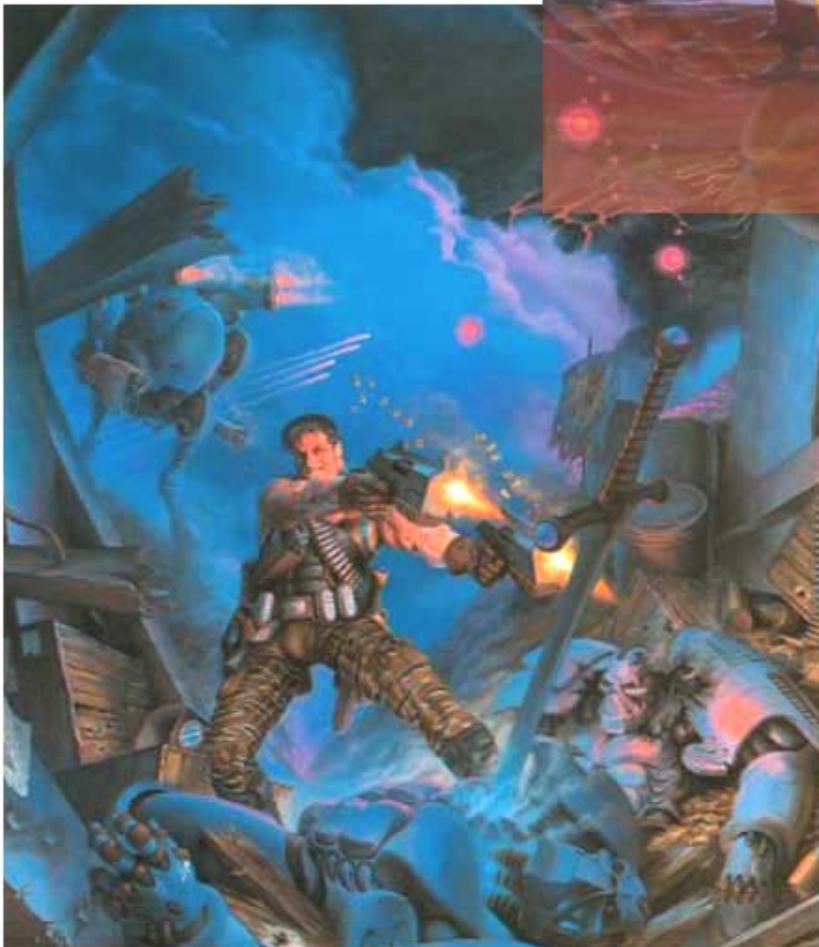
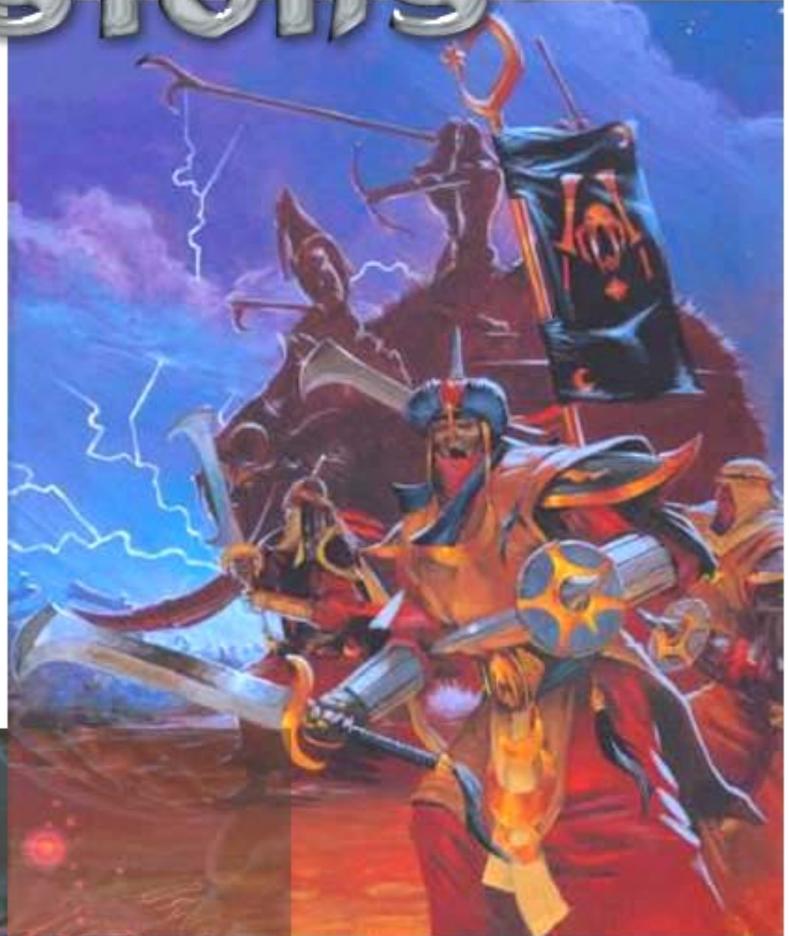


Official Fanzine of Chronopia and Warzone tabletop games and miniatures

Visions

WARZONE

Scenario's
Fiction



CHRONOPIA

Battle Report
Terrain Workshop



Table of Contents

Editor in Chief's: Glenn McClune and Mario N. Bonassin	Battle Report: Firstborn vs. Styigan	pg. 3
Graphic & Page Design: Mario N. Bonassin	Garou's Terrain Workshop	pg. 5
Contributors: Richard Grady, Mario N. Bonassin, Tomasz Bukowski	Fiction: Operation "The Great Glory"	pg. 8
Original Artwork: Mario N. Bonassin	Campaign: The Black Forest	pg. 11
Game Design: Excelsior Entertainment	Scenario: The Guns of Bosau	pg. 14

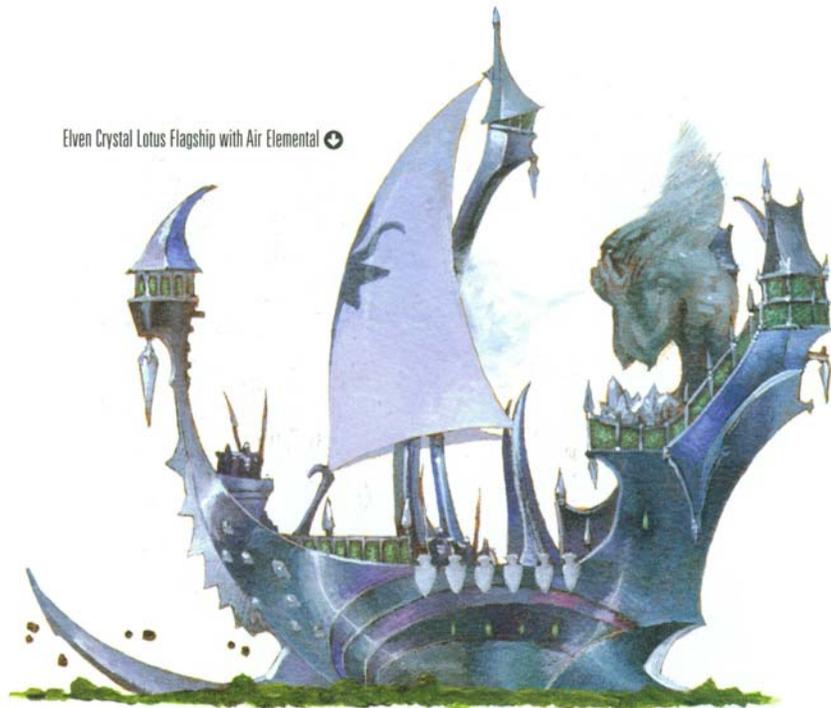
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From The Editor:

I hope you enjoy this issue of Visions. It took a while to come together but I think the content is of very good quality. I worked on the design to give it a little more flare I hope you like it, if you have any suggestions or wish to contribute go ahead and email either myself at mario@conlang.net or Glenn McClune at biokanan@hotmail.com

Thanks
Mario N. Bonassin



Stygian (Jeremy)

2 Stygian Priestesses

Embalmed

3 units of mixed axe and spear (*I think -- I didn't see any sword, and if memory serves, each unit had both axe and spear in it. In any case, he had 3 big units of warriors*)

Firstborn (Toby)

Repulsar Marksman

Repulsar Knight

Mounted Knight

Chronomancer

1 unit of Archers

1 unit of Macemen

3 Units of Swordsmen (1 with the minimums)

Jeremy was, frankly, out for blood. His Stygian had taken a beating in several recent games, and he was back with a brand new strategy and army build. Toby, meanwhile, is still trying to decide what army to use, and was wanting to try Firstborn. Since neither wanted to face a turn limit, this battle was to the death. Deployment -- with a higher Leadership, the Firstborn won the initiative. With more cards than Jeremy, Toby saw that it was to his advantage to force Jeremy to deploy first. As deployment progressed, Jeremy weighted his army heavily to the right flank, where the field was slightly more open. Toby counted, although he was able to place more cards toward the weak flank. Only time would tell how many of those were false leads, however.

Turn 1 -- the Stygian win initiative, and forced the Firstborn to move one of the flanking units. It turned out to be a false lead, however, indicating that both forces were likely massed toward the open ground. Both sides pressed forward over the course of the turn, with the Mounted Knight ranging far ahead of the slower troops. His bravery was almost his undoing, as he quickly became the target for a Greater Desert Worm, though the spell was not successfully cast. The other Priestess quickly showed her worth, as she targeted the Repulsar Marksman, failing to catch him in Quicksand, but still engulfing him in a Sandstorm.

Turn 2 -- the Firstborn win the initiative, and seize it, as Toby tried a ranging shot with his longbowmen at the Priestess. Unfortunately, the shots fell well short of the target. The Priestess responds by trying Greater Desert Worm, and again fails to get the spell off. The Repulsar Marksman, hoping not to wander back into the Quicksand, manages to get out of the Sandstorm, and is promptly engulfed in another one. The Chronomancer, hoping to bring the Repulsar Knight into the fray more quickly, falls back and attempts to Accelerate him, but fails. Most of the Stygian

advance is in an oblique movement, as Jeremy intends to kill off as many Firstborn with spells as possible. One warband of warriors advances along the tree line, however, and draws a band of Firstborn Swordsmen and the Macemen away from the center toward the far flank. The end of the turn sees the first blood being spilled, as a charge from the Mounted Knight scores the first kill, dropping a Spearman. (In all honesty, the credit for the kill should actually go to the horse, since the Knight failed to connect with any attack.)

Turn 3 -- the Stygian win initiative again, and once the Sandstorms have moved, one Priestess casts Quicksand at the now-exposed Repulsar Marksman. When he dives out of the way, he is immediately covered by another Sandstorm. The advancing Longbowmen try to fire again, with no effect, as only a couple get into range. One of the units of Stygian warriors surround the Mounted Knight, who takes only 1 wound, due to a series of lucky rolls by Toby, and some unlucky ones by Jeremy. Seeing the Mounted Knight's predicament, the Chronomancer casts Accelerate on a unit of Swordsmen. The other Priestess tries to Quicksand the Swordsmen, but fails, and settles for hitting the Longbowmen with another Sandstorm (*Keeping track?*). Toby decides to take a chance, and has the Repulsar Marksman stand

up, and his random walk out of the Sandstorm actually brings him out and with a shot at the Priestess! He takes it, and scores a lucky hit, which Jeremy manages to save. Along the flank, the Repulsar Knight charges the Embalmed, doing 2 Wounds. On the far side, the Axemen charge through the tree line, failing to connect with any of the Macemen. The besieged Mounted Knight desperately tries to kill some Stygian, and fails, although his horse claims one. Back in the trees, the Macemen strike back,

killing several Stygian as the Firstborn Swordsmen advance to help with the kills. It's looking a little bleak for the Stygian.

Turn 4 -- the Firstborn win initiative, and Toby decides to start with his Repulsar Knight, but to no avail, as he fails to connect with any of his attacks. The Stygian mob manages to put down the Mounted Knight, then turns upon the Swordsmen that were running to his defense, felling the standard bearer and two more. The Marksman, once again in the clear, takes a moment to aim, hitting one Priestess but failing to wound her. The wounded Embalmed swings valiantly at the Knight, hitting, but failing to wound. The Longbowmen, also in the clear, manage to kill one Drugged shield on a perfect hit. By the tree line, the Stygian warband swings into action, cutting down all save three of the Macemen, plus the leader and greatsword from the unit of Firstborn Swordsmen. Having watched half their friends get cut down, the Macemen panic and flee. The Swordsmen attempt to come to the rescue of their panicked brethren, and manage to kill only a single Stygian warrior. Back on the other end of the board, Stygian



axemen surround the Repulsar Knight as best they can, doing 1 Wound with a perfect hit.

Turn 5 -- the Firstborn win initiative, and Toby drives up the center with a unit of Swordsmen, in an effort to put an end to all the Quicksand's and Sandstorms. If he can use his ranged firepower, the game will be his. And luck certainly seems with him, as the Embalmed rolls a perfect failure on the first attack against the Repulsar Knight. Laughing, the Knight cuts him down, finishing him off with a perfect hit. The axemen surrounding him manage to score another wound on the Knight with a perfect hit, but fail to save, as Toby rolls a phenomenal series of saves. The Marksman, the Sandstorm having moved away, stands and hits the Priestess again, but still to no avail. Back by the tree line, the Stygian warriors cut down the Swordsman standard bearer and one sword, causing them to break. The Longbowmen manage another volley at the Priestess, who loses her shield of Drugged, and almost takes a wound herself. Ignoring the arrows, the Priestess summons forth the Greater Desert Worm, who swallows the Chronomancer and one Longbowman. The other Priestess delays a unit of Swordsman by trying to catch them in Quicksand, catching none, but still slowing them down. It's still not looking good for the Stygian, although the loss of the Chronomancer is going to hurt.

Turn 6 -- the Firstborn win initiative again, and as the sandstorms drift, the Embalmed gets back up. The Longbowmen, struggling to redeem themselves, fail to do so as Toby rolls a perfect failure on the second shot. (*Yeah, we know that it's going to be errata'ed -- we'll go by "unit" until it changes*). The Stygian axemen seize their chance and cut the Repulsar Knight down. The Swordsmen who were slowed by the Quicksand stand up and advance, only to lose 3 of their number to the Greater Desert Worm. The Repulsar Marksman tries to capitalize on this moment of inattention, and shoot the Priestess twice, only to watch the arrows graze by without doing any damage. Back by the tree line, the Stygian warriors decide that fleeing targets are best, and manage to kill none of the panicked Swordsmen (until the Swordsmen break away and run for the table edge, when one dies). The Macemen reach the edge of the board, so they will be returning to the fray shortly. The Repulsar Marksman, still in the open, gets Quicksanded and Sandstormed. On the far side of the board, there has been a standoff for several turns, as the remaining Swordsmen are leery to charge into a group of Stygian ax-

emen, and the Axemen have been standing at ready, in case the Repulsar Knight. With the Knight dead, and the with nothing to lose, the Embalmed charges into the Swordsmen, hoping to take down several before returning to death. This hope turns to ash when the Embalmed rolls a perfect failure on its first attack.

Turn 7 -- the Stygian win initiative, and once the sandstorms have been moved, the Marksman is in the clear again. He is promptly hit with Quicksand, and finally fails his Ld roll. With no one nearby, he is sure to drown. A Sandstorm covers him, making his salvation virtually impossible. The Longbowmen finally get a telling shot on the Priestess, doing one Wound. With the Embalmed down, the Stygian warriors are forced to charge into the waiting unit of Swordsmen, losing one of their members to the countercharge, but reducing the unit to a single Swordsman, who stays despite the odds, and despite the fact that he did no damage this turn. The other unit of Swordsmen are determined to get rid of at least one Priestess, and run to close the gap, only to fall into Quicksand. While most save, not all do, and it will surely slow them down.

Turn 8 -- The Firstborn win the initiative, and Toby elects to save his unit of Swordsmen. Pulling their members from the Quicksand, the remaining 3 Swordsmen advance toward the Priestess, only to have a Greater Desert Worm swallow all 3 with a perfect success. The lone Swordsmen attempts to bring a Stygian down with him, but to no

success as they cut him down. The Macemen do better, as they manage to bring down a single Stygian warrior, and lose none of their number. The Longbowmen are, predictably, engulfed in a Sandstorm. (*Still counting?*) The Repulsar Marksman, stuck in the middle of the board, succumbs to the quicksand and drowns.

Several more turns actually occurred past this point, but the battle was basically over. The Stygian lost one more Warrior, but the Firstborn died to a man.



Garou's Terrain Workshop

by: Richard Grady

August 30, 2003

Welcome back. In the last installment, I showed you a quick way of creating inexpensive, durable rocks. Unfortunately, due to the nature of the expanding foam, they're not very useful for elevated terrain features which are useable in play. So, this issue, I am going to show some simple ways of creating hills. Traditionally, hills in wargames are represented in two ways: stepped and sloped. Each type has their own advantages and disadvantages, so personal preference plays a bit part in which type of hill you will use.

Hills

Hills are one of the staples of gaming terrain. Hills can be steep and represent impassable cliffs, or shallow and represent patches of high ground. Hills are high ground for your archers, and cover for your advancing troops at the same time. They add a visually appealing 3-D element to your gaming surface. They're also fairly inexpensive, once you get past the initial costs. Even if I had to go out and buy paint and brushes, this project would cost less than \$12. If I had to go out and buy the hot-wire cutter, it could be anywhere from \$20 to \$50. As it was, it cost me about \$10, which was the foam, flock, paint and glue. The hills below took approximately X" x Y" of foam, out of a 4' x 8' sheet. Again, the intent of these articles is to allow you to create a lot of durable terrain for not a lot of money.

Materials

- Hot-wire cutter
- 1" thick extruded polystyrene (aka pink foam, sometimes blue foam) *You can also use 2" for stepper, impassable hills*
- Paint, brushes, etc
- Glue (Elmer's is fine for this -- if you are going to be building a lot of terrain, do yourself a favor and buy a gallon of it at your local hardware store.)
- Flock (Woodland Scenics make some nice flock -- a large shaker jar will go a long way.

One quick note on flock: the best way of making flock look much more realistic, but saving yourself some time, is to buy one large canister of flock in your primary color (say, green). Then buy one small bag of each of the following: dark green, yellow, and brown. Pour approximately half of your canister of flock into a

spare container of some sort (old margarine tubs are ideal!), and then mix 1/2 of each of the small bags into the canister. (Go ahead and pour the rest into the margarine tub now). Mix both the canister and the tub thoroughly, so get a fairly even mix. You should now have flock which is not quite monochromatic. If you really want some realism, have several canister of fairly similar colors, as well as baggies of pure dark green, green, and yellow.

Before we get into how to build hills, I am going to talk about hot-wire cutters. There are several models on the market right now, and which one you will want to buy will depend largely on how much foam you plan on cutting. I've tried to list most of the more common ones in the table below, with pros and cons of each

* I have gone through three or four of the Woodland Scenics cutters -- I would be cutting for 10-15 minutes, and it would stop working. On the other hand, I have friends who have used their just as often as I was, for years, with no problems. Your mileage may vary.

Instructions

Just as with the rocks, it is generally advantageous to take a couple moments and plan out (at least in your head) what size hills you are planning on building, and indeed, what type of hills you can create. Hills can be created in either a "tiered" form or the more "natural" form. I'm going to make some of each, as well as some different rock formations, and a couple of other things.

I like to have a mix of larger and smaller hills. This way, I can stack the smaller hills on the large ones, creating multiple levels. Truly large hills are also more difficult to use on a gaming table, since a 2' x 2' hill occupies a very large section on the average table. I prefer to make my "larger" hills about 12" x 18", and my smaller ones range from 1" x 1" to 8" x 12". It's really a matter of personal preference, however -- so if you want a 3' x 3' hill, go ahead and make one!

Cutting the hills is a pretty simple process -- turn on the hot wire cutter, let it warm up (a couple seconds for ones with a thin wire, to half a minute for my Avalon Concepts model), and start cutting through the foam. *Only do this in a well-ventilated area! The smoke that is produced is toxic, and dangerous to breathe. So*

Cutter	Cost	Power source	Pros	Cons
Wonder Cutter	Under \$10	Batteries	Cheap, cuts fairly well, can be found easily	Goes through batteries very quickly
Woodland Scenics	Between \$25 and \$30	Outlet	Thin wire is quick to heat, very little problem with "angel hair"	Thin wire is prone to breaking *
Avalon Concepts	Varies	Outlet	Thick wire (so it never breaks), keeps heat well	Company is no longer in existence, so it is hard to find. Also takes more time to heat to cutting temperature
MicroMark				None that I know of, aside from the price tag

Garou's Terrain Workshop

by: Richard Grady

don't do this in a sealed room or anything, okay? Don't cut too quickly, or you'll get what is commonly called "angel hair". Angel hair is very fine strands of plastic, looking almost like threads. If you see them, it's a sure sign that either (a) your cutter isn't warm enough yet, or (b) you're trying to cut too quickly. Slow down, and it should be okay.

Once your hills are cut, you have to paint them. Do not use spray paint, unless you really want a melted plastic pile of goo. I recommend using either craft paint or, if you are making a **lot** of hills, house paint. The paint you want doesn't need to be high quality, since fine details are not an issue, but it does need to be cheap, since you will use a lot of it. If you want to use GW or Vallejo paint to do hills, you can, but one bottle is only going to finish a hill or two.

For sloped hills, you can do one of two things. If you wish, you can undercoat with green (or tan, for sand dunes). Some people advocate adding the flock while the paint is still wet. I have had some success with it, but a second coat of flock is usually needed. If you do not wish to paint it, you can go directly to gluing. I use Elmer's but any general glue or carpenter's glue is fine. Again, if you make a lot of terrain, look into getting a gallon of glue at your local hardware store. I personally use a little more than a gallon per year, and I actually do not build all that much terrain. Or, if you don't want to pre-paint, you can just start applying glue and flock. I generally water my glue down a bit, and use fingers or a brush to spread it around. I have found that is generally helpful to rest the hill on top of something (a spare scrap of foam works fine for this), otherwise you run the risk of gluing it to your work surface. Once you have your glue down, apply the flock. Good ahead and dump a lot onto it -- you want to cover it really well, and the best way is to use more than you think you need. I tend to press the flock with my fingers, but this can leave prints, so it takes some practice.

Go ahead and let it dry for a bit. After twenty minutes or so, you can pick it up and shake off the excess flock. Sloped hills are a bit tougher than stepped, since you don't have anywhere you can really hold the hill. A second coat of flock might be necessary for good coverage. If so, let the initial coat dry thoroughly -- give it a full day.

For stepped hills, you will have to paint the sides of the hill, unless you want them to remain insulation pink. I recommend a sponge brush for your base coat, and craft paint. Using your brush, apply your base coat to the sides of the hills. As with the sloped, it is a good idea to have something on which to rest your hill once you are done painting it. Let the base coat dry. Depending on your paint, a second coat might be necessary. Once the second coat is dry, dry brush one or two lighter shades on the hillside. I tend to use a medium gray as my base color, a light gray as my first highlight and white as my final brush. Give the paint a while to dry.

Once the paint is dry, spread your glue across the top of the hill, using your fingers or a brush. Again, water the glue down a bit -- not too thin, but enough so that it spreads pretty easily. Apply

flock, press down if desired, and wait. After about twenty minutes, you can shake off the excess flock. I typically turn my hills upside down and tap on the bottom several times, which gets rid of the excess. Again, a second coating of flock may be necessary. If so, let it dry completely -- give it a full day.

Unlike the rocks, I don't bother using matte or gloss varnish on the hills. In general, the paint on the sides of the tiered hills is on fairly thick, and only starts coming off when the hill is actually starting to come apart. For the natural look, there should be no paint showing anyway. The flock, however, will tend to come off unless you do something about it. There are several ways of making sure that the flock stays on. You can use a matte varnish, you could spray it down with the watered-down glue mix you used above, or you can spray it with hairspray. I personally use the hairspray, since it's generally much faster and easier than the glue mixture.

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Operation “The Great Glory”

by: Tomasz Bukowski

Operation “The Great Glory” Imperial Headquarters on Venus New Victoria (ex- Hammenstaadt)

0300 hours:

“Gentlemen, that’s it,” said General Kisinger to the line and staff officers. “The build up of our forces has just finished and we will strike in three hours. The attack will be lead by the 37th and 41st divisions with support from the 97th armored regiment, and the 5th special battalion of Golden Lions. We’ve got to hurry; our intelligence informs us that Bauhaus has sent a considerable armored force to the strike zone. If we manage to break through quickly enough, we can destroy that armored group before it has a chance to enter the action. Colonel Haig will present the details. Colonel?”



“Yes Sir!” A Colonel, wearing an unimpeachably pressed uniform, steps forward. “The attack will begin with heavy artillery shelling, here, here and here,” the Colonel points to the map. “Length of bombardment: approximately 15 minutes. The first wave will consist of the 18th, 19th battalions of 37th division and 23rd and 24th battalions of the 41st; the rest will strike just after the break in defenses is secured. Hurricanes from the 97th battalion and a group of Barracudas from 6th trench division will perform fire support. The operation will be secured from the back by the rest of 6th division. Now I’ll show you particular targets,” the officers look down to the map.

Defensive positions of 12th battalion 6th trench division Tytanus trench line Venus

0440 hours:

“Sarge!!” my Lieutenants scream wakes me up from my nap. Some curses came to mind but I remain quite, after all I’m a professional non-commissioned officer.

“Yes, Sir?” I stay in my position, correcting the gas mask on my face. No one here uses battle gases anymore, but the stench of putrefying corpses in no man’s land is unbearable. Lately, in the

heat, I keep it on even when I go to sleep.

“Get your men ready. It’s gonna’ start in about an hour,” he adds with a conspiratorial manner.

I knew it, even without that asshole. Half an hour ago I noticed Golden Lion commandos sneaking through the trenches. I only hope, that it’s not us, who are going over the top, but I manage to stay quite. I am a professional non-commissioned officer, after all.

0610 hours:

Well it’s not too bad. At least it’s not that we’re not going. Instead, young faces of scared soldiers from regular units keep passing me by. Young, too young if anyone asked me, I almost feel sorry for those squirts.

0637 hours:

And that’s it in the matter of Imperial blitzkrieg. Regulars get professionally chopped just after leaving the trenches. A Lieutenant of regulars is getting out of the trenches and takes a bullet in his face just after he leaves position next to my own. He falls on me, dead before I even touched him.

Some of our men even managed to get to no man’s land, but it might be because of overheating of the machine guns of the blues. I ran out of ammo in the HMG and now I fire my assault. Where the hell are the hurricanes?

0715 hours:

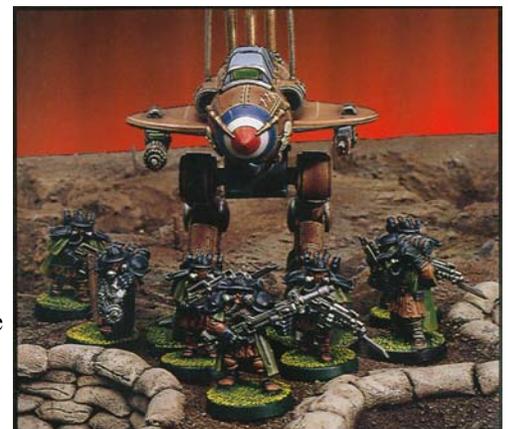
Our armored cavalry is always late. It’s the truth that they’ve cleared Bauhaus’ trenches very well, but it won’t help us too much. I’ve got a feeling that whole platoon of regulars hangs on barbed wire of the blues in front of my position, nicely chopped. Poor squirts.

0802 hours:

And we’ve got total retreat. Just like it was anyone who could return. Two remaining hurricanes cover remains of all the 37th division with their fire. The rest of the vehicles burn on foreground, another diversification of the landscape.

0810 hours:

One of the hurricanes got shot down near our position. The driver is stuck in the cockpit and can’t get out of the burning machine. Normally, I’m not an adherent of heroism, but I can’t let that idiot burn alive just next to me and spoil my appetite. I give my rifle to the



Operation “The Great Glory”

by: Tomasz Bukowski

corporal and crawl to the machine. I open cockpit’s lock, and here is a surprise. Instead of some big jerk (staff loves to put thugs to those cans) something little, with red curls under pieces of a pilots’ cap appears. What in the blue ass of the nepharite? Red (kind of pretty) kisses my chick, and I direct her to our trenches with a lap. We crawl to the trenches for half an hour. It’s enough time to ask her for a *rendez vous* in army cantina tonight. I’ll go, if I survive.



0900 hours:

End of strike, match scoring: blues 500 – we about 3 thousand dead. In foreground I hear moans of hundreds of wounded. I’m not going anywhere. A month ago it was an order that if one recovered a wounded soldier, one could get an instant promotion, but results of that, in our company, were two new sergeants and a

hundred dead privateers. Let suckers wait till dusk.

1130 hours:

The cries from the wounded are almost silent now. There’s some movement on the blues side. Fu... That’s a battalion of heavy tanks. Where did the motherfuckers get those? The corporal is running, handing out boxes of incinerating ammo. It’s going to be really unpleasant soon.

1200 hours:

The armored assault is in progress. I could write a book titled “Infantry under tracks”, but I don’t think I’d manage to publish it. Our Barracudas start taking their positions. One fledgling took off just above the trench to show off for the officers. Fuc... ram. Lucky squirt. Both rockets hit the leading Grizzly. The tank



turns with a grind and sticks into a bank on the blues side, as dead as its crew. Meanwhile the ram gets hit in his barracuda and falls like a stone straight on astonished officers. The trench shakes in the explosion. I take a look to the opposite trench. Very nice, one Grizzly, two captains and three lieutenants, Squirt should receive obituary medals from both sides. Our barracudas start firing salvos.

1243 hours:

End of armored strike. Two light tanks ran away, the rest burned up. I see a burning blue getting out of hatch of last burning can. Personally I have nothing against the blues, but I lean out from the trench and shot directly at his head. I get a cheer on that sniper performance. Let them please themselves, squirts, they don’t even know what is it about. Before I got back in cover I’ve noticed hussar sniper. Strange but he hasn’t shot my stupid head off, more – he thanked me with wave of hand. Well, there is some life on the other side of trenches.

1330 hours:

Dinner break. Shit I don’t care about anything. It’s hard to breath without mask.

1512 hours:

Colonel Haig “the Butcher” paid us a visit. Its gonna be very unpleasant. He threw a speech, that we perform exceptionally well and that 41st division pierced defenses in the south from our position and cut off two Bauhaus divisions standing in front of us. Officers of ex-37th are definitely happy that they sent their men on two full divisions...

No matter. Butcher plans to finish blues and he throws us. I’m not surprised at all.

At the end he shouts enthusiastically “Long live Her highness” and other such bullshit. Others snatch it and shout with him. So do I, why not, after all I’m professional non-commissioned officer. I’ve got feeling that all 6th division shouts with me.

“Long live Imperial”, “Long live Murdoch Clan”, “Long live...” Corporal, pass me a bucket, I’m gonna get sick.



1605 hours:

And we’ve got our own strike. Fu... fu... fu... I run blindly wearing my gas mask, surrounded with clouds of smoke. I want to yield, but I clutch my jaw so hard that it hurts. Rookies shout their “hooray” – thanks to that the blues’ HMGs know exactly where to shoot them. Dumb bastards.

1619 hours:

The Cardinal must like me. I tripped on something that looked like Dragoon’s leavings and I fell face first into the mud. The same moment a series from an LMG swished over my head and mowed two of my teammates. One of them falls on my back and pushes in the mud even harder. His dead eyes look at me with accusation. Slowly I push him aside. Sorry man, that’s war.

1626 Hours:

Yeaaah. “They are surrounded”, the Butcher said, “they are running out of strength”, he said. Jerk, and I’m not better, that I believed him. Two platoons of militia and unit of dragoons charge on me. Time to get my ass out of here and run. After all I’m professional non-commissioned officer.



1641 hours:

Such a squirt and he got me. I found two militiamen just about gigantic crater picked out in the ground by a shell of Bauhaus’ carronade. I took one off with my AR but ran out of ammo for the second. Jerk he pierced my stomach with a bayonet. Luckily

Operation “The Great Glory”

by: Tomasz Bukowski



he didn't manage to turn it round, because I broke his neck with his own helmet. That pike is really handy. So here I lay in a crater left by some shell, 100 meters from our lines and roar in pain. I think I don't need to say that the offensive is lost. Time to get insensibilized.

1715 hours:

That morfix is really fine stuff. I've got reeeeeaaaaally high and started talking with corpse of some Bauhaus officer.

1820 hours:

I start thinking normally. I've crawled on my back about 50 meters in the direction of Red's hurricane. I feel so light that I could run, but I suspect that wherever I'd run I'd do it without my entrails. My corporal (that's good he survived, nice guy) gives me signs that he's going to come to me. I wave my hand that it's ok, and that he should wait, but he doesn't listen. He picks up from the trench and instantly falls back, hit by a bullet. Hearing shouts and curses I suspect he is all right and bullet ricocheted on his personal armor. Maybe that will teach him something.

1915 hours:

Water. I'm as dry as a heretic in bar on Luna. I start praying and thinking about the Light. It's still 2 hours till dusk. Shit, now I know why so many veterans join the Brotherhood.

1950 hours:

Crisis is over. I requisition a canteen from some dead regular, who was left here after the mornings strike. As rats are eating his eyes, I considered he had nothing against me drinking his water.

2040 hours:

I've got to get it together. The sun is setting and I have a date tonight, and she won't wait to long. Bayonet in the stomach is no excuse, and after all I'm fuc... professional cannon fodder with insignia.

**Imperial Army Headquarters
New Victoria
Venus**

2300 hours:

Fragment of situational report after first day of operation “Great Glory”.

Situation develops well. Enemy suffered heavy casualties and his positions will fall soon. 170 square meters of important enemy positions was already conquered. 10 heavy tanks and significant number of lighter vehicles were destroyed. 12 thousand of enemy troops were killed or imprisoned. Significant role was played by 37th division of infantry, which caused the break in Bauhaus' defense line on section of 300 meters. Own casualties – 8 thousands killed, wounded and imprisoned, but squirts familiarized with fire.



For tomorrow it is planned a breaking attack in two directions in power of four divisions of infantry, one armor and...

Let the Cardinal bless our case.

**Colonel Johnatann W. Haig
Venus
New Victoria
Day . . .**

Translation: Dawid Kepa, Mario N. Bonassin and Tim Steed



The Black Forest Campaign

By Mario N. Bonassin

This is a two-part Campaign, inspired by a campaign written by Evan Loughed, depending on who wins the first scenario, will determine which of the second scenarios you play. If the Invading army wins the first scenario by acquiring the artifact than you play *Secure the Hammer*, if they have lost then play *Every Man For...*

Introduction:

During a routine survey of what several locals have called the Black Forest, one of the survey team members sees a strange glint about 10 kilometers from their present position, in an area that is still unexplored. Subsequent aerial surveys find that it is the ruins of a pre-Exodus city. At the center of the city is a building that has a strange symbol that resembles an early Brotherhood epitaph. Since the Brotherhood didn't exist at that time a Mystic is called into assist with the surveys. He senses that a powerful artifact exists in the building. So immediate plans are laid to retrieve the artifact.

The Hammer of Light

Motives:

A force is dispatched to retrieve the artifact. But when they arrive they discover that the city is not abandoned as they were told.

Points:

The Armies can be any point total, but 1000 is recommended. One army is the Defending army – Dark Legion – the other is the Invading army.

Setup:

A 6'x4' table is recommended. If you choose a different size table adjust the Deployment zones accordingly.

The terrain should have several ruined buildings and be covered with heavy forest. Other than the standard rules, there are no further penalties.

The Invading player places 3 Dark Legion Drop Pods, they may be anywhere on the table except within 6" of a table edge.

The Dark Legion player sets the Building entrance – a doorway about 6" wide and 2" deep – at the center of the table edge in his deployment zone.

Deployment:

The Invading player deploys along the long table edge opposite the Building entrance, up to 12" in. The Dark Legion player is deployed within 12" of the opposite side, except for the squads held in Reserve. (See Special Rules)

Length of the Game:

The game lasts 6 turns.

Special Rules:

Reserves – at least half of the Dark Legion army must be held in reserve. The Reserve squads are not deployed normally. At the start of each of the Dark Legion player's turns, roll the die and consult the following chart for each unit.

Turn	2	3	4	5
Arrive on Roll of	5	10	15	auto

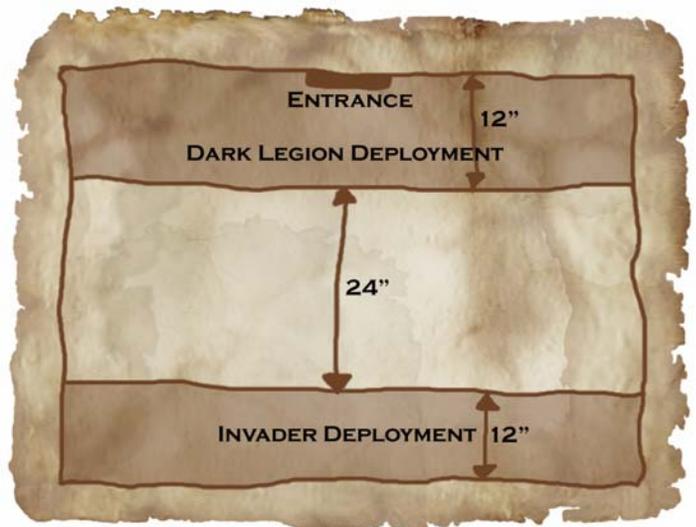
When a squad arrives, it may be placed within 3" of any table edge or one of the Drop Pods. It then activates as normal, but may not start in base-to-base with an enemy model.

Victory Conditions:

The Invading army must get to the building and get the artifact. They must get a non-personality/vehicle/flying model into base contact with the entrance. Once there he must spend 3 consecutive actions doing nothing else but searching. If an enemy model moves into base-to-base with him before the actions are up, he must start again when he is out of base-to-base.

The model with the artifact may leave the unit he's with and is then considered an individual, if the player wishes. If the model is killed place a marker where he died. Any non-personality/vehicle/flying model may pick it up by moving into base contact with it. The army with possession of the artifact at the end of the game earns a bonus 300 Victory Points. Otherwise, Victory Points are determined as normal.

Deployment Map





The Black Forest Campaign

By Mario N. Bonassin

Secure The Hammer. Scenario 2A

Motives:

After successfully acquiring the artifact and escaping the Dark Legion forces guarding the city, the invaders must make their way back to the LZ for extraction. The Dark Legion however wants the artifact for themselves and will attempt to prevent the invaders escape.

Points:

The Armies can be any point total, but 1000 is recommended. One army is the Dark Legion; the other is the Invading army escaping with the artifact.

Setup:

A 6'x4' table is recommended. If you choose a different size table adjust the Deployment zones accordingly.

The terrain should be covered with heavy forest. Other than the standard rules, there are no further penalties.

Deployment:

The players then take turns as usual deploying in the zones shown on the map.

Length of the Game:

The game lasts 6 turns.

Special Rules:

The Hammer of Light – the invaders have acquired an ancient artifact from the pre-Exodus era. The name is a little misleading, since it is actually a necklace. One model, a non-personality/vehicle/flying/infiltrating, has the Hammer, at no cost. The model and any squad it's a part of, gets the following abilities:

Immune to Panic and Fear

Resistance to Supernatural Powers Level 3

Killing Stroke

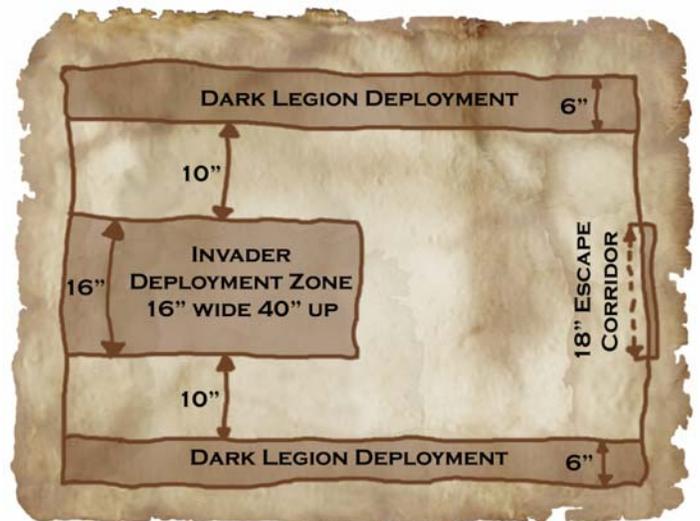
Automatic Tactical Sense

The model with the artifact may leave the unit he's with and be considered an individual, if the player wishes. If the model is killed place a marker where he died. Any non-personality/vehicle/flying/infiltrating model may pick it up by moving into base contact with it.

Victory Conditions:

Victory Points are calculated as normal. If the Invader that carries the artifact leaves the table via the escape corridor, shown on the map, he'll receive 300 VP.

Deployment Map





The Black Forest Campaign

By Mario N. Bonassin

Every Man For... Scenario 2B

Motives:

Not knowing that the Dark Legion had already infested the city, the invaders were caught with their pants down. They are nearly surrounded, if they can just last long enough perhaps salvation will come or they will become another Lost Battalion.

Points:

The Armies are chosen as normal, but the Dark Legion gets 25% more points for his army. (I.e. Invaders have 1000 points the Dark Legion gets 1250 points)

Setup:

A 6'x4' table is recommended. If you choose a different size table adjust the Deployment zones accordingly.

The terrain should be covered with heavy forest. Other than the standard rules, there are no further penalties.

Deployment:

The Invading army deploys in the trapezoid shaped area. The Dark Legion deploys in the area shown on the map.

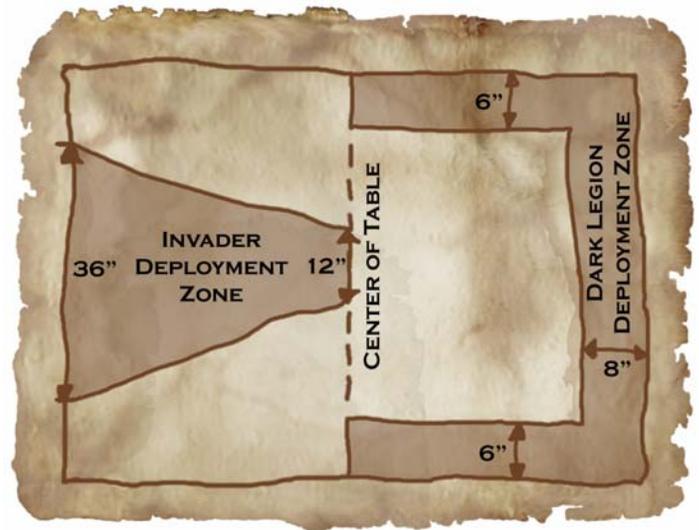
Length of the Game:

The game lasts 6 turns.

Victory Conditions:

Victory Points are calculated as normal. For each non-panicked/feared unit with more than 50% strength on the Dark Legions half of the table, the invader gets 50 VP.

Deployment Map



The Guns Of Bosau

By Mario N. Bonassin



Motives:

The guns at the bay of Bosau have hindered enemy attacks for years. Their destructive power has sent many to their deaths in the deep. It has been decided that these guns must be taken out. So a small force, under the cover of darkness, is to attack the guns. But the intelligence report failed to mention that the guns had recently been reinforced. So when the flares appear and the guns begin targeting your LCVP's you knew this wasn't going to be an easy fight, but there was no turning back.

Points:

The Armies are chosen as normal, but the Attacker gets 25% more points for his army. (I.e. Defenders have 1000 points the Attackers gets 1250 points) Neither side may take Flyers, infiltrators, paratroops or vehicles (other than the LCVP's)

Setup:

A 6'x4' table is recommended. If you choose a different size table adjust the Deployment zones accordingly. The only terrain would be the tank traps and a few trees and rocks; otherwise it would be pretty open from the water to the gun emplacements. There are two guns, they are placed as in the map, and they should be on an elevated section. This should be at least 6" up with a 6" wide stairway going up to the level of the guns.

Deployment:

The attacker deploys in, no more than 6 LCVP's (see special rules). They are placed with their back ends anywhere against the table edge. The Defenders can deploy anywhere on the gun emplacement.

Length of the Game:

The game lasts 8 turns.

Special Rules:

Night Fight: LOS is reduced to 20". At the start of the first turn the Defender gets to place 3 flare templates. Pick a point then roll deviation for placement. Other flares are purchased normally.

Guns of Bosau – The huge guns have a ROF of 1/turn and can be manned by any one model. They deviate as normal.

CC	PB	SR	MR	LR	ER	DAM	Template
-	-	-8	-6	-4	-2	13(x3)	4" radius

LCVP – Landing Craft Vehicle & Personal – These vehicles should have a troop area of 6"x4" area and the sides should be at least 1 1/2" high. This should allow for 15 SZ2 models. For models larger, if they will fit in this area, then you're fine. The LCVP has a MV 7 and AC 2. Since these things can't turn very easily, the LCVP may move up to 3" to either side for every move forward. The walls provide full cover, unless a template weapon lands in the vehicle. If a model is taller than the walls use the normal cover rules. The rear section has a mortar, the standard Greymourn, which can be manned by any one model in the back of the transport. In all other ways treat them like APC's.

When the LCVP moves into the shallows area roll the die, on a 1-10 it can continue its move, on 11-20 the LCVP is beached and can't move forward any more. Each subsequent move, roll again. The LCVP will not go any farther than the waters edge. As soon as the LCVP stops the door will open. If it opens early, any model moving through the shallows will have their MV reduced by 1, not to go lower than 1, and suffer a -2 RC due to the depth and heavy surf. Once on the beach all penalties are gone.

Charges – Each unit is carrying one charge that can destroy one of the guns. They need to get at least one model in base contact with the gun and spend one action to place the charge. At the beginning of the next turn before any activations the gun will explode. Anyone can attempt to remove the charge, by spending one action while in base contact, but because of the way the charges are designed they will go off, DAM 10 Small explosion template centered on the model that removed the charge, but the gun will not have been destroyed.

Victory Conditions:

This is meant to be a vicious battle and therefore there are only two outcomes.

Attackers win if they have destroyed the guns.

Defenders win if they have prevented the destruction of the guns.

Deployment Map

