartel paperwork would be the natural catalyst to forcing direct action so of course Imperial, directed by the Brotherhood would attack Ganymede, how could it do anything else? Consider that Cybertronic was guilty of activating ancient and forbidden technology and had violated the Brotherhood's banns on expeditions past the Asteroid Belt. Knowing this outcome was inevitable, Cybertronic intentionally began the re-terraforming of Ganymede. It would need to create plausible target so that it could proceed with its more ambitious and secretive plans elsewhere.

The Ganymede Ploy

Lying far past the Asteroid Belt, Jupiter sits powerfully, an undisguised opportunity idle with unrealized dreams, or so it would appear. While settlements on Jupiter's moons have been abandoned or destroyed since the first appearance of the Dark Legion, there is activity nonetheless. Ganymede is in its final stages of terraforming and is now being colonized by Imperial. This worldlet is currently considered the farthest official outpost of mankind and serves as the Brotherhood's watch post to the outer galaxy. Little does anyone realize that Ganymede was a careful calculation, a strategic deception meant to keep the enemies of Cybertronic preoccupied and unaware of their real agenda.

Lying in a tight orbit around Jupiter another of its many moons secretly undergoes colonization. Callisto was originally terraformed over a thousand years ago and its former colonies were utterly destroyed when the Dark Legion razed the moon. It has sat idle since that dark time until Cybertronic took notice of it. Callisto was the site of ancient mining operations during the Lost Times and unbeknownst to most, Cybertronic has been operating a base here for almost thirty years. The atmospheric







upheavals on Jupiter generate a toxic state on Callisto and mask any attempt to spot observe activity on its shrouded surface.. Secluded from prying eyes, Cybertronic has been diverting its most secret research and development projects here. The personnel stationed here do not seem to suffer any ill effects from the current toxicity.

Simultaneously, Cybertronic has been busy readying a space fleet of its own, far from the prying eyes of the Brotherhood. This has always been an issue with Cybertronic since its founding. In spite of its vast resources, it did not possess a space faring fleet of enough power to rival those of the other Megacorporations. Certainly it had acquired many resources during its founding and throughout subsequent defections and acquisitions, but the retaining of such equipment was not a situation that would be tolerated and as such, much of it was returned. While the Megacorporations may accept the business accumen and the technological benefits that Cybertronic has to offer, possessing a functional fleet would no doubt have motivated either Bauhaus or Mishima to take them down as a threat to their position. The time for subtlety is over.

While the infrequent stellar battles are fought with Frigate class ships or smaller, the presence of a Dreadnaught is enough to give anyone pause. Unfortunately, Dreadnaughts are both ancient and valued commodities whose design has long been forgotten. Using these behemoths in battles is rare as they generally serve to defend a position and deter the use of escalating force. That said Dreadnaughts are a mark of status within the Megacorporations, a badge of legitimacy Cybertronic has always been lacking.

While Callisto hugs Jupiter in a tight, unobserved orbit, Cybertronic's growing fleet lies as far from Jupiter as is possible and though it is closer to the Inner sphere than Callisto, it is perhaps even better defended and obscured. It achieves this seclusion by being located in the dense Trojan Cluster that orbits Jupiter beyond its outer moons. The treacherous area is made up of small bodied asteroids with diameters generally fewer than 300 km. The gravitational attraction from the Sun on one side and Jupiter on the other creates a stable area referred to as Lagrangian Points which these clusters cling to en masse. The Trojan Cluster is as packed with as many objects in total as the sun spanning Asteroid Belt which is located between the orbits of Mars and Jupiter.

The amount of rich ore found here was responsible for at least two new metals from the days before the Fall. Because of the vast population of asteroids and their densely structured nature, Cybertronic has been able to conduct and hide its activities quite well here. With the return of the Dark Legion, any Imperial or Brotherhood probes sent too close to the Trojans can be easily removed and disguised as Dark Legion activity.

At present Cybertronic has twelve Frigate class warships dry-docked safely in their well defended shipyard. Agamemnon Prime, like so many of their other cluster worlds, links several asteroids into a massive naval yard and serves to house their growing fleet of ships.. In addition to a slowly building fleet, Cybertronic has assembled one Dreadnaught classed ship christened the Revanche which lies in wait like a massive stellar spider in a web of stone and metal. The Revanche is actually an amalgamation of two former derelicts left behind from a battle between Imperial and Capitol fought and lost 20 years ago. There is a time when these ships will be needed and projected timetables put the Cybertronic fleet on par with Imperial's within the next 6 years.

Major Holdings

Without a world of their own, Cybertronic has been forced to mimic Imperial and take to the asteroid belt for much of their short existence.. Cybertronic therefore, made its first "homeland" by grouping together a number of large asteroids into networked clusters, and forging an artificial environment in biosphere domes. Originally, these asteroids were homes to Imperial mining operations, but Cybertronic seized control of these operations over a century ago and has greatly improved the asteroid's defenses to discourage Imperial attempts to retake the sites.

Ceres and Dembovska are the largest of these "cluster worlds", part of an Orwellian society in which the lives of Cybertronic citizens are regulated to the last detail, and where they are subjected to propaganda, mind-altering chemicals, and brainwashing techniques, all resulting in the "perfect" culture by Cybertronic standards. This is an insular society, and outsiders are not allowed to visit ... except to join the Cybertronic fold. Ceres and Dembovska are located in a cluster of asteroids known as the Selvid Expanse.

Ceres houses Cybertronic's core industrial base, though it also has several factories scattered on holdings on other worlds as well. Publicly its chief research and most secret projects are worked on here.

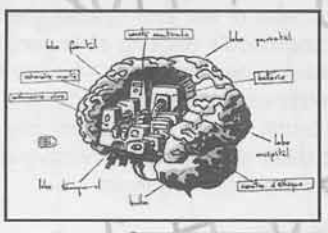
Dembovska might be the largest Cybertronic holding outside of the H.Q. on Luna. It houses a large bulk of the RDM's facilities and is the base of Cybertronic's spaceports. Dembovska is the larger of the two asteroidplexes, and houses Cybertronic's central headquarters somewhere within its network of tunnels.

Another asteroid colony is home to Cybertox, the most important and prominent of the Cybertronic's chemical companies, has its laboratory, refinery and mining facilities and the largest part of their production complexes in this base. The C-Base, as it is commonly referred to, is really an architectonic marvel, designed as a gigantic shaft straight through this small piece of rock-Caliban-in the third Kirkwood band of the Asteroid-belt. The administration and management of C-Base reside on Luna, however.

The most astonishing rumors about the C-Base maintain that it was finished in only 246 days, which says a lot of Cybertronic's efficiency and resources. Even Capitol Constructions would not match that astounding fete.

According to Mishima spies, later captured and used as guinea-pigs, all mining takes place on the middle sections of C-Base, that's in the middle of the planetoid, while the laboratories, offices, security sectors and the docks are in either end of the shaft.

The employees are said to have tremendous salaries and accommodations, but must in turn live with the rigorous security restrictions and accept the fact that the deployment to C-Base lasts for life. This must be considered a low price for the benefit of being among the pioneers of science in the solar system.





External Relations

"People fear what they do not understand. This is always the way of man, which is precisely why we strive to become more than human."

-Transcript from Kommadant Magnus' command post

Since its Founding, the scientists and managers of other Corporations have struggled to understand the "Cybertronic Phenomenon"—from their sudden appearance in the world of high finance, to their ability to recruit the intellectual elite from all Corporations.

About this phenomenon, only theories exist. Some logical and trustworthy, others spun from pure fabrication. Regardless of what is believed, one singular fact remains—Cybertronic consistently astonishes the System with its technological knowledge and grasp of advanced product development. Understandably, this has a strong influence on its employees.

Rival Megacorporations also feel this influence, frustrated that their Industrial spies and infiltrators have been of no use in the validation of any theory; sometimes they return with little or nothing of value to report, but mostly, they simply fail to return.

Cybertronic remains a mystery, a forbidden fruit that beckons to those who dream of being…more.

Bauhaus

The Founding of Cybertronic hit Bauhaus hard, and in their earlier years, they did everything within their power to reclaim their lost possessions. However, Cybertronic's newly entrenched holdings were too firm to be dismissed, and even when Bauhaus managed to reclaim a mine or refinery, they found everything irrevocably altered and their repossession in vain. Their former employees no longer believed in the Homebuilder ways and revolted, choosing death rather than a return to Bauhaus. It was quickly determined by the Ruling Electors that Cybertronic was far more than an anomalous uprising; it was a carefully crafted cession.

Ironically, Cybertronic's largest market is now made up of Bauhaus' subcontractors, and Bauhaus has become Cybertronic's largest supplier of crude material, provisions, and services. This

cooperation and mutual understanding is based on a similar mentality concerning management, design, quality, and lifestyles—only the best is good enough. They each share a standard that allows for an amicable starting point for all negotiations.

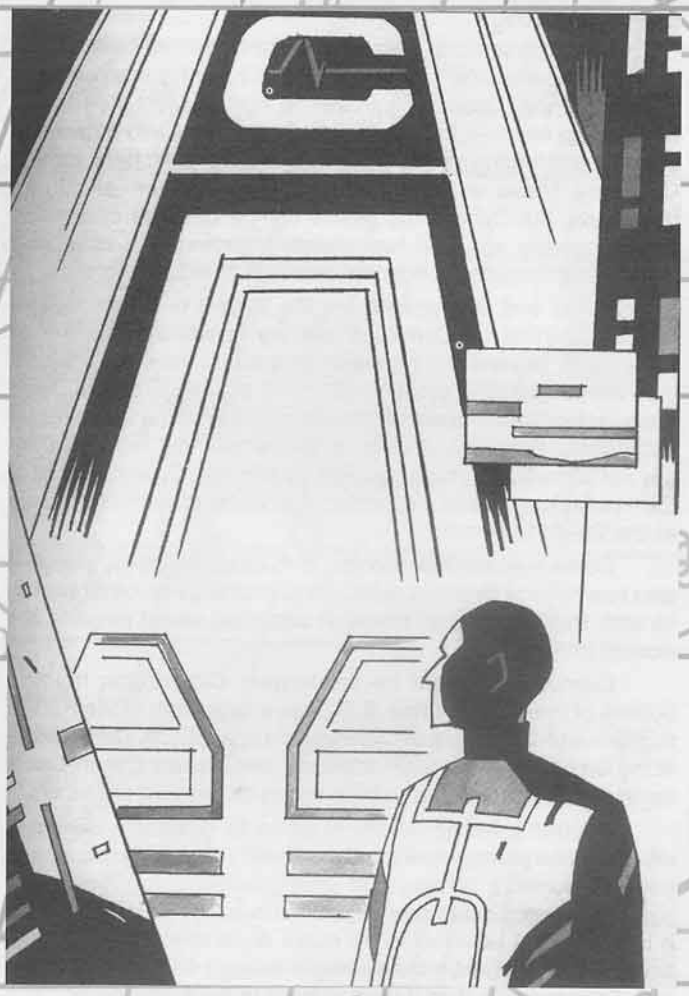
Most importantly, the Bauhaus scientists want to make sure they are the first to solve the riddle behind the Cybertronic Phenomenon. So far, they haven't come close.

Capitol

Of all the Megacorporations, Capitol lost the least in the birth of Cybertronic. Most Citizens respect the way Cybertronic came out of nowhere and rose to the ranks of Megacorporate power. Initiative, innovation, and self-improvement have always been popular themes within Capitol and as such they respect what Cybertronic has achieved.

Thus, the average Citizen has no special prejudice or preferences concerning Cybertronic. As long as Cybertronic doesn't interfere with Capitol, then Capitol doesn't interfere with Cybertronic. Adding to this alliance is Capitol's shared enemy, Imperial. "The enemy of my enemy is my friend" is an oft-heard phrase regarding Cybertronic and while the Brotherhood frowns on this premise, Capitol has maintained a 'live and let live' policy. It has been heard that the Brotherhood has accused Capitol of forgetting its priorities in lieu of profits and sites this lack of judgment as a sign of the first Megacorporations ultimate corruption. Cybertronic currently controls large business, production and entertainment districts in San Dorado and other places on Mars.

If anything negative can by pointed out in the relations between Capitol and Cybertronic, it is the drastic difference between the corporations' view on the individual. Most Capitolians have difficulty coping with the seemingly stoic attitude of the Cybertronics, but business remains the more important issue in spite of this.





Imperial

Alone amongst the Megacorporations, Imperial has been unabashedly hostile toward Cybertronic since its founding. Certainly they lost heavily when Cybertronic was formed. Billions of Crowns in assets were taken over by Cybertronic overnight, including mining settlements in the asteroids that had been Clan holdings since before Imperial's own founding. Worse still was the simultaneous defection of Clan St. John-Ross, whose clan holdings on Luna became the site of Cybertronic's modern corporate headquarters. Today, it is still considered a serious breech of etiquette to mention that clans name in the company of any Imperial Citizen.

Cybertronic and Imperial have consistently been the closest to all out war, with both Corporations scrambling for land and resources amongst the Asteroid Belt and beyond. The Brotherhood's judgment against Cybertronic further serves to fan the Imperial zeal and encourages them to assault their closest rival at every opportunity. This bad blood was made worse when Imperial literally stole Ganymede from Cybertronic. The only thing that keeps the two from each other's throats is the probability that the larger Corporations would crush them both while their forces where committed to fighting each other.

The great scales of war and business are kept in balance because the Brotherhood's backing of Imperial is countered by the other Corporations' dealings with Cybertronic (both open and clandestine). Warzones between Imperial and Cybertronic are fast, mobile and brutal. Both Corporations rely on highly mobile troops and swift raids to accomplish victory and battles rarely last that long before a victor emerges.



Spy Games

Williamson peered nervously across the counter into the mirrored surface behind the vendor. Sweat slowly formed across his brow, the humid Lunar night oppressive with moisture. It wasn't vanity that prompted the lingering glances in the mirror though, he was merely being cautious, hoping no one was following him.

Adjusting his tie, something in retrospect he wondered why he was even wearing, Williamson was satisfied he was alone.

"Get a grip on yourself old boy." He muttered to himself. Cloak and dagger work was not his forte', and even though he was acting as a courier only, it was not something he enjoyed. "Why can't these ever happen in a nice office on the hill?"

Making his way through the crowded streets of the upper sprawl, Williamson was careful to attempt to blend in. After another hour of doubling back and forth, he finally found himself at Dagred Alley, a dark and narrow thoroughfare that connected the Cater Street and the expansive Charleston Boulevard. Between these two streets, the rear gates to several courtyards dot the walls.

Williamson carefully stepped over the accumulated trash and detritus that littered the narrow alley. A few generations ago he would have been also stepping over several transients sleeping off a festive evenings repast, oblivious to the world around them. It was simply too dangerous to sleep on the streets now.

Drawing a key from his pocket, he moved to the third archway and inserted the item into a rusted lock. Noiseless hinges gave way and allowed him access to the spacious courtyard beyond. At one time it must have been a grand affair. Now, it was an abandoned place, home only to vermin and forgotten memories; the sadness of loss still palpable in the air. "By her Serenity, this is a wretched place."

As he moved across the spacious courtyard, the smell of Dunsirn pipe smoke told him where his contact was. Sure enough, a man sat on a bench under the boughs of a long dead tree, a Lunar Birch by the silhouette. As Williamson moved across the broken stones, he noticed the predatory

Mishima

To humanity at large, Mishima exudes a powerful front. From the Celestial Residence in Luna City, Overlord Mishima, Emperor of a Thousand Sons, rules over vast holdings on Mercury, Venus, Luna and Mars. With ten thousand courtiers and his thousand fanatical Hatamoto guards, he directs relations with the rest of the Cartel while his Lord Heirs fiercely protect the family interests on the other three human worlds. Even the Cardinal consults with the Emperor. Presenting an image of ancient power and glory, the Overlord and the Mishima Megacorporation are equal to any challenge posed by Cybertronic.

However, the truth is far different. The Mishiman façade is just that, a mask that hides serious weaknesses when dealing with the cold logic of the Cybertronic brain trust. With the true power of the Celestial Court staunchly in the hands of the Lord Heirs, who spend as much time squabbling with each other as they do furthering the Mishiman plan, Cybertronic has found the flaws to exploit and apply its talents.

Cybertronic has all but written off the Overlord as any type of threat; Cybertronic's representatives in the Cartel act as if they were given orders to ignore any Mishiman attached to the Celestial Residence. It is this unspoken policy of deliberate snubbing that has led to what Mishima refers to as "The Regrettable Incident". At last years Cartel Conference on Advertising, an ex-Hatamoto executive took umbrage when a Cybertronic manager refused to stand during a toast to the Overlord. The ensuing gunfire led to a rescue by Cybertronic Chasseurs that resulted in the near-destruction of the conference facilities, for which the Celestial Residence was forced to foot the bill.

It is no surprise, however, that the fractured nature of Mishiman politics has spawned a similarly fractured perspective of the Cybertronic phenomenon. While Lord Heir Moya has been seen to express appreciation for the loyalty of the Cybertronic citizens, he has never welcomed them as a fellow Megacorporation. In his absence, his Shadow has maintained a loose respect for the new Megacorporation as well. It has been speculated that Moya's Shadow views Cybertronic as the perfect foil to weaken the Imperial presence in Fukido. Rumors abound in Imperial circles that Nazoki has been in secret negotiations with Cybertronic to garner the use of their Chasseurs and Cuirassiers to revoke Imperial's lease early. The validity of this assertion is unproven.

The policies of Lord Heir Maru and Heiress Mariko toward Cybertronic are simpler: Cybertronic is not a threat, but a resource. Both Lord Heirs, to varying degrees, view Cybertronic as a tool to assist them in usurping their sibling and advance their claim on the Overlordship. Maru clearly has negotiated for Cybertronic technology, for he has demonstrated considerable advances in his Meka units on Venus. Fuelling further speculation that he has alliances with Cybertronic is the fact that Maru seems to have turned a blind eye towards Cybertronic's activities on Venus as evidenced by the rather lethargic investigations by Mishiman police into the assassination of Keith Alexander Axelthorpe, an Imperial senior barrister well known for his efforts against Cybertronic within the courts of the Cartel.

Lord Heiress Mariko treads a finer, more perilous line regarding Cybertronic. While she secretly obtains cybertech when she can, she is careful that its use is implemented only in ways that exonerate her involvement. The Inquisition is so frequent a guest of Mariko's that she has taken a more publicly hostile stance

glares of dozens of Lunar Rats watching his progress. While he did not see the bodyguards that are no doubt protecting his contact, he knew they were certainly there. A sigh of relief escaped and even though he knew how vicious Lunar Rats were in packs, he knew he was safe in their company.

"Hell of a night for a smoke isn't it?" Williamson said

"I've 'ad worse," the seated man said "nothing like the nights on Proteus for stifling though. Angus McGregor, pleased to meet you. Sit"

Satisfied the counter sign was delivered; Williamson sat next to the thin man and opened his briefcase. Withdrawing a satellite surveillance map, Williamson pointed to a circled area in red.

"So what's so critical?" the smoking man asked.

"Our agents have found that this insignificant building in the outskirts of Luna is in fact a secret underground mausoleum for Cybertronic's nineteenth member of the Board, Raoul Mannerheim," he began, "and as you know, Mannerheim was one of the geniuses that turned Cybertronic into a Megacorporation. We can attribute this feat to his brilliant leadership within Cyberchemicals and his uncompromising concentration on research which was so advanced it was considered radical by contemporary authorities."

"Right, this we know. Your missive made mention of radical new information that would be of great value to her Serenity's efforts to discredit those Cybertronic devils. How is this history lesson of value?"

"We have assembled proof that Sergei Mannerheim, distant nephew and one of the executives of Cybertronic, has accessed the building on numerous occasions and visits there with some regularity. According to usually reliable sources, Sergei isn't exactly a genius himself, but somehow he manages to keep his position in his elder relative's foot steps anyway."

"Again, I fail to see the point." McGregor said.

"We have strong reason to suspect that Raoul's mausoleum, erected by his family based on the wishes outlined in his secret will, contain not only his body but a necrotechnological incubator which preserves that body intact and makes it possible to keep some cerebral functions alive. We believe he is still controlling Cybertronic through his witless grand nephew. The rest of the documentation is here. We were quite thorough; I believe the IDMC will have quite a lot to work with here."

Special Agent Williamson of the ISC rolled the large map into a tube, collected the files and handed them to McGregor.

against Cybertronic in every way. This position has secured her relations with the Brotherhood, whose help she desperately needs.

The Independents

Cybertronic has a very good relationship with the Independents. They have established regular trade with those companies that are not fronts for the Megacorporations or are unknowingly part of the Megacorporations through the ownership of that Independent's stock. Most Independents see Cybertronic in a heroic light, having bested the "old guard" and the Brotherhood at their own game and risen above Independent status to carve out their own piece of the universal pie. There are a few Independents though in whose ears the words of the Cardinal's condemnation ring loudly. To them, Cybertronic is to be avoided and their alluring technology ignored.

The Cartel

Though technically not a Megacorporation itself, the Cartel functions as a powerful, independent entity within the chromed diplomacy of Cybertronic. While its staff is composed of delegations from the other Megacorporations, they often act independently for their own interests and that of the Cartel as a whole. The Cartel Security Council also commands the elite Doomtroopers, a military force that, while dedicated to the fight against the Dark legion, provides the muscle to back up the Cartel's relations with the Megacorporations.

It is through the Doomtroopers that the Cartel has its closest relations with Cybertronic. Through its public pronouncements, Cybertronic has enlisted wholeheartedly in the war against the Dark Legion, though a chorus of scorn and innuendo from the Imperial delegation assail it at every turn. It has readily met the Security Council's requests for military units, sending large numbers of Cuirassier and Chasseur units into Cartel service. Not only does this benefit the Cartel by giving it superior fighters, but Cybertronic scores immense public relations benefits by having its troops seen along side the more famous Free Marines and Venusian Rangers. Citing reasons of "unit cohesion and morale", Cybertronic forces are never enlisted into any unit containing Imperial soldiery.

Within the bureaus of the Cartel itself, Cybertronic's influence is subtler, though still powerful. The delegations of the other Megacorporations, with the moderate exception of the Bauhausers, keep the ever-smiling, ever efficient Cybertronic delegates at arms length, dealing with them only when necessary. Indeed, they are notably absent from the invitation lists of the cartel parties during social season. Cybertronic apparently has little power in the Megacorporate Council and the various administrative organs, but the contribution of their forces to the Doomtroopers makes them a strong voice in the ever-important Security Council.

The Brotherhood

The Brotherhood's official explanation to the Cybertronic Phenomenon is that nothing special has actually occurred. At the time of the Founding, the other Corporations made lots of serious mistakes (which they won't admit) that opened the door for a fifth competitor to emerge within their ranks. Attracted by the possibility to work with the very best experts, managers and scientist from all over the solar system, countless professionals joined the ranks of Cybertronic willingly.

"Seems well enough to me Williamson, good job." McGregor said placing the items in the steel briefcase on his lap.

"We'll see what the Brotherhood thinks, eh?" Williamson asked half laughing.

"I think that will have to wait," McGregor muttered as he quickly injected a startled Williamson with a large syringe he withdrew from the metal case.

ISC Williamson gasped, convulsed twice and fell hard to the ground.



"I daresay Mr. Williamson, this information is important. Well done. Sadly for you it ends here." McGregor said, his demeanor changing drastically with his accent.

A massive shadow emerged from the alcove across from the bench and addressed the man with the metal case.

"I do not understand the need for this drama Mr. Trick, why not simply kill them quickly and be done with it?"

"It is part of the human condition I fear you have forgotten Mr. Hammer. We know far more for this deception than a simple wetworks would have revealed. Now we will visit his office and field agents and make sure they are removed quickly and quietly."

"Fair enough, but why not simply shoot these?" the giant asked gesturing to the gasping Williamson and into the alcove where Williamson's bodyguards had been.

The smaller man, Mr. Trick by name, withdrew a bottle of Dunsirn Scotch from his cloak and promptly poured it over the prone form of the ISC agent and smashed the empty container on the ground. "Let's go Mr. Hammer, our work is done."

"The toxin you administered will last for only another hour, Mr. Trick."

"Yes, this is true, but have you seen what Lunar rats can do to a person in an hour's time? Just another sad tale of the sprawl the papers will say."

Mystics and Seers talk of mysterious, inexplicable visions when using the Art to explore the minds of Cybertronic. No one has ever found even a trace of the Dark Symmetry or other evils within Cybertronic employees. Furthermore, there exists no tangible proof of any difference among the employees of Cybertronic, physically nor mentally in comparison with anyone else; which rules out Dark Symmetry influence. This is the official story and one that aggravates the Inquisition to no end.

The unofficial thought eagerly supported by a majority of the Brotherhood and Imperial, is that this is the first sign of a new pattern in the Dark Symmetry, so far invisible to mankind, but slowly expanding and growing like a cancer in human society. Once Cybertronic's objective to dominate the entire solar system has been reached, the pattern will transform and show its real, horrible face. A small minority claim Cybertronic is not a new manifestation of the Dark Symmetry but rather the duplicitous machinations of the Apostle of Spite.

The Brotherhood's only contact with Cybertronic is through its spies in the other Megacorporations and in its own covert activities. Needless to say, diplomatic relations between Cybertronic and the Brotherhood are strained. The Brotherhood and Cybertronic have only had a few clashes of arms, most of the time resulting in draws or victories for the Brotherhood. The fanaticism of the second Directorate has held Cybertronic at bay; even though superior in equipment and training, their numbers have been too small to deal with the masses of troops the Brotherhood can field. Whenever Cybertronic has acted against the Brotherhood, tenfold warrior has rushed in to stop the intrusion of Cybertronic. Of course this is the very ploy a logical person may use to lure an opponent into a false sense of security. Time will tell.

The Dark Legion

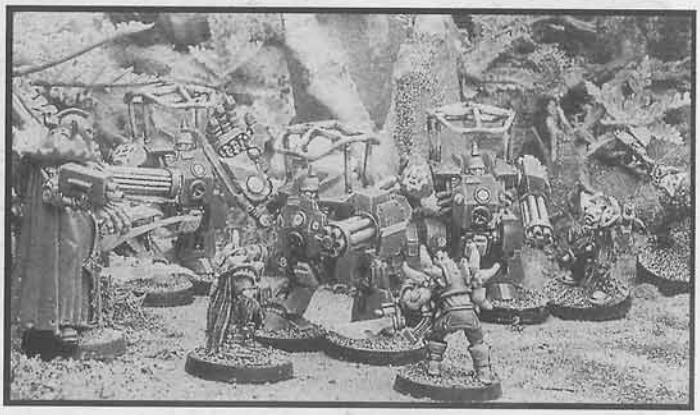
Cybertronic has had much contact with the Dark Legion due to their colonization efforts on Dark Eden and the fact that the Corporation has been slowly trying to re-take assets of the Outer Planets. In the latter campaign, the Cybertronic base on the moon Callisto is continually besieged by the forces of the Dark Legion, a secret occurrence they do not share. Additionally, the Corporation recently forced the Dark Legion out of Earth's Polar Regions in a campaign referred to as "Carver's Push".

The Dark Legion is a large source of Cybertronic's problems. With the Dark Symmetry preventing their product lines and technology from becoming readily accepted, and the Brotherhood painting Cybertronic as another aspect of the Dark Soul, Cybertronic has been given the reason it needs to destroy the Dark Legion.

Cybertronic has had more combat successes against the Dark Legion than any other Megacorporation. Their battle-tested units have shown a distinct resilience to the powers of the Dark Symmetry, and the advanced technology of Cybertronic's forces has given the Corporation a distinct advantage against the horrors of the Dark Soul. Cybertronic sees the infighting of the Dark Apostles as the key to their defeat.



Charles Sykes, Operations Overseer



A Matter of Pride

"You know he has to die."

Grand Master Yvain didn't express even the slightest pity when pronouncing the death sentence.

"But Master, Brother Guerrin is just a-"

"Just a Commoner, that's right! And that just makes it worse. We should never have elected him into the Order from the beginning. Honor Kaptain or not, he's just a petty careerist like all the others. He's not one of us, and never will be. Remember Jura, remember what that cost us. I cannot forget the shame of it!"

The reference to the disastrous conference in Jura still disturbed General von Luk. The "Commoner", Kaptain Guerrin, had been commissioned to close an already negotiated arrangement with the Imperial military attaches, but he had seriously fouled the mission.

When the Imperials wouldn't agree on the pace of the retreat from the worthless Jura Holding, Guerrin became more irate and indignant. Holovids of the meeting, a standard Cartel practice, showed Guerrin becoming more of a liability and finally, at the limit of his patience, he had gone berserk and ordered his banner guard to seize the Imperials. Say what one will of the Imperials, but no one would expect them to back down from any fight, no matter how ill-advised the action or certain their death.

In the ensuing fight, all the Imperial ambassadors had been killed, cut down in the chaos of the moment. The retaliation from the Imperial Blood Berets stationed without was horrifying: 29 dead Bauhausers and one entire Dragoon squad captured or killed, all of which was perfectly legal under accepted Cartel mandates, the protections it afforded removed by Guerrin's actions.

All this might have been excused, overlooked as the inept judgment of a newly appointed officer eager to prove his mettle, had it not been for the fact that Guerrin made a new, totally unauthorized deal with his captors, trading himself against four Imperial officers in the Order's captivity. Though reluctant, Master Richthausen was bound by an officer's code of honor to fulfill the ill-conceived promise from his Orderly vassal.

"I see your point. This must not happen again." General von Luk acquiesced.

Grand Master Yvain Richthausen took the gold-plated pen and signed the document with a sharp rasping sound, the certainty of his decision nearly cutting through the vellum.

"Now, General, you have carte blanche with "Mister" Guerrin. Just one bit of advice: use an Imperial Freelancer; Johnston or Thomas, both are registered Cleaners"

Von Luk smiled at the irony. "So be it, Master Richthausen. I shall take care of this immediately."

** ** ** ** ** ** **

As the General stalked from the room, the master of House Richthausen slowly rested his chin on his folded and upturned hands, a single thought racing through his mind. Deemed a clean incident or not, the Imperial's actions would not go unanswered. Honor would be restored.

A small monitor flashed on his desk panel and Yvain pressed the glowing green button that opened the secure and private channel.

"Master Richthausen," the shadowed image whispered, "We have collected the red caps in question, all but seven were killed in transit."

"Excellent Krieg, strip them, charge them with vagrancy and sedition and deliver them to Metis."

"As you command." The shadowed image replied and as the monitor winked off, the image on the other side of the monitor wondered exactly what these Imperials had done to have themselves condemned to the Gulags of Metis in the Ice Ring of Venus.

What indeed.

The Cybertronic Military Battery

Organization and Buying Criteria

Cybertronic, the name itself commands images of uniformity and precision. Of all the Megacorporations, the Cybertronic forces are by far the most cohesive and unified, having no significant divisions within their military machine.

The Cybertronic Army

Players fielding a Cybertronic army may select freely from the entire list. Normal buying criteria applies. You must have two MCR units for each Support unit, and you must have one MCR unit for each IES unit. You must have one squad of either per individual. Cybertronic may select freely from the Tribes of Dark Eden as Consultants and Advisors.

MCR

Peoples Volunteers
Chasseurs
Enhanced Chasseurs
Machinators - Mark 1
Machinators - Mark 2

IES

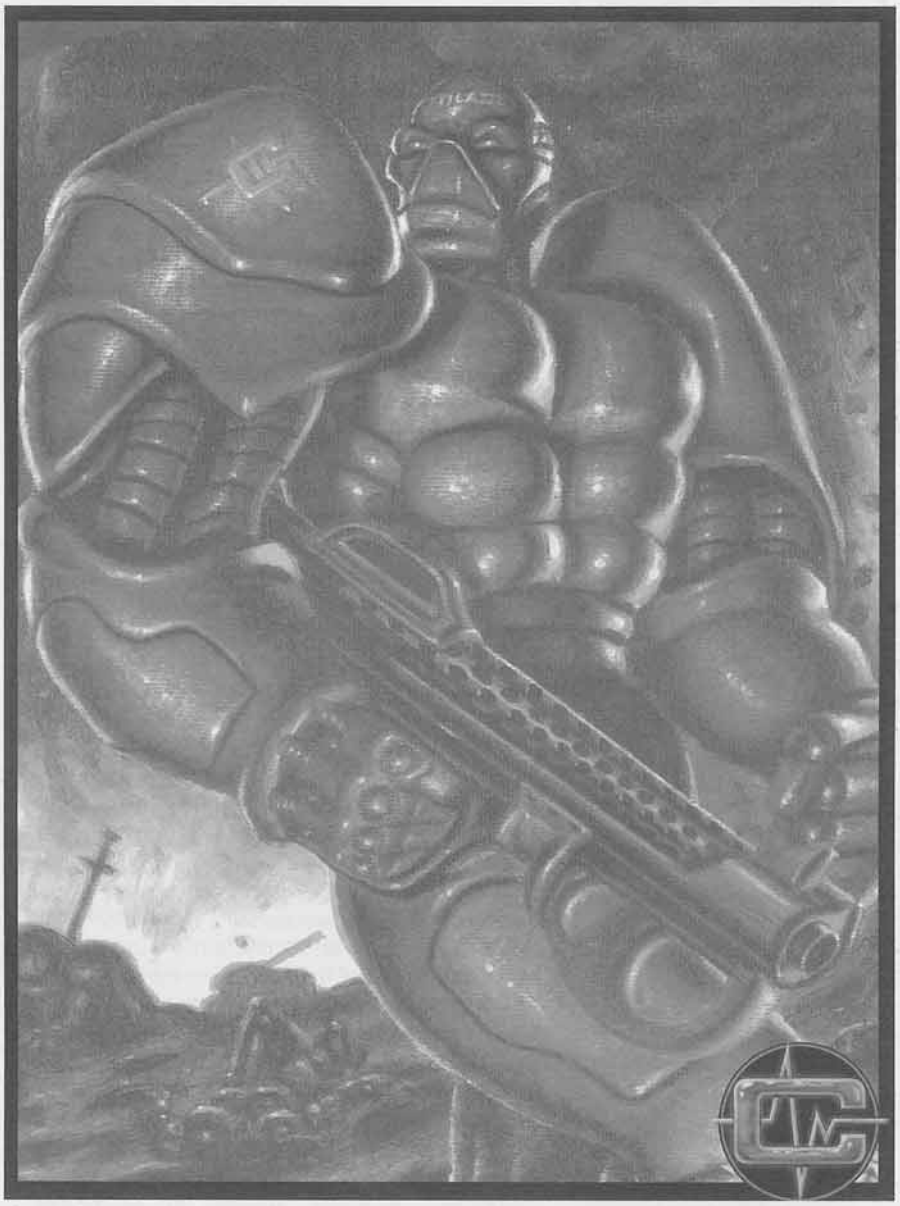
Shock Troopers
Reavers
Attila Cuirassiers
The 19th Silent
Mirrormen

Individuals

Peoples Volunteer Captain
Chasseur Captain
Shock Trooper Captain
Vince Diamond
Dr. Diana
Cyril Dent
Operations Overseer

Support

Cancer Mounted Machine Gun
Surveiler
Scorpion Launcher
Chem.IMN
TA-6500
Eradicator Deathdroid.AP
Eradicator Deathdroid.AV



Military Conflict and Resolutions (MCR)


Peoples Volunteer


Peoples Volunteer HMG Spec


Peoples Volunteer Sgt.


Chasseur

Peoples Volunteers

Cybertronic has developed an organization within its Military Conflict and Resolution branch to quickly reinforce the security of newly acquired sites. This organization, Cybercurity, is used both as frontline troops and as on-site human components in the protection of Cybertronic properties.

Unlike most of Cybertronic's personnel, which are handpicked by the Corporation, Cybercurity takes applicants from any source, even Malcontents. The pay offered by Cybertronic, and the chance to gain Corporate Citizenship within the techno-elite, is very attractive to many people, ensuring a constant supply of eager volunteers. Regardless of the status one had in another corporation, all citizens of Cybertronic are given a battery of tests to best assess their skills and abilities. One of these tests, the B-1213R assesses the military ability of the applicant. Scores in this test determine whether or not an applicant can even be considered for military service within Cybertronic. In this single regard, Cybertronic is quite different from the other Megacorporations.

These applicants are subjected to a short period of training, where they receive both chemical and cybernetic enhancements. The former applicant emerges from this process a new person, completely different in personality and drastically altered in body. Former friends and family fail to recognize the former applicant and the applicant no longer feels a need to maintain ties to his or her past. They only feel the need to protect the assets of Cybertronic and will gladly accept any assignment given to them. They are now a People's Volunteer or PV for short.

Soldiers in the People's Volunteers are considered a staple in the Megacorporate army and are seen in all installations and engagements being the seal of Cybertronic. To the outside worlds the Peoples Volunteers are the most human of Cybertronic's soldiery, which says a lot. While they seem to be uncannily vigilant and relentless, stoics of the first order, these warriors retain most of their human appearance.

Thus ends the similarities however, as Peoples Volunteers seem to feel no pain, suffer no fatigue and are not driven by the same urges that affect the other Megacorporations' soldiery. Peoples Volunteers train every day when they are not deployed in the field, their careers are a seemingly endless stream of exercises punctuated by brief stints of intense activity and violence. It is their duty to keep Cybertronic safe and they take that duty very seriously.

Cybertronic's public relations hounds, the Education, Training & Publicity (ETP), have turned the designation of PV into a moniker that engenders pride and sympathy, a tactic that seems to be working based on their swelling ranks.

Peoples Volunteers

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	3	11	3	1	5	4	18	2	16

Equipment: AR-3000 Assault Rifle.

Weapon Stats:

AR-3000 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-2	-1	-1	0	-2	-	10	See Chart

Peoples Volunteer Sgt

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	3	12	3	1	5	4	18	2	19

Equipment: AR-3000 Assault Rifle with GL-2500 UBGL.

Special Abilities: Tactical Sense.

Weapon Stats:

AR-3000 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-2	-1	-1	0	-2	-	10	See Chart

GL-2500 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

Peoples Volunteer HMG Specialist

Grunt squad specialist, optional up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	3	11	3	1	5	4	18	2	24

Equipment: SSW-4200P Heavy Machine Gun.

Weapon Stats:

SSW-4200P Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	3 (x3)	2 (x2)	0	-	-	13	-

Chasseurs

The most striking thing about Cybertronic is its augmented troops, the Chasseurs-a fusion of robotics and humanity. So far, none of the other Corporations possesses the technology required to copy these amazing infantry troops.

Shortly after the Founding, the first Chasseurs appeared on the battlefields. Their functions weren't unique, but much of their combat equipment was integrated into their bodies and linked to the neural system in such a way that they became natural extensions of the soldier. This greatly improved the efficiency of the Chasseurs, allowing them to assess and react to battlefield conditions with speed and accuracy. Cybertronic fields Chasseurs when their survival training is most necessary.

Chasseurs are chosen from the large faction of creative thinking individuals within the Cybertronic Corporation. This gives them more flexibility on the battlefield, since they possess the creative imagination that cold steel and logical microchips will always lack. It is disputed which description fits best—a machine with human emotions or a human with a machine's cold logic. Regardless, they certainly carry out their tasks with a simple efficiency without letting anything hinder them.

The CDN uses Chasseurs in a tactical role, backing up the Artificial Intelligence Units and/or PVs to give a more creative perspective on a conflict and allow for the quick adaptation to a situation that only a human mind can achieve. When battlefield intel is critical or when Fire Missions will be important, these units are generally seen with an attached squad specialist referred to as an Enhanced Chasseur Vanguard.

Chasseurs

Grunt trooper, required 4-12 models, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	3	12	3	1	5	3	19	2	18

Equipment: AR-3000 Assault Rifle.
Special Abilities: Survival Training: 1.
Special Rules: Level 1 AI. May select up to 1 enhancement.
Weapon Stats:

AR-3000 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-2	-1	-1	0	-2	-	10	See Chart

Chasseur Sgt

Grunt squad leader, required 1 per squad, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	9	3	13	3	1	5	3	19	2	19

Equipment: AR-3000 Assault Rifle.
Special Abilities: Survival Training: 1.
Special Rules: Level 1 AI. May select up to 1 enhancement.
Weapon Stats:

AR-3000 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-2	-1	-1	0	-2	-	10	See Chart

Chasseur HMG Specialist

Grunt squad specialist, optional up to 2 per squad, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	3	12	3	1	5	3	19	2	25

Equipment: SSW-4200P Heavy Machine Gun.
Special Abilities: Survival Training: 1.
Special Rules: Level 1 AI. May select up to 1 enhancement.
Weapon Stats:

SSW-4200P Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	3 (x3)	2 (x2)	0	-	-	13	-

Chasseur RL Specialist

Grunt squad specialist, optional up to 1 per squad, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	3	12	3	1	5	3	19	2	29

Equipment: SSW-5500MP Rocket Launcher.
Special Abilities: Survival Training: 1.
Special Rules: Level 1 AI. May select up to 1 enhancement.
Weapon Stats:

SSW-5500MP Rocket Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-2	-4	-5	-	13 (x2)	See Chart

Chasseur Sniper

Grunt squad specialist, optional up to 1 per squad, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	10	3	12	3	1	5	3	19	2	33

Equipment: Pin-Point Weapon Enhancement, SR-3500 Sniper Rifle.
Special Abilities: Form Fireteam, Sniper, Survival Training: 1.
Special Rules: Level 1 AI. May select up to 1 enhancement.

SR-3500 Sniper Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-3	0	0	2	2	14	See Chart

Chasseur GL Specialist

Grunt squad specialist, optional up to 1 per squad, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	3	12	3	1	5	3	19	2	29

Equipment: SSW-2500 Grenade Launcher.
Special Abilities: Survival Training: 1.
Special Rules: Level 1 AI. May select up to 1 enhancement.
Weapon Stats:

SSW-2500 Grenade Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-2	-4	-	-	9	See Chart

Enh. Chassuer Vanguard

Grunt squad specialist, optional up to 1 per squad, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	3	12	3	2	6	3	20	2	39

Equipment: AR-3000 Assault Rifle, P-1000 Machine Pistol.
Special Abilities: Forward Observer.
Special Rules: Level 2 AI. May select up to 1 enhancement.
Weapon Stats:

AR-3000 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-2	-1	-1	0	-2	-	10	See Chart

P-1000 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1 (x2)	0	-	-	-	8	-

Enhanced Chasseurs

When Chasseurs are upgraded, they become Enhanced Chasseurs and their humanity further erodes, this time in a more obvious and physical way. Ablative armor is visibly grafted to their bodies and further AI implants are added to the soldier in an effort to improve his reaction time and battlefield skills. As befits any upgrade designed by Cybertronic, the Enhanced Chasseurs are quite efficient and specialized soldiers, possessing programming that makes





Chasseur



Chasseur Sgt.



Chasseur HMG Spec.





Machinator Mk2



Machinator Mk2



Machinator Mk1



Machinator Mk1

them excellent at reconnaissance. Armed to the teeth, the Enhanced Chasseurs travel in very small precision strike teams and are generally used as flanking troops by an insertion force.

Enhanced Chasseurs

Grunt trooper, Required 2-4 models, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	3	12	3	2	6	3	21	2	38

Equipment: CAV-3800 Autocannon, PI-4200 Incinerator.

Special Abilities: Reconnaissance Training.

Special Rules: Level 2 AI. May select up to 1 enhancement.

Weapon Stats:

CAV-3800 Autocannon *(ballistic, concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	0	-1	-3	-	-	7 (x2)	-

PI-4200 Incinerator *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	12	-

Machinators MK1

Cybertronic's main weakness is its lack of infantry personnel. Human assets are sparse within the Corporation—with the augmentation necessary to create a superior soldier limiting the number that can be enlisted at any given time. This manpower deficit greatly reduces Cybertronic's ability to adequately police their rapidly increasing properties as well as restricts the type of operations the Corporation has reinforcements for. Warzone Resolutions and Hostile Takeovers are difficult when there is a major concern about having an appropriate amount of troops to storm and occupy enemy positions. Cybertronic, being the bastion of technology that it is, has come up with a solution to this problem-the Machinators.

Machinators are mass-produced assault units that are given minimal programming and basic functions. They are tough, vicious and expendable. Machinators are deployed en-masse to overrun fortified positions or provide a veritable wall of protection for Cybertronic's more valuable personnel. The rate and ease that Cybertronic can create Machinators makes these shock-robots a mainstay at corporate sites and the tip of the spear of Cybertronic assaults. Any Machinator casualties are removed from the battlefield to be recycled into either future Machinators or Cybertronic appliances, making the unit a cost-effective alternative to human soldiers.

The nature and appearance of the Machinator v1.0 is a serious bone of contention with the Brotherhood. Cardinal Confessor Dominic himself has decried their usage as teetering on the brink of heresy. Cybertronic answers these accusations with simple logic. It maintains that as the Machinator's are not technically AI's, they are not subject to the Brotherhood's ban and thus violate no edicts. It is a fine line to be sure, but one the Brotherhood currently has begrudgingly permitted.

Machinators - Mark 1

Grunt trooper, required 4-12 models, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	6	3	11	3	2	8	4	21	2	28

Equipment: CS-350 Buckler, CSA-403 Sword, Enhanced Sensor Array.

Special Abilities: Group Assault.

Special Rules: Level 3 AI. Vulnerable to radiant attacks. Suffers +1 damage.

CSA-403 Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	- 0	ST+3	-

Machinator Mark 1 LMG Specialist

Grunt squad specialist, optional up to 3 per squad, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	9	3	11	3	2	8	4	21	2	34

Equipment: SSW-4000 Light Machine Gun.

Special Abilities: Group Assault.

Special Rules: Level 3 AI. Vulnerable to radiant attacks. Suffers +1 damage.

Weapon Stats:

SSW-4000 Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-1	-	-	10	-

Machinators MK2

Bowing to the pressure of long time Brotherhood censure, Cybertronic decided to upgrade the Machinator after its numerous successes in the warzones of the Solar System. They gave the combat A.I. a more robust chassis, better programming, and better fire support with the replacement of the lighter SSW-4000 with the more devastating SSW-4200P Heavy Machine Gun. These improvements have allowed the CDN to deploy the Machinators v2.0 in more tactical roles, instead of just using the A.I.s as an expendable asset.

What is not commonly known about these Machinators is that they are not possessed of more AI than their previous version. The v2 is in fact a human upgrade. Deep within the CDN, veteran soldiers repose in stasis chambers, hard linked to these field deployed machines. Through this sub real interface, the v2 gains the reactivity of a human handler and the intuitive memories of a lifetime of warfare. This makes the v2 the devastating warrior that it is. To protect the human linked operator, the CDN employs the Omega Protocol, which assures that the destruction of the v2 will not likewise destroy the mind linked to it. There are limits to this interfaced technology, which explains why the v2 is not more

common on the battlefield. It is also this human interface, which allows for the v2 to pass for a human and avoid the Brotherhood's more wrathful anger.

Machinators - Mark 2

Grunt trooper, required 4-8 models, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	7	3	12	3	2	9	4	22	2	35

Equipment: CS-358 Electro Buckler, CSA-403 Sword, Enhanced Sensor Array.

Special Abilities: Enhanced Charge: 2.

Special Rules: Level 2 AI. Vulnerable to radiant attacks. Suffers +1 damage.

CSA-403 Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-0	ST+3	-

Machinator Mark 2 HMG Specialist

Grunt squad specialist, optional up to 2 per squad, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	11	3	12	3	2	9	4	22	2	40

Equipment: SSW-4200P Heavy Machine Gun.

Special Abilities: Enhanced Charge: 2.

Special Rules: Level 2 AI. Vulnerable to radiant attacks. Suffers +1 damage.

Weapon Stats:

SSW-4200P Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	3 (x3)	2 (x2)	0	-	-	13	-

Shock Troopers

Where Cybertronic cannot preemptively end a conflict with a single bullet, it uses guerilla tactics and lightning assaults to destroy an enemy before it knows that it is being engaged. The troops that perform these duties are known as Shock Troopers.

Cybertronic's Shock Troopers are upgraded soldiers from the Chasseurs ranks and are given specialized training and cybernetic implants that allow them to perform, as a team, surgical strikes that take enemy personnel by surprise. Their paradeploy training allows the Shock Troopers to seize the element of surprise when they take the field and their survival training makes them a quite resilient soldier capable of surviving behind enemy lines for extended periods.

Dropped from lightning fast Sky Witch copters, Shock Trooper paradeployment efforts are notorious amid the corporations of the system. Adding to the fear these troopers engender is the presence within their ranks of Chemical Troopers. Shock Troopers employ some tactics and weaponry that are decidedly banned by the Cartel, specifically in the use of Chemical warfare against humans. Since Cybertronic cannot hope to match other forces in means of manpower, they must find another way to ensure a quick victory, especially one that does little or no damage to the structures that Cybertronic wishes to acquire. While not particularly honorable, the gas used by the Shock Troopers is highly effective, even against alien biology, and quickly kills its victims. This allows Cybertronic forces to quickly overrun a site without causing undue structural harm. In spite of Brotherhood bans against chemical weapons, Cybertronic has found them quite effective against their enemies, especially Imperial.

Shock Troopers

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	3	12	3	1	6	3	21	2	26

Equipment: P-1000 Machine Pistol, Smoke Grenades.

Special Abilities: Para-deploy, Survival Training: 2.

Special Rules: May select up to 2 enhancements.

Weapon Stats:

P-1000 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1 (x2)	0	-	-	-	8	-

Smoke Grenades *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0	0	-	-	-	0	See Chart

Shock Trooper SGT

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	3	13	3	1	6	3	21	2	27

Equipment: AR-3000 Assault Rifle with GL-2500 UBGL.

Special Abilities: Para-deploy, Survival Training: 2.

Special Rules: May select up to two enhancements.

Weapon Stats:

AR-3000 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-2	-1	-1	0	-2	-	10	See Chart

GL-2500 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

Shock Trooper LMG Specialist

Elite squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	3	12	3	1	6	3	21	2	34

Equipment: SSW-4000 Light Machine Gun.

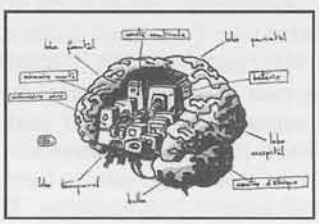
Special Abilities: Form Fireteam, Para-deploy, Survival Training: 2.

Special Rules: May select up to two enhancements.

Weapon Stats:

SSW-4000 Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-1	-	-	10	-







Machinator Mk1 LMG Spec




Shock Trooper GL Spec


Shock Trooper LMG Spec


Shock Trooper

Shock Trooper



Shock Trooper GL Specialist

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	3	12	3	1	6	3	21	2	41

Equipment: GL-3500 Grenade Launcher, P-1000 Machine Pistol.

Special Abilities: Para-deploy, Survival Training: 2.

Special Rules: May select up to two enhancements.

Weapon Stats:

GL-3500 Grenade Launcher *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-2	-3	-	-	9	See Chart

P-1000 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1 (x2)	0	-	-	-	8	-

Shock Trooper Chem Sprayer

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	3	12	3	1	6	3	21	2	36

Equipment: CS-44 Chemical Sprayer, P-1000 Machine Pistol.

Special Abilities: Para-deploy, Survival Training: 2.

Special Rules: May select up to 2 enhancements.

Weapon Stats:

CS-44 Chemical Sprayer *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	-	-	-	-	-	9	See Chart

P-1000 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1 (x2)	0	-	-	-	8	-

Reavers

Since its formation, Cybertronic has been beset with predators who wish nothing less than its complete dissolution. In spite of its vast advances in technology and its seemingly limitless innovations, the other Megacorporations have not made them welcome. The most destructive to Cybertronic, beyond the niggling annoyance that is Imperial must be considered the Brotherhood itself. Since the return of the Dark Legion, anti-Cybertronic sentiment has been on the upswing, a dramatic turn from the direction popular opinion was taking.

The Brotherhood can be held to account for well over 40% of Cybertronic's losses in the field and is single handedly responsible for near Crusades against their activities. To help offset the predations of the Brotherhood, Cybertronic devised a troop of soldier who would be ideal to combat this most persistent of enemies. The Reavers, as they are referred, are men and woman who have dedicated their lives to the protection of their corporation at the expense of the Brotherhood.

Aside from their anti-Brotherhood zeal, they also share the same reasons for that zeal. All Reavers have been profiled as individuals who have, in their pre-Cybertronic pasts, been the survivors of Brotherhood interventions. These experiences are what fuel their rage and the CDN feels this aspect of their personality is best left intact. Armed and heavily armored, the Reavers represent the ultimate slap in the face of the Brotherhood, a soldier fully integrated with AI and cybernetics who suffers no corruption from the Dark Symmetry. As can be expected, Reavers are hated by the Brotherhood whenever they are encountered.

Reavers

Elite trooper, required: 4-8 models, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	10	3	11	3	1	8	4	21	2	34

Equipment: Ripper Claw, SSW-4100 Light Machine Gun.

Special Abilities: Blessed, Climb.

Special Rules: Level 2 AI. May select up to 3 enhancements.

Weapon Stats:

Ripper Claw *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+6	See Chart

SSW-4100 Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-2	-	-	10	-

Reaver Sgt.

Elite squad leader, required 1 per squad, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	10	3	12	3	2	8	4	21	2	40

Equipment: Ripper Claw, SSW-4100 Light Machine Gun with GL-2500 UBGL.

Special Abilities: Blessed, Climb.

Special Rules: Level 2 AI. May select up to three enhancements

Weapon Stats:

Ripper Claw *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+6	See Chart

SSW-4100 Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-2	-	-	10	-

GL-2500 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

Attila Cuirassiers

The Attila units are state of the art in robot technology. Impossibly strong killing machines, completely loyal and unflinching in the face of the enemy, Attila are pre-programmed for more mission scenarios than any human can grasp. The Cuirassier program is focused on one goal, to create the ultimate thinking machine in the field of war.

Attila's have thickly armored bodies powered by internal batteries and are capable of shrugging off all but the strongest ballistic attacks. Their electro-pneumatic arms are capable of crushing a man in their grasp and allow them to fire any weapon without being affected by recoil. The core of each robot is virtually indestructible and can be salvaged from a wrecked chassis to be inserted into a new body at a more convenient date. Cybertronic fields Attila's in Fireteams of 2

to 3, wherever they need mobile armor at a squad level. The Cuirassiers are able to go where normal mobile armor cannot, including indoors, and this gives Cybertronic a decided advantage in difficult terrain. With the Attila's humanistic chassis it has a greater mobility and flexibility than any other walker type vehicle.

Attila Cuirassiers

Elite trooper, required 2-3 models, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	3	12	3	3	10	3	22	3	43

Equipment: CAV-4000 Autocannon.

Special Abilities: Resolve: 3.

Special Rules: Level 3 AI. Vulnerable to radiant attacks. Suffers +1 damage.

Weapon Stats:

CAV-4000 Autocannon *(ballistic, concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-5	0	-1	-3	-	-	10 (x2)	See Chart

Scorpion Launcher

Elite squad specialist, optional up to 1 per squad, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	3	11	3	3	10	4	24	3	61

Equipment: CS-450 Shield, CSA-404 Heatsword, SSW-6500 Stinger Rocket Launcher.

Special Abilities: Climb, Leap.

Special Rules: Level 4 AI. Vulnerable to radiant attacks. Suffers +1 damage.

CSA-404 Heatsword *(slashing, radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	- 0	ST+4	See Chart

SSW-6500 Stinger Rocket Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-3	-4	-4	-	14 (x2)	See Chart

The 19th Silent

One can say many things about Cybertronic, not the least of which is that they are adaptable. After years in the field defending themselves from the other Megacorporations and from the Brotherhood, Cybertronic has taken a lesson from its enemies- air power must never be underestimated.

The 19th Silent is Cybertronic's answer to Capitols Martian Banshees, Bauhaus's Blitzer's and Imperial's Golden Panthers. Encased in state of the art polyfiberous armor, the 19th Silent are paradeployed by modified Skywitches into hot zones requiring their special, if not heavy-handed, attentions. The jet packs used by the 19th Silent are not reusable once they hit the field, having spent all of their fuel slowing and controlling the descent of the soldier when he is quite literally dropped from the Skywitch.

The 19th Silent are clearly more than human- towering over a normal man by several inches. Add to this imposing presence the fact that neither the soldiers nor their jet packs make a single sound in battle. Even enemy fire bounces silently off their thick armor. The cause for this phenomenon is unknown, but the effect on the enemy is obvious.

The 19th Silent

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	3	12	3	1	7	4	22	2	31

Equipment: AR-3000 Assault Rifle, CSA-200 Power Fist.

Special Abilities: Para-deploy, Resolve: 3.

Special Rules: May select up to 1 enhancement.

Weapon Stats:

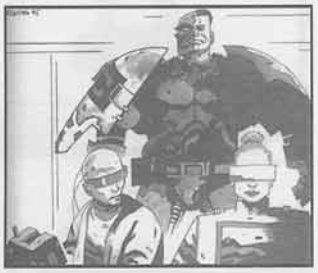
AR-3000 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-2	-1	-1	0	-2	-	10	See Chart

CSA-200 Power Fist *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	See Chart







"The Brotherhood took my family from me, but now I have a new family.
I've also got a damn good memory and enough firepower to frag an Inquisitor.
I suppose there is a God afterall."
-Reaver Jameson R2111



Attilla III



Mirrorman



Mirrorman



Shock Trooper Captain

Jaeger Commando

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	9	4	11	3	2	4	5	20	3	37

Equipment: Veslot SMG with GL-2500 UBGL, Filter Mask, Vulture Anti-Gravity Harness.

Special Abilities: Reconnaissance Training, Tactical Sense.

Weapon Stats:

Veslot SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	1 (x2)	2 (x2)	0	-	-	9	-

GL-2500 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

Mirrormen

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	10	3	13	3	2	8	4	20	2	39

Equipment: CSA-404 Heatsword, IA-3300 Chameleon Armor, P-1000 Machine Pistol.

Special Abilities: Infiltrate, Secondary Attack.

Special Rules: May select up to 2 enhancements.

Weapon Stats:

CSA-404 Heatsword *(slashing, radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+4	See Chart

P-1000 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1 (x2)	0	-	-	-	8	-

Mirrormen

The Mirrormen are the true elite of Cybertronic. They are absolutely amazing warriors who have received the best in training and a veritable fortune in Cybernetics, including the revolutionary Quicksilver Reflex Package, an armored suit that renders them almost invisible. Because of their extreme costs, they are deployed sparingly on the battlefield. If the Mirrormen are present, you can be certain that Cybertronic finds this battle to be extremely important, as they have sent their best soldiers to ensure victory.

Those soldiers who have an exceptional operational success rate are upgraded into the Mirrorman program usually from the Shock Troopers. At a secret installation in the Asteroid Belt they receive extensive training in the art of stealth and undergo a barrage of chemical and Cybernetic enhancements before becoming operational.

Like all Cybertronic citizens, Mirrormen are in constant communication with each other and the CDN, allowing them to perform frighteningly fast raids against enemy positions where they use their skills to infiltrate into their midst. Often, enemy troops are unaware what is attacking since the Mirrormen are tough to see while in motion and virtually undetectable when they are still. The assaults of the Mirrormen are up-close, where their P1000 Machine Pistols and CSA404 Heat Swords decimate infantry before the Mirrormen disappear back into the terrain.

The Mirrorman's armor, the IA3300, is a revolutionary and closely guarded technology developed by Cybertronic. It allows a soldier to partially blend in to any terrain that is reflected upon the armor's surface. This fact has given birth to the Mirrorman's name and the saying: "You don't see a Mirrorman until your face is reflected in its armor."

Whether a Mirrorman is human or an AI is unknown to this day, none have ever been seen without their armor on nor has one been recovered from the field.



PV Captain

The Peoples Volunteer Captain are soldiers who have a direct uplink with the Cybertronic Defense Network (CDN) and receive up-to-the-minute battlefield Intel from their superiors. It is their charge to follow out all instruction downloaded from the CDN and to run the tactical applications that have been uploaded into their memory. They have live-feed information from all of the Peoples Volunteers that have been integrated into their command structure and they use this information to manage the soldiers of Cybertronic to peak operating efficiency.

Peoples Volunteer Captain

Individual squad linked officer, limit 1 per Volunteers squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	3	13	3	2	5	4	18	2	30

Equipment: SG-7000 Shotgun.

Special Abilities: Tactical Sense, Unit Commander.

Special Rules: May select up to 1 enhancement.

Weapon Stats:

SG-7000 Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	9	See Chart

Chasseur Captain

The Chasseur Captain is in constant, direct communication with the Cybernetic Defense Network like all officers of the corporation. A Chasseur Captain is chosen for their tactical creativity, leadership abilities, and their attention to detail and the enhancements they gain leave these human elements intact. It is the Chasseur Captain's drive that sets them apart from the average Cybertronic soldier. The Chasseur Captain is given immense freedom in their actions and is valued for their ability to improvise on the battlefield, something a machine alone cannot do.

Chasseur Captain

Individual squad linked officer, limit 1 per Chasseur squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	3	14	3	2	5	3	19	2	32

Equipment: AR-3000 Assault Rifle, CSA-403 Sword, Tactical Computer Enhancement.

Special Abilities: Survival Training: 1, Tactical Sense, Unit Commander.

Special Rules: May select up to 1 enhancement.

Weapon Stats:

AR-3000 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-2	-1	-1	0	-2	-	10	See Chart

CSA-403 Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+3	-

Shock Trooper Captain

Rugged and demanding, the Shock Trooper Captain is a dangerous taskmaster. Armed with a Gehenna Puker, the Captain accompanies his troops and is found in their midst providing the support only the kiss of a Puker can deliver. As a paradeployed soldier, the Shock Trooper Captain has received countless simulations on battlefield tactics and is skilled at leading his forces into very hazardous environments.

Shock Trooper Captain

Individual squad linked officer, limit 1 per Shock Trooper squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	3	14	3	2	5	3	21	2	48

Equipment: Gehenna Puker Flamethrower.

Special Abilities: Para-deploy, Survival Training: 2, Unit Commander.

Special Rules: May select up to 2 enhancements.

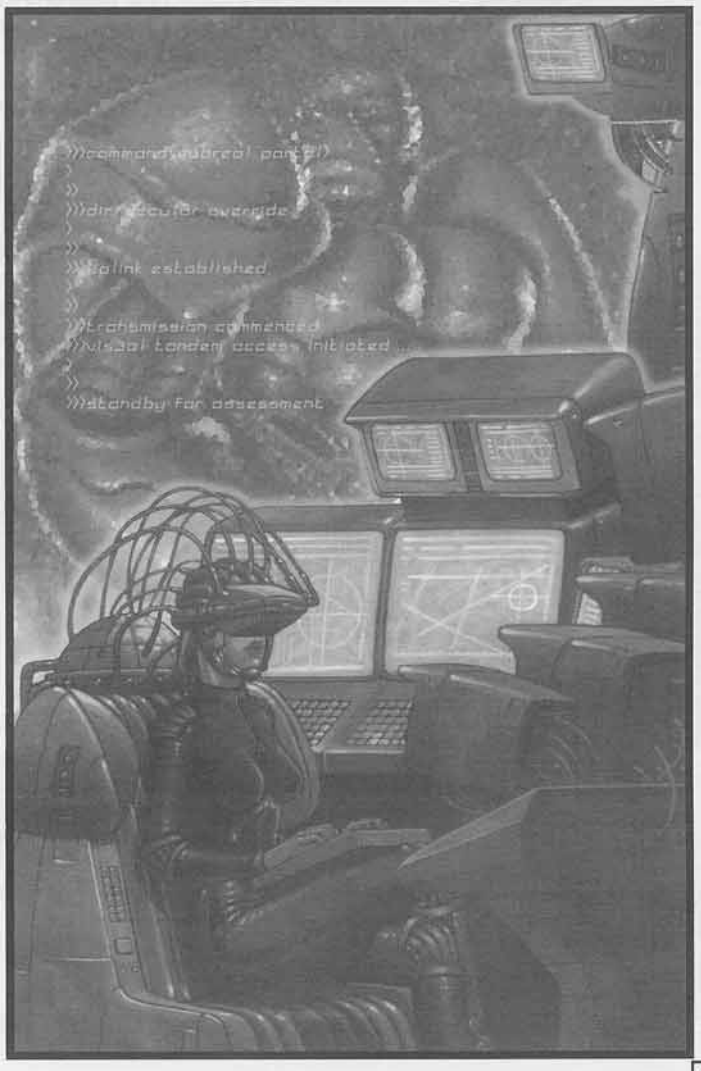
Weapon Stats:

Gehenna Puker Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart



People's Volunteer Captain



Vince Diamond

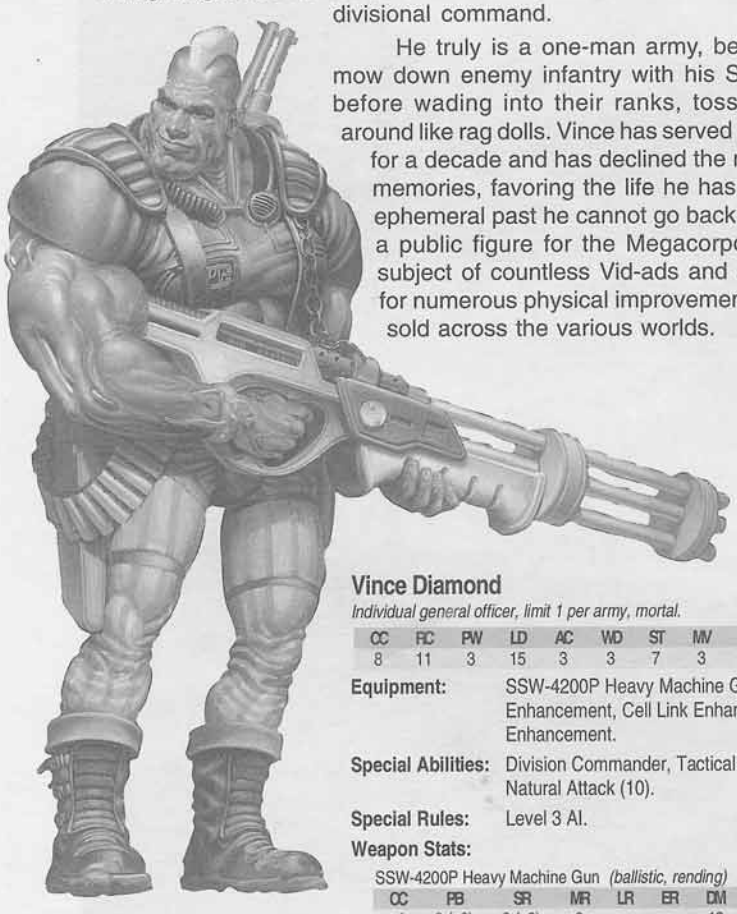
Cybertronic Employee #VNC012484, otherwise known as Vince, is part of Cybertronic's Diamond Program. Diamonds are chosen from the ranks of other Corporations and are the crème de la crème in the soldier class. Vince Diamond, for example, was once part of Bauhaus' military, a grand trooper with a superior career. That is, until a crash in a GT Off-road ended both his career and his life. After a lavish funeral by the Homebuilders and his Noble family, his few remains were sent to the crematorium. His actual body was presumed destroyed.

Unbeknownst to most, Cybertronic has the best medical facilities in the Solar System and commonly recruits its Diamonds in this manner...postmortem. After extensive restructuring and rehabilitation #VNC012484 was born, or more appropriately, reborn.

Today Vince Diamond is a common face on the battlefield. A giant of a man, with bulging muscles and a platinum mohawk, Vince is kind of hard to miss. Fortunately for him, his implanted armor and steel skeleton allows him to shrug off all but the most devastating attacks. Despite his size and meathead appearance, Vince is rather intelligent and a superior tactician and leader.

The CDN regularly uses Vince to secure new locations or to lead MCR forces into battle. Vince has been known to operate much like an Operations Overseer for the CDN. Unlike other Diamonds who function as Operations Overseers though, Vince still likes to get into the thick of it during a fight and his hands on leadership make him better suited for a divisional command.

He truly is a one-man army, being able to mow down enemy infantry with his SSW-4200P before wading into their ranks, tossing people around like rag dolls. Vince has served Cybertronic for a decade and has declined the return of his memories, favoring the life he has now to the ephemeral past he cannot go back to. Vince is a public figure for the Megacorporation, the subject of countless Vid-ads and spokesman for numerous physical improvement machines sold across the various worlds.



Vince Diamond

Individual general officer, limit 1 per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	11	3	15	3	3	7	3	22	3	54

Equipment: SSW-4200P Heavy Machine Gun, Optic Enhancement, Cell Link Enhancement, Torso Enhancement.

Special Abilities: Division Commander, Tactical Sense, Natural Attack (10).

Special Rules: Level 3 AI.

Weapon Stats:

SSW-4200P Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	3 (x3)	2 (x2)	0	-	-	13	-

Dr. Cynthia Diana

Cybertronic Employee #DNA998760, otherwise known as Diana, is part of the cybernetic and bioengineering division of Cybertronic. Unlike Diamonds, who are culled from the warrior class of the Solar System, Cynthia voluntarily left Imperial to join Cybertronic. After receiving cybernetic implantation and extensive training in the new and radical medical procedures and abilities available to Cybertronic, Cynthia received her new identity and title of doctor.

Dr. Diana is a field technician, capable of fixing both man and machine. Like any Diana personnel, Cybertronic has trained Cynthia to survive in combat situations so she can act autonomously on the battlefield. She is sent out by the CDN to reclaim as many of Cybertronic's personnel as possible from the battlefield, as Cybertronic can ill afford to lose their much-needed manpower. Bearing the designation Diana has not changed Cynthia's determination and scientific curiosity though and she is quite gregarious when met off the field of battle.

Dr. Diana

Individual general officer, limit 1 per army, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	3	12	3	2	4	4	17	2	36

Special Abilities: Medic: 6, Natural Attack (10).

Special Rules: Level 3 AI. Natural attack is a toxic injection from her autoinjector.

Cyril Dent

Cybertronic employee #C-RL976DNT, known as Cyril Dent, began his career with Cybertronic after an unfortunate incident involving a Mishiman Bushido Samurai ended his career as a Capitol Free Marine.

After being retrieved by the forces of Cybertronic and healed, Cyril willingly joined the fifth Megacorp. His past battlefield expertise and combat abilities make Cyril a born leader and with the slate cleaned of his past indiscretions he has served Cybertronic well. Surprisingly Cybertronic lets Cyril pick his own soldiers for the missions that he is given and Dent gives those recruits additional training to guarantee success on the battlefield.

Cyril is Cybertronic's first and best Divisional Commander currently though precious little is known about his life before the Free Marines and whether he himself knows is still a matter of some speculation. A man of few words and much action, Cyril is renowned for his aggressive combat style. "The best way to destroy the enemy is to destroy the enemy," he can be heard to say with little to know discernible

emotion. Cyril's battle plans always revolve around hitting the enemy in one concentrated spot and then retreating to strike again before they regroup.. Never flinching or showing pain, Cyril's enemies show visible discomfort at his relentless onslaught.

Standing roughly six feet tall, Cyril is the picture of perfection. Cyril carries the same mystique that surrounds the parent Megacorporation he's given his life to serve.

Cyril Dent

Individual general officer, limit 1 per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	12	3	13	3	3	6	3	22	2	52

Equipment: P-1000 Machine Pistol, SSW-4100 Light Machine Gun, Optic Enhancement.

Special Abilities: Division Commander, Tactical Sense.

Special Rules: Level 2 AI.

Weapon Stats:

P-1000 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1 (x2)	0	-	-	-	8	-

SSW-4100 Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-2	-	-	10	-

Operations Overseer

To a vast extent, the leadership of Cybertronic's military are its Diamond troopers, named for the soldier's multifaceted nature and superior qualities. Diamonds receive extensive Cybernetic implantations that blur the line between man and machine in a different way than is normally seen. Unlike so many other soldiers who forsake human appearance for superior performance, Diamonds always maintain their human appearance, though it often bears little resemblance to how they originally looked. This allows the Diamond to retain his or her own human creativity and reactions while augmenting his or her abilities with the amazing machines of Cybertronic. The Diamonds are mostly deployed as Operational Overseers within Cybertronic's military.

Functionally the Operations Overseer is a mobile hub for the CDN that has unparalleled tactical coordination and communication cybernetics which allow them to have a real-time situational report of the battlefield and gives them the ability to make quick and well-informed decisions. When an Operations Overseer is on the battlefield, Cybertronic forces are in constant communication with each other and work at a greater efficiency and speed. While enemy forces are still trying to determine their goals and opposition, the Operations Overseer has already decided a course of action and has positioned his or her troops in a precise manner to achieve victory.

What little is known outside of the upper echelons of Cybertronic is that the Diamonds are not always veteran Cybertronic warriors. In fact, Diamonds represent the most ghoulish aspects of Cybertronic, an aspect that the Brotherhood would love to exploit in the courts of public opinion.

Diamonds were superior warriors cut down during battle with Cybertronic forces. Should the CDN determine that an enemy was a superior and highly skilled warrior, that fallen soldier is tagged for extraction, a process that must be implemented within hours of the body's demise. The corpse is preserved until it is transported to one of the Megacorporations research labs where the "magic" really begins.

Engrams are copied and replicated, the physical shell augmented and repaired. In a process seemingly mystical, the soldier is restored to life, albeit without the benefit of his personal past. In return for their service, their full engrams will be restored to them and they may return to their former lives- no questions asked.

So far, no one has ever returned to his or her former life; they are more than content to leave their past behind them. Those rare few that learn about their past are mortified by what was lost to them and what they have done since acquiring the mind wipe that restored them to functionality. Many of these traumatized units end up as Surveilers.

Naturally, the knowledge the Diamonds afford Cybertronic regarding their now mutual enemy makes them highly valuable assets not readily dismissed.

Another mitigating factor in this secret practice is the fact that the resuscitation process and subsequent imprinting takes years to complete, years where fallen soldiers' loved ones have moved on and made their peace.

Operations Overseer

Individual force commander, limit 1 per army, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	3	15	3	3	6	3	21	3	53

Equipment: SSW-4900 Auto-mortar.

Special Abilities: Force Commander, Strategic Insight, Tactical Sense.

Special Rules: Level 2 AI.

Weapon Stats:

SSW-4900 Auto-mortar *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-2	-4	-	10	-

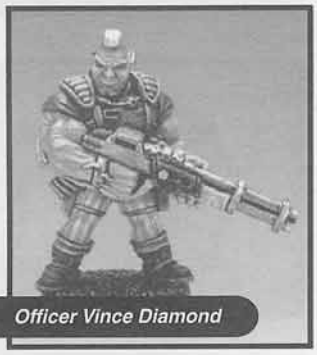




Dr. Cynthia Diana



D.C. Cyril Dent



Officer Vince Diamond



Enhanced Chasseur



Charles Sykes, O²

Cancer Mounted Machine Gun

Technology often leads to creative applications throughout a culture. Cybertronic is no different. The Cancer Class Weapons are a successful amalgamation of human and machine, and represents very creative weapons applications. Unlike the TA-6500, the Cancer is more of a physical joining where the torso of a soldier is grafted to a multi legged chassis in place of his legs. Because of their design, the Cancer MMG has an upgraded armored chassis that gives it a bulky appearance though this belies its true speed. Its chassis is fitted with two Power Claws to deal with enemy infantry that may close with the unit. More frightening though are the SSW-4200 Mounted Heavy Machine Guns that are grafted into his chassis and linked to his own arms.

Practically, the Cancer MMG gains a proper position on the battlefield by locking its arms into a firing position and planting its legs into the ground to absorb the considerable recoil that the twin MMGs kick out in full automatic mode. The Cancer is already gaining a fearsome reputation on the battlefield for its ability to decimate enemy infantry at considerable range.

Cancer Mounted Machine Gun

Support unit, required 1 model, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	10	3	11	3	4	9	4	22	3	61

Equipment: CSA-500 Power Claws, SSW-4200 Mounted HMG.

Special Abilities: Predator Senses: 8.

Special Rules: Level 4 AI.

Weapon Stats:

CSA-500 Power Claws *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+2	See Chart

SSW-4200 Mounted HMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	2 (x3)	0 (x2)	-2 (x2)	-	13	-



Surveiler

Cybertronic has made it a point to design their soldiers to fight fast and savage battles, knowing that prolonged engagements will work against them. The Surveiler is the first step at changing this tactic. Originally outfitted to survive the wild and toxic wastes of Dark Eden, the Surveiler is the ultimate human killing machine, a synthesis of perfectly balanced AI and humanity, without the bothersome emotions or scrupples.

Armed with twin DE-233 Machineguns, plated with KE2000 Body armor capable of sustaining its vital functions without the need for food, rest or even oxygen, the Surveiler is the perfect warrior as far as the CDN is concerned. It takes a special personality to accept the blending required to become a Surveiler, which is why there are not more of them, but in no way does this diminish their severity on the battlefield.

Surveilers are deployed independently and seem to be able to survive the rigors of space as easily as the noxious smog of Dark Eden.



Surveiler

Support unit, required 1 model, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	12	3	13	3	4	7	3	24	3	72

Equipment: Ticker 2300, Twin DE-233 Light Machine Guns.

Special Abilities: Regenerate: 5.

Special Rules: Level 4 AI.

Twin DE-233 Light Machine Guns *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	1	-	- 0	13	-



TA-6500



Infamous for its kill ratios, the Surveilers are a dread sight on any warzone.

Scorpio Launcher

The Scorpio Launcher is an offshoot project of the Cuirassiers, called the Zodiac Division. Unlike the Juggernaut Division, the Zodiac uses the Cuirassier Core in different chassis's that fulfill several support roles on the battlefield. The Scorpio has the lower legs of the normal Attila enhanced with grip capable feet to traverse difficult terrain with relative ease.

The main purpose of the Scorpio is to pound enemy positions with very lethal rocket fire, an armament that it houses within its segmented tail. Concealed within that tail lies the SSW6500 Stinger Rocket Launcher System which it uses once it has achieved a strategic position on the field. Able to fire multiple rockets much faster than any man-portable launcher, the Scorpio is a punishing weapon in the Cybertronic arsenal. The Scorpio is further armed with a ballistic shield and a CSA 404 Heat Sword to deal with enemy infantry or light mobile armor that gets too close to its position.

Scorpion Launcher

Support unit, required 1 model, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	3	11	3	3	10	4	24	3	76

Equipment: CS-450 Shield, CSA-404 Heatsword, SSW-6500 Stinger Rocket Launcher.

Special Abilities: Climb, Impenetrability, Leap.

Special Rules: Level 4 AI. Vulnerable to radiant attacks. Suffers +1 damage.

CSA-404 Heatsword *(slashing, radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	- 0	ST+4	See Chart

SSW-6500 Stinger Rocket Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-3	-4	-4	-	14 (x2)	See Chart

Chem.IMN

The Chem.IMN stands for the Chemical Interactive Manpower Neutralizer. It is a rarely used weapon with a built in self-destruct device to destroy all evidence of its connection to Cybertronic, since the use of chemical warfare is a definite infraction of Cartel Mandates.

A Chem.IMN is dropped into enemy territory from orbit by means of a stealthy spacecraft or a pre-positioned satellite. The protective sheath covering the unit burns off during reentry and a series of air brakes slow the Chem.IMN's decent enough that it survives impact with the ground. Different settings programmed into the Unit's sheath will determine its deployment, with a higher degree of air-braking allowing the Chem.IMN to be available immediately after touchdown or a lesser degree of braking ensuring that the unit will be buried below the surface. The second option is most often chosen, giving the Chem.IMN a chance to use its offensive capabilities in their most potent form.

A Chem.IMN will often stay dormant while buried under the surface, until it is either triggered by seismic emissions from ground troops above, or a CDN signal powers-up the unit. When the Chem.IMN emerges, covered in dirt and leering from its skull-like cranial casing, it is often considered a Dark Legion Necroconstruct by enemy units-something Cybertronic counts on. The Chem.IMN then begins a virtual mass-murder, with its Sniper Rifle taking out enemies at range and a continuous spewing of deadly chemical agents that poison the air.

You can tell the path of a Chem.IMN by the trail of dead vegetation left in its wake.

Chem.IMN

Support unit, required 1 model, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	11	3	12	3	3	10	4	22	3	56

Equipment: D-332 Chemical Warfare System, SR-3500 Sniper Rifle, Self-Destruct Mechanism.

Special Abilities: Ambush, Dire Rating: 4.

Special Rules: Level 4 AI.

Weapon Stats:

D-332 Chemical Warfare System *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
- 1	-	-	-	-	-	9	See Chart

SR-3500 Sniper Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-3	0	0	2	2	14	See Chart

TA-6500

The TA-6500 is a light reconnaissance vehicle with a sophisticated and extensive sensor system. The CDN uses TA-6500s to scout out enemy positions and relay the information through the network to the rest of the Cybertronic soldiers in the field. While not specifically designed to engage the enemy, the TA-6500 has a 30mm autocannon mounted on its topside that can punch holes in both infantry and light mobile armor. What is not known about the TA-6500 is that it is controlled by a "Brain Box", the living brain of a fallen veteran Cybertronic soldier, which is hardwired into this mobile sarcophagus.

TA-6500

Support unit, required 1 model, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	3	11	3	4/1	11	5	23	4	82

Equipment: CAV-5000 Mounted Autocannon, Enhanced Sensor Array.

Special Abilities: Impenetrability, Reconnaissance Training.

Special Rules: Level 4 AI.

Weapon Stats:

CAV-5000 Mounted Autocannon *(ballistic, concussive, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	1 (x2)	0 (x2)	-	-	13	-











The Juggernaut Division

The Eradicator Deathdroid, or EDD for short, is a cybernetic masterpiece. Deep within the egg shaped combat chassis of the EDD is the minimal amount of human brain tissue that is necessary to pilot this walking tank. Wrapped in layers of armor and life support systems, and perforated by control wiring and circuits, the brain of the EDD retains enough of its human characteristics to make decisions and react to battlefield stimuli. This decision process is highly augmented by a sophisticated Artificial Intelligence that not only enhances the human brain but also is responsible for translating the decidedly "human" autonomous functions from the brain to the EDD's limbs. The result is a thinking tank.



Eradicator Deathdroid. AP

The Eradicator Deathdroid.AP

The Anti-Personnel version of the EDD, the EDD.AP, is a truly devastating asset within the close confines of urban, jungle, and trench conflicts. The primary armament of the EDD.AP is the CAV-7000 Phosphor Cannon, a highly effective autocannon. Its secondary weapon is the CS600 Gigadeath Chainripper, which is used to gain access to fortified positions and to deal with intervening obstructions, be it terrain or opposing forces.

The EDD.AP has been used with great success in both the clearing of massed opposition at the forefront of an assault or to defend a position from the advance of infantry. It is a mainstay in the Cybertronic Warmachine.

Eradicator Deathdroid.AP

Support unit, required 1 model, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	9	3	12	3	6/3	11	5	23	6	110

Equipment: CAV-7000 Phosphor Cannon, CSA-600 Gigadeath Chainripper.

Special Abilities: Impenetrability.

Special Rules: Level 3 AI.

Weapon Stats:

CAV-7000 Phosphor Cannon *(ballistic, concussive, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	1 (x2)	0 (x2)	-	-	14	-

CSA-600 Gigadeath Chainripper *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+5	See Chart



Commander Faye Harlock
Special Operations Branch

The Eradicator Deathdroid.AV

The Anti-Vehicle version of the Eradicator Deathdroid provides an effective long-range support platform that can both engage Mobile Armor at distance and decimate infantry formations. The EDD.AV's primary armament is the CAV-7200 FAE Autocannon. This is a weapon designed to penetrate heavy armor and fortified bunker positions at medium range with armor piercing high caliber ammunition.

For extremely resilient targets, the EDD.AV employs its SSW-4200 Mounted HMG which is incredibly effective against massed infantry formations. The SSW-4200 is cooled by the EDD.AV's internal systems giving it an astonishing rate of sustained fire, especially at close ranges. Coupled with the fact that it chambers a heavier round than Man-Portable Machine guns, it insures that targets hit by the gun's burst will not play a further part in the conflict.

While relatively new, the EDD.AV has quickly gained respect from opposing forces for its ability to decimate both armored divisions and infantry formations at range.

Eradicator Deathdroid.AV

Support unit, required 1 model, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	3	12	3	6/3	11	5	23	6	113

Equipment: CAV-7200 FAE Autocannon, SSW-4200 Mounted HMG.

Special Abilities: Impenetrability.

Special Rules: Level 3 AI.

Weapon Stats:

CAV-7200 FAE Autocannon *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0	-1	-3	-	-	12 (x2)	See Chart

SSW-4200 Mounted HMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	2 (x3)	0 (x2)	-2 (x2)	-	13	-



Eradicator Deathdroid. AV

Cybernetic Enhancements

Optic Enhancement (1 pt)
This occular implant replaces the human eyes of the recipient with improved optic arrays. They are indistinguishable from regular eyes.

Adds one (+1) to spot checks
Subtracts one (-1) from smoke penalties.

Cell Link Enhancement (1 pt)
By inserting subdermal microchips into the cerebral cortex, cel link enhancements allow the bearer to tap into the subreal interface and more competently interact with other members sharing their link.

Adds +2 to command distance.

Steel Skin Enhancement (2 pts)
A complex precess whereby cellular walls are strengthened and programmed to react to pressure applied against them, the steel skin enhancement is not a true plating of the skin but an evolution in cellular activity. As such it is undetectable by conventional means.

Adds +1 to the AR value of a model.

Pin-Point Weapon Enhancement (2 pts)
By coordinating the implantation of an optical link into the cerebellum, the PPW enhancement allows the bearer a more precise control over his reflexes.

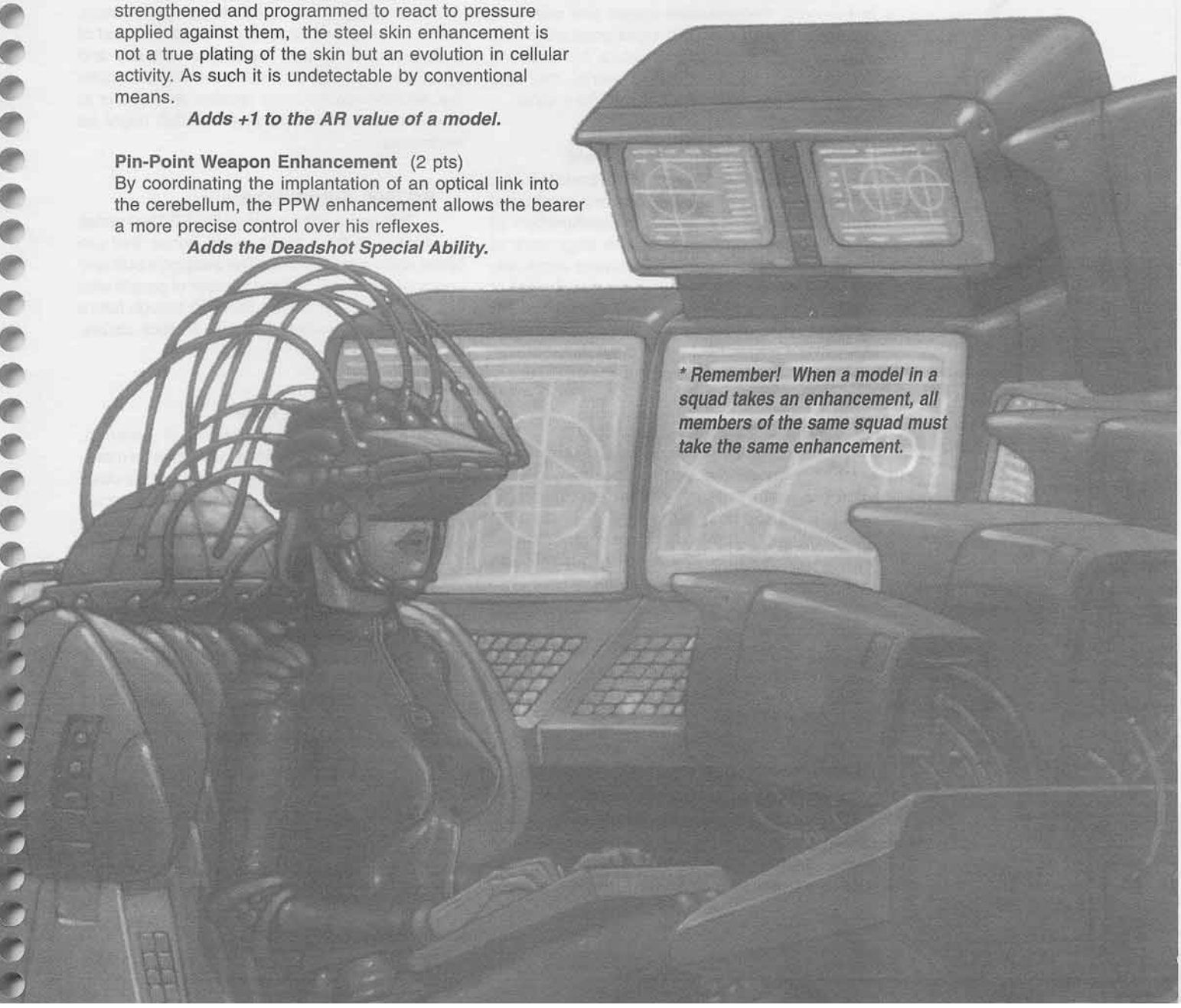
Adds the Deadshot Special Ability.

Torso Enhancement (1 pt)
During a surgical procedure where ones bones are shortened and the muscles strengthened, a torso enhancement is a common procedure amongst the members of Cybertronic.

Adds +1 to ST statistic of a model.

Leg Enhancement (1 pt)
By reinforcing the muscles of the legs with micro carbon fibres, the possessor ot this enhancement is a superior specimen of physical fitness.

Adds +1 to ST statistic of a model.



** Remember! When a model in a squad takes an enhancement, all members of the same squad must take the same enhancement.*

Cybertronic Armory

Notable Weapons

Melee

CSA403 & CSA404 Heatswords

Like much of Cybertronic's equipment, the **C**ombat **S**ide **A**rm series of swords are a marvel of synthetic materials and precise mass production methods. Much of the blade is a metal composite which is extremely resilient and able to hold a fine edge. When the right electronics are installed in the plastic hilt, it can emanate immense heat, recorded as near 800 degrees Fahrenheit. This makes the blade a versatile tool in the Cybertronic army. It can be manufactured in bulk with considerable speed and with little expense. The CSA403's rapid production has provided considerable revenue by allowing Cybertronic to flood third-world markets throughout the Solar System with their sales.



CS350 Buckler/ CS450 Shield

The Combat Shields of Cybertronic are another example of the Corporations mastery of synthetic materials. Using a combination of metallic alloys and plastics, the engineers of Cybertronic have managed to create extremely light shields able to withstand a great deal of kinetic punishment. The 350 series is a smaller version usable masterfully in close combat while the 450 is a larger, full-body protector that is both effective against close combat as well as ranged.



CS600 Gigadeath Chainripper

The CS600 is a vicious weapon employing a massive motorized engine and diamond-like synthetic teeth to tear through most materials easily. It is used both in the mining/construction branch of the Cybertronic Megacorporation as well as its military divisions to cut through buildings and enemy mobile armor.

The size, weight and energy consumption of the Gigadeath prevents the weapon from being used by any unit that does not have its own significant power supply. If Cybertronic could produce a man-portable version it would sell on the open market with terrific speed.





Machine-Pistols

P1000 Machine Pistol

As with all Cybertronic-designed weapons, the P1000 machine pistol is a masterpiece of craftsmanship, reliability and user-friendliness. The weapon is a combination of metal-composites, ceramics and plastics, which make it exceedingly weather-resistant and durable under extreme climes. Chambered for 9mm caseless ammunition, the P1000 is capable of firing its large capacity magazine with little or no chance of jamming and the weapon's microelectronics will automatically lock the weapon's safety if it senses that the barrel is too hot from prolonged use.

Shotguns

SG7000 Shotgun

The SG700 is an auto-loading semi-automatic shotgun manufactured by the Cybercurity division of Cybertronic. It is a reliable weapon that is capable of operating in the worst of environments.

There are no electronics within the SG7000, which is set up in a bullpup design to maximize both the range and accuracy without the need of auto-aiming software. The lack of circuitry and the abundance of metal within the SG7000 make the weapon exceedingly reliable and useful in close combat situations where a club might be necessary.

SG7500 Auto-Shotgun

This upgraded version of the SG7000 series is capable of firing three round bursts that are brutal against soft targets. The weapon's bulk and considerable recoil limit the number of people who can be equipped with the SG7500 though future upgrades to the series will deal with such issues.

Assault Rifles

AR3000 Assault Rifle

The AR3000 is a marvel of balance, accuracy and reliability within the context of mass-production. The rifle is designed with standardized weight distribution and an anatomical grip, which allows the weapon to be fired with 1 hand if necessary without undue muzzle-lift.

Cybertronic's use of synthetic materials is prevalent within the components of the AR3000, with much of the rifle a blend of composite-plastics and ceramics. The weapon employs micro-electronics much like the P1000, which prevents a user from drastically damaging the weapon. The same electronics can be upgraded to provide plug-and-play capabilities for any attachments that the user wishes to add to the rifle.

Sniper Rifles

SR3500 Sniper Rifle

Though looking large and bulky, the SR3500 is extremely light-weight and sturdy,

being constructed out of Cybertronic manufactured composites and ceramics. The SR3500 has a fair amount of electronics within its housing, including specialized targeting software that is designed to maximize the lethality of placed shots.

Light Machine Guns

SSW4000 Light Machine Gun

The SSW4000 is an old design of Cybertronics, which employs a water-cooling system to reduce the heat caused by extended use. The drawback of such a system is the weapon's weight and the drastic reduction of accuracy over range that the system causes. Still, the SSW4000 is a sturdy and reliable weapon that can be maintained in the field with little trouble.

Cybertronic has relegated the SSW4000 to its less-important troops as well as selling the weapon on the open market.

SSW4100 Light Machine Gun

In accordance to other Cybertronic-designed weapons, the **S**quad **S**upport **W**eapon 4100 series is a spectacular example of the LMG class of weapons. The long-composite barrel is perforated to maximize cooling and the weapon's bullpup design allows for a compact and accurate weapon at range.

The SSW4100 is a marked improvement over previous Cybertronic LMG type weapons, having been integrated with combat-software and diagnostic electronics. Such improvements have made the LMG a favored weapon among Cybercurity personnel as well as the Elite Diamonds of Cybertronic's IES.

Heavy Machine Guns

SSW4200P Heavy Machine Gun

The Squad Support Weapon 4200 series of Man-Portable machine guns is on par with other Cybertronic-designed weaponry. It uses a combination of composite-materials, weight-stabilization and ergonomic design to produce one of the most accurate and user friendly HMGs on the market.

Mounted Machine Guns

SSW4300 MMG

The 4300 series of Squad Support Weapons are water-cooled, electronically monitored weapons that fire MMG ammunition with great accuracy over range. The weapon's software assisted loading mechanism allows it to be used by a single operator or slaved to a vehicle's pilot.

Autocannons

CAV3000 Autocannon

The Anti Vehicle line of Cybertronic firearms are a vast improvement over the Cartel standard Deathlockdrum with the 3000 series of AV providing a greater accuracy over range. The drawback of the weapon is its weight, which looks to be upgraded in next year's model.

CAV5000 Mounted Autocannon

The 5000 series of Anti Vehicle cannons are too large and cumbersome to be man-portable, even by the mechanical marvels of Cybertronic's Cuirassier Division. It is capable of firing tri-burst 20mm armor-piercing rounds with decent accuracy, which is enhanced with dedicated software housed within the weapon's chamber.

AV7000 Titan Megablaster AC

The 7000 series of Cybertronic's Anti Vehicle cannons employ a great number of electronics and software to coordinate the weapon's burst-fire capabilities. Instead of triggering 3 rounds in succession through one barrel, the Megablaster fires 1 20mm round from each of its 3 barrels simultaneously. While this effect is devastating, it is hard to produce and maintain unless the Titan is mounted upon a vehicle with enough computing capabilities to handle the constant calibration.

Flamethrowers

FT199 Magmascorcher Heavy FT

The Flame Thrower 199 series of Cybertronic is specifically designed for the Eradicator Deathdroid. The weapon uses a pair of internal rotating barrels that are monitored by the ED's diagnostic computer. When one barrel reaches a critical temperature the Magmascorcher automatically shifts to the other while cooling down the first one. This ensures high reliability while maintaining the 199's lethality.

Launchers

GL2500 Grenade Launcher

The GL2500 is a standard 30mm under barrel grenade launcher that clips into the I/O port—standard in most Cybertronic assault rifles. It has no firing mechanism of its own, instead the weapon that it is attached to can be configured to fire the GL2500 with the weapon's main trigger after the push of a secondary button.

SSW5500MP Rocket Launcher

The **M**an **P**ortable version of the 5500 Squad Support Weapon is a simple design by



AR3000



SR3500



SSW4000



SSW4100



Cybertronic standards, with little or no electronic guidance for the weapon's rockets. The typical ergonomic bullpup design prevalent in Cybertronic weapons compensates for this and the 5500's ability to quick-load its rocket clips between standard High Explosive, Anti Personnel and HEAT makes the rocket launcher a very versatile specialist weapon.



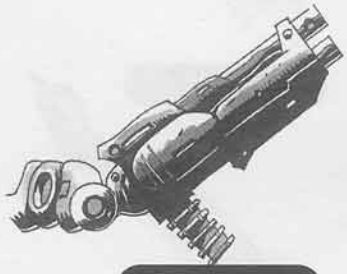
SSW4200P

SSW6000 Rocket Launcher

Cybertronic's 6000 series of Squad Support Weapons are restricted to computer assisted vehicle hard-mounts due to the weapon's lack of any external operating mechanisms. It is capable of firing a combination of HE, AP and HEAT rockets, all of which were loaded pre-engagement, and is dependent upon the sensors of the operator to properly lock onto a target.

SSW6500 Stinger Launcher System

The SSW6500 is the next generation of Rocket Launchers, being able to fire guided rockets that are computer-assisted in locking onto targets. At this point, the sheer computing power necessary to fire the rockets negates its use by anything other than an A.I. enhanced unit, which still needs to dedicate itself to gaining a target lock and successfully guide the fired rockets around intervening terrain. Still, with the next generation of Cybertronic weaponry on the horizon, it looks like the battlefield just became deadlier.



SSW4200 MMG

Special

G550 Gas Grenades

Cybertronic does not acknowledge the existence of its 550 series of grenades. This is because the lethal nerve toxin that is released in a gaseous form is highly illegal and will cause the Cartel to Sanction the destruction of any and all Cybertronic facilities even suspected in producing the gas.

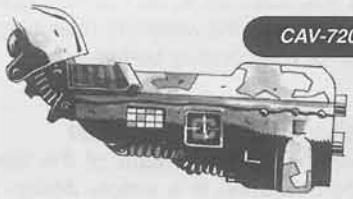
The gas itself, simply titled Agent 44, is quick acting and dangerous in both air and contact vectors. The result is a quick, quiet death as the victim's neurological processes cease. There are no traces of the nerve agent left within the victims as it quickly breaks down into inert, unassuming compounds.



AV7000



SSW5500 MP RL



CAV-7200 FAE

CS44 Chemical Sprayer

This weapon is employed within facilities or close quarter battles when conditions allow it. It distributes the Agent 44 nerve toxin in a gaseous form via the use of a pressurized delivery system and is extremely lightweight. The weapon is especially deadly during Dreadnaught boarding actions within deep space or any other sealed environment though Cartel law forbids such actions in an authorized conflict.

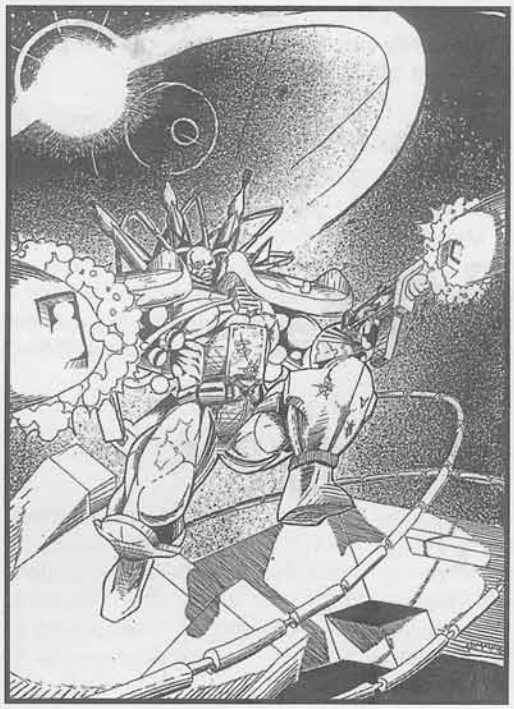
The weapon itself is a Cartel violation, causing Cybertronic to fit it with a self-destruct, cleansing system that monitors the operator's vitals. The CS44 will employ this system if those signs ever go red; the result of death, or it receives a coded signal from the CDN.

CAV-7000 Phosphor Cannon

This weapon employs a chemical detonator containing a high concentration of compressed phosphorus. The result is an extremely high projectile velocity, and a very unique flare-like mussel flash that is infamous even within the ranks of the Dark Legion.

CAV-7200 FAE

This weapon fires a supersonic burst of chemical liquid. In liquid form this chemical is quite harmless, but upon impact it vaporizes releasing a highly volatile cloud of aerosol fuel. That cloud then detonates creating a horrific fuel air explosion. The tremendous localized overpressure and resulting shock wave can crush armor plate.



"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 time lost 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.

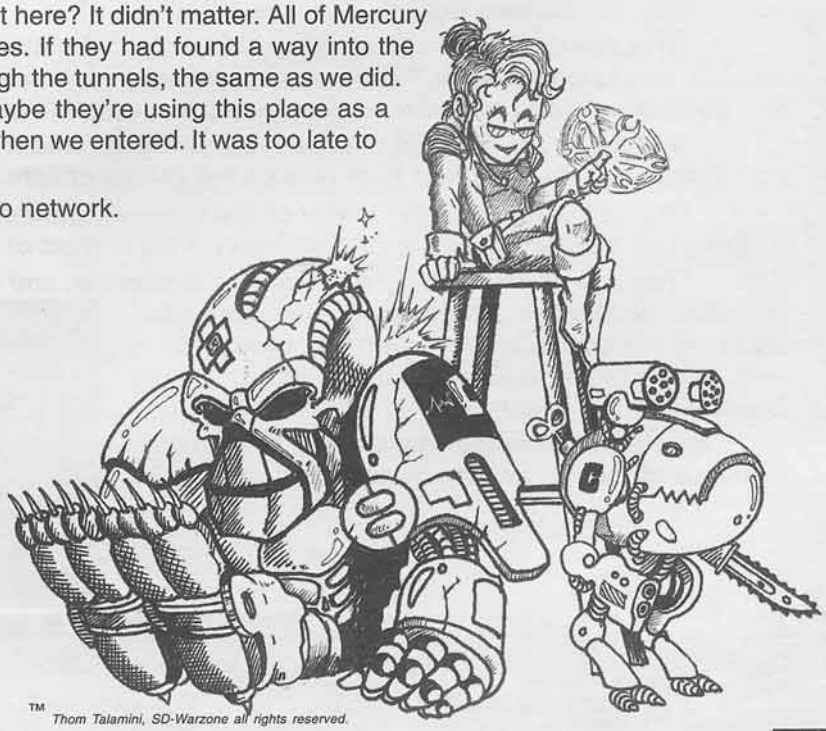
The rest of his squad filed in behind him, and then the rest of the Cybertronic force; another squad of Chasseurs, a Fireteam of Attilas, and mighty Eradicator. The Cuirassiers' mechanical smiles were as cold as the surrounding snow. That old map had proven correct. The tunnels had led from mine-cavern 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 snowdrift. 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 under realms, 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 sub vocalized an order into the radio network.

"Fire at will," he ordered.



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United We Stand

Inquisitor Mathias confidently stepped up to the podium. Around him were representatives from the Second Directorate and the Curia. At the back, Imperial high officials sat uneasy, unsure of what would happen. Inquisitor Mathias took out the Book of Law with his personal notes and placed them on the table in front of him. He turned his imposing figure toward the senior brothers and sisters but ignored the corporate jackals.

"Brothers and sisters. We all know that we stand against a Darkness that threatens to engulf us all. The Darkness seeks to extinguish the light of humanity and all that is good. Of this, there can be no question.

"But the threat is not only from the stars, but from within our own castles, and even from those we call our friends. Instead, they have proven to be our enemies, and we are forced to gather here today to decide what must be done. Let us listen to a true brother, and let him speak his mind on the matter. I introduce Mister Henry Bartholomew."

One of the Imperial officials stood and approached the podium. He was a powerful man, and his voice was confident as he spoke.

"Inquisitor Mathias speaks truly and with great wisdom. This aspect of the Dark Legion has attacked us directly. They have infiltrated not only our corporation, but also the very heart of humanity, while posing as friend and savior. They have attacked our industries, using the cursed Legionnaires, and they have assassinated many of our heroes in our battle against the Dark Symmetry."

Now, the old man became clearly agitated.

"This threat was at first taken seen as healthy competition, a run at becoming one of the great powers through…accepted methods." Bartholomew made an embarrassed pause, well aware of the methods his own company used to maintain power. He tried to mask the interruption with a cough and cleared his throat.

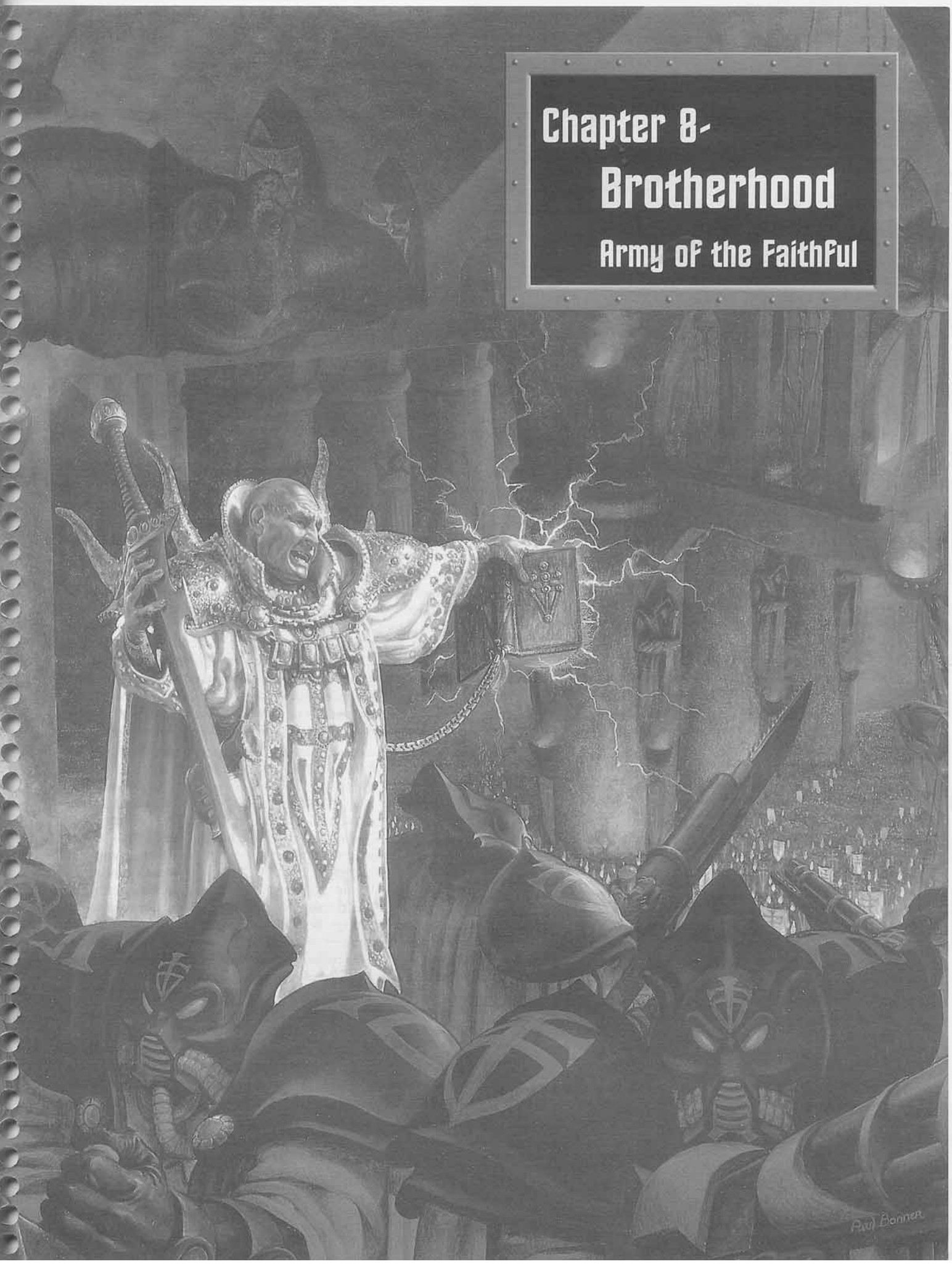
"But they have stepped outside the boundaries, and it is clear that theirs is a work of evil, another manifestation of the Darkness from outside the sphere of light."

After this statement, the leader of the Imperial withdrew, as Inquisitor Mathias replaced him at the podium. The armor-clad man folded his heavy arms in front of him as he again addressed to his superiors.

"This has been noted by our brothers in Imperial, and they have brought much new information to our own investigations. You have now heard their pledge to our cause, and it is with great satisfaction that I finally can present evidence of corrupting Symmetry in our midst.

"We must now decide what must be done to stop influence of the evil power known as Cybertronic."




Chapter 8-
Brotherhood
Army of the Faithful
Paul Bonner



And so Nathaniel gazed out over the worlds, and it was littered with evil. The worlds were filth and waste, decay and destruction. Civil wars waged on endless battlefields, and brother fought brother in the chaos we had inherited. We had turned the cradle of humanity into a charnel pit, an abattoir of atrocities and unspeakable horrors. Traitors and renegades sought refuge in the shadows and the dark. Outside the borders of the once great cities, mutants and beasts from the pits of Darkness roamed.

Then, as the horrific visions threatened to overcome him the veil was lifted, and Nathaniel saw the Light. He saw the winding road to salvation and he felt the warmth of the cleansing fires that would burn the filth away and once again brighten the world. In that moment, a great power surged through Nathaniel, and he found that he could shape the powers of the Light with his will. Once again he gazed out over the world, and proclaimed:

"Let this be the end of Darkness and the beginning of the triumphant Light that will shine over the human worlds forever."

And around him he gathered those of faith, and they called him their leader. So it was that the Brotherhood was formed to do battle against the Darkness. Nathaniel was the first of our sacred Cardinals.

In his wisdom, he raised the banners of the just and right and lit the sacred fires of redemption. And their light did shine over the worlds, filling the skies. And the fallen did end their wars and looked to the Light and wondered what it would bring.

The First Chronicle:
The Arrival of the Darkness and the Calling of the Cardinal
-Brother Alexander Horatio

When the worlds of man were faced with the threat of destruction at the hands of the Dark Legion and the avarice of their own warring superpowers, it was the Brotherhood who saved them. It was the Brotherhood that had grown from a small movement of the disenfranchised into an organization more powerful than any other before it. Within its ranks existed the righteousness and the hope of a race on the brink of extinction. In that dark and Godless time, salvation was born on the shoulders of one man and the desperate pleas of a race, weary of the constant slaughter, received hope. Rallying under the banner of the charismatic Durand, the followers of the Light united humanity as they had never been before and drove back the Darkness. Today, the Brotherhood is represented across the solar system, from Mercury to the distant Pluto. Wherever the light of the Brotherhood falls, the battle against the Darkness continues. At least that is how it's supposed to be.

Even today, a thousand plus years later, the Brotherhood represents an all governing, unearthly power that is personified by one man. The Cardinal is the spiritual leader of the solar system. In fact, he is the single most powerful man alive, commanding immense loyalty, military might and mysterious power. Aiding the Cardinal in his sacred mission, deep within the vast libraries of the Brotherhood's cathedrals, the Mystics endlessly search into both the past and the ever-changing future to find the answers to lead humanity back into the light.

To do battle against the Dark Legion, the original Cardinal created a mighty sword of followers so resolute in their purpose, so dedicated to their holy task that they would scour the solar system to insure the Darkness could never return. They would drive the forces of evil back and once defeated, they would maintain a vigil to protect the very soul of humanity from the corruption within. This sword was anointed the Inquisition and for over a thousand years, this institution has sought to cleanse our solar system of the festering evil that can be found both in space and within our own souls. The Inquisitors of the Brotherhood, in their magnificent suits of crimson armor, comb the worlds of humanity and stand ready to defend mankind from as far as the cold wastes of Pluto and Uranus to the scorching deserts of Mars and Mercury. They remain forever vigilant.

It is not enough that the Inquisition guard humanity, for the taint of evil is something that will require more than even their efforts. Thus, in the shadows of every city, Observers from the Brotherhood are present in all aspects of each organization within the Megacorporations and the Cartel. They watch, study, and never rest, ever; they're efforts tireless. To oppose the will of the Brotherhood is considered nothing less than tantamount to allying against humanity itself. This all-pervading philosophy backed up with the power of the Inquisition has made the Megacorporations accept the presence of the Brotherhood at their board meetings and all their administrative functions. It has made the leaders of humanity change the very way they govern. For over a millennium the rule of the Brotherhood has pervaded every aspect of human existence, from the depths of scorched Mercury hurling quickly under the blazing sun, to the Fringe, the outer asteroid ring that separates the inner and outer system.

The edicts of the Brotherhood, holy mandates meant to guide and safeguard mankind from themselves, had a side effect not wholly anticipated by even the Brotherhood's vaunted Seers. It is perhaps the capriciousness of mankind that it chafes against

any strong rule of law and seeks the illusion of freedom, for how can freedom exist if it brings with it ultimate enslavement. Thus the paradox. For a time the Brotherhood's success was complete and a glorious era of peace and reconstruction befell humanity. The universe needed time to heal, to bury its dead and mend its deep and shameful wounds, and it was the Brotherhood that afforded them this opportunity.

For centuries the Brotherhood's control was unchallenged and the Megacorporations, slowly rebuilding their empires, cooperated in well-balanced coordination. In spite of the gratitude owed the Brotherhood, avarice is a master not easily ignored. The scheming of the powerbrokers within the Megacorporations could not be abated. As much as possible was hidden from the interfering eyes of the Inquisitors. Slowly it developed into a perverse and deadly game of hide and seek.

The victory over the Darkness, while costly, should have been the clarion call that forever bound the spirit of mankind together, but alas, like so much of humanities fickle nature, it wasn't. In its quest to safeguard humanity, the Brotherhood perhaps did its job all too well. The horrors of the Dark Legion and the war stories of those frightening times became just that, stories. The Megacorporations, who had paid complete lip service to the Brotherhood, had helped to speed the fear and terror of the Dark Legion into the realm of myth. Religious schisms occurred as Mishima pulled itself from the warm folds of the Brotherhood. Rumors of corruption and heresy within the Brotherhood's own ranks served as useful tools for demystifying the very agency that was owed an unpayable debt.

Weakened and facing a humanity that was loosing its faith, the Brotherhood held firm to its beliefs and staunchly obeyed the will of their inspired leaders. As the Megacorporations again began their warring ways, forgetting the lessons of the Brotherhood, mankind was made to remember the truths of those forgotten "stories". The Dark Legion had again returned as prophesied and thanks to all that is holy, the Brotherhood was ready for it.





Annals of the Brotherhood

"Adversity introduces man to himself; pain nourishes and grief is medicinal. That which pains is overcome with Faith and sweetly remembered."

~Lain Mathmoi, Senior Archivist-Third Directorate.

In the ancient days, Cardinal Nathaniel recognized the influence of the Dark Symmetry in the written word. When studying the ancient tomes, registers and scrolls summarizing the history of humanity, everything he read he found perverted by evil and infested with the taint of Darkness. So insidious was the penetration of this darkness that even the origins of the Brotherhood were not inviolate.

Cardinal Nathaniel summoned his Lord Scribe Alexandras to appear before the Curia and assigned him the great task of compiling the knowledge of the Brotherhood into an immutable Chronicle, a record of the truth that would stand untouched by revision and corruption. As the first Cathedral was erected, Alexandras personally carved into its sacred marble walls the First Chronicle, out of reach of the Darkness and forever inviolate. It was his duty alone to preserve the Cardinal's most precious trust and he assembled a dedicated few to help him with this task.

To further deny the Dark Symmetry any chance to distort the flow of history, the Cardinal issued very specific instructions on how the Chronicles should be treated. First and foremost amongst these laws was this: no man or woman for times eternal would be allowed to duplicate the Chronicles in any form. The responsibility for preserving the Chronicles belonged solely to Alexandras and his selected scribes.

As more Cathedrals were erected, further Chronicles came to adorn their indestructible walls. The Chronicles were inscribed so that they would be untouchable by the Dark Symmetry and intended to last as long as the Brotherhood itself.

Today, the number of Chronicles has reached eight, each one engraved into the walls of a Cathedral. The Chronicles 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 to speak the Chronicles on penalty of death. Only during the Reaffirmation yearly in Luna's Main Cathedral does the Cardinal recite the Chronicles to the faithful, a ritual that is televised and watched by billions.

The pillar-lined halls of the Cathedrals are always filled with apprentices of the Brotherhood who silently learn the Words of the Cardinal by heart, for that is how it is meant to be. Commoners and visitors are allowed entrance under very strict surveillance only. Photographers are, as expected, executed without warning.



The Cathedrals

"Enlightened Cardinal, I confess that I am not what I ought to be, but I thank the Light I am not what I used to be."

~Penitents Prayer

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, the ultimate expression of determination and faith.

A Cathedral is made up of lofty 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 overwhelming 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 of these things combine to create the impression of force, power and supreme invincibility.

The Cathedral acts as a symbol of the Brotherhood movement and serves as a gathering place for their followers, a sanctuary to reaffirm their dedication. All Cathedrals are of course sacred places, dedicated to the faithful as a place for reflection and meditation but they also serve as a base of activities for the Brotherhood's hierarchy. These enormous fortresses house vast halls some of which contain the secret departments of the Mystics and the feared dungeons of the Inquisition. In larger Cathedrals their deep catacombs can span for miles in many directions and are given to the Scribes for the storing of the immense libraries of the Brotherhood. Here is where every document and bit of information is kept and catalogued.

The largest Cathedral (often simply referred to, as "The Cathedral" is, of course, the Sacred Dome on Luna. This colossus contains the sacred tomb of Nathaniel, the first Cardinal and founder of the Brotherhood. The second largest Cathedral, the Hieronymus Dome, stands ironically in Fukido on Mercury, a throwback to the Pre-Schismatic times when the Mishima Megacorporation followed the will of the Cardinal. The third largest in size is located in San Dorado on Mars.

CATHEDRALS & THEIR CHRONICLES

THE FIRST CHRONICLE *(the Luna Cathedral)*
The Calling of the Cardinal by Alexander Horatio

THE SECOND CHRONICLE *(the Heimburg Cathedral)*
The Taint of Ilian and the Dark Symmetry by Plinius Varro.

THE THIRD CHRONICLE *(the Longshore Cathedral)*
The Shame of the Corporate Wars by Valerius Catullus

THE FOURTH CHRONICLE *(the San Dora-do Cathedral)*
The Arrival of Semai and Muawijhe by Lapidius Asolvos

THE FIFTH CHRONICLE *(the Burroughs Cathedral)*
The Wrath of Algeroth and Demnogonis by Horka Mikhalos

THE SIXTH CHRONICLE *(the Volksburg Cathedral)*
The Crusades and the Inquisition by Galileo Achrostidies

THE SEVENTH CHRONICLE *(the Gibson Cathedral)*
The Venusian Way by Pius the Elder.

THE EIGHTH CHRONICLE *(the Fukido Cathedral)*
The Megacorporations and the Cartel by Lucretius Marcellianus

The Art

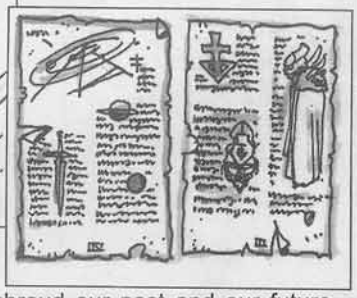
"Mankind always fears that which defies an explanation by their own eyes."

~Brother Brian Castiveti, Keeper of the Art, Fourth Circle, Directorate of Mystics

The Art is the "merchants' name" for the mystical astral powers that, with the proper training, can be used to manipulate reality. The Art was given to Cardinal Nathaniel so that he could do battle against the Dark Legion. It is a sacred source of power, and under the guidance of the Cardinal it is being thoroughly researched and sanctified. Despite intense study, the Brotherhood understands only a few aspects of the Art.



The Brotherhood has divided the known uses of the Art into many disciplines. The Art of Kinetics can be used to affect reality by thought rather than physical action. With the Art of Kinetics, the Brotherhood has devised numerous uses in war and destruction. The Art of Premonition allows its practitioners, called the Seers, to spy on the Darkness while



gazing out across the void and into the swirling clouds that shroud our past and our future. Although the Art of Premonition provides in-valuable foresight for the forces of the Brotherhood, it is a fickle Art at best. The Art of Domination includes wide-ranging capabilities such as mind reading, illusion and exorcism.

When the Sacred Domini teach the Art, they often describe and visualize the Art as the White Light. By reflecting, focusing, breaking and dividing the White Light into colors and patterns, the practitioners of the Art can create effects beyond the normal laws of nature. Consider the Mystics to be the prism which allows this power to be stratified.

Under the guiding light of the Cardinals teachings, the Brotherhood learned how to tap into these ancient powers long lost to humanity. When this source of power was revealed by Cardinal Nathaniel, the Mystics have since devoted their lives to trying to understand and ultimately control this new force, the very power that allowed Nathaniel to banish the forces of the Dark Soul.

These unfathomable abilities seemed to be the magic read about in ancient fables, long thought to be nothing more than fiction. Some defined this ability as a manifestation of psychic energy, but even that explanation does not account for what this power is. Though several dozen lifetimes have been spent studying this force of life, precious little has been learned. 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.



Mystics who have devoted their life to the Art of Premonition have achieved powers of perception far beyond the normal human senses. These Mystics spy into the future trying to predict the flow of time. They search the minds of millions, probing for even the most meager trace of Darkness and evil. They peer 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, scribing the events that shaped our present age. The task is immense and those with the talent to perform these functions are sadly rare.

The Crucible, a large sub cell of the Mystics is dedicated to the search for others who share the ability to wield Art, to channel the great powers of the Light. These gifted individuals are eagerly sought after and brought to the Cathedral on Luna for training. So fiercely does the Order of the Crucible go about its duty, that not even the Triads would dare stand in their way. The ability to wield Art is a rare ability after all and one which marks the chosen of the Cardinal. These gifted individuals are rigorously sought after because the talent to wield Art could be turned to wield Dark Symmetry, something that the Inquisition and the Order will never allow.



The Spirit of the Brotherhood

"Good government depends as much on the wisdom of its leaders as it does on clear laws."

~Brother Stern

The order of the Brotherhood is strictly hierarchical and always has been so. Only through rigid discipline and order can one banish the light, or so the belief goes. Their leader is The Cardinal and directly under him is the Curia, a council of highly ranked brethren who govern the Four Directorates which the Brotherhood is divided into. Each of these Directorates takes care of the different cells under its particular authority. From an administrative stand point, the Brotherhood must be organized this way. In size and scope, it is immense. The bureaucracy alone is staggering and only by stratifying every aspect of the

organization can the Cardinal hope to impose and enforce his wisdom. It is only though this sprawling system of ranked levels that the Brotherhood can field the army of Light quickly and effectively.

The Cardinal & the Cardinal Confessors

A worldly and spiritual leader, referred to only as The Cardinal or by his chosen name, has always led the Brotherhood. He represents the voice of Nathaniel I and commands the devotion of countless billions of followers throughout every realm of humanity.

In all things, The Cardinal's power and enlightenment are unquestionable. He has been given the authority to rule the Brotherhood until he is called into the Light, appointed with the final wish of his predecessors. His "Calling", and ultimate goal, is to purge our solar system of all infestations of evil, be they the Dark Legion, mutants or cesspits of plague and degeneration. This eternal Calling is carried on from Cardinal to Cardinal, and it will be their eternal mission until they have finally succeeded.

The powers invested in The Cardinal gives him an insight into a spiritual world unequaled by any living being. The Cardinal is the absolute supreme leader. He is, at the same time, the supreme commander of the military forces of the Brotherhood and its High Inquisitor, the wisest and most powerful of Mystics and the foremost preacher of the Word. To most of his followers he is a God amongst men, the pinnacle of wisdom and power.

The title he bears differs from the other high-ranking members of the Brotherhood's Curia who share a similar title but not the rank. Each planet or territory which is claimed to the Light of the Brotherhood has appointed to it a temporal leader who acts as The Cardinal's eyes, ears, and the interpreter of his wishes.

These "subordinate" Cardinal Confessors always have an ancillary title affixed to their names to further differentiate their position from their revered master. For example, Cardinal Confessor Dominic, the Sheriff of Luna is the governing power on Luna, while Cardinal Confessor Abernathy, the Marshal of San Dorado commands the Brotherhood on Mars. In all, there are seven Cardinal Confessors in the Curia and each of these men answers directly to the Supreme Cardinal whose focus is to consider the future of mankind and not become mired in the administering of bureaucracy. It is a simple and effective system that has endured since the founding of the Brotherhood itself.

The Cardinal Confessors of the Curia maintain regular communication with The Cardinal, making monthly pilgrimages to Luna to sit in on the very important Conclaves that assemble there. Here, the Cardinal Confessors and other members of the Curia sit with their leader and shape the policies of the universe. Until the return of the Dark Legion, the Curia has been finding its tithes lessening and its control of the warring and increasingly hostile Megacorporations diminishing as well.



The Curia

Directly under The Cardinal is the Curia. This council is made up of highly esteemed brethren whom The Cardinal appoints to govern parts of the Brotherhood's vast spheres of influence as well as the other Cardinal Confessors. Brethren assigned to the Curia remain members of this austere and powerful group for life.

The Curia directly governs the four Directorates of the Brotherhood and is vested with the power to perform internal inquisitions, investigations and purgings when required. The Curia only answers to The Cardinal and the High Inquisition he appoints; even the Cardinal Confessors cannot impede its activities.

Serving the Curia directly is The Fury, elite guards and the Curia's own personal Special Forces, responsible at all times for their physical well-being and protection. No member of the Curia is ever seen without at least six Fury in his or her company and at least twice that unseen and observing from the shadows.



The Four Directorates

Under The Cardinal and the Curia, the four Directorates run the Brotherhood. Each member of the brethren fall under the purview of one of these four directorates as dictated by his or her profession. Although the areas of responsibility for each directorate are well-defined, members of different directorates often work in concert toward a common goal. They are, after all is said and done, members of the same supreme organization called the Brotherhood.

Political infighting is the exception rather than the rule in the Brotherhood, and so the directorates usually manage to cooperate with each other quite easily. Only at higher levels do politics mean anything, and even then, the Brothers would never do anything that could bring harm to the Brotherhood as a whole.

The needs of the organization must and always come first, even at the expense of one's own life.

Each Directorate is divided up into cells to administer specific areas within its jurisdiction. This structure provides the Brotherhood with a strict chain of command and a vast network unburdened by complicated bureaucracy and graft. While seemingly convoluted to an outsider, the Brotherhood finds it has the exact opposite result as what occurs in the Imperial Megacorporation, itself fragmented in sub divisions.. Under this structure, each member of the Directorates has specific and limited responsibilities with a clear leader and a defined subordinate. This structure further allows for an unprecedented sense of intimacy and family to exist in every level of the Brotherhood. This unique, close-knit arrangement does not exist in other groups of similar size outside of this body.

The four Directorates of the Brotherhood are:



The Mystics



The First Directorate of the Brotherhood is easily the most powerful in that it consists entirely of the Mystics, men and women that have dedicated their lives to the study and use of the mysterious Art. Because they alone are able to command all aspects of the magical powers of the Art, Mystics are easily the most personally powerful people in all of humanity.

Every School in the inhabited worlds administers tests designed to reveal latent talent in the Art. Devised by the Order of the Crucible, these tests are taken by every child between the ages of 12-16. Tests are conducted further by traveling members of the Order to areas too remote for organized schooling. Even in these remote settlements, parents are encouraged to allow the Order to test their children. In most cases, the Order is the first exposure a fledging Mystic has with his future career.

This directorate is most notably divided into four cells or orders, each of which hones the talents of its Channelers towards a particular understanding of the Art. Thus, Mystics vary depending on the cell they belong to. Mystics are either Distorters, Ingressors, Exorcists or Keepers of the Art. To the average man on the street, most Mystics are indistinguishable; their differences while significant to them, are barely noticeable to the uninitiated. It is only the Keepers of the Art and the Ingressors whose unique uniforms set them apart from the rest of their brothers and sisters.

Distorters, as a group, harness the Art to manipulate reality and people's perceptions of it. In the armies of the Light, Distorters are quite common. Ingressors by contrast are devoted to taking advantage of the "secrets of the mind". While most commonly found serving the Cell of Diplomats, they are also proficient warriors and are frequently seen on the battlefields amid units of Sentinels. The third order of the Mystics is called the Exorcists and they represent the best healers of the Brotherhood are frequently found amongst the Troopers of The Cardinal's Army.

The most powerful users of the Art are made a part of the Order of Keepers. Their's is a powerful and dangerous power. The easiest to recognize anywhere, they always wear the prominent power stabilizers on their backs. These strange looking devises resemble colored piping reaching skyward from a back harness. Because the Art wielded by the Keepers is so destructive and dangerous, these stabilizers actually help regulate the flow of power they command. It was not unheard of for Keepers, before these harnesses were made, to blow themselves to bits from the vast powers that they lost control of. To those in the know, the more piping and colors that are present on a Keepers power stabilizer, the more skilled he is at commanding Art.

The Inquisition

While the First Directorate may be the most powerful of the four in terms of Art mastery, the Second Directorate is definitely the most widely known and universally feared. Most people will probably go their entire lives without actually having to personally see a Mystic; much less a Keeper of the Art, but the presence of the Inquisition is all-pervasive and often stifling. Inquisitors are everywhere, and not just on televid dramas or cinematic recreations. Their reputation precedes them. Even honest citizens cross the street to avoid any thought of complications when they see an Inquisitor walking toward them.



The Inquisition is divided into four duty-specific orders: Inquisitors, Intelligencers, Sacred Warriors and the



Swords.

The Order of Inquisitors (the term Inquisitor can be applied strictly to those who work within this cell or loosely to anyone working within the Second Directorate) is the most visible of these four, particularly on a daily basis. Most of the people working with the Order are either Inquisitors, Inquisitor Majoris or Revisors. Since Revisors work undercover, the Inquisitors are obviously the most visible part of this force, but the Revisors' work is at least as important to the order's efforts, if not more so. Without the secretive part of their order, the Inquisitors would never know who to suspect or where to find them. It's the Revisors' job to dig up that kind of dirt and report it to their flashier brethren.

The Order of the Inquisition also handles the Internal and External Investigations for the Brotherhood. The Office of Internal Investigations checks out threats that deal with the presence of the Dark Soul's influence within the Brotherhood's own ranks. While an inconceivable possibility, it is one that will not be ignored by the Cardinals, who, throughout the ages have used the auspices of this department to insure its integrity. The Office of External Investigations keeps vigil over everyone else. Most people have had some sort of experience with External Investigations, but run-ins with the Internal side of the coin are few and far between.



The vast majority of Brothers are squeaky clean, dedicated to the Cardinal above all else, but when a Brother falters from the light, the damage that can be done is almost immeasurable. The Neronion Heresy and the Apostasy have proven that point far too well. For this reason, the Office of Internal Investigations is even more active and less forgiving than their counterpart, if that's possible. Those who have felt the wrath of OII will tell you, to their great misfortune, it is a most excruciating experience. With the rumors of organized former Brotherhood members collecting into a new organization, Internal Investigations is becoming a more visible and ruthless cell.

The Sacred Warriors are so specialized that they have a branch of their own. They come under the direct jurisdiction of the head of the Inquisition, the Curia and The Cardinal himself. As such, they completely bypass the traditional Military chain of command, which suits them just fine. As the only troops in the system specially trained to stand up to the Dark Legion, these people don't need to waste their time with lesser duties, preferring to spend every hour honing their craft

The last cell of the Inquisition is that of the Sword, the military masses that serve the truth. These are the members of the Brotherhood that charge fearlessly into battle against evil any time is raises its head.

The Mission

The Third Directorate is easily the largest of the four. Entry requirements are low (there are none), and most people can find some sort of work within the directorate that they find challenging and rewarding without being overwhelmed. The Mission is split up into three main departments; the Office of Artifacts, the Holy Mission and the Priory of Scribes.

All things of supernatural or evolved technological presence are things which the Office of Artifacts is designed to study and handle. To perform this task, the Office of Artifacts is subtly sub-divided into: Locators and Caretakers. The Department of Locators concerns itself with the research of artifacts, specifically focused with discovering their existence and pinpointing their locations. The actual acquisition of these articles is often turned over to the Cell of Inquisitors or the Cell of Intelligencers in the Second Directorate, but occasionally, the Locators opt to handle the recovery of an artifact themselves. This happens with more regularity when the Inquisition is

THE STONE ARCHIVES

Immediately next to the First Cathedral lies the Stone Archives, the Brotherhood's magnificent library and collection of the written words of all the Brotherhood's leaders dating back to Nathaniel I. This building contains all literature deemed worth saving, from advertising brochures and children's books to dictionaries, hand-written Books of Law and constitutional acts. The enormous library is organized with a complicated system of metallic punch cards. To use them tone must always consult one of the Librarians, the apprentices of the Fourth Directorate. If one doesn't ask for help, he or she can be stuck for weeks searching in the labyrinthine Archives. It is forbidden to take any scriptures out of the building's mighty stone walls, but the righteous are free to peruse their records and learn from the information.





occupied with more pressing matters, like military actions against the Dark Legion.

The Bureau of Caretakers deals with the task of identifying and cataloging any artifacts acquired by the Brotherhood. They also determine the relative safety of any item and decide whether or not a particular item will be released into a Brother's individual care so that the artifact may be put to proper use. The Caretakers also hold and contain evil artifacts that are being researched or that are simply too powerful to destroy. Most Cathedral Armories have a special vault especially set aside for such artifacts, as it seems that these are the only places with enough security to be able to handle the storage of these devices.

The Priory of Scribes occupies each Cathedral's Scriptorum across the system. Far beneath the public levels of the Cathedral's hallowed halls, men and women work away at transcribing by hand all the documents the Brotherhood requires. Around half of their work is dedicated to making copies of the Book of Law, as no Brother is permitted to go without one (except, of course, Revisors doing undercover work). Their job involves collecting and cataloging every bit of written or published material that the Brotherhood can acquire. When copies of something need to be made or official documents need to be notarized, the Priory of Scribes is requested, ensuring the work is thorough and untouched by Dark Symmetry.

The Holy Mission, like so many of its counterparts, is also divided into numerous departments. The attitude seems to be that if no one else does it, you can be sure that the Holy Mission does. The most visible of these departments are those of Chroniclers, Attendants, Evangelists, Recruiters, Doctors, Armorers and Bankers.

The Bureau of Chroniclers is ultimately the guardian of the system's media and are broken up into two departments: the Investigators and the Cleric. Investigators are the members of the Brotherhood's media that go out and actually find and report on the news. The Cleric are the staff that makes sure that the Investigators' information makes it to the eyes and ears of the knowledge-hungry public. Because of their efforts, the Brotherhood has one of the best media machines around, having insinuated itself into even Capitol's massive media conglomerate. Their televid and radio stations, combined with the Daily Chronicles, make them the most respected news organization humanity has ever seen, at least this is what we are told. Certainly, some of their media might be a bit whitewashed for the good of humanity, but it's a necessity that must be endured to further protect the entire race.

The Attendants make up all who work in the service industries of the Brotherhood. This includes food services, messengers, production assistants, janitors and anyone else who performs the kind of general labor needed to keep a monolithic institution running smoothly.

The most visible presence of the Brotherhood is the men and women delivering the Cardinal's word to the people on the street. These devout followers belong to the Union of Evangelists, and it's their job to stand on street corners, in market districts and underground stations and anywhere else people congregate or move in massive volume. A copy of the Book of Law in hand, these people shout out the Cardinal's message to those who will listen and show the Brotherhood's pervasive power to those who choose not to hear their message.

Another highly visible group of people from the Mission work in the Brotherhood's recruiting offices. While the Evangelists may convince people to join the Brotherhood, it's the Recruiters that help them sign up. Some Recruiters spend most of their time in their offices handling the seemingly endless stream of people that show up at their doorstep. Others recruiters venture out into the field and locate people with the strengths and abilities the Brotherhood needs. Some people are recruited as young as eight years old, and it's the Recruiters that spot them and bring them into the fold. Should someone demonstrate an aptitude for the Art, the Recruiters summon the Order of the Crucible.

The Fraternity of Doctors has its home in the Sanatoriums located inside of each Cathedral. While they rarely have advanced use of the Art, these men and women use their

THE BOOK OF LAW

"Where there is Faith, the Way of Light can be found."

~The First Chronicle:

The Arrival of the Darkness and the Calling of the Cardinal

By Brother Alexander Horatio

The Word, as the teachings of Cardinal Durand I are referred to, has been collected into one gigantic tome known as the Book of Law. This book forms the basis of the Sacred Mission and is the guidebook of the Inquisition. All the faithful carry a copy of this book with them wherever they go and it serves as a reminder of the lessons that saved mankind so many centuries past.

The Book of Law is written on sacred paper manufactured by the Mystics of the Brotherhood. It is even today hand-written by the disciples of the Third Directorate in halls protected by the powerful Mystics and their apprentices. Sales of this book represent one of the most stable revenue streams the Third Directorate generates.

In practicality, the preachers of the mission when addressing the masses use the Book of Law. When offering advice and solace to the faithful, it is consulted by sacred brethren,. It is even used as the law book by the Inquisitors and the benchmark for what is considered right and just. More importantly, it serves as a treatise on the signs and symptoms of heresy, of the taint of darkness and corruption.





knowledge of the human body to supplement the work of the Mystics that labor by their side. Some Doctors have offices in clinics where they deal with illnesses or disorders of a less immediate nature.

Members of the Order of Armorers staff each Cathedral's Armory. These people stock, care for, distribute and, if necessary, customize all sorts of armaments for the rest of the Brotherhood. Without them, the great Brotherhood military would quickly find themselves out of armaments.

Lastly, the Order of Bankers occupies and operates the Cardinal's Bank centralized in each Cathedral. The main branch of the bank is of course on Luna, but each Cathedral has a smaller version of this prestigious economic institution. These people control the flow of money throughout much of the system, being chiefly responsible for regulating the Cardinal's Crown against the lesser currencies of the Megacorporations. As should be expected, the Bankers of the Brotherhood have immense economic power, though they wield it carefully, all for The Cardinal's greater glory and the salvation of humanity.

The Administration

The Fourth Directorate is the least public part of the Brotherhood, but it is by no means any less important. A massive organization like the Brotherhood requires a great deal of oil to lubricate its gigantic cogs and its cell-like structure comes with its own logistical problems. It's the Administration's job to keep things running smoothly.

There are four Offices within the Administration to handle its various responsibilities: Administrators, Observers, Diplomats, and Advisors. Each of these has their own distinct place within the Directorate, but through their combined efforts, the wheels of salvation continue to turn.

The Office of Administrators' largest duty is to handle the security for the numerous important personages within the Brotherhood. They are also responsible for any of the Brotherhood's official guests. The men and women who work in this Office would literally take a bullet for one of their charges. The rest of their duties include investigating potential threats to any of their guarded guests. Because of this, they often work closely with many different members of the Second Directorate, especially Intelligencers.

The work of the Office of Observers is fairly straightforward. They're simply sent into other organizations, e.g. the Megacorporations, the Cartel, any of the major free-lance houses, to watch and make sure that the presence of the Great Darkness is never felt. Observers often wear cowls in addition to their normal clothing when on sensitive assignments. These help those around them to treat them as neutral observers, like human cameras, instead of snooping interlopers. Observers are stationed, overtly and covertly, in almost every area of human endeavor in the system.

The business of the Brotherhood is the salvation of humanity but it still has bills to pay and expenses to fund. The Office of Advisors was founded to handle the Cardinal's goods and monies as well as to provide services to other people and organizations. They act as buyers of goods and services needed by the Brotherhood. This is not the most glorious post within the Brotherhood, but the task of housing and feeding the multitudes must belong to someone. Surprisingly, controlling the purchases of one of the solar systems largest organizations is not without its own prestige and fringe benefits.

In contrast, the most glamorous Brotherhood jobs are often within the Office of Diplomats. These people are sent to every major organization in the system to act as liaisons for the

THE VOW OF THE CARDINAL

"There are five principles that create, maintain and sustain the Brotherhood. They are the justice rendered by careful laws, the faith of the righteous, the mettle of the strong, the wisdom of the educated and the temperance of the patient. Yet all of these require the unrelenting guidance of the Cardinal to maintain their cohesion."

~Prelate Gregor Angiani

Upon entering the Brotherhood, every apprentice regardless of his station, 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 oppose the Brotherhood. It is an all-encompassing oath, which forever binds one to the service of the Brotherhood. It is a vow, which the Brotherhood takes very seriously. Any hesitation to adhere to this most sacred pledge is treated with relentless severity. The Inquisition makes a very public display of flagging dedication. Whole divisions within the Third Directorate monitor the faithful and maintain vigilant observance of their devotion.

Brotherhood. It's the Diplomats' responsibility to keep relations between their hosts and the Brotherhood as pleasant as possible. While this is not always an easy task, the results can be quite rewarding. Many people in the Diplomatic Corps show some ability with the Art, and many Mystics and Inquisitors are assigned to work with the Diplomats, as their abilities can prove invaluable to a stymied negotiator.



The Military

"Life is a study in contradiction. Peace breeds unrest and ultimately war. Such is the way of the universe. Thank the Light for The Cardinal's wise guidance."

~Brother Claudius

There is a saying in the Brotherhood that the legions of the Faithful are as countless as the stars in the sky. There is some truth to this statement, for while the Megacorporations field standing armies and administer to their businesses, the Brotherhood's business is war.



Every member of the Brotherhood's Four Directorates, from the Inquisitors to the mundane Diplomats is trained in any number of Ecclesiastic Academies. When any member of society petitions for admittance into the Brotherhood and is accepted, the first stage in their indoctrination is extensive physical training and psychological conditioning. The process takes months to complete but in the end, every member of their order is trained to make war. They maintain their skills yearly in rotations of active service.



Certainly some are more gifted at war than others, and they are shuffled into areas that best apply their talents. Because of the nature of the threat against humanity it can be no other way. The Faithful must be ready at a moments notice to take up arms against the depredations of the Dark Legion when it returns. The end result of this philosophy is that the Brotherhood is itself a standing army of immense power.

As can be expected, the Brotherhood maintains a very structured and quite disciplined military organization. To organize this massive war machine would be impossible for any other governing body, but the Brotherhood has managed it by structuring its military might into two distinct arms. On the one side are forces led by the Inquisition, who occupy positions of authority on the battlefields of the solar system. On the other side is the forces assigned to the ministrations of the Mystics. Going into battle, either one of these Directorates may take the leadership role depending on the needs and parameters of the mission in question.

At the bottom of the military ladder is the Trooper. He or she is designated with only that title. It is the largest force of soldiers in the human race comprised of the masses of soldiery from the Second, Third and Fourth Directorates as needed. When called upon to do so, any member of these Directorates will don the armor of a Trooper and fall immediately in line to fight. Fortunately the rigid training and life-style of the Brotherhood as a whole makes for a smooth transition into a force for war.

To the Megacorporations, this single minded fanaticism is both admired and feared, especially when the ranks of the Faithful was swelling in the billions. The weight of the Brotherhood's forces is something they are, to this day, not willing to confront. Thankfully they do not have to.

Unlike Mishima who fields a massive lower tier of basic soldier, the Brotherhood provides all its warriors with the best in arms and armor; it has to as it expects every man and woman to place their lives on the line for their faith. While Mishima and the other powers must split their attentions and tend to the business of business, the Brotherhood's business has always been war. Ironically, this is done in the name of peace. Making these soldiers even more formidable is the presence of the Mystics within their ranks, in many cases acting as aids, advisors and comrades in arms. It is not uncommon for Mystic Exorcists to be found amongst the warriors of the Faithful functioning in the same capacity as a specialist might.

The higher up the ladder of authority one goes, the better the training and the more superior the equipment. Brotherhood combat armor is a marvel of microprocessors, and bionic



interface, making them stronger and more resistant than a Megacorporate counterpart.

It is perhaps this monopoly on technology and equipment that causes the Brotherhood to take such a rigid stance and harsh position against the Cybertronic Megacorp.

While the majority of the Brotherhood's forces are considered ground troops, they do have an air force as well. The Archangels form the Inquisitions air support branch and most members are additionally proficient in the Art of Mentalism. Successful training in this Art is profoundly useful to the Archangels in that it allows them to focus their minds intensely into their role as pilot. What this means is that these fearless flyers are immune to fear and panic; are able to coordinate with their grounded brethren through the use of their Art and thereby not suffer the limitations of conventional communications equipment; and can navigate across difficult terrain without relying on computer guidance or even visual cues. Quite frankly, the Archangels are the pinnacle of the air warrior.

Sadly, they know this and humility is not always something easily overcome. On the ground, Archangels are easily distinguishable from their Second Directorate brethren by their spotless white flight suite and their long flowing hair. The Valkyrie and the Sacred Warriors are the only other two divisions to where their hair long.

The sight of a flight of Icarus jet fighters soaring over a battlefield has been the harbinger of disaster for many a member of the Dark Legion. More than a few Megacorporate forces have also felt the sting of the Archangels stern wrath. Nearly every Brotherhood Fire Mission involves the coordination of these consummate pilots.



In space however, where the dangers of gate travel presents a Herculean demand on its pilots, the Brotherhood's Defenders are navigated by Archangel's of the highest aptitudes. Referred to as Archons, these specialized Archangels have mastered the use of their Art to aid them in navigating the Harrison Fields safely.

Brotherhood Defenders are the subject of numerous televid documentaries which explain their deployment in the defense of mankind. They are the Curia's chief method of escort when they travel the stars. While no one including the Brotherhood has the luxury of extensive stellar confrontations, Defender's are often found serving as Megacorporate escorts to help dissuade just such an occurrence. Impressively, the Brotherhood still maintains a healthy four Dreadnaughts in its fleet, one "donated" by each of the Megacorporations during the Brotherhood's founding.

The Brotherhood does not field tanks and mobile armor in the frequency of its fellow superpowers, but it does field some. As can be expected of anything the Brotherhood designs, it is exceedingly well made and capable. The Retribution Class Battle Tanks are perhaps their most commonly fielded armament. Firing powerful munitions, the Retributor is also possessed of a turret of immensely strong crystallum, an immensely impact

Have Mercy on Us All

Cardinal Dominic pushed the door open and stepped into the dimly lit interrogation cell. He watched with amusement as the heretic struggled against the straps that bound him to the table. White foam spattered from his lips on to the walls as the young man thrashed violently from side to side, trying in vain to free himself. The Cardinal approached the table, a slight grin playing at the corners of his lips. The heretic became still when he noticed his company, and he cringed when the Cardinal spoke to him.

"Confess to me the crimes you have committed!" The Cardinal Confessor's voice echoed off of the bare walls, which intensified the power of his words.

The heretic turned to face his accuser. His hollow, bloodshot eyes darted wildly around the room, and his pale skin was slick with sweat. In response to the Cardinal's demand, he praised Algeroth and spit directly into the holy man's face. Consumed by rage, the Sheriff of Luna grabbed both of the sinner's thumbs and forced them backward until he felt the bones crack, their razor-sharp edges cleaving paths through the screaming man's muscles.

With barely a pause, Cardinal Dominic pulled a scalpel from the instrument tray and dug the blade into the flesh on the heretic's chest. He applied pressure and slowly drug the blade through the skin in a downward motion, carving a line from his breastbone to his navel. The young man howled in agony as the scalpel tore through his torso, bathing his porcelain skin with blood. He could taste the bile rising into his mouth as the Cardinal made another incision, slicing horizontally from one side of his rib cage to the other. The heretic's howls turned to piercing screams when he realized that the Cardinal was coming toward him with a pair of forceps and a hypodermic needle.

resistant polymer. Behind the safety of this shield, a Retributor always carries a Keeper of the Art to augment its already formidable arsenal.

External Relations

The Megacorporations

With the return of the Dark Legion, the Brotherhood is enjoying a resurgence of control and respect from the Megacorporations, including errant Mishima. While some Megacorporations had maintained their abeyance of the Cardinal's teachings like Imperial, others have stayed farther away from their control. Currently the issues that have served to divide mankind seem less important and the Brotherhood has been making every effort to focus the attentions of mankind against the greater threat, the one to their souls. Sadly, the Megacorporations have not yet focused on the Dark Enemy together and have in some instances been working against each other. The Brotherhood's highest imperative is to change this politic, and if it must do so with a rod of iron, it will. Where diplomacy fails, the will of the Cardinal stands immovable.

Cartel

In as much as the Cartel can aid the Brotherhood with the achievement of the above objectives, it enjoys their favor. The Cardinal and the Curia know however that the Cartel has become a minor power unto itself. As such they are rife with the level of duplicity and misdirection of their larger brothers. There are many instances where the Cartel has even attempted demands on the Brotherhood, carefully treading a line of deniability



"I'll talk!" shouted the terrorized man.

"Yes, you will." Dominic stated as he pulled up a stool.

The Cardinal Confessor sat at the sinner's side and listened to his frantic confession. He volunteered the names of dozens of his associates and told the Cardinal the exact locations of two Dark Legion assembly areas. The confession left the heretic motionless at the finish, exhausted by his fevered revelations. Clutching a sacred dagger in his left hand, he placed his right palm on the man's sweaty forehead.

"Walk always in the light," said Cardinal Dominic.

With those words, he slid the dagger across the sinner's throat, putting an end to the heretic's tortured existence.

"And that is how one applies the will of the Cardinal", Dominic said to the novice Ingressor watching behind him, "in the future you will have such sacred responsibility, a duty I take very seriously."

Dominic turned to the Mortificator who entered the room silently.

"Damien, you will form cleansing teams and deal with the names on this list immediately. Make sure you retrieve at least a half dozen of these Heretics alive, so that Paulo here may practice his skills."



so as not to provoke the ire of the Faithful. The Cartel knows that it enjoys its power at the sufferance of the Brotherhood and they are quite keen to make sure this is not forgotten. Sadly for the Faithful, in modern times the Cartel has been able to mimic the skillful manipulations of Cybertronic and play off their Megacorporation sources to shield them from any "questionable" activities.

Independents

To the ranks of the Faithful, the small companies that lie outside the Megacorporate control, the Fringers, and the Malcontents are all areas of concern and careful scrutiny. The Inquisition has a standing policy to purge any nest of Malcontents or Mutants that they find. Ironically, the largest collection of Mutants is not spread out in the distant corners of the Fringe, but is under their very feet living under Luna City itself.

The Tribes of Dark Eden

From a base concealed deep beneath the ruins of what was once Jerusalem, the Cardinal's forces keep watch over the former European continent. While the Cartel has been forced to accept the Megacorporations demands to re-establish contact with the birth-world, such contact is strictly governed, at least on the surface. The Cardinal has seen the future and believes staunchly that the final battle between the forces of light and darkness will occur on Dark Eden.

Their envoys are watching the new peoples for signs of contact with the Dark Legion, whom the Curia knows has set up operations here as well. They keep this fact very quiet so as not to panic the inhabitants of Luna. It is known that Valpurgius has set himself up as Overlord of Dark Eden and seeks to claim it for his master. The Cardinal has been careful to utilize the forces of Dark Eden when he can so as to draw the least attention to the Brotherhood's activities on the planet.

The Megacorporations have been able to interact with the Tribes of Earth now for many years, largely due to renewed interest in the resources and possible strategic value of Dark Eden to their business. Sadly, their attentions do not always respect the lives of the indigenous peoples and they have quickly found that this tact will not work. Where successful communications occur, it is solely because of conciliatory approaches. As a result of this diplomacy some Megacorps have successfully allied themselves with some groups while others have no such reception at all.

The Cardinal's prophesy of a Final War with the Darkness on Dark Eden's surface connects strongly with the visions of the Crescentia's First Prophet. The Crescentia's hatred of the Dark Soul and the warnings of their Prophet have helped the Cardinal gain a small amount of influence within their ranks. How exactly Valpurgius has been making his in-roads on Dark Eden is still a mystery as he has managed to avoid detection until only recently.

In a world of chaotic bloodshed, such a foothold is vital to the Brotherhood's attempts to prepare their birth-world for the Final Conflict. The Prophesy has a darker side however, as the Cardinal has seen the mountains of corpses of his Faithful and the crucified legions of the Megacorporations unfolding before the battle begins.

Dark Legion

The Brotherhood is the eternal enemy of the Dark Soul and will seek its defeat in every way it can, regardless of the sacrifice required to do so.



Human Nature

Such a little thing, a bullet, its entrance was barely visible, a small tear in the black, non-reflective rubber that joined the deceased's armor plates. Its exit was roughly the size of a fist and carried a man's life with it.

Silently, invisibly, the Mortifcator looked on, troubled.

The victim was his target and someone else had gotten to him first, which turned a church-sanctioned excommunication into a murderous crime. The Mortificator knelt and whispered a prayer to the corpse who had missed a holy death by mere minutes according to the wisps of smoke still emerging from the wound. The prayer became a promise to find and kill the assassin.

He raised his head and looked about. The violet lenses of his helmet picked up what normal eyes couldn't.

A full crowd, some panicked, others morbidly drawn to the slaughter. There, across the street he noticed a man scanning the rest of the crowd, not the corpse like everyone else. Human nature he supposed, looking for reaction from the bystanders, hip deep in his orgasm of hate. A smile crept at the corner of this man's mouth.

"If he likes horror, he'll love me," the Mortificator thought. "I do horror for a living."

The Price

General Robert Hawkins stopped at the reinforced door, uncertain if he should proceed or not. Reluctantly, he raised his scarred hand to knock and was actually startled when the door opened on its own. A soft voice drifted out from the dark room beyond.

"Enter, General. We have been expecting you."

Hawkins stepped into the circular chamber. It was easily thirty meters in diameter and twice as high; it was dark with no windows, and the only light to see by came from seven flickering candles placed around a large black table in the center of the room. Around the table, three robed and cowled figures sat silently, their bodies drifting gently up and down.

As Hawkins took another step into the room, the door slowly closed behind him. Turning, he strained to see who had opened the door, but all he found was darkness and growing shadows.

Steeling himself, Hawkins walked up to the hovering figures in the middle of the room, stopping a couple of meters from them. A voice drifted in from behind him, strangely soothing yet electrifying at the same moment.

"So, the soldier has finally turned to the powers of the Light. You seek guidance, so that you can help your men."

Hawkins closed his eyes and made an effort to steady his voice.

"Yes, I need to know what Baracht has planned for us tomorrow. I must know what he has prepared for us."

Another voice chimed in, mixing with the first, confusing Hawkins who had to concentrate to hear what the voices told him.

"It is true that we can show you the future and by doing that you may be able to save your soldiers. But know this, General, this knowledge carries a price."

Hawkins didn't hesitate for a second. He knew all too well that if he didn't concentrate his forces at the right place tomorrow, the Dark Legion would sweep through his defenses like a tidal wave, killing everyone and leaving the city open for plunder and pillaging.

"Show it to me. I will pay your price."

"It is not our price, General, but the price of truth." The voice replied.

The two robed figures on either side each grabbed a hand of the third, twitching figure that floated between them, and slowly the air started to swirl about them and change colors. Soon, Hawkins saw the battlements of the fortress he was defending, the two towers at the south end. And there, in the southern part, the force of Screaming Legionnaires assaulted the battlements, raised their ladders, fired their cannons and quickly breeched the wall like a swarm of locusts. Then the vision shifted and his soldiers appeared from concealment, well prepared to unleash hell on their hated enemy. Now he knew what he would have to do.

Suddenly, his gaze fell on a familiar figure: a man wearing his own armor, carrying his own weapons, leading his troops against the onslaught. The vision centered on him as his armor exploded and he fell to the ground, quickly overwhelmed by the hordes of the Dark Legion.

In shock, Hawkins cried out and the vision disappeared. The voice of the Seer, undoubtedly the robed figure in the center, drifted into his mind.

"None can glance into the future without paying the price, Robert Hawkins, not even you."

The Cardinals Crown



The only currency in universal use in the worlds of humanity is the Brotherhood's Cardinal's Crown. It is used by everyone, and it is always the most favored currency in stores and in striking business deals. All the stock markets use the Crown as a stable economic reference, and all trade between the Megacorporations is executed in CCs. It's the only currency that you can be sure is legal tender everywhere, even if the Imperial Sterling and the Capitol Dollar are also accepted in almost all parts of the system.

The "heads" side of a coin carries a stylized picture of the current Cardinal, with his name and number at the bottom. On the "tails" side is the denomination and tile device of the Brotherhood and the motto: "The Light and Wisdom of the Cardinal". All coins come in 10,000, 1,000, 500, 100, 20, 10, 5, 1 and half CC values are made in 12-carat gold, and their only difference is size and thickness.

But the Cardinal's Crown represents much more than just simple money to most people; it's a symbol for constancy and consistency. Some people for example, use them as charms against the Dark Symmetry. It is common practice to swear an oath while holding a 1 CC in hand (this is called "Swearing by the Cardinal") and every soldier carries a 10,000, or at least a 1,000 crown coin around their neck, both to pay for medical treatment should he be injured or a funeral should they be killed.

Survival of the Fittest

Sergeant Hernandez quickly checked the surrounding jungle, desperately trying to detect any trace of the enemy. From a distance, he could hear the sounds of Capitol machineguns as they picked off the last of the Bauhaus Hussars. The shots were interrupted only by the screams of the wounded and the elated shouts of the Capitol troops.

The ambush had been well planned. Neither Hernandez nor Kaptain Kluger had suspected enemy activity at this stage of the operation. If everything had gone according to plan, the Hussars would have ambushed the filthy Capitolians, instead of the other way around. They had embarked from a hovercraft two days ago and had been making good time toward the reported site of the Capitol convoy.

Then, suddenly, all hell had broken loose. While crossing a rushing stream, machine gun fire had erupted from the jungle, killing many Hussars immediately, wounding a dozen others. Hernandez had tried to bring some order to the confusion, but the soldiers had panicked, running away aimlessly and becoming easy prey for the ambushers.

A bullet struck the chest-plate of his MK 2 armor, and he was thrown into the rushing water, which quickly swept him away. That was the last he had seen his troops, but the sounds he heard left little hope as to the outcome of the attack.

He scrambled to the side of the stream, and entered the protecting jungle, his army-issue HG12 pistol out and ready. Rattled, his senses played tricks on him, and he desperately wished his combat coordinator was on-line to give him a close-up of the surrounding area.

He stepped behind a tree and ended up looking straight into the eyes of a surprised Capitol trooper. Acting instinctively, Hernandez grabbed the muzzle of his enemy's weapon, causing it fire harmlessly into the air. The Capitol soldier reacted by throwing all his weight into the sergeant, forcing him to stumble onto the edge of a small slope.

Knowing that letting go of his opponent would result in his own death, Hernandez grabbed the man's arm, and they both tumbled down the slope, onto the muddy riverbank. The Hussar felt his pistol fly free of his grip , and it landed a few meters away from him, buried in the mud. The Marine was no luckier.

As the two men struggled to get up, Hernandez slipped, and his opponent made a frantic bid to reach his weapon first. As Hernandez scrambled to his own gun, he knew he was too late. He heard the chuckle of the Marine as he turned to face him. The soldier stood ten meters from him, his retrieved rifle raised, muzzle fixed on Hernandez's heart.. With a twisted smile, the soldier pulled the trigger.

His smile twisted to frozen agony as the mud caused the gun to jam. The sound of the misfired round sounded like a blessing from the Cardinal to Hernandez, who quickly brought up his own pistol and fired two shots. The bullets brought the desperate Infantryman down, who still struggled to clear his jammed weapon.

With a nod of satisfaction, Hernandez saluted his fallen enemy and heard the perfect voice of the Ministry of Truth's ad slogan inside his heard: "When nothing can go wrong, choose Bauhaus."

With the advertisement jingle ringing between his ears, he once again slipped into the jungle.

The Last Charge

"How many of the clans folk can do battle?"

Lady Moira Murdoch looked out across the valley, letting her eyes fall on the ranks upon ranks of Dark figures that blocked their way to freedom. She was taller than her father, the legendary Fergan Murdoch, the hero of the battle of the Epping Fords. Moira's hands rested on her battle blade, the sword that had been her father's–and her grandfather's before that–through many battles and skirmishes. Her long hair fluttered in the wind, and the rain stung her eyes.

"Hard to tell, ma'am. Eric and Thomas have both taken heavy wounds. I don't think they'll live to sunset. And the others are tired from the march and the fighting. We lost many last night."

The man who spoke was Moira's second brother. They stood atop a hill, the cold wind whipping at their garb. The clan's folk wrapped themselves tighter in their wolf skins and shifted their feet on the ground, unsure what to do. Moira turned around to face her brother.

"I asked if they could fight!"

Her brother turned toward a group of ten clan's folk. Two clan warriors were seated on the ground. Their faces were pale, and their hair and beards were caked with blood. A glance and a nod said it all.

"Aye, ma'am. They will fight."

Moira looked out over the rolling hills before she turned toward her clan brothers.

"This is our time in history. We will roll over the enemy like a wave of anger and sweep them off their feet, drive them back to the unholy dimensions from whence they came. Our families will be proud of us, and we will forever be remembered when they speak of the ancient heroes in the Hall of Meeting."

She turned and pointed her heavy sword at the Dark Legionnaires assembled beneath them.

"Stand proud, look them in the eye, and drive your swords through their perverted bodies. Think of our ancestors and your aim will be true. Give no pardon, clear your minds, and follow me!"

Moira lifted her sword toward the sky. She felt elation fill her, and she could almost hear the ancient war songs as they had been sung at the Epping Fords. The battered and wounded clan warriors rose from the ground and gathered around her. As one, they lifted their weapons and let their war cry echo over the valley.

The Forces of Light

Organization and Buying Criteria

When playing a Brotherhood force, a player must decide if they are playing a Dedicated, First Directorate, or Second Directorate force. The Brotherhood does not use Dark Eden Tribes to bolster its forces.

The Dedicated

Players fielding a force from the ranks of the Dedicated may freely select any squad on Dedicated list.

First Directorate

Players fielding a force from the First Directorate may select freely from both the Dedicated list and the First Directorate list. They may never field forces from the Second Directorate.

Second Directorate

Players fielding a force from the Second Directorate may select freely from both the Dedicated list and the Second Directorate list. They may never field forces from the First Directorate.

Normal buying criteria applies to the above choices. You must have two infantry units for each support unit, and you must have one infantry unit for each elite. One squad per individua applies.

The Dedicated

Troopers
Elite Trooper
Paladins
Arch Primate
Sacred Warriors

Individuals

Watchman
Cardinal Confessor Dominic
Arch Inquisitor Nikodemus
Redemption Assassin

Support

Death Angel

First Directorate

Pilgrims
Resonators
Sentinels
Fury Elite

Individuals

Pilgrim Executioner
Visionary
Keeper of the Art
Keeper Miguel Sandoval

Second Directorate

Valkyrie
Mortificator
Crucifier
Vestal

Individuals

Inquisitor
Inquisitor Majoris
Assassin
Blessed Vestal Laura
Sebastian Crenshaw





The Dedicated Units

Troopers

Those who wish to join the ranks of the Brotherhood's military do so at the Trooper rank. Troopers receive a good salary, advanced training and great benefits for both themselves and their families. The Brotherhood accepts candidates for the Dedicated Units from most any source, though they must pass an intensive examination by agents from the Inquisition to qualify. Those who make it into the Dedicated receive constant training and indoctrination to forge them into a weapon of purpose and piety.

At the Trooper level, a Dedicated warrior is introduced to the Believer Armor. The Believer Armor is a marvel created by the Brotherhood's Blessed Engineers. It combines anointed electronics with hydraulics to give the user both superior protection and mobility. Each set is coded to its wearer's neuro-electrical pattern by the Blessed Engineers to facilitate its use by that Trooper and prevent any other from wearing it. The armor also has a self-immolation system in it to cremate the wearer and destroy its internal systems if the Troopers neuro-electrical patterns cease or if someone other than the Trooper wears the Armor to whom the armor was coded. This prevents the Trooper's body from being harvested by the Dark Legion as well as protecting the work of the Blessed Engineers. This keeps the sacred technology from those who would not, or should not, have access--such as the Megacorporations.









Brotherhood Trooper

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	6	10	3	1	4	3	18	2	17

Equipment: AC-19 Volcano Assault Rifle.

Special Abilities: Resolve: 1.

Weapon Stats:

AC-19 Volcano Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	1	-2	-	10	See Chart

Brotherhood Trooper Decurion

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	6	11	3	1	5	3	18	2	19

Equipment: Confessor Chainsword, P-60 Punisher Handgun.

Special Abilities: Resolve: 1, Tactical Sense.

Weapon Stats:

Confessor Chainsword *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+5	-

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

Brotherhood Trooper HMG Specialist

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	6	10	3	1	4	3	18	2	31

Equipment: AC-41 Heavy Machine Gun, Carrion Enzyme Sprayer.

Special Abilities: Resolve: 1.

Weapon Stats:

AC-41 Heavy Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-	3 (x3)	2 (x2)	-2	-	-	13	-

Brotherhood Trooper Medic

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	6	10	3	1	4	3	18	2	30

Equipment: AC-19 Volcano Assault Rifle.

Special Abilities: Medic: 4, Resolve: 1.

Weapon Stats:

AC-19 Volcano Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	1	-2	-	10	See Chart

Brotherhood Trooper GL Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	6	10	3	1	4	3	18	2	30

Equipment: HGL-50 Wrath Grenade Launcher.

Special Abilities: Resolve: 1.

Weapon Stats:

HGL-50 Wrath Grenade Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-2	-3	-	-	9	See Chart

Brotherhood Trooper Grenadier

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	6	10	3	1	4	3	18	2	17

Equipment: AC-19 Volcano Assault Rifle.

Special Abilities: Resolve: 1.

Weapon Stats:

AC-19 Volcano Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	1	-2	-	10	See Chart

Brotherhood Trooper RL Specialist

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	6	10	3	1	4	3	18	2	30

Equipment: ARL-57 Retributor Rocket Launcher.

Special Abilities: Resolve: 1.

Weapon Stats:

ARL-57 Retributor Rocket Launcher *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-3	-4	-5	-	13 (x2)	See Chart



Brotherhood Trooper Sniper

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	9	6	11	3	1	4	3	18	2	31

Equipment: Mephisto Sniper Rifle.

Special Abilities: Form Fireteam, Resolve: 1, Sniper.

Weapon Stats:

Mephisto Sniper Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-2	0	1	2	-1	15	See Chart

Elite Troopers

At the Elite Trooper rank, the soldier has proven his devotion to the Cardinal and survived it. He or she is allowed to don the battle robes of the Brotherhood, which are embroidered with litanies of faith, piety and righteous fury. The Elite Troopers wear these robes over their Believer armor with pride, an advertisement to all those who are ignorant of the true guidance offered by the Cardinal--his wisdom and clarity of vision that the soldier now shares.

It is difficult for Elite Troopers to maintain normal relations with their families after serving the Brotherhood as they have. Families and friends don't understand, for they have not seen what the Trooper has seen, they do not know what the trooper knows. War changes you, and when you are forced to look into the darkest places of the human soul, it leaves a scar. The Cardinal knows this, as does the Trooper's fellow squad-mates, so they become the Elite trooper's new family.

Elite Trooper

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	6	11	3	1	4	3	19	2	19

Equipment: AC-19 Volcano Assault Rifle.

Special Abilities: Resolve: 2.

Weapon Stats:

AC-19 Volcano Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	1	-2	-	10	See Chart

Elite Trooper Decurion

Grunt squad specialist, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	6	12	3	1	5	3	19	2	21

Equipment: Confessor Chainsword, MP-22 Machine Pistol with GW-170 UBGL.

Special Abilities: Resolve: 2, Tactical Sense.

Weapon Stats:

Confessor Chainsword *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+5	-

MP-22 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	8	-

GW-170 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

Elite Trooper LMG Specialist

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	6	11	3	1	4	3	19	2	58

Equipment: HAC-20 Eruptor Light Machine Gun, Carrion Enzyme Sprayer.

Special Abilities: Resolve: 2.

Weapon Stats:

HAC-20 Eruptor Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-1	-	-	10	See Chart

Mystic Exorcist

Grunt squad specialist, optional up to 1 per squad, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	13	12	3	1	4	3	19	2	33

Equipment: P-60 Punisher Handgun.

Special Abilities: Channel, Medic: 5.

Special Rules: May select up to one power from the Art of Exorcism.

Weapon Stats:

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

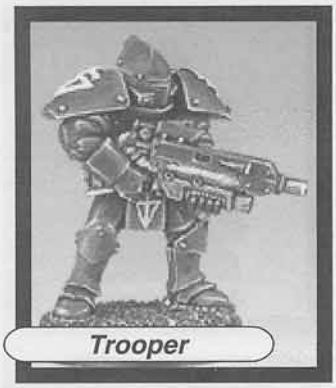
Paladins

First commissioned by Cardinal Toth over a millennium ago, the Order of the Paladins was the first recognized military police force within the Brotherhood. Charged with the enforcement of the Cardinal's will in the cities of the faithful, Paladins have become a common sight amongst the larger cities of the system.

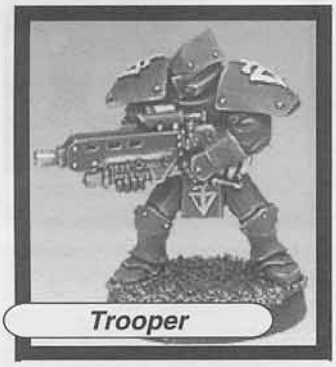
An imposing sight in their ancient armor and cobalt robes, Paladins bear the unique markings of their office, a stylized Symbol Dedicat adorned with a small skull in alto relievo. The skull is a source of great pride for the Paladins as it represents a glorious achievement from their past. During the years following the defeat of Algeroth, the new Cardinal had his hands full scouring the worlds clean of the dark stains of the Legion. The Paladins of Luna, the first of the Order, were instrumental in assisting the Cardinal in purging the city of their taint.

When the Nepharite Warlord Korabiathus emerged from the Luna sewers with thousands of Necromutants and Heretics in tow, the city was at its most vulnerable. Most of the Cardinal's forces had been sent off planet to assist the Megacorporations on the other worlds. Luna was left with a few small divisions and of course, the Paladins. The Nepharite Warlord had been one of the most fearsome of Algeroth's Generals and had been responsible for the deaths of thousands during the First Crusade. That he was lurking under the streets of the Cardinal's own city was a devious plot which could have dealt a devastating blow to the fragile human survivors.





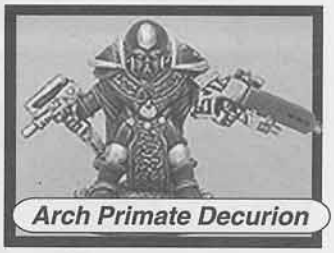







Arch Primate


Arch Primate


Arch Primate Decurion


Trooper Medic


Sacred Warrior Decurion

During the twelve day bloodbath, which was fought throughout the streets of the city, the Paladins provided a staunch resistance and organized the citizenry to defend their homes and streets. On the twelfth day of fighting, the Paladins tricked the forces of the Nepharite which allowed them to surge forward and attack the command post itself. Though the battle with Korabiathus took the lives of more than forty Paladins and several dozen others, they were able to bring him down in a haze of gunfire and chain swords. When their Decurion raised the severed head of the Nepharite, the forces of the Legion scattered into disarray.

The next several days were spent hunting down the stragglers and cleansing the city. By the time the Cardinal and his forces returned to Luna, the head of Korabiathus adorned the city gates. In recognition of their stalwart defense of the city and the Herculean feat of slaying the Nepharite Warlord, Cardinal Toth ordained that the Order's symbol bear the skull relief to commemorate their victory over so fearsome an adversary. Though their numbers are a thousand times their original size and their duties have expanded to include service within the military, to this day the Paladins proudly where this symbol.

Paladins

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	6	12	3	1	5	3	20	2	25

Equipment: AC-19 Volcano Assault Rifle, MP-22 Machine Pistol.

Special Abilities: Resolve: 2.

Weapon Stats:

AC-19 Volcano Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	1	-2	-	10	See Chart

MP-22 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	8	-

Paladin Decurion

Grunt squad specialist, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	6	13	3	1	6	3	20	2	25

Equipment: Confessor Chainsword, MP-22 Machine Pistol.

Special Abilities: Resolve: 2, Tactical Sense.

Special Rules: May select up to one power from the Art of Mentalism.

Weapon Stats:

Confessor Chainsword *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+5	-

MP-22 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	8	-

Paladin LMG Specialist

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	6	12	3	1	5	3	20	2	60

Equipment: HAC-20 Eruptor Light Machine Gun, Carrion Enzyme Sprayer.

Special Abilities: Resolve: 2.

Weapon Stats:

HAC-20 Eruptor Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-1	-	-	10	See Chart

Arch Primates

The Arch Primates are the veteran troops of the Brotherhood, all of which are past their prime but are none the less proven warriors and powerful adversaries. Since membership in the Brotherhood is a lifelong affair, it has created the Arch Primates to allow older soldiers to continue their service and impart their experiences on new recruits. A large percentage of Brotherhood Training Academes are run by Arch Primates who oversee most new recruit training.

The Brotherhood deploys Arch Primates in defensive roles, counting on the old veterans experience and wisdom to repulse enemy assaults while other Brotherhood forces move into a more aggressive position.

Many of the Inquisitors have retired from the Second Directorate's Inquisition and are now leading Squads of Arch Primates into battle.

Arch Primate

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	5	12	3	1	5	3	20	2	28

Equipment: AC-19 Volcano Assault Rifle, MP-22 Machine Pistol.

Special Abilities: Infiltrate, Tactical Sense.

Weapon Stats:

AC-19 Volcano Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	1	-2	-	10	See Chart

MP-22 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	8	-

Arch Primate Decurion

Grunt squad leader, required 1 per squad, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	11	10	13	3	1	6	3	20	2	34

Equipment: AC-19 Volcano Assault Rifle, MP-22 Machine Pistol with GW-170 UBGL.

Special Abilities: Channel, Infiltrate, Tactical Sense.

Special Rules: May select up to one power from the Art of Mentalism.

Weapon Stats:

AC-19 Volcano Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	1	-2	-	10	See Chart

MP-22 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	8	-

GW-170 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

Arch Primate HMG Specialist

Grunt squad specialist, optional up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	8	12	3	1	5	3	20	2	49

Equipment: AC-45 Autocannon, Light Incinerator.

Special Abilities: Infiltrate, Tactical Sense.

Weapon Stats:

AC-45 Autocannon *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0	-1	-3	-	-	10 (x2)	See Chart

Light Incinerator *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	9	See Chart

Sacred Warriors

The Sacred Warriors are fanatical soldiers that were originally employed by the Brotherhood against the Dark Legion. They were given the task of eradicating the forces of the Dark Soul from our Solar System and were at the forefront of the cleansing of the dark taint from the worlds of man.

As can be expected, the demands on the Sacred Warriors are heavy, with very few of the applicants being given the honor. Those who make it through the training processes are highly thought of throughout the worlds, gaining privileges no other Corporate or Brotherhood Citizen enjoy. These privileges often balance the reality that Sacred Warriors usually lead short lives, giving credence to the saying that a candle that burns the brightest burns out the fastest.

Sacred Warriors are sent to the worst infestations of the Darkness throughout the universe spearheading assaults on Citadels and other major offenses against the Dark Legion. Torn by war and contaminated by evil, these battlefields provide the ultimate test of both faith and martial ability for the Sacred Warriors.

Sacred Warriors

Grunt trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	8	11	3	2	5	4	18	2	30

Equipment: Avenger Sword, P-60 Punisher Handgun.

Special Abilities: Enhanced Charge: 1, Hate: 4.

Special Rules: Hates Dark Legion.

Weapon Stats:

Avenger Sword *(slashing, radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+6	See Chart

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-



Sacred Warriors

Sacred Warrior Decurion

Grunt squad leader, required 1 model, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	8	8	12	3	2	6	4	18	2	37

Equipment: Avenger Sword, P-60 Punisher Handgun, CS-450 Shield.

Special Abilities: Enhanced Charge: 1, Hate: 4, Tactical Sense.

Special Rules: Hates Dark Legion.

Weapon Stats:

Avenger Sword *(slashing, radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+6	See Chart

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

INDIVIDUALS

Cardinal Confessor Dominic, the Sheriff of Luna

Cardinal Dominic is the Cardinal Confessor of the Cathedral on Luna and therefore the Brotherhood's second in command. He is a senior member of the Curia and hopes to one day become the Cardinal himself.

Known as the Sheriff of Luna, Dominic is an old man made infamous by his penchant for torture and cruelty. There is nothing he likes better than to while away the hours not occupied by the duties of his office by interrogating some truly stubborn young heretic. While such tasks are beneath his station, he makes time for them nonetheless. It is said that Dominic will stop at nothing to obtain the answers he desires and that no form of maiming or mutilation is too grotesque for this man—in fact, the more pain he can cause, the better.

Dominic managed to rise to his current position with ruthless efficiency. No matter the scope of the task, he always completes his job, regardless of the cost. His tactics have met with the disapproval of many within the Curia and the Cartel, but his growling retorts often cull any further pursuit of his perceived wrongdoings. In his opinion, the Brotherhood can't afford to be nice; there simply isn't enough time. "Besides, you don't think the Legions of Darkness ever gave a human a second chance, do you?" is a statement he has often uttered in defense of his position.

The past Cardinal appointed him to the Cardinalship of Luna and the current Cardinal deeply regrets that decision. His predecessor was much more concerned with results than diplomacy and Dominic is the result of that thinking. It is no secret that the Cardinal is not fond of Dominic though the elder statesman has been flawless in covering up his own indiscretions. Cardinal Durand tolerates Dominic's behavior simply because the man gets results. Dominic is the perfect "bad cop" to threaten the Corporations with, and until he



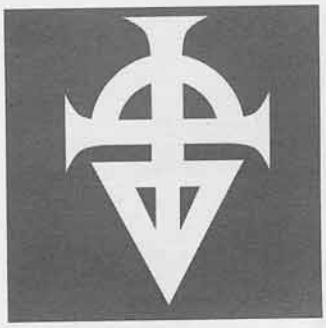
A Cardinal Confessor





The Sheriff of Luna









makes a serious mistake, Durand will not remove him from office. Once that mistake is made though, the Cardinal's shadow will quickly fall upon Dominic.

Dominic's demeanor reflects his true nature and well as his physical—a bitter old man. Cold and heartless, the only time a gleam of life leaps into his eye is when he's presented with the opportunity to inflict cruelties upon others. Since the return of the Darkness, Dominic has been positively giddy with purpose. His life has been one of perpetual training for this day, believing that humanity needs to be governed with an iron fist. It needs the control that the Brotherhood maintains so they do not fall into damnation. His methods are straight forward, with fear and the Second Directorate being his tool of diplomacy.

Dominic has little patience for the Megacorporations, seeing them as unruly children who must not be spared the rod. He especially despises Cybertronic, seeing them in the same light as he does the Dark Legion, and it is well known that he backed Imperial's seizure of Ganymede from Cybertronic. He has a short temper, which often snaps quickly and loudly. He expects nothing less than total subservience from those around him, and he always gets it or he will most certainly make an unpleasant example of the deviant.

Cardinal Confessor Dominic

Individual force commander, limit one per army, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	7	16	17	3	4	5	3	20	2	51

Equipment: Bringer of Vengence Battlesword, Book of Faith.

Special Abilities: Channel, Force Commander, Hate: 3.

Special Rules: Hates DL and Cybertronic. May select up to three powers from the Art of Kinetics.

Weapon Stats:

Bringer of Vengence Battlesword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+6	See Chart

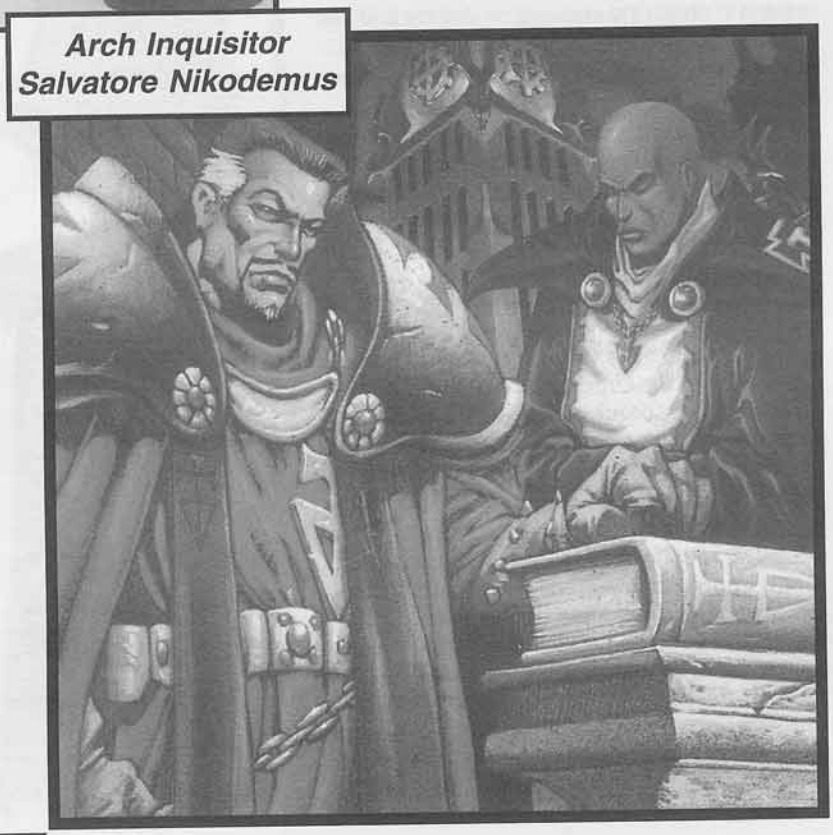
Arch Inquisitor Salvatore Nikodemus

Born the youngest son of a commoner Bauhaus family, the man who would become Salvatore Nikodemus showed signs of power in the Art as a youngster. Having great faith in the Cardinal, his family promptly turned him over to the Brotherhood where he rose steadily through the ranks, christening himself "Nikodemus" after an early martyr.

With his efficiency and skill in the Art, Nikodemus found ways to make himself useful and was quickly promoted to the Second Directorate. After his initial Directorate training, he was placed under the direct tutelage of Arch Inquisitor Gabriel Victorios who taught him everything the young inquisitor could garner. By the time he had proven himself on a dozen battlefields, Inquisitor Nikodemus was Victorios' second-in-command.

Then came the fateful day when the Dark Legion attacked the Venusian city of Kanark. When Victorios was killed in the initial stages of the attack, Nikodemus was left to lead 96 warriors. Valkyries, Mortificators, Sacred Warriors, and regular troopers under Nikodemus' command were pitted against a Dark Legion force consisting of over 2000 undead legionnaires, 500 Necromutants, several Nepharites, and various other creatures from the hellholes of Venus. Somehow, he managed to defeat the inhuman army, earning himself not only a promotion to Arch Inquisitor but the undying loyalty of a certain backwater village near Kanark.

Today Arch Inquisitor Salvatore Nikodemus is one of the most famous men in the Solar System. His Confession rate is well above average, with almost no innocents put to the Question, and his military career is exceptional. To his credit, Nikodemus has the lowest record of collateral damage of any Inquisitor of the Brotherhood. When offered the position of Majoris, Nikodemus refused, stating that he was needed more on the battlefield. In the fields of





war is where Salvatore excels. The Brotherhood sends him on only the most difficult of missions, and keeps him on a loose rein when he is fighting the Darkness. Few know that the secret behind his success is his own personal force of Sacred Crusaders. Consisting mainly of the survivors from Kanark, these Crusaders also include many mystical units, which Nikodemus trains in his own estates high in the mountains of the Fire Ring.

Standing approximately six feet tall, with an impressive build and the style of a proud Bauhaus citizen, Nikodemus exudes a sense of purpose, strength and command. Fear does not touch Salvatore's heart and the only emotion besides determination and resolve that are shown by this Inquisitor is fury, and this is only when Nikodemus is battling the forces of Darkness. He is very pragmatic in his military endeavors, utilizing every bit of available intelligence and battlefield reports to weave his strategy together.

On the field of battle, Nikodemus is not afraid to probe enemy positions for weaknesses, showing little concern for the casualties that result from such missions. Those who do not follow his instructions implicitly are "guided" by Nikodemus through either rigid disciplines or a Hex from the Art of Dominance. Nikodemus knows that sacrifices are necessary to ensure the success of a conflict and he sees his forces as tools to be sacrificed if needed for the greater good. While on the surface it would seem that Nikodemus is on good terms with Dominic, this could not be further from the truth. Nikodemus feels the Cardinal Confessor does not value life enough and finds himself frequently at odds with the Sheriff when his duties take him to Luna.

Arch Inquisitor Nikodemus

Individual force commander, limit one per army, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	11	14	14	3	3	6	3	22	2	58

Equipment: AC-40 Justifier Light Machine Gun, Ripper Chain Bayonet, Book of Law.

Special Abilities: Channel, Dire Rating: 3, Force Commander, Strategic Insight.

Special Rules: May select up to two powers from the Art of Mentalism.

Weapon Stats:

AC-40 Justifier Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	3 (x3)	2 (x2)	-2	-	-	10	-

Ripper Chain Bayonet *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	See Chart

Redemption Assassin

The Redemption Assassins of the Brotherhood are a strange lot. Most are former underworld hit men and women with the ability to Channel, having used that ability to further their careers on the bloody streets of the systems teaming cities. The Inquisition eventually finds these freelance Cleaners and brings them into the Brotherhood where they have a choice--kill for the Cardinal or die for the Cardinal. It is an easy choice for many, since they receive better pay and better training than their former life as a Freelancer. So they choose to seek Redemption in the eyes of the Cardinal by becoming his tool.

Due to their mean, streetwise upbringing, many Redemption Assassins have mastered the art of the gun, and would make deadly snipers if circumstances where different. In the Brotherhood though, the Redemption Assassin combines this skill with the pistol with the natural ability to Channel the energies of the supernatural into their bodies. The result is purely wicked.

A Redemption Assassin is usually brought in when the Brotherhood wants to send a clear signal to a Corporation that they are being watched and punished. Unlike the Mortificators and their Assassins, the Redemption Assassin tends to be "messy", preferring a high body count and a brutal kill to more discrete methods.

Redemption Assassin

Individual trooper, required 1 model, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	11	12	14	3	2	4	3	21	2	30

Equipment: P-60 Punisher Handgun.

Special Abilities: Channel, Dire Rating: 1, Fast Shot: 2.

Special Rules: May select up to one power from the Art of Mentalism.

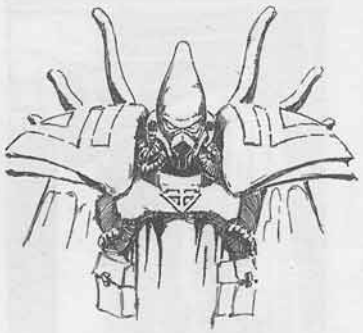
Weapon Stats:

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-







Watchmen

A Watchman is not born but rather made from a lifetime of service to the Brotherhood. Most are drawn from the ranks of the Inquisition, having gained an extensive background in military matters and grown in their abilities to Channel the powers of the Art. Other Watchmen hail from the First Directorate's Mystics-having spent most of their lives in combat either battling the forces of the Dark Soul or quelling the rebellious nature of the Megacorporations.

The experience that the Watchman has gained over the years has made him into a natural leader with the ability to adapt and improve almost any battlefield situation. They have seen much, from the chaotic battles of Megacorporate warfare to the supernatural weaves of Channeled energies, and have learned to integrate both into their strategies. This makes them ideal as the head of any large Brotherhood battle force.













Death Angel

Watchman

Individual general officer, limit one per sqaud, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	12	13	3	2	4	3	20	2	35

Equipment: P-60 Punisher Handgun.

Special Abilities: Channel, Forward Observer.

Special Rules: May select up to two powers from the Art of Dominance.

Weapon Stats:

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

SUPPORT

The Death Angel

The Death Angel is a vehicle, odd in appearance that is used to both strike fear into the hearts of the enemy and bolster the faith of the Brotherhood troops. Used chiefly by the Inquisition, the Death Angel is designed for neither stealth nor subtlety. The Inquisitor behind the wheel, who employs the 30mm Autocannon mounted to the front end of the vehicle's chassis, readily and extensively, lays waste to the enemy while the statue of the Cardinal that rests on the Death Angel sends a message to the enemy, as well as the Brotherhood troops. The Cardinal is always present—always watching.

Death Angel

Support unit, required 1 model, vehicle.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	4/1	-	5	23	4	76

Equipment: Anointer Mounted Autocannon.

Special Abilities: Impenetrability.

Weapon Stats:

Anointer Mounted Autocannon *(ballistic, concussive, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	2 (x2)	1 (x2)	-	-	13	-

Inquisitor Driver

Support trooper, required 1 per Death Angel, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	6	11	3	-	5	-	-	-	-

Equipment: P-60 Punisher Handgun.

Special Abilities: Resolve: 2.

Weapon Stats:

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

The First Directorate



Pilgrims

Pilgrims are volunteers from the Second Directorate's troops who pass a rigorous mental, physical and spiritual test. They act as escorts and reconnaissance for any Mystic that travels to either an unknown territory or a potentially dangerous public venue. Pilgrims are very alert, with rifles always pointed towards possible danger. This constant vigilance allows them to react quickly to assaults during a conflict, gunning down potential threats for the well being of the Mystics.

While the Pilgrim's appearance is as unthreatening as their name, their devotion to the protection of their ward and the combat skills they possess, make them dangerous adversaries. Many a foe that has underestimated the Pilgrims has learned to respect these stout warriors the hard way—postmortem.

Pilgrim

Elite trooper, required 4-10 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	6	11	3	1	5	3	19	2	24

Equipment: AC-19 Volcano Assault Rifle.

Special Abilities: Camouflage: 2, Resolve: 1.

Weapon Stats:

AC-19 Volcano Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	1	-2	-	10	See Chart



Pilgrims

Resonators

Resonator Squads are rarely seen in conflicts that do not involve the energies of the Supernatural. They are often deployed with a Mystic or Keeper during conflicts with the Dark Legions or the razing of some powerful Dark Cult Temple. Other missions involving Resonators are when the First Directorate is called in to deal with some rogue Malcontent Channeler of some power or any clash against the Channelers of Mishima.

Volunteers from the Dedicated undergo implantation surgery by the Blessed Engineers so that they can access and use the Resonator Helmet. This artifact is a highly guarded secret of the Brotherhood only recently developed after research into the effect of cybernetics and the energies of the supernatural. It seems that the two are discordant with technology interfering in the weaves that must be Channeled. The Blessed Engineers have managed to create a device that can create a "field" of limited distortion, which inhibits the flow of supernatural energy. This field is the amalgamation of bio and mechanical electricity. It occurs as a result of cybernetics being implanted in the mind of a human being. The Blessed Engineers took this theory and created a helmet that can broadcast this field over a very short distance with the assistance of internal bio-transmitters.

Since the thought of this technology falling into the hands of the Megacorporations is abhorrent to the Brotherhood, Resonators Helmets are set to explode once triggered by either the Resonators death or the edict of the Brotherhood. The explosion destroys all evidence of the technology as well as the brain-alterations done to the Resonators.

Resonators

Elite trooper, required 4-10 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	6	11	3	1	4	3	19	2	23

Equipment: AC-19 Volcano Assault Rifle, Resonance Helm.

Special Abilities: Resolve: 2.

Weapon Stats:

AC-19 Volcano Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	1	-2	-	10	See Chart

Sentinels

Selected from the ranks of the Dedicated Decurion, only those who have personally experienced close combat and performed above the call of duty are recruited into the ranks of the Sentinels. Combat veterans who are extensively trained in the art of ambush, Sentinel squads are most often seen in urban combat environments where their Deliverer Blades and MP-22 machine pistols are most effective. They also see service in the support of more experienced Fury Elite squads. Sentinels who survive combat with a Dark Legion Nephrite qualify for eventual selection into the Fury Elite, but only the most elite will earn this tremendous honor.

Sentinel

Elite trooper, required 4-10 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	9	8	12	3	1	6	3	20	2	28

Equipment: Deliverer Blade, MP-22 Machine Pistol.

Special Abilities: Ambush.

Weapon Stats:

Deliverer Blade *(slashing, radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+5	See Chart

MP-22 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	8	-

Mystic Ingressor

Elite squad specialist, optional up to 1 per squad, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	10	10	12	3	1	5	3	20	2	27

Equipment: Book of Law, Deliverer Blade, P-60 Punisher Handgun.

Special Abilities: Channel, Resolve: 3.

Special Rules: May select up to one power from the Art of Dominance.

Deliverer Blade *(slashing, radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	- 0	ST+5	See Chart

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	- 0	9	-



Resonators



Fury Elite Guard

Ingressor Interrogator





Sentinels



Pilgrim Executioner



Visionary





Keeper of the Art

Fury Elite

The Fury consists of veteran soldiers with years of service within the brotherhood and a proven devotion to the well-being of the Mystics. This body of soldiers acts only on orders from the Cardinal or the Curia.

In battle, the Fury are a sight to be seen. Unlike the other Protector Units, the Fury Elite wear advanced yet antique armor that has been handed down (after extensive repairs) from Fury to Fury throughout the centuries. Each set has the exploits and prayers of those who have fought and died for the Cardinal inscribed upon the armor's surface and the combat experience of the Fury Elite recorded in the armor's memory circuits to be shared by the armors next wearer.

Fury Elite

Elite trooper, required 4-10 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	9	9	13	3	1	7	3	20	2	27

Equipment: Deliverer Blade, P-60 Punisher Handgun.

Special Abilities: Group Assault.

Weapon Stats:

Deliverer Blade *(slashing, radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+5	See Chart

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

Fury Elite Decurion

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	9	9	13	3	1	7	3	20	2	29

Equipment: Deliverer Blade, P-60 Punisher Handgun.

Special Abilities: Group Assault, Tactical Sense.

Weapon Stats:

Deliverer Blade *(slashing, radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+5	See Chart

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

Ingressor Interrogator

Elite squad specialist, optional up to 1 per squad, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	9	8	12	3	1	5	3	20	2	25

Equipment: Book of Law, Deliverer Blade, P-60 Punisher Handgun.

Special Abilities: Channel, Resolve: 3.

Special Rules: May select up to one power from the Art of Dominance.

Deliverer Blade *(slashing, radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	- 0	ST+5	See Chart

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	- 0	9	-

Pilgrim Executioner

Pilgrims who show great courage and unfailing dedication to the well-being of the Mystics are promoted to the rank of Executioner. It is the job of an Executioner to protect the life of his charge at all costs. To this end, the Executioner has been given the Protector Powershield, a marvel from the sanctums of the Blessed Engineers.

The Protector Powershield, combined with the training and piety of the Executioner, makes for a truly deadly combatant who will die before letting harm come to a member of the Brotherhood's Mystics. Today, the Pilgrim Executioner's duties have been expanded to include the protection of high ranking diplomats and other dignitaries.

Pilgrim Executioner

Individual squad linked officer, limit 1 per Pilgrim squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	8	8	12	3	2	7	3	20	2	30

Equipment: Protector Powershield.

Special Abilities: Camouflage: 2, Resolve: 2, Tactical Sense, Unit Commander.

Weapon Stats:

Protector Powershield *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+3	-

Visionary

When the Directorates of the Brotherhood were created, the faithful were divided into those areas where they would serve best. Within the Mystics of the First Directorate, there were dozens of sub-divisions representing various specializations of the Art and unique dedications of spirit. One such branch was the Order of the Divine Vision, a devout sorority of female Channelers who received their Articles of Faith from Cardinal Martel during the Holy Reconstruction.

With the establishment of a military guard within the sacred places of the Brotherhood, leaders would be required to supervise them who were beyond corruption, staunch in their faith and skilled in combat. It was fully expected that the role would be accorded the Order of Paladins, but this was not the case. Cardinal Martel charged the Abbey of Divine Visions with the task of overseeing the protection of the holy places and relics of the Brotherhood.

Led by Abbess Jan Mondevani, the Visionaries, as they became known, further took the role of training an officer corps for the ranks of the Brotherhood's growing military. Understanding that the power to channel was but

one weapon to use in defense of the Cardinal's dream, the Visionaries also adopted rigorous physical training as well. It was important to the Abbess that her charges were commanding soldiers first and Channelers second. The throngs of humanity, though grateful for their rescue, held Art with a superstitious awe, sometimes fear. Abbess Mondevani recognized all to well that soldiers must follow their leaders because of respect, and that respect would be earned by virtue of superior training and skill.

As practitioners of the Art of Dominance the Visionaries, as they are referred today, are found not only in charge of Cathedral Guards but also leading the hosts of the First Directorate's military.

Mystic Visionary

Individual general officer, limit one per squad, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	13	14	3	2	4	4	18	2	38

Equipment: P-60 Punisher Handgun.

Special Abilities: Channel, Division Commander, Forward Observer.

Special Rules: May select up to two powers from the Art of Dominance.

Weapon Stats:

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

Keeper of the Art

The Keepers of the Art are the most mysterious, and powerful, members of the Brotherhood. They have attained the highest insight into the ebb and flow of the supernatural energies within our universe, which makes these individuals exceedingly dangerous. Most Keepers of the Art have spent their entire lives in pursuit of this level of Channeling, foregoing normal relationships and social skills. This tends to make Keepers of the Art aloof at best, eccentric at worst, and odd all around. On the battlefield though, the Keeper's abilities are staggering, with few individuals being able to match their power and skill at Channeling and even less being able to stand in their way.

The Keeper of the Art's Armor includes extensive life support systems that are designed to keep the wearer alive, even after suffering severe trauma, since the investment put forth by the Brotherhood in cultivating the Keeper is so high. While this helps the Keeper deal with mundane damage, it has no effect in dealing with the arcane threat inherent in Channeling.

The potent Channeling individuals within the Brotherhood hold powers that are hard to control and master. When these powers have been employed without any inhibitors or regulators, users have sometimes spontaneously disintegrated, suffered from debilitating seizures or simply expired from heart failure. Because of this latent danger, the Blessed Engineers of the Brotherhood developed a machine that can sense the flow of power and absorb the excess energy, thereby reducing the danger of an overload by the Channeler. This vital instrument is known as the Power Stabilizer.

It is not often that Keepers of the Art are seen during open warfare with the Corporations since their main opponents are the foul minions of Darkness. When they do make an appearance, carnage soon follows. It is not uncommon for a single Keeper of the Art to lay waste to a Corporation's battle force without leaving the safety of a command module or the defensive ring of his Protectors. The sight of a Keeper of the Art on the opposing end of a battlefield will cause many Corporations, and almost all of the Independents, to immediately enter negotiations with the Brotherhood by performing Reconciliation-the immediate ceasing of actions that the Brotherhood deems wrong and an immediate Tithe paid to the Brotherhood's coffers-as the damage a Keeper can cause is almost always greater than what the Corporation must give up.

Keeper of the Art

Individual general officer, limit one per sqaud, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	9	14	14	3	2	4	3	19	2	31

Equipment: P-60 Punisher Handgun, Book of Faith.

Special Abilities: Channel, Division Commander, Tactical Sense.

Special Rules: May select up to three powers from the Art of Kinetics.

Weapon Stats:

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

Keeper Miguel Sandoval

Unlike many of Sandoval's fellow Keepers, he was recruited into the Brotherhood rather late at the age of 22. Since his teen years Miguel had put his latent talents to use in the Free Trading Company owned by his family. To Fringers, as those Independent Companies who live on the Asteroid Belt are referred, the Brotherhood was an oppressive meddler and the Dark Legion they warned about little more than myth. That was until the day Bubastus came to call.

The Marid IV Complex on Orestes simply stopped transmitting that fateful day, and



Ingressor





Mystics



the orbital space station Sandusky could raise no response from its terrestrial sister. It was only hours before the transports came docking from Sandusky and the Blight Commandos of Bubastus poured into the station. The battle took only hours, but Miguel saw it all. He saw the terror of the Dark Symmetry in all its horrific grandeur. He heard the allure tugging at his soul to join with the Darkness. He watched the slaughter of his friends and family and no matter what he did, the dead and infected kept coming. Then, when he should have joined his colleges in the afterlife, his life was spared. Pinned to a bulkhead by a Curator, Miguel opened his eyes to find himself face to face with the Nepharite Bubastus.

The hulking Nepharite bent down to study Miguel who forced his eyes shut to escape the penetrating gaze. Even the darkness offered no relief from the Nepharite's glare. Deep in his soul he heard the Nepharites words, words he will never forget.

"Carry this message to those who will come after." He whispered wordlessly. "The Dark Soul has returned to welcome its children home. Resistance only pleases us, so do struggle."

At that Miguel collapsed, released from the Curators grasp. When he awoke he was on a Brotherhood gurney, the only survivor of either the complex or the station. During the weeks of interrogation Miguel relayed all he could remember and was sanctified as free of any touch of the Dark Symmetry. Having learned of his innate talents, he was recruited into the Mystics and he has advanced in those ranks ever since, a man dedicated with a passion to fight against the darkness.



Though he has never regained his sight and has disdained any cybernetic implantation, Keeper Sandoval is a relentless opponent of all heretics, especially those of the Apostle Demnogonis. To those who do not know him personally, one would never guess he had lost his sight, his confident strides showing no hesitation or uncertainty.

Keeper Miguel Sandoval

Individual general officer, limit one per army, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	9	14	14	3	3	4	3	19	2	54

Equipment: Gehenna Puker Flamethrower.

Special Abilities: Channel, Division Commander, Hate: 3.

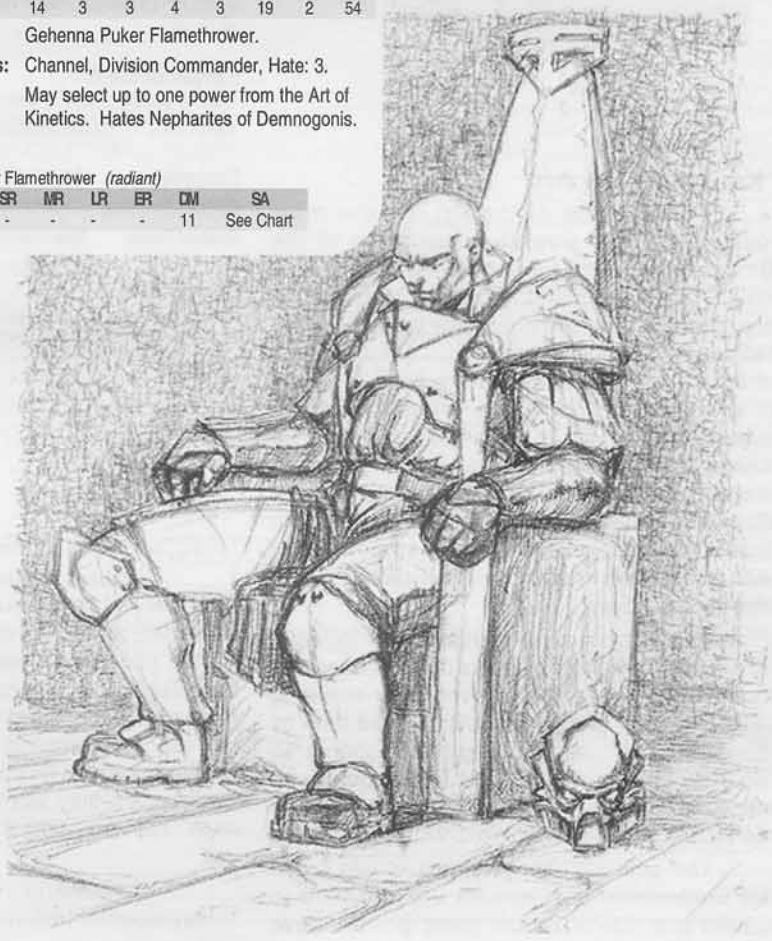
Special Rules: May select up to one power from the Art of Kinetics. Hates Nepharites of Demnogonis.

Weapon Stats:

Gehenna Puker Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart







The Second Directorate

Valkyrie

The Valkyrie Sisterhood is an all-female division of the Inquisition. It is a specialist branch of battle hardened women who take their role in the defense of humanity and the Light most seriously. All of these women have the ability to Channel and have trained together in one power of the Art, giving them an unparalleled coherency in battle.

On the battlefield, the Valkyrie often hunt down the heavily armored portions of the enemies troops, be it tanks or foul necrofied creations. Valkyrie Squads quickly engage and destroy such targets with well-coordinated assaults, giving them a fearsome reputation throughout the solar system.

Valkyrie

Elite trooper, required 4-8 models, channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	9	10	12	3	1	5	4	19	2	27

Equipment: Castigator Power Spear, P-60 Punisher Handgun.

Special Abilities: Para-deploy.

Weapon Stats:

Castigator Power Spear *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+8	-

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

Valkyrie Decurion

Elite squad leader, required 1 per squad, channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	9	12	12	3	1	5	4	19	2	28

Equipment: Castigator Power Spear, P-60 Punisher Handgun.

Special Abilities: Para-deploy.

Weapon Stats:

Castigator Power Spear *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+8	-

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-



Valkyries

Mortificators

Mortificators are the Cardinal's assassins. They are chiefly used to exterminate enemies of the Brotherhood who are either too influential to publicly punish with the Inquisition or are too well fortified to send in the Dedicated. To this end, the Mortificators are masters of both stealth and silent killing, being able to slip past security systems and safeguards to reach their targets.



Mortificators are an effective tool of the Brotherhood, known within the Corporations as "The Cardinal's Shadows". Their work is either untraceable, with their target's death appearing to be either an accident or of natural causes, or the Mortificator can leave a bloodbath--an obvious warning to those who have strayed from the loving embrace of the Cardinal.

While the Mortificators are well known among the intelligence networks of the Megacorporations and the Cartel, to the common

man, the Mortificators are merely rumors. To the man on the street, Mortificators are simply elite troopers dedicated to rousting out heretics. The general populace doesn't look kindly on the defenders of the Light using the shadows to silence those who know too much, or have gone too far, but they understand the service these shadowy figures provide.



Mortificator



Mortificator



Mortificator



Crucifier

Mortificator

Elite trooper, required 2-4 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	8	11	3	2	6	3	20	2	35

Equipment: MP-22 Machine Pistol, Mortis Sword.

Special Abilities: Shadow Walk, Enhanced Charge: 1.

Weapon Stats:

MP-22 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	8	-

Mortis Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Crucifiers

The Crucifiers are the result of recent advances by the Blessed Engineers. Volunteers from the Second Directorate undergo extensive surgery with the implantation of limited cybernetic interface controls hardwired into their brains. These interfaces allow the volunteer to access and control the Crucifier Exo-Armor as if it were a natural part of their body. From this point the newly donned Crucifier receives extensive training in the use and control of his armor and extra limbs—a difficult task to master. Once the volunteer and the armor act as one, they are ready for battle-and battle is where they excel.

Crucifiers are sent to the field in teams of two to four. One Crucifer is good for eliminating a squad of grunt soldiers, while four can effectively collapse an enemy flank. If the Crucifier is able to close within the enemy's position, reaching hand to hand combat, the result is ghastly, with the tattered remains of the Crucifier's victims leaving a bloody trail in his wake. They are, for all intents and purposes, murdering machines.

The Crucifiers are a relatively unknown group outside of the Brotherhood. Only those who have had the unfortunate experience of fighting against the Crucifiers have any idea of the viciousness and the effectiveness of this unit. However, with their more recent usage, the word is spreading fast in rumors and half-truths amongst the other Corporations and the Independents.

Crucifier

Elite trooper, required 2-4 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	7	11	3	2	7	4	21	3	33

Equipment: MP-22 Machine Pistol, Punisher Short Sword.

Special Abilities: Secondary Attack, Tactical Sense.

Weapon Stats:

MP-22 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	8	-

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Vestals

Like the Valkyries, Vestals are also comprised of only female warriors. Unlike the Valkyrie, the Vestals are not trained for deployment from the air. They are in fact superior close combat specialists who are infamous for their coordinated attacks and devastating damage. Both these units begin their training at the Monastery at Karkov where, during rigorous exercises, the women best suited for the Vestals are separated from the Valkyrie. Considered to be elite warriors, the Vestals receive extensive combat training specializing in urban pacification and heretic purging. They are a fierce and devoted unit, accorded great honors for their dedication to the Cardinal and for their vows of celibacy. Often referred to as the Cardinal's Handmaidens, the Vestals consider the purity of the spirit linked intrinsically to the purity of the body.

In combat, the Vestals are led by a Blessed Vestal, a higher ranking sister who has also been trained to harness the Art of Exorcism. The Blessed Vestal forgoes the use of their weapon of office preferring the Deliverer Blade for close combat.

Vestal

Elite trooper, required 4-8 models.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	9	11	12	3	1	5	3	20	2	26

Equipment: Castigator Power Spear, P-60 Punisher Handgun.

Special Abilities: Group Assault.

Weapon Stats:

Castigator Power Spear *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+8	-

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

Blessed Vestal

Elite squad leader, required 1 per squad, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	10	12	13	3	1	6	3	20	2	30

Equipment: Deliverer Blade, P-60 Punisher Handgun.

Special Abilities: Channel, Secondary Attack.

Special Rules: May select up to one power from the Art of Exorcism.

Weapon Stats:

Deliverer Blade *(slashing, radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+5	See Chart

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

Inquisitor

Individual general officer, limit one per squad, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	10	12	13	3	3	6	3	21	2	52

Equipment: AC-40 Justifier Light Machine Gun, Ripper Chain Bayonet, Book of Law.

Special Abilities: Channel, Dire Rating: 2, Division Commander.

Special Rules: May select up to one power from the Art of Mentalism.

Weapon Stats:

AC-40 Justifier Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	3 (x3)	2 (x2)	-2	-	-	10	-

Ripper Chain Bayonet *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	See Chart









OFFICERS

Inquisitors

Inquisitors are the most visible manifestation of the Brotherhood, being stationed in almost every level of society in most bastions of humanity. Often referred to as the Cardinal's Bloodhounds, they are the embodiment of pursuit and punishment. The duty, the destiny and the essence of an Inquisitor is to root out all traces of the Darkness, both on and off the battlefield and eradicate them. An Inquisitor's authority is absolute, their judgment both final and fatal. Inquisitors have the ability to go anywhere without permission or sanction. Any refusal by a party being investigated will immediately bring the forces of the Second Directorate to "police" the site in question, if it isn't simply razed to the ground.

For the common man, an Inquisitor need only think that a hint of the Darkness is present before placing someone under arrest and questioning them in the dreaded Interrogation Cells. Confessions are always attained, even if it is obtained during the suspect's dying breath.

Despite this image, all of an Inquisitor's time is not spent tracking down Heretics and Dark Cultists. Often they are called to lead the forces of Light, both of the Brotherhood and the Corporations, against the tangible forces of the Dark Soul, the Dark Legion. It these times that the Inquisitors live for, with no questions to be asked, no lies to be sifted through, no gray areas to investigate. On the battlefield there is only black and white, good and evil, friend and foe.

Due to their intensive training and impressive Channeling ability, an Inquisitor is a fearsome foe who is able to lay waste to common enemies by the dozen. Combined with an unwavering faith and a fear-inspiring presence, Inquisitors make natural leaders on the fields of war, being able to root a man to his station by faith, fear, or both.

Inquisitor Majoris

Those Inquisitors who are extremely adept at tracking down individuals, leading investigations and acquiring confessions, no matter the means, are promoted to the title of Majoris. The prey of a Majoris is much larger than that of the normal Inquisitor, for they are tasked with finding those who have the ability to Channel, but are not members of the Brotherhood. These individuals are deemed a potential threat to humanity, which must be either brought under the tutelage of the Cardinal and the Curia, or destroyed. The Inquisitor Majoris travel the Solar System searching for such individuals and may call on the assistance of the Second Directorate or any faithful corporate branch office to carry out his duty.

On the battlefield, a Majoris will mostly concentrate on finding the enemy's Channeler. The Inquisitor will then wade through any opposition, using his machinegun and chain bayonet to clear a path, until he is face to face with the Renegade. At this time he will either offer the rogue Channeler his hand in guidance back to the flock of the Brotherhood or a quick death. When the Majoris comes across someone or something Channeling the Dark Symmetry, there is only death.

Inquisitor Majoris

Individual general officer, limit one per squad, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	10	13	13	3	4	6	3	21	2	71

Equipment: AC-41 Heavy Machine Gun, Personal Incinerator, Book of Law.

Special Abilities: Channel, Dire Rating: 4, Force Commander.

Special Rules: May select up to two powers from the Art of Mentalism.

Weapon Stats:

AC-41 Heavy Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-	3 (x3)	2 (x2)	-2	-	-	13	-

Personal Incinerator *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	10	See Chart

We are watching you!





Inquisitor



Inquisitor Majoris



Assassin

Assassin

The name assassin is a crude one which conjures up images of violence and death. In spite of this reputation it is used with deliberate intention. The Brotherhood knows full well the impact this name has on the masses and even the corporate governors understand their role. While the Mortificators are the Cardinal's Shadows, the Assassins are his Daggers, working in full view of the populace and with full sanction from the Inquisition. Brotherhood Assassins are often sent when the Brotherhood has no other recourse to pursue. Having exhausted all other means at enforcing compliance, Assassins are the last resort.

Assassins are a fearsome opponent, drawn from the ranks of Mortificators for their exceptional skills and savagery. On the battlefield they are often sent on ahead of the main force to eliminate the enemy command structure and leave their army leaderless.

Assassin

Individual trooper, limit one per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	8	11	3	2	6	4	19	2	41

Equipment: HSG Final Blessing Throwing Spikes, Mortis Sword.

Special Abilities: Stalk: 6.

Weapon Stats:

HSG Final Blessing Throwing Spikes *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0	0	-	-	-	8	See Chart

Mortis Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Mystics

Mystics are those members of the First Directorate who have mastered the ways of the Art, having only spent a decade or so honing their skills. Most were recruited as children or adolescents, when the Inquisition first knew of their ability to Channel. From that point on, the life of the new Mystic was one of constant mental and spiritual training, honing their latent ability into a skill, or weapon if need be, to be used by the Cardinal and the Curia for the good of the Brotherhood.

The life of intellectual pursuit and meditation had a negative affect on most Mystics when they were brought to battle. The experience was new and incredibly frightening to them, being used to the relative peace and quiet within the training halls of the Brotherhood. Many lost their wits easily in the chaos of conflict.

In recent times the Cardinal has required martial training to accompany the spiritual to lessen the shock of war on his minions. Many Mystics are quite proficient in battlefield situations today and nearly all have some experience serving in the military, and a few are actually integral in some units.

***Mystic Distorter**: Art of Exorcism*

***Mystic Keepers**: Art of Kenetics*

***Mystic Ingressor**: Art of Dominance*





Brotherhood Elite Troopers with Decurion

Blessed Vestal Laura

Laura was a member of a Capitol family, her father in the upper-middle management of an inter-planetary shipping company. She had a typical upper-middle class life--good schooling, proper friends and all the luxury that a well-to-do Capitol family could provide. In high school all the boys wanted to date her and all the girls wanted to be her. On top of this, Laura was an amazing athlete, having won awards in many sports from an early age, and she was poised to go to an elite college in San Dorado on an athletic scholarship. When the Brotherhood entered her life, Laura's world was irrevocably changed.

On the fateful day that Laura produced her greatest athletic efforts, crushing all provincial records, she was visited by the Brotherhood. An Inquisitor Majoris entered her family's home, interrupting their celebratory dinner and informed Laura that she had the gift of channeling. Laura's family had no choice but to let the imposing bloodhound of the Cardinal take their only daughter away. Laura had no choice but to follow the Inquisitor Majoris.

Laura's training was difficult at best; having grown up as a spoiled and willful child, her progression within the Brotherhood was painful and trying. She was caught many times attempting to escape the training facilities, always brought back by the Inquisitor Majoris who originally found her. Laura's attitude completely changed though when she witnessed the capabilities of the Dark Legion and became aware of humanity's peril from the Darkness. At that point Laura changed—matured. She joined the Sisterhood of the Blessed Vestals and began to fight for mankind in earnest. Unlike others of her rank, she preferred to keep the Order's weapon of office and uses it to this day. Laura's past as an athletic team leader began to resurface as she motivated, pushed and lead her Squad time after time in battle. This determination and leadership earned Laura a special place amongst the Vestals and has afforded her the honor of the Rose of Valor.

Blessed Vestal Laura

Individual general officer, limit one per army, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	11	13	13	3	3	6	3	21	2	46

Equipment: Castigator Power Spear, P-60 Punisher Handgun.

Special Abilities: Channel, Division Commander, First Strike.

Special Rules: May select up to two powers from the Art of Exorcism.

Weapon Stats:

Castigator Power Spear *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+8	-

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

The Rose of Valor

First created by Cardinal Martel some 947 years ago, the Rose of Valor is awarded to those women of the Brotherhood who have demonstrated extreme bravery and selfless action in combat. Additionally, the selfless action must have been performed in an effort to save the lives of others.

It is one of only two honors that are specifically awarded to only women and in its long history, the Rose of Valor has only been awarded 53 times. Its most recent recipient and the youngest Vestal to have earned it is Laura Diamathias, Blessed Vestal of the Defenders of Maltus.



Defender of the Faith & Hand of the Cardinal



Blessed Vestal Laura



Mortificator Crenshaw



The name Crenshaw is legendary amongst assassins everywhere and if death had a name it would certainly be Sebastian Crenshaw. No other Mortificator in the history of the Brotherhood has racked up more confirmed kills against so many important targets. The legends say that Crenshaw has never failed—at least when working on his own. The legends are right.

Like all Mortificators, Crenshaw's history is left behind, having been purged from all records the day he donned the Quietus Armor of a Mortificator. Now in his late fifties, Crenshaw is the picture of a noble gentleman. Originally, he hailed from the Imperial clan of Crenshaw, but his family, which regards him as their black sheep, has long since disowned him. His early breeding still shows, though. He speaks with a crisp, stilted accent harking back to the times of knights and castles, and his mannerisms are as sharp and refined as his philosophy and his mind.

He is a great hit at official parties and celebrations. Always the charmer, he can discuss just about any topic with anyone and more often than not come out on top. He never loses an argument, as he refuses to be drawn into any situation from which he cannot at least force a stalemate.

His mustache and full head of hair are a brilliant white, as are his bushy eyebrows, which stand out over his sparkling, pale blue eyes. The beginnings of a smile almost constantly play around the corners of his lips, and he always has something ready and witty to say.

In the field, of course, he is a different man. When Crenshaw dons his Mortificator uniform, he suddenly becomes business-like. There is little honor in assassinating a person, he knows, but it's a job that must be done, and as he has the stomach and, apparently, a fair amount of talent for it, he does it.

He rarely if ever discusses his work, and when he does, he uses only simple, straightforward words to describe what he has accomplished. He considers himself to be a valuable servant of the Cardinal—truly an understatement. He often reports directly to the Cardinal himself, and never to anyone of lower rank than the Curia.

Due to his position, Crenshaw is occasionally asked to work with younger Mortificators to show them the ropes. Nothing frustrates him more than thoughtlessness and incompetence. He is mercilessly frank in his evaluations of those who work under him and never hesitates to express his opinions. He knows that younger Mortificators will learn quickly, and they had better, for a Mortificator who learns slowly is often a dead Mortificator.

He is perfectly willing to let his students make their own mistakes, up until the point that they're jeopardizing his life, their own or the mission. Then he slams on the brakes and wrests control, griping all the while about being forced to work with such rank amateurs.

Once someone makes a mistake, he is not likely to let him forget it. He is not a complete ogre, however. He respects and admires competency and knows the importance of a person struggling to give his or her best. He will go to bat for his people, refusing to let them be made scapegoats in a scandal. He has offered himself up to shoulder the blame in the place of many younger Mortificators when a job has been bungled. So far, no one has ever dared to take him up on it. Crenshaw's ability to kill efficiently is without question and there is a saying amongst the Curia that there are only two sure things in the Solar System-Crenshaw and Tithes.

Sebastian Crenshaw

Individual general officer, limit one per army, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	9	9	13	3	3	8	3	20	2	62

Equipment: CA-50 Avalanche Handgun, Mortis Sword.

Special Abilities: Channel, Unseen Assailant.

Special Rules: May select up to one power from the Art of Mentailism.

Weapon Stats:

CA-50 Avalanche Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	0	-	-	-	9	See Chart

Mortis Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Aspects of the Art

There are many different approaches to Channeling the Art-transforming the energies of the supernatural into powers with physical effects. These approaches are fundamentally different, based upon the individual personality of the Channeler and the training that he or she had received, and as such will have diverse effects when employed. The varied divisions within the Art are referred to as Aspects and might be described as colored windows that transform the White Light into the varied colors of the spectrum. These Aspects are called Arts and within each of these Arts are a myriad of ways of manipulating the power-of reflecting, focusing and dividing the energies into different weaves and flows. Each way is called a Power.

Art of Kinetics

This Aspect of the Art focuses on the manipulations of material objects and is often used in combat in both an offensive and defensive manners. The Art of Kinetics is both the most powerful, and most dangerous of the Aspects to master considering the amount of concentration, focus and energy needed to affect the material plane.

1. **Dissipation**
   Cost: 2
   Range: Self
   Magnitude: 4
   Actions: 1
   Save: N/A
   Effect: A successful channeling of this power coalesces a field of raw energy that wreathes the Channeler. Should that Channeler be the target of any Channeled power while under the effects of this power, that power is negated by the Dissipation. Once it negates a power it too is negated. Dissipation lasts until the Channeler's next activation.

2. **Overwhelming Presence**
   Cost: 4
   Range: Broadcast Self
   Magnitude: 3
   Actions: 1
   Save: LD
   Effect: A successful Channel of this Aspect unleashes an imposing umbra of power around the Channeler. Enemy units that attempt to target the Channeler with an attack will be subject to the powerful presence he has conjured. Any enemy models that attempt to charge the Channeler under the affect of this power must make an LD test (less Magnitude) to determine whether they will actually attempt the attack. Failing the roll means the trooper has lost the action though they may try again with a separate action.
   Should a model with an RC weapon target the Channeler under the affect of this power, he will fire at a penalty of -2.

3. **The Cardinal's Crimson Blow**
   Cost: 4
   Range: Focused LOS/12"-24"
   Magnitude: 2
   Actions: 1
   Save: AR
   Effect: A successful Channel of this Aspect causes a conduit between the Channeler and the target in which a bolt of energy is funneled. The Channeler may target any enemy model within Range. The DAM of the attack is 9 +1 point of damage for each two points of Magnitude added.

4. **The Cardinal's Protection**
   Cost: 3
   Range: Focused LOS/12"
   Magnitude: 4
   Actions: 1
   Save: N/A
   Effect: A successful Channel of this Aspect will erect a shimmering field around the Channeler or a friendly unit that is Mortal within range (vehicles are unaffected). This shield gives the target a + 1 to its AR value for the remainder of the turn it was channeled.

5. **Teleportation**
   Cost: 8
   Range: LOS/ 18"
   Magnitude: 2
   Actions: 2
   Save: N/A
   Effect: A successful Channel of this Aspect allows the Channeler to move himself from one point on the battlefield to another.

Art of Dominance

The Art of Dominance is founded upon the use of supernatural energies to augment and impose the will of the Channeler upon both others and the environment. It is a demanding Art, and those of weak mental fortitude cannot handle the complexities of both thought and determination necessary to Channel the powers of this Aspect. Those who employ the powers of this Aspect do so to change the hearts and minds of both friend and foe, striving to influence the outcome of the current situation through sheer will and determination.

1. The Will of the Cardinal

Cost: 4
Range: 12-24"/Focused LOS
Magnitude: 3
Actions: 1
Save: AR
Effect: By focusing his vast mental powers, the Channeler broadcasts a focused mental surge that invades the mind of a Mortal target within range. This blast of power is in reality a very convincing form of suggestion which the target must attempt to disbelieve. This is not an easy task and failure to resist this illusion will result in the model suffering a wound as it believes the powerful attack was very real. The attack has a damage rating of 9.

2. Emerald Shroud

Cost: 3
Range: Self
Magnitude: 3
Actions: 1
Save: LD
Effect: A successful Channel of this Art surrounds the Channeler with a convincing glamour. Models that target the Channeler while he is enshrouded by this power must make an LD test (less Magnitude) or they will believe the Channeler to be a member of their army and not attack him. Only one test need be made per enemy model targeting him, failure meaning the enemy model must target the next closest model or perform some other action.

This power lasts until the end of the turn..

3. Heed the Word

Cost: 5
Range: Self, Command Distance
Magnitude: 2
Actions: 1
Save: N/A
Effect: A successful Channel of this Art enables the Channeler to broadcast his wrath to enemy models nearby. The Channeler is considered to have a DIRE Rating of 2 until its next activation. Should an enemy unit suffer a casualty from a Channeler under this effect (and within range), then that unit must make a Panic Test at the end of the turn.

4. Restoration of Faith

Cost: 4
Range: Focused LOS
Magnitude: 3
Actions: 1
Save: N/A
Effect: A successful Channel of this power will instill courage and a sense of security in a Squad that is currently Panicked or Broken. The Channeler may target any friendly Unit within range of the power. That unit may now make a Rally check under the effective leadership of the Channeler.

5. Confusion

Cost: 6
Range: Focused 18"
Magnitude: 5
Actions: 1
Save: LD
Effect: A successful Channel of this power will allow the Channeler to flood the minds of his enemies with conflicting visions and memories about his role in the squad. Models who fail to save against this power have their Leadership reduced by -4 until their next activation. Additionally, affected models loose any Wait Counters and may not use Tactical Sense.

Art of Exorcism

Art of Exorcism is based entirely upon the idea of using the energies of the universe to heal and to cleanse. Exorcists are able to Channel these energies into people and places that have been disrupted or corrupted by either physical damage or the presence of tainted energies, realigning the energies to either repair or expunge the cause of the problems.

1. Exorcise Barrier

Cost: 4
Range: Focused/ Touch
Magnitude: 5
Actions: 1
Save: N/A
Effect: A successful Channel of this Art allows the Channeler to touch a physical obstruction like a wall or rock and create a spatial rift through it. While in contact with the object, whose total thickness must not be greater than 3", the Channeler can move through the opening to the other side. This path is a straight line from one side to the other. Should a Channeler spend his remaining actions in touch with the opening, he may hold it open for his fellow squad mates to also use. The rift is not as disorienting as a teleport over distances so no penalty is suffered when emerging on the other side.

2. Exorcise Flesh

Cost: 8
Range: LOS/ 2"
Magnitude: *special- Channeler must roll a 5 or under.
Actions: 1
Save: N/A
Effect: A successful Channel of this Art will restore 1 Wound to a friendly Mortal model that has sustained damage within range of the Channeler. A model cannot gain more wounds then started with in their original profile.

3. Exorcise Darkness

Cost: 3
Range: LOS/24"
Magnitude: 5
Actions: 1
Save: N/A
Effect: A successful Channel of this Art causes targeted mortal model/units eyes to see more clearly and perceive nuances that would normally be overlooked. RC attacks made by models under this affect are improved by 1 point until the end of the turn. Non-cumulative.

4. Exorcise Spirit

Cost: 5
Range: LOS/ 12"
Magnitude: 5
Actions: 1
Save: N/A
Effect: A successful Channel of this Art augments the physical vigor of a friendly model or unit. Mortal models affected by this power find their natural speed enhanced and their MV value increased by 1" until the end of the turn. Non-cumulative.

5. Exorcise Doubt

Cost: 5
Range: LOS/ 18"
Magnitude: 4
Actions: 1
Save: N/A
Effect: A successful Channel of this Art makes a targeted friendly unit within range immune to the effects of Panic and Dire. This effect lasts until the end of the turn.

Art of Mentalism

The Art of Mentalism allows those who Channel its powers to perform fantastic physical feats that seem superhuman. Those who Channel this Aspect focus the energies of the supernatural inwards upon themselves, combining those energies with their bodies to improve their natural abilities and physical prowess.

1. Litany of Marksmanship

Cost: 3
Range: Self
Magnitude: 3
Actions: 1
Save: N/A
Effect: A successful Channel of this Art will align the Channeler with the chosen target on both the physical and meta-physical plane, ensuring that the Channeler's aim will be true. If the Channeler successfully Channels this power then the next RC action that it performs gains a +4 bonus.

2. Litany of Sovereignty

Cost: 2
Range: Self
Magnitude: 2
Actions: 1
Save: N/A
Effect: A successful Channel of this Art empowers the caster with an additional +1 to movement and allows them to pass over rough terrain as if it were normal.

3. Litany of Steel

Cost: 4
Range: Self
Magnitude: 3
Actions: 1
Save: N/A
Effect: A successful Channel of this Power bestows the Channeler with amazing endurance, allowing it to shrug off all but the most powerful attacks. Until the end of the turn in which this power was Channeled, the model's AR rating is increased by 2.

4. Litany of Might

Cost: 4
Range: Self
Difficulty: 4
Actions: 1
Save: N/A
Effect: A successful Channel of this Art imbues the Channeler with incredible strength. Until the end of the turn, the Channeling model receives a bonus to its ST value of +3.

5. Litany of Justice

Cost: 8
Range: Self
Difficulty: 4
Actions: 1
Save: N/A
Effect: A successful Channel of this Art envelops the Channeler with an aura of imperceptible power. The effect lasts from the time it is cast until the models next activation. Model's that spend an action to launch an attack on the protected channeler and score a successful hit (though not necessarily a wound) will experience a psychic backlash of pain, doubt, and remorse. The attacker's effective close combat skill will be reduced by -2 for each action spent that results in one or more close combat hits being scored on the model. The effect is cumulative, lasting until the end of the attacking model's activation.

"Countermeasures"

The mud was thickly caked on their boots, a mixture of blood and rain creating a clinging paste that found its way into everything. As they reinforced their position in the trench, the Cybertronic soldiers of the 14th Scorpion Force were heedless of the artillery barrages raining down about them.

Wind and rain created a stark contrast to the fiery explosions of Bauhaus' near ceaseless munitions. Konrad had seen this before, many times. Bauhaus was not a foe to retreat from any conflict, no matter how futile their position. Regardless, the spaceport would belong to Cybertronic; the Taurus Tactical Group had cut their western supply lines for the installation. The Bauhaus defense had been logical and predictable, the algorithms correctly calculating Bauhaus' every action and reaction. It would only be a matter of time. Yet in spite of this, Konrad Diamond felt uncertain, a strange feeling that rested just beyond the reach of his logic circuits.

In previous campaigns against Bauhaus, Konrad had excelled, his assessments and calculations of Bauhaus tactics were unmatched and quickly propelled him to some prominence amongst the Cybertronic Scorpion Units. However, something seemed different this time.

Bauhaus' defensive posture was different, as if their core tactic had changed. It was subtle, and the unrecognizable movements wore at his usual confidence.

The shelling continued in earnest. Suddenly, Bauhaus Cobras lurched out of the hangars, their cannons tearing into the Taurus Group. Two, four, twelve, sixteen in all. This was unforeseen. Intelligence did not reveal this level of defense from such an obscure base, nor did it seem appropriate somehow for a Romanov base of this type to be so well defended. The Cobras split into attack groups, while behind them, emerging from a hidden location in the eastern rock walls, lumbered a massive Grizzly. He had seen Romanov defend a fortification before; this was not their style. The enemy was not only vastly superior in numbers to their own, but seemed to almost expect them. Each strategic move was countered by a more powerful tactic. It was almost as if they knew about the attack ahead of time.

The walls beside him erupted from the shelling of the mammoth Grizzly. Four men were instantly killed in the attack. The shells were widely fragmentary, sending jagged shards of metal into his troops at ferocious speed.

Red explosions splashed before his eyes, pain arced through his body as shelling penetrated his ablative armor, damaging some minor arm servos. Around him, Saglielli Tunnel Rats beset his force on all sides.

Before Konrad could call a regroup, his vision went black and he felt himself falling for what seemed an indeterminably long distance. Then, nothing but silence and the reassuring hum of his processors.

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"Konstantine?" a soft voice whispered.

Konrad could not see as he felt consciousness return. He knew only that he was not in a trench on the Ceta Run. The air smelt of musk, with a hint of perfume. He was lying on something hard, yet covered with soft materials apparently for his comfort. In contrast, Konrad found his arms and legs bound to the make-shift bed. His eyes were covered.

>>>System diagnostic initiated... organic components stable...trauma to left and right legs...right organic eye non-functional due to massive trauma...left ocular implant functioning within normal parameters...respiratory and circulatory systems functioning...indications of foreign chemicals and medical rendering...commencing chemical analysis.<<<

"Konstantine?" the voice repeated softly. A soft sensation gripped his callused hand.

The darkness parted slowly with the watery quality of a distant memory. Cheering crowds and the sounds of cannons shattered the near silent darkness. He was standing amid a grand Bauhaus gallery. Hundreds of soldiers were assembled and cheering someone on a vast dais. The pageantry and ceremony was definitely of Bauhaus design. How had this come to be, he wondered? The vision passed.

>>>Neurotransmission suppressed...chemical agent identified...initiating countermeasures<<<

"Konstantine?"

Again that soft voice.

>>>Countermeasures ineffective, initiate compromise protocols<<<

A lancing pain arced through Konrad's body and seemed to tear through every muscle and servo. His body lurched against the restraints before collapsing into a sweat-laden heap.

The man on the dais, an officer of some rank, raised a laurel high into the air where it was greeted by even louder thunderous applause and cheering. An older man looked down upon him, a look of pride in his eyes, pride that seemed to matter to him somehow. Other men, younger than the first and of varying rank looked on with pride. The raven emblem of house Sigielli proudly showing on their lapels.

He panned to the upper right of his view and gazed upon a beautiful middle-aged face, whose eyes beamed with pride and something else unrecognizable to him. Beside her sat a younger woman, also with that same look of pride mixed with that unknown quality. Konrad thought he should know that look, but couldn't recall it's meaning.

Light flooded into his ocular implant as the bandages were removed.

A face came into focus, that same female face from his hallucination. No, he was no longer hallucinating and the face, though the same was older now and care worn, tears streaming down her cheeks.

"Konstantine?" she said to him while holding his right hand in hers. "Can you understand me?"

He felt vacant; the ever-present hum in his head was silent.

"Avi, can he understand me?" the woman said to a shadowed figure behind him.

"He can, and he should be able to speak as well." came a hollow reply.

"Konstantine?" she said imploringly.

"Woman, I do not know why you call me by that name, but as an officer of the Cybertronic Scorpion Insinuation Unit you will receive no collaboration from me." The words were oddly hollow to him now, as if they had lost their meaning.

Again the pain raced through his body. This time the image of the man behind his head came into focus, writhing waves of energy coruscating from his outstretched hands to wrack his body and mind. He could sense a vast power here, and his CPU was shutting down. His vision began to blur…

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The man on the dais placed the laurels on his head and gave a salute to the gathered nobles and officers, a sense of pride overwhelming him. Konrad felt it all, emotions he did not know flooded back to him like long lost friends.

Confusion.

"Konstantine?" came the soft woman's voice.

Again the light flared, the pain followed and the hallucinations came unchallenged. He could not stop the tide of these visions.

"Konstantine?"

"Mama?" Konrad uttered softly, his body exhausted.

"Mia bambino," the woman sobbed, her head falling onto his hand.

"Countesse," the man behind Konrad said, "please compose yourself."

His vision came slowly back into focus. During this last black out they had moved him. He was now standing, harnessed to a wall. The voice that was formerly behind him had since moved to a respectful distance behind the woman, the robes of the Brotherhood flowing commandingly around him. The woman, the Countesse, summoned her composure.

"Konstantine," she began, "I am so glad to see you again. I had worried so when I heard you were abducted by those Cybertronic butchers." She paused to swallow hard. "I have missed you so."

"Adrianne," came a commanding voice from the doorway. Konrad-now-Konstantine saw the rear of the room he was in. He was at the far end of a twenty by 45 foot room, give or take. Without his CPU's guidance, he couldn't be sure. There, in the doorway at the other end of the room stood several uniformed men, men who also seemed familiar.

"Please Gregor, just a little longer?"

"You have seen him restored my love, it is time to go. There will be plenty of time later. Konstantine and I must speak."

The Brotherhood Ingressor, moving to help the Countessa to stand, urged her further. "He has been restored; you may now be at peace. The nightmare is over." The hollowness of the word "peace" filled Konstantine with a strange feeling, one he vaguely remembered as fear.

"Father, Mother, what has happened?"

As his mother was ushered from the room, his father, an aging and austere warrior closed the distance, his guards falling in behind him.

"Son, I am happy to see you again. At the fall of Tesla Chemicals you were lost to us. The Mishiman had been thorough and they left no one alive." The older man drew forth a chair and sat down before his son.

"We looked for you after the battle, son. The Mishiman turned over all bodies as is their custom but you were not there."

"Video surveillance cameras recorded your valiant defense of the outer wall." Said a younger officer Konstantine/ Konrad suddenly recognized as his younger brother. "We saw you hold the Bushido off until they shelled the walls with their Dragon Fang rockets. We saw you hit dead on with debris."

"Your second in command radioed the report of your death." A second brother stated rather stoically.

"Death?" Konstantine/ Konrad muttered.

"Yes, your death. Yet in spite of the visual and first hand reports, you were not returned to us for a proper internment." His father continued.

"But I am not dead." Konrad/ Konstantine replied exhaustively.

>>>>>system reboot...system reboot...system offline...<<<<

"You were dead, child," came that hollow voice again. "You were killed in battle with honor defending the House and Corporation. You were a hero and we were proud of you. The decency of the afterlife was denied you by Cybertronic Ghouls."

The Ingressor shook with rage at the mention of the hated fifth Megacorporation.

"What?" Konstantine gasped.

"Son, we thought you dead all this time. We buried you in absentia believing your body too badly destroyed to be returned to us."

His younger brother continued, "Just over 12 months ago our older brother Andre was set upon by Cybertronic jackals while stationed at the Graff Ironworks. While they had managed to save many lives as the battle turned against them, Andre was mortally wounded. He did manage to tell his confessor that his slayer was in fact you, Konstantine."

"We have spared no expense to ascertain if this lunacy was true." His father continued.

"Indeed, we have heard of such things whispered of in the Halls of Luna's Grand Cathedral, but your father required evidence." The Ingressor interjected.

"We have found the truth." His slim brother stated. "They have made a mockery of our House and of our blood. They have turned brother against brother."

"They must pay tenfold." Another shadowed brother whispered through gritted teeth.

>>>Reboot initiated.<<<

The hum was returning, yet Konstantine no longer found it comforting.

"Do not worry my son. The pain is over. You will be avenged." His father said. His youngest brother helped him to his feet as the rest, six in all moved to the back of the room.

"Father? Alex? Antonio?"

"Be still Konstantine, your family has suffered greatly during this past year." The Ingressor whispered as he approached. "You cannot understand the pain and suffering your corruption has caused them."

"But I did nothing."

His father took a step back.

"Oh, yes you did, though it was a version of you created by those bastards in Cybertronic's Body Shops. It was you who for the last three years has surgically attacked your own House and its subsidiaries. It was you who stands there before me, an affront to everything holy we profess to support. It was you who was responsible for your own Brother Andre's death. Yet, it wasn't really you was it? You do not remember."

"No, I don't believe..."

"Of course you do not", the Ingressor coldly whispered, "I have restored you so that your family may at last have closure."

"Closure?"

"Ingressor Miliani, please step away from my son." came his father's voice from across the room.

The Ingressor drew a blindfold and began to fasten it over Konstantine's eyes.

"What is this?" Konstantine shouted. "Father, why?"

"Son, we have lost you once. We will not have our pain made into a mockery. You deserve to rest. We will avenge you"

"But I am back now!" Konstantine shouted.

>>>>System reboot in three minutes<<<<

"No son, you are not back. You died a hero at Tesla and your memory will not be further tarnished. No one knows of your suffering nor will they learn of it."

"Ready!" came the voice of his youngest brother Alex.

"Aim!"

"The Cardinal will watch over you, my son, and guide your soul to its just rewards safe from the Dark Symmetry."

"Father!"

"Fire!" came his father's voice.

**** **** **** **** **** **** ****

As the smoke cleared, Konstantine De Mediciani hung lifelessly against the binding post, twenty-six bullet holes smoking from his corpse.

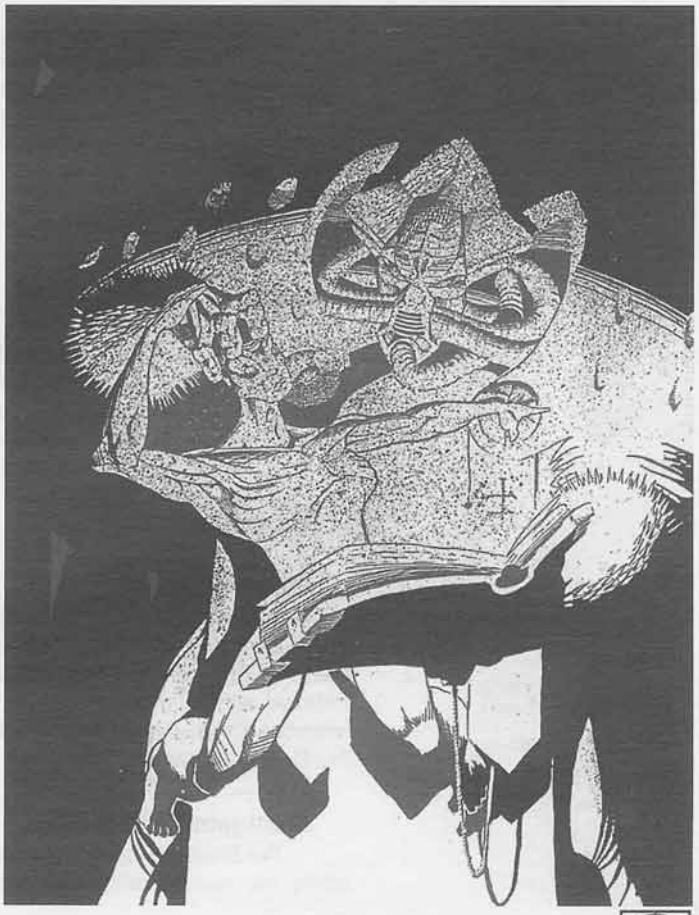
"Is he dead?" Antonio asked the Ingressor who moved in to examine the body.

"Yes, he is at peace." The Ingressor removed the blindfold and studied the face of the once vibrant man. "Your nightmare has ended, Gregor" he said to Konstantine's father. "Yet, he has provided us a great gift; his body is the proof we need to convince the Cartel and the other Houses to force action against those Cybertronic fiends. Rumors of grave robbing will now become fact in the light of this truth, for all the System to see. In this way, Konstantine will, even in death, strike a blow for Bauhaus."

A single shot rang out through the room as Gregor De Mediciani fired once into the back of the Ingressor's head.

"No, Avi, we will not parade this body before the Cartel nor anyone else. My son is dead and our honor is now restored. You never understood that."

Gregor knelt down over the fallen Ingressor. "Perhaps my son can explain it to you now."



Mortis Sword



Brotherhood Armory

Notable Weapons

Melee

Confessor Chainsword

The Confessor is an upgraded model of the industry standard Chainsword-the ASH-88. The Blessed Engineers miniaturized many of the components within the engine to greatly improve the balance of the weapon. This allows the user to eviscerate, decapitate and disembowel with the greatest of ease.

Punisher Short Sword

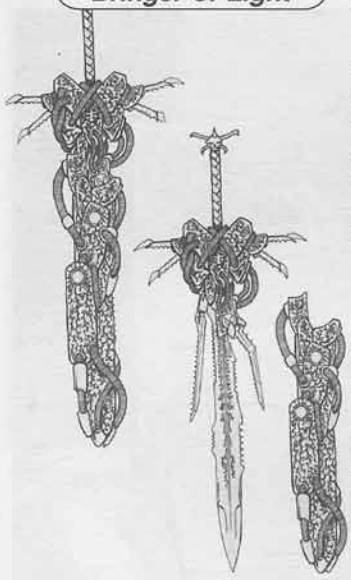


Deliverer Blade

This amazing piece of weaponry was created in limited number during the founding of the Brotherhood. Each blade was crafted with a series of circuit-runes that connect to a series of electromagnetic coils and a power source that is located in the hilt and handle of the sword. When powered, the circuit-runes create an electromagnetic field that surrounds the blade. When this field touches a surface, it causes the materials in the blade to vibrate at amazing speeds, causing grievous wounds on both organic and inorganic targets.

This technology is hard to produce, and even harder to maintain as the circuit-runes must be adjusted after every battle. Therefore, many blades are passed down through the generations of Brotherhood warriors, each adding a bit of his or her own glory to the weapon in stories and exploits that are etched onto the weapon's surface.

Bringer of Light



Blade of Enlightenment

These marvels are the result of the collaboration between the Blessed Engineers and the Mystics of the First Directorate. The circuit-runes that are imbedded in the blade of this weapon help to focus supernatural energies into the body of the Channeler, almost like a lightning rod, allowing them to fine tune the weaves of their Art before casting it.

MP-22 Nemesis



Avenger Sword

This weapon is a badge of honor and a work of art. Each Avenger Sword is hand-made by the Blessed Engineers. The edge of the blade is imbued with a monomolecular filament and imbedded with circuit-runes that are similar to the Deliverer Blade.

Castigator Power Spear

The Blessed Engineers created this weapon using the same technology employed by the Deliverer Blade, but with additional electromagnetic coils and a greater power source that could be housed in the longer haft of this polearm. It is a vicious weapon in the hands of a skilled user, able to cut through flesh, bone and steel with equal ease.

Mortis Sword

Like the Mortificators that use them the Mortis Sword is appropriately named for the death that it usually inflicts on anyone unfortunate enough to encounter one. These, light, quick, double-edged weapons are the exclusive property of the Mortificators who find the matte black color of the carbon steel blade and leather-covered grip particularly well suited for their line of work. Almost more than the Mortificator's uniform, the Quietus Armor, this weapon is a sign of the user's profession. Quite basically, the Mortis Sword is the razor edge of the Cardinal's Shadow.

Bringer of Light Battlesword

This legendary, monstrous, electro-charged battlesword is currently Cardinal Confessor Dominic's own personal melee weapon. When drawn from its scabbard, the sword sheds a brilliant white light from the numerous and intricate circuit-runes that cover the surface of the massive blade. The sword has a plethora of abilities, each being added by previous Cardinal's who have owned the battlesword, and many are not commonly known.

Sidearms

MP-22 Machine Pistol *"Nemesis"*

Bauhaus received the contract to produce many of the basic Brotherhood firearms, having the Blessed Engineers present to oversee the operation and provide the design specs--which were promptly taken back by armed members of the Second Directorate at the end of the job. The Nemesis series of machine pistols were the first fruit of this combination of Brotherhood technology and Bauhaus craftsmanship.

The Nemesis' design allows it to be modified and fitted with a multitude of additional equipment. In its basic form, the Nemesis is capable of both tri-bursts and limited 10 round automatic bursts, giving the user ample spraying ability that is truly devastating in close quarters while minimizing muzzle climb or recoil.

P60 Punisher Handgun

The P60 is a devastatingly powerful handgun developed for the Brotherhood's 2nd Directorate by Cartel Arms. It's reputation and brutal recoil from the weapons .45 ACP ammunition has garnered it the nickname "Punisher". It is a favorite weapon amongst close

combat soldiers from all Corporations because of its reliability and its stopping power.

Rifles

AC-19 Volcano Assault Rifles

The Volcano is a weapon produced for the Brotherhood by Bauhaus, using limited design specifications leant to the Corporation from the Blessed Engineers. It is chambered for 7.92mm caseless ammunition and is nearly flawless when maintained regularly.

Mephisto Sniper Rifle

This weapon was created for the Brotherhood by Cartel Arms and is, by far, a superior tool for long range assassinations. There are few gadgets, which makes the Mephisto highly reliable, and the caseless 7.92mm ammunition fired by the rifle means that there is no casings left behind as evidence.

Machine Guns

AC-40 Justifier LMG

This incidious weapon of mayhem was the result of the 2nd Directorate's Inquisition suggestions to the Blessed Engineers. It is an upgraded AC-19 that has been chambered for 7.62mm cased ammunition that is belt fed to the rifle. A miniaturized motor has been attached to the underside of the lengthened barrel which powers a tungsten alloy toothed chainsaw referred to as the Holy Disemboweler.

HAC-20 Eruptor Light Machine Gun

This weapon is an upgraded Volcano with a higher rate of fire and a lengthened barrel designed to lessen muzzle climb and maintain a low barrel temperature during sustained auto-fire. Like the Volcano, the Eruptor's underside allows for easy attachments of aftermarket systems.

AC-41 Heavy Machine Gun *"Purifier"*

The AC-41 is basically a modified version of Bauhaus' MG80. The Blessed Engineers overhauled the design specifications of the heavy machinegun to provide better balance and the addition of an under-barrel mounting bracket for additional accessories.

Autocannons

Anointer Autocannon

While most of the Brotherhood's firearms are produced by the Bauhaus Corporation, the Anointer hails from Imperial, which was granted the contract after Bauhaus' Romanov family displeased the Brotherhood with its support of Cybertronic. This monster fires 30mm autocannon rounds at a good cyclic rate, especially at short range, and can easily punch through armored targets.

Launchers

HGL-50 Wrath Grenade Launcher

Compared to the other weapons in the Brotherhood's arsenal, the HGL-50 seems archaic. It is a basic, breech-loaded 40mm rifle grenade launcher, the same as many other Corporate forces, with no additional properties. It is produced by Capitol's Federated Arms & Munitions, as is many of the Brotherhood's launcher based weaponry. Capitol won this contract by relinquishing several of their military's housing facilities to serve as a training base for the Second Directorate on Mars.

GL-221 Grenade Launcher

Much like any and all of the Brotherhood's launcher technology, the GL-221 is rather low-tech, with no electronic calibration and manual attachment tabs. It is reliable and easily fits under the AC-19 Volcanos.

ARL-57 RL *"Retributor"*

Unlike the other launcher weapons of the Brotherhood, the Retributor received a heavy upgrade by the Blessed Engineers. Given basic design specs, Capitol's FA&M built the chassis and mechanics of the ARL-57, which then received the technology upgrades and electronics upon reaching the armorers in the Blessed Engineers.

Flamethrowers

Holy Igniter UBLF

This lightweight attachment fits underneath the HAC-20 LMG as to not unbalance the weapon. Its main canister of fuel and propellant sits under the body of the gun while a pair of tubes runs down the length of the barrel, connecting to the electrically heated pilot light.

Purifier Under Barrel Flame Thrower

The Purifier is a one-piece unit that mounts to the undercarriage of the AC-41. The Purifier is devastating against soft targets, with naplasma fuel incinerating anything flammable. It is a gruesome weapon and a favorite amongst the members of the 2nd Directorate.

Final Blessing Throwing Spikes

This weapon is basically a cross between a throwing knife and a hypodermic needle. It is capable of injecting a highly potent, and illegal, nerve toxin into a target's bloodstream that is completely untraceable during an autopsy.

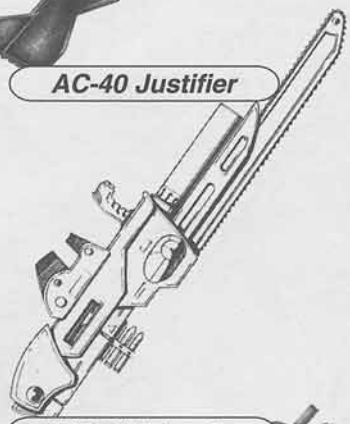
AC-19 Volcano



Mephisto



AC-40 Justifier

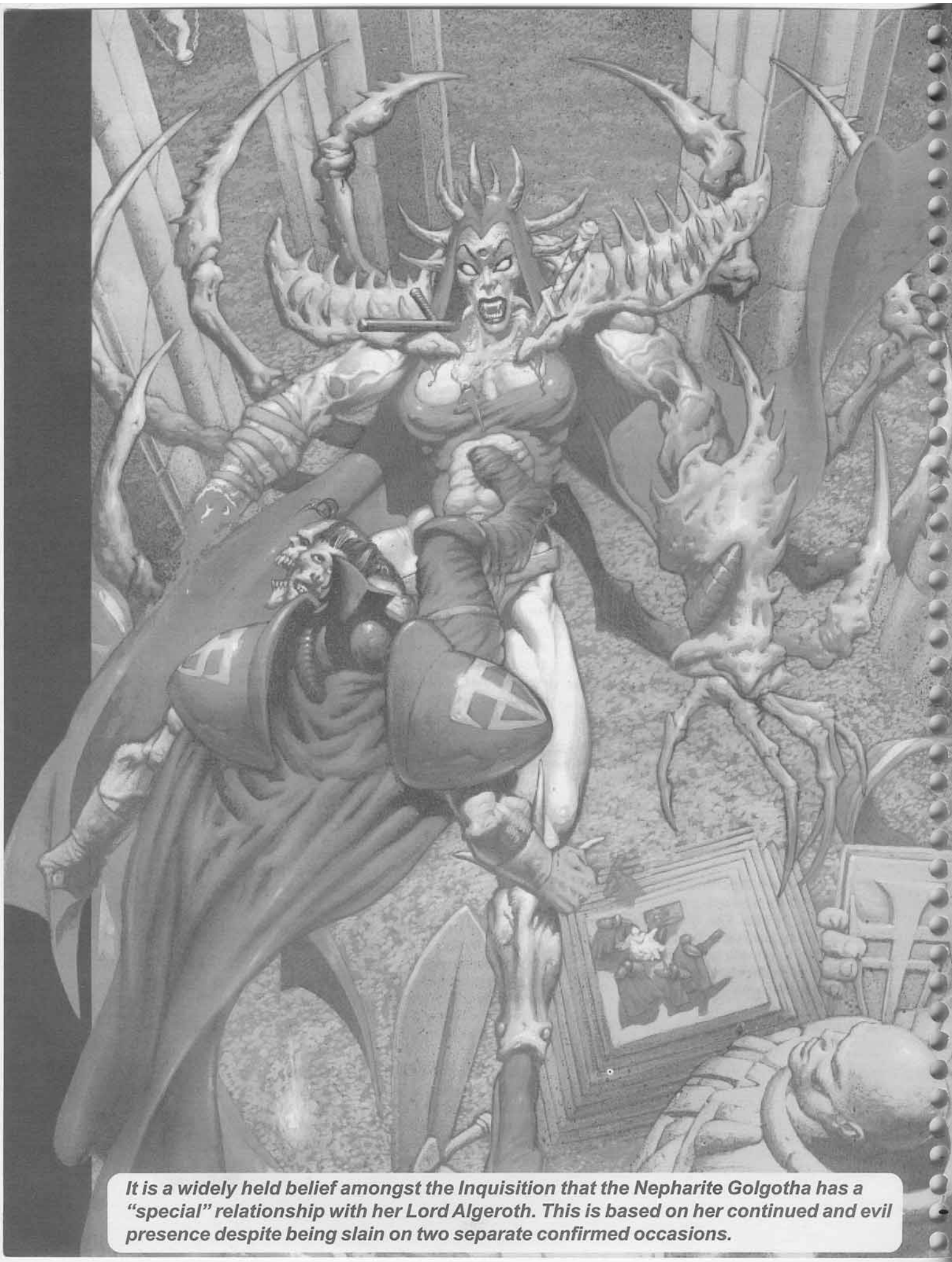


HAC-20 Eruptor

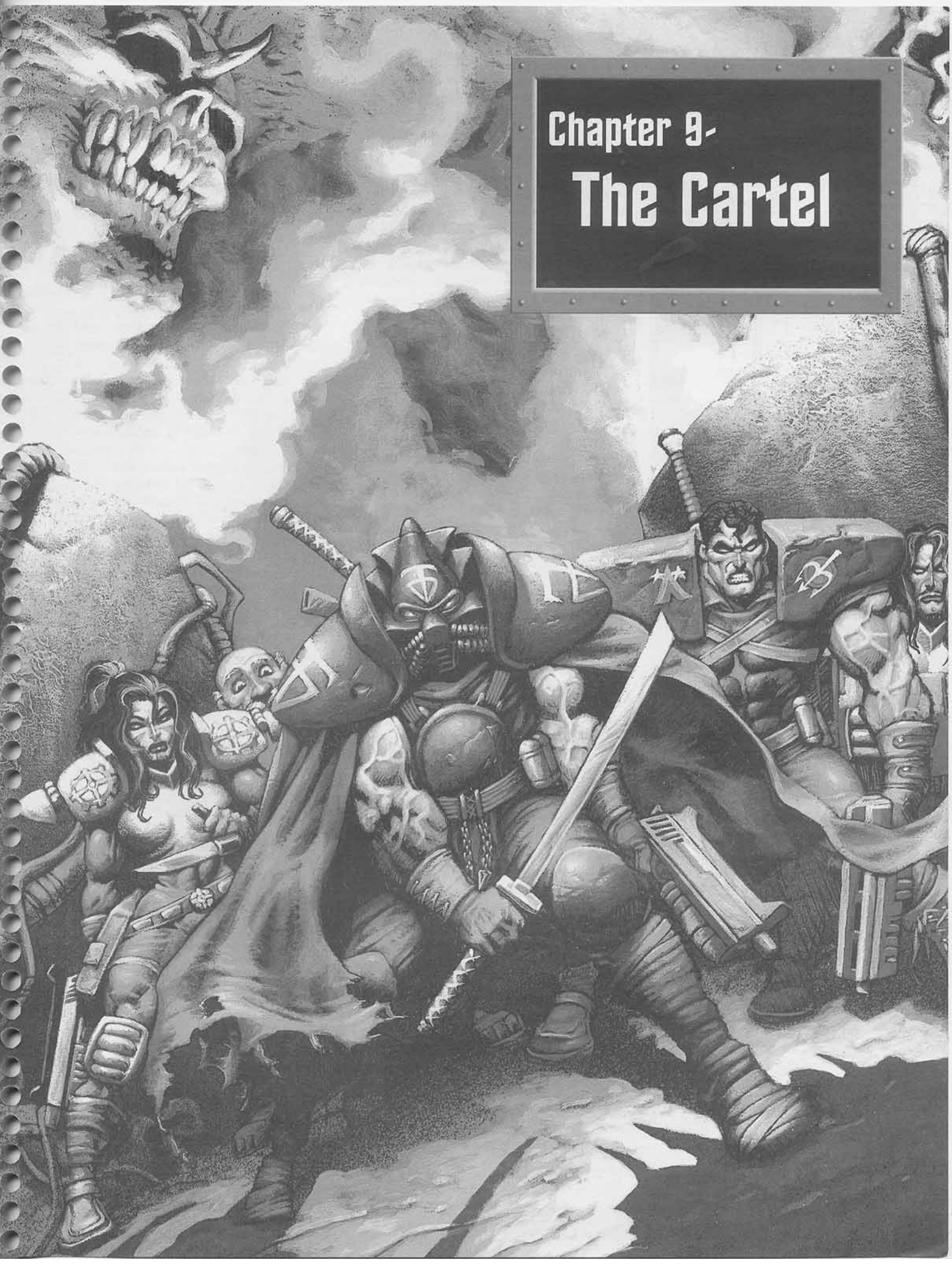


AC-41 Purifier

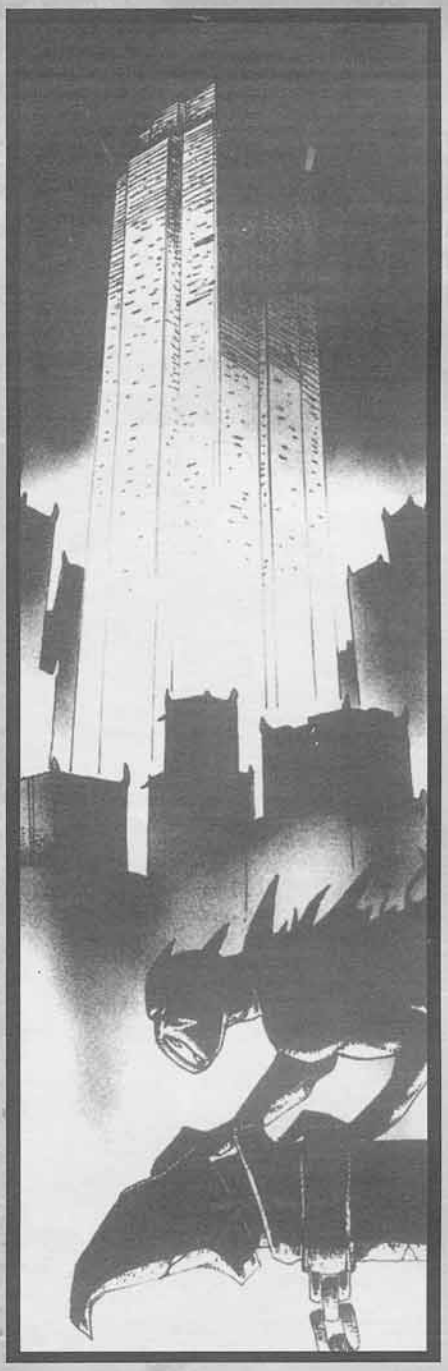




It is a widely held belief amongst the Inquisition that the Nepharite Golgotha has a "special" relationship with her Lord Algeroth. This is based on her continued and evil presence despite being slain on two separate confirmed occasions.



Chapter 9-
The Cartel



"Take the matter before the Litigators? Why not just shoot me now?"

~Davis Jones, Malcontent

After centuries of escalating violence, the Megacorporations realized that solving differences by military might would soon lead to their own collective destruction. In order to have a neutral forum where the Megacorporations could discuss their differences on a purely diplomatic level without having to resort to hostile activities, the Cartel was created. It was a daunting task and one that would consume vast resources and absorb several smaller corporations to affect its success.

Made up of five delegations from each of the major Megacorporations, the Cartel has become one of the major powers in the system. Each delegation consists of thousands of diplomats, administrators and corporate officials, all functioning together under the Cartel. As time passed and the presence of the Darkness descended upon mankind the Cartel joined with the Megacorporations to do battle against the Dark Legions.

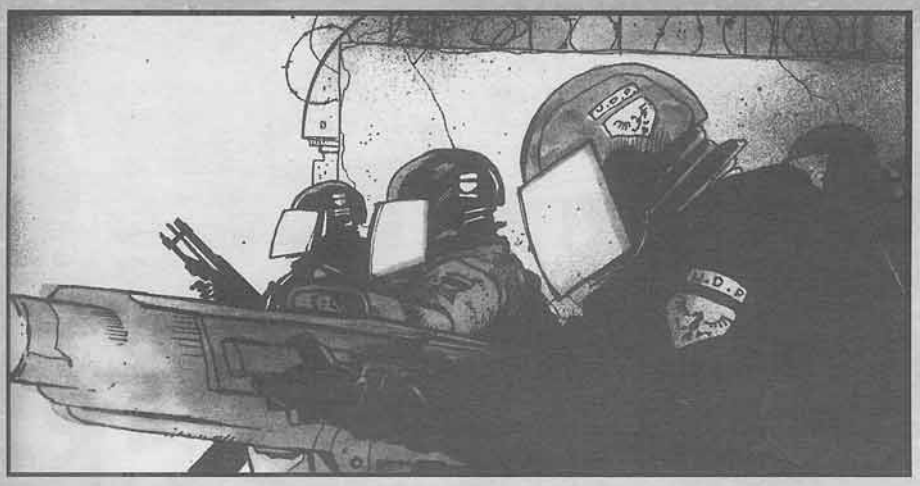
As time passed and the presence of the Darkness descended upon mankind, the Cartel also did battle against the Dark Legions. Originally created to facilitate cooperation between the Megacorporations, the Cartel has, with the appearance of the Legions of Darkness, been given a more aggressive role and extended authority to battle the new evil. This was the one place the Megacorporations could bring their resources together to stand against the Darkness. While they did not possess the military strength of the Megacorporations, they did contribute much to civil defense and asset management. In the field, their largest contribution which is still a fixture of their roster to this day is the Doomtroopers. The Cartel has created a military elite force, the Doomtroopers, made up of crack soldiers and military strategists. The primary function of this force is to do battle with the Legion wherever they can be found. This is all coordinated and managed by the Cartel. Eventually ssues of civil disobedience on Luna were turned over to the Cartel while the forces of humanity waged war on the darkness assailing it. It was the beginning of a very slow and methodical power spiral.

When the First Corporate Wars ended and the Dark Legion was bested, it fell upon the Cartel to help rebuild the ravaged worlds of humanity. Their position, while started in an impotent and limited capacity, slowly grew as the Cartel Litigators instituted methods of reconstruction that took some burden from the Megacorporations. Taking a page from the Imperial Megacorporate Handbook, the Cartel insinuated its influence in the most benign and helpful ways it could, taking away burdens and positioning itself for bigger things in the future.

It was a clever and calculated ploy and one that has worked exceedingly well. In the post war reconstruction, an outside agency dedicated to the assistance of the Megacorporations was a blessing and they took full advantage of the Cartel's presence to handle mundane issues, mediate smaller contracts, set binding arbitration, and many other duties. In the end, the Cartel had legitimized itself as a competent regulatory body and though it did not maintain standing armies of any effectiveness, it trafficked in something sometimes just as powerful, information.

The years of assistance and mediation did not come without opportunity, specifically to observe and gather more classified information. With humanity rebuilding itself nicely and the Megacorporations at peace, the Cartel had cemented its position in society with ruthless ease. While they avoid Megacorporate internal politics, they are, nonetheless skillful at making their positions known. In cases where a corporation or subsidiary is acting against Cartel wishes, a well placed comment or two exposing some secret will often rectify the disagreement. This is, as can be expected, a most dangerous game, one best played by only skillful tacticians and not abused with excessive use. This use of inuendo and back-room politics is affectionately referred to as the Lunar Two-





Step. By playing the various businesses and offices against each other, the Cartel was able to both reinforce its position and insure its necessity.

The power of the Cartel had been severely limited by the lack of a true police force though during the First Crusade of the Dark Legion they proved competent organizers and able officers of the peace. This potential weakness was an important issue for the leading politicians within the organization and after years of skillful manipulation, they finally managed to cajole the Megacorporations into allowing the Cartel to keep an autonomous security force. This force would be financed by the Cartel, trained by the Cartel and equipped by the Cartel. It was only to be used as a security force and was mandated following the defeat of the Dark Legion.

These security officers are really a paramilitary force. The Cartel refers to many problems as a security matter, which gives it authority to use its own forces. The security forces of the Cartel are used for a range of different operations. They are in charge of protecting Cartel installations but can also have been encountered as death-squads or even conventional troops. The recruits for the Cartel security forces are mainly picked from the freelance corporations, and are independent enough to be deployed even against the Megacorporations.

While the Cartel did promote greater cooperation between the Megacorporations and provided a valuable service to mankind, it too has eroded with the passing years, its noble purpose taking a backseat to personal machinations and attempts at political elevation. It became a breeding place for its own petty squabbles and human greed; a cesspool of degeneration and cruelty. Some officials stopped at nothing to achieve their own goals and the Cartel evolved into a series of secret societies, existing only for the sake of its own. Sadly the proliferation of Cartel Litigators is directly proportional with the inherent decline of their morale decency.

In this complex web of secret operations there have evolved groups within the Cartel who are operating totally without direction or interference from higher officials and towards their own obscure ends. They use their powers and connections to promote illegal operations such as drugs and weapons smuggling, assassinations and supplying secret information. Some of these have gone so far as to make contact with the Legions of Darkness and the heretic cults, for reasons no one knows.

The Doomtroopers

The Doomtroopers are the most formidable of warriors; men and women culled from the ranks of the Megacorporation's finest soldiers. Impressively enough, it is widely contested that Doomtroopers could even best the Brotherhood's Inquisitors in combat, making them both fearsome allies but also frightening enemies.

Assigned from their Megacorporations to a six year tour of duty, the soldiers chosen for admittance to the Doomtrooper Corps (DTC) represent superior athletes and tacticians, the best in their respective fields. The first eight months of their service in the DTC are spent in rigorous conditioning camps that build upon the Doomtroopers previous training and improve upon them. Once they successfully graduate, they are paired up in permanent two person teams and assigned to the Cartel's most important bastions. With the return of the Dark Legion, this places them at the frontline of civil defense initiatives and serving as special forces for joint Megacorporate missions. On Cartel assignment they are always in pairs.

The Megacorporations send their best to the Cartel for two key reasons. First,

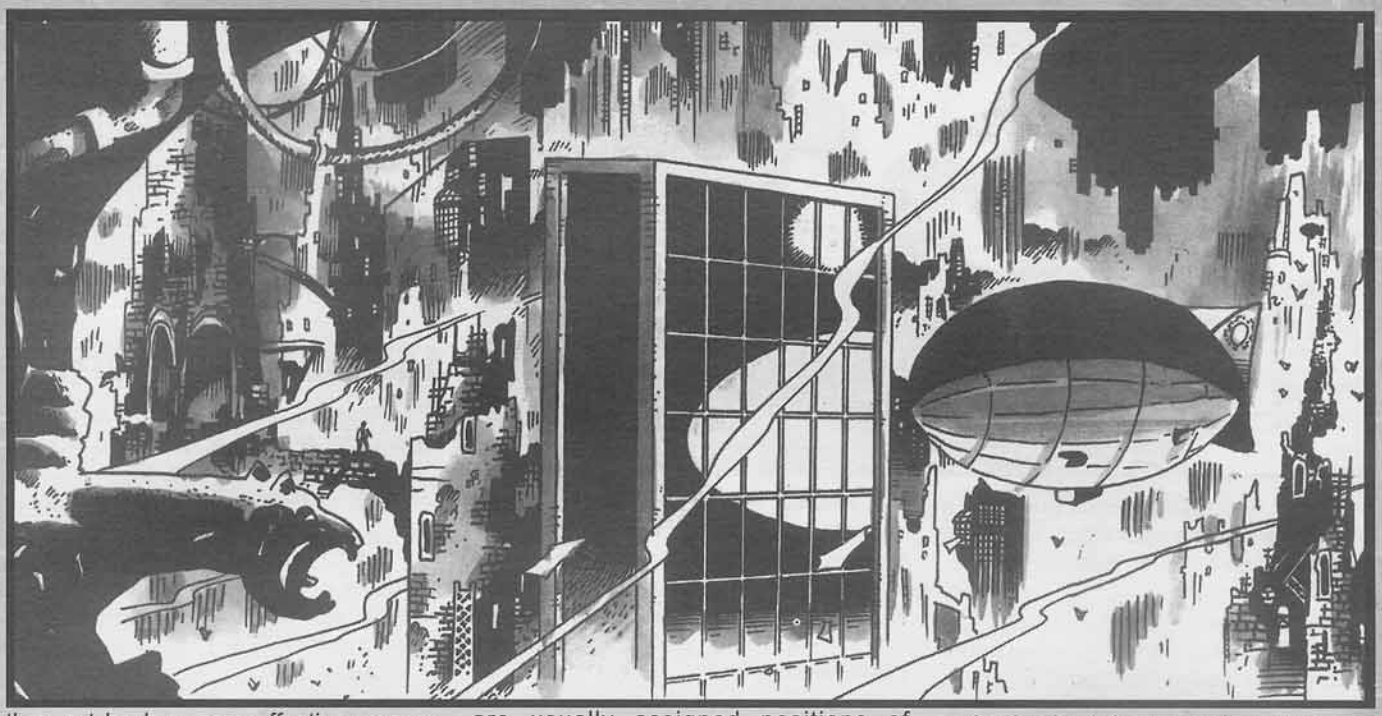
A Simple Request

Under the overcast sky, a strong wind ripped into the clothes of the four men assembled in darkness, behind the Loughton Monument in Pioneer Park. Two of them were dressed in the traditional black and blue uniform of the Capitol security forces. They huddled closely together while guarding their conversation in hushed tones. One of the security detail pointed at the other two men, who were dressed in the black suit jackets of the Cartel, with their crisp white shirts and perfect black ties. The two Cartel agents could pass for twins if it were not for the color of their skin.

Suddenly, the bright halogen glare of headlights cut through the night air, illuminating them all. Within moments, a Capitolian armored car sat waiting beside them. They watched as the large main door opened and a dignified elderly gentleman emerged from the car. Directly after, another man, squat and powerful, followed, speaking to the older man in reverent tones.

"General," the shorter man began. "These are officers Smith and Johnson, of the Cartel."

The older man, bearing the Capitolian insignia of a General, carefully examined the two civilians. When he was apparently satisfied, he turned to his companion.



they get back a more effective weapon when his/her term of service is over and secondly, they have competent eyes and ears trained against their rival Megacorporations. Of course, the Doomtrooper charter prohibits any deployment of these teams against any Megacorporation's forces. In the last thirty years, single Doomtroopers are now assigned to larger expeditionary forces for their own Megacorporation.

Once their term of service is over, assuming they survive it, they are given the option of re-upping for a second term or returning to their Megacorporation. Not surprisingly, the camaraderie and close bonds they develop from their experiences see a full forty percent reenlistment rate. Those that return to their Megacorporation are usually assigned positions of leadership and authority either in the boardroom or in the field. The only constant that applies to all Doomtroopers is their somewhat sullen natures, no doubt a by product of their experiences serving in the DTC.

Cartel 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 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 delegation. The Security Council has direct authority over the Doomtrooper force.

There are two additional branches of the High Council. These are the investigation committee (CIC) and the cooperation committee (CCC). The purposes 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 between Megacorporations.

A separate division which split off from the High Council because of immensity is the Magistrorum. This body

"Leave me until I give further orders, Sergeant."

The younger man acknowledged the order with a salute. Without comment, the sergeant returned to the armored transport to await further instructions.

The General motioned the two Cartel officials away from their black, non-descript car. As the men approached, their car slowly turned away from the group gathered in the headlights.

The General waited until the low rumbling of the car's large V12 engine disappeared into the distance before speaking.

"What is it I can do for you, gentlemen?"

Johnson turned toward him, a scornful smile on his lips. "You know what the problem is, General Wayne. We need your troops in the Freedom Lands to cleanse the area of an…infestation."

The dark skinned Cartel agent's eyes were hidden by his sunglasses, making Wayne's attempt to read the man difficult. However, he noted the agent's smirk and carefully reminded himself to repay Agent Johnson's disrespect in the future. But now, the Cartel's request held greater attention.

The General's face was unreadable. "I am under orders to provide you with necessary help. But we need to know what we are up against this time. I don't want another Lorn Valley. I don't want to lose my men that way."

Smith answered Wayne in a monotone voice. "General, I am truly sorry. We can't give you any information about the area apart from what is commonly known. But, believe me, it wouldn't make any difference if you knew. We will be sending along a squad of agents to consult you and they will inform you of matters as they unfold."

Angrily, Wayne threw his hands in the air, turning from the two men. "When are you going to realize that we're dealing with human lives? You're asking me to send Capitol men and women to their deaths. For what? So you can close the area down like you did at Clarkestown? So you can bury whatever you were doing out there in the desert?"

Johnson's reply was calm and even. "It has to be done. The Cartel knows what it is doing. To save the many, we must sacrifice the few. I hope you will not oppose the operation, Wayne."

The threat was not lost on the veteran solider. The General stepped very close to Agent Johnson, a hard smile on his face, one that had nothing to do with joy. "That's General Wayne. And I'll lead them myself."

covers all the arbitration brought to the Cartel and oversees the activities of the Litigators. The highest level of the Magistrorum is the Tribunal, a panel of three of the highest ranking Cartel litigators who also sit on the Security Council.

The Brotherhood is represented by a separate delegation in the Cartel. This delegation is made up of administrators and observers and is 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. To date, they have not been successful at it, the combination of their waning power and the formers growing savvy preventing what once would have been quite simple. Some amongst the Brotherhood are concerned over the skill with which the Cartel seems to be able to maintain secrets and fear the involvement of a certain Dark Apostle known for his predilection for liars and lawyers. A missive to the Brotherhood's Administrative Directorate by Brother Lucretii Marcellianus reports that "...and while the Cartel does promote greater cooperation between the Megacorporations it is also a breeding place for its own petty squabbles and human need. It is a cesspool of degeneration and cruelty. Some officials stopped at nothing to achieve their own goals and the Cartel is pregnant with secret societies, existing only for the sake of its own agenda."

Cartel Spirit

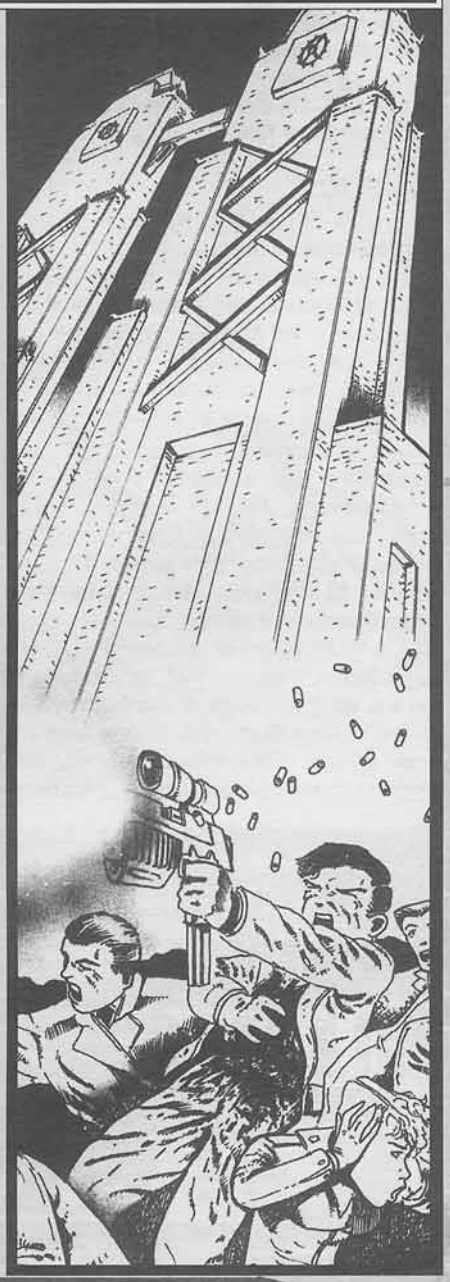
While the Cartel was created to find a neutral ground where the Megacorporations could cooperate and resolve their differences by negotiating and informing each other of future operational moves and strategies, it could only do this with a complex structure of semi-independent bodies. To attain and maintain this result the delegations were created. Originally small groups of highly educated corporate officials, the delegations soon grew into the monstrous behemoths of today.

As the delegations grew, the number of operations sanctioned by the Cartel also grew. The communications within the departments and between the 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 the cooperation and negotiations have time after time resulted in bloody battles and endless accusations.

Instead, of promoting cooperation between the Megacorporations the delegations are once again looking after their own interests. One of the few projects that have shown results is the Doomtrooper force, partly due to the fact that the Security Council is made up of extremely competent officers and is the only part of the organization that is working according to the original plans.

Several smaller groups have also been given the task of investigating and controlling the freelancers, the smaller enterprises not connected to the Megacorporations. Secret operations are carried out in the name of the Cartel to limit competing businesses or to gain control over these smaller companies. But there are also groups within the separate delegations who use their power to strike against the other Megacorporations.

Any matters of investigation are





Cartel officials. This bureau investigates all matters involving Cartel officials or where internal policies are involved. The Internals are often used to track down infiltrators or heretics within the structure of the Cartel and make sure the graft is either well hidden or removed before exposure could harm the organization.

The FLIC

The "Freelancing Independent Corporations' Committee" or FLIC is a small, yet important part of the Cartel, handling legal matters in areas less rigidly controlled by the Megacorporations. If not for the FLIC, the Cartel wouldn't have any jurisdiction over the freelancers.

Physically, the FLIC consists of a couple of hundred negotiators officially appointed by various freelancing corporations and Fringe interests, but in reality they are more or less marionettes of the Megacorporations. The FLIC is advised before any major system-wide restrictions are imposed, but they rarely turn anything down or come up with suggestions. The fact that they exist and have a right to speak prescribed by law means that the Cartel's decisions are valid for all citizens of the solar system and that Cartel officials have authority everywhere.

Today the FLIC is replete with Litigators infamous for their judicious application of law and their flexible moral scruples. The increase in the number, powers and scope of the FLIC can be directly attributed to the machinations of the Megacorporations who, for centuries have been to one extent or the other, undermining the Brotherhood's dominance in their societies.

Cartel Security

The security forces of the Cartel are used for a range of different operations. They are in charge of protecting Cartel installations but can also have been encountered as death-squads or even conventional troops. The recruits for the Cartel security forces are mainly picked from the freelance corporations, and are independent enough to be deployed even AGAINST the Megacorporations.

The Powers Behind the Veil

The exact work of the delegations is often secret, in reality independent from their actual employers, the Megacorporations. They have access to huge amounts of money, without really having to specify what it is used for.

It is only natural that parts of the organization have fallen into criminality and corruption. Corporate politicians and advisors use their positions of power to promote illegal operations, thereby gaining even more influence and wealth. This rot has spread within the Cartel and many of the higher ranking advisors and military diplomats are involved in shady deals of different kinds.

The Cartel carries out a considerable amount of internal investigations to stop infiltrators from the Legions of Darkness and the Brotherhood. Operations that are so secret not even the corporate managers have any idea of what's going on within the Cartel.

In this complex web of secret operations there have evolved groups within the Cartel operating totally without direction or interference from higher officials; all scheming towards their own obscure ends. They use their powers and connections to promote illegal operations such as drugs and weapons smuggling, assassinations and supplying secret information. Some of these have gone so far as to make contact with the Legions of Darkness and the heretic cults, for reasons no one knows.

External Relations

Capitol

The original instigators of the Cartel, Capitol is still its primary benefactor and supporter, the one that is most interested in its existence and success. It tries to abide by the regulations of the High Council, and actively enforces these regulations even within the other corporations' areas of jurisdiction.

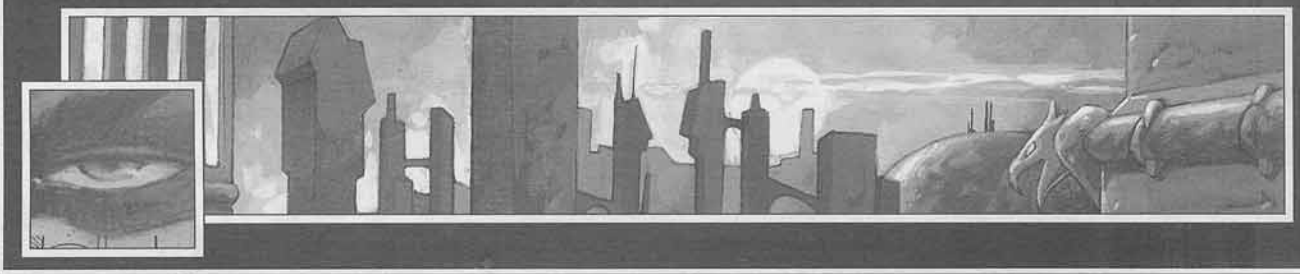
Imperial

Imperial also spends time and effort keeping the Cartel a functioning institute. Its representative in the High Council is a prominent member of the Serene family, but he's more of a messenger and spokesman than a negotiator. It is difficult to make deals with Imperial through the Cartel channels, since all the prominent clans of Imperial want to have their say

After the Cartel agents left the sedan, the General, at last at ease. He leaned forward to his Sergeant.

"Blake, take a memo." The General leaned forward lighting his cigar. "Inform the Cartel that we have been briefed and that we 'officially request' Johnson and Smith be assigned to our detail."

The General inhaled heavily, "yeah we'll sacrifice a few to save the many."



before any decisions are made. Along with Bauhaus, Imperial provides a sort of counterweight against Capitol.

Bauhaus

The Bauhaus management is not particularly impressed with the work of the Cartel today, and they don't try to do very much about it. Instead, they use the Cartel administration as a "bureaucrat-kennel", where advisors, diplomats and executives are trained in diplomacy. They have the same problem as Imperial when it comes to decision-making as the Duke Electors and Viscounts of the Central Council rarely focus on the same agenda..

Mishima

Mishima's work in the Cartel is a sad chapter. Headed by the Overlord Mishima and consisting of representatives of his son and competitor, Lord Heir Moya, the Mishima delegation is totally disrupted. Moya has a strong position in the Security Council now administered by his shadow Nazoki, and the Overlord has little influence there. In the High Council their hands are tied.

While this sad state of affairs seems to indicate the imminent retirement of Overlord Mishima, it seems this speculation may have been premature. Behind the scenes at Cartel meetings, particularly in the Magistrorum, the Princess Sakura has been responsible for dozens of surreptitious manipulations made in her fathers name without actually involving the old man. Whether this is a clever orchestration on the part of the Overlord or a clandestine power grab by his spokesperson remains to be seen. BII investigators have been unable to follow the complete trail to discern the truth of the matter, suffice that the throne of Overlord Mishima is not so feeble as it appears.

Cybertronic

Either feared, hated or at the best merely avoided, the Cybertronic delegation has had a hard time in the Cartel. They don't have very much influence except for decisive decisions in the High Council. When Cybertronic really wants to drive something through the Cartel, they often use the Bauhaus channels instead. Since the smallest Megacorporation has been contributing more funds, troops and equipment to the Cartel, their influence within the Security Council has increased, much to the chagrin of the Brotherhood.



Brotherhood

The Brotherhood have representatives and observers, everywhere within the Cartel organization, just supervising, noting, and reporting. These men are often feared and respected administrators, and even though they don't have any legislated power, most people do what they say, at least publicly. The Magistrorum has become quite adept at perverting Brotherhood mandates and maintaining its chosen course of action in spite of the orders powerful presence.



The Eurasian Tribes of Dark Eden

The Cartel has little to do with the dead husk of their ancestry and do not focus their attentions there. With the Brotherhood's ban on visits to Dark Eden long since weakened, the Cartel merely legislates the integration of those tribes brought off-world and reintroduced to the societies of man.



The Cartel

Organization and Buying Criteria

Maintaining peace in a universe that seems to breath war and sweat blood is no easy task. While originally founded to serve as a place of mediation and reason, it became clear that such goals would not be achieved without a way to force others to listen. The Cartel Security Force has evolved into the means to back up the mediation the Cartel provides. Though small and independently inferior to the Megacorporations armies, the Cartel off today has mustered an impressive para-military presence.

When playing a Cartel force, the player may select freely from the CFS list and the Doomtrooper Support list. Normal buying criteria applies. You must have two grunt units for each support unit. You must have one squad per individual.

Cartel Security Force (CFS)	*Cartel Doomtrooper Support*
Field Agents	Capitol Doomtrooper Team
Enforcers	Bauhaus Doomtrooper Team
Special Agents	Imperial Doomtrooper Team
Peace Keepers	Mishima Doomtrooper Team
Security Police	Cybertronic Doomtrooper Team
Darkslayer Mercenaries	
Field Surgeon	
Sharpshooter	
Special Agent Nick Michaels	





Cartel Security Forces

While founded largely by Capitol, the Cartel has enjoyed the patronage of the Overlord of Mishima for the last twenty years. Aside from vast donations in money, he has sent his most trusted Hatamoto to act as teachers to the growing Cartel militia, training their men in all manner of martial, unarmed fighting techniques. Being somewhat limited in munitions largely by their own mandates, the conditioning the Security Forces undergo does not violate any corporate restrictions placed on the Cartel during its founding.

While his outward power seems to have eroded, the Overlord now has many friends within the Cartel. The Cartel in return has some very competent close combat soldiers.

Cartel Field Agents

The Cartel requires its members to be vigilant, alert to any number of potential troubles and skilled enough to deal with them. Field Agents are usually sent out to investigate claims of wrongdoing by a Corporation or Independent company. These wrongdoings can range from the use of illegal procedures/substances in the acquisition of property, personnel and assets from a rival Corporation to the overseeing of a Censure where one Corporation's Army has free-range to attack the Holdings of a rival due to some gross in fracture committed by said rival.

Field Agent squads are led by an Enforcer, usually a Field Agent who has earned a promotion for his cunning and prior mission success. Enforcers carry a PC-606 Hellstorm SMG underneath their long jackets to provide armor piercing capabilities if the need arises.

The Special Agent is a squad specialist frequently assigned to a unit of Field Agents. Charged with limited command, a Special Agent can form a fire team and split off from the main force of Field Agents to coordinate multiple-pronged attacks, a tactic that serves them well as most do not expect it. This specialist often serves as the main liaison between Cartel and Corporate Army on the field of battle. They are respected by most corporate officers, especially since they are stingy with the information given out; being the embodiment of the expression "on a need to know basis."

Cartel Field Agents

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	4	10	3	1	4	4	17	2	16

Equipment: Piranha Handgun.
Special Abilities: Combat Reflexes, Natural Attack (10).
Special Rules: Natural attack is martial arts.
Weapon Stats:

Piranha Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	1	0	-	-	-	9	-

Cartel Enforcer

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	4	11	3	1	4	4	18	2	22

Equipment: PC-606 Hellstorm SMG.
Special Abilities: Combat Reflexes, Natural Attack (11).
Special Rules: Natural attack is martial arts.
Weapon Stats:

PC-606 Hellstorm SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2 (x2)	0 (x2)	-1	-	-	9	-

Cartel Special Agent

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	12	3	2	4	4	21	2	34

Equipment: CA-50 Avalanche Handgun.
Special Abilities: Combat Reflexes, Form Fireteam, Natural Attack (12).
Special Rules: Natural attack is martial arts.
Weapon Stats:

CA-50 Avalanche Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	0	-	-	-	9	See Chart

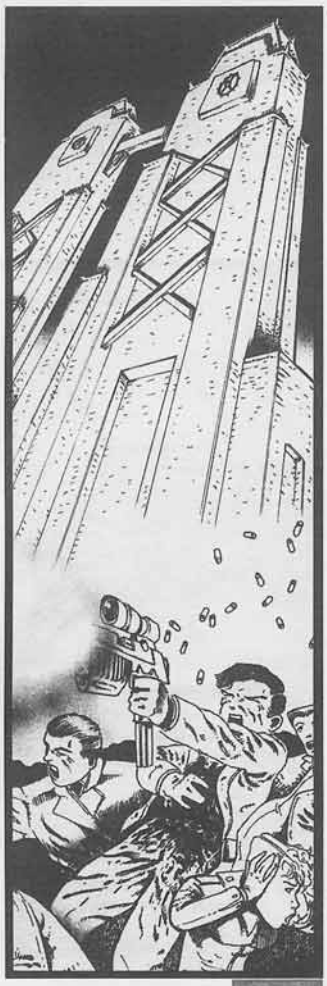
Cartel Peace Keepers

Charged with the enforcement of the peace on all joint ventures of the Megacorporations, the Cartel Peace Keepers are a common sight on nearly all the worlds of man. Well armored and trained in the use of the M-50 Assault Rifle, Cartel Peace Keepers are known for their no-nonsense approach to maintaining order and crowd control. Under the mandates drafted during the 103rd Accord, the Peace Keepers are now allowed to carry their firearms at all times when they are on duty.

With training overseen by the Inquisition of the Brotherhood, Peace Keeper units have developed a somewhat ominous reputation from their mere association with the Second Directorate. Bearing seals of purity, Peace Keeper units must submit to Brotherhood examination every six months during their duty rotation. While many may see this as intrusive and almost barbaric, the Peace Keepers do not mind. In the end, their mandates by the Cartel and their certification by the Inquisition make the











inconvenience worth it. No Cartel Security Force has as much latitude and discretion to act as the Peace Keepers.

The Brotherhood finds the Peace Keeper units a natural extension of their eyes and ears, and a way to maintain its position in a Cartel whose temporal powers have begun to make them unmanageable. Ironically, the Cartel's Directors feel exactly the same way about the Peace Keepers and uses them to manage the Brotherhood's interference in their activities.

Cartel Peace Keepers

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	11	3	1	4	3	20	2	21

Equipment: M-50 Assault Rifle.

Special Abilities: Fast Shot: 1.

Weapon Stats:

M-50 Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Peace Keeper Sgt.

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	11	4	12	3	1	4	3	20	2	24

Equipment: M-50 Assault Rifle.

Special Abilities: Fast Shot: 1, Tactical Sense.

Weapon Stats:

M-50 Assault Rifle *(ballistic)*

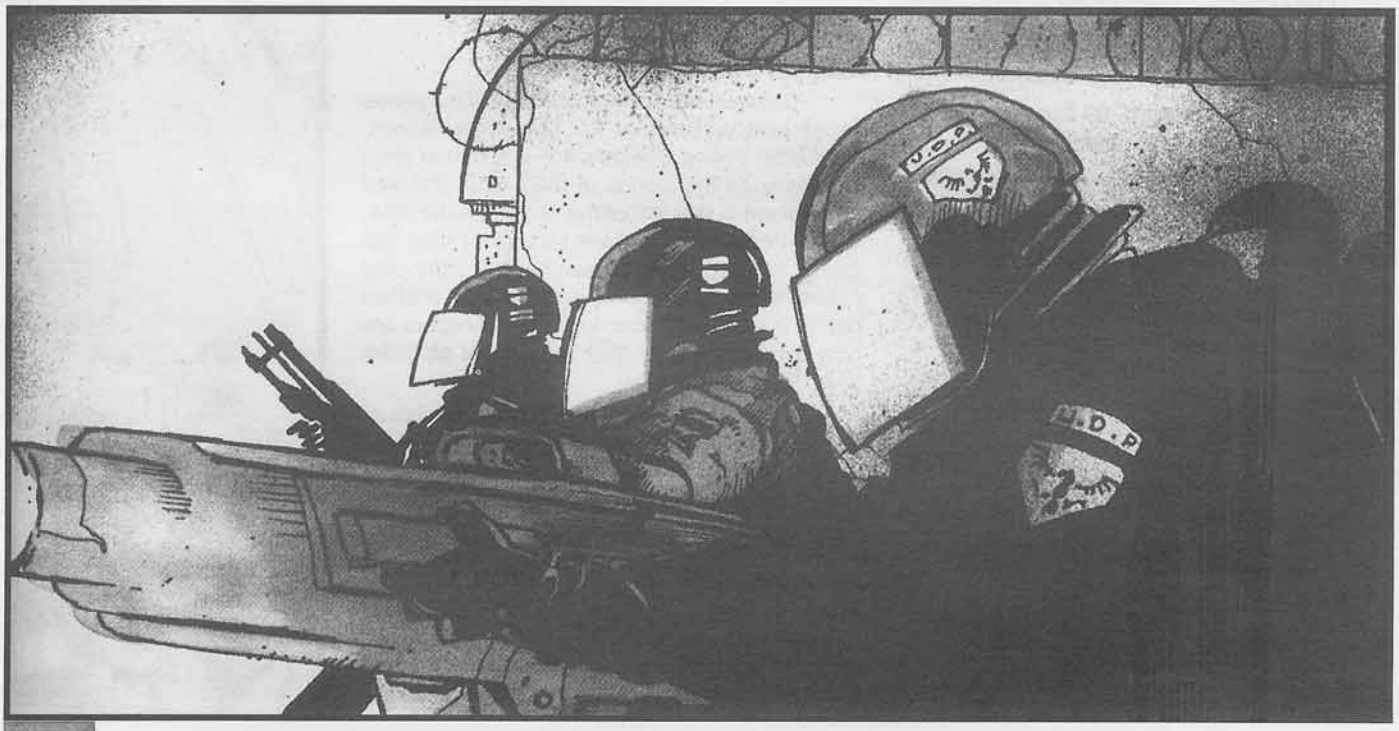
CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-2	-	10	-

Cartel Security Police (CSP)

Unlike the Peace Keepers, the CSP were assigned to facilities run expressly by the Cartel and are trained by its veteran soldiers. Formed during the 23rd Reformation, the CSP now handles all matters of security and surveillance for the Cartel Courts and business affairs. They escort prisoners, protect traveling Magistrates and Litigators, and even serve as guards during Council meetings and official functions. In many cases CSP officers can make arrests and hand out citations for violations of the Cartel's Law.

The CSP is governed by a triumvirate of Judges who assign them their duties and are responsible for their funding and training. Only the CSP is so well versed in the Cartel Law. Much of their initial training lies in the study of the law, its current interpretations and enforcement policy. The Peace Keepers by contrast study the law in relation to civil obedience and inter-corporate decorum. CSP officers are assigned a Division Magistrate they report to and when required, this Magistrate acts as the voice of the Triumvirate. All cases and incidents are reported to the Magistrate weekly during a holo-vid conference.

Additionally, CSP forces are frequently requisitioned by the Peace Keepers when they need a unit capable of infiltrating suspect installations or hostile encampments and gathering intelligence for them or for forming a breach in enemy lines that the Peace keepers may exploit.



Cartel Security Police

Grunt trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	4	12	3	1	5	3	21	2	24

Equipment: CAR-24 SMG.

Special Abilities: Infiltrate.

Weapon Stats:

CAR-24 SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2 (x2)	0 (x2)	-1	-	-	9	See Chart

Police Sgt.

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	13	3	1	5	3	21	2	27

Equipment: CAR-24 SMG.

Special Abilities: Infiltrate, Tactical Sense.

Weapon Stats:

CAR-24 SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2 (x2)	0 (x2)	-1	-	-	9	See Chart

Darkslayer Mercenaries

The Brotherhood is vast and far reaching but even an organization of its staggering size has its limits. There are simply too many places in the Solar System for the Inquisition to effectively search for the Minions of the Dark Soul and in the recent climate of doubt that preceded the Dark Legions return, they found themselves needing more eyes. To alleviate some of the pressure on the Inquisition, the Brotherhood has offered to license private individuals and Independent Firms so that they can hunt down the legions of Darkness, for pay. These sanctioned organizations are referred to as the Darkslayers.

Darkslayer Firms are either founded by Malcontent or Independent groups who have some expertise in the hunting and destroying of Heretics and other infestations of the Darkness. They are paid a bounty by the Inquisition that is dependent upon the number of "confirmed" Necrorganic and Necrobiotic kills and are handsomely rewarded if able to bring in live Heretics for the Inquisition. A dead Heretic, with proof of their heresy, will garner a smaller reward, so of course Darkslayers prefer to take live prisoners.

The Megacorporations hire out Darkslayer Firms when they suspect Dark Legion activity within their territory but do not want the Brotherhood involved for a plethora of reasons. Independents and Malcontents can almost never get Brotherhood support as there is a waiting list for such services. Darkslayers are contacted in their stead. It is a lucrative business albeit a very dangerous one. With the recent increase in Dark Legion activity and the growing fear caused by the populace's limited information about them, Darkslayer Firms are making a very successful living..

As can be expected, Darkslayer Firms are carefully monitored by the Inquisition, who is very sensitive to the use of the Brotherhood's power. When a Darkslayer Firm crossed the line and kept Heretics in their own cells to extract intelligence from them, a practice banned by the Inquisition and a violation of their charter, the Second Directorate obliterated the Firm to the last man. No one was left alive and any missing members were ruthlessly hunted down. It is a common story and one used to make a very serious point. No impropriety will ever be tolerated. Paperwork and regular communications are demanded and strictly enforced. This "Sword of Damacles" presence by the Inquisition has made Darkslayer Firms both very ruthless and incredibly efficient at crossing their "T's" and dotting their "I's".

Darkslayers Mercenaries

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	12	3	1	4	4	19	2	20

Equipment: M-516 Shotgun.

Special Abilities: Combat Reflexes, Resolve: 2.

Special Rules: These models impose a DIRE:2 effect on any cultist within 12" range.

Weapon Stats:

M-516 Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	8	See Chart

Darkslayer FT Specialist

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	12	3	1	4	4	19	2	34

Equipment: Gehenna Puker Flamethrower.

Special Abilities: Combat Reflexes, Resolve: 2.

Special Rules: These models impose a DIRE:2 effect on any cultist within 12" range.

Weapon Stats:

Gehenna Puker Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

Cartel Field Surgeon

The Cartel is interested in enforcing civilized resolutions between the Megacorporations and is quick to tally and mediate the exchange of Assets (prisoners & equipment) post-conflict. The Litigators are also concerned about human life, and will offer the services of a highly-trained medical professional

















to the forces of the Corporations and Independents for a nominal price.

Cartel Field Surgeons are hard, battle-tested individuals who dash about the battlefield helping the wounded. Since the Cartel has offered the Field Surgeon's services as a tool for healing, they are outfitted with only a Piranha Handgun as it is expected their employers will provide them the protection they require.

CSF Field Surgeon

Individual trooper, limit 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	4	11	3	1	4	4	18	2	29

Equipment: Piranha Handgun, Atropine Auto-injector.

Special Abilities: Medic: 3.

Weapon Stats:

Piranha Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	1	0	-	-	-	9	-

CFS Sharpshooter

The Cartel carefully screens its soldiery, paying particular attention to those Field Agents or Peace Keepers who have demonstrated a superior aim. These marksmen are pulled from their previous units and assigned to Sharpshooter Training Facilities to hone these skills. When they conclude their training, they are superior Snipers who are assigned to Cartel forces as an optional specialist.

CSF Sharpshooter

Individual trooper, limit 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	12	3	2	4	4	19	2	36

Equipment: SR-50 Manstalker Sniper Rifle.

Special Abilities: Deadshot, Camouflage: 2, Sniper.

Weapon Stats:

SR-50 Manstalker Sniper Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	3	2	-1	-3	14	See Chart

Special Agent Nick Michaels

Armies are inspired by heroes. In that respect, the CSF is no different from any other army. One of their most talked about "heroes" is Special Agent Nick Michaels. Born a citizen of Imperial by way of Clan Michaels, Nick is both a hero and a curiosity. Little is known of his exact origins, as neither he nor his family is inclined to discuss it. What has been uncovered pertaining to his past is simply that Nick was cast out from his clan and his heritage. None know exactly why and it is considered a dangerous topic to bring up in his company.

Nick joined the Cartel as a Field Agent ten years ago, after spending his early twenties in the sprawls of Luna's less reputable districts. An angry youth, he served as a smuggler, spy and bodyguard during those chaotic years. It was in the sprawls that Nick came to the attention of the Cartel, who were quietly monitoring his progress moving contraband through the sewers and into the Mercantile Districts of Luna City. Once rounded up, itself an interesting story, Nick found himself even more alone. By all accounts Nick should have been executed for heresy or at the very least sentenced to hard labor in one of the Bauhaus Gulags located in the Ring of Winter. What transpired that prevented this fate is uncertain, suffice it to say that after extensive meetings with various high level functionaries, Nick was given a reprieve. It was following this event that Nick was "invited" to join the Field Agents.

He was serving as a Field Agent when the Dark Legion returned to the worlds of man and distinguished himself in the ice fields of Prium against hordes of Necromutants. For bravery and valor above and beyond the call of duty, Nick was awarded the Platinum Cross and promoted to the Special Agency. As a Special Agent for the Cartel, Nick's present job is that of heading investigations against Corporations and their involvement with Malcontent organizations. His extensive knowledge of the Solar System's less reputable places and their back-alleys allow him to find out an amazing amount of information for his employers. He has been instrumental in uncovering over a dozen Heretic cells festering in Luna City herself. While this is not public knowledge, the Second Directorate has accorded him honorary membership in the Order of the Vigilant Knights of the Cardinal. The award has not tempered his edge and he remains unconcerned for social proprieties.

Special Agent Nick Michaels

Individual trooper, limit 1 per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	11	4	14	3	2	4	4	21	2	35

Equipment: P-1000 Machine Pistol.

Special Abilities: Combat Reflexes, Natural Attack (12), Strategic Insight.

Weapon Stats:

P-1000 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1 (x2)	0	-	-	-	8	-

Doomtrooper Support

The Doomtroopers are the ultimate warriors in the Solar System. The Cartel culls the finest soldiers from all the Megacorporations to create the two man teams of a Doomtrooper Squad. They are both trained in all aspects of combat but to varying degrees. One of the Doomtroopers is a close combat expert, known as a Warrior, while the other, known as a Marksman, specializes in giving support fire. The Doomtroopers are given superior equipment and armor that has been developed by the CAD (Cartel Arms Division). The CAD's weaponry is created by the best scientists and engineers from all of the Megacorporations and the designs are state of the art, some models existing only as prototypes.

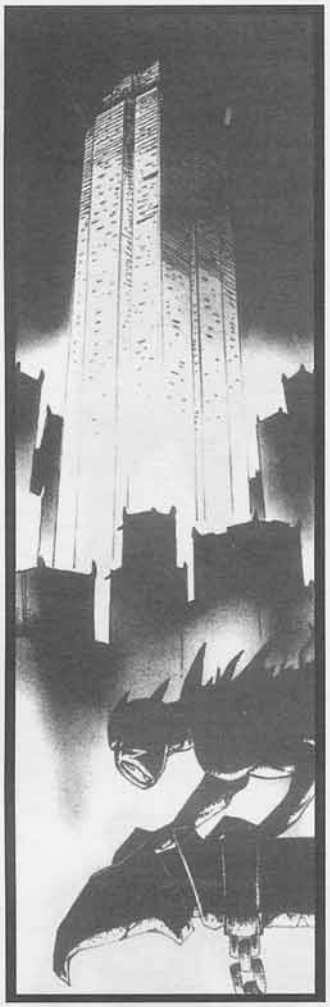
The Doomtroopers are assigned varying missions by the Cartel from backing up normal Megacorporate troops and/or Cartel Agents in a Cartel investigation, to supporting Cartel forces in a hostile action.. These investigations usually involve one Megacorporation not filing the proper notice of Hostile Takeover before attacking a rival Corporation's assets.

The most common mission for the Doomtroopers, the reason they were created, is to combat the Dark Legion. The reconstituted Doomtroopers provide the ultimate in small-scale combat, being able to defeat 10 times their number in enemies. The Cartel uses this as leverage against the Corporations to work together against the forces of Darkness.

Each Corporation has their own Doomtrooper Squads with differing abilities and equipment.

Doomtrooper Pairings: Doomtroopers are trained to work as partners as well as Individuals. On the battlefield, the members of a Doomtrooper team are treated as an independent squad.





Capitol Doomtroopers

The soldiers sent to be Doomtroopers by Capitol have a huge legacy to measure up to. As the founding Megacorporation of the Cartel, Capitol Doomtroopers have been a part of the Doomtrooper Corps since its inception. They have served with distinction for generations and though their numbers have lessened since the Dark Legions first defeat, they have none the less been some of the most visible and noteworthy members of the Corps. With the Enemies return, the ranks of the Capitol Doomtroopers are again swelling. Capitol media conglomerates have made heroes of these soldiers throughout the system and it is largely because of this propaganda that many a young soldier has been inspired to seek advancement to the Doomtroopers.

Capitol Doomtrooper Warrior

Support trooper, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	9	5	13	3	3	6	4	19	2	-

Equipment: ASH-88 Chainsword, M-11 Machine Pistol.

Special Abilities: Combat Reflexes, Ferocity, Secondary Attack.

Weapon Stats:

ASH-88 Chainsword *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

M-11 Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	-1	-	-	-	8	See Chart

Capitol Doomtrooper Marksman

Support trooper, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	12	5	13	3	3	5	4	19	2	-

Equipment: M-89 Heavy Machine Gun, P-60 Punisher Handgun.

Special Abilities: Combat Reflexes, Resolve: 2, Tactical Sense.

Weapon Stats:

M-89 Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	3 (x3)	1 (x2)	-1	-	-	14	-

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

Bauhaus Doomtroopers

Where the Capitol Doomtroopers are noted for their flamboyance and overt bravado, the Doomtroopers collected from Bauhaus are the exact opposite. They are grim warriors who specialize in ambushing tactics, preferring to move quietly through a warzone to take out their objective with precision and relative ease. It has been said that Bauhaus Doomtroopers are grim specters of death and are a feared sight on the field of battle. They take the return of the Dark Legion personally and understand implicitly that they must eradicate this threat for the honor of their Megacorporation. While they do not mingle as much as other Doomtroopers, none doubt their commitment or skill.

As representatives of Bauhaus, these men and women are trained and conditioned to be morally beyond reproach. They represent the honor of Bauhaus and the full weight of that responsibility is drummed into them every six months when they are granted leave. Capitol's media domination





does not prevent Bauhaus from creating heroes of its own people, though Capitol has often found ways of highlighting events Bauhaus would rather not have shared. If it weren't for Capitol, Max Steiner would not be half as famous as he is today, though the Homebuilders would rather not have the attentions Max draws.

Bauhaus Doomtrooper Warrior

Support trooper, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	10	6	12	3	3	7	3	20	2	-

Equipment: PC-606 Hellstorm SMG, Punisher Short Sword.

Special Abilities: Ambush, Secondary Attack, Camouflage: 2.

Weapon Stats:

PC-606 Hellstorm SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2 (x2)	0 (x2)	-1	-	-	9	-

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Bauhaus Doomtrooper Marksman

Support trooper, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	12	6	12	3	3	5	3	20	2	-

Equipment: Mephisto Sniper Rifle, P-60 Punisher Handgun.

Special Abilities: Sniper, Deadshot, Camouflage: 2.

Weapon Stats:

Mephisto Sniper Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-2	0	1	2	-1	15	See Chart

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	- (x1)	9	-



Imperial Doomtroopers

When the collective worlds of mankind blames you for the presence of the Dark Legion, their return after over a thousand years also becomes a stain to your good name, a corrosion on your honor. The fact that your corporation had nothing to do with it this time does not lessen the secret shame every Imperial citizen bears for the events of the past. It is no doubt for this very reason that Imperial sends more Doomtroopers to the cartel than any other Megacorporation.

While Bauhaus fights for honor, the Imperial Doomtrooper fights to restore his honor, to atone for an ancient mistake that lingers like a cloud over the honor of the Megacorporation. Imperial Doomtroopers are trained at the arts of infiltration and that, combined with their innate survival training makes for a superior weapon against the Enemy. Imperial Doomtroopers are often sent in advance of a Cartel Expeditionary force to strike debilitating blows to the enemy and cause confusion in their ranks.

Imperial Doomtrooper Warrior

Support trooper, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	9	4	13	3	3	6	3	20	2	-

Equipment: ASH-88 Chainsword, Interceptor SMG.

Special Abilities: Infiltrate, Secondary Attack, Survival Training: 2.

Weapon Stats:

ASH-88 Chainsword *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Interceptor SMG *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-2	2 (x2)	1 (x2)	0	-	-	9	See Chart

Imperial Doomtrooper Marksman

Support trooper, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	12	4	13	3	3	5	3	20	2	-

Equipment: Nimrod Autocannon, P-60 Punisher Handgun.

Special Abilities: Infiltrate, Tactical Sense, Survival Training: 2.

Weapon Stats:

Nimrod Autocannon *(ballistic, concussive, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-5	0	-1	-3	-	-	11 (x2)	See Chart

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-



Mishima Doomtroopers

While the Mishima Megacorporation may be at odds with the Brotherhood, it has not separated from the Cartel. In fact, though its contribution to the Doomtroopers has been meager over the past five hundred years, it has worked in the Cartel in other ways. When the Dark Enemy returned, the Overlord himself took up the cause of reconstituting the Doomtrooper Corps. At present nearly 65% of all Mishiman Doomtroopers are drawn from the Overlord's Court on Luna. The Lord heirs are much more reluctant to commit superior forces to outsiders.

In spite of that political problem, Mishima Doomtroopers are a far more common sight in the Corps. Known for their unrelenting assaults and tireless vigilance, Mishima Doomtroopers are quite respected in the Mishiman society.



Mishima Doomtrooper Warrior

Support trooper, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	10	4	12	3	3	7	4	19	2	-

Equipment: Katana, Wakizashi, Windrider SMG.

Special Abilities: Ferocity, Secondary Attack.

Weapon Stats:

Katana *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Wakizashi *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
3	-	-	-	-	-	ST+3	-

Windrider SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2 (x2)	1 (x2)	0	-	-	9	-

Mishima Doomtrooper Marksman

Support trooper, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	11	4	12	3	3	5	4	19	2	-

Equipment: Dragonstrike Heavy Machine Gun.

Special Abilities: Resolve: 1.

Weapon Stats:

Dragonstrike Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	0	-	-	14	-





Cybertronic Doomtroopers

The newest Megacorporation has been one of the Cartel's most ardent supporters. It has invested currency, manpower, and equipment in building up the Cartel as a self-sustaining body not at the whimsy of the Megacorporations. Though it has not achieved this lofty goal, it has made significant strides toward this goal. One of its more pronounced contributions has been the assignment of their own soldiers to the Doomtrooper Corps. In the past, these soldiers tended to stick to their own kind, not often interacting with other Doomtroopers outside of active duty. This seems to have been fine with most of the other Doomtroopers.

Over the years however, Cybertronic Doomtroopers have proven themselves to their colleagues and are now a more integrated and accepted member of the Corps as well as a recognizable sight on the battlefield.

Cybertronic Doomtrooper Warrior

Support trooper, required 1 per squad, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	9	4	12	3	3	7	3	22	2	-

Equipment: SG-7000 Shotgun, CSA-404 Heatsword, Torso Enhancement, Leg Enhancement.

Special Abilities: Blind Fighting, Secondary Attack.

Special Rules: Level 2 AI.

Weapon Stats:

SG-7000 Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	9	See Chart

CSA-404 Heatsword *(slashing, radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+4	See Chart

Cybertronic Doomtrooper Marksman

Support trooper, required 1 per squad, A.I..

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	12	4	12	3	3	7	3	22	2	-

Equipment: CAV-4000 Autocannon, Tactical Computer Enhancement, Torso Enhancement.

Special Abilities: Blind Fighting, Tactical Sense.

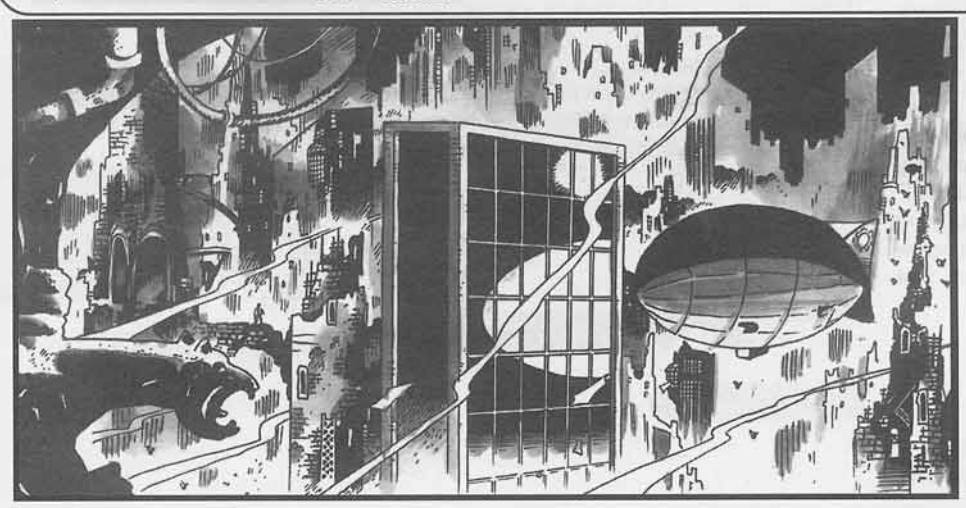
Special Rules: Level 2 AI.

Weapon Stats:

CAV-4000 Autocannon *(ballistic, concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-5	0	-1	-3	-	-	10 (x2)	See Chart









Cartel Armory

Notable Weapons

Melee

ASH-88 Chainsword

The ASH-88 is an old design from the now-bankrupt Campbell Superior Holdings Inc which was acquired cheaply by Cartel Arms. It combines a gyro-stabilized weight with a chainsaw blade and motor into a one-handed melee weapon. It is a vicious weapon that tears into its victims, cutting through both armor and flesh with equal ease. In recent times, the ASH-88 has proven to be, alongside a sawn-off shotgun, the best way to deal with the armies of Darkness.

Punisher Sword

The Punisher Sword was one of the first weapons created by Cartel Arms. It is incredibly sturdy and nearly impossible to break. Made popular by the Brotherhood and combined with the excellent weight and armor piercing ability of this weapon has made it an almost universal close combat weapon.

Sidearms

Punisher Handgun

One of the first weapons developed by Cartel Arms originally for the Brotherhood's Second Directorate, the Punisher Handgun is a common weapon used throughout the system. Its manufacture funds numerous Cartel Black Ops.

CA-50 Avalanche Handgun

This weapon was designed by Cartel Arms for the clandestine assignments that are usually given to its Special Agents. It fires .50 ACP ammunition, giving the pistol wonderful stopping power, and the integral silencer built into the barrel of the gun is a necessary tool for the work that Cartel Agents do.

Machine Guns

PC-606 Hellstorm SMG

The PC-606 is a large and robust Sub Machine Gun that is capable of firing 10mm armor piercing, explosive rounds. Cartel Arms developed it for the Doomtrooper program, where that kind of firepower is necessary. The rate of fire is considerably lower than other weapons of its class but the Hellstorms stopping power can equal a light autocannon at short ranges. The one problem that the PC-606 faces is the ammunition's tendency to violently react to jams in the feeder, though this does little to deter those who use the Hellstorm.

Autocannons

CA-138 Deathlockdrum

The Deathlockdrum is considered a light, man-portable autocannon. It was developed by Cartel Arms and disseminated amongst the Corporations for use against the Dark Legion...and other enemy mobile armor. It chambers a 20mm autocannon round and can be fired by a dedicated user with decent accuracy. Unfortunately, the man-portable autocannons have dreadful range (relatively), since the barrel of the gun cannot be produced at proper length and remain man-portable.

Flamethrowers

CA-451 Gehenna Puker FT

The CA-451 is Cartel Arm's most infamous weapon. It was developed by the Cartel to deal with some of the more resilient species of Dark Legion, as well as ensuring that the Corporation's inevitable use against human personnel was humane. The Gehenna Puker is capable of showering a wide area in sticky, burning fluid. Using a mixture of Naplasma and ignited by a butane pilot, the CA-451 is capable of incinerating lightly armored targets. On a battlefield that has seen the return of the Dark Legion, the Gehenna Puker will be a common sight, for even in retreat, these weapons will insure the fallen do not rise to attack the living.



Punisher Sword





Punisher HG



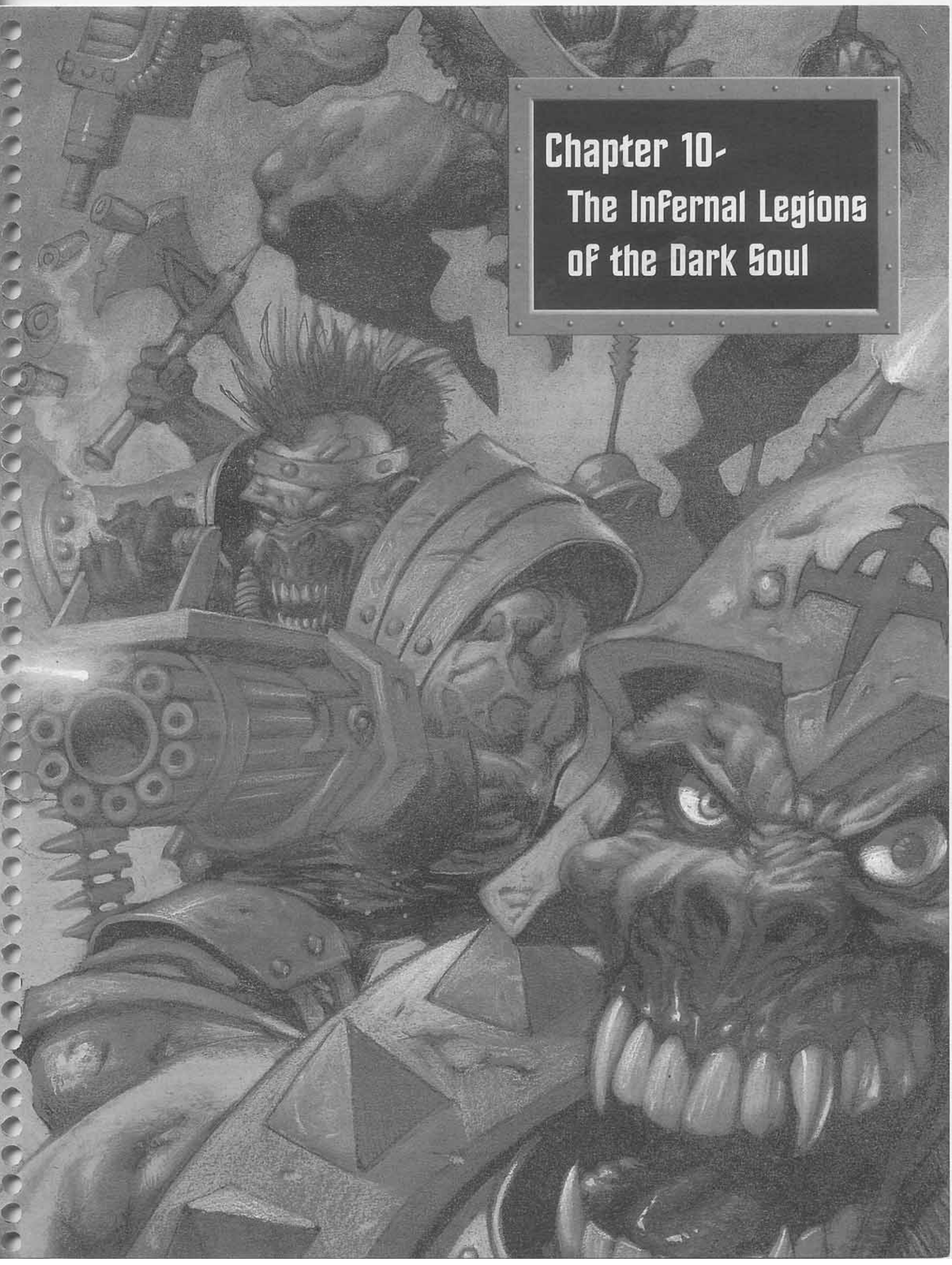
Avalanche



Deathlockdrum



Gehenna Puker



Chapter 10- The Infernal Legions of the Dark Soul



"Power! It is the ultimate aphrodisiac and final goal of most men. It represents the deepest hopes and desires of the human collective. It illuminates the path where happiness and fulfillment are to be found. It is the allure, which ushers the innocent through the doors of conventionality into the halls of the Dark Soul. It is our right as human beings."

~Brother Apostate Ambrosias

Such is the nature of the Dark Soul that it makes itself irresistible to the longings of mankind and in its way offers the suckling teat that the masses of humanity secretly long for in their heart of hearts. The ways of the Dark Soul are liberation from the false restraints imposed upon the masses by the Megacorporations or the Brotherhood—organizations that think only of their own well-being. The Dark Legion is ultimate freedom, both in mind, body and spirit and membership in its ranks is the only true path to enlightenment. At least, this is what the followers of the Dark Soul are led to believe.



Since man was first able to form coherent thought, there have been Gods to give meaning to the universe and mankind's place in it; a celestial foil has always coincided with the idea of divinity. It is a great evil that compels mankind to serve the forces of light and seek succor in its teachings. Given countless names, this universal evil is far more than simple myth. The collective consciousness of mankind has always sensed its unseen presence. It exists as a subtle tug somewhere from deep within man's being that calls for it to rebel, to fight. It is an insidious whisper that throws off the conventions of society and begs for release.

The Soul of Darkness

The Dark Soul is that entity and it is very real—a power beyond imaging. It is the supreme power behind the Dark Legion, an entity so formidable that other "evil beings" are mere reflections of its awesome might. This entity has no name and no known physical manifestation. It has been called the Great Darkness, That Which Shall Not Be Named and the Dark Soul. Even locked in a dimension beyond ours, its emanations are able to seep into our reality and subtly permeate our existence. Luring mankind to journey into the unknown, it has guided him to an unknown planet orbiting the sun. Unwittingly, mankind would destroy the lock and throw open the door that holds the Dark Soul and its vast forces at bay. Some fatalists maintain that the human race was created solely for this "sacred" task, to return the Great Darkness to the worlds of flesh and blood.

While the lock has been removed, the door is not yet fully open, so the Dark Soul schemes with the patience of one to whom time has no meaning, planning toward its final goal. It is well aware that its greatest ally is time and its best resource, the weaknesses of man.

None but the Apostles and a few privileged Nepharites have ever directly experienced its soul shattering presence. Should the door be fully opened, this would change as the universe and all in it would be consumed in its awesome power.

The Arrival of the Apostles

It is impossible to plot the myriad ways that the Dark Soul has manipulated mankind or for how long. It was the Imperial Conquistadors that discovered and disturbed the lock called the Steel Tablet; thus, releasing the power of the Dark Soul called the Dark Symmetry into the universe of mankind. It cannot be seen as an accident; it was certainly not a chance-discovery.

Beside the natural curiosity of man there was something else at work; a hidden force acting upon the Conquistadors like the lure of a first love. It was irresistible. When the doomed Conquistadors touched the Steel Tablet it was like the tolling of a mighty bell, a resonance that ululated throughout the void, shattering the bonds that protected our universe from the Dark Soul. It was a sign, an omen declaring that the fruit of man's soul was ripe at last. Swollen by greed, ambition and betrayal, the human race had finally proved itself worthy of the Dark Soul. As a result, the Dark Symmetry spread throughout reality warping it with dark purpose and rendering a large portion of human technology so maliciously unreliable that to use it was to court certain disaster.

The Dark Symmetry was only the vanguard to the arrival of the Dark Legion itself. In much the same way as mankind altered entire worlds to accommodate his presence, so the Dark Symmetry worked upon the reality of mankind to accommodate the presence of the Dark Soul.

Some fifty years after the emergence of the Dark Symmetry, the planet Nero was discovered though its significance was not immediately recognized. Many were filled with a sense of foreboding by its sudden appearance and disturbing presence. The first recorded awareness of the Dark Soul's existence came from the speeches of a young political and religious activist by the name of Nathaniel Durand. He was the first person to bring



the imminent threat of the Dark Legion to public attention. But, it wasn't until many years after his inauguration as Cardinal of the Brotherhood that the Dark Legion launched its first, massive assault against humanity, the first of the Black Crusades.

Exposure to the influences of the Dark Symmetry caused the weak-minded and those of dour thought to be 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 hunger. The power of the human mind gave the Dark Soul the energy it craved, and it soon 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 them.

As the despair and confusion grew, more and more humans cried out in anguish and fear. Nurtured by despair and anxiety, Muawijhe, the Lord of Insanity, emerged and entered the realm of the sleep and dreams. No longer could humanity find peace in the land of sleep; the Crusade would be engaged on every level of existence.

Humanity tried to do battle against the Apostles, but could not set aside its own petty, internal squabbles. The Megacorporations continued to wage their wars against each other, and trust wore thin. Even faced with the threat of extinction, the Megacorporations still would not forget their internal rage. From this turmoil and distrust, the Darkness drew Semai, the Lord of Spite, and the Nurturer of Revenge. To him was given the mission to turn sibling against sibling, 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 humankind 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 borders 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 brutally physical might with which to devastate worlds.

Led by this mighty conqueror, the hordes of Darkness marched into battle. Relentlessly, they threw themselves against the defenses of mankind's forces, and mighty battles raged across the Solar System. On every world, the fires of war blazed and bodies littered the battlefields. Demnogonis, the Fifth Apostle, gazed across the void. Filth and plague, famine and mutations followed him as he slithered from world to world, from battlefield to battlefield. His caress infested cities with the Heretic mutants who helped spread the rot of Darkness among the people. It was only the Cardinal's vision and strength of faith that saved mankind from complete annihilation. Leading a combined human force he defeated the Dark Legion during the Venusian Crusade and their presence began to withdraw from the solar system. A brief show of strength by Algeroth's Nepharite Overlord Saladin on Mars, reminded humanity that the Dark Legion was not completely vanquished but had simply retreated, biding their time for the next and final assault on the soul of mankind.

Now, after almost twelve hundred years of physical absence, they have returned. The Dark Legion is back to finish the task they began so long ago. As the forces of mankind struggle in the grip of the Second Corporate War, there seems little hope that humanity will survive this ultimate attempt on their worlds, their lives, and their very souls.



The Age Dark Symmetry

While many have allowed time to soften the horror of these memories, they cannot escape the inevitability of the Dark Legion's return. The Second Coming is upon them. Like before, the influences of the Dark Symmetry have insinuated themselves around our worlds, like ivy around a tree. Plagues and mutations spread unchecked throughout the Solar System, causing hospitals and Brotherhood Sanitariums to fill to capacity with hapless victims. The Dark Apostles and the corrupters of the Dark Symmetry agitate and infiltrate, aiming to bring the downfall of humanity from within. In this undertaking, the Heretics aid them. The Heretics, humans that have been lured by the promises of the Dark Soul, destroy the very foundations of society and seduce the weak to serve the powers of Darkness. Humanity thought them destroyed over a thousand years ago, but they were wrong.

On the battlefields, the Dark Apostles, the supreme generals of the Dark Legion, drive their twisted Legionnaires and Necromutants to attack the desperate forces of humanity again and again, without mercy or parlay. Accompanied by the terrible Nepharites and Razides, the lost souls of the Dark Legion battle on with mad frenzy and energy. This is surely the age of the Dark Symmetry and the Dark Soul means to set it ablaze.

This power called the Dark Symmetry can be described as the force that infects our machines and our hearts. The Dark Symmetry is the Dark Legion's greatest weapon, the resonance of the Dark Soul itself, a pattern of such unholy beauty that worlds have wept as they bowed down to worship its immortal disharmony. Remember sadly the betrayal of the world of Calliope and the horrific global suicide they performed in some twisted show of faith. This is the terrible power of the Dark Symmetry.

Each of the Dark Apostles represents a unique pattern within the Dark Symmetry and every soul that is swallowed by the Darkness contributes further to the ultimate design of entropy. The Dark Symmetry acts upon all sentient things and the closer they stray from the median of neutrality the greater the effect. Man's capacity for deep evil and great goodness makes him desirable to the Dark Soul; thus, man's computers and thinking machines were undone. Semi-sentient machines, artificial intelligences, have spirit and therefore some defense against the corruption of the Dark Symmetry. Assuredly they provided amusement for the Dark Soul as it turned them against the human's that had so nearly given them life.



Today the Dark Symmetry permeates the solar system like poisoned ether. There is no escape from it; there is only resistance in the light of faith.

Of all the tangible aspects of the Dark Symmetry, the military might of the Dark Legion is vast and terrible. Their armies swarm out of the Dark Citadels in seemingly inexhaustible numbers. The human forces of the corporations find themselves faced with demonic visions born from the very bosom of hell. Worse yet, they face their own fallen comrades in the perverted form of the mindless Undead Legionnaires, the cruel and stupid Necromutants and the despicable Centurions who have been warped and made evil. They are the pitiful progeny of the Dark Legion's distortion chambers and the kindest thing their former human companions can do is blow them apart and cleave their bodies into bloody ruin.

Among the massed forces of the Dark Legion are further divisions formed around the nature of the Dark Apostles, each of whom favors particular abominations to fight in the ranks of their armies.

The Apostles

From the Dark Symmetry, the breath of the Dark Soul, the five Apostles were spawned. Feeding on the confusion and fear that grips the human worlds, these Dark Generals march proudly before the hordes of evil with plans to engulf the Solar System.

Though certainly different, all the Apostles have emerged from the same raw power, the Dark Symmetry. Their ultimate master is the Dark Soul, but they answer to no other. The structure of the Dark Soul is ultimately entropy, the celebration of disorder and the supreme freedom it brings. The structure of the Dark Legion, however, follows a more conventional form.

Born of the Dark Soul and bound together by the infernal pattern of the Dark Symmetry are the five Dark Apostles:

***Ilian**, First Mistress of the Dark Soul, the Weaver of the Dark Symmetry, the Seducer and Dark Mistress*

***Algeroth**, Apostle of War and Master of the Dark technology, Lord of Destruction*

***Muawijhe**, Lord of Insanity, Master of Madness, the Demented Prince, the Dancing Lord*

***Semai,** the Betrayer, the Speaker of Lies, the Great Prevaricator and the Nurturer of Revenge*

***Demnogonis**, Prince of Pestilence and Lord of the Flies, the Withering Master*

The five Apostles are unique. They each have their own black 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.

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.

There is evidence of rivalry and conflict between the Dark Apostles whose appetite for destruction knows no bounds. Although they often combine their forces in attacking human strongholds, their minions have been known to battle each other with equal ferocity.



Serving each of the Apostles as the lieutenants and commanders of their armies are the Nepharites, the mightiest of which are known as Nepharite Overlords. They mirror the nature of the Apostle they serve but whichever that may be; they remain a most terrifying of adversaries. They are powerful demons, both physically strong and well versed in the ways of the Dark Symmetry.

Under the thrall of the Nepharites are a whole host of abomina-tions. These creatures of Darkness do not possess the identity of self in the way members of a human corporation might. They are simply vessels of the Dark Soul's spite. While some are possessed of a cold and alien intellect, most of them serve unquestioningly, the thought of disobedience long since crushed and torn from their blighted minds.



As the First Apostle, Ilian is the de facto leader of the five. Her control of the Dark Symmetry is unrivaled as is her means of controlling her brothers. Algeroth is the only Apostle that openly opposes Ilian and actively plots against her. Semai supports him, while Demnogonis and Muawijhe work their own shadowed 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 and account for their failures.

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 an untold number of lost souls imprisoned by the technology of the Dark Symmetry and infused with the cursed 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 of Darkness 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 their own unique beings following them.

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 armies of Darkness. These evil lieutenants are ranked in a strict hierarchy with the Nepharite Overlords as the supreme rulers. They answer only to their Apostle.

Every Nepharite has powers and abilities that make it unique. Their nature varies and their Apostle ultimately controls them. Some Nepharites have a great understanding of the Dark Symmetry and wield its powers skillfully in the battle against humanity. Others are juggernauts of unbridled power.

The Nepharites are the most competitive of the warriors in the Dark Legions. They are experienced soldiers and possess the ability to make decisions independently—their loyalty is unquestionable. They exercise complete control over their subordinates, and the slightest mistakes are rewarded with a fate far worse than death. While Nepharites are unswervingly loyal to their Apostle Masters, they feel little such affection for their brethren and routinely scheme for their demise.

The physical appearance of the Nepharites varies greatly depending on which Apostle they follow. However, they all strike a dark and powerful pose, radiating pure 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, nightmarish 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 nature.

The Dark Patterns

The Dark Legion is surrounded by an aura, both dire 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

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 death 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 the worlds of man.

Like her fellow Apostles, Ilian has manifested herself on occasion when her presence will serve one of her many schemes. 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.

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 Darkness. 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 Apostles. They lend their powers to aid the Darkness and further the cause of their harsh mistress.



Muawijhe

Muawijhe uses the Dark Symmetry to spread insanity across our worlds. His worshippers are skilled in distorting minds and senses and inducing terrible nightmares. These Doomspeakers also possess the secret of walking across the dimensions, switching between realities at will. 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.

Muawijhe is the Lord of Insanity and no one who has faced his legions in battle doubts the validity of his naming. Even as his min-ions reach out with rending claws his demented presence attempts to snag hooks of madness in the minds of humankind. His is the domain of the mind and the Screaming Legionnaires are testimo-ny to the depth of torment at his command. Then there exists the Zenithian Soulslayers whose very appearance is enough to drive a man insane. These towering diabolic creatures wield the Dark Symmetry as deftly as they wield their vicious ripping claws.

Not only can the Nepharites of Muawijhe summon visions of terror into the minds of men, but also by manipulation of the Dark Sym-metry, they can draw nightmares through the dimin-ished membranes that exist between the many planes of existence. So terrible are the visions at Muawijhe's command that many human warriors have fled the battlefield clawing at their eyes, praying for the visions to stop.



Semai

As the Darkness spreads 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 soul, to corrupt and tempt and have them join the Darkness, marshalling humanity toward its own destruction.

Semai is the subtlest 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 have given their soul to his service.

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 as much damage to humanity. They infiltrate and corrupt, spy and steal. The secrets we keep are Semai's alone 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.

Semai uses the Dark Symmetry to spy upon the worlds of humanity and to twist the realities around us. His Prevaricators corrupt innocent victims, finding endless 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 against them.

The Heretics of Semai are possessed of the most depraved minds imaginable. All that is left to them is the need to cause human suffering, this is all that they are worthy of, and this is all that they deserve. At least that is what their master has told them and who cannot help but believe the Master of Lies. The insidious mind of Semai is a pow-erful force for evil. He preys on the fears of the weak-willed, seeding their minds, with false promises of safety. He is known as the Betrayer. For those who fall victim to his powerful visions, they are compelled to turn against their friends and comrades, giving themselves over to the Dark Legion as the shadow of treachery claims them.

The Nepharites of Semai follow their master's lead in terms of deception, and they often resemble humans, using this likeness to infiltrate human ranks and carry out their task to turn people against their own and to slay them it they refuse convert.



Algeroth

In the Dark Symmetry, Algeroth walks the path of fire and destruction. The war masters 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.

Algeroth is called the Apostle of War for good reason. He rains chaos and destruction upon any field of battle that feels his pres-ence. Within his ranks you will find many of the violent apparitions that the Dark Legion has to offer. The steel-fleshed Razides and the unearthly Ezoghouls that rush into battle knowing no fear; the lust of destruction fills them. Algeroth delights in causing ruin; he thinks nothing of the casualties he takes, for they only serve to feed his burning desire to render death.

Algeroth possesses some of the most infamous Nepharites ever to have blighted human history. The fearful Nepharite Overlord Alakhai, who was the first such creature to be seen by human eyes. And Saladin, who contested Mars and branded the planet with the symbol of his master and the planet's two moons with the symbols of Semai and Muawijhe that no one, should ever doubt the power of the Dark Legion during its long absence.

Demnogonis

Demnogonis' minions use filth and disease to fulfill his dire mission. His plague lords corrupt and inflict decay upon our Solar System, forever searching for new diseases and carriers to spread their putrefaction.

For an entity that feeds on death, corruption and the spreading of disease, the savage wars of the solar system are fast-becoming a paradise for the Prince of Pestilence. Demnogonis looks upon the wounds in human flesh as fertile ground in which to plant his wast-ing seeds of rot. Within his ranks you will find the Blessed Legion-naires, corpses from the stinking earth, raised up and animated by the power of his Dark Symmetry. They shamble forward, their black-ened skin falling away like rotten fruit to reveal their oozing flesh. The legions of Demnogonis wield weapons that cause disease and the dreaded Curators dress the wounds of the injured with para-sitic balms and devices designed by the withered hand of Necrotechnology.

The Nepharites of Demnogonis are the wellspring of disease; they corrupt by touch, mutating what is healthy into that which is sick beyond redemption. They are preceded onto the battlefield by a foul stench as the oozing ichors seep from rents and gashes in their translucent yellow skin, dripping to the earth like the tears of plague.

As the Solar System is plunged into war, countless battles are being fought in the plains, in the jungles, in the mountains and in the streets. Thousands upon thousands of lives are lost every day, and the dead can only be counted in millions.

The Legions of Demnogonis march under tattered banners, carrying with them the unforgettable 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 Necro-technology. Tubes are connected to each limb, and pulsating organs glow from underneath the transparent skin.

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 their 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.



Forms of Dark Symmetry

Algeroth's minions are the masters of the Dark Technology, a weird hybrid of sorcery and technology that is all but impenetrable to human scholars. The Dark Technolo-gy fuses a science so advanced as to be incompre-hensible with the awesome might of the Dark Sym-metry to create weapons, vehicles and devices of tre-mendous power. This twisted knowledge is the sour-ce of much of Algeroth's prestige and influence among his fellow Apostles, for only his followers understand it, and the other Apostles must barter souls or knowledge for its use.



The Dark Technology can be divided into three main disciplines: Black Technology, Necro-technology and Bio-technology.

The Black Technology

The Black Technology is the process of twisting and corrupting existing human devices into something far worse. The engineers of the Dark Legion, the Tekrons, transform weapons and other equipment captured from the Megacorporations and the Brotherhood. The resulting gear looks like melted machi-nery. The mechanisms are warped into new and strange shapes. This process gives the equipment sharp edges, easily capable of slicing an arm off or piercing battle armor, affording the user the ability to cause even more damage and pain. These sharp edges allow all weapons created by the Black Technology to be more lethal in close combat.

In spite of appearances, the Black Technology cre-ates equipment capable of performing better than many human-built counterparts. It is all but impossi-ble for humans to use these twisted creations without dreadful risks to their souls.

The Black Technology is used to provide the hor-des of Legionnaires and Necromutants with weapons and other equipment. It is used on weapons as well as vehicles, and the result is a piece of equipment with better performance than the original. The major drawback is that the Black Technology tends to be less reliable than human equipment. Also, it is often used in tandem with Bio-technology so that the wea-pons created become fused with twisted organisms that guide and improve their performance.

Necro-Technology

Necro-technology uses dead, organic material, which is animated or bestowed with a controlling spirit from the netherworlds. These weapons carry corrupt souls captured

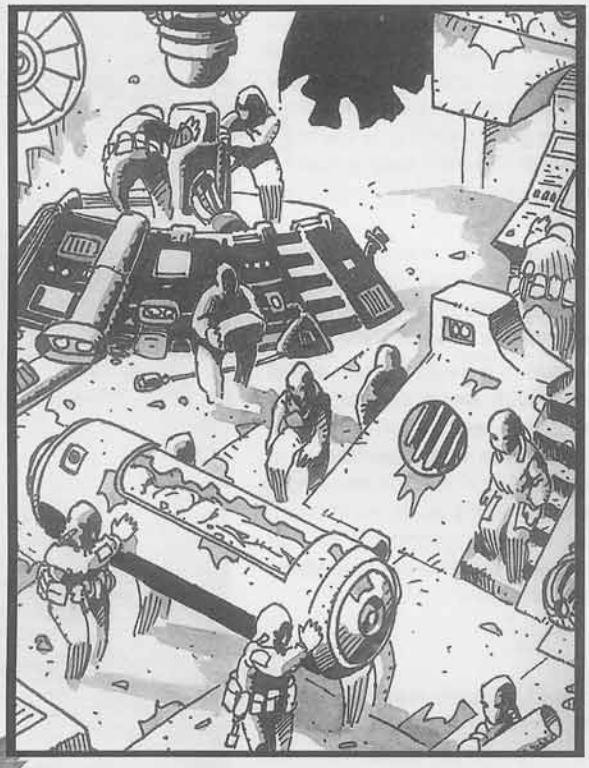


within them; souls that have a decidedly demonic nature and will slowly corrupt their owners. They have their own minds and draw the energy they need from the Dark Symmetry itself. This same terrible psychic force is also responsible for the strange aura that many of these weapons pos-sess, which eventually turns those who carry them too long to the way of Algeroth. This is why the Brotherhood has ordered all Dark Legion weapons to be des-troyed as soon as they are captured. Those who defy this instruction do so at their soul's peril.

Bio-Technology

The basis of Bio-technology is the living organism. Using embryos and living creatures, new shapes and forms are bred. From simple genetic material, Bio-technology can create hideous and extremely compli-cated beings, such as the Bio-giants. It is used to implant Bio-technological Gifts, and finally and most horrifyingly, it is the Bio-technology that is used to turn humans into Necromutants, Centurians or things much worse.

Tekron Bio-technicians often work with embryos that have been removed from their natural environ-ment and placed in an artificial womb. This is a part of a larger organism, often a gigantic Bio-technologi-cal design. This organism is only a tool for the Tekrons, a mindless machine whose sole purpose is to create new life and to twist the shapes into new, grotesque forms. Endless numbers of chambers, all varying in size, can be part of this gigantic Bio-organism. The most common design is a regular Necro-chamber construction found within most Dark Citadels.



The Birth of a Bio-Tech Devise

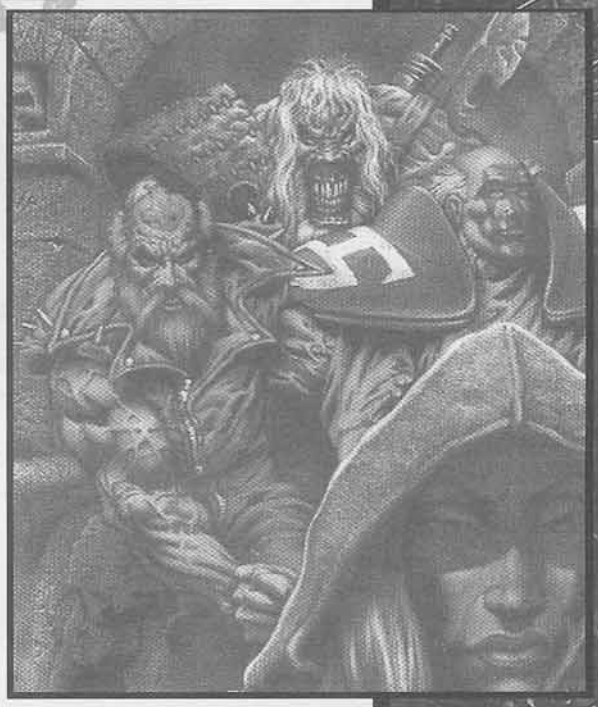
Insi-de the separate chambers, the embryo is attached to the host being through a complex system of organic tubes and neural connections. The DNA code of the embryo is erased and manipulated, creating a new being ready to shape. The Tekrons then reprogram the code according to the wishes of their masters. Nutrients and proteins are added, and the new life rapidly goes through several stages of development. In the end, the new being is born, often fully grown and developed and ready to do battle against the enemies of Algeroth. The creature's lack of true expe-rience is to a certain extent compensated through artificial



Heretica: Lure of the Dark Soul

It is difficult to talk of the Dark Legion in terms of society, for the minions of the Dark Soul do not so much live together as exist together as a malignant horde. There are rumors of a hierarchy that governs the interaction of the horde at the summit of which stand the Five Dark Apostles. The Nepharites are said to hold courts over which they reside as Lords. The Citadels are said to house libraries, dwellings and places of learning in which the beauty of the Dark Symmetry is taught. Many believe these rumors but most, espe-cially those in the Brotherhood, see them for what they are. They are an attempt, by frightened people, to impress human qualities upon them as an entity so alien that its very nature is a source of fear.

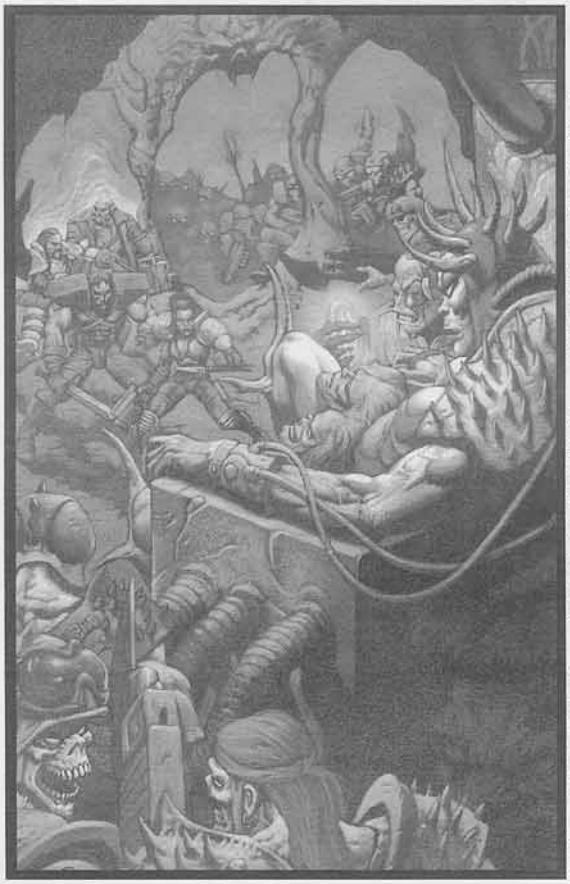
However, such rumors might be born of a tragedy that is grow-ing increasingly common. It is the tragedy known as Heresy. Heretics are members of the human race who by choice or the pain of grief too terrible to bear, have given themselves over to the Darkness for succor. Heretics are those who perform any act that might betray humankind to the Dark Soul. Such individuals are embraced by the Darkness and slowly corrupted until their own race is transmogrified into the image of the enemy; until they look upon the faces of their children with nothing but hate. Only when they are utterly lost do they hear the Dark Soul laughing at their weakness.



As such individuals become increasingly commonplace they form together into groups to guard against discovery. In these clandestine circles, the Dark Symmetry is studied and the goals of the Dark Soul are advanced. It could be argued that these poor wretches form a part of the Dark Legion society but the notion that such human practices persist beyond the portals of the Dark Citadels is dearly absurd.

We have only a vague notion of the world beyond the Citadels, terrifying glimpses like images from a half-remembered nightmare. We see pain, pain and everlasting pain. We see despair, boundless and eternal. We see vast halls of worship and smother-ing closets of torture. We see the distortion chambers, where the last vestiges of goodness and hope, the very essence of humanity is drained from men and slopped into buckets like offal. And then, their empty, howling shells are filled up with squalid mire that flows through their veins, pumped through their bodies by a heart that wants to die but is kept alive and beating by the power of the Dark Symmetry. These are the nightmares that spawn the Legionnaires and the vile Necromutants. These are the nightmares that are but a small part of the dreadful truth.

This is the society of the Dark Legion. It is a community of agony, a culture of despair, a fellowship of hate!



The Citadels

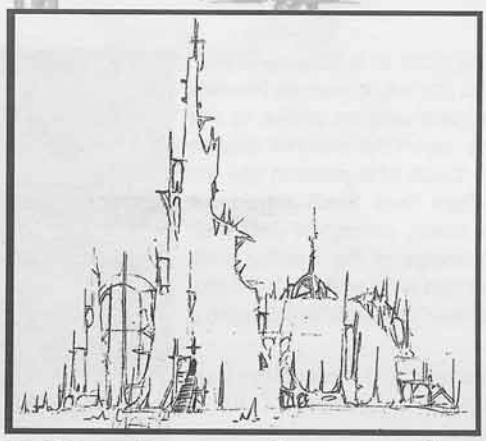
Since the Dark Legion's return to the worlds of man, there is no place in the solar system, which is not affected by their corrupting presence. Whether on the battlefields of Mercury, Mars, Venus, or Ganymede or whether in the haunted nightmares of citizens who can scarcely comprehend the reali-ty of such evil, the influence of the Dark Symmetry permeates all of human reality and only the teachings of the Brotherhood can guard against it.

Still, the supreme stronghold of the Legion resides on the infernal planet of Nero, the black and crimson planet, which appeared in the solar system over a thousand years ago. It is undoubtedly the Dark Soul's seat of power. The mightiest of all the Citadels is to be found on its cracked and scorched surface, a monument of stone pinna-cles, possessed of a disturbing architectural quality, which inspires one to vomit.

The Dark Legion continues to raise similar Citadels on all the inhabited worlds. The first to be discovered, in this their Second Coming, was found on Mars, on the exact spot that the Citadel of the Nepharite Overlord Saladin had existed over a thousand years ago.

This Citadel is located on precisely the opposite side of the planet to the Brotherhood Cathedral in San Dorado. Countless other

Citadels exist on all the corporate worlds and the corporations attempt to cordon them off with extensive defenses and fortifications. Even now they hope to keep the true extent of the Dark Legion advance from the main body of their populations; for they know the fear that would follow could destroy their mighty empires in a tidal wave of panic.



As the Sacred Warriors of the Brotherhood have reported, the presence of the Dark Legion expands unchallenged in the outer planets. They have all but claimed Pluto for their own and they have established a massive presence on the giant moon of Titan, which orbits Saturn. This is of great concern to the Imperial Corporation who now find the remoteness of their home altogether too isolated and exposed for comfort.

As was the case with the first appearance of the Dark Legion, Venus once again finds itself the focus of the growing conflict. Huge tracts of jungle have been laid to waste by the violence of battles between the Dark Legion and all the corporations that struggle to keep their place on the stricken world.

Of all the inhabited worlds in the solar system, only Luna remains largely free of the Dark Legion. This is further testament to the Brotherhood's ability to resist the hordes of Darkness, though even on Luna there has been a disturbing increase in the number of Heretics unmasked by the Inquisition. Evidence that despite the Brotherhood's best efforts the influence of the Dark Soul is growing stronger each day.



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 shadow, these magnificent structures serve to further the cause of ultimate evil.

Swarms of Algeroth's Tekrons and their slave laborers invade a newly conquered land, and in the span of one night the Citadel's foundation is laid. After a few days and nights of 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 on the borders 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. These armies are 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.

All Citadels are placed according to a complicated pattern of the Dark Symmetry associated with each Apostle. Only the Apostles know the significance of this pattern.



Ilian

The Citadels of Ilian are huge monasteries with arches and endless, stone 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 madness always follows in his wake.

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 a Nepharite governs the largest and strongest Citadels, 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 from 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.

TEMPLES OF THE APOSTLES

Warzones are not the only place where the Apostles make their presence felt. They are even busy at work in Luna City itself, under the very watch of the Brotherhood.. Hyper-viru-lent diseases sweep the poorest parts of the Perimeters, serving the min-ions of Demnogonis. Roving gangs are whipped in to murderous riots by servants of Algeroth. Corrupt executives wallow in untold wealth as they backstab their way to the top in the name of Semai. And so "That Which Is Not To Be Named" is born into our world.

The Old Circle

The top floors of one of the most prominent corporate high-rises in Old Town Luna City is home to this very ancient, very powerful heresy. The Old Circle worships Semai, the Lord of Spite, and uses its Dark Gifts to place its members into powerful positions in all the Megacorporations. The Old Circle isn't corporation-specific: they'll take members from anywhere, and in fact seek out members from the corporations when their percentages are down, or if one of their schemes requires somebody in deep cover.



The cult's charter is to "dine on the flesh of virgins and drink the blood of martyrs" and the group does in fact indulge in ritual cannibalism. Whenever they do a Nepharite of Semai grants each member present with a new Dark Gift. Needless to say once someone enter the folds of the Old Circle, they never leave, unless it is on a plate.

Brothers in Arms

The public knows the Brothers in Arms as an extremely well equipped and well trained gang of murderers known to set block upon block of The Perimeters into chaos with their "hunt." The gang's "hunt" consists of selecting a well known war hero from the ranks of freelancers and setting him loose to survive the night. None have so far.

Most corporate security forces refuse to deal with the Brothers in Arms directly, because they're usually better equipped than the cops. The reason this gang is so well-heeled is because its leader is a Nepharite

of Algeroth, Apostle of War. The gang operates out of a citadel deep in the bowels of the old mine shafts deep under Luna City and can pop out of subway tunnels or sewer grates at any time. Tekrons create new weapons of mass destruction for the gang to "try out" on the streets of Luna City. Successful new designs eventually show up in the Warzones.

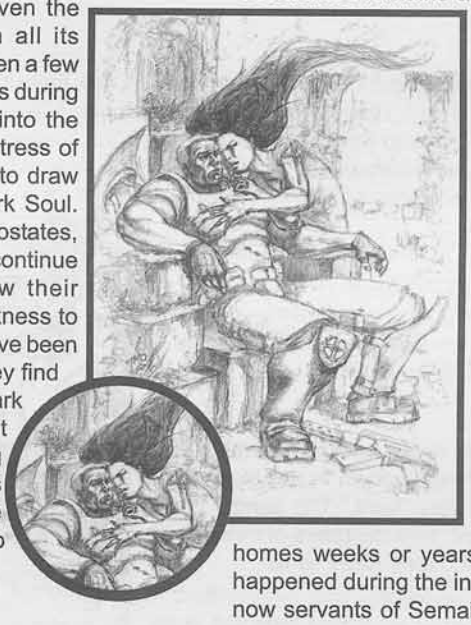


Tranquility Mental Health Facility and Rehab Center

Celebrities, executives and franchisers are all alike when it comes to their mental health. They're all in desperate need of attention. The Tranquility Center is a little known medical center, but their apparent success rate is extremely high. What nobody knows is that Tranquility is a citadel for Muawijhe, the Apostle of Madness. Patients who come in for detoxification or just a little bed rest are subjected to powerful Dark Symmetry energies and transformed into really dangerous maniacs, not just the self-indulgent depression cases that usually come through the door. The patients come out seeming well adjusted and ready for the world. Then, days or weeks or years later, they find a tower, a sniper rifle and a schoolyard full of kids and go to town. Others slowly withdraw, dragging those around them into their paranoid fantasies. Tranquility patients, however, are less suicidal than most of the people in Luna because they have a mission now.

Dark Chapels

Luna is so enormous that even the Brotherhood can't keep tabs on all its servants. Many missionaries, and even a few Mystics, are seduced by the Darkness during their months or years spent miles into the worst parts of the city. Ilian, the Mistress of the Void, is most often the Apostle to draw ex-Brothers into the fold of the Dark Soul. These damned Mystics be-come apostates, their parishes Dark Chapels. They continue to preach to their flock, but now their message promotes the path of Darkness to its listeners. Entire neighborhoods have been purged by the Brotherhood once they find out a Dark Chapel is among them. Dark Chapels are scat-tered throughout Luna, and new ones seem to spring up every few days. In recent years these disparate cells have become galvanized by one leader referred to as the Black Cardinal.



The Old Tunnels

In a city of 1.2 billion people, there will be a couple million people who get disenfranchised and end up on the streets. Think about that: a city with literally millions of homeless. Where do they stay? Underground, in the miles and miles of old subways, mine shafts, even entire layers of ancient city that have since been sealed off and built over. Nobody knows how big the unregistered population living in the old tunnels might be, but rest assured those armies of disenfranchised have found new leaders where the Light of the Cardinal has failed them. All of the Apostles have active cults among the homeless, and the Brotherhood's policy of using flamethrowers on them has made the homeless more unified than ever.

Demnogonis is powerful in the old tunnels because of the terrible conditions most people live in there. Algeroth empowers two-bit thugs and turns them into super-killers. Ilian provides a dark light to replace the empty words of the Brotherhood. Muawijhe has many followers among those we might regard as "harmless nuts". Semai keeps the flame of vengeance bright in the hearts of many who live under the city, particularly among the Mutants of Luna.

The old tunnels, mine shafts and forgotten city blocks all eventually reach the surface of the city. Entrances can appear anywhere: in dark cor-ners of active subway lines, behind old boxes in basements, in sewers wide as boulevards that carry the waste of Luna into their world. It is ru-mored that Ilian has taken over the ruins of the "true" First Cathedral that lies in ruins beneath the building most regard as the Cathedral, which all but the Brotherhood have forgotten.

Socialables

Rarely openly talked about in polite society, The Socialables are a string of swinger clubs, both in the Ancient Quarter and in The Perimeters, where singles and couples can arrange group get-to-gethers. There's also a lot of prostitution within the Socialables and thus a significant amount of germ-swapping. Some of the nastiest epidemics to sweep through the ranks of executives can be traced back to Socialables, where servants of Demnogonis introduce new, alien strains into Luna's biosphere for quick redistribution. Despite the extremely high risk of infection, Socialables remains an extremely popular underground club.

Child Eating Carnivals

On almost any day of the week, while looking out across the Luna skyline, you'll be able to see the faint glitter-ing lights of a ferris wheel or the spinning motion of a merry-go-round. What you won't be able to see are the children who wander into these evil carnivals and are never seen again. Depraved cultists of Semai pose as friendly neighborhood carnivals that appear in parks one night, set up their rides and contests, and wait for unwitting families to arrive. The carnivals last only a few days, and then vanish as quickly as they appeared after somebody notices that the neighborhood's children have vanished. Some of these children appear in their homes weeks or years later and claim to have forgotten what happened during the intervening time. Most of these children are now servants of Semai.

The Dark Storm



Throughout the solar system, mankind is now learning the true scope of the war it is embroiled in. From far off Pluto to Mercury, the forces of the Dark Soul have made a most impressive beachhead into our unsuspecting backyards.

The Outer Planets have been off limits to the Megacorporations since the end of the first Crusade. The planets and colonies beyond the belt suffered the worst of the Dark Legions predations and were all but annihilated over a thousand years ago. Today, it is a painful lesson to the Brotherhood that these once luminous bodies must be avoided for fear of returning the darkness to the worlds of man. It was a source of bitter contention amongst the Megacorporations that these resources must be ignored. Only recently has a Megacorporation set foot (officially) on a sphere beyond the Fringe.

Only the Brotherhood's Sacred Warriors have been secretly stationed throughout the Outer Planets, remaining ever vigilant against the return of the Dark Soul. While the Second Crusade caught humanity unprepared, it did not go unnoticed by the Curia. As patrols disappeared, a silent alarm resounded. Mystics felt the dark power swelling like a frightening tide.

To date, Pluto, Neptune, Uranus and Saturn are banned worlds. According to Brotherhood notification, these worlds are bastions for the Dark Legion.

Jupiter is a massive sphere surrounded by hundreds of satellites and asteroids, with Ganymede only recently becoming a listening post for the Brotherhood. In the last stages of terraforming, this moon is not fully populated or settled. While the Imperial garrisons on Ganymede have engaged the forces of Nepharite Maledrach on two occasions, no Citadel has been detected, at least not on Ganymede itself. Brotherhood Mystics fear the presence of a vast Citadel on the near moon Thebes however.

In reality, Maledrach has established a hidden and sprawling citadel in the Ice Mountains of IO. Here, amid the safety and obscurity of massive obsidian formations, Maledrach has erected a weapons foundry that dwarfs the best smithies of the Megacorporations. By allying with the Nepharite Salandria, Maledrach is able to have her mastery of the weave mask his presence on IO and allow the moon to appear dead and uninhabited to anyone who would venture a look.

Conversely on Metis, the Nepharite Coleraus has established one of the systems largest Necro-tech plague labs deep within the iron surface of this obscure moon. The screams of captured humans can be heard as a nearly imperceptible whisper that wafts across the surface of Metis carried by its gentle breezes.



Within the Asteroid belt, there is a state of "open season" on the Megacorporations. Bases, satellites and operations have seen attacks of devastating force and finality. Only Imperial has managed to have almost no appreciable attacks against its holdings. While the defenses of man should have provided some protection against the Black Ships, the fact that they disgorge their warriors into space has proven a tactic no one expected.

From Mars through Mercury, on all of mankind's holdings except Luna, there have appeared Citadels of the Dark Legion. Some, like the ones on Mars are erected over the ruins of older bastions of evil long abandoned. Others, like the ones on Mercury, came to exist as great ships hurled themselves from orbit only to bury themselves deep into the planets crust. Regardless of the manner in



which they were created, like a cancer these architectural blights infect the realms of man and provide support to the black forces that serve the ultimately evil purpose of the Dark Soul.

External Relations

Dark Eden

The Dark Soul does not win victories by physical means alone. Indeed, its most important successes on Dark Eden have so far gone unnoticed by the mass populace. Even the Brotherhood's ever vigilant Watchmen have no conception just how deeply they have managed to infiltrate the new tribes. The Dark Soul has agents in most of the Eurasian tribes. If present events continue, the entire Preussian court could be under the Dark One's control within one generation. When the Death Cry is heard and the Dark Soul summons his forces, new dark legions will be filled with heretics from all tribes as they turn on their kin and attempt to claim the world for their true lord.

The Mutant King of Luna

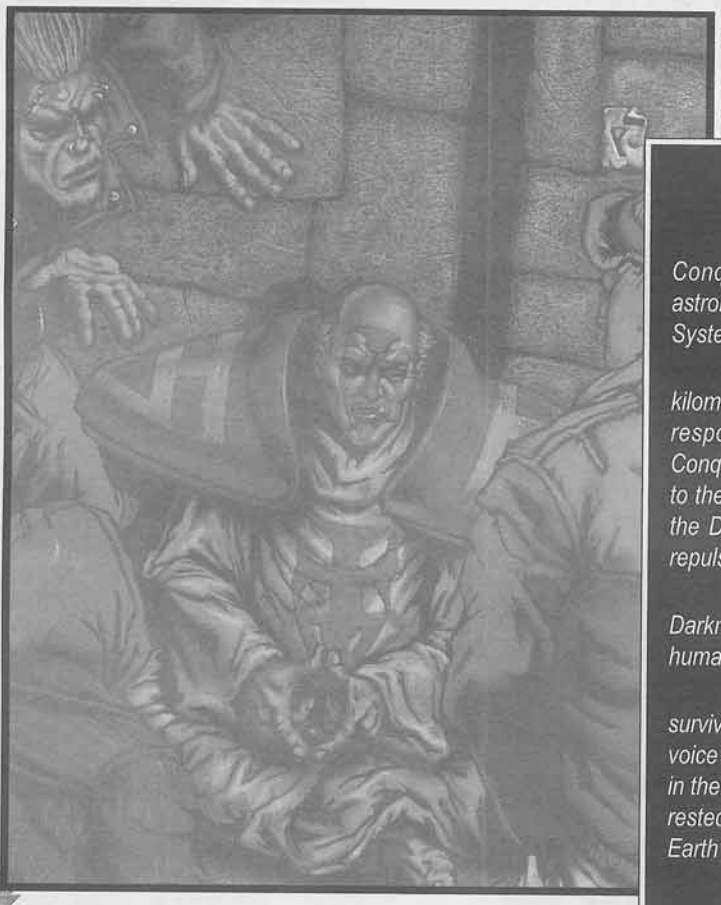
The catacombs that run deep beneath the surface of Luna City are the home to countless mutants who are driven from the world above by their deformity. The sad reality is that nearly all these mutants were once good people who, other than their physical distortions, were in every way capable of serving the Light. Forced underground by the Brotherhood, these disenfranchised should have found community and relief in the shadows of the very organization which sought their deaths. Thus it is the Brotherhood who should be thanks for providing the Apostles with a growing legion of willing followers who seek vengeance for their pain and torments.

Lead by the Mutant King, himself a follower of Semai, these masses are boiling with a growing rage that the Lord of Spite will soon unleash upon Luna City. While the masses grow, the Lord of Disease also works his powers on the teaming masses with the full cooperation of Semai.

The Black Apostasy

Perhaps the most spectacular success of the Dark Apostles is the formation of the Black Apostasy, the organization founded by members of the Brotherhood who have themselves been turned from the Light and lured carefully to the Dark Soul. Reviled and denied to exist, the Apostasy has cells in various cities throughout the system but has hidden their leadership on Dark Eden, where no one would think to find them. They are the great recruiters of heretics to the Dark Soul and work in secret towards the fall of the Cardinal.

In blasphemous slander to the Brotherhood, the leader of the Apostasy is referred to as the Black Cardinal. The identity of this charismatic leader is a closely guarded secret, though he was once a member of the Brotherhood's own Curia. Aiding in this person's longevity is the clandestine protection afforded him by the Dark Apostles.



The Steel Tablet

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

It was there 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. Much to their dismay, they soon unearthed it, and it was then that the Dark Soul was freed from its bonds. The First Seal of repulsion was broken.

It was only a matter of time, it seemed, 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. The plaque lay on an altar, which rested on a vault covered with engravings similar to those of Earth's ancient Neolithic cultures.

Then all was silent.


«As the First Chronicler later carved into the gray marble of the Luna Cathedral — and may I one day be forgiven for duplicating these words—'And so did the Dark Legion descend upon us, howling with lust for destruction and corruption. Snarling and barking, the degenerate wolves bared their teeth, smelling the blood and carnage that lay ahead.'»
«Algeroth–the Lord of Technology– is the Apostle of war and destruction. From the birtchambers deep within his citadels, endless processions of twisted beasts march towards humanity.»
«The followers of Semai – the Lord of Spite – infiltrate the human societies to corrupt humanity from within. His Corruptors steal in shadows, promising wealth, glory and power to the weak of mind.»
«Ilian – the Mistress of the Void – was the first of the five Apostles to emerge from the shadows of infinity. She is the most potent in interpreting the mysterious ways of the Dark Symmetry.»
«Muawijhe–the Lord of Visions– invades and desecrates the dreams of man and nurtures the insanity latent in our minds. Spinning his webs of confusion he rules the insane and the feeble minded.»
«Demnogonis–the Befouler–brings plague and pestilence to the human worlds, thereby weakening our defenses and paving way for the forces of the Darkness.»
«The face of the Legion is truly a terrible one, but even more horrible is the brain behind it all, the dark and cunning scheme that corrupteth mankind and turneth good into evil. For centuries we have watched this — spite, malice, envy and greed — grow in human society, even in my brilliant Brotherhood. Aye, I dare claim this without hesitating. But my days are done. I hear the rattling of keys in the door…»



"Lucky? I'm not sure that's the right freakin word. Nothing about this feels lucky." thought Carl Westerman, Hussar Sgt. as he rested stoically in his bed. The hospital sheets sure beat the hell out of the Jungle floor that was passing for his bed these past few weeks; they were soft against his exposed hands. That aside, Carl could not help but feel his squad mates had it easier.

"Enough! I want out of here damn it." Carl cried out. Surprisingly the nurse, who was looking right at him didn't react. In fact she and a few others were talking as if they didn't hear a word he had been saying.

"It seems that Sgt. Westerman is suffering from some kind of catastrophic reaction." said the doctor in the blue coat. He bent over with stethoscope at the ready and pressed it against Carl's chest. "I've read about this in the war journals at the academy. It's probably just as well for now. The pain would be excruciating and he has certainly been through enough."

"What happened to him?" another nurse, this one rather plain faced and corpulent asked.

"Yeah, thought Westerman, what the hell is this doc? And can someone turn those damn lights off please; they're right in my eyes." Westerman grimaced.

"What we do know is that he survived a Dark Legion artillery barrage, the rest of his company was not so lucky." exclaimed the doctor, one M. Heiss by the nametag. "The only other survivor expired two hours ago."

"But these wounds?" a third nurse exclaimed. "What by the Electors caused this?"

"We don't really know, some kind of flesh eating acid by all accounts." the doctor explained, "In the mean time; brave soldiers like Westermam here become scarred permanently if they survive at all. Fortunately, it's probably just as well that he's in a coma; after all, amputation is not an experience to be dealt with without anesthetics. I would think the pain alone would drive him mad. We should be grateful he is in a state of deep catatonia. When he comes out of this, he can adjust to the loss of his limbs without suffering through the pain of the surgery or the trauma of the healing."

"I've read about these weapons from other field reports," the thin nurse added, "terrible things really. We may be able to heal his body, but no one has come out of this type of coma yet."

The doctor and nurses began to put on their masks, and it occurred to Westerman that he was in an Operatory.

"What a minute, Westerman screamed, "what the hell are you doing? I'm here! I'm wide awake for Cardinal's sake!"

"Is that a tear?" the thin nurse asked gently wiping the droplet from the unblinking sergeant's eye.

"No," Heiss said almost matter of factly, "it's only a natural response to the lights. Rest assured he doesn't even know we're here. Now pass me the bone saw please."

Light years away, Brother Michael Johansson, a highly sensitive Mystic Seer was roused from his meditations by the piercing screams of a soul in utter agony. And as he felt the sanity crumble away from that tortured soul, Brother Johansson shivered and uttered a silent prayer.

Minions of the Enemy- The Dark Legion

Organization and Buying Criteria

When playing a Dark Legion force, a player must first decide if they are playing a force from one of the Dark Apostles, the Cults, or the Horde. The Dark Legion does not use Consultants or Advisors.

Dark Apostle Forces

Players fielding a force from one of the Dark Apostles may select troops from their Apostles list and the Common Support list. They may also select from either the Cult list or the Horde list, but not both. They may never field units from another Apostle.

Cult Force

Players wishing to field Cult force may select freely from the Cult list and the Templar Partisan list. They may never field units from an Apostle, Horde, or Common Support list.

Horde Force

Players wishing to field a Horde force may select freely from the Horde list and the Common Support list. They may also pick from the Rasputin Bolshevik list. They may never field units from an Apostle, or the Cults.

Normal buying criteria applies to the above choices. You must have two grunt units for each support unit, and you must have one grunt unit for each elite. You must have one squad per individual.

Cults
- Acolyte
- Initiate
- Sacristan
- Destroyer

Individuals
- Reaper of Souls
- Billy
- Stahler
- Technomancer
- Necromagus

Support
- Supreme Necromagus
- Trooper Partisans
- Bestal Partisans
- Gendarme Partisans

Horde
- Undead Legionnaires
- Necromutants
- Cursed Legionnaires
- Praetorian Stalkers

Individuals
- Centurion Preceptor
- Gomorrian Emasculator
- Valpurgius

Support
- Zurion Razide
- Horde Defiler Pods
- Soldat Trooper Bolsheviks
- Shock Soldat Bolsheviks

Algeroth
- Neronion Legions
- Necrotyrants
- Infernal Corroders
- Carnal Harvester

Individuals
- Centurion Preceptor
- Tekron Warmaster
- Ragathol
- Nepharite of Algeroth
- Golgotha
- Alakhai

Support
- Nasca Razide
- Bio-Giant
- Defiler Pods

Demnogonis
- Blessed Legionnaires
- Kadaver
- Last Ritesmen
- Blight Commando
- Cairath

Individuals
- Centurion Preceptor
- Voice of Demnogonis
- Shekral the Pustulatus
- Mortis the Virulent
- Demnogonis Nepharite

Support
- Contagion Colossus
- Defiler Pods

Common Support
- Neronion Razide
- Praetorian Behemoth
- Reaver Necrotransport
- Unholy Carronade
- Defiler Pods

Muawijhe
- Screaming Legionnaires
- Karnophage
- Immaculate Fury
- Zenethian Soulslayers

Individual
- Slaughtermaster
- Angel of Mercy
- Doomsday Proclaimer
- Bhalaeron
- Nepharite of Muawijhe
- Ezoghoul

Ilian
- Children of Ilian
- Templars
- Wheeled Templars

Individuals
- Brass Apocalypts
- Vahl'Dredd
- Salandria
- Karak the Keeper
- Nepharite of Ilian
- Mercurian Maculator

Semai
- Heretic Legionnaires
- Dissidents
- Dark Huntsmen
- Callistonion Intruders
- Soul Reavers

Individuals
- Callistonian Sundancer
- Eonian Justifier
- Metropolitan Prophet
- Callistonion Conquerors
- Krayst the Litigator
- Nepharite of Semai

The Dark Cults

The Black Temples of the Dark Legions are filled with those humans who have been seduced into the service of the Dark Soul. They range from newly initiated youths to powerful Necromagi and the deadly Reaper of Souls. Unlike some of the Legionnaires that fill the ranks of the Apostles' Armies, the Dark Cults live and operate within human society, holding jobs and having families; completely undetected by the rest of humanity. They live a secret, double life, caught between maintaining secrecy for themselves and their fellow Dark Cultists and fulfilling the wishes and plans of their true dark masters.

On the battlefield, either in the service of their master Apostle's forces or in clandestine missions against humanity carried out solely by the Dark Cult, the Cultists fight from secrecy, striking from the shadows and wearing cowls and masks to cover their identities when they are forced to be overt.



Acolytes





Acolyte HMG Spec



Acolytes

These are the lowest ranking members of the Cult of the Dark Legion, having joined the fold only recently. They are devoid of Necrobiotic enhancements and are obliged to obey any of the other Cult members superior to them.

In battle, the Acolytes make up the largest portion of Cultist forces and have the highest mortality rate since they are often the keenest to prove themselves in the eyes of their Dark Master.

Acolyte

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	2	8	3	1	4	3	17	2	16

Equipment: Invader Assault Rifle, P-60 Punisher Handgun.

Weapon Stats:

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

Initiate Leader

Grunt squad leader, required 1 model, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	3	10	3	1	5	3	18	2	18

Equipment: Invader Assault Rifle, Punisher Short Sword.

Special Abilities: Combat Reflexes.

Weapon Stats:

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Acolyte HMG Specialist

Grunt squad specialist, optional up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	2	8	3	1	4	3	17	2	22

Equipment: Charger Heavy Machine Gun.

Weapon Stats:

Charger Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	4 (x3)	2 (x2)	-1	-	-	14	-

Initiates

Initiates have proven their loyalty and worthiness to the Cult many times over and survived both missions and detection to enjoy the fruits of their efforts. Initiates are usually found leading groups of Acolytes in small units under the command of a Sacristan. They are trusted servants of their chosen Apostle who aspire to yet greater things. In everyday life, they may be laborers, executives or soldiers, but in reality, they are the chosen warriors of the Dark Apostles.

Initiate

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	3	10	3	1	5	3	18	2	18

Equipment: Invader Assault Rifle, Punisher Short Sword.

Special Abilities: Combat Reflexes.

Special Rules: May select up to 1 Necrobionic Enhancement.

Weapon Stats:

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Sacristan Leader

Grunt squad leader, required 1 model, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	9	11	12	3	1	4	3	19	2	22

Equipment: Invader Assault Rifle with Carcass UBGL, P-60 Punisher Handgun.

Special Abilities: Channel, Combat Reflexes, Resolve: 1.

Special Rules: May select up to one General Symmetry power and up to 1 Necrobionic Enhancement.

Weapon Stats:

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart

Carcass Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	+1	--	--	--	--	See Chart

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

Initiate FT Specialist

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	3	10	3	1	5	3	18	2	31

Equipment: Gehenna Puker Flamethrower.

Special Abilities: Combat Reflexes.

Weapon Stats:

Gehenna Puker Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

Sacristans

These poor unfortunates have begun the process of degeneration, where their Necrobionics and time in the presence of such alien evil has begun to deform their flesh, transmogrifying them into hideous mutants who cannot be seen outside of their secret Temples, for their Stigmata mark them as the enemy of mankind and thralls of the Dark Soul.

In battle, Sacristans are often the most desperate to prove their devotion to their chosen Apostle in the hopes of either being restored to normal human standards or Transfigured into either Praetorian Stalkers, Praetorian Behemoths or the hope of every Dark Cultist-to become a Nepharite of their chosen Apostle. Even in the Dark Legion, hope springs eternal.

Sacristan

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	9	4	12	3	1	4	3	19	2	22

Equipment: Invader Assault Rifle, P-60 Punisher Handgun.

Special Abilities: Resolve: 1, Combat Reflexes.

Special Rules: May select up to 1 Necrobionic Enhancement.

Weapon Stats:

Invader Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-1	0	0	-3	-	10	See Chart

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

Destroyer Leader

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	10	5	13	3	2	6	3	20	2	37

Equipment: Dispatcher Blade, Soulshearer Autocannon.

Special Abilities: Close Combat Training: 3, Enhanced Charge: 1, Combat Reflexes.

Weapon Stats:

Dispatcher Blade *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+5	See Chart

Soulshearer Autocannon *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-1	1	0	-1	-	10	See Chart

Sacristan HMG Specialist

Elite squad specialist, optional up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	12	3	1	4	3	19	2	27

Equipment: Charger Heavy Machine Gun.

Special Abilities: Resolve: 1, Combat Reflexes.

Weapon Stats:

Charger Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	4 (x3)	2 (x2)	-1	-	-	14	-

Destroyers

Destroyers are the ultimate human warriors of the Cult and unlike the Sacristans; they have maintained more human appearances. They are battle-hardened soldiers who spend every waking moment deep within their secret lairs practicing to improve their weapon skills.

On the field of battle, Destroyers are normally found leading groups of Sacristans or working in small squads themselves, always sent towards the most difficult and important of goals. What makes the Destroyers worthy of mention is their competency and dedication; there are few soldiers, mortal or otherwise, that can match the absolute dedication of these amazing troops.

Destroyer

Elite trooper, required 3-4 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	10	5	14	3	2	6	3	21	2	38

Equipment: Belzarach Assault Rifle, Dispatcher Blade.

Special Abilities: Close Combat Training: 3, Enhanced Charge: 1, Combat Reflexes.

Weapon Stats:

Belzarach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-1	0	-1	-4	-	11	-

Dispatcher Blade *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+5	See Chart

Destroyer Sgt

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	11	5	14	3	2	7	3	21	2	39

Equipment: Dispatcher Blade, Soulshearer Autocannon with Carcass UBGL.

Special Abilities: Close Combat Training: 3, Enhanced Charge: 1, Combat Reflexes.

Weapon Stats:

Dispatcher Blade *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+5	See Chart

Soulshearer Autocannon *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-1	1	0	-1	-	10	See Chart

Carcass Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	+1	--	--	--	--	See Chart

INDIVIDUALS

Reaper of Souls

Ponder this, the room you sit quietly in at repose with your thoughts may hide something far more terrible than the dark, it may hide one of the Cults most grizzly and efficient assassins. All sane people rightly fear the Reapers of Souls, for they live only to kill and usually perform their task garbed in the distinctive garments of their profession. The regalia of a Reaper includes a skintight body suit of necrotic fibers, gathered from the flesh of their victims and immersed in the Distortion Chambers of the Tekrons. Their cloak, formed of a diaphanous material bends the light and renders them nearly invisible to the naked eye.

The Reaper is a shade, an apparition of fear and death. Its presence is unsettling to sane mortals and even Acolytes of the Cults tremble at their presence. When a Reaper of Souls stalks the battlefield, it is a harbinger of death, and all those who share the field can feel their own mortality.



Initiates





Sacristan



Destroyer



Reaper of Souls

Individual trooper, limit one per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	6	4	11	3	2	5	3	20	2	35

Equipment: Soulscythe.

Special Abilities: Stalk: 6.

Weapon Stats:

Soulscythe *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+7	See Chart



Reaper of Souls

Technomancer

Technomancers are Algeroth's foremost human technicians, standing on the verge of becoming Tekrons. They are blessed with knowledge of the vast secrets of the Dark Technology and are a fearsome sight on the battlefields.

When Technomancers take the field, they are always equipped with the best defenses and weapons that Dark Technology can provide.

Technomancer

Individual general officer, limit one per squad, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	9	4	12	3	3	4	3	20	2	63

Equipment: Nazgaroth Heavy Machine Gun.

Special Abilities: Technomancy, Division Commander.

Special Rules: May select up to 1 Necrobionic Enhancement.

Weapon Stats:

Nazgaroth Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	3 (x3)	1 (x2)	-2	-	-	11 (x2)	See Chart



Technomancer

Necromagus

When Sacristans demonstrate a command of the Dark Symmetry and are able to resist its consuming effects, they are often promoted to the rank of Necromagus. Within a cult cell, the Necromagus is the second highest ranking officer, a fearsome presence who represents the wicked might of the Dark Symmetry to the cultists in his cell.

Necromagus

Individual division commander, limit one per squad, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	11	13	13	3	2	6	3	22	2	37

Equipment: Necrotech Claw, Soulshearer Autocannon with Carcass UBGL.

Special Abilities: Channel, Division Commander.

Special Rules: May select up to 1 General Symmetry power, and up to 2 Necrobionic Enhancements.

Weapon Stats:

Necrotech Claw *(rending)*

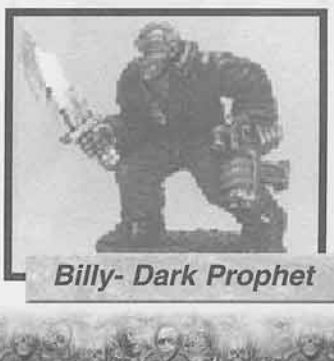
CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+5	See Chart

Soulshearer Autocannon *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-1	1	0	-1	-	10	See Chart

Carcass Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	+1	--	--	--	--	See Chart



Billy- Dark Prophet

Billy, the Dark Prophet

Billy was born on the mean streets of Luna's forgotten Sprawls. Homeless and hopeless, this child of Malcontent parents, people who belong to no Corporation, was destined for a hard life. His life on the streets, avoiding Brotherhood Purges and Corporate Security led him into the Syndicate, as many children of his ilk so often do.

It was here, amongst the Solar System-wide criminal organization that Billy flourished, acting as hired muscle for Venus' flourishing drug manufacturing operations. That is until Bauhaus sent in troops to eradicate the drug plantations to the last. After a fierce battle, Bauhaus managed to break the defending lines, despite numerous Syndicate Death Squads and a small Free Army contingent, sending the criminal survivors into the hellish jungles to evade capture and execution. Billy was one of those survivors.

One month later, Billy emerged from the dense jungle, completely changed. He stopped conferring with his fellow Syndicate members and sought out his new family, the Dark Cults. Inexplicably, Billy knew exactly where every Dark Temple resided, no matter how well hidden it was. He further found he could recognize every Dark Cult member, even out of his or her mask and had manifested this power because he gleaned an aspect of the Dark Soul that even the Supreme Necromagi didn't possess and he showed the ability to Channel many powerful Dark Gifts.

Billy is now referred to as the Dark Prophet and is welcome in every Dark Temple for he bears news from the Dark Soul itself that he shares to the faithful. In battle, Billy carries and uses a Skalak Blade, an extremely unique honor amongst humans and a symbol of authority amongst the minions of the Dark Legion.

When not interacting with cells of cultists or leading assaults, Billy is frequently found looking for the vulnerable or disenfranchised executives that appear everyday in the world of business. To them he brings a wonderful gift and the promise of better things to come.

Billy the Dark Phophet

Individual general officer, limit one per army, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	10	11	12	3	2	6	4	19	2	32

Equipment: Skalak Blade, Voriche Pistol.

Special Abilities: Channel, Inspiration: 2, Division Commander.

Special Rules: May select up to 1 General Symmetry power. Inspiration for Cultist only.

Weapon Stats:

Skalak Blade *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart

Voriche Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Warlord Stahler

Lord Erwin Stahler was a man that had his life staked out for him before he was even born. With the right lineage, schooling and contacts, he was destined for high position within the Bauhaus Corporate aristocracy. However, life did not fulfill its promise to Stahler. He proved to be a poor executive with neither business nor military aptitude.

These shortcomings inevitably led to a life of frustration, and self-loathing, with Erwin feeling like a disappointment to both family and his Megacorporation, and sowed the seeds for the Darkness to grow within Erwin's heart.

Though a man with some of Bauhaus' most noble blood running through his veins, an ancestry replete with heroism and tradition, Stahler was not fulfilled. Like so many of his forefathers, Erwin was a man of powerful political and social connections, which made him a man to be reckoned with and respected. Yet as ruthless and feared as Stahler was, even his fellow Bauhaus ministers could not guess his secret nature. Not only are there generations of blue blood pumping through Stahler's heart, there is also the blackest poison of a Dark Legion heresy.

During a brief time in one of Venus' seedier districts, drinking his pain away and wallowing in self pity, Stahler met a shadowy individual ready to buy him another drink. This mysterious individual listened carefully to Stahler and after hours of drunken discourse promised Erwin something that he never had—satisfaction.

Stahler was offered a chance to restore himself in the eyes of both family and Corporation and to achieve the position within the aristocracy that was his birthright. All he had to do was betray humanity and join the Dark Soul and it would do for Erwin what no one else could. Stahler received Lord status within a year of accepting the deal. Aggressively and daringly he reached higher and higher positions within the Bauhaus Corporations by stepping on the innocent bodies of the people that he had to kill or ruin to reach this goal. A devoted thrall in a Dark Cult serving Algeroth's Nepharite Golgotha, Erwin Stahler has used this unholy advantage to further his career and crush his enemies.

Once his secret was uncovered by the Doomtroopers during the Eye of Algeroth campaign, the House of Stahler was officially disbanded and destroyed, a stain on the noble Bauhaus aristocracy. Today, Stahler thrives quietly behind the scenes, building cult cells and preparing the way for his mistress' return.

On the field of battle Erwin shows both of aspects of his self: the blue-blooded noble officer leading his fellow Cult members and the Dark Legion beast with a body corrupted by Necrobionics and a soul tainted by the Darkness. He was presented with Carcass Armor by his dark mistress in recognition of his service to Algeroth and he is careful to defer to her needs whenever required.

Stahler

Individual general officer, limit one per army, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	8	10	11	3	3	3	3	17	2	45

Equipment: P-60 Punisher Handgun.

Special Abilities: Execution, Division Commander, Channel.

Special Rules: Inspiration for Cultists only. May select up to 1 General Symmetry power.
Each time Stahler is wounded, he must make an immediate LD check with a -5 penalty to his LD imposed for each wound he has suffered. If this penalty (or any other external factor such as DIRE) forces his effective LD below one, the roll is automatically failed. Stahler will lose his temper and transform. Immediately replace the model with the carcass armor version.
He must remain in that configuration for the remainder of the game.

Weapon Stats:

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

Stahler in Carcass Armor

Individual trooper, required 1 model, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	6	4	11	3	1	7	4	22	2	-

Equipment: Necrotech Claw.

Special Abilities: Dire Rating: 2, Secondary Attack, Killing Stroke, Berserk.

Special Rules: Model will possess 1 wound, plus as many wounds as Stahler did at the moment of his transformation.

Weapon Stats:

Necrotech Claw *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+5	See Chart









SUPPORT

Supreme Necromagus

The Supreme Necromagus is the head and presiding officer of a Dark Temple, its highest cult member and most competent human leader. Their cleverness and years of study have taught them a portion of their master's Dark Pattern, a true honor, and as a reward they are given the command of the entire Dark Cult to further the goals of their chosen Apostle.

One of the deadliest foes anyone can face, the Supreme Necromagus has fully committed his soul to the Darkness of the legion in the hopes to be transfigured into a Nepharite.

Supreme Necromagus

Support unit, required 1 model, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	11	15	14	3	3	6	3	22	2	42

Equipment: Necrotech Claw, Soulshearer Autocannon.

Special Abilities: Channel, Inspiration: 2.

Special Rules: May select up to 2 General Symmetry powers, and up to 2 Necrobionic Enhancements. Inspiration for Cultist only. The Supreme Necromagus must select 1 (and only one) of the optional specialists as his summoned servants.

Weapon Stats:

Necrotech Claw *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+5	See Chart

Soulshearer Autocannon *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-1	1	0	-1	-	10	See Chart



Supreme Necromagus

Summoned Specialists



The Erisian Razide was first encountered three years ago during the attack on the moon of Eris. The assault leveled one quarter of the Capitol Naval Yards before it was repulsed and this new monstrosity uncovered.

Erisian Razide

Support squad specialist, optional 1 per model, summoned necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	10	10	12	3	4	7	3	25	3	84

Equipment: Nazgaroth Heavy Machine Gun.

Special Abilities: Dire Rating: 2, Natural Attack (13), Predator Senses: 5, Secondary Attack.

Special Rules: Natural attack is fists. Razides are not subject to issues of moral. For one action, the Necromagus can release him to act on his own. Upon being freed, he must use all his remaining actions before the Necromagus can continue his turn.

Weapon Stats:

Nazgaroth Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	3 (x3)	1 (x2)	-2	-	-	11 (x2)	See Chart

The Supreme Necromagus is a skilled wielder of the Dark Symmetry and is capable of harnessing that power to create a unique Golem to serve him in battle. As varied as they are dangerous, Necromagi Golems seem to function as the bodyguards of their master.

Golem of Discord

Support squad specialist, optional 2 per model, supernatural.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	7	5	8	3	3	7	3	23	3	41

Equipment: Azoghar.

Special Abilities: Channeling Medium.

Special Rules: These golems are bonded medium for the Necromagus. See the Channeler Medium skill for details. Golems may not activate unless they are in the command radius of a friendly model.

Weapon Stats:

Azoghar *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart

Golem of the Void

Support squad specialist, optional 2 per model, supernatural.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	7	5	8	3	3	7	3	23	3	41

Equipment: Azoghar.

Special Abilities: Void Gate.

Special Rules: These golems are counterparts of a Void Gate. See Void Gate skill for details. Golems may not activate unless they are in command radius of a friendly model.

Weapon Stats:

Azoghar *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart

Golem of Flame

Support squad specialist, optional 1 per model, supernatural.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	7	5	8	3	3	7	3	23	3	47

Equipment: Azoghar, Incendiary Bellows.

Weapon Stats:

Azoghar *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart

Incendiary Bellows *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	9	See Chart

Golem of Ice

Support squad specialist, optional 1 per model, supernatural.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	7	5	8	3	3	7	3	23	3	37

Equipment: Azoghar.

Special Abilities: Void Taint (6).

Special Rules: Golems may not activate unless they are in command radius of a friendly model.

Weapon Stats:

Azoghar *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart

Templar Partisans

The Templar Tribes found on Dark Eden have long been a source of desire for the Dark Soul. Necromagi and Technomancers have infested the ruins of earth for decades, slowly building alliances and influencing the peoples where they can. One of their most brilliant successes occurred in the Templar Courts. Using flattery and manipulating their vast egos, the Dark Cults had made significant progress in corrupting many Templar Holds, turning them into Heretics from their own people. The Templar Partisans now serve willingly the Dark Soul and have come to hate their former comrades who they see as mere puppets to their past. By contrast, the Templars loath the Dark Legion and will slaughter Partisans on sight.

Horde Trooper Partisans

Grunt trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	10	3	1	4	4	17	2	19

Equipment: Impaler Dart Rifle, Marker Dart Pistol.

Special Abilities: Survival Training: 3.

Special Rules: May select up to 1 Necrobionic Enhancement.

Weapon Stats:

Impaler Dart Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	0	1	0	-3	-	9	-

Marker Dart Pistol *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
0	0	-	-	-	-	9	See Chart

Centur Partisan

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	4	12	3	1	6	4	18	2	20

Equipment: Horde Machete, Marker Dart Pistol.

Special Abilities: Survival Training: 3, Ferocity.

Special Rules: May select up to 1 Necrobionic Enhancement.

Weapon Stats:

Horde Machete *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+5	-

Marker Dart Pistol *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
0	0	-	-	-	-	9	See Chart

Horde Partisan Standard Bearer

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	7	4	12	3	1	4	4	17	2	20

Equipment: Impaler Dart Rifle, Marker Dart Pistol.

Special Abilities: Survival Training: 3.

Special Rules: May select up to 1 Necrobionic Enhancement.

Weapon Stats:

Impaler Dart Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	0	1	0	-3	-	9	-

Marker Dart Pistol *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
0	0	-	-	-	-	9	See Chart

Controlling the wild Purger Beasts, the Templar Gendarme have trained their pets to hunt Brotherhood soldiers and other beings devoid of the taint of Dark Symmetry. Like all Partisans, these Bestals have dedicated themselves to the will of the Dark Soul.

Gendarme Bestal Partisans

Grunt trooper, optional up to 1 per Horde squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	11	3	1	5	4	20	2	15

Equipment: Marker Dart Pistol.

Special Abilities: Survival Training: 3.

Weapon Stats:

Marker Dart Pistol *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
0	0	-	-	-	-	9	See Chart

Purger Beast

Grunt Beast, required 2-4 models per Bestal, Beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	-	2	12	3	1	4	4	18	1	21

Special Abilities: Group Assault, Natural Attack (10), Predator Senses: 6.

Special Rules: Natural attack is a bite. Being native to toxic atmosphere of Dark Eden, these animals have an effective resistance to environmental hazards equivalent to Survival Training: 2.

The Gendarme Partisans have come to understand that the teachings they revered as Templars were nothing but shackles that have kept them from reaching their full potential. The Dark Soul did not send down his power so they could merely eak out a meager existence, they should be lords of the land.

Gendarme Partisans

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	10	3	1	4	3	20	2	22

Equipment: Horde Sword, Impaler Dart Rifle.

Special Abilities: Survival Training: 3, Ferocity.

Weapon Stats:

Horde Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	-

Impaler Dart Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	0	1	0	-3	-	9	-

Gendarme Partisan LMG Specialist

Elite squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	10	3	1	4	3	20	2	28

Equipment: Horde Sword, Tainter Dart Rifle.

Special Abilities: Survival Training: 3, Ferocity.

Weapon Stats:

Horde Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	-

Tainter Dart Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-2	2 (x3)	1 (x2)	0	-	-	10	-



Golem of Darkness



Horde Partisan



Erisian Razide



The Horde

The Hordes are the largest and most plentiful of all forces that serve the Darkness. Led by the mighty Nepharites and armed with the power of the Dark Technology, they are rightfully feared by all who must fight against them. Beneath their fluttering blood-red banners, they make war on all who oppose the will of the Apostles, fortified by the certainty of their inevitable victory. Most are the creation of Algeroth, who trades their services to his siblings for dark favors and unknown promises. His forces are mostly comprised of the Horde, since his interest lies in frontal assaults and carnage.

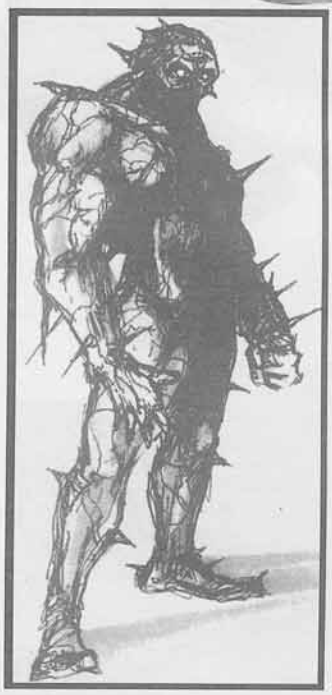
The tactics used on the battlefield vary greatly from Nepharite to Nepharite-some are superb leaders that easily anticipate any opponent's moves and direct their forces accordingly. Others are solely interested in shedding blood personally, without paying any regard to what the rest of their forces are doing.



Undead Legionnaires

The Legionnaires are the backbone of the Dark Legion's forces, silently marching ever forward to attack the light of humanity. The bodies are stolen from the uncountable mass graves that litter the battlefields of the Solar System, as well as from ancient burial grounds on the colonized worlds. In unspeakable rituals, the bodies are re-animated through the dark use of Necrotechnology and enslaved to serve their new master. This fact alone gives the legionnaires a frightening appearance. Their equipment is a mix of modern and ancient technology, and their state of decay varies greatly.

As a result of their creation, they are mindless husks, controlled by the higher officers within the Dark Legion and have no powers to act on their own. A Legionnaire that has lost its commander will stand in place, blankly staring forward. It will not move again until a living being comes too close, in which it will surge forward and attack it in close combat, or another Dark Legion commander comes to regain control.



Undead Legionnaires

Grunt trooper, required 4-12 models, necrorganic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	2	8	3	1	4	3	17	2	15

Equipment: Kratach Assault Rifle.

Special Abilities: Necrorganic Resistance.

Weapon Stats:

Kratach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-2	0	0	-2	-	10	See Chart

Necromutant Leader

Grunt squad leader, required 1 model, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	2	11	3	1	5	3	18	2	21

Equipment: Belzarach Assault Rifle.

Special Abilities: Survival Training: 2, Zombie Master.

Weapon Stats:

Belzarach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-1	0	-1	-4	-	11	-

Golem of Darkness

Grunt squad specialist, required 1 per Legionnaire squad, supernatural.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	7	5	8	3	3	7	3	23	3	35

Equipment: Azoghar.

Special Abilities: Aura of Darkness.

Weapon Stats:

Azoghar *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart

Curator

Grunt trooper, optional up to 1 per Legionnaire squad, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	4	10	3	2	6	3	19	2	36

Equipment: Curator Sword, Plague Gun.

Special Abilities: Necromancy: 4, Zombie Master.

Weapon Stats:

Curator Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+4	See Chart

Plague Gun *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
0	0	0	-	-	-	8	See Chart

Necromutants

Living human captives are brought into the mechanized Distortion Chambers deep within a Citadel and through Necrotechnology, the structure of the victim's body is changed and the basic genetic code reprogrammed. The result is a soldier with near perfect combat abilities.

Necromutants retain some activity in their brains however and are capable of taking initiative on their own. Necromutants also retain a part of their original personality, though twisted like their bodies. The small remains of human creativity in the Necromutants make them versatile on the battlefield, being deployed as either a commander for groups of Undead Legionnaire or in small leaderless squads that wreck havoc on the battlefield.

Necromutants

Grunt trooper, required 4-8 models, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	2	11	3	1	5	3	18	2	17

Equipment: Belzarach Assault Rifle.

Special Abilities: Survival Training: 2.

Weapon Stats:

Belzarach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-1	0	-1	-4	-	11	-

Necromutant Tormentor

Grunt squad specialist, optional up to 1 per squad, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	2	8	3	1	5	3	18	2	31

Equipment: Tormentor Flamethrower.

Special Abilities: Survival Training: 2.

Weapon Stats:

Tormentor Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

Curator

Grunt trooper, optional up to 1 per squad, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	4	10	3	2	6	3	19	2	36

Equipment: Curator Sword, Plague Gun.

Special Abilities: Necromancy: 4, Zombie Master.

Weapon Stats:

Curator Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+4	See Chart

Plague Gun *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
0	0	0	-	-	-	8	See Chart

Cursed Legionnaires

Named from the cursed Earth where they were born, these undead abominations are the spawn of yet another horrible experiment on humanity by Valpurgius. Upon discovering the rather unnatural ability of captives from the Templar tribes to survive in the near toxic atmosphere without the aid of a filter mask, it occurred to the dark mage that these humans might be uniquely qualified to survive a process he previously thought far too destructive for use on humans. He was correct, and the Cursed Legionnaires were born.

These new undead troopers are very distinctive in appearance. As a by-product of their transformation, all that remains of their head is a bleached bare skull. Their body appears normal, but the powerful chemicals used in their processing have hardened their flesh to the consistency of cured leather, leaving them with little need for conventional armor. But their most distinctive trait is the way they act.

Cursed Legionnaires are mentally aware of their surroundings and totally self-directing. They fight as leaderless squads, and are even capable of the logic required in redirecting their fire to more pressing targets. This makes the Cursed Legionnaires a necrobiotic being, despite the fact that they are undead.

Making this fearsome unit more frightening is the presence of a Golem of Darkness in their midst, for Valpurgius has made sure that his new creations have this added strength to support their numbers. Such a symbiosis appeals to the dark alchemist's humor.

Cursed Legionnaires

Elite trooper, required 4-8 models, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	9	2	10	3	1	4	3	18	2	20

Equipment: Kratach Assault Rifle.

Special Abilities: Necrorganic Resistance, Tactical Sense.

Weapon Stats:

Kratach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-2	0	0	-2	-	10	See Chart

Golem of Darkness

Grunt squad specialist, required 1 per squad, supernatural.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	7	5	8	3	3	7	3	23	3	35

Equipment: Azoghar.

Special Abilities: Aura of Darkness.

Weapon Stats:

Azoghar *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart

Praetorian Stalkers

The Stalker is a formidable war machine without equal in the forces of the Dark Symmetry. It was created by Algeroth's Tekrons and shaped after the Apostle of War's visions of the ultimate front-line soldier.

The Praetorian Stalker's body is a technological marvel propelled by motorized Necrorganic limbs and supported by servo-controlled artificial organs. The Stalker is a foremost machine, the only organic part of which is the brain and flayed nervous system of a Heretic or a Dark Cultist who have undergone the Transfiguration into a Stalker.

Upon completion of the ritual that creates a Praetorian Stalker, it is introduced to its Twin. Both Praetorian Stalkers are liked through Necrotechnology so one always sees and knows what the other knows and sees. This makes the pairing incredibly formidable on the battlefield, where communication is instantaneous, even over great distances. The Symbiotic link does have its drawbacks though. The trauma of losing a Twin can cause physiological damage to the other.

The purpose of the Stalker on the battlefield is simple...mass destruction.

Praetorian Stalker

Elite trooper, required 2 models, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	11	4	11	3	3	5	3	22	3	52

Equipment: Scythe of Semai Heavy Machine Gun.

Special Abilities: Para-deploy, Symbiotic Link, Predator Senses: 5.

Weapon Stats:

Scythe of Semai Heavy Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	3 (x3)	1 (x2)	-2	-	-	13	-

Praetorian Enforcer

Elite squad specialist, optional up to 1 per squad, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	12	4	12	3	3	5	3	23	3	58

Equipment: Scythe of Semai Heavy Machine Gun.

Special Abilities: Para-deploy, Symbiotic Link, Necromancy: 3.

Weapon Stats:

Scythe of Semai Heavy Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	3 (x3)	1 (x2)	-2	-	-	13	-





Necromutant Tormentor





Praetorian Stalker

Curator





Centurion Preceptor

Centurion Preceptors

One of the most frightening examples of what can be achieved through the use of the Dark Technology is the Centurion Preceptors, the Captains of the Dark Legion's forces. They are culled from Cultists, captives and corporate deserters, brought to the Distortion Chambers of the Tekrons and utterly reshaped into beings of pure evil.

Centurion Preceptors are fearsome humanoids, standing over two meters tall with bulging muscles and strong builds. Their leathery skin is grayish green and their voices are loud, harsh and grating. They are often placed in direct command over groups of Necrorganics acting as their sole brain and direction. As Preceptors are beings fused with Necrobionics, they are capable of channeling Dark Symmetry powers to a limited degree.



Centurion Preceptor

Individual trooper, limit one per necrorganic squad, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	5	13	3	2	5	3	19	2	27

Equipment: Voriche Pistol, Skalak Blade.

Special Abilities: Zombie Master, Channel.

Special Rules: May select up to 1 General Symmetry power.

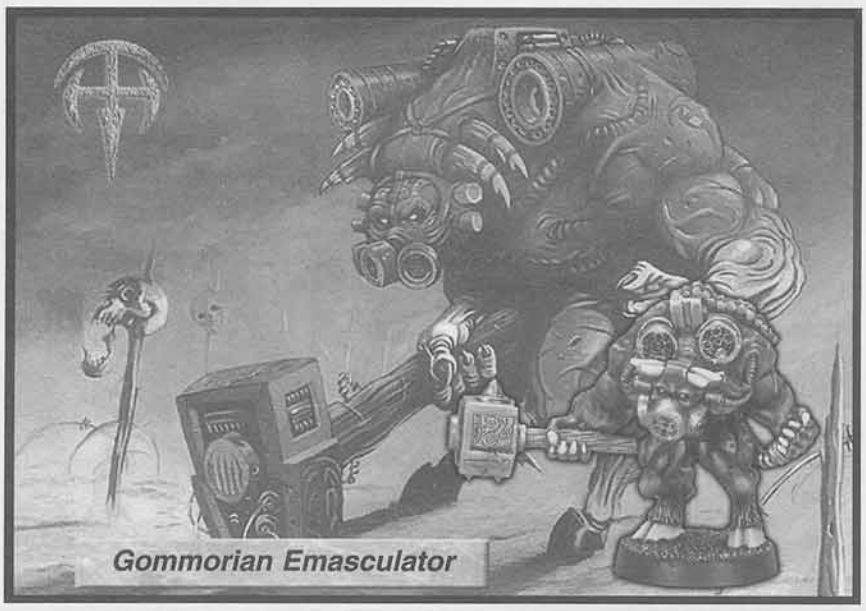
Weapon Stats:

Voriche Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Skalak Blade *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart



Gommorian Emasculator

Gommorian Emasculator

The Emasculator is another bizarre creation of the Archmagus Valpurgius. This powerful entity combines the DNA of a human embryo with that of some native beast of Dark Eden. At a certain point in its development, it is ripped from its artificial womb and implanted with various pieces of Dark Technology, notably the Agethz Minigun.

The end product is a walking piece of artillery that has the potential to devastate infantry formations with bursts from the Agethz and obliterate hard targets with its Brainbuster Power Hammer. The Emasculator is a favored minion of Valpurgius and is frequently requested by Nepharites of Ilian for support.

Gomorrian Emasculator

Indivdual squad linked officer, limt one per Necrobiotic squad, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	7	4	11	3	3	7	3	23	3	45

Equipment: Brainbuster Power Hammer, Necrotech "Oppressor" MPL.

Special Abilities: Dire Rating: 2, Unit Commander.

Special Rules: May command Necromutants and Cursed Legionnaires.

Weapon Stats:

Brainbuster Power Hammer *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+6	See Chart

Archmagus Valpurgius

During the First Crusade of the Dark Legion, Valpurgius was the Nepharite Magus of Alakhai. His legend slowly grew as his various atrocities mounted. With the advent of the Second Crusade, Valpurgius has been given command of the Dark Legion's forces on Dark Eden, an appointment from Algeroth himself. In an event that has never before happened, the Dark Soul has further offered Valpurgius the greatest of rewards if he can conquer Dark Eden and accomplish a very special mission secretly communicated to him...that reward, to become the new favored Apostle of the Dark Soul.

As can be expected, this has lead to a whole new series of intrigues within the Court of Nero, where the other Apostles both aid Valpurgius and plot his demise. Valpurgius is well aware of this, and he has played off of it very keenly, learning a bit of each Apostle's Dark Patterns. Now Valpurgius is considered to be an Archmagus, the highest of all masters in the Dark Symmetry save for Ilian and her brothers, and he uses these powers in his attempt to win the planet that spawned humanity for the Dark Soul.

Valpurgius stands almost 8 feet tall, his height emphasized by the ancient Crown of Rituals that rest upon his head. He wears light

purple robes with gold patterns that pre-date mankind by millennia and his shoulder pads are adorned with his own personal insignia instead of Algeroth's. His skin is dried out and cracked like old parchment and whispers of dark energy crackle about his person.

On the battlefield, Valpurgius uses his extensive abilities in the Dark Symmetry to lay waste to his enemies. Few can withstand his power, even amongst the Nepharites of Ilian, and he has had countless successes on former Earth, as well as other warzones. He is a force to be reckoned with, something that Algeroth understands and uses to his advantage, knowing that Valpurgius will eventually betray him in an attempt to become one of the Apostles. The new and twisted minions that the mind of Valpurgius has spawned have become welcome additions to the armies of the Dark Legion.

Valpurgius

Indivdual force commander, limit one per army, necrobiotic channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	16	16	4	4	4	2	22	3	52

Equipment: Obsidious Scimitar, Crown of Rituals.

Special Abilities: Channel, Dire Rating: 4, Force Commander, Tactical Sense.

Special Rules: May select up to four Algeroth powers.

Weapon Stats:

Obsidious Scimitar *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+4	See Chart



The Tyrant of Dark Eden is served by the renegade General Robert Johnson. Following his defeat at Killkaran Rift and the loss of the highly decorated Target Company, Johnson had fled to Dark Eden where he has found succor in the courts of Valpurgius. Since his defection Johnson has used his inside knowledge of the Capitol military to hamper their off world efforts. There is a substantial bounty on his head posted by both the Capitol Megacorporation, the Brotherhood and the Cartel.

SUPPORT

Zurion Razide

There are very few events that can, in a blanket manner, cause a Rasputin to grimace. Mentioning the Siege of Zurich is just such an event. The horrific events at the fall of that great city and the near endless sieges to reclaim it have made the city a place of infamy and terror.

Of the various intelligence reports gathered from those battles by the Rasputin's Brotherhood Advisors, there is an incident worthy of special note. The Brotherhood records have been very specific to note all the minions of the Dark Legion where they are encountered.

The fall of Zurich was the first recorded sightings of a different Razide, a monster of black sinew and dire temperament created by the malevolence of Valpurgius. Unlike the Neronion Razide designed by Algeroth himself, this wicked creation does not share the crimson skin and unstoppable power of its cousin. Though taller, this ebon skinned beast is much faster and far more vicious. It possesses a keen awareness that prevents it from being surprised and all attacks upon it are met with an eager frenzy of pounding, stone-like fists.

Emerging from the Germanic Wastes at the vanguard of Arch Necromagus' army, this wretched monster was named after the city it was instrumental in destroying and though common on Dark Eden, it is now seen on other worlds as well.

Zurion Razide

Support unit, required 1 model, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	10	10	12	3	4	8	4	23	3	85

Equipment: Hellblaster Autocannon.

Special Abilities: Dire Rating: 2, Natural Attack (14), Predator Senses: 8, Secondary Attack.

Special Rules: Natural attack is fists. Razides are not subject to issues of moral.

Weapon Stats:

Hellblaster Autocannon *(ballistic, concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-5	0	-1	-2	-	-	10 (x2)	See Chart

Defiler Pods

Defiler Pods resemble huge, circular eggs with leathery surfaces threaded with networks of pulsing veins. Inside, these husks are filled with a thick, mucous-like gel which can absorb tremendous impact. This is critical because these pods are usually dropped from orbiting vessels after which they streak through the atmosphere in a blazing trail until they impact their target with a thunderous sonic boom.



Zurion Razide

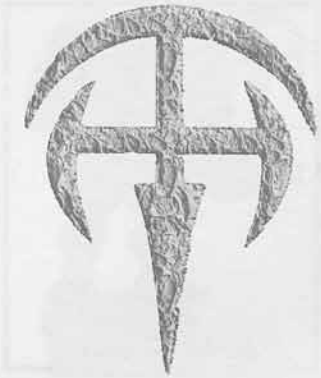




Supreme Archmagus



Valpurgius



Even closed, the pods glow and ripple with the power of the Dark Symmetry. Once the pods come to rest, they burst open and the Dark Legion troops they contain emerge from their slimy innards, glistening with albumen and ready for war. Defiler Pods are often used for fast assaults and each Apostle seems to prefer to stuff them with their own particular troops and monstrosities.

An additional point of note according to eye witness accounts is the discovery that the pods themselves seem capable of imparting some of their nascent Dark Symmetry to the area around them, often to the benefit of the warriors inside. Again these incidents vary based on their Apostles of origin.



Horde Defiler Pod

Support unit, required 1 model, associated armament.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	4	-	-	28	5	141

Special Abilities: Blood Barbs of Valpurgis.

Special Rules: Drop Pod must select landing zone exactly as Para-deployed troops do. The pod lands deployed. Next activation troops may exit. If destroyed before they exit, roll for survivors same as if in a wrecked transport.



Necromutants

Grunt trooper, required 4 models, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	2	11	3	1	5	3	18	2	-

Equipment: Belzarach Assault Rifle.

Special Abilities: Survival Training: 2.

Weapon Stats:

Belzarach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-1	0	-1	-4	-	11	-



Curator

Grunt trooper, required 1 model, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	4	10	3	2	6	3	19	2	-

Equipment: Curator Sword, Plague Gun.

Special Abilities: Necromancy: 4, Zombie Master.

Weapon Stats:

Curator Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+4	See Chart

Plague Gun *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
0	0	0	-	-	-	8	See Chart



Rasputin Bolsheviks

It is no secret that the Dark Soul has found purchase in the Courts of the Sons of Rasputin, its insidious presence lurking behind shadows and beneath sewer grates. The exact extent of the corruption is unknown though there have been reports of mass defections of Rasputin soldiers who have fled into the Germanic Wastes.

They are lured away by the grandiose promises of Valpurgius who advocates a Rasputin Crusade to claim the whole of Eurasia. It is a vision filled with Rasputin ascendancy and power, a dream of being able to dictate terms to the off world meddlers that infest Rasputin lands.

It is the lure of power and ambition that has seen hundreds of Rasputin soldiers defect to his banner. Sadly for them and over time the Bolsheviks, as they are referred to by their brothers, succumb to the power of the Dark Symmetry and show little reverence for the important matters of their past. They are thralls of the Dark Soul, willing warriors trapped in a dream of ethnic ascendancy from which they will never wake up.

Suffice to say, Rasputin Loyalists will attack Bolsheviks on sight, their betrayal of the Tsar and the Obersts too much for their honor to bear. In this the Brotherhood offers its full support though the Tsar considers it an internal matter and has made it abundantly clear their assistance is not necessary.

Bolsheviks bear the twisted symbol of Valpurgius upon their armor and banners.

Soldat Trooper Bolsheviks

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	8	4	9	3	1	4	3	21	2	21

Equipment: Fritz S-89 Pistol, Machinenkrieger Assault Rifle, Filter Mask.

Special Abilities: Hate: 1.

Special Rules: Bolsheviks hate Rasputin loyalists. May select up to 1 Necrobionic Enhancement.

Weapon Stats:

Fritz S-89 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
1	0	0	-	-	-	8	-

Machinenkrieger Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-3	-	10	-

Soldat Sgt Bolshevik

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	9	4	10	3	1	4	3	21	2	26

Equipment: Fritz S-89 Pistol, Routs 12 Shotgun with Carcass UBGL, Filter Mask.

Special Abilities: Hate: 1, Tactical Sense.

Special Rules: Bolsheviks hate Rasputin loyalists. May select up to 1 Necrobionic Enhancement.

Weapon Stats:

Fritz S-89 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
1	0	0	-	-	-	8	-

Routs 12 Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	9	See Chart

Carcass Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	+1	--	--	--	--	See Chart

Soldat HMG Bolshevik

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	8	4	9	3	1	4	3	21	2	28

Equipment: Blazer 3100 Heavy Machine Gun, Dagger, Filter Mask.

Special Abilities: Hate: 1.

Special Rules: Bolsheviks hate Rasputin loyalists. May select up to 1 Necrobionic Enhancement.

Weapon Stats:

Blazer 3100 Heavy Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-1	-	-	13	-

Dagger *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
3	-	-	-	-	-	ST+2	-

Soldat Flamman Bolshevik

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	8	4	9	3	1	4	3	21	2	34

Equipment: Vulcan Flamethrower, Filter Mask.

Special Abilities: Hate: 1.

Special Rules: Bolsheviks hate Rasputin loyalists. May select up to 1 Necrobionic Enhancement.

Weapon Stats:

Vulcan Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	12	See Chart

Soldat Bannerman Bolshevik

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	8	4	10	3	1	4	3	21	2	26

Equipment: Battle Standard, Veslot SMG, Filter Mask.

Special Abilities: Hate: 1, Inspiration: 3.

Special Rules: Bolsheviks hate Rasputin loyalists. May select up to 1 Necrobionic Enhancement.

Veslot SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	1 (x2)	2 (x2)	0	-	-	9	-

Shock Soldat Bolsheviks

Elite trooper, required 3-6 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	11	3	1	4	3	21	2	33

Equipment: CSS-100 Chemical Sprayer, Smoke Grenades, Filter Mask.

Special Abilities: Ambush, Hate: 2.

Special Rules: Bolsheviks hate Rasputin loyalists.

Weapon Stats:

CSS-100 Chemical Sprayer *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	8	See Chart

Smoke Grenades *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0	0	-	-	-	0	See Chart

Common Support

The Dark Legion, though fragmented and prone to infighting, shares in support options furnished by the Apostle of War for use by his brothers and sister against humanity.

As with all the designs from the Master of Destruction, the support options used by the Dark Legion as a whole are staggering in their potency. Additionally they are not simple constructs, but rather living beings of monstrous size and power.

Neronion Razide

The Neronion Razides are gigantic creatures, over three meters tall with bodies comprised of metal and crimson iron, glass and tissue, muscle and blood. Their eyes glow with a sick, yellow light conveying a sense of predatory cunning. Between the eyes, two holes give the monster the ability to breathe and the Razide's cheeks are made completely out of unearthly alloys, which are furnished with sharp fangs.

The bodily fluid of a Razide flow through tubes and metal pipes, and the creature is held together by a metallic, partial exoskeleton covered with tissue and muscle. Named for its first appearance on Nero, this Razide is the most commonly seen and recognized, fashioned by the hands of Algeroth himself. Like all creations of the Apostle of War, the Neronion Razide is pure war, an unstoppable killing machine. In every way this monster is a walking juggernaut fashioned solely for slaughter.

Neronion Razides are devoted to the mission of the Dark Soul and act as the enforcers of the Nepharites, accompanying Legionnaires and the Necromutants into battle. They often carry heavy support weapons captured from their enemies or Dark Tech supplied by their Tekrons.

Neronian Razide

Support unit, required 1 model, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	9	10	13	3	4	8	3	24	3	86

Equipment: Nazgaroth Heavy Machine Gun.

Special Abilities: Dire Rating: 2, Natural Attack (14), Predator Senses: 6, Secondary Attack.

Special Rules: Natural attack is fists. Razides are not subject to issues of moral.

Weapon Stats:

Nazgaroth Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	3 (x3)	1 (x2)	-2	-	-	11 (x2)	See Chart







Neronion Razide

Praetorian Behemoth

There are times when the Dark Symmetry manifests its power in ways overtly terrible and frightening. Summoned from an alternate plane of existence, the Praetorian Behemoth is just such a manifestation. Drawn from a world expressly dedicated to the Dark Soul, the Behemoths are massive engines of rage and destruction that thrive on battle and carnage.

Many would think them little more than killing beasts, but this would be a mistake. Behemoths possess an insidious intelligence which, like their physical bodies, is augmented by the powers of Dark Symmetry. In many respects Behemoths are the ultimate drug addicts, for without the constant flow of Dark Symmetry to enervate their bodies, they would be driven mad and self destruct. This is largely the reason a Behemoth has never been captured alive.

On the battlefield, the Praetorian Behemoth is used to break defending lines and punch holes through fortified positions. They are huge, highly armored and incredibly destructive, especially once they reach the enemy's lines. It is there that a Behemoth's true potential is achieved, with the beast laying waste to anything within its path. Horde troops give these monsters a wide berth as they have found that a Behemoth is not always particular what it steps on. Many a time a Necromutant has been seen hurled by an enraged Behemoth who used the unsuspecting the creature as a projectile.



Praetorian Behemoth

Support unit, required 1 model, summoned.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	10	4	9	3	8	10	4	24	6	158

Equipment: Decimator Handcannon, Giant Azoghar.

Special Abilities: Dire Rating: 4, Impenetrability, Natural Attack (16), Screeching Projectile, Secondary Attack.

Special Rules: Natural attacks are fists. The Behemoth is not subject to issues of moral, and may not go prone or assume minimal presence. You may have one size six model in your army for every 500 points of troops.

Weapon Stats:

Decimator Handcannon *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	12 (x2)	See Chart

Giant Azoghar *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+8	See Chart

Reaver Necrotransport

Modified to Algeroth's own purpose, these vehicles began as the hulks of Corporate APCs recovered from the battlefields where the Dark Legion has claimed victory. They move around on tracks made of human cartilage, driven on wheels of bone. Within them, Dark Legion troops lay within a foul embryonic fluid, protected from harm until they disembark in a wave of gore and mayhem.

Reavers are used to quickly move troops where they are needed on the battlefield. Most mount only a Gorgaroth in the small turret on the Reaver's hull to keep infantry at bay and use the steel and bone spikes jutting from the vehicle's front as a battering ram. Many Reavers have been seen towing small trailers onto which the corpses of the dead are thrown after battle to be taken back to the Citadels for foul purposes.



Reaver Necrotransport

Support unit, required 1 model, vehicle.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	5/3	-	6	24	5	128

Equipment: Gorgaroth Mounted HMG.

Special Abilities: Impenetrability.

Special Rules: Vulnerable to radiant attacks. Suffers +2 Damage. Transport can hold up to eight troopers and their squad leader.

Weapon Stats:

Gorgaroth Mounted HMG *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	3 (x3)	3 (x2)	0 (x2)	-	14	-

Reaver Necromutant Driver

Support trooper, required 1 models, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	2	8	3	-	6	-	-	-	-

Reaver Necromutant Gunner

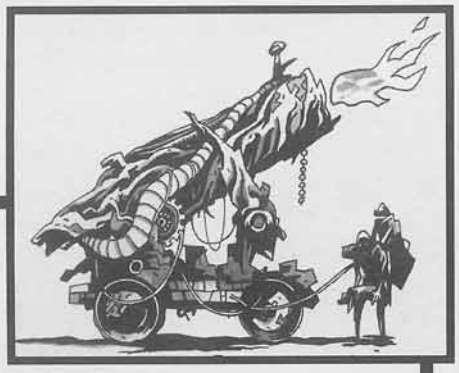
Support trooper, required 1 models, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	8	2	8	3	-	6	-	-	-	-

Unholy Carronade

These huge guns are used as artillery pieces by the Legions. They resemble a massive, symbiotic-encrusted cannon. Carronades are laboriously moved around by Undead Legionnaires who are linked to them by dripping umbilical cords and operated by a Necromutant Spotter. Each Legionnaire also carries a supply of reload charges on their back which is comprised of pieces of metal, bone, fluids and raw Dark Symmetry, all packed into a foul shell.

These weapons focus the Dark Symmetry into enormous blasts of pure power, which flickers out like a snake's tongue, destroying everything in its path. Fortunately for the forces of humanity, this vile creation is not fielded in abundance and it also requires time to recharge between firings.





Praetorian Behemoth

Unholy Carronade

Support unit, required 1 model, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	3	4	-	2	22	5	72

Special Abilities: Impenetrability.

Special Rules: The Carronade fires as a unit, with the two crewmen and leader each spending an action to fire the cannon once using the RC of the Carronade. Due to the nature of the weapon, command radius is determined from the Carronade. Models not in command distance of the cannon are considered out of command, and may not assist in the firing process until they move back into command. Attacks on the team strike the closest model. The ROF of the mortar is reduced by one for each team member unable to take part in the firing process, but since the cannon is a living bio-construct it will always be able to fire at least once. The Carronaide is not subject to issues of morale. If engaged in CC, it is automatically hit regardless of the attacker's CC skill.

Necromutant Spotter

Support trooper, required 1 per model, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	1	9	3	1	6	3	15	2	-

Equipment: Belzarach Assault Rifle.

Special Abilities: Tactical Sense.

Special Rules: The Spotter must remain in command radius of the mortar. He can assume a crew position by moving into base contact with the rear arc of the mortar, but while doing so they may not use their Tactical Sense special ability.

Weapon Stats:

Belzarach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-1	0	-1	-4	-	11	-

Undead Crewmen

Support trooper, required 2 per model, necrorganic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	0	8	3	1	4	3	16	2	-

Equipment: Kratach Assault Rifle.

Special Abilities: Necrorganic Resistance.

Special Rules: Crewmen must stay in base contact with the rear arc of the Cannon. The crewmen and Cannon move as a unit, with each using an action to move the group the mortar's MV stat in inches. If the Cannon has a crew less than two, it cannot be moved at all.

Weapon Stats:

Kratach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-2	0	0	-2	-	10	See Chart

Necrobionic Enhancements

Black technology, as the general category is referred, consists of necrotechnology, necrobiotic implantations, and necrobionic enhancements. Below are listings of common necrobionic enhancements designed to augment the heretic minions who serve the Dark Soul from within the throngs of humanity.

Intrinsic to their design is that they must allow those implanted with them to remain human in appearance and pass undetected by conventional scrutiny. Designed by various Necromagus' of Algeroth, necrobionics are common amongst the heretical cults of the Dark Legion.

Black Lungs (1)

This insidious piece of necrobionics has replaced the Cultists lungs with necro-mechanical breathers, comprised of symmetric nanites and vile fluids. Cultists with this enhancement have a resistance to environmental hazards equal to the special ability of Survival Training: 1.

Mark of Algeroth (1)

This Necrobionic process infuses the sinew of the Cultist with a minute portion of the Apostle of War's dark pattern, carried through his body through a network of veinsized tubes that spread through his sinew. A model with this enhancement gains a +1 bonus to ST.

Bone Calcification (2)

This Necrobionic process greatly strengthens the Cultists body and bones, making the Cultist much tougher and more resistant to damage. A model with this enhancement gains a bonus of +1 to their AR value.

Dark Premonition (1)

This Necrobionic enhancement greatly amplifies the primitive intuitive areas of the brain, enabling them to "sense" threats that are about to occur, allowing the recipient to better avoid them. A model with this enhancement is treated as if it had the Combat Reflexes Special Ability.

Necro-Muscles (1)

This Necrobionic process greatly augments a Cultists musculature, allowing it to hit harder and carry more. A model with this enhancement gains a bonus of +1 to their ST value.

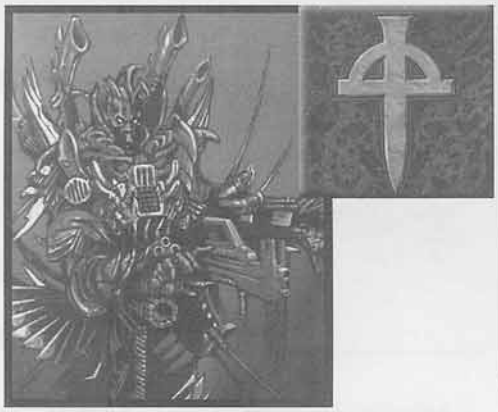
Necro-Reflexes (1)

This Necrobionic process has augmented the information processing areas of a Cultist's brain, enabling it to act faster and configure more quickly than normal mortals. A model with this piece of Necrobionics gains the Close Combat: 1 Special Ability.

Dark Sight (1)

The Cultist's eyes are replaced with necro-mechanics that allow it to see in multiple spectrums and greatly improve the brain's visual processing. A model with this piece of Necrobionics may add +2 to its Spot Checks.





The Legions of Algeroth:

Lord of Destruction

Algeroth is the Master of Dark Technology, the Conquer of Worlds. His armies are far more numerous than those of the other Apostles for war is his chosen sphere. Although not personally as powerful as Ilian, Algeroth's war machines, both of steel and Necrorganic tissue, make him the biggest overt threat to mankind.

The Dark Apostle of War is the architect of all the Dark Legions weaponry and it is his malevolent intellect which spurs mankind to slay his brother and torture his neighbor. Every incident of murder, warfare and cruelty is a tribute to the Lord of Destruction and throughout human history; his handiwork is all too evident.

Neronion Legionnaires

If there is any doubt the Apostle of War is a sadist, consider the Neronion Legionnaires, those wretched souls who have succumbed body and soul to his dark power. The first of these nightmares were the unfortunate remains of the Imperial Conquistadors who awakened the Dark Power on Nero and released it into our reality. During the First and Second Crusades, these wicked soldiers have always been at the forefront of Algeroth's army.

Dropped from Algeroth's War Zeppelins, these paradeployed demons can be seen filling the skies above the Apostles targets, their Belzarach Assault Rifles disgorging cruel bullets into the enemy. There are even reports of entire campaigns where the Apostle of War deployed his forces completely by air.

Once the squad has landed, one of the Legionnaires will withdraw an artifact known as the Lesser Eye of Maledrach. Named after the Nepharite Magus who designed it, the Lesser Eye is little more than a confined spatial anomaly in which the Nepharite Magus has stored one of his other creations. Activating the relic will cause a portal to open through which a Golem of Darkness will emerge to provide additional support to the squad. It is an unnerving sight and the source of many a battlefield trauma.

Neronian Legionnaires

Grunt trooper, required 4-12 models, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	11	3	1	4	3	17	2	23

Equipment: Belzarach Assault Rifle, Lesser Eye of Maledrach.

Special Abilities: Necrorganic Resistance, Para-deploy.

Weapon Stats:

Belzarach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-1	0	-1	-4	-	11	-

Golem of Darkness

Grunt squad specialist, required 1 per squad, supernatural.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	7	5	8	3	3	7	3	23	3	35

Equipment: Azoghar.

Special Abilities: Aura of Darkness.

Weapon Stats:

Azoghar *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart



Necrotyrants

A creation of Algeroth's twisted science, the Necrotyrant is what remains from a human who goes through the Distortion Chamber's transformation process and emerges somewhat flawed, without any memory of his past or any human emotion whatsoever. Part of the reason for this alien detachment is the fact that the transformation has disintegrated the nervous system of their bodies. As a result they do not feel pain, ever. Bauhaus tank commander's report seeing Necrotyrants crushed under their treads still clawing at the vehicle in an effort to pull themselves free.

As befits a slave of Algeroth, they are killers pure and simple, able to storm enemy outposts in endless waves of malice and personal disregard. Numerous battle reports reveal the Necrotyrant is possessed of a rudimentary intelligence though they lack any scruples or conscience. It is not uncommon for a Necrotyrant to destroy his fellow soldiers who may be in the way while attempting to slay his enemy.





Necrotyrants

Grunt trooper, required 4-8 models, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	8	3	1	4	3	19	2	18

Equipment: Belzarach Assault Rifle.

Special Abilities: Unscrupulous.

Weapon Stats:

Belzarach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-1	0	-1	-4	-	11	-



Carnal Harvester



Infernal Corroder



Nepharite Ragathol





Carnal Harvester

Grunt squad specialist, optional 2 per squad, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	5	11	3	2	6	3	21	3	38

Equipment: Valcheck Light Machine Gun.

Special Abilities: Feast.

Weapon Stats:

Valcheck Light Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	2 (x3)	2 (x2)	-1	-	-	11	-

Infernal Corroder

Infernal Corroders are the insidious creations of the Archmagus Valpurgius. Captives on Dark Eden are taken to the Distortion Chambers and those that survive the process are mutated into something utterly despicable...the Infernal Corroder.

Born with the instincts to hunt, the talent to kill and the power to do both, they are given a Meatgrinder Chainsaw and sent into the battlefields, rife with hatred and purpose. Once released, the Infernal Corroder lurks quietly until the enemy comes within range. When the enemy is unaware, the Infernal Corroder springs into action and lays waste to both infantry and mobile armor using the Meatgrinder's diamond-tooth chainsaw.

Squads of Infernal Corroders are infamous sights on the battlefields of Dark Eden.

Infernal Corroder

Elite trooper, required 2-4 models, Necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	6	5	11	3	2	6	4	20	3	39

Equipment: Meatgrinder Chainsaw.

Special Abilities: Ambush.

Weapon Stats:

Meatgrinder Chainsaw *(rending, environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
0 1	-	-	-	-	-	10	See Chart

Carnal Harvesters

Proof that the Archmagus of Dark Eden believes in the importance of psychological warfare as much as that of physical slaughter, Carnal Harvesters are foul beings created from the mutants that roam the scorched surface of Dark Eden. Created to sow the seeds of fear amongst the fallow dregs of humanity, the Carnal Harvester feeds upon the remains of the dead and dying. For the Harvester, this feeding is a way to regain his lost humanity. In reality, the process of consuming flesh hastens its devolution. A necrovore of the highest order, these wretched beings have been seen all throughout Algeroth's armies as he finds their ghoulish tendencies an excellent morale weapon for his forces. Though they hunt in packs, their favorite prey is certainly humanity.

Carnal Harvester

Elite trooper, required 3-6 models, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	5	10	3	2	7	3	20	3	37

Equipment: Valcheck Light Machine Gun.

Special Abilities: Feast.

Weapon Stats:

Valcheck Light Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	2 (x3)	2 (x2)	-1	-	-	11	-

INDIVIDUALS

Centurion Preceptors

One of the most frightening examples of what can be achieved through the use of the Dark Technology is the Centurion Preceptors, the Captains of the Dark Legion's forces. They are culled from Cultists, captives and corporate deserters, brought to the Distortion Chambers of the Tekrons and utterly reshaped into beings of pure evil.

Centurion Preceptors are fearsome humanoids, standing over two meters tall with bulging muscles and strong builds. Their leathery skin is grayish green and their voices are loud, harsh and grating. They are often placed in direct command over groups of Necrorganics acting as their sole brain and direction. As Preceptors are beings fused with Necrobionics, they are capable of channeling Dark Symmetry powers to a limited degree.

Centurion Preceptor

Individual trooper, limit one per necrorganic squad, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	5	13	3	2	5	3	19	2	27

Equipment: Voriche Pistol, Skalak Blade.

Special Abilities: Zombie Master, Channel.

Special Rules: May select up to one General Symmetry power.

Weapon Stats:

Voriche Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Skalak Blade *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart

Tekron Warmasters

Tekrons are among the most powerful of all Algeroth's servitors. They are brilliant creatures, masters of the Dark Technology and the designers of all the fearful weapons that the Legions of Algeroth use. Each also has an unnatural ability to understand technology just by looking at it and can operate any weapon that has ever been created by instinct alone. When a Tekron is required to leave their Dark Citadels and take the field of battle, they do so in the most

appropriate and spectacular manner.

Leaving the treaded chassis that traditionally bears their presence when at work in their unholy bases, the Tekron lowers himself into the Warmaster harness, a multi-legged construct which allows the Tekron to move about the battlefield rapidly and with great power. Writhing bout the circumference of the harness are several necrobiotic tendrils that hunger to attach themselves to a human host. A human struck by these tentacles will find the end sprouts a long barb which injects a potent mix of Necrobiotic fluids and anesthetic. Once in the circulatory system, the human victim becomes little more than a meat puppet moving at the command of the Tekron. Often these poor souls serve as human shields against incoming attacks.

A Tekron Warmaster thrives on battle and carnage, for the results will provide him endless materials to bring back to the Necrochambers of his Citadel.

Tekron Warmaster

Indivdual general officer, limit one per squad, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	7	5	13	3	3	7	5	22	3	53

Equipment: Necrotech Claw, Necrobiotic Tendrils.

Special Abilities: Division Commander, Natural Attack (8), Secondary Attack.

Special Rules: Vulnerable to radiant energy attacks. Suffers +2 Damage. Natural attack is embedded tentacle blades.

Weapon Stats:

Necrotech Claw *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+5	See Chart

Necrobiotic Tendrils *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	Special	See Chart

Ragathol

Ragathol is a Nepharite of Algeroth, meaning that he is low in the standing of Algeroth's commanders, and he is without a Citadel of his own—something that he plans to rectify immediately. His ambitions to become a Nepharite Warlord and usurp Golgotha have lead Ragathol to secretly deal with Muawijhe, the Apostle of Insanity. These dealings have increased Ragathol's power, both in victories and in the use of the Dark Symmetry, but have put his life in jeopardy as Algeroth's displeasure is seldom survived.

Ragathol stands a good 9 feet tall with a dense, muscular body that he does not cover with armor, since he has gained the ability to repair himself almost instantly from wounds. In battle, Ragathol tends to rush forward, charging into the enemy lines where he causes havoc with his Dark Gifts and his mystical weapon, the Blade of Lost Souls. What Ragathol lacks in cunning, he makes up in bloodshed, which serves Algeroth's will just as well.



Ragathol

Indivdual general officer, limit one per army, necrobiotic channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	7	13	14	3	3	7	3	22	3	55

Equipment: Blade of Lost Souls.

Special Abilities: Channel, Regenerate: 5, Zombie Master.

Special Rules: May select up to one Algeroth power.

Weapon Stats:

Blade of Lost Souls *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart

Golgotha, The Mistress of Pain

Golgotha is a Nepharite Warlord in the service of Algeroth. She rules over a small Citadel hidden in a remote area of Venus, which puts her under the command of the Overlord Alakhai-something she does not like at all. Extremely ambitious, Golgotha is constantly striving to acquire personal fame and power while serving Algeroth. All the while, she is simultaneously plotting and scheming against her fellow Nepharites, especially Alakhai.

Standing almost 9 feet tall, Golgotha is an impressive sight. She has a brutish, yet feminine, body that has an eerie paleness that suggests both Bauhaus Noble birth and diseased death. Little is known about her true origin although many suggest that she was once human, which would explain her pervasive attraction to human men.

Golgotha's method of war is one of brute strength. Her battle plans revolve around punching holes in defending lines or counter assaulting enemy troops with such brutality that they fold and retreat. She tends to personally lead assaults and is known to take human prisoners, male of course, that she has bested in close combat. These prisoners become her personal playthings, which have earned her the nickname "The Mistress of Pain."

It is standard issued orders among Bauhaus's Etienne Line that soldiers be administered cyanide pills in the event of their capture by the forces of Golgotha. The Bauhaus Ministry of War has declared her an enemy of the first order and mandated the use of these pills to all soldiery.





Nepharite Golgotha



Nepharite of Algeroth



Nepharite Overlord Alakhai





Golgotha

Indivdual general officer, limit one per army, necrobiotic channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	6	14	14	3	4	6	3	22	3	61

Equipment: Necrotech Claw, Carcass Claws.

Special Abilities: Channel, Dire Rating: 2, Division Commander, Killing Stroke.

Special Rules: May select up to two Algeroth powers.

Weapon Stats:

Necrotech Claw *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+5	See Chart

Nepharite of Algeroth

The Nepharites of Algeroth represent the dominant leadership of Algeroth's Legions. They are commanded by the Nepharite Warlords, who are in turn commanded by the Nepharite Overlords.

A Nepharite of Algeroth is no man's fool. He is clever and far thinking, planning battles like a chess master. Unlike a chess master however, this battlefield General cannot escape the allure of bloodshed and will always lead his forces personally, never backing down from a fight and showing no hint of fear. To assume they are merely powerful hulking beasts is a grave injustice and usually the last mistake a human commander will ever make.

Nepharites are incredibly ambitious and filled with a terrible lust for glory and approval in the eyes of their masters. This makes them particularly dangerous as enemies, as they have everything to prove and little to fear that is more dreadful than failure.

Nepharite of Algeroth

Indivdual division commander, limit one per army, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	7	13	14	3	3	7	3	22	3	41

Equipment: Azoghar.

Special Abilities: Channel, Dire Rating: 1, Division Commander, Enhanced Charge: 1.

Special Rules: May select up to two Algeroth powers.

Weapon Stats:

Azoghar *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart

Alakhai the Cunning

Alakhai is Algeroth's Supreme General and the Nepharite Overlord of Venus. Of all the Nepharites in the Apostle of War's Legions, Alakhai is the mightiest. From his Citadel deep within the Venusian jungle he weaves military strategies that affect the entire Solar System. Alakhai's plans, filled with abundant deceptions and distractions, are so perfectly timed and executed that both the human commanders and his own minions fear his name, since neither know the reasons, methods or outcomes of his schemes.

Alakhai is ambition beyond comprehension. Like his master, he seeks to overcome everything that lives, and this includes Algeroth himself. He schemes to displace his master primarily by manipulating him into a war with other Apostles. It is rumored the he has more than once been an honored guest at the courts of Semai. The advancement of Valpurgius over Alakhai has become the needling sore that Semai has found to be the perfect bone of contention to exploit.

Alakhai is well over seven feet in height. His armor is forged from petrified human souls, its surface etched with runes telling of the atrocities he committed to acquire his present position. His piercing eyes cast a fiery glow across his thin lips and sharp teeth, which are always visible through his maniacal smile. Always accompanying Alakhai onto the battlefield is the Meat Wolfer, his huge battle sword, and the Mask of Semai.

Alakhai the Cunning

Individual general officer, limit one per army, necrobiotic channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	7	15	15	3	4	7	3	23	3	54

Equipment: Meat Wolfer Greatsword.

Special Abilities: Channel, Dire Rating: 3, Force Commander, Strategic Insight.

Special Rules: May select up to three Algeroth powers.

Weapon Stats:

Meat Wolfer Greatsword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart



SUPPORT

Nasca Razide

The Nasca Razides are a smaller, quicker version of the well-known masters of carnage spawned by Algeroth's Tekrons on Nero. Created by Archmagus Valpurgis from the mutated remnants of Dark Eden, the Nasca Razide has sacrificed some of its vaunted toughness for speed and agility. It was intended to be an improvement over the original design, but in spite of the Archmagus' cunning, the Nasca has only served to augment the former version, not replace it. That said, it seems that the Apostle of War favors the creations of his Archmagus for Nasca Razides are found in most warzones where the Lord of Destruction turns his evil gaze.

Nasca Razide

Support unit, required 1 model, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	9	10	12	3	4	7	4	23	3	87

Equipment: Ashnagaroth Heavy Machine Gun.

Special Abilities: Dire Rating: 2, Natural Attack (13), Predator Senses: 8, Secondary Attack.

Special Rules: Natural attack is fists. Razides are not subject to issues of moral.

Weapon Stats:

Ashnagaroth Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	3 (x3)	1 (x2)	-2	-	-	14	See Chart

Bio-Giant

Towering creatures of death and destruction, Bio-Giants are hideous amalgamations of flesh and sinew. Standing up to 30 feet high, these huge monsters are produced in the vats of the Citadels, molded and stitched together by Tekrons. They often lead wave assaults against enemy fortifications, as their presence is both a terror to mortals and a source of cover for advancing troops.

The earth shakes beneath their thunderous tread, and their booming roars are so deep that they resonate on sub-audible frequencies. Although slow seeming and clumsy, the very sight of these towering monstrosities can strike fear into the hearts of even the boldest soldier. Bio-Giants resemble gigantic, war-scarred humanoids, their flesh covered in a patchwork of stitches and sutures with great spikes protruding from their body. They are immensely strong and incredibly tough.

Bio-Giant

Support unit, required 1 model, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	10	4	8	3	8	11	4	25	6	152

Equipment: Obliterator Cannon.

Special Abilities: Dire Rating: 5, Impenetrability, Natural Attack (16), Secondary Attack, Thunderous Roar.

Special Rules: Vulnerable to radiant energy attacks. Suffers +2 Damage. Natural attack is a spiked fist and boot. Due to his enormous size, he may launch these attacks against targets up to three inches away. Bio-Giants are not subject to issues of moral, and may not go prone or assume minimal presence. You may have one size six model in your army for every 500 points of troops.

Weapon Stats:

Obliterator Cannon *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-4	-5	-6	14	See Chart





The Defiler Pods of Algeroth

These pulsing red pods are the favored method of troop deployment for the Apostle of War. Once they land, the area surrounding the pods erupts with an expanding lattice of very sharp thorns that make passage very difficult.

Algeroth Defiler Pod

Support unit, required 1 model, associated armament.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	4	-	-	28	5	144

Special Abilities: Barbs of Algeroth.

Special Rules: Drop Pod must select landing zone exactly as Para-deployed troops do. The pod lands deployed. Next activation troops may exit. If destroyed before they exit, roll for survivors same as if in a wrecked transport.

Necrotyrants

Grunt trooper, required 4 models, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	8	3	1	4	3	19	2	-

Equipment: Belzarach Assault Rifle.

Special Abilities: Unscrupulous.

Weapon Stats:

Belzarach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-1	0	-1	-4	-	11	-



Bio Giant

Carnal Harvester

Grunt squad specialist, required 1model, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	5	11	3	2	6	3	21	3	-

Equipment: Valcheck Light Machine Gun.

Special Abilities: Feast.

Weapon Stats:

Valcheck Light Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	2 (x3)	2 (x2)	-1	-	-	11	-



The Diseased of Demnogonis

As the Solar System is plunged into another hellish Crusade, countless battles have already been fought and the dead can only be counted in the millions. The hordes of The Befouler are devoted to spreading the curse of the Black Rot throughout the Solar System. His legions march under tattered banners, shuffling and pushing; carrying with them the stench of decay and corruption as they swarm over the defenses of humanity.

The Diseased are like a virus, multiplying as they infect and if not cleansed by fire, can easily overwhelm an enemy turning their own numbers against them. Among the Megacorporations it is a common sentiment that it is better to take your own life than suffer the pain of service to Demnogonis.





Blessed Legionnaires



Blessed Legionnaires



Spawn of Demnogonis

Blessed Legionnaires

The hordes of Demnogonis are made up of the Blessed Legionnaires, barely human beings riddled with disease and plague. Like enormous swarms of flies these wretched creatures march to the mad commands of their Apostle and master. They never stop and can only be defeated by the total destruction of their contaminated forms. In sheer numbers they wash over their enemies like a tidal wave of rotting corpses bringing filth and plague in their wake. Most sane humans find their presence revolting if not terrifying.

The Blessed are humans that have been collected from the countless battlefields in the solar system. The wounded have been brought to the pits in the citadels of Demnogonis and there been given the corrosive 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 of the crawling diseases ravaging their bodies that fills the Blessed with their frenzy and lust for combat. For in death, there is peace—hopefully.

The greatest danger of the Blessed is the diseases they carry. Even with the host body dead, the plagues they carry live on and the infection can spread long after the body has died. It is for this reason that flame throwers are te preferred weapon against Demongonis' legions. The Blessed are led into battle, their pain focused into a murderous glare, by the Spawn of Demnogonis. The Plague Lord frequently mixes Golems of Darkness and Curator Preceptors into his Blessed Legions for additional support.

Blessed Legionnaires

Grunt trooper, required 4-12 models, necrorganic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	2	7	3	1	4	3	16	2	16

Equipment: Kratach Assault Rifle.

Special Abilities: Necrorganic Resistance, Revolting Presence, Shambling Horde.

Special Rules: Vulnerable to radiant attacks. Suffers +2 Damage.

Weapon Stats:

Kratach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-2	0	0	-2	-	10	See Chart

Spawn of Demnogonis

Grunt squad leader, required 1 per squad, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	7	4	12	3	2	7	3	18	3	32

Equipment: Necrotech Claw.

Special Abilities: Foul Wind, Revolting Presence, Zombie Master.

Special Rules: Vulnerable to radiant attacks. Suffers +2 Damage.

Weapon Stats:

Necrotech Claw *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+5	See Chart

Golem of Darkness

Grunt squad specialist, required 1 per squad, supernatural.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	7	5	8	3	3	7	3	23	3	35

Equipment: Azoghar.

Special Abilities: Aura of Darkness.

Weapon Stats:

Azoghar *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart

Curator

Grunt trooper, optional up to 1 per squad, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	4	10	3	2	6	3	19	2	36

Equipment: Curator Sword, Plague Gun.

Special Abilities: Necromancy: 4, Zombie Master.

Weapon Stats:

Curator Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+4	See Chart

Plague Gun *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
0	0	0	-	-	-	8	See Chart

Kadavers

Kadavers are mindless, lumbering monsters-the ultimate product of the terrible process of degeneration that so many Demnogonis Dark Cultists suffer. Their brains are so rotted that they can only obey the simplest of commands and seem to react as if responding to some unheard voice. Like the Blessed, they are led by Spawn of Demnogonis and often have Curator Preceptors attached to their units.

Every Kadaver looks different dependant upon the stage and type of Stigmata that warp their appearance. The only thing that they have in common is the hideous look of terminal disintegration and the awful reek of corruption that surrounds them. Flies cake the open sores on their bodies and green pus emerges from their cracked skin. They attack in living waves, spreading the Blessings of the Lord of Disease.

Kadaver

Grunt trooper, required 2-4 models, necrorganic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	2	7	3	2	4	4	18	2	21

Equipment: P-60 Punisher Handgun, Punisher Short Sword.

Special Abilities: Necrorganic Resistance, Revolting Presence, Shambling Horde.

Special Rules: Vulnerable to radiant attacks. Suffers +2 Damage.

Weapon Stats:

P-60 Punisher Handgun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	1	-	-	-	9	-

Punisher Short Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+4	-

Spawn of Demnogonis

Grunt squad leader, required 1 per squad, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	7	4	12	3	2	7	3	18	3	32

Equipment: Necrotech Claw.

Special Abilities: Foul Wind, Revolting Presence, Zombie Master.

Special Rules: Vulnerable to radiant attacks. Suffers +2 Damage.

Weapon Stats:

Necrotech Claw *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+5	See Chart

Curator

Grunt trooper, optional up to 1 per squad, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	4	10	3	2	6	3	19	2	36

Equipment: Curator Sword, Plague Gun.

Special Abilities: Necromancy: 4, Zombie Master.

Weapon Stats:

Curator Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+4	See Chart

Plague Gun *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
0	0	0	-	-	-	8	See Chart

Last Ritesman

Fallen soldiers, stitched together from the rotting remains left on the battlefield and stinking of Dark Technology, the Last Ritesmen is a horror of unnerving potency. As if becoming a festering parody of humanity weren't enough, these pitiable creatures are ravaged by a flesh eating disease which leaves them debilitated if they have not removed the largest infected areas and replaced it with fresh, sterile flesh and sinew. This then is their primary motivation, to ease the suffering of their bodies by replacing rotten portions with the choicest parts of their victims.

What makes these soldiers so terrifying in battle is the combination of their swarming attacks, for they never travel alone, and the powerful virus that they carry in their claws which passes their flesh-eating bacteria to their victims. It is a common sight on the battlefield to see Last Ritesman squads getting larger the longer they remain in combat, their numbers becoming greater with each kill.

Last Ritesmen

Grunt trooper, required 4-8 models, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	6	2	8	3	1	4	4	17	2	23

Special Abilities: Group Assault, Natural Attack (8), Raise Undead.

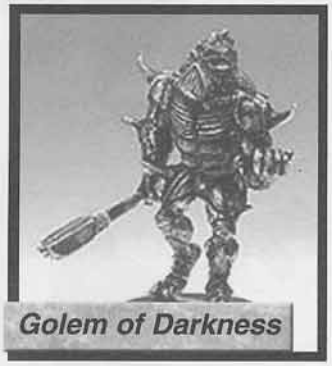
Special Rules: Vulnerable to radiant attacks. Suffers +2 Damage. Natural attack is claws. Mortal models suffer Residual Damage, and those killed will rise as a Blessed Legionnaire next turn.

Blight Commando Squads

Blight Commandos are soldiers who have deserted their Corporations and their humanity to spread the contagion of Demnogonis. More often than not, these pox-ridden troopers were struck by the Black Bullets of Demnogonis; missiles forged from Symmetry, blackened ore coated with the bodily fluids of Demnogonis' Nepharites. If left untreated, wounds from such foul rounds will infect the mind of their victim as well as their body, turning them into the servants of the Befouler. The Blight Commandos retain the war-craft that they have learned in the service of their Corporations, which is used by Demnogonis to further disperse his Blessing.

The Blight Commandos are used as shock troops within the armies of Demnogonis, rushing through the defenses of mankind and infecting their trenches with his filth. Unlike the majority of the Great Defiler's forces, Blight Commandos employ strategy and tactics, a sad reminder of their past as humanity's warriors. Now they are humanity's enemy, seeking to contaminate all of mankind with the Blessing of their lord.


Kadavers


Golem of Darkness


Curator


Last Ritesmen



Blight Commando

Elite trooper, required 4-8 models, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	10	3	2	4	4	19	2	32

Equipment: Belzarach Assault Rifle.

Special Abilities: Aura of Corruption, Necrorganic Resistance.

Weapon Stats:

Belzarach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-1	0	-1	-4	-	11	-



Blight Commando Sgt.

Elite squad leader, required 1 per squad, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	11	3	2	4	4	19	2	35

Equipment: Belzarach Assault Rifle with Carcass UBGL.

Special Abilities: Aura of Corruption, Necrorganic Resistance, Tactical Sense.

Weapon Stats:

Belzarach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-1	0	-1	-4	-	11	-

Carcass Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	+1	--	--	--	--	See Chart

Blight Commando Tainter

Elite squad specialist, optional up to 2 per squad, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	10	3	2	4	4	19	2	46

Equipment: Breath of Demnogonis Gas Sprayer.

Special Abilities: Aura of Corruption, Necrorganic Resistance.

Weapon Stats:

Breath of Demnogonis Gas Sprayer *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart



Cairath

This blind creature is a Gift of the Befouler to both his forces and his favored servants. It is constructed on a frame of living metal and rotting flesh. To this frame, the Cairath adds other material, both organic and inorganic, by absorbing victims in a slow and painful manner. Each victim adds to the size of this hideous fiend, causing it to grow quickly and become tougher to kill. It lacks all senses except touch, which it uses for navigation and locating its prey, and has absolutely no bone structure in spite of its metallic components.

It is a living blob of decaying flesh that feeds on anything in its path. Unrestricted to issues of gravity, Cairaths can move inexorably up versatile surfaces and across ceilings with no impediment. In addition, Cairaths are also able to squeeze their forms under the slimmest of openings. Many a corporate soldier has found itself trapped in a sealed room, a Cairath slowly oozing under the door jam.



Cairath

Elite trooper, required 2-4 models, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	7	4	8	4	3	7	2	18	3	46

Special Abilities: Necrorganic Resistance, Feast, Natural Attack (13), Necroplasmic Eruption: 8.

Special Rules: Vulnerable to radiant attacks. Suffers +2 Damage. Natural attack is a pseudopod.

INDIVIDUALS

Centurion Preceptors

One of the most frightening examples of what can be achieved through the use of the Dark Technology is the Centurion Preceptors, the Captains of the Dark Legion's forces. They are culled from Cultists, captives and corporate deserters, brought to the Distortion Chambers of the Tekrons and utterly reshaped into beings of pure evil.

Centurion Preceptors are fearsome humanoids, standing over two meters tall with bulging muscles and strong builds. Their leathery skin is grayish green and their voices are loud, harsh and grating. They are often placed in direct command over groups of Necrorganics acting as their sole brain and direction. As Preceptors are beings fused with Necrobionics, they are capable of channeling Dark Symmetry powers to a limited degree.

Centurion Preceptor

Individual trooper, limit one per necrorganic squad, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	5	13	3	2	5	3	19	2	27

Equipment: Voriche Pistol, Skalak Blade.

Special Abilities: Zombie Master, Channel.

Special Rules: May select up to one General Symmetry power.

Weapon Stats:

Voriche Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Skalak Blade *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart

Voice of Demnogonis

A Voice of Demnogonis is a powerful being that takes the form of a small, unassuming child. The form is symbolic to the Befouler; since we begin to die the day that we are born, slowly rotting away with age until the inevitability of death claims us. A child is thought to be a universal symbol of innocence, pure and unblemished. The Voice seeks to reveal the dark truth of Demnogonis to humanity. That truth; "that nothing is pure, nothing is untainted; and it is the very thing that we believe to be clean and pure

that will cause us to see the filth within us, feeling how small we are in the face of certain mortality."

The Voice retains its youthful appearance by draining the life out of others, leeching the youth and vitality out of its victims and replacing it with the Voice's inherent decay. They are truly the dastardliest of Demnogonis' minions, for they tell us what we already know and don't want to acknowledge, that we are human and we will rot in the ground one day and there is nothing that can be done about it.

Voice of Demnogonis

Individual trooper, limit one per squad, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	8	12	13	3	4	5	3	23	1	55

Special Abilities: Feast, Natural Attack (12), Whispered Revelations.

Special Rules: May select up to two Demnogonis powers. Natural attack is a life draining touch that only works on mortal and beast models.

Nepharite of Demnogonis

Leading the forces of the Befouler are these wretched Nepharites, the Eternal Enemies of mankind, who posses tremendous knowledge of sickness and plague and the art of administering malady to other beings. They lead Demnogonis' hordes into combat to infect and spread pestilence within our society.

All Nepharites of Demnogonis are tainted and show signs of sickness and rot. Their pale, yellow skin is stitched and stapled together and their limbs are frequently replaced with Dark Technology. Open, weeping sores ooze with pus and tubes connecting their failing organs which pulsate visibly under the skin. Throughout the Nepharite's body, worms and maggots have made their home-repairing damage to the Nepharite's decaying flesh. The terrible stench of death permeates the air around a Nepharite of Demnogonis.

Nepharite of Demnogonis

Individual general officer, limit one per army, necrobiotic Channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	7	13	13	3	3	5	3	20	3	53

Equipment: Plaguebringer Cannon.

Special Abilities: Channel, Division Commander, Natural Attack (11), Regenerate: 4.

Special Rules: May select up to three Demnogonis powers. Vulnerable to radiant attacks. Suffers +2 Damage. Natural attack is acidic vomit.

Weapon Stats:

Plaguebringer Cannon *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-	-	-	-	-	10	See Chart

Shekral the Pestilatus

Shekral is the Nepharite Overlord of Demnogonis' legions. For a minion of the Great Befouler, Shekral is actually quite sly and cunning. He prefers to probe an enemy for weakness before committing his troops, and to try and use actual tactics in a battle other than attempting to overwhelm his enemies with sheer numbers. This has put him in favor with his master, who has granted Shekral unequaled access and training in the use of his Dark Pattern.

Shekral's sprawling Citadel festers deep within the ruins of Neo Jersey on Mars. It has been rebuilt after Capitol forces razed it a millennia ago and is placed further within the old decrepit city's toxic zones, away from the prying eyes of others. From this pestilent perch, Shekral sets in motion schemes to further the diseased wishes of his master.

Standing 9 feet tall, and weighing over half a ton, Shekral is grotesquely obese. His pasty white skin oozes pus and maggots from oddly stitched wounds and he is decorated with arcane sigils tattooed haphazardly across his bulk. He is always sweating, which emits a rank odor, and any action that he takes seems to be laborious. This display of fatigue is an illusion. Those foolish enough to close on him with the thoughts of scoring an easy kill, quickly learn the error of their assumption. Despite his bulk, Shekral is a formidable opponent, especially with his Pike of Plague. He has turned many of humanity's warriors into one of the Blessed.

Shekral the Pustulant

Individual force commander, limit one per army, necrobiotic Channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	7	15	15	3	3	5	3	20	3	56

Equipment: Pike of Plague.

Special Abilities: Channel, Force Commander, Regenerate: 5.

Special Rules: May select up to two Demnogonis powers. Vulnerable to radiant attacks. Suffers +2 Damage.

Weapon Stats:

Pike of Plague *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart

Mortis the Virulent

Mortis is a merciless taskmaster and a vicious warrior in the service of Demnogonis on Venus. He is a product of the sweltering jungles, the perfect environment for decay and disease. Where Shekral prefers finesse and maneuvering, Mortis' method of war is brutal and singular in purpose...rush and crush. His forces surge towards the enemy, taking horrendous casualties, and when the remnants reach the enemies ranks





Voice of Demnogonis



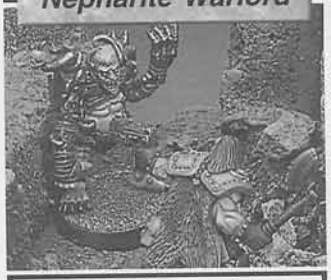
Nepharite of Demnogonis



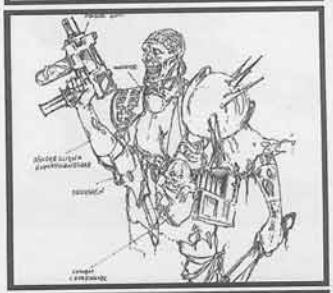
Shekral the Pustulant



Nepharite Warlord









they crush all resistance. It is obscenely effective, especially with the Black Rot infecting enemies and his Infectors creating more troops from the dead and dying.

Mortis is a sight that cannot be forgotten, even with extensive therapy. He stands nearly 10 feet tall and his head-which appears to have rotted off of his neck, hangs from great, pulsing tubes which move it around in a disturbing manner. His lower jaw has fallen off, to be replaced with a jutting, putrescent spike that drips slime, and his skin is in various stages of decay...overall not a pretty picture. The only other physical deformity of note is Mortis' left arm, which has been replaced by a foul, wormlike appendage that twists and turns like a snake. This "arm" acts like a giant whip, with its tip like an armor-piercing hypodermic. Mortis can snap the appendage forward and plunge it into the body of an unfortunate victim; from there he pumps whatever foul fluids are contained in the appendage into the victim, which turns the poor soul into a Blessed Legionnaire.

Mortis the Virulent

Individual force commander, limit one per army, necrobiotic Channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	7	13	14	3	3	7	3	22	3	59

Equipment: Azoghar.

Special Abilities: Channel, Force Commander, Raise Undead, Regenerate: 6.

Special Rules: May select up to one Demnogonis powers. Vulnerable to radiant attacks. Suffers +2 Damage. May raise Blessed Legionaires.

Weapon Stats:

Azoghar *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart

Contagion Colossus

Suppport unit, required 1 model, Supernatural.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	2	9	3	8	9	4	24	6	159

Equipment: Decimator Handcannon, Giant Azoghar.

Special Abilities: Aura of Corruption, Dire Rating: 5, Impenetrability, Natural Attack (14), Secondary Attack.

Special Rules: Natural attacks are fists. Due to his enormous size, he may launch these attacks against targets up to three inches away, and the Aura of Corruption around a Colosus extends 3" & has an ATS of 12. The Colosus is not subject to issues of moral, and may not go prone or assume minimal presence. You may have one size six model in your army for every 500 points of troops.

Weapon Stats:

Decimator Handcannon *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	12 (x2)	See Chart

Giant Azoghar *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+8	See Chart



SUPPORT

Contagion Colossus

Contagion Colossi are both the ultimate manifestation of the Befouler's power as well as a resounding affront to the forces of Algeroth for the Colossi are actually Praetorian Behemoths who have succumbed to the Black Rot of Demnogonis. As their minds erode, so to does their flesh, consuming itself in sores and pustules. Once infected, a Behemoth will completely transform into a Contagion Colossus in only 48 hours.

The aura of corruption surrounding this monstrosity is highly toxic to living beings and plant life immediately dies in its presence. There is no recollection of its former life, its mind all but consumed by the diseases of the Befouler. A Colossus will always serve as the vanguard for a force of the Diseased and is an even more frightening sight in death than in life.

Defiler Pods of the Befouler

The Lord of Malady has impregnated his Defiler Pods with a minute sliver of his diseased essence. These pulsing yellow pods emit a nauseating odor even when closed and the area surrounding it is filled with highly virulent bacteria. A Defiler landing will always kill any native vegetation around it for yards and the sickeningly sweet odor will mark its presence for hundreds of yards.

Like a ruptured blister, when one of these revolting husks opens to disgorge its troops, the true horror begins. Demnogonis prefers to infest the pods with Cairaths who will always wreak havoc behind enemy lines. He does not send his other minions, for the Cairaths are certainly his favored.

Curator

These insane butchers stalk the battlefields giving "last aid" to the wounded found on the warzones of the universe. Dressed like a nightmarish surgeon, they are equipped with many medical devices, some of which are corrupted with necrotechnology. As a group, the Curators 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.

The Curators are shaped like humans but are taller than the average man. Their bodies are muscular and their limbs are strong and wiry, often replaced by bizarre cybernetics. Their skin is stitched together, sometimes replaced by leather or plastic sheets.

Their heads are bare, without skin, showing a grinning skull often linked to various devices by pulsating tubes and electrical cables. Their eyes glow with a sickly yellow light. These creatures often giggle quietly to themselves as they carry out their hideous operations.

Curators are dressed in tattered white clothes, adorned with the red runes of Demnogonis. The clothing covers the spiked armor, which protects their vital organs. Their medical equipment is always crude and infected with bacteria. The Curators are also hosts to several parasites carrying plague and disease, which they inadvertently share with their wounded patients.

These macabre doctors are mostly armed with sharp swords, infected with disease and large caliber handguns, which they use to reject unsuitable patients. In spite of their nature Curators are skilled in the art of reviving beings and making them able to fight again. They often use necrotechnology and replace limbs and organs to once again make use of a fallen soldier. They are thus always found among the soldiers of the Befouler to make sure they continue to fight.

Spawn of Demnogonis

Born from the foulest pits of decay, the Spawn is the favored children of Demnogonis, acting as his eyes and ears on the battlefield and where the Spawn looks, Demnogonis sees and understands. It is the Spawn's duty to spread the Black Rot to the whole of humanity, and it uses the Foul Wind to achieve this end. Huge gouts of black and gray diseased smoke and flies spew forth from the mouths of these foul creatures, leaving disease and suffering in their wake.

Spawn are usually given command of the Befouler's lesser minions.





Demnogonis Defiler Pod

Support unit, required 1 model, associated armament.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	4	-	-	28	5	173

Special Abilities: Aura of Corruption.

Special Rules: Drop Pod must select landing zone exactly as Para-deployed troops do. The pod lands deployed. Next activation troops may exit. If destroyed before they exit, roll for survivors same as if in a wrecked transport. Due to the size of the model, the aura of corruption extends out to six inches.

Cairath

Elite trooper, required 3 models, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	7	4	8	4	3	7	2	18	3	46

Special Abilities: Necrorganic Resistance, Feast, Natural Attack (13), Necroplasmic Eruption: 8.

Special Rules: Vulnerable to radiant attacks. Suffers +2 Damage. Natural attack is a pseudopod.

Ilian: Mistress of the Void

Ilian is the Herald of the Great Darkness, Guardian of the Dark Gate, Keeper of the Dark Symmetry, and the Black Mother. Ilian was the firstborn of the Dark Soul and she was the first to enter the realm of humanity over a millennium ago. It is through her that the Dark Legion is able to exist in our plane of existence. Ilian might not be as overt a threat to mankind as Algeroth, but her power and that of her minions is far greater than anything that can be created by Dark Technology alone.

The troops of Ilian are fewer in number and concentrated to her Citadels which are secreted away in the desolate and shadowy regions of humanity. When Ilian does go to war, either to defend one of these Citadels or to fulfill the wishes of the Dark Soul, she sends her Nepharites to obliterate the opposing force using Ilian's Pattern of the Dark Symmetry.

Ilian's Templars fulfill most of the mundane roles on the battlefield while the Nepharites channel the power of the Void, weaving the energies of the Dark Symmetry into powerful and destructive weapons to assault the enemy forces.





Children at Work



Child of Ilian



Child of Ilian

Children of Ilian

Among the many titles accorded Ilian, one that is disturbingly accurate is that of Black Mother, for prominent amongst her followers is a race of servants from an extra-dimensional origin that are simply referred to as the Children of Ilian. These are diminutive beings with twisted and deformed bodies given the name "children" because of their miniature size and child-like mannerisms.

The Children have long arms and short legs and their large head is connected to pulsating tubes that link their brain to their nervous system. Their skin is pale, almost translucent and their faces glow with demented mirth as they speak in their high squeaking voices—endlessly gibbering meaningless phrases.

As if possessed of some kind of hive-mind, the Children work strangely in concert with each other at all times. What may seem like meaningless chatter to humans is actually a sophisticated mean of communicating complex ideas and thoughts quickly. They do not normally participate in combat, but if they are present in large numbers they will attack larger enemies in a blood curdling frenzy led by Scions. Their preferred role is that of a maintenance worker, dedicated to keeping up Ilian's edifices and belongings.

While Ilian generally shuns the Dark Technology of Algeroth, she has found it useful for her Children to understand and maintain its operation; a task she allows them to study and master. These tasks, too banal for any other minion of Ilian to perform, are left to the Children.

The truth about the Children of Ilian that the Brotherhood tries desperately to keep secret is that they are not otherworldly monsters like the Maculator, but rather are the result of what happens when human children are infected with the power of the Dark Symmetry. Bent and twisted by immense forces, human children are transformed into these wretched creatures, servants forever committed to the Dark Mistress. Culled from orphanages and other places where human cruelty has abandoned its own, Ilian's Matrons gather this flotsam and give them a home in the service to their Dark Goddess.

Scions of Ilian

Imagine a world that has given itself completely to the worship of Ilian and you will begin to understand the awesome nature of her power. Now consider the unrivaled zeal a world of these fanatics would offer to the legions of Ilian. And the reward for this dedication would be a perversion of what passes for Ilian's humor, their transformation into Scions.

Children of Ilian

Grunt trooper, required 8-16 models, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	5	2	8	3	1	3	5	16	1	14

Equipment: Child's Rattle.

Special Abilities: Swarm Assault.

Weapon Stats:

Child's Rattle *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+3	-

Scion of Ilian

Grunt trooper, required 1 per squad, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	2	9	3	1	4	5	19	1	19

Equipment: Hand Scythe.

Special Abilities: Swarm Assault.

Weapon Stats:

Hand Scythe *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+3	-

Templars

Templars are the foot soldiers of Ilian's forces. She has no regular Legionnaires to call upon—the cannon fodder that fill the ranks of her brothers' armies. Instead she relies on a small, mobile and extremely efficient force comprised of her Templars. The Templars spend most of their time guarding the temples and Citadels of Ilian, but on rare occasion, they are called upon to take part in some offensive action that their mistress deems prudent.

The Templars are commanded by a High Templar. These creatures are simply more powerful versions of Templars that have risen through Ilian's ranks until she has appointed them to look over the others of their ilk. This is the highest honor available to a Templar and the competition for the few open positions is fierce.

Templars wear great, spiked helmets, the spikes of which work as some sort of foci for their Dark powers. Unlike most members of the Dark Legion, the Templars seem to be willing members of the Dark Soul's armies. They actually live to wreak havoc on people; the more innocent they are, the better! Templars also have no fear on the field of battle. They never take cover, preferring to rely on the strength of their armor and arms. They simply march relentlessly toward their foes, overrunning them until they are all dead.

Templars stand about seven feet tall and mass around 350 pounds including all their armor. No Templar has ever been seen without its armor, so it's anyone's guess as to what they actually look like underneath their heavy gear. They appear to be at least partially mechanical, and they rely on the Children of Ilian for the upkeep of their non-organic parts. Their armor, helmets and clothing are generally black and covered with stars, reminiscent of the void which their mistress calls home. Their minds are perfectly attuned to combat and they can sense waves of pain and violence from far away, making the Templars excellent for both guarding Ilian's Citadels and finding enemy troops on a battlefield.

Templars

Grunt trooper, required 4-8 models, summoned.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	9	4	10	3	1	5	3	19	2	19

Equipment: Kratach Assault Rifle.

Special Abilities: Deadshot.

Weapon Stats:

Kratach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-2	0	0	-2	-	10	See Chart

High Templar

Grunt squad leader, required 1 per squad, summoned.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	5	12	3	2	6	3	20	2	28

Equipment: Kratach Assault Rifle, Templar Sword.

Special Abilities: Deadshot.

Weapon Stats:

Kratach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-2	0	0	-2	-	10	See Chart

Templar Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+6	-

Templar Voidbringer

Grunt squad specialist, optional up to 2 per squad, summoned.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	4	10	3	1	5	3	19	2	31

Equipment: Void Cannon.

Special Abilities: Combat Reflexes.

Weapon Stats:

Void Cannon *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	7	See Chart

Wheeled Templars

The Wheeled Templars are the remnants of the original Temple Guards brought into our plane of existence so long ago. These Templars, after enough time spent in our plane of existence began to mutate and become even more warlike. They fought savagely in an uncontrolled manner and would eventually turn on each other when there were no other foes left to fight. This condition became known as "the Curse" and Ilian had to do something about it or risk losing her guards to an orgy of carnage and bloodshed.

The Mistress of the Void created a huge construct, known as the Triangled Wheel from the Void to house these berserker Templars, putting them into an eternal sleeplike stasis. The Triangled Wheel resembles a massive and ancient spoke wheel with the symbol of Ilian as its hub. The Wheeled Templars, as the troops housed within the construct's outer ring are referred, are kept suspended in their rage until needed by Ilian or any of her chosen Nepharites.

Wheeled Templars

Elite trooper, required 2-4 models, summoned.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	5	11	3	1	5	3	21	2	22

Equipment: Kratach Assault Rifle.

Special Abilities: Deadshot.

Weapon Stats:

Kratach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-2	0	0	-2	-	10	See Chart


Scion of Ilian


Templars


Templars


Templar w/ Void Cannon



Wheeled Templar Knights

Elite trooper, required 2-4 models, summoned.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	5	11	3	1	6	3	21	2	29

Equipment: Kratach Assault Rifle, Templar Mace.

Special Abilities: Berserk, Deadshot.

Weapon Stats:

Kratach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-2	0	0	-2	-	10	See Chart

Templar Mace *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+6	-



Wheeled High Templar

Elite squad leader, required 1 per squad, summoned.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	5	13	3	1	6	3	21	2	30

Equipment: Kratach Assault Rifle with Carcass UBGL, Templar Sword.

Special Abilities: Berserk, Deadshot.

Weapon Stats:

Kratach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-2	0	0	-2	-	10	See Chart

Carcass Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	+1	--	--	--	--	See Chart

Templar Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+6	-



Wheeled Templar Preceptor

Elite squad specialist, optional up to 1 per squad, summoned.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	5	11	3	2	6	3	21	2	42

Equipment: Kratach Assault Rifle, Templar Sword.

Special Abilities: Deadshot, Necromancy: 4.

Weapon Stats:

Kratach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-2	0	0	-2	-	10	See Chart

Templar Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+6	-



Wheeled Templar Voidbringer

Elite squad specialist, optional up to 1 per squad, summoned.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	5	11	3	2	5	3	21	2	42

Equipment: Book of Faith, Void Cannon.

Special Abilities: Combat Reflexes, Void Travel.

Void Cannon *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	7	See Chart

Brass Apocalypts

Brass Apocalypts are beings of malevolence and metal, formed by the Nepharites of Ilian for use as bodyguards and enforcers. They are resilient opponents that are as strong as a battlesuit and able to smash the opponents that survive their shotgun blasts into pieces. Seen in gangs of 2-4, the Brass Apocalypts act as the anvil against which the Templars drive their enemies into.

Brass Apocalypts

Elite trooper, required 2-4 models, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	8	3	8	3	2	6	3	23	3	32

Equipment: Rhagriin Shredder Shotgun.

Special Abilities: Dire Rating: 2, Natural Attack (11).

Special Rules: Natural attack is a punch.

Weapon Stats:

Rhagriin Shredder Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	10	See Chart

INDIVIDUALS

Karak the Keeper

Over a thousand years ago, the alluring call of Ilian found its way to a troubled spirit, a man of purity whose soul was weary of the carnage and depredations of the Dark Legion. This dedicated servant of the Light, a Keeper of the Art named Karak, became seduced by the promises of the Dark Mistress who visited the powerful man in his dreams, aided by her brother Muawijhe. After years of careful seduction and manipulation, Karak crossed over and slew his own attendants.

Following a killing spree of epic scale, the destruction of two major churches and being wounded critically, Karak was finally cornered in the Tower of Commerce on Luna. There in a sealed room, Karak fled into the Void. Believing him dead, the Brotherhood erased all records of his existence and sealed the embarrassing matter. His name is now all but forgotten.

In the loving embrace of Ilian, Karak was restored and for decades his body was transformed to be a more suitable vessel for the power of his new mistress. Once transfigured Karak began serving Ilian on various planes of existence, honing his death-dealing skills and reveling in the destruction his powers caused. Being a Channeler in his former life, Karak had a clear perspective on the Dark Symmetry and adapted Ilian's Pattern in many unique ways. His weaponry reflect this clarity and though he can no longer channel himself, his residual understanding of such matters makes him a calculating foe.

Standing almost 10 feet tall, Karak still wears the power stabilizer he wore as a Keeper, a source of great consternation to the Brotherhood. Additionally he has altered his raiments to be a parody of his former uniform. To Ilian, this monstrosity is a thing of beauty.

Karak the Keeper

Individual unit commander, limit one per army, necrobiotic channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	12	5	12	3	4	5	3	24	3	80

Equipment: Chthonic Transfuser, Tilandra Mounted Autocannon, Void Harness.

Special Abilities: Ectoplasmic Feast, Natural Attack (12), Unit Commander, Unscrupulous.

Special Rules: May command Templars. For his Natural Attack, Karak grabs his opponents with his claw like hand and crushes their skull.

Weapon Stats:

Chthonic Transfuser *(radiant/ concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	1	0	-	-	11	See Chart

Tilandra Mounted Autocannon *(ballistic, concussive, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	1 (x2)	0 (x2)	-	- (x1)	13	-

Sinstress Salandria

As could be expected for a Nepharite of Ilian, this sultry Nepharite is cruel taskmaster and the secret leader behind a Syndicate run, inter-planetary escort service known as the Magdalena, which she took over from her fellow Nepharite Kurzada upon her destruction. She uses these "professional ladies" as an intelligence-gathering network, learning what she can about all of the Corporate Armies. Her Magdalena provide their clients with whatever they could possibly want or need and in the process extricate the skeletons from their closets. In an effort to better plan her military actions, Salandria culls these skeletons and learns all she can of the enemy.

Salandria stands a good 7 feet tall, with the proportions of a voluptuous woman, and has extremely pale skin that is untouched by the mystical rune tattoos that her brethren adorn themselves with. Her horns are swept back, hidden by her long, jet-black hair which radiates an aura of Dark Symmetry that almost shimmers around her.

When Salandria takes the field of battle, she does so with intimate knowledge of the force which she faces, for her Magdalena have already done all of Salandria's recon for her.

Sinstress Salandria

Individual general officer, limit one per army, necrobiotic channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	15	14	3	3	5	4	21	3	63

Equipment: Void Slayer Battlesword, Voriche Pistol, Chains of Illian.

Special Abilities: Channel, Division Commander, Espionage, Sinstress Gaze.

Special Rules: May select up ot two Illian powers.

Weapon Stats:

Void Slayer Battlesword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart

Voriche Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Nepharite of Ilian

Nepharites of Ilian make up the higher echelons of Ilian's court and are powerful Channelers with unequaled abilities in the manipulation of the Dark Symmetry. They have the power of the Void at their beck and call and act as Ilian's observers in the human worlds.

On the battlefield, these Nepharites usually keep a good distance from the conflict, preferring to use the Dark Symmetry against the enemy from afar as their Servants and Guardians throw themselves into the fray. Individuals brave enough to close with a Nepharite of Ilian in melee will not find one an easy target. These Nepharites are quite adept at martial matters and can easily defend themselves with both mundane and mystical means. Most infamous of their weapons are the living chains that adorn their flesh.

Nepharite of Ilian

Individual general officer, limit one per army, necrobiotic channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	8	16	14	4	4	5	3	22	3	59

Equipment: Void Slayer Battlesword, Voriche Pistol, Chains of Illian.

Special Abilities: Channel, Division Commander.

Special Rules: May select up ot three Illian powers.

Weapon Stats:

Void Slayer Battlesword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart

Voriche Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Vahl'dredd The Hunter

Vahl'dredd is the supreme commander of Ilian's forces. Before attaining this lofty post, he spent an eon as a Wild Hunter in the Void chasing down the souls of the banished. He was superb in this role and was rewarded for his efficiency by being brought into our plane of existence as a Nepharite Warlord. He is very astute at tactical matters which is the main reason Ilian has put him in command. It is rumored that he shares a bed with one of Ilian's many incarnations, which explains his incredible influence with his Mistress. There are no illusions or misconceptions about who is in charge. Oddly enough, Vahl'dredd is perhaps the only Nepharite who does not long to replace his master someday, strangely content with his role as the "Hammer of Ilian".

The Hunter stands nearly 9 feet tall with a broad, muscular physique. He has an exceedingly commanding presence, even though his mastery of the Dark Symmetry is only average. Vahl'dredd has replaced his left arm with that of a Vasa Heavy Machine Gun to improve his ability to take down prey and make himself a more perfect killing machine.



Brass Apocalypt





Karak the Keeper



Nepharite



Salandria



Following Vahl'dredd into combat is his lackey sword bearer, So'bledd, a Child of Ilian slave whose duty it is to carry Vahl'dredd's mighty Void Slayer battle sword.

Vahl'Dredd the Hunter

Individual force commander, limit one per army, necrobiotic channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	13	12	15	3	3	7	3	23	3	72

Equipment: Vasa Heavy Machine Gun, Void Bringer BattleSword, Chains of Illian, Lackey.

Special Abilities: Channel, Force Commander, Predator Senses: 8.

Special Rules: May select up to one Illian power.

Weapon Stats:

Vasa Heavy Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2 (x3)	1 (x2)	0	-	-	13	-

Void Bringer BattleSword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart



SUPPORT

Mercurian Maculator

The Maculators are alien beings that have been brought from another dimension by Ilian to fight the forces of humanity. As a race they are amphibious, given to watery environments and dank climes.

Because of this pelagic proclivity, Maculators are Ilian's favored underwater assassins. First encountered throughout Mercury's vast underground caverns, the Maculator has found itself with the planets sobriquet for a title. With the ability to quickly repair damage to their body on a molecular scale, the Maculator seems an unstoppable juggernaut, able to absorb a seemingly infinite amount of firepower.



Mercurian Maculator

Mercurian Maculator

Support unit, required 1 model, summoned.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	11	4	9	3	7	10	4	23	6	148

Equipment: Gorgaroth Mounted HMG.

Special Abilities: Dire Rating: 4, Impenetrability, Natural Attack (14), Regenerate: 5, Secondary Attack.

Special Rules: Natural Attack is a punch. The Maculator is not subject to issues of moral, and may not go prone or assume minimal presence. You may have one size six model in your army for every 500 points of troops.

Weapon Stats:

Gorgaroth Mounted HMG *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	3 (x3)	3 (x2)	0 (x2)	-	14	-



Ilian's Defiler Pod

These pulsing black Defiler pods contain an unpleasant surprise when deployed. Unlike the pods dropped by the other Apostles, the Pods fielded by Ilian's Void Ships land in utter silence, an eerie occurrence to those who happen upon them. Adding to their mystique is the fact that they radiate a field of darkness which obscures visibility in a radius around the pod. When used during night deployment the Defiler Pods of Ilian are nearly undetectable, that is until they disgorge their contents and a horde of frenzied Children surge forth.

Ilian Defiler Pod

Support unit, required 1 model, associated armament.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	4	-	-	28	5	174

Special Abilities: Aura of Darkness.

Special Rules: Drop Pod must select landing zone exactly as Para-deployed troops do. The pod lands deployed. Next activation troops may exit. If destroyed before they exit, roll for survivors same as if in a wrecked transport.

Children of Ilian

Grunt trooper, required 10 models, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	5	2	8	3	1	3	5	16	1	-

Equipment: Child's Rattle.

Special Abilities: Swarm Assault.

Weapon Stats:

Child's Rattle *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+3	-



Vahl'dredd, Nepharite Overlord





Muawijhe: The Prince of Madness

Muawijhe, the Lord of Visions, the Demon of Dementia are names attributed to the Apostle who invades the dreams of humanity and nurtures the insanity latent in our minds. Spinning his webs of confusion, madness and terror, Muawijhe rules the insane and weak minded.

The Legions of Muawijhe are made up of the worst creatures that haunt our nightmares and those twisted beings that have been driven over the edge by the Master of Madness. He has gathered his hosts around him and his ranks constantly swell with new victims driven insane by the madness of our times.

On the battlefield there is no rhyme or reason for the actions of Muawijhe's troops. It is a cacophony of chaos—with Lunatics on the left and Nightmares on the right. Any army that takes the field against Muawijhe that isn't driven mad by the Dark Gifts of his Nepharites may later embrace insanity from the total randomness of the battle.

Screaming Legionnaires

The Screaming Legionnaires are humans who have been drawn into the insanity of Muawijhe. Their bodies are twisted with spasms and uncontrollable fits; their minds left withered and broken. Only the screams of their master fill their lives now.

The Legionnaires are dressed in whatever clothing and armor that they can salvage from the battlefield, giving them a colorful and bizarre appearance. In addition to the Legionnaire's weapons, they constantly give voice to their torment and their excruciating ululations can be heard over the hail of munitions. So mournful and disturbing is this sound that it fills most beings with a profound sense of suicidal sadness and maddening pain.

When Screaming Legionnaires take the field, they do so led by a Soulslayer Tyrant.

Screaming Legionnaires

Grunt trooper, required 8-12 models, necrorganic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	2	8	3	1	4	3	17	2	15

Equipment: Kratach Assault Rifle.

Special Abilities: Necrorganic Resistance, Wail of the Damned.

Weapon Stats:

Kratach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-2	0	0	-2	-	10	See Chart

Soulslayer Tyrant

Grunt squad leader, required 1 per squad, supernatural.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	5	2	10	3	2	6	4	21	3	35

Special Abilities: Leap, Natural Attack (13), Predator Senses: 8, Zombie Master.

Special Rules: Natural attack is a combination of claws, fangs, and tail. Can attack up to 1" away.

Screaming Legionnaire FT Specialist

Grunt squad specialist, optional up to 1 per squad, necrorganic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	2	8	3	1	4	3	17	2	30

Equipment: Tzoteth Flamethrower.

Special Abilities: Necrorganic Resistance, Wail of the Damned.

Weapon Stats:

Tzoteth Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

Golem of Darkness

Grunt squad specialist, required 1 per squad, supernatural.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	7	5	8	3	3	7	3	23	3	35

Equipment: Azoghar.

Special Abilities: Aura of Darkness.

Weapon Stats:

Azoghar *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart



Screaming Legionnaires

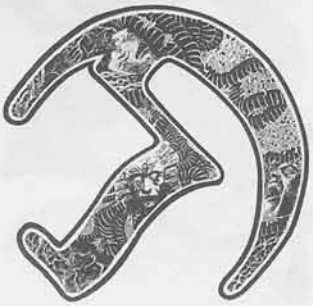


Soulslayers

Karnophages

Karnophages are the unfortunate end product of many Heretics that worship at the altar of the Apostle of Insanity. Once human, the Stigmata of the Black Hunger drives their bodies down a path of devolution, becoming more animalistic and feral with time. The jaws on these creatures have become distended to allow room for the new, larger fangs that replace the Heretic's teeth. Their nails grow large and become hardened like steel, turning into horrific claws.

Their Black Hunger feeds upon the madness within them, pushing the Karnophage to feed, constantly, on freshly killed meat. As a group they are fearless hunters with cunning senses and it is in that capacity that they are most dangerous. For while their claws and teeth are dangerous in the extreme, their swarming attack





Karnophage

will quickly overrun opponents and bring them down in a flurry of tooth and nail. It is for this reason that Karnophage packs are avoided by most close combat specialists.

Karnophage

Grunt trooper, required 4-12 models, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	5	2	7	3	1	4	5	17	2	22

Special Abilities: Natural Attack (10), Predator Senses: 5, Swarm Assault.

Special Rules: Natural Attack is a claw and bite.

Immaculate Fury

Since their first appearance on the battlefield, the Immaculate Furies have been numbered among the most fearsome of all humanity's foes. Warriors from all of the Corporations have learned to tremble upon hearing their weird ululating cries and to flinch at the sight of their inhuman faces.

Although based upon a DNA-manipulated human embryo, Immaculate Furies are created using Dark Technology. They bare little resemblance to humankind any longer. Standing roughly 7' tall and weighing in excess of 400 pounds, Furies are hairless and their skin is tough and leathery over a thick, muscular body. The oddest aspect about the Immaculate Furies is certainly their face. Where a nose, mouth and jaw would normally exist, they have been replaced with a vertical stretch of metal strips. This marks the complex filtration system, which makes the Furies immune to all gases and noxious atmospheres.



Immaculate Fury

The Furies now serve Muawijhe, given to the Lord of Visions by Algeroth for some dark nefarious purpose, the knowledge of which only the Conqueror of Worlds possesses.



Immaculate Fury

Elite trooper, required 2-3 models, summoned.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	11	3	2	5	3	22	3	30

Equipment: Desovach Automatic Shotgun.

Special Abilities: Thunderous Roar.

Weapon Stats:

Desovach Automatic Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	10	See Chart

Immaculate Fury Leader

Elite squad leader, required 1 per squad, summoned.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	12	3	2	5	3	22	3	38

Equipment: Nazgaroth Heavy Machine Gun.

Special Abilities: Thunderous Roar.

Weapon Stats:

Nazgaroth Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	3 (x3)	1 (x2)	-2	-	-	11 (x2)	See Chart

Zenithian Soulslayers

When you experience nightmares, the common perception is that you wake up and the dream goes away, fading back into the obscurity it came from. This belief helps us all breath a sigh of relief and go back to sleep in peace. In reality, the truth would keep most of us awake forever.

When a mortal dreams, he impacts a higher plane of existence with his somnambular energies. Nightmares, like dreams give off a distinctive emanation, a frequency if you will that attracts the attentions of the Master of Dreams. When the sleeper awakens from a nightmare, those energies are released into this etheric plane and are ultimately collected by Muawijhe. From this dream essence he creates the Soulslayers to stalk the battlefields in his service. They are living nightmares intent on forcing mankind to relive their banished dreams and punish them for their dismissal. Given substance, they are terrible creatures that now live for carnage and bloodshed, reveling in fear and feeding on both the terror they inspire and the flesh of their enemies.

The Zenithian's are vaguely humanoid in shape-with a torso, two arms and legs and a head. There the similarity ends. The creature's head is long, with the lower part taken up by an enormous jaw that is filled with razor-sharp fangs visible through a twisted grin. The eyes of a Soulslayer burn with the fire of hate and their arms are long and end in terrible claws. The Zenithians possess a tail that is whip-like with a steel-hard blade at its tip. The creature's body is covered in a chitinous exo-skeleton that is as hard as modern combat armor and as black as night.

In battle, the Soulslayers bound forward on their powerful legs and scythe into the ranks of the enemy. In melee is where the Soulslayer wrecks true havoc, tearing into the enemy in an orgy of blood and gore as if searching for the one person who helped in their creation.

Zenethian Soulslayers

Elite trooper, required 4-8 models, supernatural.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	7	4	10	3	2	7	4	21	3	34

Special Abilities: Leap, Natural Attack (13), Predator Senses: 6.

Special Rules: Natural attack is a combination of claws, fangs, and tail. Can attack up to 1" away.

Immaculate Imperceptor

Like his brothers, Muawijhe recognizes accomplishment and initiative, though he does this in his own special way for his deranged troops. The rank of Imperceptor is one of his highest honors. It bears with it a certain infamy even among the legions of the Insane, for it means that being has earned the attentions of their Lord. This attention brings with it many gifts, not the least of which is physical power and an evil reputation.

Immaculate Imperceptors are vicious brutes promoted from the ranks of Fury Leaders. They have earned their promotion because they are responsible for driving many of the blind (as anything not of Muawijhe is referred) to the enlightenment of their demented lord and master. Broken units, panicked squads, tormented victims, terrified ranks; these are the credentials by which the Lord of Insanity measures his troop's worth. These are the proud badges of the Imperceptor, a being who has shared in a portion of their master's dark design.

Immaculate Imperceptor

Indivdual squad linked officer, limit one per Fury squad, summoned.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	13	3	3	5	3	23	3	52

Equipment: Nazgaroth Heavy Machine Gun with Carcass UBGL.

Special Abilities: Thunderous Roar, Unit Commander, Tactical Sense.

Special Rules: Commands Immaculate Furies.

Weapon Stats:

Nazgaroth Heavy Machine Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	3 (x3)	1 (x2)	-2	-	-	11 (x2)	See Chart

Carcass Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	+1	--	--	--	--	See Chart

Zenithian Slaughtermaster

While the Soulslayer's seem to be the hunter/warriors of the Zenithians, there is no doubt that the Slaughtermaster is the alpha-being. It radiates a sense of power and control, which is enhanced by its innate power. The Zenithian Slaughtermaster acts as Muawijhe's enforcer on the battlefield, keeping some semblance of order through sheer intimidation amongst the lesser Soulslayers.

While they may look like a larger version of the Soulslayer, the Slaughtermaster has a distinct, but alien, cunning and intelligence. While packs of its lesser brethren rush forward into the guns of the enemy, the Slaughtermaster moves into a favorable position, using its Dark Gifts to confuse the enemy before it strikes. This makes the Slaughtermaster even deadlier and one of the most terrible enemies that mankind must face.

Should a Slaughtermaster become engaged in close combat, a moment of recognition passes between them. In that brief instant the Slaughtermaster peers into their minds and searches for that spark of creativity that spawned their creation. It is an unnerving glare, one which can cripple lesser warriors.

Zenethian Slaughtermaster

Individual squad linked officer, limit one per Soulslayer squad, supernatural.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	7	6	12	4	3	7	4	22	3	52

Special Abilities: Leap, Natural Attack (15), Predator Senses: 8, Unit Commander, Predator Glare.

Special Rules: Natural attack is a combination of claw, fangs, and tail. Can attack up to 1" away. Can command Soulslayers.

Angel of Mercy

Like the Soulslayers, the Angel of Mercy is an abomination summoned into existence by the Lord of Visions to spread his special "wisdom" throughout the Solar System. It was designed from the nightmares of man and given form by the Lord of Vision to act as a harrier to his enemies. To this end, Muawijhe has granted the Angel special abilities to render a man helpless against his attacks. When struck, the Angel will seemingly vanish, only to reappear later in search of more carnage.

Named by the Cathedral Guards at Montafior, which marked the first recorded appearance of this creature, the designation was meant to be ironic yet telling at the same time. Of all the minions of the Master of Madness, the Angel is the only one which seems content to simply slaughter its adversaries, as opposed to driving them insane like so many others. By comparison it could be considered merciful considering the alternative for the forces of humanity. The name had stuck since that day.

Angel of Mercy

Individual trooper, limit one per squad, supernatural.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	8	5	12	3	2	6	3	21	3	48

Equipment: Blade of Mercy.

Special Abilities: Reconnaissance Training, Lurk.

Weapon Stats:

Blade of Mercy *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+8	-



Karnophage



Immaculate Fury



Immaculate Leader



Angel of Mercy



Doomsday Proclaimer

Doomsday Proclaimer

The Doomsday Proclaimer is a true oddity even amongst Muawijhe's forces. It represents a madness given tangible form. Ultimately it is a being of pure madness, defying both gravity and logic. The Proclaimer has absolutely no discernable pattern or plan of action on the battlefield. Instead it floats around like an old cartoon, gibbering away in a nonsensical combination of tongues and blasting enemies that come within range with both their Doomsday Shotguns and an insane tirade referred to as the Litany of Madness.

Doomsday Proclaimer

Individual trooper, limit one per squad, supernatural.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	13	3	2	6	5	23	3	31

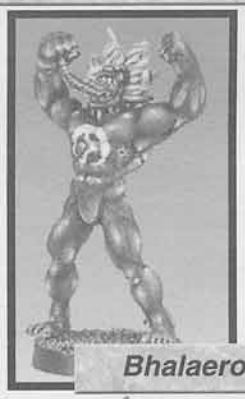
Equipment: Doomsday Shotgun.

Special Abilities: Litany of Madness.

Weapon Stats:

Doomsday Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	9	See Chart



Bhalaeron



Bhalaeron the Sandman

Bhalaeron is the Nepharite Overlord, first among all of Muawijhe's minions and his powers of madness are staggering. Bhalaeron's chief weapons are the dreams of mankind—a fertile landscape of hopes where he can sow the seeds of insanity. These seeds come to fruition on the battlefield and even after the battles are over, where Bhalaeron nurtures them to cause mass confusion and fits of irrationality.

Bhalaeron is the thief of dreams, searing the sanity from humanity in fits of demented glee. Of all the Nepharites, Bhalaeron is perhaps the most fearsome, not because he is a physical powerhouse, for Algeroth and Ilian's minions supplant him here. He is not the cleverest or strategically minded either. His horrific power lies in the insidious way he wields the Dark Symmetry, a particular pattern that no mortal can completely escape. When his forces are engaged, the battles are always bloody, replete with terrifying phantasms and horrific insinuations. The worst of it is the number of after battle casualties that are recorded when confronting this Nepharite. For even if a force were to overcome his legions, and a few have, the battle leaves an etheric poison that spreads through the soldiers and tests their resolve well after the battle is won.

Confronted with their inner demons; with thoughts too dark to ever be given light, a staggering number of soldiers snap and either commit suicide or become psychotics who will either end up in a Brotherhood sanitarium or get gunned down like a rabid dog by their peers. It is for this reason alone that Bhalaeron is so feared. Making this worse, as if it could be so, is the fact that this Nepharite does not seem to stay dead even though he has been reported destroyed in three separate engagements. The reputation of Bhalaeron has spread faster than almost any other Nepharite.



Nepharite of Muawijhe

Bhalaeron the Sandman

Individual general officer, limit one per army, necrobiotic channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	6	14	13	3	4	7	4	22	3	56

Special Abilities: Channel, Division Commander, Insinuative Visions, Natural Attack (13).

Special Rules: May select up ot three Muawijhe powers. Natural attack is fists.

Nepharite of Muawijhe

The Nepharites of Muawijhe resemble their master in physical appearance, though they do not have the same calm mastery of insanity the Lord of Visions possesses. They act as generals of Muawijhe's forces, their sole purpose being to spread madness and terror throughout humanity, collecting those who have been smitten by the Demon of Dementia's presence.

Chains hang about the Nepharite's person, rusted links of metal that end in vicious, barbed hooks, which can easily tear and rip into the toughest material. These chains twirl about the Nepharite as if possessed of their own intelligence, whirling in deadly dance before snapping them at an enemy, ensnaring them for the final kiss of everlasting madness.

Nepharite of Muawijhe

Individual force commander, limit one per army, necrobiotic channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	6	16	13	3	3	7	4	23	3	50

Equipment: Chains of Muawijhe.

Special Abilities: Channel, Force Commander, Execution.

Special Rules: May select up ot two Muawijhe powers.

Weapon Stats:

Chains of Muawijhe *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
2	1	0	-	-	-	12	See Chart

Ezoghoul

The gigantic Ezoghoul is a being whose sole purpose is to do battle. They can be found wherever a skirmish is being fought, and are always ready to wreak havoc with their Blutarch Hand Cannons and the disturbing Ashreketh Howling Blade. An Ezoghoul is devoted to the destruction of other beings and to achieve glory upon the battlefield.

The Ezoghoul's body is carried into combat on four powerful legs and its two powerful arms are more than capable of great devastation. Its body is merged with an external metal exoskeleton and half of the Ezoghoul is made of artificial material. 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.

On the battlefield, Ezoghouls tend to charge forward into close combat, where they are truly deadly. This charge often causes defensive lines to crumble as the sight and sound of an Ezoghoul coming toward a position can make most soldiers squeal like young children filled with terror.

Designed by Algeroth for his brother's exacting demands, the Ezoghoul is a consummate killing machine. Exactly why this "gift" was given to Muawijhe is unknown, though it is rumored that there was a dark wager involved. What ever the reason, the forces of Muawijhe are always seen in the company of these monstrous beasts.

Ezoghoul

Support unit, required 1 model, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	9	10	13	3	5	10	6	23	4	100

Equipment: Ashreketh Howling Blade, Blutarch Hand Cannon with Carcass UBGL.

Special Abilities: Dire Rating: 3, Impenetrability, Secondary Attack, Predator Senses: 8.

Special Rules: The Ezoghoul is not subject to issue of moral, and may not go prone or assume minimal presence.

Weapon Stats:

Ashreketh Howling Blade *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+5	-

Blutarch Hand Cannon *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	1	-	-	-	11	-

Carcass Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	+1	--	--	--	--	See Chart

Defiler Pods

As could be expected of the Lord of Insanity, his Defiler pods are a mishmash of color and pulsating lights. When his pods touch down, they emit a mind shattering sound, a litany which serves to announce the beginning of the carnage about to come.

Once the pod ruptures, it disgorges in a vomitus burst a half dozen ravenous Karnophages. These beasts, dropped within smelling distance of their prey, surge forward to slake their hunger.

Muawijhe Defiler Pod

Support unit, required 1 model, associated armament.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	4	-	-	28	5	164

Special Abilities: Litany of Madness.

Special Rules: Drop Pod must select landing zone exactly as Para-deployed troops do. The pod lands deployed. Next activation troops may exit. If destroyed before they exit, roll for survivors same as if in a wrecked transport.

Karnophage

Grunt trooper, required 6 models, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	5	2	7	3	1	4	5	17	2	-

Special Abilities: Natural Attack (10), Predator Senses: 5, Swarm Assault.

Special Rules: Natural Attack is a claw and bite.



Slaughtermaster



Ezoghoul



When facing larger opponents in CC, it is always best to attack en mass and from multiple directions.

Semai: The Eternal Liar

Semai is the Lord of Spite, the Eternal Liar and the Great Debaucher. His insidious mission is to ensnare the human soul, to corrupt and tempt us into joining the Darkness willingly— inexorably marching us to our own destruction.

Of all the Apostles, Semai is the most omnipresent. While Muawijhe claims the realms of madness and dreams, Semai stays in constant surveillance of mankind during their waking hours.

Shrouded in a veil of lies and obfuscations, Semai surrounds himself with creatures that dwell in the shadows. While his legions are not as numerous or intimidating as those of his siblings, his forces do cause just as much damage to humanity in the end, if not more so. Unobtrusively they infiltrate and corrupt, spy, steal and cheat. The secrets we keep and the lies that we speak are Semai's to revel in. The Lord of Spite weaves a complex web of deceit that casts doubt on the truth of anything and everything.

The forces of Semai are scattered throughout the Solar System, conducting guerilla warfare from well-hidden bases. They fight in closely-knit groups, led by a Corruptor or a Nepharite. In battle, the forces of Semai use extensive trickery and deceitful tactics in an attempt to thoroughly confuse and confound their enemies. They make use of assassins to eliminate key opposing officials and infiltrators to attack from within the enemy's ranks.

The Betrayed are the massed hordes of Heretics who have traveled past the point of redemption and now willingly serve the Great Prevaricator. In the rare times that Semai is forced to resort to open warfare, these Heretics receive the Final Lie, whispers so intimate that they are different for each Heretic who hears them. Lust, glory, power, revenge, love, whatever the motivation, all is used to spur mankind into the folds of the Dark Soul and trap them eternally in his service. The Army of Spite is thus a very dedicated force of soldiers.



Heretic Legions



Dissident Leader

Heretic Legionnaires

In small units, the Heretics slip across the solar system; their ranks filled with the misled, the corrupted, and the betrayed. Most disturbing is that the Heretic Legionnaires have maintained a semblance of their humanity, though they have given their souls to Semai.

Willingly serving the Lord of Lies, the Heretic Legions are just as infamous off the battlefield as they are on it. They move about us in the streets and offices of the system, gathering information and sowing the seeds of dissent. On the battlefield, they are found in small, quick moving groups attacking enemies from secret positions and hidden passages. While humanity as a whole fears or is revolted by the Legionnaires of the other Apostles, the Legions of Heretics are met with nothing but contempt and scorn. They are betrayers who have sold humanity to the Dark Soul.

Led by a Dissident Corruptor, the Heretic Legions surprisingly number in the hundreds of thousands. The Cardinal help us if they were to march together.



Heretic Legionnaires

Grunt trooper, required 8-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	8	3	1	4	4	17	2	21

Equipment: Dagger, Kratach Assault Rifle, Voriche Pistol.

Special Abilities: Infiltrate.

Special Rules: May select up to one Necrobionic Enhancement.

Weapon Stats:

Dagger *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
3	-	-	-	-	-	ST+2	-

Kratach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-2	0	0	-2	-	10	See Chart

Voriche Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-



Dissident Leader

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	4	9	3	1	4	4	19	2	24

Equipment: Dagger, Kratach Assault Rifle with Carcass UBGL, Voriche Pistol.

Special Abilities: Infiltrate.

Weapon Stats:

Dagger *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
3	-	-	-	-	-	ST+2	-

Kratach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-2	0	0	-2	-	10	See Chart

Carcass Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	+1	--	--	--	--	See Chart

Voriche Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Dissidents

If Heretics are willing servants of the Great Lie, Dissidents are their teachers. Heterodoxies of the highest order, these beings have dedicated themselves to the cause of nothing less than complete ecclesiastical usurpation. The absolute destruction of the Brotherhood and the collapse of the establishment from within is their first aim and as such, is what they spend most of their non-engaged time doing. From pamphlets, to rallies, to strikes and seditions, the Dissidents of Semai are practiced at inciting their fellow humans. No lie is too bold, no act too depraved for Dissidents.

Dissidents are not discriminating in their corruption and most Heretic cults were in one way or another started by a Dissident of Semai. These cults will ultimately find their way into the ranks of one of the Apostles, and it matters not to Semai which dark path they take.

While still human themselves, their souls have been nearly consumed by the Great Deceiver's Dark Pattern of Symmetry in preparation for the final summons to his realm. Capable infiltrators, Dissident units cover the battlefields of Semai in stealthy formations, striking swiftly from the shadows without mercy.

Dissidents

Grunt trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	4	9	3	1	4	4	19	2	23

Equipment: Kratach Assault Rifle, Voriche Pistol.

Special Abilities: Infiltrate.

Special Rules: May select up to one Necrobionic Enhancement.

Weapon Stats:

Kratach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-2	0	0	-2	-	10	See Chart

Voriche Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Dark Huntsmen

Dark Huntsmen are the ultimate product of Semai's use of Necrotechnology—inhuman killing machines that know no remorse, pity, or fear. They are created from wounded humans found on the battlefield that are dragged away; subjected to many secret and unmentionable processes that turn them to the ways of Semai.

If their minds snap during this process, they are sent to the Heretic Legions, which explains why those troops exist in such staggering numbers. If they survive the indoctrination sessions, they are placed in massive distortion chambers and bombarded with raw Dark Symmetry where they are further tortured until nearly mindless with pain. Tekrons on loan from Algeroth and Eonian Justifiers work on them relentlessly until the full imprinting of Semai takes hold. Their former human knowledge is preserved during this transformation, but the process ultimately warps their minds to operate in ways most humans cannot.

Transformed mentally and physically, they are then sent back out onto the battlefield to hunt down and slay their former comrades. Since they still have knowledge of passwords and details of their former units and retain their human appearance devoid of any stigmata, they can often get close to their prey to slay them unseen.

Another favorite trick of Dark Huntsmen is to lurk out in no man's land and pretend to be injured. Their cries for aid serve to lure the unwary into ambush. This, in and of itself, can demoralize their enemies and prevent them from coming to collect their own wounded, a serious bone of contention among Megacorporate officers. Dark Huntsmen sow distrust and fear among Semai's enemies.

As a rule, Dark Huntsmen look like normal people. Most often, they are huge, burly men, but they do not need to be. They carry standard weaponry and hunt in packs of 4-8. On the battlefield, they are garbed in unassuming uniforms, and when they are shot, great chunks of flesh are blown away to reveal their Necrotech innards.



Dark Huntsman



Dark Huntsman



Huntsman Attack



Heretic Corruptor

Dark Huntsmen

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	11	3	1	5	3	20	2	24

Equipment: Kratach Assault Rifle.

Special Abilities: Ambush.

Weapon Stats:

Kratach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-2	0	0	-2	-	10	See Chart



Callistonian Intruder



Callistonian Sundancer





Eaonian Justifier

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, their world having long since fallen into the hands of the Lord of Spite and brought into his realm of darkness. They carry out operations behind enemy lines and ultimately 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 heal non-fatal wounds gives them a considerable advantage when carrying out covert operations. The Callistonian Intruder's black skin is leathery and provides good natural protection from most conventional ballistics. Their eyes glow softly in the dark so to obscure this effect Intruders often wear a helmet fashioned to resemble a grotesque death mask.

Callistonian Intruders

Elite trooper, required 2-4 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	4	12	3	2	5	4	20	2	35

Equipment: Jakht Throwing Disc, Vassht Sword.

Special Abilities: Infiltrate, Secondary Attack.

Weapon Stats:

Jakht Throwing Disc *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0	-2	-	-	-	10	-

Vassht Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+6	See Chart

INDIVIDUALS

Callistonian Sundancer

The Callistonian Sundancer is another weapon in the Lord of Spite's devious arsenal. While the Intruders move in close to deliver crippling wounds, the Sundancer prefers to find a suitable position above the cityscape or battlefield. From here, the Callistonian Sundancer searches for their prey with the powerful Zracth Sniper Rifle to whisper Semai's terrible truth via a high caliber messenger.

Callistonian Sundancer

Individual trooper, limit one per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	11	6	11	3	1	5	3	21	2	36

Equipment: Zracth Sniper Rifle.

Special Abilities: Infiltrate, Sniper.

Weapon Stats:

Zracth Sniper Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	3	1	-1	14	-

Eonian Justifier

To Semai, knowledge is power, the gathering and nurturing of information is the highest goal. The Eonian Justifiers are masters of acquiring information and are the torturers and intelligence gatherers of Semai's forces. In the corrupt circles of the Dark Legion, the Justifiers are the equivalent of the Brotherhood's Inquisition. No cult cell wishes to be visited by a Justifier, for that visit will most certainly conclude with the excruciating vivisection of an errant member.

Justifiers are not themselves a servitor race like so many minions of the Dark Soul's Apostles, rather they are created using Dark Technology to twist a combination of both human DNA and a mixture of DNA from numerous alien races, notably spiders and other strange demonic creatures from some extra dimensional hell. As they emerge from the Necrochamber's artificial wombs, still dripping slime and necrotic fluids, the Justifiers are garbed in their ceremonial robes and brought immediately into the vivisection halls to learn their grizzly arts, most of which is already genetically encoded in their makeup. Starting their study with small specimens, usually a small mammal or human infant, the Justifier works its way up the full spectrum of mammalian development until it is intimately familiar with its enemy. Their intellects have been so warped that cruelty is considered normal and devising more fiendish tortures is their greatest delight. To a Justifier there is music in the screams of pain, and artistry of the highest order in slowly flaying a person alive. To a Justifier, an auto-excruciator is an instrument of high art.

Eonian Justifiers are tall and slender, with long heads that are obscenely insect-like. Their hands end in long, curved claws that drip with caustic venom. On their surcoat they wear the symbol of balance, a reference to the way in which they weigh a person's life against the truth of their words.

Eonian Justifier

Individual trooper, limit one per squad, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	6	4	12	3	2	5	5	20	2	26

Special Abilities: Dire Rating: 2, Natural Attack (12), Fiendish Torture.

Special Rules: Natural Attack is claws that does Residual Damage to mortal beings.



Metropolitan Prophet

The Metropolitan Prophet is one of the most insidious machinations of the Lord of Spite. A human may be implanted with the Seed of the Prophet and never realize it. This seed is a subtle un-truth, a deceit with the power to weave itself within the poor host's body, down to his or her genetic code. As they perpetrate the vices of Semai, the seed becomes more nourished and strong. It is believed that half of humanity is suitable breeding ground for the Seeds of the Prophet.

Once his seeds have completed their gestation, Semai can call upon the Prophet to emerge. At this point, the corruption of the hapless host is complete and its body sunders itself, swelling and being consumed in the infernal birth of the gore-covered Prophet. Much like most of the legions of Semai, even the Prophet prefers to emerge away from prying eyes for at its emergence it is most vulnerable.

The Metropolitan Prophet represents the greatest threat of the Dark Legion, the threat from within.

Metropolitan Phophet

Individual trooper, limit one per squad, supernatural.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	11	3	3	5	4	20	3	62

Equipment: Voriche Hand Cannon.

Special Abilities: Dire Rating: 2, Gunslinger, Carnivorous Birth.

Weapon Stats:

Voriche Hand Cannon *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
2	1 (x2)	0	-	-	-	12	-

Heretic Corruptor

Amongst the ranks of the heretics and dissidents of Semai, there is one voice which guides their actions and galvanizes their attentions. There is one source for the recruitment of the Liars of Semai and he is referred to as the Corruptor.

This honored title is conferred upon a Heretic who is responsible for the conversion and leadership of several cells of followers. As the masses of worshippers that flock to the altars of Semai will attest, the Corruptor is the human face that speaks for their revered master. It is his voice that directs their very lives. Being mortal himself, the Corruptor is undetectable as a servant of Semai. Only his natural longevity betrays his alignment with the Dark Symmetry so Corruptors are quite adept at taking on multiple personas over the decades so they may continue their works uninterrupted.

Heretic Corruptor

Individual squad linked officer, limit one per Heretic squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	8	4	11	3	2	5	4	18	2	35

Equipment: Falsefire Axe, Voriche Pistol.

Special Abilities: Infiltrate, Unit Commander.

Special Rules: May command Heretic Legionnaires and Dissidents. May select up to two Necrobionic Enhancements.

Weapon Stats:

Falsefire Axe *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+8	See Chart

Voriche Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	8	-

Callistonian Conqueror

There is a time for subtlety and subterfuge, a need for stealth and deception. When this time passes, the enforcer of Semai's legions is brought in. The Callistonian Conqueror has been further transformed in the Distortion Chambers of Semai until its frame has been strengthened beyond normal scope. Cruel and painful, not all Intruders selected for this honor survive the process. Those who do not are added to the nutrient pools that Semai uses to feed and sustain his forces. Those that do survive are dubbed Conquerors.

Charged with leading Semai's elite minions, a Conqueror is a powerful warrior, possessed of both superior physicality and intellect. Physically they are larger versions of their former selves, muscles rippling with power and purpose. Mentally, a Conqueror is a superior tactician, having made use of the web of cult informants spread throughout the human Megacorporations. It passes this information along to his forces via a telepathic link formed from the Dark Symmetry.

Callistonian Conqueror

Individual squad linked officer, limit one per Callistonian squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	9	4	13	3	3	6	3	21	2	47

Equipment: Jakht Throwing Disc, Vassht Sword.

Special Abilities: Infiltrate, Secondary Attack, Unit Commander, Telepathic Command.

Special Rules: May command Callistonian Intruders and Sundancers. May select up to two Necrobionic Enhancements.

Weapon Stats:

Jakht Throwing Disc *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0	-2	-	-	-	10	-

Vassht Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+6	See Chart



Metropolitan Prophet



Heretic Corruptor





Callistonian Conqueror



Krayst- The Dark Litigator

Krayst the Dark Litigator

Krayst began his human life in one of the most hated professions in the Solar System, a Litigator. These men and women slave amongst the Legal Departments of the Cartel, searching through countless documents and looking for errors and loopholes in the intended wordage of the Corporations in an effort to keep them in check. Cartel Litigators are infamous for costing countless men and women their jobs, futures and lives as they nit-pick every word written and twist the intentions to fit the needs of the Cartel.

Krayst was one of these hateful beings before being lulled, quite easily, to the Darkness. Upon working his way through a Dark Cult that swore allegiance to Semai, Krayst was chiefly responsible for the Martin/Soderman mining wars on Mars, and the conversion of a known 13 businesses to the Dark Soul. In recognition for his skillful cunning, Krayst was offered the ultimate reward, transfiguration into a Nepharite of the master of all prevaricators.

As a Nepharite, Krayst has had countless successes in turning Corporations against each other and corrupting the masses of humanity. While he has no apparent regard for life, he would rather a sway a convert than make than a corpse. He delights in the mental doubt and anxiety of others and carefully manipulates the emotions of mankind. He is exceptionally proficient in sowing the seeds of confusion and doubt in the command structure of his enemies by planting obtuse and conflicting interpretations to their orders. Most notable is Krayst's ability to present an idea as completely reasonable, no matter what the subject. Countless soldiers have fallen prey to his twisted logic and defected to the cause.

Krayst the Litigator

Individual general officer, limit one per army, necrobiotic channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	13	13	3	4	4	3	21	3	65

Equipment: Jakht Throwing Disc, Vassht Sword.

Special Abilities: Division Commander, Espionage, Irresistable Parley, Channel.

Special Rules: May select up to two Semai powers.

Weapon Stats:

Jakht Throwing Disc *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0	-2	-	-	-	10	-

Vassht Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1	-	-	-	-	-	ST+6	See Chart





The Price of Deceit

Nepharite of Semai

The Nepharites of Semai are creatures of the darkness that perfectly resemble humans. They are tall and alluring, lacking the tell-tale spikes on their heads and bodies. Instead, their skin is covered with symbols infused with Semai's dark power, hidden beneath the appearance of supple flesh. The dark patterns of Semai are invoked through a complex series of runic tattoos which represent the first lies of creation. As can be expected they hold considerable power. The Nepharites of Semai have these runic patterns applied sub dermally in a complex ritual that occurs painstakingly over years of advancement. It is a painful process to be certain and one that the aspiring Nepharites of Semai pride themselves on enduring. As these tattoos are sub dermal, none ever suspects the true power hidden beneath the banal facade of their humanity.

Nepharites often take the form of the very attractive representations of their sexes. Of course this beauty is, as with all things Semai, merely part of the great lie that even the Nepharites will fall victim to, assuming they live long enough. They move about a battlefield with a supreme confidence born of the secrets they keep and the lies they spread. Nepharites of Semai frequently arm themselves with little more than the powers of their dread master, though they have been known to also take a Soul Eclipsor Symmetry Accelerator.

Master prevaricators, Nepharites of Semai deeply enjoy sowing the seeds of discord amongst enemy ranks.

Nepharite of Semai

Individual force commander, limit one per army, necrobiotic channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	13	13	3	4	3	4	20	2	63

Equipment: Soul Eclipsor.

Special Abilities: Channel, Force Commander, Dominating Whispers.

Special Rules: May select up to three Semai powers.

Weapon Stats:

Soul Eclipsor *(radiant, concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	2	0	-	-	8	See Chart

SUPPORT

Invidian Reavers

A 20th century writer once said of government that "the death of democracy is not likely to be an assassination from ambush but rather a slow extinction from apathy, indifference, and undernourishment". Much as this fate is slow and inevitable, it is a fate shared also by the Nepharites of Semai.

After centuries of scaling the pinnacles of power and amassing wealth incalculable, the

truth of Semai, the only truth the Great Liar has ever shared, is revealed. The runic patterns of his power hidden under the Nepharites skin, long a source of pride and supernatural might, begin to take their toll. While the tattoos of Semai have allowed their bearers great abilities, they have also absorbed the corruption and degeneration that their lies, villainy and betrayals have inflicted upon their souls. Unlike other Nepharites, most of the Lords of Semai's armies began as human and generally maintain that form throughout their lives. The human form does not bear the power of the Dark Symmetry well.

Much like the painting of Dorian Grey from the classic story, at some point these symbols begin to allow the evil power to seep into their being. The transformation is slow at first, a physical growth and weight gain seeming to be the first signs. As time progresses the lies of Semai overwhelm even his human Nepharites and their bodies begin to disintegrate as the dark power is no longer absorbed by the symbols at all. In the end, there is only pain and anger.

At the conclusion of their dissolution the Nepharite will be left as a monstrous hulk of a being, no longer capable of channeling the powers of Semai or even of rational thought. They are referred to as Invidian Reavers, consumed only with slaughter and the need to spill blood. Ironically, the Invidians seem to have one physical transformation in common, their lower jaws rot away and their tongues wither the first casualties of a life of lies and deceit.

Invidian Reavers

Support unit, requred 1-2 models, necrobiotic.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	9	4	13	3	3	6	4	23	3	50

Equipment: Deceiver Power Axe.

Special Abilities: Dire Rating: 3, Ferocity, Symbiotic Link, Feast.

Weapon Stats:

Deceiver Power Axe *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
1 (x2)	-	-	-	-	-	ST+7	See Chart



Invidian Reaver

Soul Reavers

A wise man once said when a person dies before their time, a little bit of the world dies with them. That ironic truth is visited in a vengeful way upon those who have spent a lifetime wielding the Soul Scythe in the service of the Dark Soul. This cursed weapon, used horribly by the Reapers of Souls to commit endless slaughter, not only claims the victim's soul but a bit of the Reaper's soul as well. Ironically each time the Soul Scythe takes a life a horrible debt is also incurred. The unnaturally effective skill that the Reaper vainly attributed to his own personal prowess was in fact a gift from Semai. There must be a reckoning for a lifetime's use of such power, and Semai is not one to be cheated out of a debt.

Eventually the Scythe will completely drain the Reaper's own soul. It is then that Semai exacts payment for the awesome gifts granted to the assassin during life. A preternatural hunger over takes the Reaper – a hunger they are powerless to slake in their current state. With no interest in food or water, eventually the Reaper's physical body will perish, though this death only frees them to tirelessly seek out the only thing that will alleviate their hunger- human souls. At this point their transformation is complete, and they have become a Soul Reaver.

Soul Reavers are stalkers, but not in the conventional sense. The Reaver's incorporeal state allows them to move while virtually undetectable, but they are visible when they attack, appearing as slightly etheric shadows of their former self. Only when they are using their feast special ability to feed do they appear in their true form — an emaciated ethereal corpse hungrily devouring the screeching soul of their victim.

Soul Reavers are armed with a Scythe of Semai. It is a vile weapon capable of draining the souls of those fatally wounded by it, and then redirecting that energy into an Ebon Bolt. Horrifyingly, those fatally wounded by this weapon cannot be saved by conventional medical means.

Soul Reavers

Support unti, required 2-3 models, supernatural.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
13	6	4	13	3	3	7	3	22	2	52

Equipment: Greater Soulscythe.

Special Abilities: Stalk: 8.

Weapon Stats:

Greater Soulscythe *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+8	See Chart

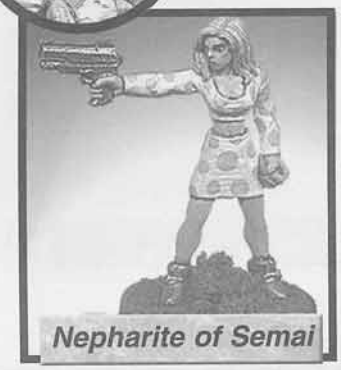
Defiler Pods of Semai

Wreathed in mists that seem to dance about the pod, the Defilers of Semai like his sisters, land with a deafening silence in areas where Semai needs fast insertion. Contained in its umbilical slime, a pack of Dark Huntsman stand ready to ravage.









Nepharite of Semai



Semai Defiler Pod

Support unit, required 1 model, associated armament.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	4	-	-	28	5	155

Special Abilities: Mist of Semai.

Special Rules: Drop Pod must select landing zone exactly as Para-deployed troops do. The pod lands deployed. Next activation troops may exit. If destroyed before they exit, roll for survivors same as if in a wrecked transport.

Dark Huntsmen

Elite trooper, required 5 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	11	3	1	5	3	20	2	-

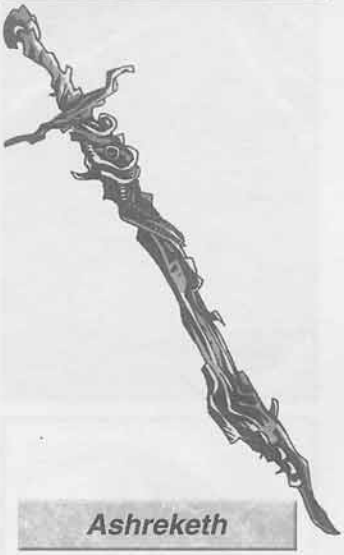
Equipment: Kratach Assault Rifle.

Special Abilities: Ambush.

Weapon Stats:

Kratach Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-2	0	0	-2	-	10	See Chart



Ashreketh



Azoghar

Dark Legion Armory

Notable Weapons

Melee

Ashreketh Howling Blade

Abominable weapons and products of Dark Technology, these weapons are usually carved from long pieces of bone hardened and blackened in the Symmetric Furnaces of a Citadel before being inscribed with terrible runes.

Each blade holds an imprisoned soul whose shrieks and moans can be heard when the weapon is swung. The runes that are inscribed in the Ashreketh give the blade the power to pierce most hardened armor and do terrible harm to the bodies of its victims.

Azoghar

This weapon resembles a great buzz saw at the end of a pike. It shudders uncontrollably as it moves and can only be wielded by the strongest of beings such as Nepharites.

Blade of Lost Souls

Forged from the bones of the dead mixed with otherworldly alloys, this imposing weapon cuts down a foe in a sick display of cruelty, the blade trapping the soul and binding the fallen foe's body to the will of the Blade's wielder.

Blade of Mercy

These heavy blades resemble massive cleavers that are covered in wriggling, glowing writing that can push a sane person over the edge if read. The weapon gets its name because it ends the torment victims of Muawijhe's madness endure.

Blade of the Void

This weapon is a forged piece of Void Ice, diamond sharp and so cold that most wounds inflicted by it continue to numb the body and soul of its victims. Only Ilian's chosen can create one of these blades, as they are maintained by the use of the Dark Symmetry.

Brainbuster Power Hammer

The Brainbuster is a product of Valpurgius' Tekrons on Dark Eden. It stores up vast amount of kinetic energy that can be unleashed in a destructive explosion when the Brainbuster strikes. Much like most of Valpurgius' creations, it is a brutal weapon with absolutely no subtlety.

Child's Rattle

This strange device is used as a weapon by the Children of Ilian. It resembles nothing more than a necrofied baby's rattle, from which it earned its name.

Curator Sword

This weapon has earned respect among the forces of humanity as a weapon to be feared. It has a long handle made of metal and a long, thin blade that is relatively broad and has one extremely sharp edge. The blade is covered in fine grooves, which contain infectious materials that are transferred to a victim when hit. The terrible wounds inflicted by a Curator Sword swiftly become infected, and will never truly heal, even if the victim survives the fever and the pain.

Dagger

This weapon is designed to plunge into the back of a Heretic's victim. If that victim happens to be a former friend of the Heretic, then it pleases Semai even more.

Dispatcher Blade

These great blades are forged from pieces of weaponry and armor taken from fallen foes on the battlefield. They are smelted together with the blood of a Destroyer before being cast and etched with the damning history of the Dark Cult's warriors. If a Destroyer has a choice, it will always use their blade to end the life of a foe.

Giant Azoghar

This is a huge version of the feared Azoghar. It can only be used by Necrorganic constructs, as its power and weight would crush a smaller being.

Hand Scythe

The Hand Scythe is a necrofied piece of metal that is curved into a wicked hook that is mostly used during ritual sacrifices in the Citadels of Ilian.

Kathora Blade

The Kathora Blade is another tool used during certain Dark Symmetry rituals in an Ilian Citadel. Its grooved blade is perfectly capable of fine precision cutting, such as flaying a screaming victim, or sturdy chopping, such as hacking off limbs.

Skalak Blade

Skalak Blades are huge, killing swords that are presented to a Centurion upon its Transfiguration in a grand ceremony before the statue of Algeroth in a Citadel.

The Centurion must cut itself with the blade, letting some of its blood run down the Skalak's central channel, before running it through a screaming sacrificial victim. The Skalak is individually crafted so that it can cut through steel and never lose its razor-sharp edge. It is a Centurion's greatest possession and to lose it is seen as a disgrace that can only be atoned by either the reclamation of the Skalak or death.

Meat Wolfer Greatsword

The Meat Wolfer was created in the Black Forges, whose flames where stoked with the souls of 1000 human sacrifices. The result is a weapon of pure evil with the ability to cleave steel plate as easily as skin and bone. The Greatsword also acts as a powerful focus of the Dark Symmetry, with the Blood of Algeroth gem imbedded in its hilt.

Necrotech Claw

This weapon resembles a huge gauntlet of bone, metal and muscle that is grafted upon the wearer's hand. It greatly enhances the recipient's strength with Dark Technology, allowing the wearer to tear through both flesh and steel with equal ease. The claw is more than just a vicious weapon however, for it is a sentient lifeform which takes the form of the most suitable weapon the wielder will need.

Obsidious Scimitar

Forged from pure Dark Symmetry, the Obsidious Scimitar was a gift from the Dark Soul itself to Valpurgius. It bestows obscene powers in the use of the Dark Symmetry to the Archmagus as well as being a potent weapon.

Pike of Plague

This ancient and terrible weapon was forged on one of Demnogonis' plague worlds and quenched in foul, infectious fluids, before being etched with the mystical runes of the Befouler. The runes allow the Pike to cut through armor like it was thin paper, letting the bacteria and filth of the blade to pass through to a person's body. Those slain by this foul weapon will raise as Blessed Legionnaires, continuing the spread of the Befouler's plagues.

Soulscythe

This dreaded weapon is forged by the Technomancers in Cult Dark Temples. Each Soulscythe is made using a bit of blood from its intended Reaper combined with the powers of the Dark Symmetry to imbue the Soulscythe with its terrible power.

Templar Mace

A Templar Mace is a weapon of fierce destruction, which is covered in unknown runes that shine when the weapon is inflicting pain. The thick, armor-piercing barbs that cover the Mace's head can hook and tear into both flesh and steel with equal ease.

Templar Sword

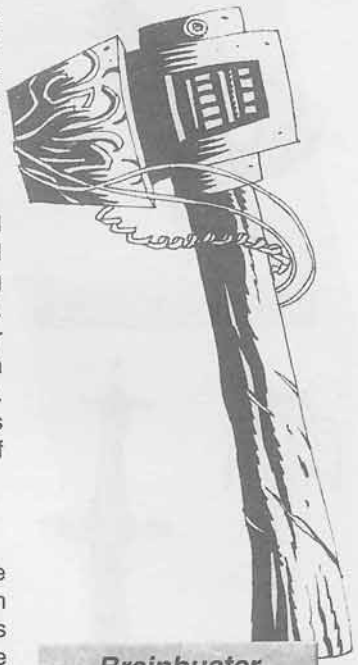
A Templar Sword is a jagged length of steel attuned to its owner's body. The length of this two-handed sword is covered with mystical sigils that glow hotly when drenched in blood.

Vassht Sword

Native to the Callistonian plane of existence, the Vassht is a long blade that flares out at the tip and has a diamond-hard, otherworldly serrated edge.

Void Slayer Battlesword

The Void Slayer is a two-handed version of the Void Blade. It was created for Vahl'dredd by Ilian as reward for "services rendered."



Brainbuster



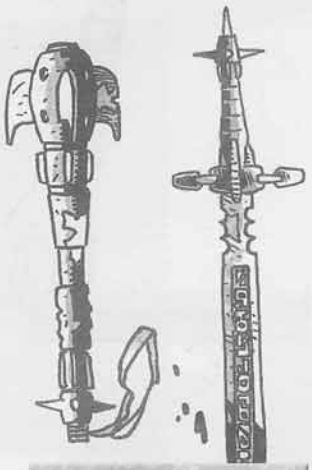
Giant Azoghar



Skalak Blade



Necrotech Claw



Templar Weapons



Vassht Sword



Void Slayer

Sidearms

Blutarch Hand Cannon

The Blutarch is a weapon from the Ezoghoul's native plane of existence. It is grafted upon the fiend's arm and is capable of sending bursts of black bullets into the bodies of the Ezogoul's foes.

Decimator Hand Cannon

The Decimator is a specially made weapon, being only used by the Necrorganic battle-chassis of the Pretorian Behemoth. It fires 20mm autocannon rounds that can chew through enemy mobile armor and splatter infantry.

Plague Gun

The Plague Gun has been fashioned to spread infectious disease among enemy forces. It is designed after normal ballistic principles with some added Dark Technology details. The magazine that is inserted into the handle of the gun is loaded with semi-organic, slug-like bullets that can absorb liquids. Those bullets are drenched in a liquid infectant, which is stored in a transparent glass tube that is in front of the trigger guard. When the slug-like bullets hit a target, they will transmit the infection, which quickly incapacitates the victim.

Voriche Pistol

The Voriche Pistol is a huge pistol that chambers assault rifle ammunition. Its report is very distinctive sounding, like an angry growl, which can be heard over the regular din of war. This, combined with the red muzzle flash, makes the Voriche very recognizable, especially if it is being fired at you.

Shotguns

Desovach Auto-Shotgun

The Desovach is a weapon designed by the Tekrons to be used by the Immaculate Furies. It fires 12 gauge black shells filled with pieces of necrofied metal and bits of bones that can tear into and shred lightly armored infantry targets.

Doomsday Shotgun

These weapons fire 14 gauge shells that fill the air with deadly shot.

Rhagriin Shredder Shotgun

The Rhagriin is a massive bored shotgun that can only be handled and fired by the Dark Technology limbs of the Brass Apocalypt. The weapon is almost like a cannon firing grapeshot and is capable of completely shredding even modern combat armor.

Rifles

Belzarach Assault Rifles

The Belzarach is a very large and bulky weapon that has such a brutal recoil that an additional top handle had to be included to keep the weapon under control. It fires large caliber ammunition that can punch through modern combat armor with relative ease.

Kratach Assault Rifle

The Kratach is a bulky weapon with a curved, under-slung magazine. It is what might be considered the standard weapon of Dark Legion infantry, being used in the forces of all the Apostles. They are designed for exceeding simplicity, so even the dead can operate the rifle with little problem.

Zracth Sniper Rifle

The Zracth is a native weapon from the Callistonian's plane of existence. It is the perfect weapon for assassination, completely silent-the weapon doesn't make any sound at all when fired-with no muzzle flash and extremely accurate out to range.

Machine Guns

Ashnagaroth Heavy Machine Gun

The Ashnagaroth is a "lighter" version of the Nazgaroth. It fires smaller caliber Necrofied bullets at a high rate of fire that are very adept at cutting down ranks of infantry.

Gorgaroth Mounted Machine Gun

The Gorgaroth is a larger version of the dreaded Nazgaroth. It chambers extremely heavy, rune-encrusted bullets that can tear through both steel plate and combat armor with ease. The Gorgaroth is too heavy to be used by creatures of non-giant proportions or must be mounted on a vehicle. The giant HMG's rotating barrels are housed within a drum. This drum is notched at odd intervals and causes a very distinct screaming sound when the gun is firing. All human forces know this sound and quickly seek cover when they hear it.

Hellblaster Autocannon

The Hellblaster is a Dark Technological weapon used for anti-tank purposes. It fires 30mm autocannon rounds that are etched with blasphemous runes from its 2 foot diameter barrel. The weapon suffers from range problems due to its short barrel, which extends from a Necrorganic, sculpted demon's visage. The Hellblaster is a vicious weapon that is excessively gory when used on any target not sheathed in steel armored plate.

Nazgaroth Heavy Machine Gun

The Nazgaroth is a rightly feared weapon. It chambers heavy machine gun caliber ammunition, which is individually engraved with its own Dark Rune. The rounds fired from the Nazgaroth roar from the large muzzle and are capable of shredding most combat armor as if it were wet paper. Nazgaroth rounds can even damage armor plate and have been known to cripple mobile armor if enough bullets are pumped into the target.

Scythe of Semai Heavy Machine Gun

This terrible weapon is issued exclusively to Pretorian Stalkers, whose Necrobionic chassis is strong enough to handle the weapons punishing recoil and massive bulk. It is capable of discharging a hail of heavy caliber bullets at targets and mounts a 3 foot bayonet upon which to spit a foe. The Scythe of Semai is one of the most formidable weapons in the Dark Legion's arsenal, especially when mounting the Carcass Launcher or the Hindenburg Incinerator.

Valcheck Heavy Machine Gun

The Valcheck is a corrupted version of some of the Heavy machine Guns found on Dark Eden. While not as powerful as other HMG's the Valcheck's ease of use and low weight make it a deadly weapon, even in close combat. The weapon fires assault rifle caliber ammunition from a rotating, top-fed drum that can be quickly changed when emptied.

Vasa Heavy Machine Gun

The Vasa is a necrofied version of Capitol's M89 HMG that has been attached to the body of Vahl'dredd through the use of the Dark Symmetry. It fires blackened, rune-encrusted bullets in full auto bursts and is capable of decimating infantry at close range.

Cannons

Obliterator Cannon

The Obliterator fires bio-organic shells from the disgusting innards of a Bio-Giant. These shells are filled with unmentionably foul materials that ignite and explode upon impact, showering the immediate area with organic and inorganic shrapnel.

Unholy Carronade

The Unholy Carronade is a Necrorganic creation that hurls large and ghastly shells by the use of Dark Symmetry. The Carronade begins to store the Dark Symmetry within its repulsive frame, undulating and pulsing as the Symmetry fills. When the time comes, the Carronade releases the Dark Symmetry in great gouts of black flame, sending its load far across the battlefield to land amongst the enemy. It must rest in between shots or suffer from reduced potency.

Launchers

Carcass Launcher

The Carcass Launcher is resembles an encrusted carapace which disgorges dark munitions. Whether carried or mounted under a Scythe of Semai, the Carcass fires 20mm Rifle Grenades from an internal magazine.

Flamethrowers

Tormentor

The Tormentor is a flamethrower that comes in various ornate forms, but hold true to one basic design. The user has a tank strapped to his back, from which runs a long hose. The tank contains foul, unidentifiable brew, which ignites on contact with air. The user guides the flame by pointing the Tormentor's nozzle, which is usually carved to resemble some sort of demonic head.

Tzoteth

The Tzoteth is a heavier support weapon based upon a principle similar to that of a common flamer. It fires gusts of insanity which envelope its victims in a black sea of fire, crawling like a demented beast over the target's body. The effect is devastating and any person hit is immediately struck by an attack of pure madness. The brain and blood of the weak-minded begins to boil from the assault and can burst from the inside out.

Thrown

Jakht Throwing Disc

The Jakht is a small disc with razor-sharp, diamond-hard teeth lining its 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 victim before returning to its owner's hand. The Jakht is a vicious weapon that came over with the Callistonians when Semai summoned them.

Horrific Items of Renown

Falsefire Axe

This insidious weapon is the tool of the Corruptor, which sets its victims awash in flames of deceit that eat away at their reasoning and sway them towards the path of Heresy. Victims of this weapon often rise as Heretic Legionnaires, the lies of Semai calling them back to this plane in his service.



Voriche Pistol



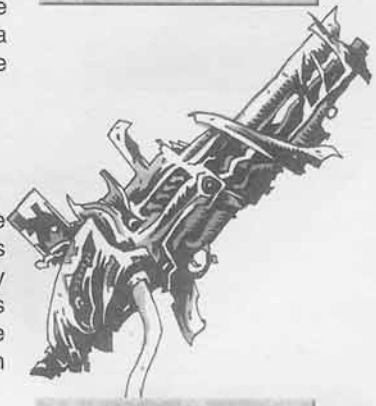
Belzarach AR



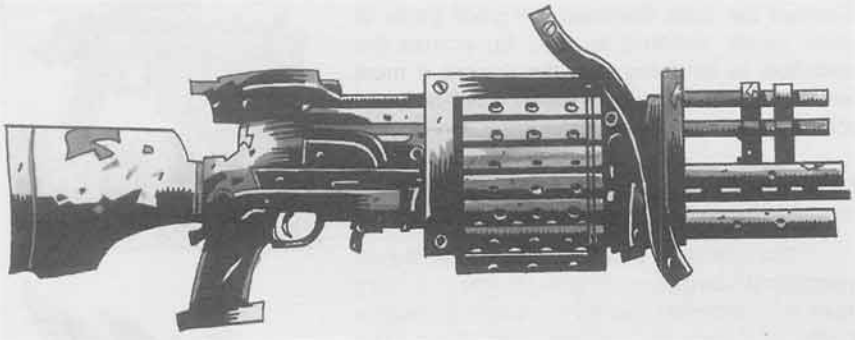
Kratach AR



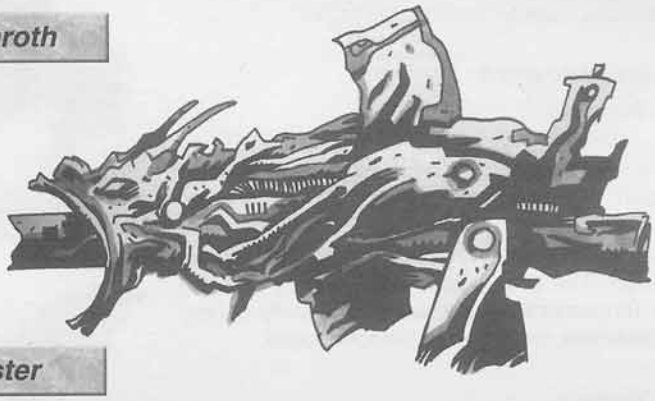
Jakht Throwing Disc



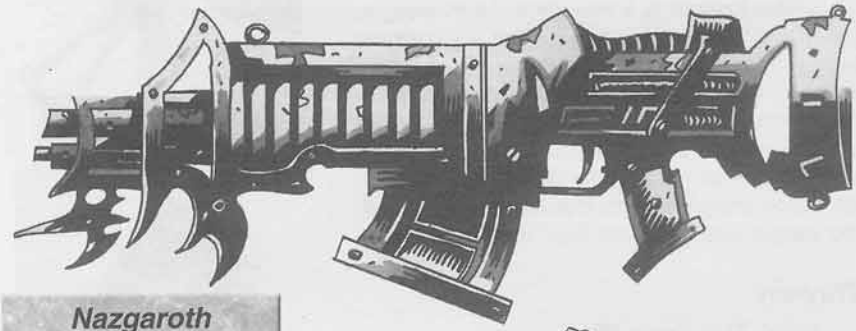
Plaguebringer



Ashnagaroth



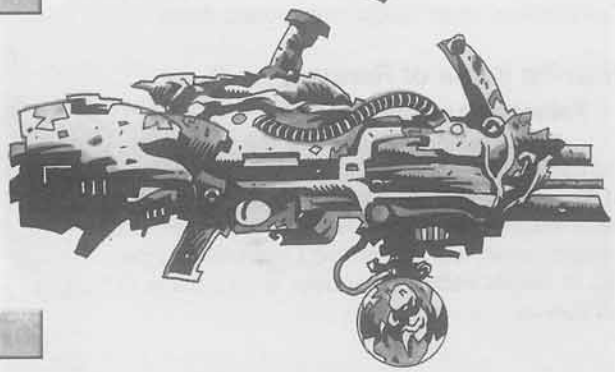
Hellblaster



Nazgaroth



Soulshearer



Void Cannon

Meatgrinder Chainsaw

The Meatgrinder is a twisted weapon used to chew through armor plating by the use of a combination of highly caustic acid and diamond-toothed chainsaw blades. It is highly effective when used in close range against mobile armor and ghastly when employed against soft, infantry targets, as it both melts and chews apart the screaming victim in a mist of steaming, boiling blood and gore.

Plaguebringer Cannon

Plaguebringers fire the rotting liquefying remains of human body parts. These can be bits of arms, legs, heads and the innards of those too badly mutilated to turn into Blessed Legionnaires. The decomposing parts let off a shower of dreadful germs, which swiftly infect all those within its path. The weapon is truly devastating and disgusting, which makes it perfect for the servants of Demnogonis.

Soulshearer Cannon

The Soulshearer is a device of pure evil. Instead of firing bullets, it emits a concentrated bolt of Dark Symmetry, which shears the very spirit from a victim's body and turns the poor sap into a burnt out husk. The spirits of those thus divorced from their bodies hover around their earthly remains for long moments as a gaseous, gibbering cloud of ectoplasm whose spectral screams can be heard and feared by all living creatures.

Void Cannon

On the base of each of these huge guns is a glass sphere, within which is an unborn fetus of an extra-dimensional fiend that was ripped from its mother by the Dark Symmetry and placed in a loathsome broth of nutrient slime. This fetus is the weapon's "ammo" as the Void Cannon painfully draws pure Dark Symmetry through the unborn child to be focused and fired at the enemy in waves of Darkness. The cannon assaults a target's very essence,the thing that binds us to this universe,and can kill a man without leaving a mark.



The Dark Symmetry

Many of those who serve the Darkness have the ability to wield extraordinary powers. The powers granted to those who can channel are referred to as Dark Gifts, for they are given generously to the Channeler by the Dark Soul to further its plans. Of course, these gifts do not come without a price. Physical transformations and mutations are common, as are madness and sociopathy.

Etheric Lance

COST: 8
RANGE: 18"
MAGNITUDE: 3
ACTIONS: 2
SAVE: Armor
EFFECT: The Channeler fires a concentrated stream of evil at a target within range. Mortal target feels a sudden overwhelming burst of psychic pain, while vehicles and AI models suffer extremely harmful electrical disruptions. Damage from this attack is equal to the PW value of the caster. Vehicles struck and wounded by this attack automatically roll on the additional damage chart regardless of safe wounds remaining. AI models wounded by this attack must check to see if they run AMOK.

Aura of Darkness

COST: 3
RANGE: self
MAGNITUDE: 3
ACTIONS: 1
SAVE: LD
EFFECT: The Channeler 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 the test, its action is wasted. The effect of the Dark Aura lasts until the Channeler is next activated.



Black Karma

COST: 6
RANGE: 24"
MAGNITUDE: 6
ACTIONS: 2
SAVE: LD
EFFECT: The Channeler causes a karmic singularity to envelop a unit or individual. If the target fails to save against this power, it is infused with subtle feelings of doom. In game terms, the affected unit/individual will suffer a fumble result on any to hit roll result of 15 or greater for the remainder of the turn.

Temporal Compression

COST: 7
RANGE: self or 6"
MAGNITUDE: 5
ACTIONS: 1
SAVE: N/A
EFFECT: By compressing time, the channeler can effectively increase the MV stat of the target by one for the remainder of the turn. This power may be cast upon the channeler, or any friendly unit within 6" of the Channeler.

Exchange Essence

COST: 4
RANGE: touch
MAGNITUDE: 2
ACTIONS: 1
SAVE: N/A
EFFECT: The Channeler of this power may transfer an injury he or she has suffered to a friendly model by touching it. In effect the channeler will absorb a model's life force, while the touched model will lose it and sustain a wound. This power will not work on Necrorganics.



Algeroth, The Patterns of Wrath

Algeroth is the Lord of Destruction and his is the pattern of war, chaos and devastation. Those who study his aspect in the greater pattern of the Dark Symmetry study these areas in depth. They learn to use the Dark Symmetry in its most raw and destructive form. Unsurprisingly, those who are able to Channel the Dark Pattern of Algeroth are among the most formidable of all wielders of the Dark Symmetry on the battlefield.

Apocalypse

Cost: 9
Range: 24"/LOS
Magnitude: 3
Actions: 1-3
Save: AR
Effect: The Apostle of War is the embodiment of destruction. The Channeler may target any point on the battlefield that is within Range. If successfully channeled, center the Large Explosion Template on the chosen point. The area is bombarded with numerous powerful explosions. The actual Damage of the Gift is dependent upon the number of Actions expended by the Channeler:

1 Action= DAM 7
2 Actions= DAM 9
3 Actions= DAM 11

The Damage is considered to be Fire-based but is not residual in nature.

The Devouring Darkness

Cost: 8
Range: 16"/LOS
Magnitude: 3
Actions: 1-3
Save: LD
Effect: 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. The Channeler must determine how many actions he will spend maintaining this power. The target must make a resistance roll for each action this power is channeled. Each failure means the target has taken a wound. A success means the target has managed to resist the effects of the power.

Flow of Acid

Cost: 10
Range: Direct, Small Flamethrower Template
Magnitude: 3
Actions: 1
Save: AR
Effect: 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 with a Cluster Effect 5. Unless the victim makes an Armor roll, it will be corroded by the acid. The effect is exactly the same as being set aflame and is considered Residual.

Invoke Frenzy

Cost: 6
Range: 12"/LOS
Magnitude: 3
Actions: 1
Save: N/A
Effect: The Channeler infuses a friendly squad with a fraction of the powers of their dark master, a deeply altering experience. For their next activation, the affected unit receives a bonus of Enhanced Charge:1 (per special ability of the same name) and a +1 to their ST stat.

Necrovisual Symbiosis

Cost: 6
Range: 18"/ LOS
Magnitude: 2
Actions: 1
Save: N/A
Effect: By creating a flaw in the fabric of space-time, this gift forces the psychic essence of the Channeler to assail the essence of the target and share his body to a limited degree. The Channeler may view the world through the eyes of the target and see everything he sees. This enables the invoker to make spot checks, and can also prove useful for indirect fire issues for things like mortars and such.

Ilian, The Patterns of Power

As the guardian of the Dark Symmetry, Ilian's pattern is the most inherently powerful of all the Apostles. Its Gifts grant the Invoker the ability to open portals between this dimension and that of the Void–a place of nothingness and unfathomable cold. Through the power of the Void, Ilian's chosen may manipulate both space and time–bending reality to their will and creating what should not be.

Void Phase

Cost: 4
Range: Self
Magnitude: 3
Actions: 1
Save: N/A
Effect: A successful Channel of this Dark Gift will sheath the Channeler in the Void, making it not entirely of this dimension. Upon a successful Channel, the Channeling model is able to "phase" through physical obstructions and tread upon a dual-reality. The model can Move as normal, treating the entire battlefield as if it were Normal Terrain. The model may even Move through terrain pieces. The model cannot end its Turn "inside" a piece of Impassable Terrain though, nor can it move into Base Contact with another model-as the being's essence blocks the Void's energies.

The model's AR value is increased by 3 points during the powers duration. The power last for the turn or until the Channeler stops moving to perform some other action.

Power Void

Cost: 5
Range: 24"/ LOS
Magnitude: 3
Actions: 1
Save: PW
Effect: A successful Channel of this Dark Gift surrounds an enemy Channeler with the aura of the Void (use large explosion template). This aura blocks the Channeler from the mystical energies of the universe for a short time. The Channeling model may target any model within range and LOS. A failed Save will apply a penalty to the targeted model's PW of -4.

This Gift can disrupt the power of a Summoned or Supernatural Model, and should one of these types of beings be within the template effect, the model must make an LD test for each action it wishes to perform. Failure indicates the action in question was wasted. Even if the model moves out of the template, the disruption continues for the turn as the void energies writhe about the beings form attempting to drive it from this plane of existence.

Dark Lightning

Cost: 8
Range: LOS/ 16"
Magnitude: 3
Actions: 1
Save: AR
Effect: A successful Channel of this Dark Gift opens a small opening to the Void in which a black lightning bolt courses through to electrocute unfortunate victims and disable machines. The Channeling model may target any model within its range and LOS. This is an Electrical attack that has a DAM of 12.

If the targeted model fails to save and there is another model within 4" of the target, the lightning will arc from the target to the next model, decreasing in damage each time. Reduce the damage by 1 point for each inch traveled. If there is no model within 4" or if the contacted model saves against the attack, the lightning dissipates. Note: The Dark Lightning does not distinguish between friend and foe.



Dimensional Storm

Cost: 6
Range: 6"/ LOS
Magnitude: 2
Actions: 1
Save: environmental
Effect: The invoker opens a rift in the fabric of reality at any point within range and line of sight. Place a Small Explosion Template on that location. Any model under the template must make a save verses an environmental attack of ATS: 12 (Templars and Nepharites of Ilian are considered to have a natural survival training of +3 against this storm). If the model(s) fail this test, they have taken a point of damage from the rending winds and spectacular radiations. The template blocks all LOS.

Each turn, the Channeler must spend an action to maintain the dimensional storm, though he cannot master its movements. If the action is not taken, the storm will collapse immediately. If the action is taken to maintain the power, roll for deviation and move the storm a number of inches equal to the value of the die roll (assuming a range of 1-10). The storm will always move at least three inches on a turn, so if the number rolled is 3 or less, the storm moves 3 inches only. Only one storm per channeler may ever be brought into play at any one time.

Construct Void Gate

Cost: 9
Range: see below
Magnitude: 3
Actions: 2
Save: N/A
Effect: A successful Channel of this Dark Gift opens a True Gate controlled by the invoker who created it. The invoker creates a freestanding edifice which warps time and space allowing for those that pass through it to emerge instantly at another point on the battlefield.

The Channeling model must spend one action to create a portal or master gate in base contact with itself on the battlefield. He then targets a second position for the manifestation of a second portal. The second portal must be within 14 inches of the first master gate. The emerging gate must not be within an enclosed building, or within 6 inches of an enemy model.

The Invoker may step through this gateway and traverse the distance on a subsequent action. Once the Invoker moves away from the gate, the portal closes, though the edifice remains in place. Should the Invoker give orders to another squad, that squad may move through the portal while the Invoker holds the portal open. All subsequent actions of the Invoker are considered to be used holding the portals open for the remainder of the turn. Following that units complete move, the Invoker will emerge behind them.

Traveling through this gate is often a disorienting experience. Mortal models moving through this gate must make an LD test or lose one of their remaining actions.

The gate may be activated anytime the Invoker moves into base contact with it for the cost of an action. These gates are made from an alien material, quite resistant to most conventional weaponry. They have an AR of 25 (though radiant attacks reduce this AR to 21) and four wounds. If one is destroyed, both will crumble, their umbilical link severed.

Soul Wither

Cost: 8
Range: 12"/ LOS
Magnitude: 2
Actions: 1
Save: LD
Effect: The followers of Ilian have learned to reach into a person and rend their very souls, turning them slowly toward the Darkness. When the invoker successfully channels this power at an enemy unit or individual, they must attempt a save against their highest leadership. Unless the victim(s) are able to resist, they will find themselves physically weak and quite drained. Any exertion will overwhelm them and for the remainder of the turn as their CC, RC, ST are all halved (round up).



Demnogonis, The Patterns of Pestilence and Decay

On the worlds of mankind, throughout his long and checkered history, there has been but one constant to rely on, that of the inevitability of death. There has yet to be found a method to escape this final fate, though many ways to forestall it have been found. It comes with cacophonous fanfare or like a thief in the night, but it comes nonetheless. The followers of the dread Befouler understand this truth and have embraced its inevitability with a perverse fervor bordering on the sadistic. To them, plunging the worlds of man into a miasma of his own degeneration and filth is a laudable goal, the disintegration and rot of society a mere extension of the grand plan.

The Patterns of Lord Demnogonis reflect his primal entropy and most of Demnogonis' minions use plague and rot to fulfill The Befouler's unholy missions. His mystics corrupt and inflict decay all across our Solar System, forever searching for new diseases and dire epidemics to inflict upon mankind. It is a widely held belief that the woes of humanity and the frailty of his flesh is a direct result of the Lord of Disease's machinations. Whatever the case, those who wield these dark powers also accept the contagions of their lord and become virulent abominations with time.

Spray of Putridity

Cost: 6
Range: Direct, Small Flamethrower Template
Magnitude: 3
Actions: 2
Save: AR
Effect: A successful Channel of this Dark Gift allows the Channeler to projectile vomit a nauseating concoction of acidic bile, otherworldly bacteria and highly corrosive slime at targets. Any model hit by the Template must save against Residual Damage attack that is considered AV3, Cluster Effect 3.

The Damage of the attack is 8.

Fountain of Filth

Cost: 7
Range: 18"/LOS
Magnitude: 3
Actions: 2
Save: environmental
Effect: A successful Channel of this Dark Gift allows the Channeler to open a small rift in reality over a target, from which immense, gastro-intestinal sounds bellow forth followed by a aweful, reeking mess of highly corrosive foulness that quickly covers the area in a burning, stinking filth.

Upon a successful Channel, center the Small Explosion Template over the target. Any model hit by the Template must save against an environmental hazard of ATS:11. This power does not affect vehicles.

Cloud of Flies

Cost: 4
Range: 12"/ LOS
Magnitude: 6
Actions: 1
Save: N/A
Effect: A successful Channel of this Dark Gift opens a small rift in reality to one of Demnogonis' plague worlds. From this rift comes an enormous swarm of flies, which can engulf a target in a cloud so dense that one would think it was smoke. The Channeling model may target any point of the battlefield within its range and LOS.

Upon a successful Channel, center the Large Explosion Template on the target point. The Template is treated exactly as if was a Smoke weapon of Level 6. The cloud of flies lasts for the turn.

The Stench of Corruption

Cost: 6
Range: 16"/ LOS
Magnitude: 2
Actions: 1
Save: environmental
Effect: A successful Channel of this Dark Gift causes a truly putrid stink, reminiscent of 1000 fetid carcasses baking in the sun, to fill an area. The Channeling model may target any point on the battlefield within range and LOS. Upon a successful Channel, center the Small Explosion Template on this target point.

Any model underneath the Template must resist an environmental hazard of ATS:8. A failure will cause the model to fall over, retching and gagging. The model is placed Prone immediately. The stench dissipates at the end of the turn.

The Wasting

Cost: 7
Range: 12"/ LOS
Magnitude: 4
Actions: 2
Save: LD
Effect: This terrible gift infects the target a single model with a dreadful, wasting disease. Unless the victims resist, boils erupt on their skin, and their lungs begin to fill with terrible, choking pus. If the model fails its save, it is considered infected. Mark it with an affects counter.

If there are any models within 3 inches of an infected model, or if there are any models that begin or end their turn within 3" of an infected model, they too must make a save or become infected themselves.

Once an infected model activates, it must make another test or sustain 1 wound. It must make this check each time it activates until it either dies or successfully resists it. Walls and other obstructions can block the effects of the Wasting from passing on to another model.

Plague of Flies

Cost: 7
Range: 6"/ LOS, small explosion template
Magnitude: 4
Actions: 1
Save: environmental
Effect: A successful Channel of this Dark Gift opens a rift from our reality into one of Demnogonis' many plague worlds. Emerging from this rift are an enormous swarm of flies and other unrecognizable flying creatures. Place the template on the table within range and LOS of the Invoker. This vile swarm is under the control of the Invoker thereafter, the rift staying open while the swarm is needed.



Once it is on the battlefield, the swarm template may move 5 inches per each action the Invoker spends directing it. The Invoker must spend at least one action controlling the swarm (though not necessarily moving it), or it will immediately return through the rift. The plague of flies will only move into areas that are within LOS of the Invoker. The Plague is treated as blocking LOS and is 5 inches in height.

The swarm carries exotic contagions from the plague worlds of Demnogonis and represents a serious environmental hazard to any mortal moving into it. Consider the Plague of Flies an ATS: 10. If the Invoker is slain, the Plague immediately returns through the rift.

Only one Plague may be summoned and controlled at any one time.

Muawijhe, The Patterns of Mindless Abandon & Dreams

In everyone one of us there is a spark of madness, a momentary desire to loose all control and inhibition. For most, this infinitesimal mote of reckless abandon remains unrealized. For others, any excuse to justify the momentary lapse of control is a grail of unlimited reward. Muawijhe, the Prince of the Profane, the Dream Tyrant, represents this carefree chaos and the bliss it brings. His minions, hedonists and cruel sensualists, use the dark patterns of Muawijhe to spread his sanity shattering promises across the worlds of humanity. His minions are skilled at distorting minds and ravaging the senses of hapless mortals, often in subtle and unsuspecting ways. His victims, those that survive and recover their control, always confess to suffer from debilitating and terrible visions that haunt their sleep.

Wind of Insanity

Cost: 7
Range: 16"/ LOS
Magnitude: 2
Actions: 2
Save: LD
Effect: A successful invocation of this Dark Gift conjures up a whirlwind of pure insanity around the target. All those caught within the effect are beset by hordes of insanely gibbering spirits and mentally assailed by the screams of the combined insane in our universe. The Channeling model can target any model within range and LOS. Center the Small Explosion Template on the target if successfully channeled. Any Beast or Mortal model underneath the Template must either Save or suffer a wound. AIs over 5 are immune.

Baffling Call

Cost: 6
Range: 16"/ LOS
Magnitude: 3
Actions: 2
Save: LD
Effect: A successful invocation of this Dark Gift will fill the mind of a chosen target with a confusing vision, be it someone the target knows or the sounds of the laughing insane. The Channeler may target any Mortal model(s) within its range and LOS. Place a small explosion template over the targeted model. A model or models under the template that fail to save will be required to make an LD test for each action it takes when next activated.

Confusion of Conformity

Cost: 6
Range: 16"/ LOS
Magnitude: 2
Actions: 1
Save: LD
Effect: A successful invocation of this Dark Gift can cause mass confusion, its victims being overwhelmed by a cascade of conflicting emotions. The invoker may target any squad within range and LOS. If that Squad fails its save, it loses any Wait actions it may have.

The Mad Marionette

Cost: 6
Range: 12"/ LOS
Magnitude: 2
Actions: 2
Save: LD
Effect: A successful invocation of this Gift allows the Channeler to take immediate command of a friendly, inactivated squad. That squad must now activate and obey the orchestrations of the invoker. As they are not in control of their own actions, but are responding to deep subconscious commands, their CC and RC stats are reduced by 2 points for the duration of the turn.

Models controlled in this manner may not go on wait or make spot or aim actions. An invoking model may not assume command of any model or squad that has a higher LD value than the invoker.

Ultimate Nightmare

Cost: 5
Range: 12"/LOS
Magnitude: 3
Actions: 2
Save: LD
Effect: A successful invocation of this Dark Gift fills the target's mind with truly terrible visions that can unhinge even the heartiest individual. The invoking model may target any unit within Range and LOS. That unit must make a Morale Check against a Dire rating that is equal to 5.

Semai, The Patterns of Mendacity and Corruption

It is fortunate for the minions of Semai that man seems to inherently desire self deception, the avoidance of the truth, of things too painful to confront. This avoidance is at the root of the Deceivers arsenal and his minions have learned to apply their special truths well. Like Muawijhe, the desires for pleasure are stoked and the inner ambitions of mortals lain bare for all to see.

Semai's Pattern is ultimately that of dishonesty and malice, of deception and misdirection, the promise of desires attained. Those who can wield Semai's Dark Gifts do so with the intent to mislead, cause cynicism and turn brother against brother eventually leading them down the path to their master's service. It is a pattern of cruelty that makes a mockery of camaraderie and works to sully the trust of mankind.

Dark Promises

Cost: 4
Range: 18"/ LOS
Magnitude: 2
Actions: 1
Save: N/A
Effect: Filled with visions of the great glories their Lord will bestow upon them, mortals in the service of Semai are whipped into a near inebriated frenzy. This power conveys a +2 to CC and a +1 DAM on the Charge for models under this effect. Their reckless abandon however does not come without cost as their AR value is reduced by -2.
This invocation may be cast upon any friendly, inactivated unit or individual within range and LOS.

False Orders

Cost: 7
Range: N/A
Magnitude: 6
Actions: 2
Save: N/A
Effect: The Great Deceiver has the ability to pull the strings in a command structure, causing a snowball effect with a little lie up the command chain that grows until the enemy acts upon the un-truth. A successful Channel of this Dark Gift will impose a penalty of -4 upon the next Initiative roll of 1 opposing army.

Veil of Darkness

Cost: 6
Range: 18"/ LOS
Magnitude: 3
Actions: 2
Save: LD
Effect: The Lord of Lies is a powerful prevaricator. The master of hypochondriacs. He can cause those with a weak spirit to become inflicted with hysterical blindness. The Channeler can target any Unit within Range and LOS, which must Save or have their LOS reduced to 6" until the end of the current turn. Models so afflicted may never go on Wait.

Shroud of the Deceiver

Cost: 2
Range: 18"/ LOS
Magnitude: 2
Actions: 1
Save: N/A
Effect: Invoking powerful patterns of symmetry, the invoker of this power cloaks a targeted, inactivated friendly unit or individual with swirling shadows and whispered sounds. The shroud will convey the Camouflage special ability at level 2 for the remainder of the turn.

Misdirection

Cost: 6
Range: 18"/ LOS
Magnitude: 3
Actions: 1
Save: N/A
Effect: Using this invocation, the invoker may cloak a friendly unit or individual in a shimmering umbra of the Deceiver's power. Models protected by this power seem to be in one place, when they are actually in another; slightly askew from where they seem to be. In effect, when the model(s) under this pattern are attacked, the first attack action made by each attacker is at a -4. Once the first attack action is made, regardless of its success either to hit or wound, the models are seen in their actual positions and the penalty is gone. The power lasts for the turn it was invoked.

Phantom Terrain

Cost: 2
Range: 18"/ LOS
Magnitude: 2
Actions: 1
Save: LD
Effect: Using this invocation, the invoker may target any inactivated enemy model or unit within range and LOS. Should that unit fail to resist the powers of this invocation, he or they will believe that the terrain they are on is very difficult to move over and will treat it as rough terrain for the remainder of the turn.

Pronunciation in the Mutant Chronicles Universe *or*

PRONOUNCING THE APOSTLES NAMES SO AS NOT TO HAVE THEM SHOW UP TO CORRECT YOU!

Reading through this large tome, we are certain many of the terms were glossed over because they were simply too complex to determine their pronunciation on the first pass. We sympathize. So in an effort to help our stalwart players enjoy the game in all its rich depth, we have assembled the first, definitive phonetic pronunciation guide to the Mutant Chronicles Universe. Listed below are some of the more exotic terms found in Warzone so take a moment to acquaint yourself with them.

A

Acolytes	*Ak-o-lite*
Agethz	*Ag-ez*
Alakhai	*Al-ak-high*
Algeroth	*Al-grr-ahth*
Amaterasu	*Ahm-ah-tair-atseu*
Ashigaru	*Ash-e-gar-oo*
Ashnagaroth	*Ash-nah-gar-awth*
Ashreketh	*Ash-ree-keth*
Azoghar	*Az-o-gar*

B

Belzarach	*Bell-zahr-ack*
Bhalaeron	*Bail-air-on*
Blutarch	*Blue-tark*
Bolshevik	*Bowl-she-vik*

C

Cairath	*Kair-wrath*
Callistonian	*Kal-is-tone-ian*
Chasseur	*Sha-sore*
Chthonic	*Thone-ick*
Crescentian	*Kres-scent-eean*

D

Decurion	*Dee-cure-ion*
Demnogonis	*Dem-no-gone-is*
Desovach	*Dez-oh-vatch*

E

Erisian	*Er-is-ean*
Etheric	*Ee-thee-rick*
Etoiles	*E-twah*

F

Flammen	*Flah-men*
Fusilier	*Fyoo-zeh-leer*

G

Gendarme	*Zhan-darm*
Golem	*Go-lem*
Gommorian	*Gohm-moor-ean*
Gorgaroth	*Gore-gaar-awth*

H

Hachiman	*Hah-chee-mahn*
Hatamoto	*Ha-ta-moe-toe*

I

Invidian	*In-vid-e-an*

J

Jakht	*Jack-t*
Jihad	*Gee-hod*

K

Karnophage	*Car-know-fayj*
Kathora	*Cath-or-ah*
Kikigomae	*Kee-kee-go-may*
Kratach	*Cra-tatch*
Krayst	*Cray-st*

L-M

Machinator	*Mac-in-ay-tor*
Maculator	*Mac-you-lay-tor*
Maledrach	*Mal-ee-drah-k*
Masadoko	*Mass-ah-doh-koh*
Muawijhe	*Moo-ah-jee*

N

Nasca	*Naz-ka*
Nazgaroth	*Naz-gar-awth*
Necrobiotic	*Neck-row-bi-ot-ick*
Necrorganic	*Neck-roar-gan-ick*
Nepharite	*Nef-ar-ite*
Neronion	*Knee-row-ee-an*

O-P

Panzerknacker	*Pan-zer-nack-er*
Partisan	*Paar-tee-zahn*
Praetorian	*Pray-tor-ee-an*
Pustulatus	*Puss-tyu-lah-tus*

Q-R

Ragathol	*Rag-a-thawl*
Razide	*Ra-Zeed*
Rhagriin	*Raw-grin*

S

Sacristan	*Sack-wrist-an*
Schwerwaffe	*Shh-vair-vah-fah*
Semai	*Sem-eye*
Shekral	*Sheck-rahl*
Skalak	*Skal-ack*
Sohei	*So-high*
Soshomaru	*So-show-mar-oo*

T

Tatsu	*Tat-su-oh*
Tzoteth	*Zoe-teth*

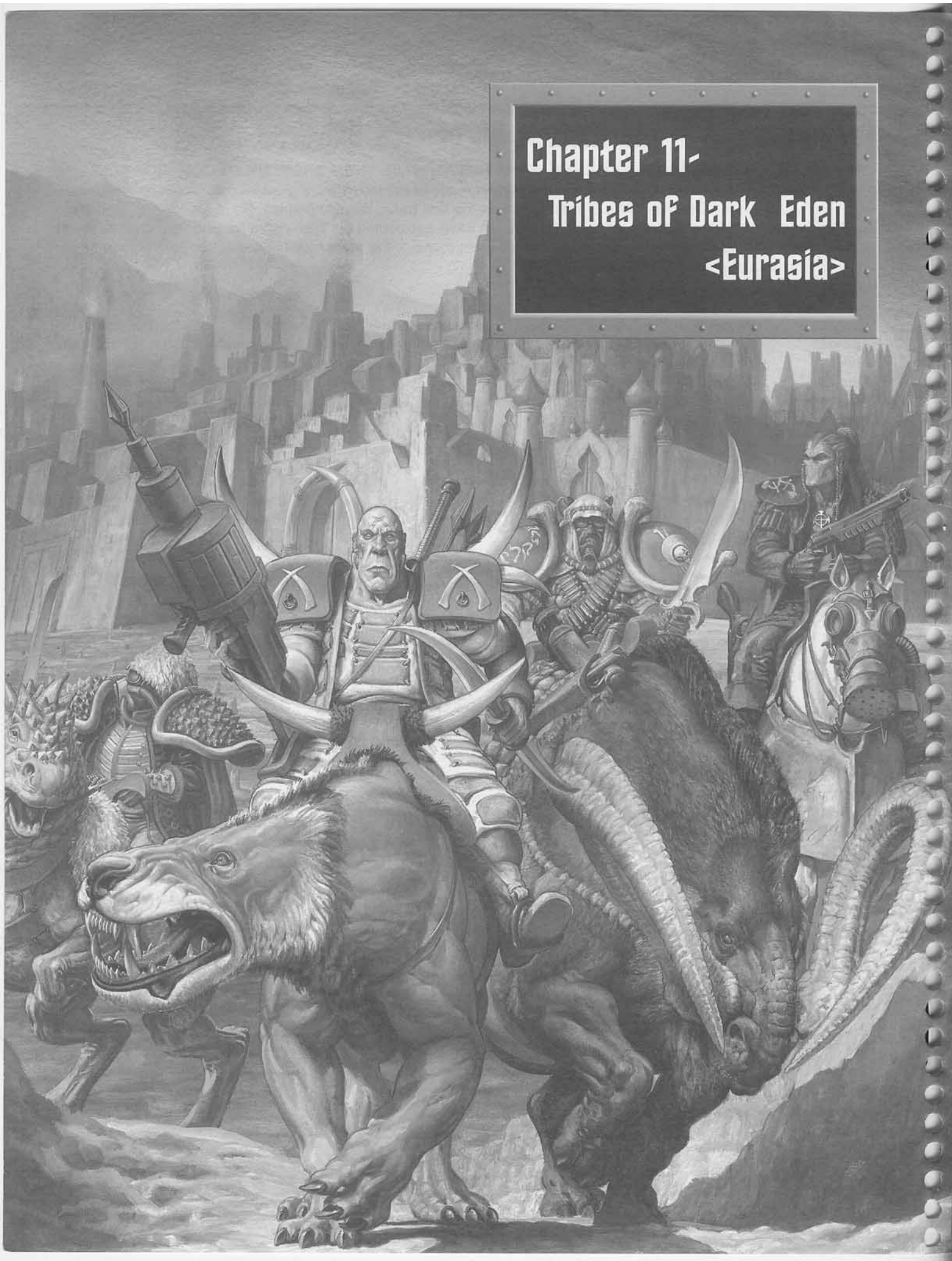
U-V-W

Valcheck	*Val-check*
Vassht	*Vash-t*
Voriche	*Vor-eesh*
Wolfbairn	*Wolf-bayrn*

X-Y-Z

Yakamochi	*Yah-kah-moe-chee*
Yorama	*Yore-ah-mah*
Zenethian	*Zen-ee-thee-an*
Zracth	*Z-rac-t*
Zurion	*Zor-ee-on*





Chapter 11-
Tribes of Dark Eden
<Eurasia>



The Saga of Dark Eden

Life is a difficult thing to destroy completely, its persistence, though fragile, is nigh eternal. It adapts, changes, evolves; it clings to its existence jealously.

Even on Earth, where the chemicals unleashed by centuries of pollution and war have poisoned the soil and strangled the very air itself, new life struggles to gain purchase in this most toxic environment. Such is the great irony of life that it persists and though man has made a Hell out of Paradise, they could not cease life.

Things were not always this way. Mankind was born of Earth, the children of Gaia and custodians of the only sphere in the Solar System to boast a Utopian abundance. It was a sacred charge that man, in its youthful folly, did not recognize. Like a child rebelling against its parent, they were heedless consequence and danger.

Surely the signs were there, the symptoms of the pain inflicted on Mother Earth, for it took humanity millennia to slowly torture and leave its crippling mark upon its once-blessed surface. And all the while, there were signs- geological upheavals, weakened ozone, new plagues, erratic weather, and other maladies. However, in their hubris, mankind did not heed these warnings and proceeded, unconcerned for the damage we were causing. And when man's indiscriminant nonchalance had gone too far, Mother Earth could handle no more. Greed and indifference had dealt her a killing blow.

And so man looked to the stars.

How ironic, that Earth became like any other commodity that had lost its sheen, discarded and forgotten. The people of Earth made plans to move on, to shape other worlds and make a new home for themselves. For in the end, it was believed that it was more profitable to shape dead worlds and give them life, than take responsibility for a millennia of pollution, corruption, and filth and resuscitate the dying home of their birth.

Such is the callousness of mankind that it is blind to the consequences of their actions, and, like Earth itself, sought to discard its own detritus and consign it to a world it no longer desired.

The Justice of the Damned- The Megabody Project

"Like flotsam to be ignored and forgotten, those who consider themselves our betters have sought to start a new life and deny us our place in the stars. For our tireless efforts and constant support, we have been bequeathed this dying, polluted shell of a world. I say no! Either we join our brothers in the vaults of Heaven, or we drag them back to the Hell they have made for us."

~ Chancellor Arnold Vaslieu,

First Speaker of the European Union.









Over the course of a decade, highly skilled covert agents concealed a vast nuclear arsenal beneath various parts of the surface of the Moon, hidden away from the prying eyes of the Megacorporations. It was an arduous project, one born of desperation; the kind of desperate maneuver a gambling man takes when his losses are too great to endure. It was a plan devised only when the only recourse is all or nothing at all. And so the Megabody Project was born.

Luna's belly now held enough nuclear explosives to obliterate the orb a thousand times over. If the Corporations of mankind sought to abandon its brethren to this dying orb, they would only gain the independence of the grave. Negotiations and desperate petitions continued, though the answers were always the same. While the Megacorporations were happy to take what resources remained on Earth, they would not return to it nor help those left behind.

When the four remaining leaders of Earth's Great Council of Unions could see no resolution, they prepared to play the last hand dealt to them. They would destroy Luna outright and cripple the efforts of their spaceward brethren. The cache of weapons was given a 2,000-digit detonation code, and each of the leaders put forward part of the code and remained oblivious to the rest. In this manner, secrecy and negotiating power could be maintained. Since the arsenal was smuggled onto Luna in secret, even the four leaders themselves did not even know their locations. To further ensure the secrecy of the codes, no record of them would be made,

but each of the five hundred digits was microscopically engraved into each of their skulls. Those scientists who engraved the numbers were silenced permanently. Only together, would the four be able to destroy the new world of man, the abomination called Luna.



The Last Days of Earth

"We have endured their embargoes, we have suffered through their indifference and we have progressed in spite of them. Now is the time to make ourselves heard and tell our brothers in the stars that we will not be ignored; we will not be cast off. Soon, they will understand we mean business."

~Chairman Jean-Batiste Renauld,

CEO of Mechadraulic Industries at 64th Annual Shareholders Meeting

The Union Leaders had played their hand expertly, and revealed a bold position that would have cowed the most stoic player. However, in the endgame, the threat of the nuclear obliteration was stillborn.

The leaders of dying Earth had underestimated the power of Luna, whose spies had informed their corporate masters of the Earthen Union's aggressive plans. While the exact nature of Earth's plans was unknown, it was surmised that its leaders had planned on attacking Luna with nuclear missiles. The thought was inconceivable, yet it was a threat they took seriously.

On March 11th, thermonuclear missiles rained from the heavens, obliterating the four capitals of the Earth Union, claiming their lives and all who followed them. The barrage of nuclear payloads and radioactive particle weapons went on incessantly for days. Orbital defense satellites, long placed above earth for its protection now turned their deadly power earthward. Megacorporate Dreadnaughts unleashed untold salvos onto a suffering people and the earth trembled in its death throes. The cities of man ignited on the fourth day of bombardment and the planet darkened in the wake of this combined effort. On the fifth day, Luna ceased fighting and declared independence from Earth with the Megacorporations backing their claim. Earth was defeated.

Deep within the kiln of the Earth, life continued. While mankind had been utterly defeated by their proud brothers, it still remained, at least for a time. Those who knew of the Megabody Project kept their leader's skulls safe, fortunate that they were retrievable at all. In spite of the punishment they had endured, what should have unified only fragmented them further. Blame was placed and old grievances rose to the surface. New wars swept across the already devastated planet as the remnants of humanity fought like animals amongst themselves. In time, the skulls were lost and became little more than legend. It seemed those remnants of humanity who had survived the plagues and the wars and the famines could stand no more. Perhaps they were touched by the chaos already coursing its way through the Cosmos.

The Dark Soul was free and an epic war was taking place in distant corners of the galaxy. On Earth, this insanity was echoed as madness claimed all things that still lived. South America was laid waste under an onslaught of Megacorporate missiles. Parts of Great Britain were lost to the ocean, while land rose from the depths to connect the blighted isle with Europe. A united and proud Africa was once again torn apart by old hatreds. Part of Japan was lost forever beneath one of the greatest tidal waves ever seen. The conflict was only ended when the planet itself seemed to scream out in pain.

Twisted and scarred by millennia of pollution and war, the world now raged a war of its own against those who had damaged its shell. Volcanoes rose out of nowhere to destroy cities and bury entire lands under molten lava. Earthquakes sent thousands to a blackened doom as the earth split open and were claimed by the fires below. Hurricanes hotter than the sun appeared out of nowhere and left a blazing trail of death and terror wherever they passed. The sky became fire and the soil a poisonous grey.

By the time the chaos started to abate, life was, for all intents and purposes, extinct. Those very few poor fools left on the surface found the rain could burn skin from their body and the air would scrape life from the inside of their blackened lungs. For three centuries, a great funeral shroud of stygian, poisonous ash hung over the world like a scythe, bringing death wherever it passed. The old world, the home of mankind, the birth-place of civilization was dying and no one in the Universe cared. Anyone foolish enough to venture to the planet was never heard from again.

Those looking back at the blackened slab from Luna and beyond called it by a new name, Dark Eden. The planet Earth was no more; a charred memory on the pallet of the new Universe man was painting for himself.





From the Ashes

"Like a Phoenix, life re-emerged from the blighted lands of Dark Eden; life twisted in its polluted image."

~Viceroy Sean McFadden,
Clan McFadden and CFO of McFadden Industries.

As the dark shroud of rage and nuclear winter lifted from old Earth, descendants from the stranded castoffs of humanity slowly crawled from their protective bunkers and deep warrens like corpses from a grave. Like her children, Earth had spawned new life as well.

Slowly and with great trepidation, they began to explore their changed world, to see full well the measure their pride had cost them. Nestled deep in the protective womb of the Earth, centuries upon centuries had passed and truth became legend, the stories of their abandonment evolving with their bitterness and despair.

The tales told of the world above bore little resemblance to the chaotic and tormented lands they emerged to find. It was a world totally alien from the one their ancestors had refused, or had been unable, to leave. In what remained of South America, the mutated descendants of the plague-carriers walked the surface of the new land in small tribal groups. Cut off from their past with no knowledge of what their ancestors had once possessed, their only surviving memory was a hatred of the Megacorporations who had left them to rot. It was the same story across the globe; the one consistency amongst nearly all the scattered survivors of old Earth, the Megacorporations were the hated enemy that had consigned them to this fate.

From Asia to Africa, North America to Europe, strange new life forms began a fresh struggle for survival. Some, as they sought purchase in the new world above, came across the fallen remnants of the old cities and settled in their haunted alley-ways, slowly starting to build new civilizations from the ashes of the old. Helped by distorted histories of the before times and the old ways of producing weaponry and food, some even tried to continue on with what they thought had gone on before them, creating twisted and corrupt regimes doomed to repeat the forgotten mistakes of their progenitors. While most survivors were directly descended from those who sheltered underground, many had evolved into something new. Some were little more than shambling heaps of flesh, while others developed societies that owed little homage to mankind's ancient history. While many emerged back onto the surface, many more have remained in the world below, clinging precariously to life.

In Europe, the survivors wandered in small groups, some trying to clutch at the old ways, others trying to build new kingdoms. Tribes fought for dominion. Survivors not in groups were victims or food for the terrible beasts now roaming the world. Only the toughest creatures had been able to survive above ground in the Dying Years and the beasts that had thrived did so because they changed and evolved to the ravaged conditions prevalent on the surface. Skins hardened to become as tough as steel, some grew in size so large that they even rivaled the ancient pyramids themselves.

The survivors who pulled together eventually became the main four tribes of Eurasia. The dreaded Templars, evolved humans who believe themselves to be the next step in genetic evolution, are the Chosen Ones of the angry Earth Goddess herself. They alone have adapted to survive on the tainted fruits and corrupted air of Dark Eden.

The Sons of Rasputin, distant relatives of the Old Russian and Eastern European kingdoms, are the most advanced of the new humans. They see themselves as the last bastion of civilization in a world gone mad.

The harsh triad called the Inheritors of Job, who believe their God is testing their devotion, have grown to dominate parts of Western Europe and made their appearance something less than human to survive.

In the former Middle East roam the Crescentia. An essentially peaceful and nomadic tribe, their vast townships are scattered on the backs of the great Beasts they have tamed, named after the sacred words of their First Prophet- the Honored Children.

These civilizations have grown from the ashes of ancient Earth, and with their birth have established new hatreds and grievances. How ironic and sad, that humanity, having endured so much and evolved so keenly, lacks the wisdom to avoid the pitfalls of their youth, destining them to relive the very mistakes that forged the Hell in which they now struggle to survive.

During the Templar's First Crusade to conquer the ravaged world in the name of their Goddess, they came into bloody conflict with the Inheritors of Job and the Sons of Rasputin.

Unlike smaller tribes, these two powerful peoples presented a formidable resistance to the Templar Hordes. For a while, these two mighty tribes united in a deadly alliance to successfully protect themselves from the Templars.

Rumors of a secret meeting between the Rasputin's Tsar and the Jobian Archbishop appear to be more than mere speculation, but the truth can only be surmised. Indeed, for a while, it seemed peace might be achieved as the Templars were pushed back by the two disparate powers and forced to begrudgingly accept a truce. In their unity, the two tribes joined forces to build a new city for their combined peoples, a metropolis where the Inheritors and Rasputins could thrive together. This vast undertaking was to be a symbol of hope for their respective peoples and they called the city New Peace. Perhaps the cursed past would not repeat itself;

perhaps a costly lesson has been learned.

The city was never completed.

While the Tsar wanted reconciliation and was sincere in his efforts to maintain a respectful truce with the Jobian Archbishop, the five Obersts with their military might did not. They saw the opportunity to not only defeat one enemy, but two at the same time. One fateful night, they betrayed their Tsar and their allies, allowing the Templars into the city to massacre the Jobian settlers. Countless Inheritors died as the half-completed city was raised bloodily to the ground. In time, the Tsar himself was assassinated and replaced with a ruler more sympathetic to the schemes of the dominant Obersts. To the Inheritors of Job, who had placed their trust and well being into this grand city, it was a betrayal they would never forgive nor forget. Victims from this obscene betrayal still hang from crosses on Martyr's Hill; their skeletal remains an ever-present reminder that no one but their kin and their Lord can be trusted.

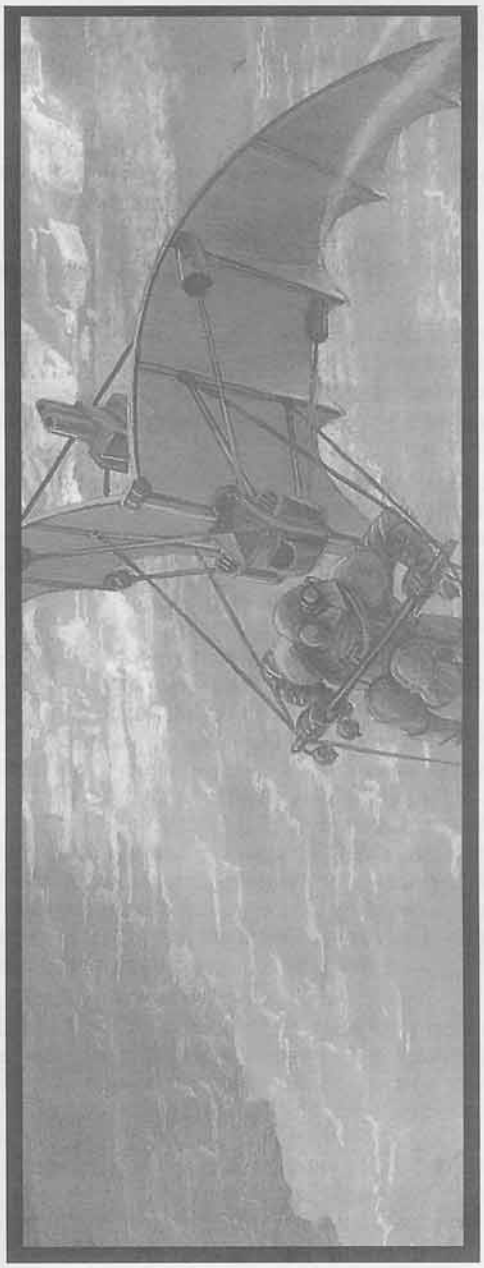
If there is one true victim in this sad drama, it is the betrayers themselves, the Sons of Rasputin. The painful truth is that even the treacherous Obersts, who manipulate people and events, have themselves been victims of the machinations of others. For emissaries of the Dark Soul have returned to Dark Eden and have begun to seek ways to gain influence and control over the new peoples of Earth. Like a maggot, the have wormed their way into the flesh of Rasputin society and play on that people's natural inclination to make war to serve their needs.



While Dark Eden had escaped the ravages of the Dark Legion during the first Crusade, they were not so fortunate the second time. Dark Neolithic citadels have been sighted across the world, as the first deadly tendrils of the Dark Symmetry stretch out to corrupt the new inheritors of man's infertile cradle. And where the Dark Symmetry works its power, the corruption of mankind follows. Fortunately, this corruption does not go unnoticed, even here in the fetid soil of Dark Eden; the Cardinal does not miss a corruption so close to his own home. Operating from a base hidden in what was once the old city of Jerusalem, the Brotherhood has prepared for the struggle to come, having foreseen that the final battle between light and darkness will take place not on the new worlds but on the old.

The Cardinal's forces tirelessly chart the progress of the Darkness and of the new peoples of the Black Earth, ever wary of another world falling to the Dark Symmetry. They ensure Corporate forces don't move too quickly, claiming too much here amid the poisoned lands. The Megacorporations themselves have sent their bravest to chart and explore the changed continents; some with greater success than others.

However, life still evolves there, and both the Dark Legion and Brotherhood have yet to gain a firm foothold in a world that was off limits only a mere 200 years ago. Now, in the thrall of another Corporate War, and again facing the return of the Dark Legion, humanity turns its gaze to its ravaged birthplace knowing that its salvation will come from this long abandoned world.





The Courts of Raeputin

"For over five centuries, our ancestors lived in the Great Shelters. Protected from the ravages caused by the Last Days, they kept the old ways alive. Waiting for the day when the world above would be ready for their return. Protected by their faith, comrade after comrade toiled under the earth.

Now that we have risen above, it is our sworn duty to teach the lesser races our ways, to educate them in our civilization and to destroy those who would threaten us. We will not be driven back into the Underworld again. We are the Sons of Rasputin and this is our land."

~Tsar Alexander Musevny

Of all the new Eurasian tribes, the Sons of Rasputin are by far the most advanced. Living in the vast gothic cities in a kingdom called Preussia, they are the descendants of those who sought shelter underground in deep catacombs that once served as military fortifications. As the wars of the Last Days signaled the end of the Old World, the First Tsar took his chosen peoples down into these mammoth shelters. During those dark centuries, generation after generation lived and breathed the sterile air of the world below as the world above changed and corrupted.

A whole society living underground meant a strict code had to be developed to maintain order and while the society occasionally broke down into violence, the Tsar's teachings slowly came to dominate many of the lesser belief-systems. Thus, when the day came to rise from the depths, they would not be weak beggars and undisciplined dregs; they would resurface with the proud society of the Sons of Rasputin firmly in place.



Ancient maps kept safe during the dark time revealed the locations of many old cities and the new people quickly started to rebuild them, when there was anything to find at all. So impressive was the solidarity of the Rasputins, that many of the scattered tribes also joined their cause as serfs, or in some cases, slaves. Those who refused to join the Rasputin League were simply moved on to other, more suitable locations befitting their mutated nature.

Those not killed outright were often housed in huge Sanatoriums, communes which now hold mainly political prisoners from within their own courts. These Sanatoriums were constructed in the harsh northern lands, where the sun blazes down through gaping holes in the ozone layer. The indigenous people, who live there amid the harsh radiation more by accident of birth than choice, are slowly evolving darker, tougher skins than their cousins, enabling them to be surviving the cancerous light of the sun. Dubbed "Umbrals", these mutated humans are avoided whenever possible due to their fierce nature and almost feral aspect. The same evolutionary protection cannot be seen for the poor souls of the Sanatoriums, who usually die within a few years of their arrival. Make no mistake; a sentence to the Sanatoriums is a death sentence of unrepentant cruelty.

The new Rasputin cities are the lifeblood of Preussia. Within two generations of their emergence from below, the Rasputin's capital city of New Prague was created, its monolithic factories belching out smoke and steam as ancient machinery ground into life. Inevitably, as the Rasputin power base expanded, they came into conflict with many other tribes, especially the hated Templars, who soon became their sworn enemy. Huge fortified cities were constructed on the cliffs and mountains bordering Templar territory to help protect them from attack.



Society

Proud of their links to the past, Rasputin society believes itself to be far superior to that of the other tribes emerging onto the surface. While working on a feudal system, they have so far successfully adapted this to fit easily with the needs of a fully functional industrial society. The Tsar rules from his resplendent and heavily fortified Winter Palace, his five Obersts and chosen Dukes carry his will to the people. The Dukes are granted dominion over vast tracts of Rasputin territory by the Obersts and enjoy almost royal rights over their own subjects. They are, for the most part, left to rule untouched by the court, providing the court's demands for tax, loyalty, and military numbers are constantly met. The position of Duke is one reserved for the descendants of the true Sons of Rasputin who protected themselves beneath the earth millennia ago.

Beneath them are the Barons, given charges of smaller fortifications often bordering dangerous territory. The Barons provide an important link between military and social life, most coming from the lower ranks of the military and lacking the lineage required to become a Duke.

The air in Rasputin cities is exceptionally toxic; a dangerous mixture of the polluted atmosphere and the chemicals spewed forth by the Preussian factories. Many of the lesser serfs live miserably short lives of



constant toil and suffering, content in the knowledge that at least they are safe from the predators in the Wild Lands. The military and those of a more noble extraction enjoy greater luxury and always venture forth into the outside world heavily protected from the elements in armor and gas masks. These flamboyantly dressed noblemen and soldiers are heroes to the serfs, who are constantly told that if they are strong and fortunate enough, they may well one day gain such status. However, such things rarely occur. To this day, each family provides at least one of their offspring, usually the strongest, for conscription into the military, in the hopes of attaining that favored status.

The Influence of Strangers

The success of Rasputin society has not only attracted the attentions of their warlike neighbors, but it has also garnered the favors of the Dark Symmetry, whose presence is ever increasing within the lower echelons of the Rasputin Court. Dark Legion agents are constantly at work corrupting those they can against their masters and offering them another, darker way of life, one filled with guaranteed power and status.

Their proximity to the Dark Soul's Citadel lying deep within the Germanic wastes makes them a prime target for its attention. Indeed, the Sons of Rasputin have been the primary focus for a few of the Apostles. As the terrible fall of Zurich revealed, the powers of the Dark Soul are not to be cavalierly dismissed, nor can they be defended against by force of arms alone. When one of Preussia's proudest cities, Zurich, was over-run by the Dark Legion, all its inhabitants were massacred or corrupted to the Dark Symmetry. There was little the Obersts could do, for the majority of the attack occurred from within their own ranks.

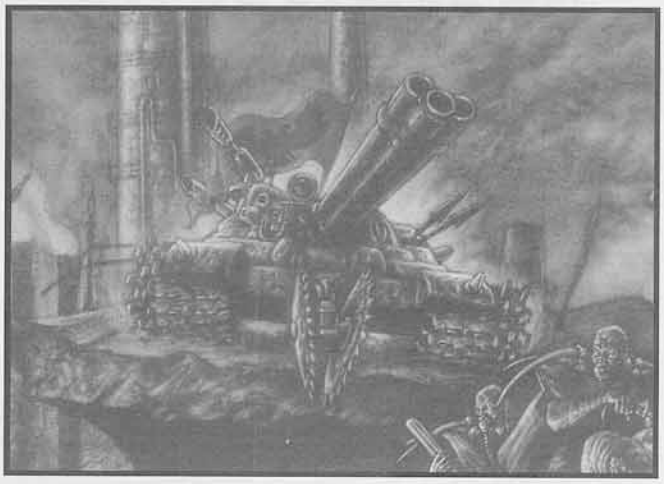
For the last few centuries, the Tsars have been sought out by those who oppose the Darkness. Brotherhood operatives now have a permanent place in the Tsar's court and previous leaders have long been interested in the Brotherhood's knowledge, not only of the Great Darkness, but of those who have gone before, of the Megacorporations and the world before the Dying Time.

While the Tsar has emissaries of the Brotherhood at his Winter Palace, the Obersts are quite another matter. Some have allied with the Dark Legion in one guise or another; whole others have made alliances with some Megacorporation. Whether this alliance was truly for mutual benefit or ultimately for betrayal few can know.

The Dark Conspiracies

For generations, the Tsar has been the absolute ruler of Rasputin society. It has been this leadership and structure which has made the Rasputin Court into one of the most disciplined and strongest on Dark Eden. The Tsar maintains his power by the judicious use of both fear and reward. Directly beneath him in power are his five chosen Obersts, who are loyal to him to the point of death. However, this has recently changed. The Tsar has been assassinated, quietly and without the knowledge of anyone other than the assassins themselves - the Obersts.

During the peace process with the Jobian Triad, two of the Obersts were converted by the Dark Symmetry. They are heretics working in the court, trying to manipulate the other three rulers for their own ends. While the assassination of the Tsar allowed them to abandon the peace process and revert to war - thus increasing the Obersts' power and influence, it also destabilized the continent aiding the Dark Symmetry's long term plans. The Obersts replaced the dead Tsar with an imposter whose descendants now rule the land for them. He obeys their will under threat of death and, in return, enjoys the decadent fruits of his office.



The Military

Rasputin society is one of the most militaristic of the new kingdoms with the possible exception of the Templars. The Five powerful Obersts rule over every aspect of Rasputin life, maintaining an iron grip on power, as the military has become the most important aspect of Rasputin culture. Having replaced the Tsar with their own puppet ruler, they now enjoy the luxuries of the Winter Palace and grant dukedoms to a favored few, sending those who oppose them to the front-line or worse, to a Sanatorium. The military itself is split into five branches; each headed by one of the Obersts. The Rasputins also enjoy the most advanced technology of any tribe at their disposal.



Crescentia



"Cities burn, corpses lie ten high in the streets. Foul creatures from the deepest pits of Hell will be spewed forth by dark forces and seek dominion over all things. My children's children will be the Forgotten Ones. They will roam the plains and forests of a ruined land, taking what they can to survive. They will be vigilant and on guard against all those who seek to destroy them, friend and foe alike. They will be called the Crescentia, and their nobility will shine for ten thousand years..."

~Taken from the writings of the First Prophet.

The Crescentia are true nomads in every sense of the word. Their entire society, replete with diversity and vibrant culture, consists of vast townships trekking the blasted lands of Dark Eden on the backs of enormous beasts of burden, mighty Eclipse Mammoths, whose rock hard backs can carry sections of an entire village across the chaos plains of the Middle East.

Their domain, although they pay little heed to such concepts, stretches from the worn Pyramids of ancient Egypt to the shadow-haunted catacombs of old Babylon and on to their capital ominously named The Pale Womb. It, unlike all their cities, does not migrate across their lands and serves as the only permanent home they claim, a sacred lair that all their Caravans make pilgrimages to yearly.



Crescentian origins go back to before the Abandonment to the visions of The First Prophet. As the Megacorporations were abandoning Earth, one voice was heard to cry out a warning about our ascent to the heavens. This man, whose name is lost to the ages, was plagued by visions of what would be called "the Last Days". As flames started to consume the world and the horrific prophecies came to pass, thousands flocked to this seer, whose grim predications were becoming reality. For thirty years, this singular voice warned of the growing toxicity of earth, of the betrayal of our star bound brethren, of the raping of the planet in the last days and of the conflagration which would end it all.

His visions however, were not only confined to scenes of destruction. His sight foresaw the rise of the Crescentia and in those dreams witnessed his own role in their creation. Taking many of "The Chosen" below ground, he sought out places of sanctuary for those who would follow him. Places were his people could hide and live until the dark scythe moved from the land. As his people lived below they started to construct the labyrinth of tunnels and homes that would one day become the Pale Womb.

This wise and gifted man was referred to only as the First Prophet, and during the "time in the womb", he was granted the title of Khan. His only son lacked the Prophet's gift of sight, and while he became Khan, the role of Prophet was passed on to others who did possess the gift. No one could answer the question of why some are born with the "nether sight", but it was maintained by the First Prophet that the Crescentia should be led by two, not by a single voice. One leader must tend to the spiritual welfare of his people, while the other must defend the physical.

As the Crescentia emerged from the labyrinths, the Prophets directed the Crescentia to fertile lands where their impressive and evolving mental powers tamed and bred the wild beasts they found in the lands above them. The Eclipse Mammoths and the Two-Tusk Mastodons soon became a common element of Crescentian society. They constantly moved to avoid the Black storms and Blood lightning ravaging the lands of Dark Eden. In time, their nomadic lifestyle would become their way of life.

Unlike all the other tribes that seek purchase on the upper lands of Dark Eden, the Crescentia have no real territorial issue. The Pale Womb is the nearest

they have to an established capital, but even that vast city has very few life-long residents, most moving on after a season or two or traveling. The Crescentia do not bother with the presence of others in their realm, for they do not hold to boundaries. Conflict only occurs when others impose their beliefs on the Crescentia, which rouses them to a most bloody fervor. Additionally, the severe weather and the impossibly powerful native beasts that pervade the old Middle-Eastern area of Dark Eden have contributed more to the Crescentia's relative isolation than their own competency and skill. Most tribes consider the lands of the Crescentia to be cursed and prefer to avoid them altogether. The Crescentia simply site this as proof of their status as Chosen.

The Prophets

Crescentian society is ultimately held together by their belief in their Prophets and the Canon the First Prophet left behind. Their visions direct a clan towards an area of water and food while, in times of conflict, their prayers and blessing can inspire and aid Crescentian warriors. The mental toll of a Prophet's life is a heavy burden and leaving many insane or catatonic at the end of their days. As such, Prophets are revered by the Crescentia for their sacrifice and offered the greatest comforts and respect.

Strangely enough, it is these visions that help to give the Crescentia the fullest knowledge of life before the fall of any tribe now present on Dark Eden. Their accounts of the past are also the most accurate of the retellings found, unbiased by generational bias or ulterior motives. The Crescentia hate the Dark Soul, as well as the Megacorporations, but are somewhat neutral towards the Brotherhood, as their Prophets have foretold of a time when they will be forced to fight with them against the Dark Soul.

GOVERNMENT

Each village is presided over by a Maraij who organizes both the military and social aspects of village life. Seven of the Maraij from the largest villages form a council, which runs overall Crescentian affairs. The council is ruled by the Khan, but his power has diminished over the years to such an extent that he is now merely the voice of the council. Despite this, he remains one of the most honored and respected members of Crescentian society. Indeed, respect and honor are two of the most important values of Crescentian life and any disrespect almost certainly ends in death.

While each village normally possesses a Prophet to serve their spiritual needs and maintain their oral traditions, even the Prophets have a hierarchy. The most powerful and generally oldest of these visionaries is the Mufti and he resides permanently at the Pale Womb, tending to the sacred Canon and overseeing the lives of his charges.

Their nomadic nature and the dry barren wastes they are often forced to travel has made water a valuable asset. They have developed huge machines to hammer through the ground and locate long-lost underground streams and rivers, devices they are just now finding useful in defending themselves against their infidel neighbors.

Unlike so many other tribes on Dark Eden, the Crescentia have a fairly open door policy when it comes to relations with other tribes, be they refugees or part of an organized clan. Crescentian villages will greet any who has not wronged them in the past (or resembles one who has wronged them) and they are more than willing to trade with anyone. Only the Megacorporations and Dark Legion are treated with open hostility.



APPEARANCE

The Crescentia are among the most colorfully dressed of the new tribes. Traces of their Arabian beginnings are still apparent in the style of their homes and clothing designs. The lower half of their face is always covered by a breathing mask when in the open skies of Dark Eden, with elaborate cloaks covering most of the body protecting them from the ravages of wind and rain. Large shoulder pads are generally added to their regalia before battle, with blessings from the Prophets carved into the tough hide.





The Inheritors of Job

"The world is plagued by heathens and heretics. The Darkness has almost destroyed the world in fire and still strives for dominion. We are the pure, the last of the true believers. We must be strong in this time of testing. We must be strong, for the enemies of mankind are legion. For we are the soldiers of God and we will survive the fires to spread his Holy Word in the war to come."

- Inheritor Affirmation

The First Martyr

Three tribes, three histories, one religion, one hope. Jobian belief dictates that the world was born in the fires of the Armageddon, when the Dark One sent his agents to destroy all things. Only the just opposed the Darkness, though they were not up to the charge placed before them, at least not then. The fires of Armageddon separated the wheat from the chafe.

The Inheritors of Job see life as constant testing, constant war. Only by defending their faith can they hope to survive the future requirements of God. The old religions that existed before the Fall were recreated for this new world, with disparate doctrines from the past woven into a new code of rules and doctrines. Centuries of subterranean existence have skewed these religions significantly into the system of beliefs that bind the Inheritors into the society they are today. Separated geographically by a significant distance, the three largest groups or tribes of Inheritors shared this new bible and took comfort from the traveling holy men who made the arduous journeys from tribe to tribe to bring news and share the good word with their fellow brethren.



The new bible, with dire warnings and revised histories, was compiled during the time of the Testing from the records of each of the tribes and for generations the three tribes of the Triad Isles grew independently. The traveling holy men who reformed and developed the new Jobian religion were far more than simple preachers, they were scientists and medical men, and though they found solace and purpose in the holy book they helped create. One of their most enduring contributions to the modern Inheritor Triad is the genetic manipulation imposed upon these people by their holy men. According to scripture, man must prepare himself for the holy battle to come, and to accomplish this sacred task, he must make himself into an instrument of the righteous, one capable of overcoming the plague-ravaged environment of the surface world. Thus began the Cleansing.

When a Jobian child was born, a baptism took place within the Church. This baptism involved not only the blessing of the child, but severe physical alterations which eventually gave the child the smooth, featureless face for which the Inheritors are renowned. In the years following the operation, the child was trained to fight and pray as an Inheritor, while the scars were painfully ground away. When all scars were gone, a second baptism took place- the Cleansing- after which the child was deemed an adult and a full member of the Triad.

The entire process of these Cleansings took years, and during this time, genetic manipulations were also performed to further augment the faithful. In the course of only eighteen generations, the Inheritor's physical transformation was permanently encoded into their genetic makeup and the Cleansing became more of a symbolic ritual rather than the scarring physical transformation they originally endured.

There is still the need for augmented assistance when an Inheritor is born, for once freed from the womb and cut from its umbilical lifeline; the Jobian child will need assistance to sustain its own life. This assistance takes the form of a Jehovah Box. This small device is strapped to the back of the Inheritor's lower neck and connected to the rerouted pathways in their skulls. It is a simple surgical procedure now. The box has one filtered opening and a small fan that blows the polluted air through a series of cleaning mechanisms before it reaches the lungs. By connecting the box to the beating of their hearts, the Jehovah Box now has a permanent and self-sustaining power source.

For those members of other tribes who come to the Inheritors for succor, their road is difficult. Jobians are particular about who they accept into their faith

and families, so outsiders must prove themselves in several battles before being officially invited to study their ways. Once proven, they will ultimately face the Cleansing Ritual as it occurred all those generations ago. Their nose bone is surgically removed and the mouth and nose sewn tightly together. Two metallic pipes are placed inside the throat, one connected to the gullet and one to the windpipe. Both pipes are affixed to the Jehovah's Box and become hardwired to the heart. There is a 15% mortality rate, as the Cleansing was not meant to be preformed on fully developed adults.



Regardless of the method, Jobian Kinsmen cannot eat as normal humans, for they have no mouths to speak of. This being the case, one is often surprised to see that Inheritors hunt and fish like any other human tribe. The fact of the matter is that Inheritors do ingest meals, just in a most particular way. Organic matter is mixed with enzymes which break down the material into a paste-like substance. This organic matter is generally a mixture of plants and animal matter, including the deceased. This paste is gathered into small tubes which are inserted into the Jehovah's Box four times a day. For born Inheritors, there seems to be another issue at work in their feeding. They take their nutrient supplements less often and actually spend time with their clothes off, basking in the intense radioactive light of the sun. Many wonder about the possibility of some kind of photosynthetic reaction that may occur within their bodies, though no one has clarified this point at present. Suffice it to say, it is quite an unsettling sight to witness dozens of faceless Inheritors, bare-chested and faces silently upturned to the skies, gently swaying back and forth as if in deep prayer.

The changes made to Jobian faces make speech effectively impossible. To make up for this disadvantage, they originally started to communicate by an advanced form of sign language, the Sacred Signs. Recent generations of Inheritors have also gained a limited telepathic ability. This is seen by the Triad as evidence they have pleased God and that they are nearing the time when their mettle will be tested. To a non-Inheritor, the eerily silence of their presence is most unsettling.

While disparate Kins, sharing only their faith and their physical transformations, the Jobian Triad was only brought together when their surface realm was invaded by the Templar. The First Templar Crusade killed countless Inheritors at Castle Bridge. It was a bloody and shameful attack, with countless women and children slaughtered; the bodies piled dozens of feet high. The purges that occurred afterward were just as savage and cruel, so much so, in fact, that the three Kins convened a summit to formally unite and repel the Templar invaders. A direct result of this first official meeting was the creation of the Triad's governing council, established to manage the alliance of the three Kins—the Ash, Kain and Wrought.

Thus, as their holy scriptures warned them, the Triad Isles were born from blood and pain.

Triad Society

The Jobian Triad is still effectively three separate tribes. The Ash Kin originate in the storm-ridden mountains of the north. Their barren homeland is reflected in their gaunt, brooding appearance. Dark haired, they dress almost completely in black and are feared for their stigmatas. Painful beyond understanding, the stigmatas usually appear during the height of battle. Blood flows freely from wounds that appear on hands, feet and chest. In extreme cases, blood red tears pour from the martyr's eyes. During a battle, the onset of stigmata consumes an Ash warrior so completely that he is oblivious to any wounds inflicted upon him by the enemy.

The Kin of the Western Isles are proud of their Celtic tattoos, which instill special powers and abilities upon them. Still dressing in the tartans of their forefathers, they have incorporated the clan lifestyle into Jobian belief and favor their huge Helmore blades in battle.

Finally, the Wrought Kin of the Southern lands are well known for their fear of things unnatural. They have developed immunity to mystical attack and are the main creators of the powerful Inheritor Rituals witnessed by their enemies. The Wrought Kin are always present in Jobian Cabals and provide their warriors with a direct pipeline to the will of God.

Religion not only unites the Triad, but forms the center of its existence. The ancient monument of Stonehenge has been reconstructed, since Rituals revealed its importance as a place of power and healing. After battles, the injured are often taken to Stonehenge and prayed over until their wounds are healed. The only place of more importance is the Dome, a vast cathedral constructed in the centre of ancient Avalon and by far the largest of the many places of worship to be found in the Triad Isles. One of the new wonders of the world, every Inheritor seeks to pay homage there once a year to receive the blessing of the Archbishop.

The Triad is governed from the Dome by the Archbishop, with local Patriarchs appointed to handle the day-to-day running of the outer provinces. To the Archbishop, the coming war with the Darkness is all too real and the presence of the Brotherhood, the Megacorporations, and the Dark Legion is evidence of that. The Archbishop acts as the direct link between man and God, between holy warrior and their deity. His mandates are passed down through a simple hierarchy which links the Dome to all Jobian outposts and villages. Immense in power and terrifying in aspect, the Archbishop is the most feared member of the Jobian Triad.

The Templar Protectorate- The New Humanity

"In the beginning, Man tried to destroy all things. His pollution, his wars, his plagues altered creation and gave birth to a new world. Now, as the old humanity dies, we remain the proud ones. As new life rises from the decaying corpse of the old, we will be at the forefront of creation. We are the next step in human evolution. We are beyond humanity. We are the Templars."

~Warrior Cavour

The Templars, also known as the Sons of the Temple of the Mother Earth, are unique. Out of all the twisted forms of humanity on Dark Eden, they alone can survive the corrupted world unaided by artificial means. They have not only managed to survive in the Hell that is Dark Eden, they flourish in it. The tainted air, the poisoned food; none of it affects the Templars. Though the Brotherhood has many theories about this invulnerability, the Templars believe themselves to be the "chosen ones", the result of supreme and intentional evolution. They staunchly maintain that as Gaia, the Earth Goddess, was ravaged and forced to grow harsh to survive, so too did she transform the Templars to act as here protectors. In fact, one of the deepest held truths of the Templars is the belief that the atrocities inflicted on the planet were finite, and that the planet has chosen this dark aspect to serve as a proving ground for the faithful and as a deterrent for the return of her Betrayers.

As they've adapted physically to fit in this new world, they've taken to calling themselves the New Humanity as a sign that they are better than the other tribes and those cowards who abandoned the lands of their birth. Their history tells of a birth by fire known as The Great Culling, when millions died as the Goddess herself selected the strongest to follow her, destroying the weak and treacherous. The secret truth unknown to even the Templars is that they are descended from those who had nowhere to hide.



While the forefathers of the other tribes buried themselves in vast underground shelters, the First Ones, as Templars call their ancestors, were forced to remain on the surface. Millions did die and even those who survived would have eventually perished, if not for outside help.

Templar Creation belief tells how the Goddess sent angels to bless them. As with all the myths of Dark Eden, the reality is somewhat different. The blazing light



that fell to Earth and brought the First Ones to the ruins of Paris was, in reality, a Cartel science vessel forced to crash land in the ruins of Paris. Unable to make contact with their associates due to the fierce electromagnetic storms and a craft damaged beyond repair, the survivors attempted to create a corporate outpost in the ruined world. Their teachings were twisted by the First Ones, who worshipped them as Gods. The Cartel survivors used their technology to alter their own genetic structure and that of their followers so they could survive in the increasingly polluted world of Dark Eden. As time and generations passed, their descendants thrived and expanded, quickly growing to believe that the world was theirs for the taking. It is a belief that is a cornerstone of their Empire, known as the Terra Nostra, which, ironically, was the name of the ship that started their race.

The New Humanity

While Templars call themselves the New Humanity, to many they appear to be something less than human. Body hair was shed generations ago while their hands have developed long, thin razor like-nails and their lungs have grown accustomed to the polluted air of the new world.

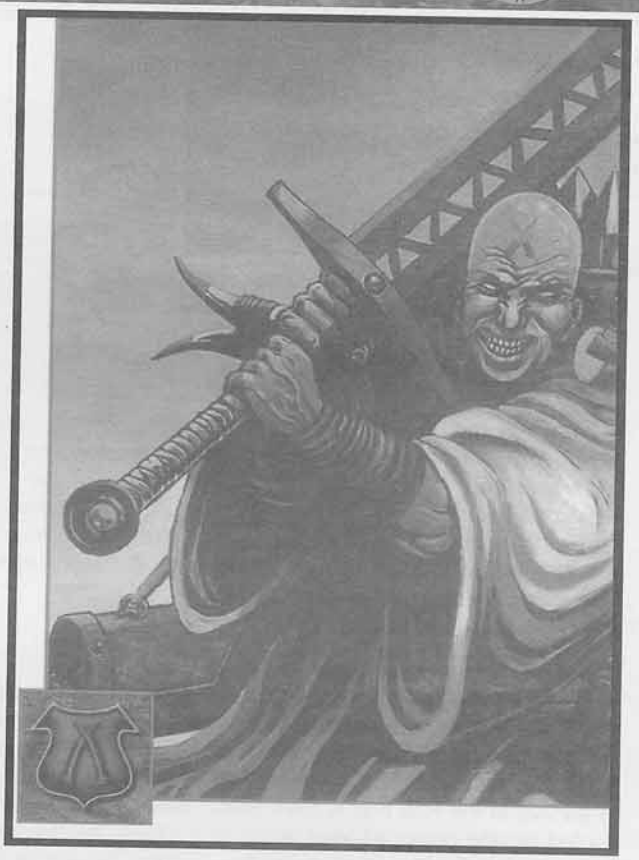
Their apparent inhumanity is emphasized by eyes that, at first glance, appear cold and dispassionate, almost ghost-like, due to a thin layer of white skin covering pale, insipid pupils. To the outsider, Templar society itself is mystifying. The names used in their culture are based on the many old texts found in the Parisian ruins and collected in the Notre Dame fortress.

Since their evolutionary push, they have continued an accelerated evolution; their senses are exceptionally acute and they can track their kin for miles by scent alone, even in the acrid climate of Dark Eden.

The Templar belief in their own supremacy has led them to become one of the most violent of the new tribes. They see themselves as the rightful heirs to the

world and constantly seek to expand the boundaries of Terra Nostra. Their crusades have been a brutal success and many of the lesser tribes bordering Templar land have started to act as their vassals. Others try and flee. For the lesser tribes join the Templar Legions, they do so with the hope of finding a quick and honorable death. No servitor tribe believes they could ever hope for anything more than the scraps which fall from their masters tables, for Templar doctrine is very specific about the uses and roles of the Forsaken, a term they use to describe any non-Templar.





Society

A Templar family is one of the closest of any to be found in Dark Eden, their violence only directed at the "lesser" races. Their cities are beautiful and vast, white staccato buildings constructed on poles spreading across the plains and ruins, energy coming from a mixture of solar and wind power.

City gates are usually made up of two huge tusks gathered from the ferocious Great Beasts favored by Templars that carry their equipment into battle. The emblem of the crossed tusks is tattooed on to the young when they have made their first kill and is a source of great pride to all Templar Warriors.

Their empire starts from Terra Nostra, the capital built on the ruins of Paris and stretches through the lands once known as Spain, Switzerland, and much of central Europe. This vast megalopolis also hides a dark secret, for buried deep beneath the rubble of the Pere La Chaise Cemetery, is a forbidden place of superstition among Templars. Here lies the crashed ship of the Cartel, which gave birth to the Templar race and inside, the prize they were trying to take to the Cardinal—a skull of one of the four leaders of the old world. A skull with 500 digits of the detonation code engraved on to its forehead.

Government & Military

The Templar society is governed by nine Ascended Templars, the descendants of the most successful and powerful of the First Ones. They act in unison from a reconst-ructed Notre Dame cathedral, rebuilt completely by the Templars. The Ascended Templars appoint leaders from all areas of society and grant them districts to govern. These leaders have no titles but are similar to the Dukes used by the Sons of Rasputin.

As mentioned previously, the Templars hold nothing but contempt for the other tribes and even more hostility to the Megacorporations. Only the Brotherhood has had any luck negotiating with them at all, though this is not a success they would consider a striking success. In most cases, it simply means Brotherhood Advisors and Agents were not butchered on sight.



The Tribes of Eurasia

Organization and Buying Criteria

When playing a Tribes force, a player must decide which specific tribe they wish to play.

Tribes Army

Players fielding a tribe army may only select units from the Tribe they have chosen to play. You may never field forces from more than one tribe, they simply do not get along.

Normal buying criteria applies to the above choices. Armies must have two grunt units for each support unit, and they must have one grunt unit for each elite. As usual, an army may have one individual per squad selected.



Sons of Rasputin

Grunt Units
- Soldat Troopers
- Northern Sons

Elite Units
- Shock Soldats
- Cossack Storm Soldats

Individuals
- Jaeger Commando
- Cossack Scout
- Cossack Heavy
- Soldat Kommandant
- Cossack Kommandant
- Vicar

Support
- Schwerwaffer MMG



Crescentia

Grunt Units
- Brotherbound
- Jihad Infantry

Elite Units
- Khan's Guard
- Lamented

Individuals
- Prophet

Support
- Mahout Dervish



Inheritors of Job

Grunt Units
- Disciples
- Euthanasi
- Fusiliers

Elite Units
- Corsairs
- Cavaliers

Individuals
- Cavalier Scout
- Heavy Cavalier
- Patriarch

Support
- Greymourn Mortar



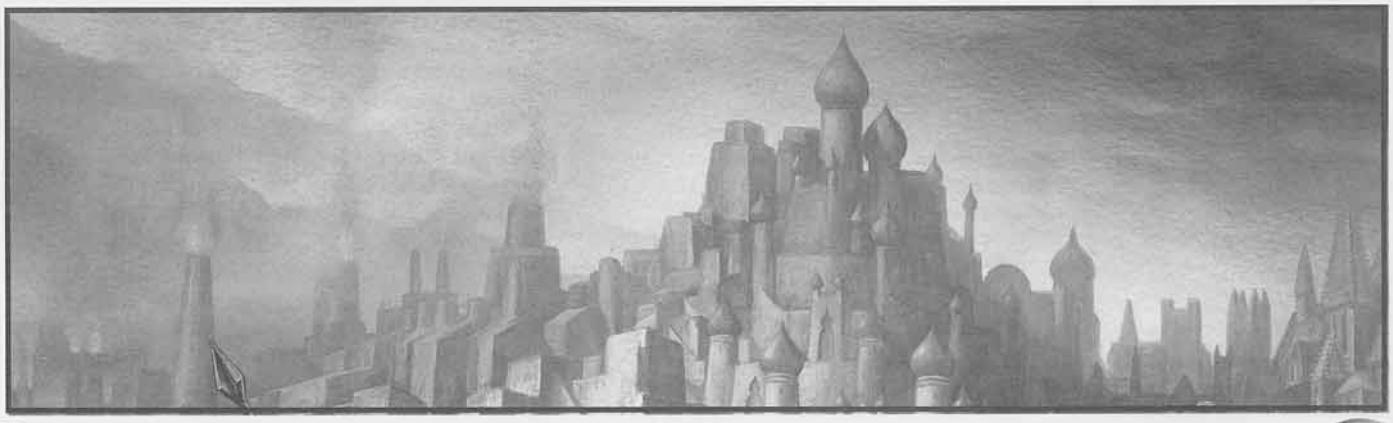
Templar

Grunt Units
- Horde Troopers
- Gendame Bestal

Elite Units
- Gendarmes
- Panthera Cavalry

Individuals
- Sabrebeast Harpooner
- Gendarme Hunter

Support
- Verounist Stingray







Armies of the Tsar

Soldats

The Soldats make up the bulk of Rasputin Military strength. Comprised of former serfs who have joined the military to break the chain of poverty and strife that is their fate, Soldats receive excellent training in the aspects of war and are granted superior equipment and resources. In return, the Soldat is expected to obey—to fight and to die without question. Those Soldats who do survive their term of service—a 10-year standard—may retire to one of the many factories in one of the larger cities. As merciless as their lands, Soldats are a fearsome sight on any landscape they appear upon.



Soldat Trooper

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	8	4	9	3	1	4	3	19	2	20

Equipment: Fritz S-89 Pistol, Machinenkrieger Assault Rifle, Filter Mask.

Special Abilities: Hate: 1.

Special Rules: Hates Bolsheviks.

Weapon Stats:

Fritz S-89 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
1	0	0	-	-	-	8	-

Machinenkrieger Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	-1	0	0	-3	-	10	-



Soldat Sgt.

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	10	3	1	4	3	19	2	24

Equipment: Fritz S-89 Pistol, Routs 12 Shotgun with GL-221 UBGL, Filter Mask.

Special Abilities: Hate: 1, Tactical Sense.

Special Rules: Hates Bolsheviks.

Weapon Stats:

Fritz S-89 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
1	0	0	-	-	-	8	-

Routs 12 Shotgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	9	See Chart

GL-221 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

Soldat HMG Specialist

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	8	4	9	3	1	4	3	19	2	25

Equipment: Blazer 3100 Heavy Machine Gun, Filter Mask.

Special Abilities: Hate: 1.

Weapon Stats:

Blazer 3100 Heavy Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	2 (x2)	-1	-	-	13	-

Soldat Flammen

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	8	4	9	3	1	4	3	19	2	33

Equipment: Vulcan Flamethrower, Filter Mask.

Special Abilities: Hate: 1.

Weapon Stats:

Vulcan Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	12	See Chart

Soldat Bannerman

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	8	4	10	3	1	4	3	19	2	25

Equipment: Veslot SMG, Filter Mask, Battle Standard.

Special Abilities: Hate: 1, Inspiration: 3.

Weapon Stats:

Veslot SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	1 (x2)	2 (x2)	0	-	-	9	-

Northern Sons

Life on Dark Eden is harsh, without question. Most Megacorporate troopers would be hard pressed to last a even few days there. Even among the technologically advanced Rasputin Court, there are daily trials and dangers. This is the reality of life on Dark Eden.

Unlike the rest of the Rasputin army, which is drawn from every fabric of their society, the Northern Sons are actively recruited from the numerous Brigand Clans of the Northern Wastes. Or, they are comprised of individuals, whose skill at killing borders on pleasure, earning them a bloody reputation. Those bandits caught raiding Rasputin lands are brought before the Oberst, and given a choice. Either the bandit can suffer a slow, torturous death for the amusement of the Court, or they can be put through the Trial of Blood. Successfully surviving this arduous trial gives the bandit the right to join the ranks of the Northern Sons and serve the Rasputin people in their needs.

As a Northern Son, he receives extensive training in the arts or war, further honing their natural abilities and knowledge from their former time as desperados. To keep the former brigand loyal and content, they are treated with respect

by the military, are well paid and given the option to earn whatever they may desire at the moment, from women to wine and everything in between, at the successful completion of their missions. Additionally, the Northern Sons are implanted with a small sub-dermal explosive chip which can be detonated by command should a soldier fail to perform his duties.

While the Northern Sons seem to have a better life then they did in their larcenous past, the facts are quite transitory. After a member of the Northern Sons has served his term, during which time he has amassed both luxuries and wealth, he is retired to one of the Oberst's capitals. This retirement, generally a great celebration sees the successful survivors quite intoxicated and happy. Under cover of night the inebriated Northern Sons are whisked off to share a dire fate, their possessions re-circulated into the courts of the Oberst.

In combat Northern Sons are canny opponents, using guile and brutality in equal measure. They excel at sneak attacks and using the stealthy- tools of their former professions. As cunning infiltrators, Northern Sons favor close range combat, where their skills as gunfighters and thugs can easily overcome less experienced adversaries.

Northern Sons

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	9	4	10	3	1	4	3	20	2	22

Equipment: Dual Heisspurger Machine Pistols, Filter Mask.

Special Abilities: Infiltrate.

Weapon Stats:

Dual Heisspurger Machine Pistols *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
1	1 (x2)	0	-	-	-	12 (x0)	-

Shock Soldats

The Shock Soldats are a true weapon of terror in the Rasputin Courts. Strong, powerful and seemingly relentless, these staunch warriors are largely drawn from Oberst Ivanko's industrial kingdom. This is a domain choking with pollutants, being that Ivanko has one of the largest stretches of factories in the Rasputin territories, and his forces heavily use these toxins in their arsenals.

Shock Soldats are used to both decimate and demoralize the enemy at the front line. Using the CSS 100 Chemical Sprayer, the Shock Soldats unleash a poisonous mixture of chemicals and pollutants over their enemies, choking and searing, burning and killing as the toxic materials spew forth. While it is a commonly held belief that the chemicals released by the Shock Soldats are devised by their clever scientists, this is not the case. The chemicals actually are gathered from pools found in their southern territory in deep aquifers as well as the refined wastes produced by Rasputin Industry.

Like an unavoidable hurricane, Shock Soldats move across the battlefield with surprising maneuverability. This adds to their dreadful reputation for they show no mercy to their targets or in their tactics.

Shock Soldat

Elite trooper, required 3-6 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	11	3	1	5	3	20	2	26

Equipment: CSS-100 Chemical Sprayer, Filter Mask.

Special Abilities: Ambush.

Weapon Stats:

CSS-100 Chemical Sprayer *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	8	See Chart

Cossacks

If there was a unit of Rasputin soldiers more feared than their Cossacks, it has yet to be seen. The Cossack makes up the bulk of Rasputin Cavalry, and charge powerfully into battle on the backs of ferocious Rivetbulls. The Eastern Shard Fields of the Rasputin domain is the natural breeding ground for these evolved creatures that are both even-tempered and fearless. For generations, the Rasputins have tried to domesticate these creatures, and only in the last few hundred years have they managed to accomplish this.

Cossacks thunder into battle, sabers blazing and their Heisspurger's unleashing a relentless hail of bullets into their enemies. Their mounts attack as well, with their infamous ram attacks.

Cossacks

Elite trooper, required 2-5 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	4	11	3	3	5	-	21	-	50

Equipment: Heisspurger Machine Pistol, Saber of the Sons, Filter Mask.

Special Abilities: Ferocity, Deadshot.

Special Rules: May use the ST of the mount for determining damage during charges

Weapon Stats:

Heisspurger Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
1	2 (x2)	0	-	-	-	9	See Chart

Saber of the Sons *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-























Rivet Bull Cossack Beast

Mount, required 1 per Cossack, beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	-	-	-	3	-	8	4	-	3	-

Special Abilities: Natural Attack (12), Predator Senses: 4.

Special Rules: Natural attack is a ram. Being native to Dark Eden, these beasts have a natural effective survival training of level 1.

INDIVIDUALS

Jaeger Commandos

The Jaeger Commandos are assembled from Oberst Stryker's domain and utilizes some of the pre-Fall technology that Stryker's ancestors brought with them from their Vault. Their Vulture Anti-Gravity Harnesses use advanced electro-magnetic technology to keep its wearer aloft, allowing it to hover over the battlefield with great precision.. The harness gives these fearless soldiers amazing tactical flexibility as they can perform lighting assaults over any terrain and relocate before the enemy has a chance to properly retaliate.

Jaeger Commandos often circle above the battlefield, looking like great vultures, until they select their prey.

Jaeger Commando

Individual trooper, limit one per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	9	4	11	3	2	4	5	20	3	37

Equipment: Veslot SMG with GL-221 UBGL, Filter Mask, Vulture Anti-Gravity Harness.

Special Abilities: Reconnaissance Training, Tactical Sense.

Weapon Stats:

Veslot SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	1 (x2)	2 (x2)	0	-	-	9	-

GL-221 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

Cossack Scouts

The fastest and most docile of the Rivetbulls are reserved for the Scout whose main purpose is to locate enemy forces and report their positions back to their commanders. Scouts also serve another role in the Tsar's army, that of assassin. By moving swiftly ahead of their main force and using the feared SIG 21 Sniper Rifle, these mobile terminators are adroit at killing their opponents from a distance, often causing chaos in the enemy's ranks in advance of their own forces arrival..

Cossack Scout

Individual trooper, limit one per Cossack squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	9	4	11	3	3	5	-	20	-	57

Equipment: Saber of the Sons, Sig21 Sniper Rifle, Filter Mask.

Special Abilities: Reconnaissance Training.

Special Rules: May use the ST of the mount for determining damage during charges

Weapon Stats:

Saber of the Sons *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Sig21 Sniper Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-6	-4	-2	1	2	1	14	See Chart

Rivet Bull Scout Beast

Mount, required 1 per Scout, beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	-	-	-	3	-	7	5	-	3	-

Special Abilities: Natural Attack (10), Predator Senses: 6.

Special Rules: Natural attack is a ram. Being native to Dark Eden, these beasts have a natural effective survival training of level 1.

Cossack Storm Soldats

Mounted on heavy Cossack Beasts which carry the heavy Maxim twin machine guns on its back, the Cossack Storm Soldats are the pride of the Cossack Brigades. Highly trained Soldat Troopers, Storm Soldats produce a deadly and frightening barrage of fire, frequently providing covering fire for their fellow soldiers to storm the battlefield.

The Storm Soldat represents the ideal warrior in Rasputin society, both strong and capable, as well as quite feared. They have earned their position by promotion from success in the Cossack Brigades and they are quite proud and effective fighters. While all Cossacks are lavished with honors, the Storm Soldat is perhaps the most lauded.

In Rasputin circles there is a saying, "the Storm Soldat is touched by the Black Wind, and where he rides death and pain inevitably follows. Do not try and run, you would have better luck outrunning the wind." This comes from an atmospheric event common to the steppes of the Tsar. The Black Wind arrives with only a low rumbling to herald its arrival and when it passes; its gale force winds scatter acidic debris into razor fine cutting tools. Should you be caught outside when it arrives, one's survival rate is low, even for the thick hides of the Rasputin people.

Cossack Storm Soldat

Individual trooper, limit one per Cossack squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	4	11	3	3	5	-	23	-	54

Equipment: Twin Maxim Light Machine Guns, Filter Mask.

Special Abilities: Tactical Sense.

Special Rules: May use the ST of the mount for determining damage during charges

Weapon Stats:

Twin Maxim Light Machine Guns *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	1 (x3)	1 (x2)	0	-	-	13	-

Rivet Bull Cossack Beast

Mount, required 1 per Heavy Soldat, beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	-	-	-	3	-	8	4	-	3	-

Special Abilities: Natural Attack (12), Predator Senses: 4.

Special Rules: Natural attack is a ram. Being native to Dark Eden, these beasts have a natural effective survival training of level 1.

Soldat Kommandant

Those born of minor nobility are granted the right to wear the plume of a Kommandant and given the task of leadership over a battle group. They take to this with great pride and, in most cases, great competency. Like most leaders from Dark Eden, Kommandants are in the thick of the fighting, executing the orders of the Vicar and maintaining the discipline of the Soldats.

Soldat Kommandant

Individual squad linked officer, limit one per Soldat squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	12	3	2	4	3	20	2	30

Equipment: Heisspurger Machine Pistol, Filter Mask.

Special Abilities: Tactical Sense, Unit Commander.

Special Rules: May command Soldat Troopers and Shock Soldats.

Weapon Stats:

Heisspurger Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
1	2 (x2)	0	-	-	-	9	See Chart

Cossack Kommandants

Highly decorated and experienced combatants, the Kommandant are career soldiers. Leading Cossack Brigades for their Obersts, the Kommandant is a frequent visage in all Oberst Courts, called upon not just for their combat ability, but also for their simple wisdom, a clarity of purpose drawn from the daily rendezvous they have with death and pain.

Cossack Kommandant

Individual squad linked officer, limit one per Cossack squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	4	12	3	3	4	-	20	2	54

Equipment: Heisspurger Machine Pistol, Saber of the Sons, Filter Mask.

Special Abilities: Ferocity, Tactical Sense, Unit Commander.

Special Rules: May command Cossacks. May use the ST of the mount for determining damage during charges.

Weapon Stats:

Heisspurger Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
1	2 (x2)	0	-	-	-	9	See Chart

Saber of the Sons *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-

Two Headed Cossack Beast

Mount, required 1 per Kommandant, beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	-	-	-	3	-	7	5	-	3	-

Special Abilities: Natural Attack (10), Predator Senses: 6.

Special Rules: Natural attack is a ram. Being native to Dark Eden, these beasts have a natural effective survival training of level 1.

Vicar

Leading the ground forces of the Tsar's Armies are the Vicars, combat veterans of noble birth who have proven themselves time and again on the field of battle. The highest aspiration for a Vicar is that he may earn an appointment to the Oberests. To this end, the Vicars are quite careful to nurture the goodwill and loyalty of the men under their command, for ultimately, the Obersts power is derived from the men they lead.

Upon reaching proper age, the sons of noble blood are enrolled into the officer corps of the Rasputin culture, known as the Order of the Sabre. There they learn the skills of war, leadership and society so that they can lead on the battlefield and in the Court. Many Vicars eventually withdraw from society, choosing the company of the fighting men who have shared the same horrors—for the blood in a Vicar's veins may be blue, but the blood on their saber is red.

Vicar

Individual general officer, limit one per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	4	15	3	3	5	3	21	2	45

Equipment: Fritz S-89 Pistol, Saber of the Sons, Filter Mask.

Special Abilities: Division Commander, First Strike, Secondary Attack.

Weapon Stats:

Fritz S-89 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
1	0	0	-	-	-	8	-

Saber of the Sons *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+5	-



Shock Soldat Sergeant Insignia



Soldat Flammen Insignia







Soldat Kommandant





Soldat Schwerwaffe

The Scwerwaffe is a one-man artillery piece, capable of downing infantry formations in record time. Trained in the use of heavy mounted weapons, the Schwerwaffe is the heaviest caliber weapon designed by the Rasputin Court. It is usually positioned just behind the front line of a Rasputin assault to chew into the ranks of the enemy.

While not as large as some of the beast-laden weaponry available to the Sons of Rasputin, the Schwerwaffe is ultimately more portable and easily relocated upon the battlefield, enabling it to properly and effectively provide both cover fire and heavy weapon support for the forces of the Tsar.



Schwerwaffer MMG

Support unit, required 1 model, associated armament.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	3	-	-	2	-	2	38

Equipment: Schwerwaffe Mounted HMG.

Weapon Stats:

Schwerwaffe Mounted HMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	3 (x3)	0 (x2)	-1 (x2)	-	13	-



Schwerwaffer Gunner

Support trooper, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	9	4	10	3	2	4	-	21	-	-

Equipment: Fritz S-89 Pistol, Filter Mask.

Special Abilities: Tactical Sense.

Weapon Stats:

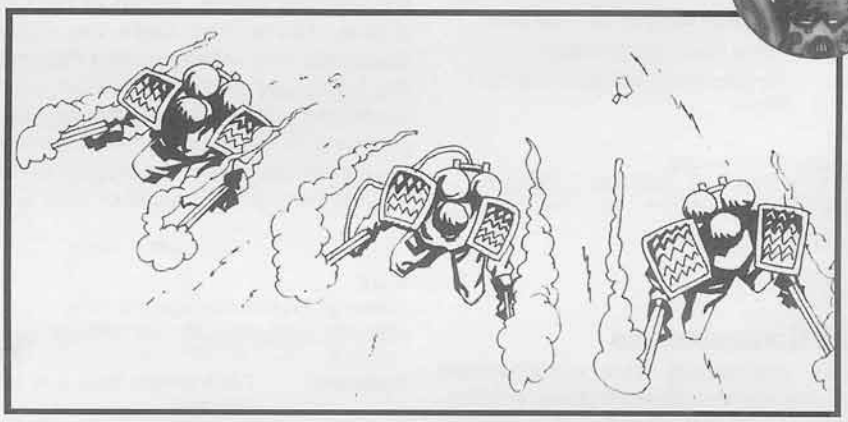
Fritz S-89 Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
1	0	0	-	-	-	8	-



Shock Soldat Field Tactics





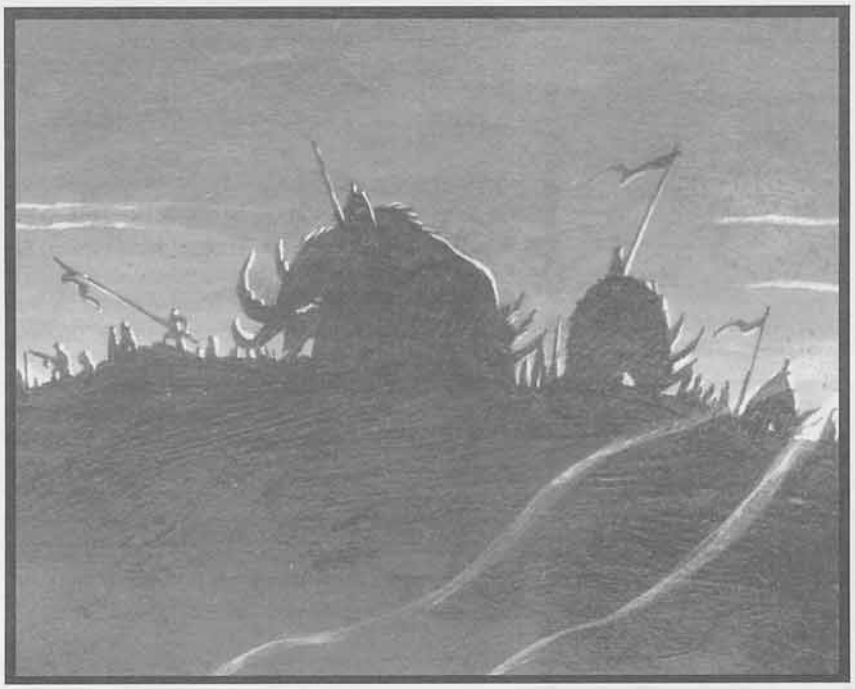
Shock Soldats operate best in groups of three to five, moving through a battle-field in a deadly V-shape with one leading at point and the others behind. Their favored weapon is their large CSS-100 chemical weapons which they spray over the enemy, killing them the moment the deadly toxins touch their skin.

Crescentia War Parties

Brotherbound

The Brotherbound are warriors trained to fight together since their birth. Paired with the other children in their groups, each warrior is the battle brother of the other, having spent their entire lives away from their birth parents in the company of the Crescentian Warmasters, the military instructors of their Caravan.

In battle, they fight with zeal and a cooperation born from this practice, with scores of Brotherbound assaulting larger foes, be it infantry forces or mobile armor/cavalry targets. Brotherbound Squads are like the sandstorms prevalent in the south western regions of Eurasia, smaller forces whose combined efforts tear away at whatever they come across and leave only destruction in their wake.



Brotherbound

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	4	9	3	1	4	3	18	2	19

Equipment: Holy Carnager Polearm, Holy Infuriator Assault Rifle, Hazmat Suit.

Weapon Stats:

Holy Carnager Polearm *(slashing, radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart

Holy Infuriator Assault Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	-2	0	1	-3	-	10	-

Brotherbound Sergeant

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	7	4	10	3	1	4	3	18	2	22

Equipment: Eclipsian Marrowpiercer Sword, Spirit Caster SMG with GL-221 UBGL, Hazmat Suit.

Special Abilities: Tactical Sense.

Weapon Stats:

Eclipsian Marrowpiercer Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+6	-

Spirit Caster SMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-1	2 (x2)	1 (x2)	0	-	-	9	-

GL-221 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

Brotherbound HMG Specialist

Grunt squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	4	9	3	1	4	3	18	2	23

Equipment: Leaden Flarer Heavy Machine Gun, Hazmat Suit.

Weapon Stats:

Leaden Flarer Heavy Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	1 (x2)	-2	-	-	13	-

Martyr

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	10	3	1	5	4	17	2	17

Equipment: Crescent Detonator Pack, Hazmat Suit.



Jihad Infantry

The Jihad Infantry brutally led assaults on enemy encampments and formations, seeing their foes as Infidels that need to be destroyed utterly. When riled into battle frenzy, the Jihad Infantry is a dizzying sight to behold, relentless, fearless, and seemingly immune to pain.

Culled from the more aggressive warriors of the Caravan and bolstered by a religious fervor that makes them incredibly hard to break, the Jihad Infantry makes a good spearhead for any War Party offensive.





Jihad Infantry

Grunt trooper, required 4-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	7	4	10	3	1	6	3	19	2	21

Equipment: Alabaster Glassgun, Eclipsian Marrowpiercer Sword, Hazmat Suit.

Special Abilities: Resolve: 1.

Weapon Stats:

Alabaster Glassgun *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	8	See Chart

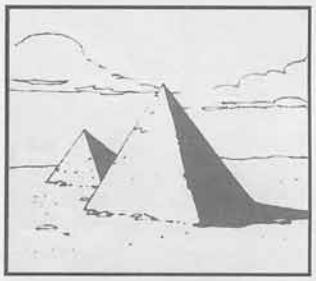
Eclipsian Marrowpiercer Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0 (x2)	-	-	-	-	-	ST+6	-











Martyr

Grunt squad specialist, optional up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	10	3	1	5	4	17	2	17

Equipment: Crescent Detonator Pack, Hazmat Suit.

Khan's Guard

The Khan's Guard is the elite soldiery of the Crescentian peoples. Trained from birth in all forms of combat and ways of warfare, the Khan's Guard is a truly deadly foe. They are sent by the Khan to different War Parties to either protect the War Party's leader or to help ensure victory through their superior martial prowess. Most of the warrior training that occurs in a Caravan is conducted by the Khan's Guard, who are as much teacher as warrior.

Khan's Guard

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	7	4	12	3	1	5	3	20	2	23

Equipment: Eclipsian Marrowpiercer Sword, Veracitor Pistol, Hazmat Suit.

Special Abilities: Secondary Attack.

Weapon Stats:

Eclipsian Marrowpiercer Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0 (x2)	-	-	-	-	-	ST+6	-

Veracitor Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	0	-	-	-	8	-

Khan's Guard Sergeant

Elite squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	7	4	13	3	1	5	3	20	2	26

Equipment: Holy Carnager Polearm, Veracitor Pistol, Hazmat Suit.

Special Abilities: Secondary Attack, Tactical Sense.

Weapon Stats:

Holy Carnager Polearm *(slashing, radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	See Chart

Veracitor Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	0	-	-	-	8	-

Khan's Guard HMG Specialist

Elite squad specialist, optional up to 3 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	8	4	12	3	1	5	3	20	2	30

Equipment: Creator Blade, Leaden Flarer Heavy Machine Gun, Hazmat Suit.

Special Abilities: Form Fireteam.

Weapon Stats:

Creator Blade *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
2	-	-	-	-	-	ST+3	-

Leaden Flarer Heavy Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	1 (x2)	-2	-	-	13	-

The Lamented

The Crescentian people's exposure to the mysterious Pyramids has endowed many of them with a bit of paranormal abilities, specifically clairvoyance. The Lamented are just one aspect of this phenomenon in the fact that they have all witnessed their own deaths. Once one of these visions occurs, the Crescentian goes to the Caravan's Prophets and undergoes the ceremony that pronounces them as being Lamented. From there, the newly baptized Lamented leaves the Caravan to seek out his death, free from family, responsibility, and fear.

Often, bands of Lamented join together in the Wastelands, bound by the same vision and becoming brothers in death. When one of these bands joins the field of battle, it is with certain knowledge that they will be meeting the end that day. The certain knowledge of the Lamented's fate has left them with an internal peace that allows little fear to touch the warrior's heart.

The Lamented warriors fight with unparalleled coolness, rarely turning from their destiny by running or retreating. They act with certain knowledge of the outcome which makes them incredibly dangerous enemies —ones for whom death holds no more terror.

The Lamented

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	9	5	12	3	1	5	3	20	2	26

Equipment: Carcass Light Machine Gun, Hazmat Suit.

Special Abilities: Resolve: 1.

Special Rules: Lamented are not subject to issues of moral.

Weapon Stats:

Carcass Light Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	1 (x2)	0	-	-	10	-

Martyr

Elite squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	10	3	1	5	4	17	2	17

Equipment: Crescent Detonator Pack, Hazmat Suit.

Martyrs

Martyrs are individuals who have been found guilty of some crime by the Caravan's Prophets. Usually the crime is something that affects the Caravan as a whole; therefore, the only way for the criminal to atone is to sacrifice his life for the betterment of the Caravan. After a 3-day ritual of self-mutilation and reflection, the criminal's name is erased from the tribal archives, along with his crime, and he is now pronounced a Martyr.

On the battlefield, Martyrs move into position to atone for their sins by detonating the explosives on their person and taking as many enemies with them as possible. Besides the redemption of the Martyr's name, Crescentian religious beliefs state that a warrior who takes his enemy into the afterlife with him will have that enemy as a servant for all eternity. This makes for a Martyr's unmatched vehemence in his path of righteous self-destruction.

INDIVIDUALS

Prophet

Crescentian society is held together by their belief in the Prophets. Their highly attuned and accurate gift of Sight is the lynchpin to the Crescentian survival on Dark Eden, and in times of conflict, the visions that the Prophets receive gives the War Party an immense edge in tactical planning and reaction.

Each Caravan has a small council of Prophets who specialize in certain aspects of Crescentian society. Some Prophets focus on the finding of water while others act as judges and truth-finders. The largest group of the council is the Prophets that deal with the forming and leading of the Caravan's War Party. These individuals focus their Sight on the enemy and their plans, giving the War Party an accurate barometer of the danger that they will face on the field of battle to come.

During a conflict, the Prophet uses the Sight to gauge the enemy, finding potential weaknesses and exploit the possible futures to benefit the War Party. They are cagey fighters in their own right, but the Prophet's greatest assets are the Sight and the morale that they instill in the War Party's fighters.

Prophet

Individual general officer, limit one per squad, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	13	14	3	3	5	3	20	2	53

Equipment: Staff of the Prophet, Veracitor Pistol, Hazmat Suit.

Special Abilities: Channel, Resolve: 3, Secondary Attack.

Special Rules: May select two powers of Prophesy.

Weapon Stats:

Staff of the Prophet *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+5	See Chart

Veracitor Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2	0	-	-	-	8	-

Support

Mahout Dervish

Centuries ago, a lone Prophet, the survivor of a brutal attack by Templars wandered feverishly into the scorched earth. Weary and near death, the Prophet whispered his final prayers and collapsed into the jagged ground. In his subsequent delirium, the Prophet found himself dragged by a great horned beast, which in spite of its obvious power and size, dragged him gently. For how long this lasted is unrecorded, only that the beast brought the Prophet to an oasis, with drinkable water and edible mushrooms.

After regaining his strength, the Prophet regarded the animal, a beast he had not seen before in the long travels of his caravan. As he approached the beast, he was bombarded with images of Crescentian warriors riding these great beasts into battle against their enemies. The visions shook him to his knees and when his head cleared, he was staring into the eyes of this calm behemoth. Naming him "Urox", the Prophet rode him back to the rest of his caravan. Since that time, Urox are considered to be sacred animals, capable of functioning as beasts of burden or ferocious battle mounts.

Urox are not as common as other beasts in the blighted Middle East, but they travel in small herds, herds sought after and prized by the Crescentia. While the Crescentia treats all beasts with respect, the Urox is regarded with an almost mystical awe. In the vernacular of the Crescentian, Urox translates as "Blessed by God", and they are afforded to warriors who have proven themselves in countless battles and who have passed the Ritual of Choosing with these noble beasts.

Mahout Dervish

Support unit, required one model, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	10	6	12	3	3	-	-	22	-	59

Equipment: Leaden Flarer Heavy Machine Gun, Hazmat Suit.

Special Abilities: Resolve: 2.

Weapon Stats:

Leaden Flarer Heavy Machine Gun *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	3 (x3)	1 (x2)	-2	-	-	13	-

Urox Steed

Mount, required one per Dervish, beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	-	-	-	-	-	8	6	-	3	-

Special Abilities: Natural Attack (12), Predator Senses: 6.

Special Rules: Natural attack is tusk and horns. Being native to Dark Eden, these beasts have a natural effective survival training of level 2.

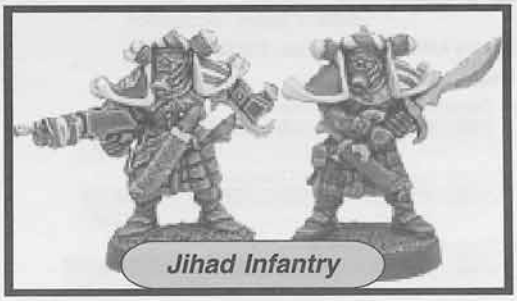








Crescentia Prophet



Jihad Infantry













THE ARMY OF GOD

Disciples

The Disciples of a Jobian Crusade are the civilian members of each Clan. When the call of arms goes out, each able bodied man and woman puts down the tools of his everyday trade and picks up his tools of devotion, a pair of Geminilasher Shot Pistols.

As a group, the Disciples are an eerie sight, moving across the battlefields in complete silence, only the cries of their enemies mark their passage.

Disciples

Grunt trooper, required 8-12 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	4	10	3	1	4	4	17	2	16

Equipment: Geminilasher Shot Pistol, Jehovah Box.

Special Abilities: Keen Eyes.

Weapon Stats:

Geminilasher Shot Pistol *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	8	See Chart

Disciple Sgt.

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	11	3	1	4	4	17	2	21

Equipment: Geminilasher Shot Pistol with GL-221 UBGL, Sickle of Sorrow, Jehovah Box.

Special Abilities: Keen Eyes, Tactical Sense.

Weapon Stats:

Geminilasher Shot Pistol *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	8	See Chart

GL-221 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

Sickle of Sorrow *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+5	See Chart

Fusiliers

When we think about war, we picture explosions and screams, the enraged charge of an offensive and the disheartened wails of the broken. As terrifying as these images are, they are nothing compared to the juxtaposition of death and silence that is the Fusiliers. There is something disturbingly wrong with an enemy that makes no sound in battle and whose weapons are equally as silent. The mind struggles with the alien ness of it all. Fusiliers understand this and they use it to deadly advantage, especially on off worlders.

Trained veterans of past Crusades the Fusiliers receive instruction in the arts of stealth and infiltration, becoming the professional soldiers of the Jobian Kins. As dedicated as they are to their faith, they are equally as committed to their craft. Training constantly, their skills at hunting and battle are important to the Kin's survival. Fusiliers use both their potent faith and their valuable war experience in battle, making them a force to be reckoned with.

Fusiliers

Grunt trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	5	11	3	1	4	4	18	2	22

Equipment: Infernal Breath Machine Pistol, Jehovah Box.

Special Abilities: Infiltrate.

Weapon Stats:

Infernal Breath Machine Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	2 (x2)	1	-	-	-	10	-

Fusilier Sgt.

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	5	12	3	1	5	4	18	2	25

Equipment: Fist of Judah, Martyr's Nail Pistol with GL-221 UBGL, Jehovah Box.

Special Abilities: Infiltrate, Tactical Sense.

Weapon Stats:

Fist of Judah *(slashing, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+6	See Chart

Martyr's Nail Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	9	-

GL-221 Under Barrel Grenade Launcher *(variable)*

CC	PB	SR	MR	LR	ER	DM	SA
--	0	0	--	--	--	--	See Chart

Euthanasi

The weak and the sick that have suffered long and can no longer contribute to the Kin often prefer to make the ultimate sacrifice for their people. It is as much a show of faith as it is a contribution to an Inheritor's war party. Before battle, these enfeebled individuals subject themselves to a private and exhausting ritual, the end result leaving the Kin weakened and short about a pint of blood. The precious life's fluids are collected in special ampoules and taken

before the Patriarch. The blood is placed before a shrine and the Patriarch prays over them, itself a draining process referred to as extreme unction. Following his prayers, the vials are collected and treated with additional compounds known only to the Kin Patriarchs. Once the elixir has been treated and processed, it is considered to be ready for use.

When Kain Kin prepare for war, many elect to bear the sacred symbols of their faith. This is quite common. Some opt to honor their fellow kin by accepting the Mark of the Cross, a special and powerful tattoo. During a ceremony referred to as the Communion, the Euthanasi and the Kain Kin meditate together, while the Patriarch uses the blood from the ampoules to inscribe the cross tattoos into the Kain Kins flesh. Once completed, the Kin and the Euthanasi are linked in both body and faith, the Euthanasi accepting the burden of his brothers death so that they may live on to serve the Kin further.

When the Inheritors take the field of battle, the Euthanasi assemble in small bands, a large barbed cruciform carried over their shoulders to symbolize their devotion. When one of the Kin suffers a mortal wound, the Euthanasi accept this terrible pain into themselves and die, their lives fulfilled.

Euthanasi do not fear death, they welcome it. Burdening their people is anathema to them so having the opportunity to demonstrate their devotion and serve a great purpose is a prospect that fills them with great joy and hope. Dark Eden is a harsh mistress, and there is no shortage of the ill and infirmed. Becoming a Euthanasi is, for many, the crowning moment of their lives.

Euthanasi

Grunt trooper, require 1-3 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	4	10	3	1	4	2	15	2	7

Equipment: Jehovah Box.

Corsairs

When Disciples achieve renown in battle, they are often offered a position in the Corsairs, the elite soldiery of the Inheritors charged with the raiding of heathen outposts and caravans. A Corsair has much experience in the ways of modern combat, being themselves veterans of numerous conflicts.

The Inheritors are quite staunch in their religious beliefs and thus prefer to limit their interactions with the non-believers. Meetings are always conducted with the Kin Patriarch, who is always attended by several Corsair units.

It is the Corsairs who take the battle into the midst of their enemies, often surging forward in overt waves of shotgun firing frenzy. Fast and resourceful, Corsair units are well respected sights on the fields of Dark Eden, one which even the Rasputin's have pause to evaluate.

Corsairs

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	7	5	12	3	2	5	4	19	2	30

Equipment: Geminilasher Shot Pistol, Scythe of Maiming, Jehovah Box.

Special Abilities: Close Combat Training: 3.

Weapon Stats:

Geminilasher Shot Pistol *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	8	See Chart

Scythe of Maiming *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	-

Cavaliers

The bravery and brutality of the Inheritor Cavalry is well known and equally well documented, now that they have begun to expand their lands. Riding a hearty and somewhat mutated steed, the Cavaliers are perhaps the loudest force in the Inheritor's arsenal, their mounts thunderous charge being the only thing one hears. Ironically, the vocal cords of these animals are severed so that they too mimic the vows taken by the rest of the Jobians. These powerful horses are themselves conditioned to suffer the pains of the Inheritor's faith, being dressed with barbed wire harnesses and fitted with cruel and biting bits.

In battle they fly swiftly into the enemy, cutting a wide path of devastation for the Corsair units to follow behind them. Most of the Cavaliers are themselves drawn from the ranks of the Corsairs.

Cavaliers

Elite trooper, required 2-5 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	12	3	2	-	-	20	-	30

Equipment: Geminilasher Shot Pistol, Jehovah Box.

Special Abilities: Guerilla Training, Gunslinger.

Weapon Stats:

Geminilasher Shot Pistol *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	8 0	See Chart

Equine Mount

Mount, required 1 per Cavalier, beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	-	6	5	-	3	-

Special Abilities: Leap.














Cavalier


Cavalier Scout


Cavalier FT Spec.


Heavy Cavalier





Cavalier FT Specialist

Elite squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	12	3	2	-	-	20	-	46

Equipment: Apocalyptic Gusher Flamethrower, Jehovah Box.

Special Abilities: Guerilla Training, Gunslinger.

Weapon Stats:

Apocalyptic Gusher Flamethrower *(radiant)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	-	11	See Chart

Equine Mount

Mount, required 1 per Cavalier, beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	3	-	6	5	-	3	-

Special Abilities: Leap.

INDIVIDUALS

Cavalier Scout

Riding the fastest and hardiest of the Jobian steeds, Cavalier Scouts operate behind enemy lines on deadly reconnaissance missions. They locate the enemy's weak points, relaying this information to the Heavy Cavaliers.

Cavalier Scout

Individual trooper, limit one per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	12	3	2	-	-	20	-	35

Equipment: Dual Infernal Breath Machine Pistols, Jehovah Box.

Special Abilities: Reconnaissance Training.

Weapon Stats:

Dual Infernal Breath Machine Pistols *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
1	1 (x2)	0	-	-	-	12	-

Equine Mount

Mount, required 1 per Scout, beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	-	6	5	-	3	-

Special Abilities: Leap.

Heavy Cavalier

The prides of the Jobian army, the Heavy Cavaliers ride the largest and toughest battle-steeds available to the Kin. Draped in long sheets of armor and fitted with the infamous Faith Implicator HMG, The Heavy Cavalier is a bottled storm on the battlefield, a true bringer of death.

Heavy Cavalier

Individual squad linked officer, limit one per Cavalier Squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	13	3	3	4	-	22	-	56

Equipment: Faith Implicator Mounted HMG, Helmore Battlesword, Jehovah Box.

Special Abilities: Guerilla Training, War Cry, Unit Commander.

Special Rules: May command Cavaliers.

Weapon Stats:

Faith Implicator Mounted HMG *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-	0 (x2)	2 (x3)	1 (x2)	0 (x2)	-	13	-

Helmore Battlesword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+6	-

Heavy Equine Mount

Mount, required 1 per Heavy Cavalier, beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	-	7	4	-	3	-

Special Abilities: Leap.

Jobian Patriarch

A Patriarch, who acts as both a military and a spiritual leader and is a powerful Channeler in his own right, heads each Jobian Crusade. A focus for the faith of the Inheritors, a Patriarch inspires his Kin to great acts of heroism and self-sacrifice. Identifiable on the battlefield for his imposing presence, the Patriarchs of the Jobians are also foci for the directed energy of their followers. As a source of focus, the Patriarchs can turn the latent supernatural energy in each of the Jobian peoples into a potent weapon of war, a physical manifestation of their faith and spiritual energy.

At the inception of a Crusade, the Clan leaders gather to anoint a Patriarch, who is chosen from the members of the Devoted. This individual is taken to the center of Stonehenge, where the Ritual of Purification is performed. If the Devotee's mind and faith is strong, then he will survive the ordeal, gaining the ability to Channel and the right to wear the Crown of Thorns upon his head. The Crown is placed by the Clan leaders at the end of the ritual, biting into the flesh of the newly appointed Patriarch, to remind him that he now carries the responsibilities of the Clan upon his brow as he leads the Crusade. The wounds that the Crown creates never heal and constantly seep blood until either the Crusade is finished, or the Patriarch falls in battle.

Patriarch

Individual general officer, limit one per army, mortal channeler.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	12	14	3	3	4	3	20	2	44

Equipment: Crown of Thorns, Geminilasher Shot Pistol, Jehovah Box, Staff of Ancient Kins.

Special Abilities: Channel, Inspiration: 2, Division Commander.

Special Rules: May select up to two Rituals.

Geminilasher Shot Pistol *(rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-	-	- 0	8	See Chart

Staff of Ancient Kins *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	- 0	ST+4 (x1)	See Chart





Patriarch

Support

Greymourns

The Greymourns are two-man teams that have been chosen from the Fusiliers to operate the hand-held Greymourn Mortar during battle. They move quickly about the battlefield, not having to set-up their artillery piece before firing, and can cause untold havoc amidst enemy positions.

Acting in silent concert, the Greymourn Loader and Gunner can quickly send volleys of deadly shrapnel mortars into the ranks of the enemy. Even if one is killed, the other member of the team has the training to operate the mortar singularly. This makes the Greymourns a valuable asset to any Crusade.

Greymourn Mortar

Support unit, required 1 model, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	8	-	-	-	-	-	3	-	-	46

Equipment: Greymourn Mortar.

Weapon Stats:

Greymourn Mortar *(concussive)*

CC	PB	SR	MR	LR	ER	DM	SA
-	-	-	-1	-3	-	10	See Chart

Greymourn Gunner

Support trooper, required 1 model, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	8	7	11	3	1	4	4	19	2	-

Equipment: Martyr's Nail Pistol, Jehovah Box.

Special Abilities: Tactical Sense.

Special Rules: Crewmen must stay in base contact with each other to fire the weapon. The crewmen move as a unit, with each using an action to move the group the mortar's MV stat in inches.

Weapon Stats:

Martyr's Nail Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	9	-

Greymourn Loader

Support trooper, required 1 model, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	8	7	11	3	1	4	4	19	2	-

Equipment: Martyr's Nail Pistol, Jehovah Box.

Weapon Stats:

Martyr's Nail Pistol *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
0	1	0	-	-	-	9	-







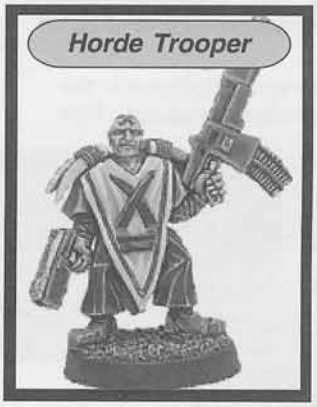
Greymourn GL

1 of 2





The Templars



The Horde

Every member of Templar society is dedicated to the fulfillment of the First Ones' last decree—to "Protect the Earth"—and is thus completely willing to die to accomplish it. When the call of the Hunt goes out, each family gives up its strongest member to join the Gendarme Hunter. These members are grouped together into Hordes, which is led by a Centur—a veteran of several past Hunts. Rallied together under a unit designation, each Horde has a symbol and a standard which is proudly carried amongst their ranks.

In battle, Horde Hunting Parties act like a raging storm that surges toward an enemy. The Centur calls out from behind, reminding the Templars about their superiority and the weakness of the enemy, goading the Horde into a blood-rage from which only the death of their enemies will satisfy.

When a Horde member makes their first kill, the emblem of the Templar—two crossed tusks—is tattooed into their forehead, letting the rest of Templar society know that the blood of the weak is on the hands of the strong.





Horde Trooper

Grunt trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	10	3	1	4	4	17	2	19

Equipment: Impaler Dart Rifle, Marker Dart Pistol.

Special Abilities: Survival Training: 3.

Weapon Stats:

Impaler Dart Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	0	1	0	-3	-	9	-

Marker Dart Pistol *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
0	0	-	-	-	-	9	See Chart

Centur

Grunt squad leader, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	4	12	3	1	6	4	18	2	20

Equipment: Horde Machete, Marker Dart Pistol.

Special Abilities: Ferocity, Survival Training: 3.

Weapon Stats:

Horde Machete *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+5	-

Marker Dart Pistol *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
0	0	-	-	-	-	9	See Chart

Horder Standard Bearer

Grunt squad specialist, optional up to 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	7	4	12	3	1	4	4	17	2	20

Equipment: Impaler Dart Rifle, Marker Dart Pistol.

Special Abilities: Survival Training: 3.

Weapon Stats:

Impaler Dart Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	0	1	0	-3	-	9	-

Marker Dart Pistol *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
0	0	-	-	-	-	9	See Chart

Gendarme Bestals

The Bestals of the Gendarme control the Sacred Purger Beast, a creature bred for its ferocity and tracking ability. They are used extensively to track down runaway slaves and to patrol the boarders of Templar territory.

During battle, the Bestal takes his pack in search of prey, looking for survivors and enemies that may be hiding-or tracking down the non-combatants who make an attempt to flee. Once the Purger has the scent of prey, there is no escape, as the beast can track through any environ, pulling the unfortunate down to the ground to either be savaged or enslaved. Most believe the former the more merciful fate than the latter. Crescentia will take their own lives rather than be captured by the Templar Hordes.

Gendarme Bestal

Grunt trooper, required 1 model, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	11	3	1	5	4	20	2	15

Equipment: Marker Dart Pistol.

Special Abilities: Survival Training: 3.

Weapon Stats:

Marker Dart Pistol *(environmental)*

CC	PB	SR	MR	LR	ER	DM	SA
0	0	-	-	-	-	9	See Chart

Purger Beast

Grunt , required 2-4 models, beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	-	2	12	3	1	4	4	18	1	21

Special Abilities: Group Assault, Natural Attack (10), Predator Senses: 6.

Special Rules: Natural attack is a bite.

The Gendarme

These members of Templar society are given the responsibility of protecting the Temples of Mother Earth against all who would befoul it.

Using the keen senses bestowed upon them by nature and the martial abilities earned through constant training and countless conflicts, the Gendarme's act as commandos and scouts during a Hunt. They go ahead of the Horde, pinpointing enemy positions and maneuvering into a tactical advantage. When battle is joined, the Gendarmes surge forward at enemy fortifications shouting out a challenge to their enemy.

As a group, they are well organized, methodical and vicious in their warring, which makes them elite amongst Templar society.

Gendarme

Elite trooper, required 4-8 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	10	3	1	4	3	20	2	22

Equipment: Horde Sword, Impaler Dart Rifle.

Special Abilities: Survival Training: 3, Ferocity.

Weapon Stats:

Horde Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	-

Impaler Dart Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	0	1	0	-3	-	9	-

Gendarme LMG Specialist

Elite squad specialist, optional up to 2 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	10	3	1	4	3	20	2	28

Equipment: Horde Sword, Tainter Dart Rifle.

Special Abilities: Survival Training: 3, Ferocity.

Weapon Stats:

Horde Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	-

Tainter Dart Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-2	2 (x3)	1 (x2)	0	-	-	10	-

Panthera Cavalry

Templar Cavalry are a dreaded sight on the plains of Dark Eden, for the ferocity of the Templar himself almost pales before the temperament of the Panthera Beast he rides as a mount. Cruel survivors of the new earth, Panthera Beasts resemble overlarge tiger-like creatures with an exaggerated maw and fearsome bite. Corded with heavy muscle, the Panthera is a powerful mount and impressive killing machine, a suitable companion for the saturnine Templar.

Despite this innate aggression, Panthera beasts recognize their riders, since they are raised by the Templars expressly for use in Cavalry. Generations of selective breeding combined with careful nurturing practices have inured the Panthera to their Templar masters who have little to fear from these mounts. It is a fact that Templar Dens train these monstrous beasts to respond violently towards all non-Templar beings that come into their territory.

Because of their ferocity and speed, Panthera Cavalry are used as shock troops, spearheading charges and leading flanking maneuvers.

Panthera Cavalry

Elite trooper, required 2-4 models, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	5	11	3	3	5	-	20	-	48

Equipment: Horde Sword, Impaler Dart Rifle.

Special Abilities: Survival Training: 3.

Special Rules: May use the ST of the mount for determining damage during charges

Weapon Stats:

Horde Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	-

Impaler Dart Rifle *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-4	0	1	0	-3	-	9	-

Panthera Mount

Mount, required 1 per Cavalry, beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	-	-	-	3	-	7	5	-	3	-

Special Abilities: Natural Attack (10), Predator Senses: 4.

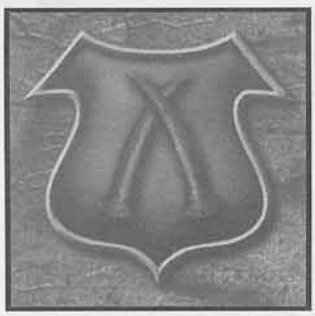
Special Rules: Natural attack is a bite. Being native to Dark Eden, these beasts have a natural effective survival training of level 3.









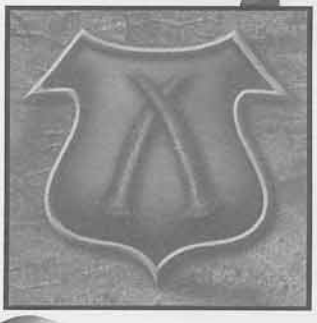



Gendarme Hunter




Purger Beast





INDIVIDUALS

Sabrebeast Cavalry Harpooner

Larger and more powerfully muscled than the Panthera, Sabrebeasts are none the less related to these creatures, the biggest difference being in their innate bulk and power. Because of this notable difference, Sabrebeasts make superior mounts for the heavier Harpoon Guns favored by the Templars. Where a Panthera would tire quickly supporting both the rider and heavy weapon, the Sabrebeast does not.

Sabrebeasts are fearless and every bit as fast as their smaller cousins. It is the role of the Sabrebeast Cavalry to engage larger threats to the Templar Horde. Firing a Templar Heavy Harpoon Gun, the Sabrebeast Harpooner impales his targets and drags them down where the rest of his Hunting Pack may make short work of them.

Sabrebeast Calvary Harpoon

Individual squad linked officer, limit one per Panthera squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	5	11	3	3	5	-	21	-	58

Equipment: Templar Heavy Harpoon Gun, Horde Sword.

Special Abilities: Survival Training: 3, Unit Commander.

Special Rules: May Command Panthera Calvary. May use the ST of the mount for determining damage during charges

Weapon Stats:

Templar Heavy Harpoon Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	1	0	-1	-	-	13	See Chart

Horde Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	-

Sabrebeast Mount

Mount, required 1 per Cavalry, beast.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	-	-	-	3	-	8	5	-	3	-

Special Abilities: Natural Attack (12), Predator Senses: 6.

Special Rules: Natural attack is a bite. Being native to Dark Eden, these beasts have a natural effective survival training of level 3.

Gendarme Hunter

The Hunter is a most honored figure in Templar society. A veteran with a proven record for victories, the Gendarme Hunter is called to battle when the Ascended feel the need for a Hunt.

Once bestowed with the honor of leading the Hunt, the Hunter handcrafts his own party, placing Templars in the Hordes and Hunting Packs that he feels will work best; requisitioning the use of several Gendarme Units from each city. The Gendarme Hunter then acquires each of his party's scents, so he will know them wherever they may be, even if he cannot see them. By the time the Hunt is underway, the Gendarme Hunter knows what each of his units can do and how best to employ them during the upcoming battles. He is the Hunter, and the world is his prey.

Gendarme Hunter

Individual general officer, limit one per army, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	12	10	14	3	3	7	4	22	2	51

Equipment: Skewer Harpoon Gun, Horde Sword.

Special Abilities: Survival Training: 3, Division Commander, Tactical Sense.

Weapon Stats:

Skewer Harpoon Gun *(ballistic, rending)*

CC	PB	SR	MR	LR	ER	DM	SA
-	2	0	-2	-	-	10 (x0)	-

Horde Sword *(slashing)*

CC	PB	SR	MR	LR	ER	DM	SA
0	-	-	-	-	-	ST+7	-

SUPPORT

Verounist Stingray

The Sons of Rasputin are not the only tribe on Dark Eden to possess some kinds of technology. While they certainly have the most advanced and most plentiful technology, the Templars are nearly as well versed and equipped, preferring instead to limit technological uses to very specific ways. In this regulated manner, the Templars feel they are maintaining a balance with their Mother Earth.

The most prominent of these techno marvels is the Verounist Stingray. Jetting over the battlefield, this jet propelled assault ship is a marvel of engineering, for its design and construction are singularly unique both for the materials used and the sturdiness of the craft. The "province of the skies" is one sacred to Mother Earth and the Templars first designed these crafts to serve as scouting vessels and reconnaissance vehicles to survey the lands of their Goddess and secure the safety of her people.

Shortly thereafter, The Order of Veroun was created to serve as the defenders of the skies. As the Templar Empire expanded and they found themselves confronted with more divergent

The Nepharite's Rage

The Centurion's Skalak blade sliced through the air, tearing a gaping hole in Weber's throat. Blood gushed out like a raging river, drenching the front of the dying soldier and the ground at his feet.

I fired my Deathlockdrum and chunks of the Centurion fell from the air like rain. With my finger still squeezing the trigger, I charged forward, leaving a trail of fallen Undead Legionnaires in my wake. I felt exhausted, but I refused to stop fighting. The only way to end the battle was to kill or be killed, and I'm no quitter.

An enormous, bloodthirsty Razide came out of nowhere, and I thought his Nazgaroth would finish me for sure. Regardless, I aimed my Deathlockdrum and pulled hard on the trigger, spraying 20mm armor-piercing autocannon rounds at the beast. Thankfully, he fell before he had a chance to fire back. Pieces of his disconnected tubing spewed thick green liquid into the dirt around my feet. I stumbled, but quickly regained my footing and pressed ahead with my squad-mates following swiftly in my bootprints.

Just when things had started to look up, the unbelievable happened. From the distance came a bearer of the Dark Gifts. He was covered in light purple robes that hid most of his grotesquely deformed body. He stood among his mutant bodyguards and began to laugh, pulling his black lips into a sneer that revealed his rotten yellow teeth.

"Nepharite!" someone shouted. "Attack!"

Machine gun fire rang out from both sides of the battlefield. Black bullets whizzed past my head and bounced off my helmet. One caught Henderson in the temple. He screamed as he went down, not realizing how lucky he was to have died such a quick death.

The air became thick with the energy of the Dark Symmetry. The bodies of the dying began to convulse as the flesh flowed from their bones and twisted into a grotesque archway, their still-living bodies screeching in an increasing crescendo of agony. How could they still live?

A portal opened within the ghastly frame, a doorway to a tortured dimension. The high-pitched wails of evil spirits from the other side of the portal seemed to cry out for redemption, drowning out the feeble pleas of the former soldiers that now comprised the archway. Turning away, I plugged my fingers in my ears, blocking the sounds as best as I could. I ordered my forces to do the same. The lucky ones heard me and saved themselves, but others turned and fled, driven mad by the Nepharite's spell. Preparing for round two, the master of the Dark Symmetry closed the portal and the archway collapsed silently with a soft wet sound.

"Retreat!" My CO commanded. "Regroup at LUP!"

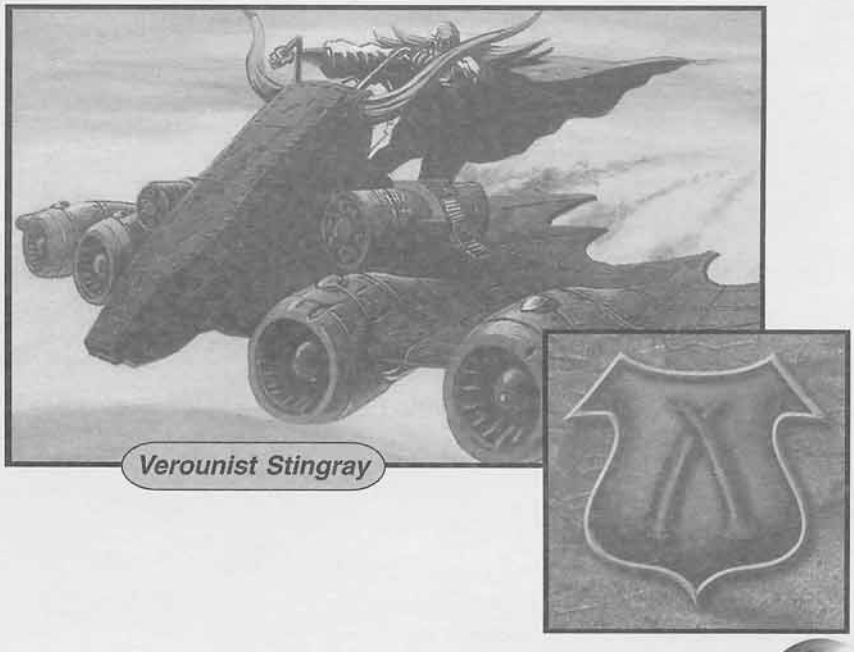
Before I had taken my fifth step, a tidal wave of acid washed over most of the remaining soldiers, submerging them in a sea of death. The corrosive liquid disintegrated their armor and flesh, eating them alive. I ran faster, praying for the Cardinal's mercy.

Glancing over my shoulder, I saw that unearthly flames had erupted on the battlefield, torching the bodies of all who had fallen in battle. The stench of burning hair and flesh caused me to gag, and vomit streamed from my mouth as I continued searching for shelter. I pushed myself harder, feeling the heat of the unholy fire at my back. In all of my years as a soldier, I have never witnessed such power. It's hard to believe that one being can cause so much destruction.

A Bauhaus rescue squad found me several days after my miraculous escape. I was disoriented and severely dehydrated, but alive. They airlifted me to a hospital where a team of doctors and surgeons treated my wounds, and members of the Brotherhood examined me for the taint of Darkness. I was released with a clean bill of health, but my superiors relieved me of duty. Thank the Cardinal for that!

I know now that the victorious Nepharite was Valpurgius, Archmagus of Alakhai the Cunning. His maniacal laughter haunts me constantly, even now, and I can still see his twisted grin in my nightmares. Every morning, I visit the Cathedral and pray that no soldier will be forced to face his fury again. If only humankind should be so lucky...

peoples and beasts, the ships were again redesigned to function in a more combat-related manner. Today, Stingrays race ahead of the main host, gathering intelligence and heralding the advance of their army behind them.



Verounist Stingray

Verounist Stingray

Support unit, required 1 model, vehicle.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	4/2	-	6	22	2	60

Equipment: Twin Maxim Light Machine Guns.

Special Abilities: Infiltrate, Reconnaissance Training.

Weapon Stats:

Twin Maxim Light Machine Guns *(ballistic)*

CC	PB	SR	MR	LR	ER	DM	SA
-3	1 (x3)	1 (x2)	0	-	-	13	-

Stingray Pilot

Support trooper, required 1 per squad, mortal.

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	10	6	13	3	-	5	-	-	-	-

Crescentian Prophesies

The mysterious Sight that is imbued in the Prophets of the Crescentia give them vast insight into both the immediate and far futures. The Prophets learn to accurately interpret the cacophony of impressions, sounds and sights that make up all of the possible futures. This takes an incredible toll on the mind of the Prophets and many have ended their days in ranting fits or catatonic states.



Foreknowledge

Cost: 6
Range: Self
Magnitude: 4
Actions: 2
Save: N/A
Effect: Using the Sight, the Prophet gains an understanding of the enemy's imminent tactics. A successful Channel of this Prophesy will allow the Crescentian player to know what enemy Unit will be activated next in the opposing Army. The opposing player must declare what unit they intend to activate next, and that decision is binding. This power may only be attempted once per turn regardless of its success or failure.

Forethought

Cost: 4
Range: LOS
Magnitude: 3
Actions: 1
Save: N/A
Effect: Using the Sight, the Prophet is able to share his thoughts with the rest of the Tribe. This will extend his ability to rally and give orders to units under his command out to LOS.

Foresight

Cost: 5
Range: 16"
Magnitude: 4
Actions: 2
Save: N/A
Effect: Using the Sight, the Prophet enables a friendly unit to develop heightened senses and images of the imminent future. The unit will gain the Combat Reflexes special ability for the duration of the turn.

Foreshadowing

Cost: 6
Range: 16"
Magnitude: 3
Actions: 1
Save: N/A
Effect: Using the Sight, the Prophet can see the near future and impart those images to a friendly squad within range. Squad so affected will gain the Fast Shot 2 special ability for the duration of the turn.

Temporal Dissonance

Cost: 5
Range: 16"/ LOS
Magnitude: 4
Actions: 2
Save: LD
Effect: Using the Sight, the Prophet sends a cascading wave of visions drawn from the victims past, present and future. This disorienting and often frightening spectacle assails their senses and renders the victims very disoriented and distressed. Place the small explosion template over the closest model. Any model under the template must make an immediate moral check.



Wrought Kin Rituals



The Inheritors of Job are a devout people, strictly adhering to the teachings of their religion, which is one steeped in unity and sacrifice. So strong is the will and devotion of the Patriarch of a Crusade that he can draw on the Faith of his people to both protect and destroy. The Jobian people are willing to lend their Faith, their pain and their very lives to the Patriarch if it is to serve the greater good of the kin, for that is the power and strength of their belief.

As mentioned before, Rituals are drawn from the Faith of the Jobian people. For each three friendly Jobian models within a Patriarch's Command Distance, the Patriarch may add +1 to his PW value when he takes an action to Concentrate.

Shield of Faith

Cost: 6
Range: 16"/LOS
Magnitude: 6
Actions: 2
Save: N/A
Effect: If this Ritual is successfully performed, add 2 to the armor value of any Wrought Kin Unit in range that is size two or less for the rest of the Turn.

Stain of the Non-Believer

Cost: 4
Range: 24"/LOS
Magnitude: 6
Actions: 3
Save: PW
Effect: To perform this Ritual, the Patriarch must inflict one wound on itself. It may then cause two wounds (which may be divided up) to an enemy model(s) within range. The wounds must be assigned to a target at once before resisting them commences. Even if the target of the power resists the Ritual, the Patriarch still sustains its wound.

Word of the Lord

Cost: 3
Range: 24"/ LOS
Magnitude: 6
Actions: 1
Save: N/A
Effect: A successful Channel of this Ritual will augment the commander's ability to give orders to the troops under his command. It will extend his effective range out to 24" and LOS.

Faith Healing

Cost: 8
Range: Touch
Magnitude: 6
Actions: 2
Save: N/A
Effect: A successful Channel of this Ritual will restore 1 Wound to any one friendly Beast or Mortal model. This power cannot add more Wounds then the model's original WD value. This healing cannot be used on the channeler.

Sacrifice

Cost: 2
Range: LOS/ 16"
Magnitude: 6
Actions: 1
Save: LD-Wounds of the Sacrificed.
Effect: To perform this Ritual, the Inheritor player must select a friendly inactivated Jobian model that is within Command Distance of the Patriarch. That model dies immediately, regardless of remaining wounds and cannot be revived by any means. The Patriarch Channels the energy of that Faithful model towards any enemy model that is within Range. The target model must Save for each wound the sacrificed model had though it will only ever sustain one wound.

Hand of God

Cost: 5
Range: LOS
Magnitude: 6
Actions: 2
Save: AR
Effect: To perform this Ritual, the Inheritor player must select a friendly inactivated Jobian model that is within Command Distance of the Patriarch. That model (part of a squad) is struck by a fiery bolt of lightning called down from the skies. That model sustains one wound automatically. Any member of his squad present during this ritual become infused with the power of their fallen comrade and increase their LD, CC and RC by 2 for the remainder of the turn.

Armor of God

Cost: 4
Range: 16"/ LOS
Magnitude: 2
Actions: 1
Save: N/A
Effect: The Lutheran Patriarch channels this power which creates a powerful aura of faith around him. If the Patriarch sustains a wound during the duration of this power, it may transfer the wound it sustained to any friendly model within range and LOS. The ritual only transfers one wound before dissipating, and only lasts until the end of the turn in which it was cast.

Kain Kin Tattoos & Ash Kin Stigmata



Symbols have power, this is nothing new to mankind. We have long understood that the construction of a particular pattern harnesses energy. While the majority of mankind has forgotten this truth, the Kain Kin have not. They have developed this technique into an art and mastered the ability to infuse these symbols with their own faith.

Though there are different Tattoos that affect the warriors of the Kain Kin, no model may have more than one type of Tattoo. If one warrior in a unit is given a tattoo, then all warriors in the unit must also share the same tattoo. Tattoos, rituals, and special abilities are noncumulative.

Some Inheritors are so intense in their faith that they do not need external tattoos to harness their devotion. They, like the characters from their scriptures, takes on the wounds of their most revered saints and holy men. Bleeding from various places on their bodies from inflictions which manifest without provocation, the Ash Kin gather together into units so they may share their faith with others of their exclusive brotherhood. In truth the faith of the Ash Kin is a powerful and little understood force, one which could be as much psychological as mystical. Whichever the case, the physical manifestation of extreme devotion are referred to as Stigmata. As Ash Kin devotees gather in like circles, each member of a squad will bear the same stigmata.

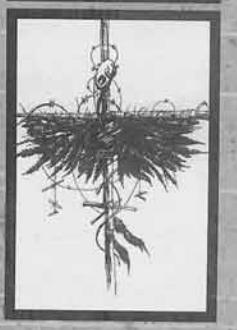












Kain Kin Tattoos

The Black Heart allows a Kain Kin warrior to gain a +1 to their AR value. The cost of the Black Heart Tattoo is 1 Points per model.

The Havoc Maker Tattoo instills its bearer with an intense ferocity that allows it to charge into close combat and attack viciously. A Kain Kin with the Havoc Maker Tattoo adds 1 to its ST and CC values. The Havoc maker Tattoo costs 2 points per model.

The Mark of Kain has a powerful affect on a Kain Kin warrior squad. When a member of a squad which shares the Mark of Kain is killed, each member of the squad receives a bit of his fallen comrade's essence. This is reflected as a temporary increase in the surviving models abilities. For each model slain in the turn, the surviving models gain a +1 to their ST, up to a maximum of +3. This power lasts until the end of the turn. Models that become panicked lose the effect immediately. The cost of the Mark of Kain Tattoo is 2 points per model.

The Virgins Tear allows a warrior to add +2 to its LD value when testing against issues of moral. This tattoo costs 1 point per model.

The Cross, allows a warrior to transfer a wound to any Euthanasi that is within command radius of the model. It may only do this once per turn. The cost of this tattoo is 3 points per model.

Ash Kin Stigmata

The Binding Stigmata: The manifestation of these stigmata is severe pain throughout the faithful of the squad and confers a unique bond amongst them. The manifestation increases the command distance of a squad to 8 inches. This stigmata costs 1 points for each model in the squad.

Notable Weapons

Rasputin Armory

Saber of the Sons

This saber is granted to those who have been promoted to Vicar. It is a symbol of authority, nobility and achievement, all of which are at the core of the Rasputin military.

Fritz S89 Pistol

The Fritz is a product of Oberst's Stryker's industrial kingdom. It is a hard hitting 9mm semi-automatic with a robust 32 round magazine and superb resilience to the harsh Dark Eden environs.

Heisspurger Machine Pistol

This weapon is an upgraded Fritz with a larger ammo capacity, full auto capabilities and the proper balancing and mountings to attach under-barrel equipment.

Veslot Sub Machine Gun

The Veslot is a small caliber firearm balanced for one hand use. It is an extremely light weapon with little or no recoil due to the advanced gas-venting system in the barrel of the weapon.

Routs 12 Shotgun

The Routs is a brutal weapon used for close-quarter battles and riot quelling in the industrial kingdoms of the Rasputin aristocracy. It fires standard 00 shot shells from an under-slung magazine that are quite effective against the lightly armored citizens of Dark Eden.

Machinenkrieger Assault Rifle

This weapon's design predates the Exodus and was the first mass-produced gun from Oberst Stryker's domain. It has become the standard issue rifle for the Regiment forces for its accuracy and hardiness, despite extreme use.

Blazer 3100 Heavy Machine Gun

The Blazer hails from Oberst Strykers production plants and can be traced to the beginning of the Sons of Rasputin's rise to power. It fires standard issue man-portable machinegun rounds and is a fairly reliable, manageable gun.

Vulcan Flamethrower

This hellacious weapon comes from the smelting foundries of Oberst Ivanko's industrial kingdom. Originally used to melt down slag, or incinerate organic refuse, by factory workers, the Vulcan has made its way into the military with relatively small adjustments—mainly to its pressure settings and the thickening of the casing to resist battlefield hazards.

The weapon's fuel is a flammable mixture of waste fluids that are in great abundance in Ivanko's factories. This fuel is pressurized and ignited by a small flame at the base of the weapon's gauntlet, producing great gouts of flame. Since both of the Vulcan's gauntlets fire simultaneously, the fireball emanating from the weapon is fearsome, and devastating to almost all targets. It is rightly feared as it can instantly char infantry or other soft targets, turning them to ashes where they stand.

CSS 100 Chemical Siphoning System

The best word to describe this weapon is heinous. It uses a high-pressure delivery system to spray concentrated bursts of toxic waste chemicals over a small area. The effects of this chemical stew are devastating to both infantry and mobile armor, effectively melting down both in a ghastly, painful manner.

Some say that the CSS is the pride of Oberst Ivanko, since it is an extremely effective weapon that enemies quickly learn to fear. Additionally, it allows Ivanko's factories to "dispose" of harmful waste materials in a cost effective manner.

Crescentian Armory

Creatorblade

This blade is lovingly crafted by the Caravan's smithies from scavenged metals and given to the Prophets, who meticulously carve the history of the Crescentian peoples in the weapon's surface.

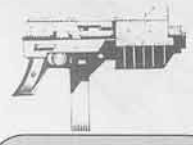
Eclipsian Marrowpiercer Sword

This huge steel scimitar is designed to cut through flesh and bone with ease. It is a fearsome weapon that is truly deadly in the hands of a skilled user.

Holy Carnager Polearm

The Crescentians extensively use solar-power to run their machines and this technology has crossed over to the weapon-smiths of the Caravan. The Holy Carnager uses solar-batteries to store vast amounts of energy that is released whenever the weapon strikes a target. The energy infuses the weapon's blade, which is a composite of both scavenged metal and Wasteland hardened ceramics, with an immense field of heat that allows it to slice through steel plate like a hot knife through butter.

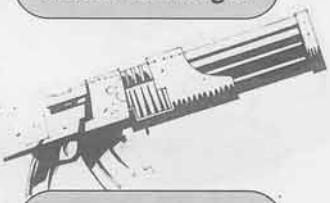




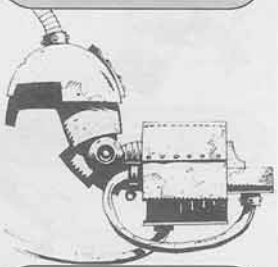
Fritz S89 Pistol



Machinenkrieger



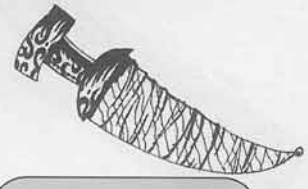
Blazer 3100 HMG



Vulkan FT



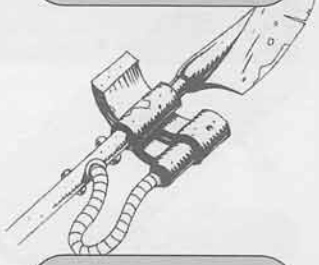
CSS 100 Siphon



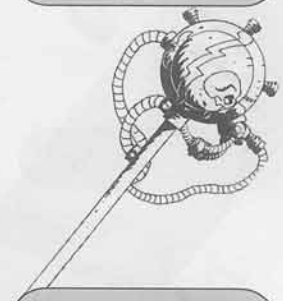
Creatorblade



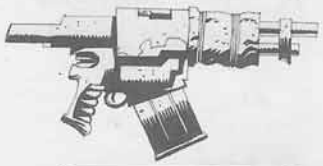
Marrowpiercer



Holy Carnager



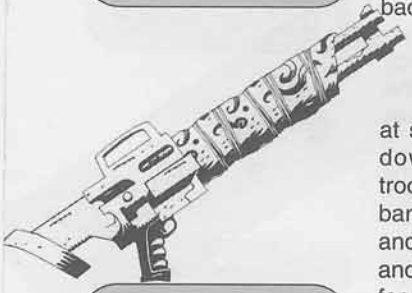
Staff of the Prophets



Spirit Caster SMG



Holy Infuriator AR



Carcass LMG

Staff of the Prophet

The staff is a technological marvel that stores the scorching power of the sun, allowing the prophet to raise it above his head and start a swirling, searing heatstorm that is projected outward to burn the Infidels.

Veracitor Pistol

This large caliber automatic pistol is the preferred sidearm of the Crescentian Warbands. Each weapon is hand made by the Caravan's Gunsmithy, with the pistol grip being carved from the bleached bones of enemies that were foolish enough to attack the Crescentia.

Spirit Caster Sub Machine Gun

The Spirit Caster fires rapid volleys of pistol caliber ammunition over a small area. It is quite deadly at close range, easily chewing apart lightly armored infantry.

Alabastor Glassgun

This insidious weapon is rightly feared. It fires bits of the Wasteland's polluted sand that has been hardened into razor-sharp glass shards. These shards are loaded into the shotgun's shells, making for truly vicious wounds that quickly become infected, poisoning the victim as the pollutants fill the body. The Wasteland glass is so polluted that it can even down the famed Templars, who are usually very resistant to this type of attack.

Holy Infuriator Assault Rifle

The Infuriator is a hand-made assault rifle that is issued to the Brotherbound as soon as they are old enough to fire one. Each rifle is swathed in a piece of cloth that bears the colors of the Caravan and the designation of the Brotherbound's battle-brother. As time progresses, the cloth is also marked with the lives taken by the rifle. At dawn and dusk, the cloth is removed from the rifle's barrel and placed on the ground. The Brotherbound kneels before it and offers a prayer for the protection of the Caravan, the camaraderie of his battle-brother, and the courage of his enemy before wrapping the cloth back around the Infuriator's barrel.

Carcass Light Machine Gun

The Carcass is capable of firing long-bursts at short range, making it very adept at pinning down and/or wiping out advancing enemy troopers. The cloth that sheathes the Carcass' barrel bears the tale and vision of the Lamented and acts as both a history of the Lamented's life and a foretelling of his death. It is not permitted for a Crescentian to read the Carcass' cloth until after the Lamented has fulfilled his destiny. At this point the Light Machine Gun is taken from the Lamented's body and made ready for a new lamented.

The cloth is added to the Caravan's history tapestries-huge things that are the conglomeration of the Caravan's entire written history, sewn together to create a unified quilt.

Leaden Flarer Heavy Machine Gun

The Flarer gets its name from the ground bits of Wasteland minerals that make up its bullet's gunpowder. When the HMG lets loose with an automatic burst, great gouts of flame lick out from the barrel like a serpents tongue. Each Flarer is marked with the Warband's symbol and is capable of cutting down ranks of enemy infantry.

Stratagem Harpoon Gun

The Stratagem is a winch-based harpoon gun that buries itself in the armor or hide of the Martyr's chosen target. Once impaled, the Martyr will draw himself to the opponent and detonate his explosive harness.

Inheritor Armory

Scythe of Maiming

This brutal weapon is the loving creation of the Wrought Kin Smythes, who abhor the supernatural but revel in technology. The blade of the scythe is diamond hard and razor sharp, which allows it to pierce even the thickest steel. When the scythe digs in, a quick switch on the weapon's haft employs a pneumatic tank that snaps that blade towards the haft in a pincer motion, literally tearing the target apart. The Scythe is primarily used against heavily armored foe, though its employment against soft targets—like humans—has leant the Scythe its name.

Fist of Judah

The Fist is another creation of the Wrought Kin Smythes. It is a thick glove with a set of 3 piercing blades hooked up to pistons on the back of the glove. The Fist uses pneumatics to fuel the pistons, allowing the wearer to "punch" the blades through the thickest of steel.

Sickle of Sorrow

The sickle uses electro-magnetic energy to charge the blade. Upon striking a target, the electric charge releases, causing untold damage to both hard and soft targets. It is one of the Wrought Kin Smythes' latest and best designs for small, light melee weapons.

Templar Armory

Staff of Ancient Kins

These staves are made from the wood of crosses that bear the Kin's crucified Martyrs upon Martyr Hill. It imbues the wielder with a connection to his ancestors and his Kin.

When a Patriarch receives his Crown of Thorns, he must travel to Martyr Hill to choose the wood for his Staff. Upon reaching the crucified remains of his ancestors, the Patriarch places his hands on his face and "feels" the torment of the Martyrs. He then grasps the cross with hands that are covered with both the blood from his ever-weeping Crown wounds and the tears from the Patriarch's eyes. When he pulls his hands away, a piece of the cross comes with it. This is his Staff of Ancient Kins.

Martyr's Nail Pistol

These pistols are crafted from every Clan's Smythes. Instead of normal bullets, these revolvers carry sharp, flat head nails that cause gruesome damage to flesh. The Martyr's Nail Pistol is sometimes used to crucify the Inheritors' enemies, firing a nail into outstretched hands and feet and leaving the still living foe to contemplate his heresy.

Infernal Breath Machine Pistol

These are the most mundane of the Jobian Triad's arsenals. Chambered for 9mm and firing tri-bursts, the Infernal Breath is a nasty weapon at close ranges. The weapon was developed by the Smythes of the Wrought Kin and distributed throughout the Blighted Isles.

Geminilasher Sawn-Off Shotgun

The Geminilasher is the standard weapon of the Jobian peoples. Upon an Inheritor's Confirmation—the day he reaches manhood and is part of the Faithful—he must go to his Clan's Smythe and craft his own pair of Geminilashers, carving a prayer and an oath into the intricate designs that decorate the weapons' grip. These inscriptions are felt by the Faithful whenever the Sawn-Offs are in hand, reminding the Inheritor of his belief and his conviction. Being that the weapon is a Sawn-Off Shotgun, its effect on soft targets at close range is gruesome.

Greymourn Mortar

This weapon is an ingenious design crafted by the talented Smythe's of the Wrought Kin. They employ a combination of pneumatic technology with conventional gun-craft to significantly lighten the weapon, allowing it to be fired like a rifle.

Horde Sword

This large, imposing implement of death is hand-crafted for members of the Gendarme as a sign of their rank and a tool of their enforcement.

Horde Machete

This crude weapon is effective in hacking through armor, flesh and bone. It is simple and brutal, just like the Templars who use them.

Marker Dart Pistols

Templar firearm technology revolves around the use of pneumatic based propulsion, with nail-like darts replacing bullets. This is to prevent the byproducts of gunfire from polluting the air as well as impaling enemies to structures to be later collected as slaves. Since the dart causes less damage then a typical military round, many victims of this weaponry survive the wound and can recover quickly. The Marker is a small version of this technology, though it's darts can easily pierce through a person.

Impaler Dart Rifle

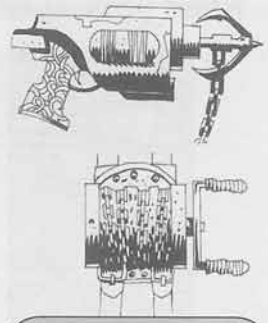
The Impaler has a larger dart capacity, which feeds into the weapon through bio-degradable belts. The rifle also sports a larger air-canister, which can propel the darts farther and increase their penetration into, or through, a target.

Tainter Dart Gun

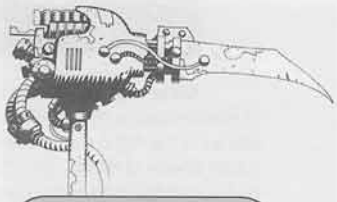
The Tainter is a larger version of the Impaler which uses a staged compression mechanism, allowing the user to fire off a rapid succession of darts. The effect is deadly and can quickly saturate an area with darts, pin-cushioning unfortunate targets.

Skewerer Heavy Harpoon Gun

This massive weapon uses a combination of compressed air and spring-loaded mechanics to hurl large, armor-piercing harpoons towards its target. The harpoons have tendency to completely skewer opponents, hence the name, and travel into any unfortunate that is behind the target. The Skewer is large enough, and powerful enough to pierce the hides of the larger, and tougher creatures of Dark Eden as well as structures and vehicles. It is a very deadly weapon, especially in the hands of a skilled user.



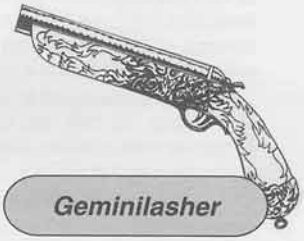
Stratagem



Scythe of Maiming



Fist of Judah



Geminilasher



Horde Sword, Machete

We hope you have enjoyed your first foray into the worlds of the Mutant Chronicles.

Keep your eyes out for these exciting new releases coming soon to a store near you!



Mars took its name from the Roman God of War because to those who first observed the planet in the night sky of Earth, it glinted with the ruddy shade of blood. But the naming seems to have been touched by the hand of prophesy for on Mars, war still reigns supreme.

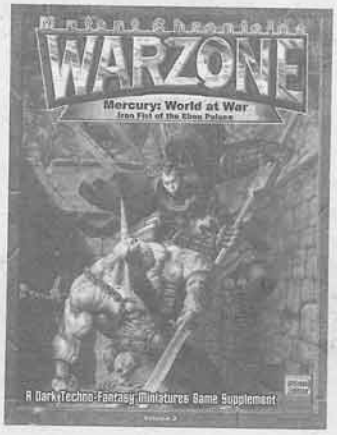
Colonized originally by the Capitol Megacorporation, Mars and his satellites have seen the horrors of the Dark Legion intimately when the First Crusade of Algeroth made the Martian sands run red and it has endured countless skirmishes amongst petty businesses in one form or another since.

With the onset of the Second Crusade led by the Nepharites Saladin and Golgotha, Mars, Capitol and all its other inhabitants find themselves embroiled in an all out battle for their very lives. Add to this the loss of two of their three satellites to the Dark Legion and you will find Capitol at the brink of all out chaos. Capitol had always been the Masters of Mars, since the humans first set foot on his ruddy soil. Now, the might of the Capitolian Juggernaut is shaking off its lethargy and preparing to reclaim its title as the most powerful Megacorporation in the universe and prepares to go to any length to prove it.

Mars, World at War is the first in a planetary series of supplements for the Warzone: Universe under Siege game. In this captivating sourcebook you will find a complete history of the taming and shaping of Mars, a study of its climate with optional new environmental rules, a political breakdown of Megacorporate activity as well as new units and equipment for each army in the Warzone Universe. Additionally we have included an extensive section on running campaigns in the Mutant Chronicles Universe, expanding on the basics outlined in the core book.

Mars: Worlds at War,
The McCraig Line

UPC: EXE- 40102
ISBN: 0-9722202-5-9
MSRP: $24.99



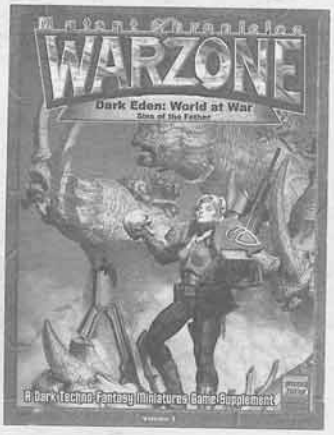
Mercury, closest planet to the sun and the only world to resist the terraforming skills of humanity's golden age, is a stoic symbol of Mishiman Megacorporate might. It is a harsh master whose people have taken to living underground in massive caverns, their homes and cities carved into the rock itself. Massive complexes lie intertwined on the titanic stalactites that loom ominously over the ground based lands below. From these lofty peaks, the lords of Mercury look down on their empire and plot their vast campaigns and intrigues.

Mercury was the only planet in the Solar System so completely dominated by one Megacorporation from its very founding and Mishima has maintained a near absolute control over this isolated world ever since. With the increasing absence of their ruling Lord Heir, Mercury has become ruled by the iron will of the Lord Heir's Supreme General, Master Nazoki. Under his dowager reign, Mercury has become expansionistic in its territorial growth and internal excavations. With the return of the Dark Legion, the once inviolate Mercury is now finding itself suffering from far more than simple Megacorporate espionage; it is also being ravaged by the predations of the Dark Apostles.

Mercury, World at War is the second in a planetary series of supplements for the Warzone: Universe under Siege game. In this riveting sourcebook you will find a complete history of the taming and shaping of Mercury, a study of its climate with optional new environmental rules, a political breakdown of Megacorporate activity both above and beneath Mercury, as well as new units and equipment for each army in the Warzone Universe. Additionally we have included special scenarios and campaign keys for your enjoyment.

Mercury: Worlds at War,
The Iron Fist of the Ebon Palace

UPC: EXE- 40101
ISBN: 0-9722202-4-0
MSRP: $24.99



Life is a difficult thing to destroy completely, its persistence, though fragile is nigh eternal. It adapts, changes, evolves; it clings to its existence jealously. Even on Earth, as the chemicals and poisons unleashed by centuries of pollution and war sank deep into the soil and strangled the very air itself, new life struggled to gain purchase in this most toxic environment. Such is the great irony of life that it persists in spite of our selves and though we have made a hell of paradise, we could not stop the cycle of life.

Things were not always this way. Mankind was born of Earth, the children of Gaia and the custodians of the only sphere in the solar system to boast a Utopian abundance. It was a sacred charge that we, in our youthful folly did not recognize. We who were born of this verdant sphere were so much like a child rebelling against its parent and seeking to do things in our own way; heedless of the consequences and dangers.

Surely the signs were there, the symptoms of the pain we had inflicted on our own Mother Earth, its had taken us over a thousand years to do this damage. There were geological upheavals, weakened ozone, new plagues and maladies, and even erratic weather. In our hubris however, we ignored these warnings and proceeded unconcerned for the damage we were causing. How typical of man that it be deemed more profitable to shape dead worlds into habitable ones than to accept what we had done and save our birth world.

This dynamic supplement for Mutant Chronicles Warzone: Universe under Siege features new Tribes from North America and Canada as well as new troops for the Eurasian Tribes. Additionally the forces of the Megacorporations are revealed and the schemes of Valpurgius are uncovered.

Dark Eden: Worlds at War,
Sins of the Father

UPC: EXE- 40103
ISBN: 0-9722202-6-7
MSRP: $24.99

If you enjoyed Mutant Chronicles Warzone: Universe under Siege, then try out our dark fantasy wargame ***Chronopia: War in the Eternal Realm*** *on sale now!*



Painting Your Models

Gathering your Equipment

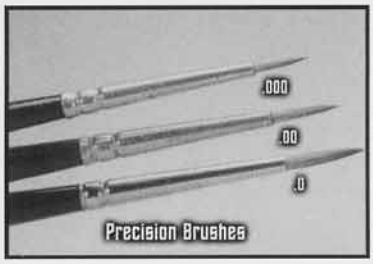


Recommended Tools

Setting Up- What you need to get started.

Part of enjoying Warzone: Universe Under Siege™ is designing your forces with unique paint schemes and effects. While not everyone can paint at the same level of detail, by following the steps we outline below you will be able to greatly improve your skills and make truly inspiring armies. Part of the reason this is a hobby game is this aspect of it.

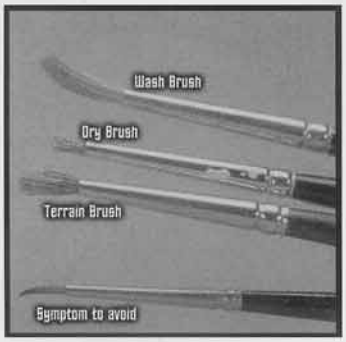
Before you begin you will need to get a few things together. First, set up your work area somewhere you will get natural sunlight. You would be surprised at how natural light will make something look after you painted under a light bulb. Additionally, you will want to lay some newspaper down in case you spill your paint or water. You will need some of the materials pictured at the left as well as a cup of water, some paper towels, and of course a plate to mix your paints on.



Precision Brushes

Your Brushes

Before we get into the actual painting, let's focus on one of your most important painting tools- your brushes. This is certainly the most critical tool you must pay attention to.



Pictured at the left you will note some of the fine precision brushes you should have in your materials. These will allow you to get those fine details in your models. We recommend a sable brush for painting your models as they are superior tools. To the right you will see some brushes that have begun to loose their tight shape. These are still usable tools however so don't throw them away. You will be able to use the long loose brushes for washes, the short brushes for dry brushing and oddly flayed brushes for terrain. So how does a brush go from the left pictures to those on the right?

Well, the most common reason this happens is leaving the brush in the water too long. A brush that rests on its bristles in a cup for a while will begin to accept a curve like the brush on the lower right. For this reason, you should not rest your brushes in the cup, rather swish them in the water briskly and wipe them down with paper towels immediately. Another thing to do to preserve your brushes, is to dip them into clean water, briefly blot with towel and then begin painting. This technique will help the paint flow smoothly from brush to model and help prevent it from creeping up the bristles and into the handle grip.

Preparation



1- Checking the Fit

Once you have removed the model from its package, place the figure into its base. You want to do this to determine whether the tab will need to be filed so that the figure fits evenly into the slot. *Don't glue it into the base yet.*


2- Cleaning. Using a precision knife, carefully scrape away the "part lines" that may appear on the model.

2- Remove Flash

The process of making metal miniatures will often leave part-lines or flash on the model. Using a precision cutting tool carefully remove the excess flash and trim down any raised part lines.

Trim away from your hands..


3- Filing. Once you have removed the part lines, you may need to file down any rough spots. Go slowly with short even strokes.

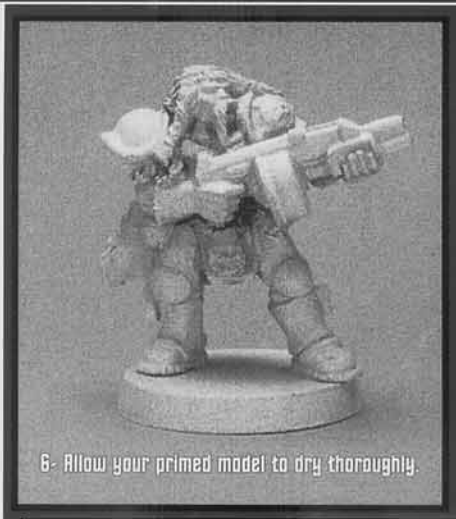


4- Assembly. For a single piece model, once you have cleaned it, you should glue it into its base. We recommend a fast drying super glue.


5- Priming. Make sure to do this part outside or by an open window. Put the Figure(s) in an open box and spray from 8". Use short controlled bursts.

Caution: When using spray primer, make sure you are in a well ventilated area such as outside. You should also use a box to prevent excess spray from getting where you don't want it. An old box is perfect for this.

Note: White is the common color for priming your miniatures. This makes your colors jump off the model. When you are painting models in armor or which are inherently dark, use black primer. Colors put onto black will often require multiple coats of a color to bring it out.



6- Allow your primed model to dry thoroughly.



7- Blocking. Cover the model with the base colors you will be using. Cover all your major areas, leave a detail area for later.



8- Adding Details. Using a combination of dry brush techniques and washes, pick out the details and add your color.

Some Important Tips

1- When you have selected the models you want to paint, start painting the inside areas first, working your way out. If you are painting the model above, you would start blocking in the flesh, then the cloths, followed by the cape and armor. You will need to use a darker shade of the colors you have selected so your highlights allow for natural shading.

2- Block in the colors as neatly as you can, waiting for one color to dry before you paint another along side of it.

3- In addition to helping preserve your brush, a wet brush helps to smooth the paint and thin it for more even coverage. You will want to have two cups of water when painting, one for wetting the brush before applying paint, the other for removing the color once you are ready to switch to another.

4- Make sure you have cleaned your brush thoroughly before applying a new color.



9- Adding Fine Details. It is at this point where you will add accent color and the top high lights.



10- Finishing Touches. At this stage you will give your model its personality. Finish symbols, tattoos and begin to add basing.



11- Color the Flocking material on the base.



12- Highlight the base and Finish the sides. Seal with a clear coat matte Finish.

Techniques

Drybrushing- This technique occurs when you apply paint to a short haired brush and then, by stroking it back and forth on a paper towel, remove most of the paint on the bristles. By lightly dragging this brush against the direction of a raised area, you will be able to add small highlights and accents. Make sure to paint in the opposite direction as the item you are drybrushing.

Washing- To add dark rich color to recessed areas and to blend in other highlights, try using a very watery version of the color. Sometimes called inks, this is just a watered down paint. You can make it yourself.

Basing - When you are moving onto the base, it makes a model look complete when you have added dimension to its base. First paint the base with the base color. Spread a layer of clear drying, regular white or PVA glue. Once you have coated the base with glue, spread either flock, sand, or kitty litter onto it. Before painting, make sure to shake off any excess materials.



Adding Designs

Okay. So you have this great model and you really want to make it sing. You can achieve this by adding details such as tattoos, symbols and unique designs to the model. While Excelsior makes an excellent line of water slide transfer decals, sometimes you may want something not found there. When you want that impressive design, follow the steps below and the end result will wow your fellow players.

1- Adding Designs. Select the image and paint it on the model in a dark color.



2- Using a white color, paint within the black design leaving a small amount of the black showing as an outline.



3- Paint over the white with the color you want the final design to be. The white will make it stand out.



4- Using a lighter complimentary color, trace over the edges to create the illusion of depth. We used a yellow below.



5- Repeat the previous steps to accent the highlights even more. Use a lighted version of that color to drybrush highlights onto the cape as well.

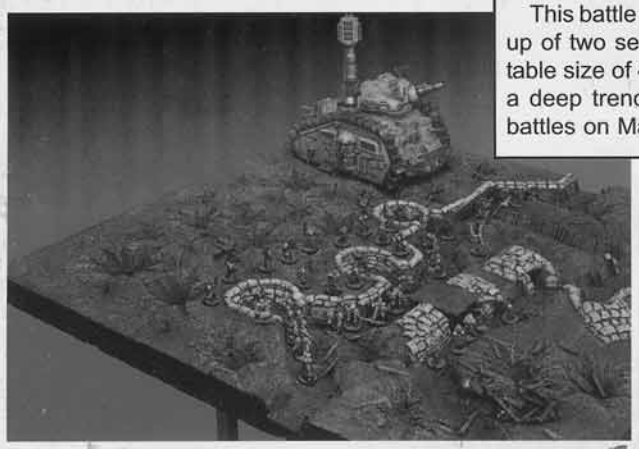


6- When it all comes together. A highlight wash is applied to the design to tie all the layers together.



Terrain

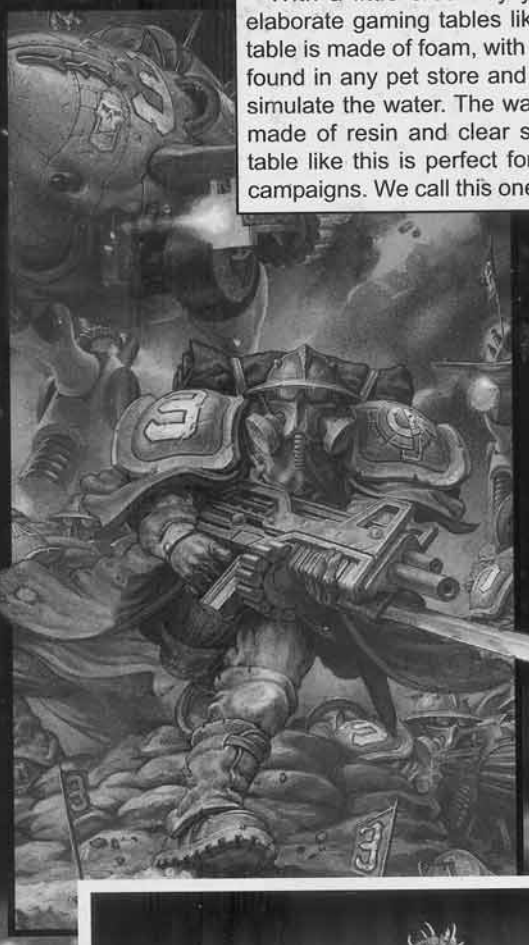
This battle scarred gaming set up is made up of two sections, each 2' X 4' for a total table size of 4' X 4'. The center is split with a deep trench and is perfect for warzone battles on Mars and Mercury.





Urban conflicts are often very exciting and yet easy to set up. By using foam packing materials found in most consumer goods like computer boxes, you can transform a normal table into a vast and ravaged ruin.

With a little creativity you can design elaborate gaming tables like this one. The table is made of foam, with terrarium plants found in any pet store and a lot of resin to simulate the water. The waterfalls are also made of resin and clear silicone caulk. A table like this is perfect for your Venusian campaigns. We call this one *Ludwig's Folly*.







Gaming on a table is always more enjoyable when the battlefield is littered with various obstructions and elevations. It doesn't matter if your table is set up for battlefield skirmishes or urban conflicts, a liberal amount of terrain should be used.



Having decided on an army is just one part of the hobby we call wargaming. One of the often overlooked parts is the design, creation and deployment of terrain. A well devised battlefield will transform your battle into an epic struggle, one which you will find captivating and exceedingly rewarding.

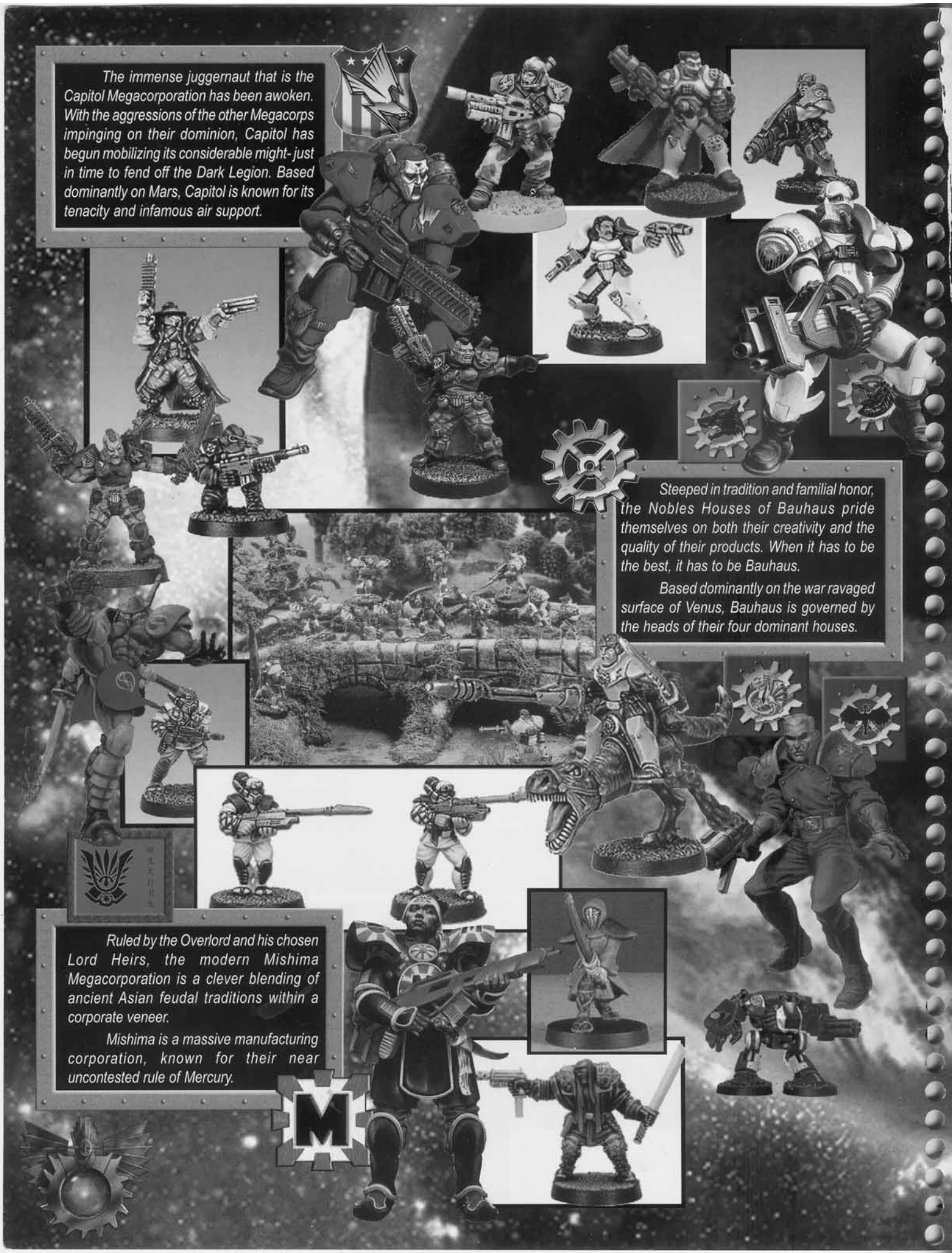
If you do not have the space to create elaborate tables like the ones pictured here, there is a simple alternative- modular terrain. Create your trees in small stands with raised areas and depressions. Create a few of these and you will have the makings of a forest. Alternately you could create urban ruins on small stands and in no time a devastated city will emerge.

You can store these modular pieces of terrain easily in storage bins until needed.





So often, heroic conflicts will occur between various soldiers and the more powerful individuals. In many cases it will take the coordinated actions of a well disciplined team to take down larger foes.



The immense juggernaut that is the Capitol Megacorporation has been awoken. With the aggressions of the other Megacorps impinging on their dominion, Capitol has begun mobilizing its considerable might- just in time to fend off the Dark Legion. Based dominantly on Mars, Capitol is known for its tenacity and infamous air support.

Steeped in tradition and familial honor, the Nobles Houses of Bauhaus pride themselves on both their creativity and the quality of their products. When it has to be the best, it has to be Bauhaus.

Based dominantly on the war ravaged surface of Venus, Bauhaus is governed by the heads of their four dominant houses.

Ruled by the Overlord and his chosen Lord Heirs, the modern Mishima Megacorporation is a clever blending of ancient Asian feudal traditions within a corporate veneer.

Mishima is a massive manufacturing corporation, known for their near uncontested rule of Mercury.

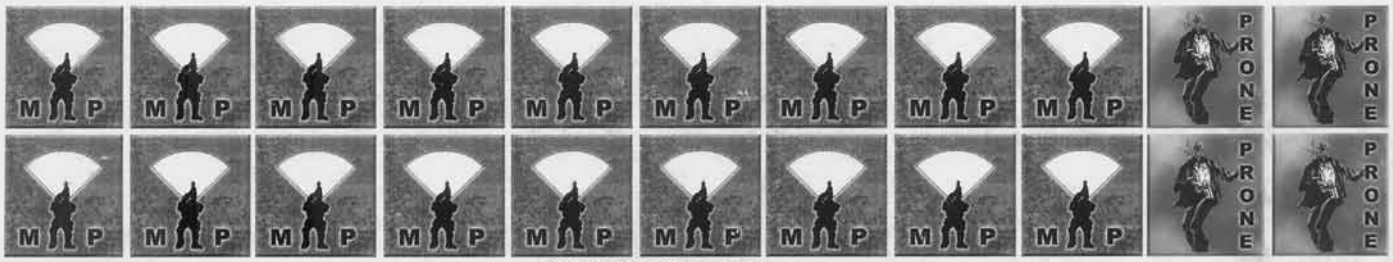


From diversity comes strength, or at least so the Imperial Megacorporation believes. Comprised of hundreds of small family-based businesses that share both a common heritage and interest, Imperial dominates the shipping industry of human space. Formerly based out of the Asteroid Belt, Imperial is now colonizing the moon Ganymede.

In a universe stagnating under the unflappable domination of the techno-phobic Brotherhood, it was only a matter of time before someone rebelled against its control. In a near bloodless coup, a fifth Megacorporation emerged that embraced technology and remains committed to returning mankind to its former technological stature.

When the worlds of mankind were near destruction from both their own greed and the predations of the Dark Legion, it was the wisdom and mystical power of the first Cardinal which saved humanity. Under his awesome spiritual might the followers of the Cardinal gathered into an organization which would be beyond human reproach- the Brotherhood.


When mankind evolved to journey to the stars, he found he was not alone in the Universe. Inadvertently, and yet as if by some dark design, the unsuspecting Megacorporations unleashed a horrifying evil back into the system, an evil that appears to have been intentionally locked away. The Dark Legion is evil beyond measure and has returned to reclaim its rightful place as masters of mankind.
Abandoned over 2000 years ago, the survivors of old Earth have emerged from their underground havens to find the surface world they inherited a veritable hell of strange plants, massive monsters and dangerous weather. The tribes of Dark Eden, as they are collectively referred, have not forgotten what was done to their ancestors and long for their revenge.

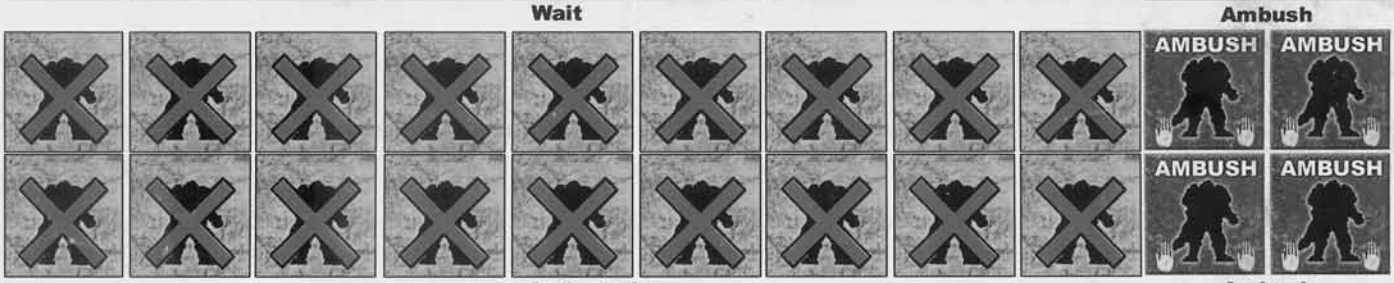


Minimize Presence



Wait

Ambush



Activated

Ambush



Wounds

Environmental

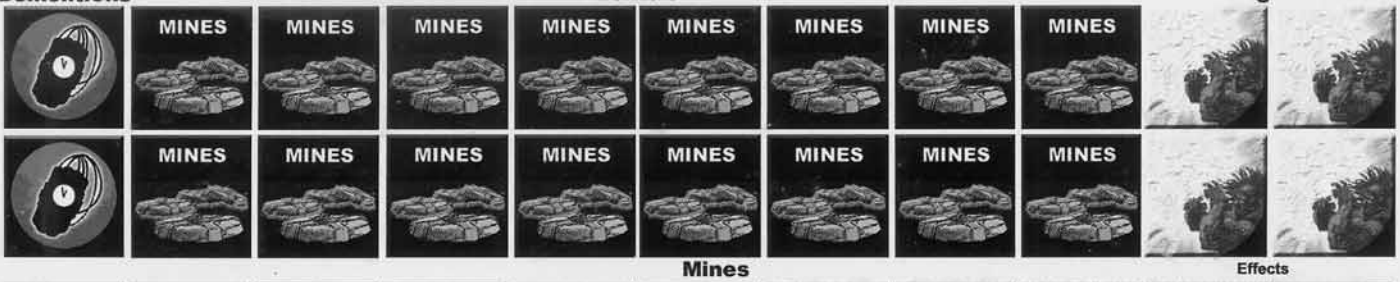
Prone



Demolitions

Zombie

Stigmata



Mines

Effects

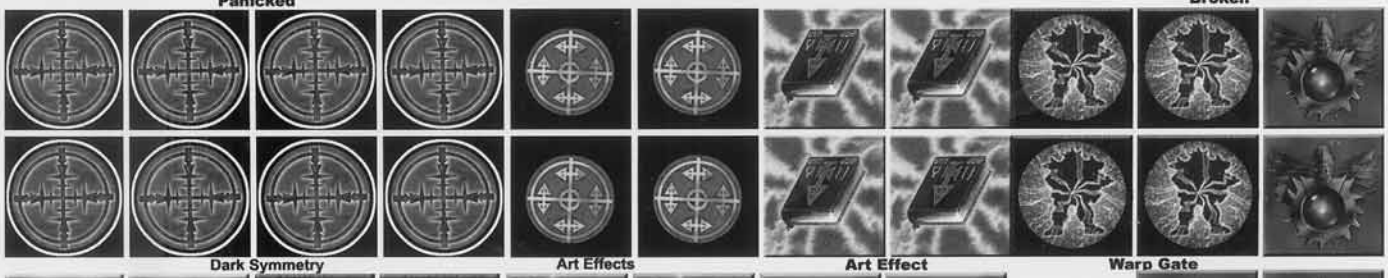


Tattoos



Panicked

Broken



Dark Symmetry

Art Effects

Art Effect

Warp Gate



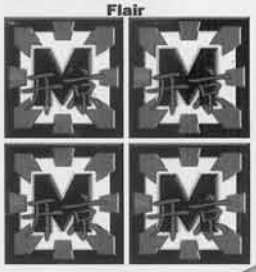
Flair

Ensnared

Suppression

Art Effects II Directorate

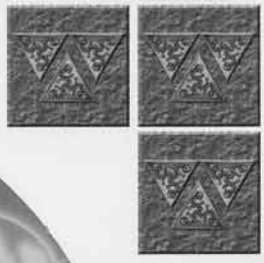
Dark Enhancement



Mishima KI

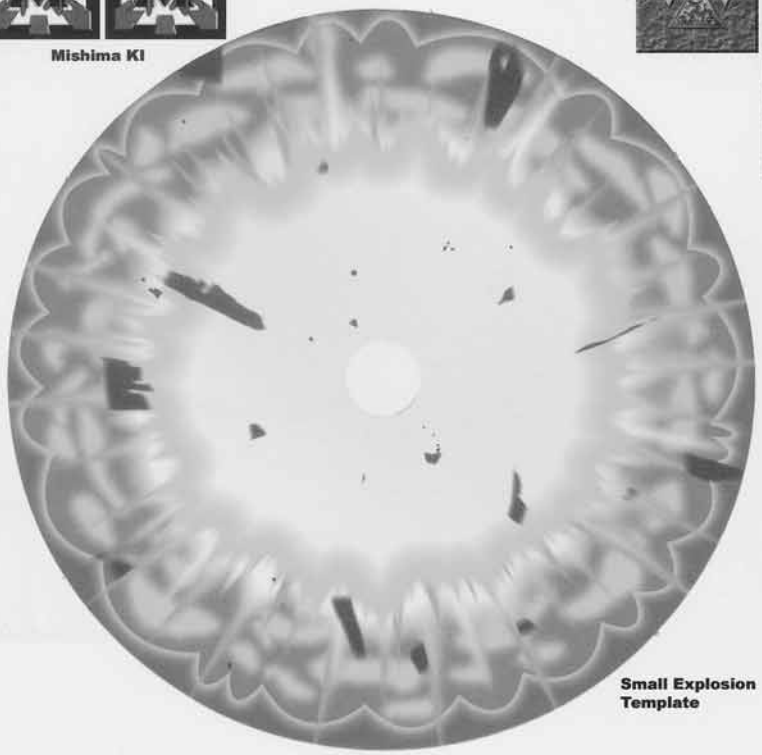


Cybertronic Enhancement

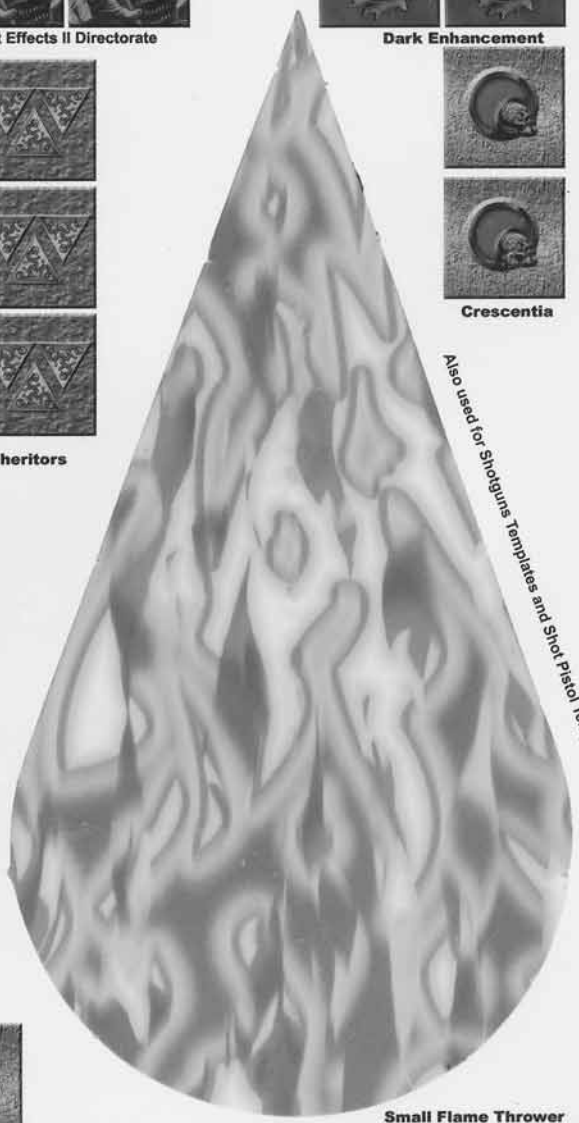


Inheritors

Crescentia

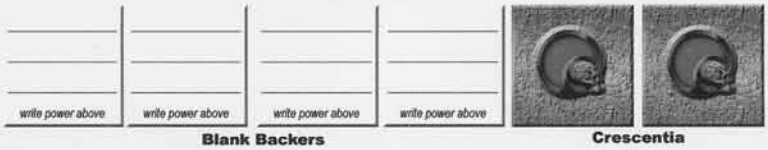


Small Explosion Template



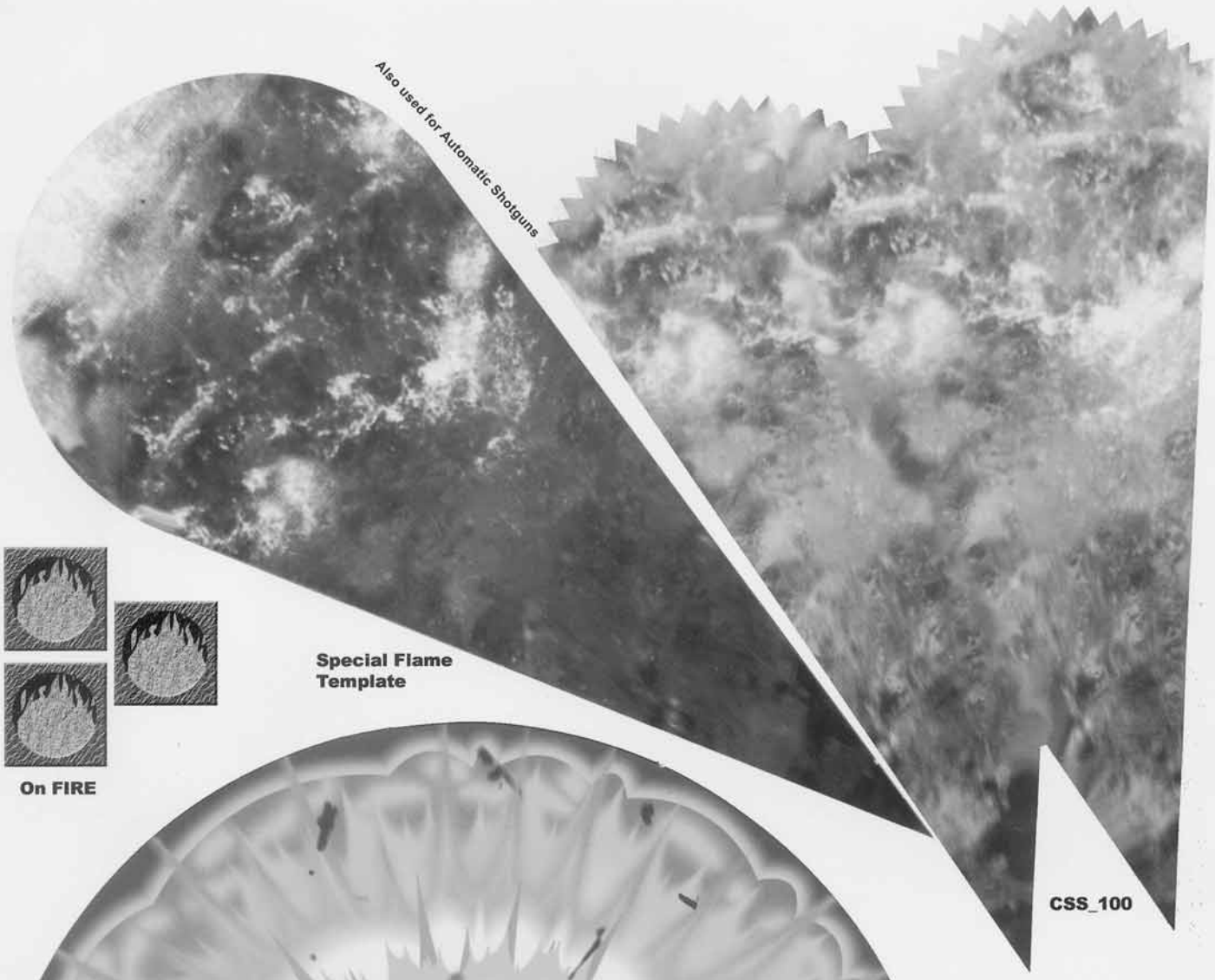
Also used for Shotguns Templates and Shot Pistol Templates

Small Flame Thrower Template



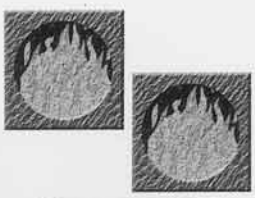
Blank Backers

Crescentia


Also used for Automatic Shotguns
Special Flame Template
CSS_100

On FIRE


Large Explosion Template





write power above

write power above

write power above

write power above

write power above

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write power above

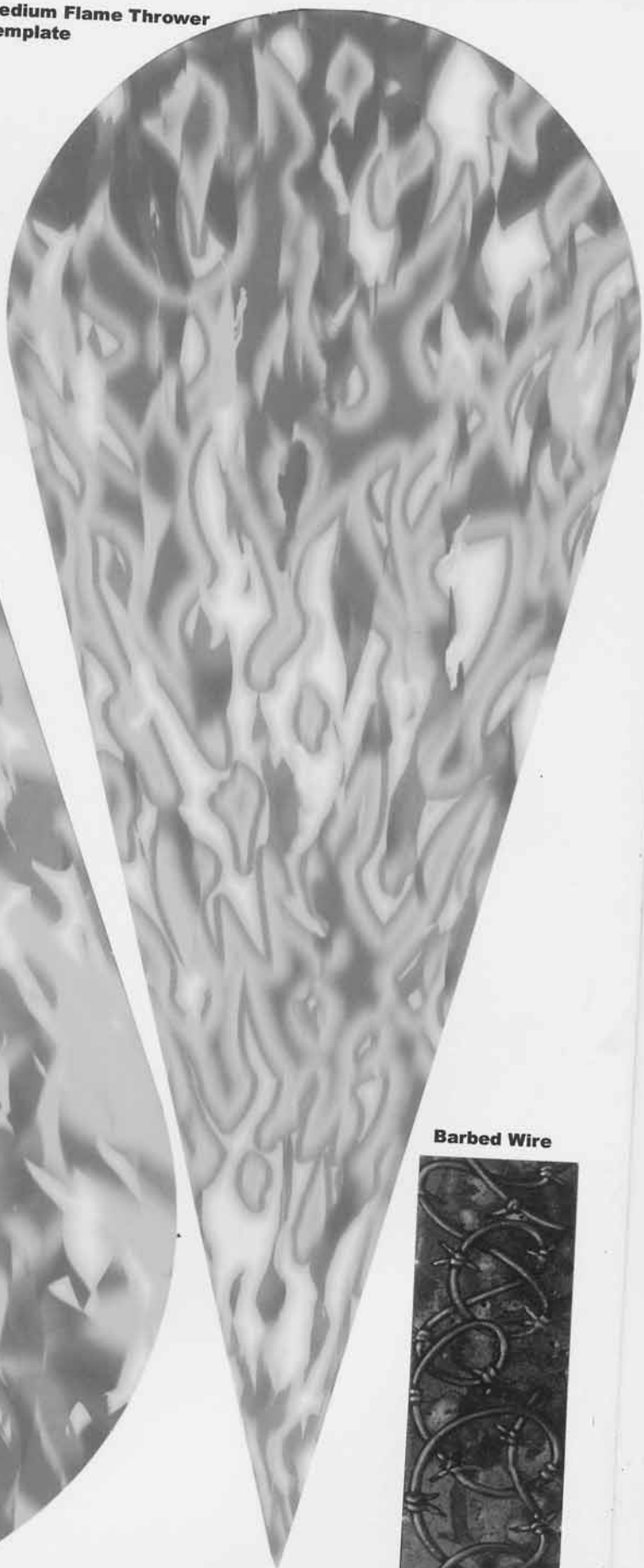
write power above

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Blank Backers

Medium Flame Thrower Template





Large Flame thrower Template

Barbed Wire



Thanks to

The Italian
Mutant Chronicles Community

Sandorado

Chribu














"It is the nature of life to create, to push back the boundaries of its world. It is the nature of man to destroy what he has created and defend, unto death, the boundaries that he calls his own. It is the fire that fuels our supremecy; it is our nemesis! For, in the dark recesses of our minds, in the cold vacuum between the stars, there lurks an unspeakable presence that looks upon the darkness of our hearts with slavering anticipation.

It is the Dark Soul.

And with every life we take, with every drop of blood we shed, with every treacherous deed, every famine, every war, every psychotic act, we bind ourselves more closely to its dark purpose. The Dark Soul delights in our weakness. Despite our best efforts to resist, the Dark Soul is laughing, it is laughing at us all."

The universe is burning! The inhabited worlds are being torn apart by the fury of the Second Corporate Wars, turning the entire solar system into one huge warzone. From the sun-baked planet of Mercury to the icefields of Ganymede, the five Megacorporations do battle. Bauhaus, Capitol, Imperial, Cybertronic, and Mishima, five great powers contesting the territory and resources of worlds battered and scarred by war. Now, even as the armies of humankind struggle for supremecy, the Dark Legion has returned.

A thousand years have passed since they made their last attempt to claim the soul of humanity. Now the Legions of the Dark Soul are marching once more and the battlefields of man bear witness to the terrible nightmares and violence beyond imagining.

Warzone: Universe Under Siege is a comprehensive and dynamic 28mm skirmish battle system. Set in the retro-world of science fiction the game is designed for two or more players. Universe Under Siege pits the five Megacorporations, the Cartel, the Brotherhood or the menacing Dark Legion against each other all in the most action-filled and spectacular setting you have ever seen!

Inside this book is a complete game in which you will find:

- ❑ A complete history of the Mutant Chronicles Setting by some of the best writers in the industry.
- ❑ A dynamic and fluid game system that while easy to learn provides an ever-evolving level of strategy.
- ❑ Over fifteen complete armies with vehicles and artillery.
- ❑ Expanded Art, Dark Symmetry and Ki Powers.
- ❑ Intuitive mechanics allow players to field any size army.
- ❑ Fantastic artwork by top industry visionaries.

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