

VISIONS

A Warzone
and Chronopia Fanzine

Visions
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From the depths of the Fallen Lands
To the Jungles of Venus
We will take you to the Edge of
your World.

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From the Editor:

Welcome to Issue number 4 of Visions, first of all, Thanks, I had a great turn out early into this issue making it a quick assembly. Mario has done a great job with the layout in Issue three so I attempted to replicate much of it here, I hope you like the result. I decided to theme the Issues, one theme for Chronopia and one for Warzone. This issues themes are the Fallen Land and Venus.

Thanks and as always submissions make this magazine, the more steady our supply of articles the faster the Issues can be churned out. So keep it up.

Thanks,
Glenn McClune





Chronopia—War in the Eternal Realm





Tactics—Properly using Activations when getting to CC.

By Glenn McCune

If you seem to have trouble getting maximum effectiveness out of your CC units it is probably because you are not activating them properly. There is

a science to activating your CC units to get the most effectiveness out of them.

Firstly always remember when you select a unit, you move ONE figure at a time, if your opponent moves them all he/she is cheating in a far larger way than you realize.

Let's say you are in charge distance some can get there with one action some with two, without realization you grab the closest figure and run him into CC. Bad move, your opponent may or may not know that you just lowered the effectiveness of the entire warband.

When fighting individuals follow these guidelines, if you can get figures in with a charge and then follow-up attacks (if they'll have left over actions), then do so, but leave charge lines open. Make sure to note if you have perhaps two figures which can get there with an action left after the charge, the rest will be required to move



then charge, use the ones with less actions before those with more so their actions will be more effective. Make sure the last to charge is a leader or champion, or for example like Elven Axemen the standard since he has more attacks per action, the extra CC and DAM bonuses will make his attacks much more effective. Unless of course he'll only be able to spend one action in CC.

When fighting warbands, try to use figures with fewer actions first, spread them amongst the front of the opponents warbands, then move in your nearer figures and gain the multiple attacker bonuses as much as possible. Leaders and champs go last and attack whatever you haven't killed yet.

Now take a look at the first photo, you can see a Reaper moving from the rear of the warband to fight a sister. It costs him one action to move up and then a charge. Now if the Sister was on wait she probably would have counter-charged which would remove her wait counter so the other guys would have an easier time.



Now in the 2nd photo the other Reaper can charge in and then have another attack. He'll have a +2 bonus on the first action and a +1 on the 2nd. If you reversed these two, then he would have gotten a +1 on the first action, but no bonus on the 2nd and the other guy would have gotten a +2 on his charge and that would have been it.

So by simply moving properly you can increase your odds of hitting and killing a target quickly and efficiently, this is especially needed when using the Stygian and SoK since you will have less models every hit counts.





Painting Clinic—Swamp Goblins

By Glenn McCune

This is a painting guide for quick and easy Swamp Goblins. Grab your swampies, assemble them and get them cleaned up for painting. First step is preparation for painting. You'll want to thin down some tacky glue and then glue sand down to the base plate. Next you'll need to whip out some black primer and spray them down.

Next, we take out a dark shade of gray and dry brush it over the whole model and base-plate. If you are not familiar with the term "dry brush" it simply means dip your brush into the paint and then wipe most all of the paint off on a paper towel until little to no paint comes off. Then brush your figure, what happens is the paint will stick to the highlights, bringing out the details of the figure. Repeat with a couple of lighter shades of gray.

Next we'll paint the skin tones and details, I use a dark brown watered down a little for the flesh, because he is already highlighted the shading will show through, you may need to do a couple of layers to make it look right. For details I use greens, blues and gold. Paint whatever looks like it needs detail. For weapons I paint them gray and shade them up a bit more. I use brown on the weapon shafts.

Now if you feel up to it, painting in the eyes can bring a lot of character to your model. Grab a nice fine brush, or a toothpick shaved down to a sharp tip. Pull out some yellow paint and then very carefully paint in his eyes, if you make a mistake don't fret, it isn't a huge deal, just make sure to use very little paint. If you messed up anywhere this is the time to fix it, grab whatever color needed and touch up the figure.

You'll note we never painted the armor, that is because with the shading it doesn't really need it, they'll look like ants. Also you mustn't forget the

base, paint it dark green and dry brush it with a lighter shade.

Grab some Gloss Coat and slap on two layers, then get some Dull Coat and put a layer on. Now if you want them to look really good, get some brush on Gloss coat and carefully paint over the armor. This creates a nice shine that looks as though his armor is actual carapace.

Now for a more advanced paint scheme pick two non-clashing colors, groups I have used are Red and Tan, and Teal and Gray. I have also seen Yellow and Black (Wasps), Red and Blue (Clashes too much to me) and many other colors, when picking your colors get a book on bugs from your local library and pick through it, you'll see a lot of spiffy colors, also check odd plants, these could also have your army on them. Anyways, to do stripes you'll need a steady hand. For something like is on my Mantis Guard Leader or Blowpipers, you'll need to wet blend, this isn't hard, but you need to be patient. Paint on your main color and when it is still wet paint on your secondary color in the pattern you want, be it along the bottoms or top (Mantis Guard), or else from center out (Blowpipes) just work the colors out and mix it with the wet paint already on it, if the paint starts to dry and it doesn't look right, add just a little water and continue.

I hope you have found this Tutorial helpful and good luck with your Swampies.





Terrain Workshop—Jungle Plants

By Glenn McCune

This Guide is to show you how to make Jungle plants for Chronopia and they should also work for Warzone.

Oddball plants can be made from a number of things, for this exercise we will use the following things, a tennis ball, Green Garden Foam (Really cheap), Aquarium Plants, and Lichen.

Aquarium plants are obviously the easiest to work with as they are pre-painted and everything all you need to do is glue them to a base. I just grab an AOL cd; cover the hole in the middle with a scrap of card and then glue a layer of sand down, next paint the sand green and shade it. Once the base is done, grab a handful of Aquarium plants of different types and a bit of Lichen. Glue them down and to disguise the glue location add some lichen around the bottoms, it creates an overgrown look since you wouldn't tread there often. This is relatively simple and looks pretty good.

Now doing something with a tennis ball is odd I know, just bear with me, these make very alien and odd looking plants. Take and cut out a hole in the side of it. Glue the ball down with the side facing out and then glue the piece you cut out onto the base facing down. Mix up some plaster and coat the thing, and I mean coat it. No fuzzies should be coming through when you are done. Spray paint it and paint whatever colors you want, be it green brown or pink, it will be odd no matter what you do.

And the most challenging yet best looking of



them all, Spore Pods made of Garden Foam, these are my favorite and I have a handful of these to toss around my table. I just cut the foam down into small blocks of whatever size I wanted the pods to be. Then carve them into a pod-type shape with a knife. After they are of the basic shape, rub the pod with your fingers, it will wear down pretty easy making a huge mess, but it works great. I like to make patterns in the pods by rubbing grooves into it with my finger and then drawing lines in with a paintbrush handle. After you get a handful into appropriate shapes, glue them down onto some bases and paint away, note that you can spray paint this, it doesn't melt. After that glue some lichen down around them to cover up anything you did wrong and to cover the glue joints. This concludes the Jungle terrain making process which I use





Scenario The Toxic Swamps

By Glenn McCune

Motives

You and a small unit are to traverse into the jungles of the Fallen Land into an area known as the Toxic Swamps in search of a lost Scion Stone rumored to be here. This Scion Stone is said to have belonged to the Priestess who almost overtook the world once. The paths are treacherous but you must succeed.

Players 2-3 Players

Points: 1 or 2 of the players need to bring 500 pt armies, and one player will "run" the Event, he needs a handful of Swamp Goblins, oddball Monsters and maybe some Stygian.

VC The Searching Parties (Players with actual armies) win if they find the lost Stone and escape to their deployment zone alive. The player who plays as the Swamp Creatures wins if he eliminates the other Players. The Stone is worth 300 VP.

Set-up You will need very dense Jungle and Swamp Terrain for this game. This requires large pieces of the



board to be covered in hazardous terrain, I recommend using dark green and brown felt patches all over the board or else using hills fit closely together, there should be paths between into more open areas, there needs to be 3-6 more open areas, with various bits of terrain in them. Also one or two (Depending on player count) paths need to run to the edge of the table. Place Chits in every open area, they need to be identical on the top and

then one will be marked as the Stone on the bottom.

Deployment The Warbands will deploy within the path, the Swamp player does not deploy at this time.

Special Rules

Players may move through dense areas at half movement (Even with Swamp Warrior) and the encounter rate doubles (Every Activation)

At the Beginning of every other activation the Swamp Player rolls on chart below once per player.

Roll	Effect
1-2	Hunting Spider
3	Giant Scorpion
4-5	1d6 (4) Swamp Goblin Spearmen
6-7	1d3 (2) Heavy Spearmen
8	1d3 (2) Blowpipers
9	1d3 (2) Stygian Warriors (Any Variety)
10	1d3 (2) Stygian Reapers
11-13	1d3 (2) Giant Snakes
14	2x Hunting Spiders
15	2d6 (6) Swamp Goblin Spearmen
16	1d6 (4) Heavy Spearmen
17	1d6 Stygian Warriors
18	1d6 (4) Giant Snakes
19-20	Roll a Jungle Hazard Effect Centered on a Random model

Please note that the Swamp Player should not try and massacre the players if too many creatures are on the board he should forgo rolling, he should never outnumber the players.

To attempt to find the Scion Stone a player must move up to the Chit and expend one action searching it, flip over the chit, if blank he finds nothing, if it holds the Stone he may pick it up with his next available action. He must then carry it back to the area he deployed to win.

(The Example map shows how your area could look the Brown line shows the Deployment area and the green dots represent tokens, also note the Giant Scorpion and Giant Snakes cards are on the final page)





Warzone— Universe Under Siege





Tactics Chapter 1 - Ranged Combat

By David McGee

Ranged combat is an art form. At times, it seems like so much chaos and random lead-slinging, but, if done properly, can be not only effective, but intimidating and deadly. It can wipe out entire squads, and reduce the amount of fire the enemy can throw back at you.

Ultimate Warzone® simulates the stresses of

firepower, this can be used to great effect against the enemy.

When using a “shooty” army, concentrate your units. By doing this, will bring as much available firepower to bear on the enemy’s unit(s). This can be accomplished in many ways, the easiest of which is proper deployment. When setting up your unit cards, be sure group similar squads of ranged weapon equipped soldiers/units/vehicles. Not doing so spreads firepower, reducing the number of shots you can put on one particular unit and makes picking off your own units easy for the enemy. Do not bunch them too close together, as this can make the

enemy’s template weapons more effective than they should be. If you have a mix (shooty units/CC units) I still recommend concentration. This can clear a path for the CC troops to get to where they need to be.

If you have support units and/or battle-suits (Vulkans, Phoenixes, etc.), keep these with your troops. They are targets for the enemy. Use your grunts as either a screen, or a diversion, as these units are capable of tearing whole units apart, and the enemy will want them gone. Vehicles are a whole other entity, but

should still start near friendly troops in order to



battle by forcing one to fire at the nearest available target. This represents the soldier wanting to kill what he/she perceives to be the greatest immediate threat to their own life. With proper maneuvering and concentration of available



breakout and exploit a weakness of the enemy's.

When maneuvering into position for the shot(s), take care to ensure that the enemy will be kept in your arc of fire, and you LOS. There is nothing more frustrating than assuming a hardened fire position, only to have the enemy skirt it and try to find a back door. If the only target available is a weak squad of grunts, remove them without second thought. Not only will this help demoralize the enemy, but they will not be able to fire back. Seldom should you need to use Tac Sense, but, if the unit beyond the immediate target is of greater threat/importance, then use it, but be aware that you are leaving an enemy in closer range/position to fire back at you.

Use weapons/platforms that receive multiple ROF/action (the Vulkan being one of this author's personal favorites). In this way, when the target drops on the first shot, subsequent shots are not wasted, and receive the initial bonuses when shooting following targets.

Use aim, when necessary, to achieve the most hits possible. The more hits you score, the greater your chance will be to wound your target. Depending on RC and penalties/bonuses, aiming can greatly increase the effectiveness of a shot. Further, if you have to shoot at the same target a second time, you keep the aim bonus without spending another action.

Load outs can enhance a soldier's ability to get shots on their target. No sniper should be without a datascope/bipod combo. When a sniper (a whole other article, to be sure) aims, combined with the sniper's skills and load outs, "one shot – one kill" is not only attainable, it is virtually guaranteed. At a base RC of 11, an Extreme Range shot with a bipod/datascope combo and aim, gives a sniper a shot that hits on 17 or less, and does 16 damage on impact!

Got a vehicle in your sights? This is a great way to put a wound on it, and, if you're into the vehicles "unsafe" wounds, makes it easier to hit that Chain Reaction result!

When using these tactics, it is important to remember that you do not leave yourself open to outflanking or susceptible to para-deploy. A wise commander leaves his force flexible enough to respond to possible surprises by the enemy. But as long as one brings as much firepower to bear on the enemy as is possible, then one forces the enemy to react, instead of being forced to react to the enemy. Take the battle to your enemy, and ensure maximum damage. Concentrate firepower!





Scenario: Interrogation

By Ross Franks
(Pancreasboy)

Motive: An important member of a nearby force has been captured by an enemy squad for interrogation. Intel reports he has been taken to a nearby building and will probably be interrogated before being executed or until reinforcements arrive. Will he talk, only time will tell...

Players: 2

Setup: Place a building or structure in the centre of the board. A squad of the captor army may be deployed within it, along with a captured sgt (with no equipment or weapons) from the captured army player (each player chooses from their created force).

The captured model's force (the rescuers) are deployed along one table edge as normal.

Reinforcements for the captor's force will arrive on the opposite table edge after Turn 1, on a D20 roll of 10 or above (roll for each squad, individual, etc), they can then use their full AC's. The dice roll will decrease by 2 with the proceeding Turns, making the chance of reinforcements more likely.

VP: If the rescuers can get their captured sgt to their deployment zone, they win.

If the captors interrogate the captured model successfully or get him to their deployment zone, then they win.

Points: Equal, 750 points+



Special: No models may infiltrate.

The captured model must be in base to base (btb) contact to interrogate or to be moved. The captors can inject a truth drug into the captured model if they are in btb contact for 1 AC. The drug takes full effect in 2 whole turns. On the 3rd turn the interrogator can try to prise the information out of the captured model for 1 AC. Both the captured model and the interrogator model make an opposed roll adding their LD values to their rolls. If the interrogator wins, the game ends, and they are the victors. If the interrogator fails he can continue to try and interrogate the captured model using 1 AC for each try. (Only 1 model may be the interrogator per turn).

If the captured model is killed by the captors before he releases the information then they automatically lose.

If the captured model is killed by "friendly fire", continue play as a normal battle. (Revenge is sweet)





Scorpion Specials

Poison—any creature struck by the sting attack has his actions reduced by 1 for 2 turns do to a neurotoxin which makes the scorpions prey easier to feed on. If hit by the Sting no actual wounds are taken.

Giant Scorpion

CC: 12
PW: —
AC: 2
WD: 3
ST: 6
Def: -4
RC: 8
LD: 8
MV: 6
AR: 16
SZ: 4
CT: 105

Equipment:
2x Claws, Sting
CR MD(-4) MX(-8) DAM
CC MD(-4) MX(-8) DAM
CC MD(-4) MX(-8) DAM
Specials: Wild Beast, Desert Warrior (86), Cause Fear, Cold-Blooded (85), Feast (86), Hunter (88), Secondary Attack (90), Poison

Giant Snake

CC: 10
PW: —
AC: 2
WD: 1
ST: 4
Def: -1
RC: 8
LD: 10
MV: 4
AR: 15
SZ: 2

Equipment:
Bite
CR MD(-4) MX(-8) DAM
CC MD(-4) MX(-8) DAM
Specials: Cold-Blooded (85), Climb, (85), Blood Frenzy (85)

New Special Ability

Wild Beast - This Creature requires some sort of trainer or keeper that is capable of controlling it. Controlling units will have the Beastmaster special ability. If the creature does not have one than it acts randomly, it usually has an idea what it is trying to accomplish but it's mind is easily clouded by other effects.

It suffers from Blood Frenzy when out of control. This blood frenzy assumes everyone is an enemy

though. If not suffering from Blood Frenzy directly then roll on the following chart.

- 1-5 --- Move Randomly (Roll as Deviation)
- 6-8 --- Does Nothing (Goes on Wait)
- 8-14 --- Attacks Nearest Enemy
- 15-17 --- Attacks Nearest Unit (Friend or Foe)
- 18-20 --- Attacks Nearest Friendly Unit

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