

# VISIONS

A Warzone  
and Chronopia Fanzine

**Visions**  
Issue 4  
Spring 2005

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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.



Contents

Chronopia	3
Tactics—Action Allocation and CC	4
Painting Guide—Swamp Goblins	5
Terrain Workshop—Jungle Plants	6
Scenario—The Toxic Swamps	7
Warzone	8
Tactics—General RC Tactics	9
Scenario—Interrogation	11
Cerulean Mists ToC	Appendix A
Ultimate Warzone Index	Appendix B

**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 Actions 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  
15 (See Specials)  
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  
CR MD(-4) MX(-8) DAM  
8 (Residual)  
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

## **Cerulean Mists and Engines of War: Content Summary**

Introduction: Cataclysm	Page 1
Consider the Source: A few words from the Designer	Page 2
Table of Contents	Page 3
The Gathering Storm	Page 4
The Rules of War	
Rule Revisions- The Altered World	Page 15
Aerial Combat Redux	Page 16
Morale	Page 17
Toxins and Disease	Page 20
Advanced Spell Casting	Page 21
New Rules-	
The Weaves of Magic	Page 27
Warp Lord Spells	Page 28
Necromancer Spells	Page 30
Visceramancer Spells	Page 32
Fire Spells	Page 34
Crystal Magics	Page 36
Wind Magic	Page 38
Earth Magic	Page 40
Hydromancy	Page 42
Chrono Magic	Page 45
Earth Mother Rituals	Page 47
Naqada Rune Magic	Page 49
Rituals of the Red Winters	Page 51
Dark Invocations	Page 53
Shaman Lore	Page 55
New Special Abilities-	
Ambush	Page 58
Amphibious	Page 58
Aura of Decay	Page 58
Beheading	Page 58
Blood Whip Mastery	Page 58
Discordance	Page 59
Enhanced Charge	Page 59
Executioner	Page 59
Hardy	Page 59
Healing	Page 59
Inspiration	Page 60
Lightning Reflexes	Page 60

Mining	Page 60
Nimbus of Darkness	Page 60
Plague	Page 61
Psychic Feast	Page 61
Protector	Page 61
Regeneration	Page 61
Scale	Page 62
Skirmisher	Page 62
Superior Vision	Page 62
Swarm Attack	Page 62
Traitorous Contacts	Page 62
War Cry	Page 62
Army Modifications	Page 64
Cerulean Loci	Page 68
Siege Warfare in the Eternal Realm	Page 72
Campaigns in Chronopia	Page 80
New Troops	Page 86
Blackbloods	
Dominar with Pride	Page 87
Houri	Page 88
Goblin Ifits	Page 89
Emperors Guard	Page 90
Shofi	Page 91
Djinn	Page 92
Apprentices	Page 93
Devout	
Unholy Champion	Page 95
Bone Golem	Page 96
Bane Guard	Page 97
Arch Necromancer	Page 98
Visceramancer	Page 99
Thralls	Page 100
Charnel Golem	Page 101
Vermin Swarms	Page 102
Abominations	Page 103
Dwarves	
Miners	Page 104

Breech Teams	Page 105
Vulture Handlers	Page 106
Engineers	Page 107
Dragon Clan Netters	Page 108
Dragon Clan Flame Guard	Page 109
Dragon Clan Thunderers	Page 110
Dragon Clan Revanche	Page 111
Dragon Clan Harpooners	Page 112

#### Elves

WarWalkers (CP)	Page 114
Scourge (JH)	Page 115
Longbowmen (ALL)	Page 116
Umbral Scouts (ALL)	Page 116
Ice Witches (SS)	Page 117
Fangs of the Serpent (OS)	Page 118
Count Elithrion the Flayed, Warmaster (OS)	Page 119
Dune Guard (TS)	Page 120
Reavers (TS)	Page 121
Scira, Blade Dancer (TS)	Page 122

#### Firstborn

Repulsar Lord	Page 123
Exemplar	Page 124
Earl	Page 125
Northern Rangers	Page 126
Seraphs and Mews	Page 127
Mounted Knights	Page 128
Knights Temporal	Page 129
Men at Arms	Page 130
Desert Paladins	Page 131

#### Sons of Kronos

Sidhe (TG)	Page 133
Druin Warden (TG)	Page 134
Druin Beastmaster (ALL)	Page 135
Crone (ST)	Page 136
Skathan Witches (ST)	Page 137
Aonbarr Raiders (DT)	Page 138
Rune Forged (DT)	Page 139
Firebrands (ALL)	Page 140

#### Stygian

Temple Guard	Page 142
Handmaidens	Page 143
Favored of Tiamat	Page 144

Javelineers	Page 145
Serpent Chariot	Page 146
Canopic Born	Page 147
Sand Devils	Page 148
Deep Spawn	Page 149
Swamp Goblins	
Hunting Spiders	Page 151
Hemapterans	Page 152
Trap Door Spiders	Page 153
Foragers	Page 154
Canopy Spiders	Page 155
Bog Worms	Page 156
Guardians of the Lotus	Page 157
Kardish Keepers	Page 158
The Feral	
Spearmen	Page 160
Mantis Warriors	Page 161
Headhunters	Page 162
Berserker	Page 163
Shaman	Page 164
The Cerulean Horde	
Shock Trooper	Page 167
Magus	Page 168
Spawn	Page 169
Brood Warriors	Page 170
Deep Slayers	Page 171
Elder Wym	Page 172
Weapons of War	
Blackbloods	
Imperial Cannon Teams	Page 173
Bantu Myrmadon	Page 174
Devout	
War Altar	Page 175
Warp Cannon	Page 176
Dwarves	
Driller Units	Page 177
Cannon Batteries	Page 178
Elves	
Dragonbane Scalers	Page 179



Essence Accumulator	Page 180
Firstborn	
Catapult	Page 181
Chronal Gate	Page 182
Sons of Kronos	
Light Caster	Page 183
Wicker Man	Page 184
Stygian	
Discus Launcher	Page 185
Blood Altar	Page 186
Swamp Goblins	
Net Riders	Page 187
Gourd Cannon	Page 188
And so it Begins	Page 189
Appendix I- Chronopia Errata	
Appendix II- Chronopia FAQ	
Appendix III- Chronopia Quick Reference Sheet	
Appendix IV- Chariot Racing Rules	

# TABLE OF CONTENTS

## Chapter 1: Mutant Chronicles – The Future of Mankind \_\_\_\_\_ 5

## Chapter 2: The Rules of Warfare \_\_\_\_\_ 31

### 0 AN OVERVIEW OF PLAY

WINNING THE BATTLE

DESIGNER NOTES

### 1 SOME BASIC CONCEPTS

- 1.1 ROLLING DICE  
PERFECT  
FUMBLE  
OPPOSED ROLLS
- 1.2 MEASURING \_\_\_\_\_ 32
- 1.3 LINE OF SIGHT
- 1.4 TABLE EDGE

### 2 UNDERSTANDING YOUR TROOPS

- 2.1 MODEL PROFILE  
MODEL STATISTICS
  - 1) CC – CLOSE COMBAT \_\_\_\_\_ 33
  - 2) RC – RANGED COMBAT
  - 3) PW – POWER
  - 4) LD – LEADERSHIP
  - 5) AC – ACTIONS
  - 6) WD – WOUNDS
  - 7) ST – STRENGTH
  - 8) MV – MOVEMENT
  - 9) AR – ARMOR RATING
  - 10) SZ – SIZE
  - 11) PC – POINT COST
- SPECIAL ABILITIES
- EQUIPMENT
- CLASSIFICATION \_\_\_\_\_ 34
  - A.I.
  - ASSOCIATED ARMAMENT
  - BEASTS \_\_\_\_\_ 35
  - CHANNELER
  - SUPERNATURAL
  - NECROORGANIC
  - NECROBIOTIC
  - MORTAL
  - SUMMONED
  - VEHICLE

### 3 ABOUT YOUR ARMY \_\_\_\_\_ 36

- A) ARMY STRUCTURE
  - GRUNT SQUADS
  - TROOPERS  
SQUAD SPECIALISTS  
SQUAD LEADERS  
ELITE SQUADS
  - OFFICERS AND PERSONALITIES
  - FORCE COMMANDERS
  - SUPPORT UNITS \_\_\_\_\_ 37
    - MOBILE ARMOR
    - AIR SUPPORT
    - ARTILLERY

- ADVISORS & CONSULTANTS

### 4 GAME TERMS \_\_\_\_\_ 38

- 4.1 COMMAND DISTANCE  
LEADERLESS SQUADS
- 4.2 MODEL'S FACING
- 4.3 DEVIATION \_\_\_\_\_ 39
- 4.4 TURN SEQUENCE
- 4.5 DETERMINE INITIATIVE
- 4.6 NOMINATE THE FIRST UNIT
- 4.7 PLAYERS ALTERNATE ACTIVATING UNITS
- 4.8 END OF TURN

### 5 USING ACTIONS \_\_\_\_\_ 40

MOUNTED TROOPS AND USING ACTIONS

VEHICLES AND USING ACTIONS

### 6 AVAILABLE ACTIONS

- 6.1 MOVE ACTIONS
  - 6.1.1 CLIMB
  - 6.1.2 JUMP
    - 6.1.2.A JUMPING DOWN \_\_\_\_\_ 41
    - 6.1.2.B FALLING  
Calculating Falling Damage
  - 6.1.3 MINIMIZE PRESENCE
- 6.2 ATTACK ACTIONS \_\_\_\_\_ 42
  - 6.2.1 CLOSE COMBAT ATTACK
  - 6.2.2 RANGED ATTACK
  - 6.2.3 BREAK AWAY
  - 6.2.4 AIM
  - 6.2.5 CHANNELING
  - 6.2.6 CONCENTRATE
  - 6.2.7 SPOT
    - Making a Spot Check
    - Bonuses and Spot \_\_\_\_\_ 43
    - Spot and Movement
    - Spot and Close Combat
    - Spot and Ranged Combat
    - Spot and Morale
    - Spot and Channeling
    - Spot and Wait
  - 6.2.8 RALLY
  - 6.2.9 GIVE ORDERS
  - 6.2.10 WAIT \_\_\_\_\_ 44
    - Receiving a Charge While on Wait
    - Countercharge
    - Firing from Wait
    - Brace for the Charge
    - Withdrawal
  - 6.2.11 DIVE FOR COVER

### 7 MOVEMENT, A CLOSER LOOK \_\_\_\_\_ 45

- 7.1 Move
  - 7.1.1 Moving Between Friendly Models
  - 7.1.2 Moving Between Enemy Models
  - 7.1.3 Base Contact
  - 7.1.4 Movement and Terrain
    - Normal Terrain
    - Limiting Terrain
    - Rough Terrain
    - Impassable Terrain
- 7.2 TYPES OF MOVEMENT \_\_\_\_\_ 46
  - 7.2.1 Prone vs. MP
  - 7.2.2 Crawling
  - 7.2.3 Flying Models
    - Flying Unit Terminology
      - Airborne

• Earthbound	
• Altitude	
• Ascend	
• Descend	47
7.2.4 Flying Models & Moving	
Flying Model and LOS	
Flying Models and Command Distance	
Flying Models and Movement	
Ascending and Descending	
Flying Models and Ranged Combat	
Shooting at Flyers	
Flying Models and Morale	
Altitude and Terrain	48
<b>8 CLOSE COMBAT</b>	
8.1 Close Combat and Models	
8.2 Facing and Close Combat	
8.3 Size and Close Combat	
8.4 Multiple Attackers	
8.5 Equipment and Close Combat	49
8.6 Close Combat and Movement	
8.6.1 Charging	
8.6.2 Charging and Concealment	
8.7 Close Combat and Attacking	50
8.7.1 Strike	
Critical	
Fumble	
8.7.2 Close Combat and Damage	
Damage vs. Armor	
The Armor Roll	
8.7.3 Close Combat and Channeling	
8.7.4 Close Combat and Terrain	
8.7.5 Close Combat and Ranged Combat	
8.7.6 Firing into Close Combat	51
8.8 MODEL TYPE	
8.8.1 ATTACKING MOUNTED TROOPS IN CC	
8.8.2 MOUNTED TROOPS ATTACKING IN CC	
8.8.3 FLYERS IN CLOSE COMBAT	
8.9 DOING DAMAGE	
STRENGTH	
<b>9 RANGED COMBAT</b>	52
9.1 Line of Sight and Ranged Combat	
9.1.1 Target priority and Ranged Combat	
9.1.2 Size and Ranged Combat	53
9.1.3 Friendly Models and Ranged Combat	
9.1.4 Equipment and Ranged Combat	
9.2 <i>Ranged Attacks</i>	
9.2.1 Fire Actions	
<i>Critical Rolls</i>	
<i>Fumble</i>	
9.3 <i>Types of Fire Actions</i>	
9.3.1 Direct Fire	
9.3.2 Indirect Fire	
• <i>With LOS (Directly)</i>	
• <i>Without LOS (Speculative)</i>	54
Damage and Indirect Fire	
Fire Trajectory	
9.4 <i>Ranged Combat and Damage</i>	
9.4.1 Ranged Combat and Wait	55
9.4.2 Ranged Combat and Terrain	
9.4.3 Line of Sight and Terrain in Ranged Combat	
9.5 <i>Cover Protection and Ranged Combat</i>	
9.5.1 Hard Cover	
9.5.2 Soft Cover	
9.5.3 Obscured Cover	

9.6 <i>Firing at Mounted Troops</i>	56
<b>10 FIRE MISSIONS &amp; FORWARD OBSERVERS</b>	
10.1 Forward Observers	57
10.2 Spotting	
10.3 Fire Missions	58
10.4 Designated Artillery	59
10.4.1 Fire Mission Types	
Anti-Personnel	
Anti-Vehicle	
NBC	
10.5 Fire Missions by Army	
10.5.1 Capitol Weapons	
1) 94mm AP Folding Fin Aerial Rockets (FFARs)	
2) GBU-490 AV MOAB Bomb	
10.5.2 Bauhaus Weapons	60
1) 240mm Tapered Bore Helga Cannon	
2) V-120 Delivered Donnerschlag AV Pod	
10.5.3 Imperial Weapons	
1) AG-188 Sandman Missile	
2) AGB-90 WP Cluster Bomb	61
10.5.4 Mishima Weapons	
1) CSSM 4300 Death Blossom Rail Gun	
2) Yahont-X Land Attack Cruise Missile (LACM)	
10.5.5 Cybertronic Weapons	
1) Z-80 Particle Accelerator Cannon	
2) Urban Pacification Microwave Projector	62
10.5.6 Brotherhood Weapons	
1) MK-90 Cardinal's Fist Smart Bomb	
2) The Judgment of the Cardinal	
10.5.7 Algeroth Weapon	63
1) Reaper Siege Cannon	
10.5.8 Demnogonis Weapon	
1) Pestilence Plague Gate	
10.5.9 Muawijhe Weapons	64
1) Will-o-Wisp Flares	
Pacifism	
Hopelessness	
Despair	
10.5.10 Ilian Weapon	
1) The Void Gate	
10.5.11 Semai Weapon	
1) Positron Bomb	
<b>11 MORALE</b>	65
Morale and Models	
11.1 The Dire Rating	
11.2 The Morale Check	
11.2.1 Panic	
11.2.2 Broken	
11.3 Rally and Morale	
11.3.1 Squad Rally	
• Success	
• Failure	
11.4 Morale and Wait	66
11.4.1 Firing into Close Combat and Morale	
11.4.2 Attacking a Friendly Model	
11.4.3 Special Circumstances	
<b>12 SPECIAL ABILITIES</b>	69
Ambush	
Aura of Corruption	
Aura of Darkness	
Barbs of Algeroth	
Beheading	
Berserk	
Blessed	

Blind Fighting	
Blood Barbs of Valpurgis	
Bodyguard	
Camouflage (Level 1-3)	70
Carnivorous Birth	
Channel	
Channeling Medium	
Climb	71
Close Combat Training (Level 1-4)	
Commander: Unit	
Commander: Divisional	
Commander: Force	
Combat Reflexes	
Counter Insurgency	
Deadshot	72
Demolition Training	
Dire Rating (Level 1-5)	
Disguise	
Dissention	
Dominating Whispers	
Ectoplasmic Feast	73
Enhanced Charge (Level 1-3)	
Espionage	
Execution	
Fast Shot (Level 1-3)	
Favor (Level 1-4)	
Feast	
Ferocity	
Fiendish Torturer	74
First Strike	
Form Fireteam	
Forward Observer	
Foul Wind	
Group Assault	
Guerilla Training	
Gunslinger	
Hate (Level 1-5)	
Impenetrability	75
Impersonation	
Infiltrate	
Insinuitive Visions	
Inspiration (Level 1-5)	
Irresistible Parley	
Keen Eyes	76
Killing Stroke	
Leap	
Litany of Madness	
Lurk	
Medic (Level 3-6)	
Mist of Semai	77
Natural Attack	
Necromancy (Level 3-6)	
Necroorganic Resistance	
Necroplasmic Eruption	
Para-Deploy	
Predator Gaze	78
Predator Senses (Level 4-8)	
Raise Undead	
Reconnaissance Training	
Regenerate (Level 5-10)	
Resolve (Level 1-3)	79
Revolting Presence	
Screaching Projectile	
Secondary Attack	
Shadow Walk	
Shambling Horde	

Sinstress Gaze	
Sniper	80
Stalk (Level 6-8)	
Stealth (Level 1-3)	
Strategic Insight	
Survival Training (Level 1-5)	
Swarm Assault	
Symbiotic Link	81
Tactical Sense	
Technomancy	
Telepathic Command	
Tunnel	
Unscrupulous	
Unseen Assailant	
Void Gate	82
Void Taint	
Void Travel	
Wail of the Damned	
War Cry	
Whispered Revelations	
Zombie Master	

## 13 CHANNELING 84

13.1 Channeling and Models	
<i>Critical (Natural 1)</i>	
<i>Fumble (Natural 20)</i>	
13.2 Facing and Channeling	
13.3 Target Priority and Channeling	
13.4 Concentrate	
13.5 Supernatural Backlash	85
13.6 Channeling and Movement	
13.7 MP and Channeling	
13.8 Climbing and Channeling	
13.9 Channeling and Close Combat	
13.10 Channeling and Ranged Combat	
13.11 Channeling and Morale	
13.12 Channeling and Terrain	
13.13 Channeling and Wait	
13.14 Channeling and Supernatural Powers	86
13.15 Supernatural Powers	

Name

Range

- *Self*
- *Touch*
- *Template*
- *Measured/LOS*
- *LOS*

Magnitude

Actions

Type

Save

Effect

13.16 Pre Battle Powers	87
-------------------------	----

### 13.17 SUMMONING POWERS

*PERFECT*

*FUMBLE*

### 13.18 CONTROLLING A SUMMONED UNIT

## 14 VEHICLES 89

### 14.1 Understanding Your Mobile Support Units

Vehicle Profile

#### 1) Vehicle Type

- Wheeled
- Bike
- Tracked
- Walkers

- Skimmers
  - Flyers
- 2) Chassis Configuration \_\_\_\_\_ 90  
Armored Personnel Carriers (APC)

## 2.0 Understanding Your Mobile Support Units

- 2.1 Traveling in a Transport \_\_\_\_\_ 91
- 2.2 Disembarking a Transport
- 2.3 Surviving a Destroyed Transport
- 3) Vehicles and Movement  
*Drive*
- 4) Vehicles and Close Combat
- 5) Vehicles and Ranged Combat \_\_\_\_\_ 92
- 6) Vehicles and Damage

## 15 FIELD ENGINEERING \_\_\_\_\_ 95

- 15.1 Constructed Terrain Pieces
- Sandbags*
- Barbed Wire* \_\_\_\_\_ 96
- Dragon's Teeth*
- Trenches*

### 15.1 Terrain Options

- Type* \_\_\_\_\_ 97
- AR*
- WD*

## 16 MINES, DEMOLITION & MILIEU \_\_\_\_\_ 98

- Setting Mines
- Demo Charges \_\_\_\_\_ 99
- 16.1 Hostile Environments \_\_\_\_\_ 100
- 16.2 Effects on Play
- 16.2.1 General Effects \_\_\_\_\_ 101
- Reduced Morale
  - Reduced Movement
  - Combat Fatigue
  - Reduced Visibility
  - Weapon Malfunction
  - Communications Failure
  - Fatigue
  - Exhaustion
  - Collapse
  - Exposure
  - Special Effects \_\_\_\_\_ 102
- 16.2.2 Jungle Terrain
- General Jungle Limitations
  - Special Effects
  - 1) Insect Swarm
  - 2) Venusian Strangle Vine
  - 3) Bog \_\_\_\_\_ 103
  - 4) Venusian Mantrap
  - 5) Venusian Devil Bats
  - 6) Venusian Python
- 16.2.3 Desert Terrain \_\_\_\_\_ 104
- General Desert Limitations
  - 1) Special Effects
  - 2) Dust Devil
  - 3) Sink Hole
  - 4) Cloud Burst \_\_\_\_\_ 105
  - 5) Rock Adders
  - 6) Sand Storm \_\_\_\_\_ 106
- 16.2.4 Artic Terrain \_\_\_\_\_ 107
- General Artic Limitations
  - Special Effects
  - 1) White Out
  - 2) Hidden Crevasses
  - 3) Extreme Wind Chill
  - 4) Artic Mirage

- 5) Minor Avalanche \_\_\_\_\_ 108
- 6) Polar Worm \_\_\_\_\_ 109
- 16.2.5 Subterranean Terrain
- General Subterranean Limitations
  - Special Effects
  - 1) Falling Rocks
  - 2) Seismic Tremor
  - 3) Poison Gases
  - 4) Volcanic Venting
  - 5) Feral Lampreys
  - 6) Mercurian Komodo Dragon

## 17 TIME TO ROLL: DEPLOY YOUR ARMY \_\_\_\_\_ 110

DEPLOYMENT ZONES \_\_\_\_\_ 111

UNIT CARDS & DEPLOYMENTS ZONES

Here's how it all works!

## 18 SCENARIOS \_\_\_\_\_ 113

### 18.1 Scenario Formats

- Motives
- # of Players
- Points
- Victory Conditions
- Set-up
- Deployment
- Special Rules

### 18.2 Choosing a Scenario

- Scenario 1 – Hold the Line
- Scenario 2 – Tritium Hunt \_\_\_\_\_ 114
- Scenario 3 – Capture the Army Command
- Scenario 4 – Invasion \_\_\_\_\_ 115
- Scenario 5 – Escort/Assassinate
- Scenario 6 – Acquisition \_\_\_\_\_ 116
- Scenario 7 – Demolition
- Scenario 8 – Convoy \_\_\_\_\_ 117

### 18.3 Special Scenarios – Applying what we taught you

### 18.4 Beyond Scenarios \_\_\_\_\_ 119

## 19 WEAPONS & EQUIPMENT \_\_\_\_\_ 120

### 19.1 Weapon Values

- 1) Rate of Fire (ROF)
- 2) Weapon Accuracy
- 3) Weapon Damage
- 4) Weapon Effects \_\_\_\_\_ 121
- 5) Anti-Personnel Weapons (AP)
- 6) Anti-Vehicle Weapons (AV)
- 7) Vulnerabilities
- 8) Direct Template
- 9) Environmental Hazards
- 10) Indirect Fire
- 11) Ranged Template
- 12) Natural Weapons
- 13) Residual Damage
- 14) Smoke \_\_\_\_\_ 122
- 15) Sweep

### 19.2 Weapon Profile

### 19.3 Weapon Types

- Close Combat Weapons
- Weapon Range

## 20 MELEE WEAPONS \_\_\_\_\_ 123

### 20.1 SINGLE HANDED WEAPONS

### 20.2 TWO-HANDED WEAPONS \_\_\_\_\_ 125

### 20.3 POLEARMS \_\_\_\_\_ 126

### 20.4 LANCES \_\_\_\_\_ 127

## 21 RANGED WEAPONS

- Weapon Range
- Close Combat (CC)

Range Bands	
• Point Blank (PB)	
• Short Range (SR)	
• Medium Range (MR)	
• Long Range (LR)	
• Extreme Range (ER)	
21.1 Sidearms	128
Pistols	
Machine Pistols	129
Machine Pistol Load Outs	
Sub Machine Guns	
Sub Machine Gun Load Outs	130
21.2 Flechette Weapons	
Shot Pistols	
Shot Guns	
Automatic Shotguns	131
21.3 Rifles	
Assault Rifles	
Assault Rifle Load Outs	132
Sniper Rifles	
Sniper Rifle Load Outs	
Light Machine Guns	133
21.4 Heavy Guns	
Heavy Machine Guns	
Mounted Machine Guns	134
Autocannons	135
Mounted Autocannons or Chain Guns (MACs)	
Cannons	136
Symmetry Accelerator	
21.5 Launched Weapons	
Thrown Weapons	
Under Barrel Grenade Launchers (UBGL)	137
Grenade Launchers (GLs)	138
Mortars	
Rocket Launchers (RL)	139
Rocket Launcher Load Outs	
21.6 Flamethrowers	
Personal Light Flamethrowers (PLF)	
Light Flamethrowers (LFT)	140
Flamethrowers (FT)	
Heavy Flamethrowers (HFTs)	
21.7 Special Weapons	141
21.8 Optional Equipment Load Outs	
<i>Bayonets</i>	
<i>Corp Grunt Load Outs</i>	142
<i>Corp Elite Load Outs</i>	
<i>Corp Officers/Leader Load Outs</i>	
<i>Support Munitions Load Outs for UBGLs</i>	143
<i>Support Munitions Load Outs for Mortars</i>	
<i>Demolition Specialist Load Outs</i>	144
<i>Demo Charges</i>	
<i>Mines</i>	
<i>Miscellaneous Equipment</i>	145

## ***Chapter 3: The Capitol***

### ***Megacorporation***

<b>The Capitol War Machine (The AFC)</b>	159
Infantry Force	
Capitol Navy Force (CNF)	
Capitol Ground Force (CGF)	
<b>The AFC Infantry</b>	160
Light Infantry	
Heavy Infantry	161
Airborne Rangers	162

The Freedom Brigades	
K-9 Units	163
Individuals	164
Light Infantry Captain	
Heavy Infantry Captain	
Sgt. Carter	
Infantry Major	
Infantry Colonel	165
Blood and Guts Lt. Colonel	
Major Maria del Torres	
Major Joe Kowalski	166

<b>Capitol Navy Forces (CNF)</b>	167
Sea Lions	
Free Marines	168
Assault Marines	169
Wailing Banshees	170
Admiral Colby's Guard	171
Individuals	172

Sea Lion Captain	
Free Marine Gunnery Sergeant	
Assault Marine Captain	
Wailing Banshee Captain	
Big Bob Watts	173
Nathan R. Parrish, ACG	
Mitch Hunter	174

<b>Capitol Ground Forces (CGF)</b>	175
------------------------------------	-----

Rangers	
Desert Scorpions	176
Sunset Strikers	177
Martian Banshees – 13 <sup>th</sup> Division	178
Individuals	

Ranger Captain	
Sunset Striker Captain	
13 <sup>th</sup> Div. Martian Banshee Captain	179
Covert Ops Specialist	
Jake Kramer	

### **AFC Support**

Mortar Team	
Orca Battlesuits	180
Purple Shark	181
Pegasus Scout Bike	182
Great Grey	

<b>Capitol Armory</b>	183
-----------------------	-----

## ***Chapter 4: The Bauhaus***

<b><i>Megacorporation</i></b>	187
-------------------------------	-----

<b>The Bauhaus Ministry of War</b>	199
------------------------------------	-----

The Homebuilder Protectorate	
Duke Elector Forces	

<b>The Homebuilder Protectorate</b>	200
-------------------------------------	-----

Ducal Militia	
Hussars	
Dragoons	201
Legation of the Ministry of Justice	202
The Order of the Pauldron	203
Recitors	
Individuals	204
Executioners	
Hussar Kaptain	205
Dragoon Kaptain	
Kommandant	
Major Max Steiner	206
Valerie Duval	207

<b>House Bernheim</b>	208
Mounted Hussars	
Jungle Kommandos	209
Strike Kommandos	
Individuals	
Mounted Hussar Captain	210
Jungle Kommando Captain	211
Major John Emigholtz	
<b>House Saglielli</b>	212
Venusian Rangers	213
Etoiles Mortant	214
HMG-85T	
Individuals	215
Venusian Ranger Captain	
Etoiles Mortant Captain	
Venusian Marshals	
<b>House Richthausen</b>	216
Blitzers	
Jaegers	217
Vulkan Battlesuits	
Individuals	218
Blitzer Captain	
Jaeger Captain	
Security Specialist Henrick Wolfe	219
<b>House Romanov</b>	220
Romanov Blitzers	
The Wolfhead Dragoons	
Viktor Battlesuits	221
Individuals	222
Wolfhead Dragoon Captain	
Haupt Captain Konrad von Juntz	
<b>Support Batteries</b>	223
Ducal Mounted HMG Teams	
Hussar Mortar Teams	
Strike Skimmer	224
GT Off-Road	
<b>Bauhaus Armory</b>	225
<b>Chapter 5: The Imperial Megacorporation</b>	229
<b>The Imperial Regimental Army</b>	247
IDMF Forces	
The Clan Alliances	
The Wolfpacks	
<b>Imperial Defense Ministry Forces</b>	248
ISC Gendarmery	
ISC Iron Mastiffs	
Imperial Regulars	249
Trenchers	
Wolfbairns	251
Wolfbane Commandos	
Storm Trenchers	252
Blood Berets	
Individuals	253
Gray Ghost	
Wolfbane Vanquisher	254
Trencher Captain	
Blood Beret Captain	
Wolfbane Packmasters	255
Colonel	
Wolfbane Elder Chieftain	
Sean Gallagher	256

<b>Support</b>	257
Stormtrencher Mortar Team	
The Hurricane Walkers	
Vermin APC	258
Rams Air Cav	259

## **Imperial Clan Forces** 260

<b>Bartholomew Alliance</b>	
Smythe-Axelthorpe Sterlings	
Morgan's Black Berets	261
Charles, The Black Prince of Craecy	

<b>Grand Murdoch Alliance</b>	262
Golden Lions	263
Golden Panthers	
Sergeant Edward S. Murdoch	264

<b>The MacGuire Alliance</b>	265
Dunsim Hunters	
The Rams	
Lt. Colonel Timothy MacGuire	266

## **Wolf Packs** 267

Mourning Wolves	
Warhounds	268
Head Hunters	
Berserkers	269
Pathfinders	
Fenris Bike	270
Hedgehog Necromower	

## **Imperial Armory** 271

### **Chapter 6: The Cybertronic**

### **Megacorporation** 273

#### **The Mishiman Army** 293

The Overlord's Retinue	
Lord Heir Armies	

#### **The Kamakura** 294

Ashigaru	
Ronin Samurai	295
Crimson Devils	296
Faceless	297

#### **The Tokugowa**

Bushido Samurai	
Bushido Dragonriders	298
Tiger Dragons	299
Phoenix Samurai	300

Hatamoto	
Individuals	

Demon Hunter	
Tatsu	301

Liege Lord	302
Amaterasu	

#### **Support** 303

Ashigaru Typhoon Rocket Team	
Arashi Ryuu Field Artillery	304
Ronin Samurai Dragon Packs	305
Ronin Oni Light Battlewalker	
Dragon Bike	306
Divine Wrath Strike Craft	

#### **The Retinues of Lord Heir Moya** 307

Sohei of the Soshomara Temple	
The Nagano Cult	308

Individuals	
Hachiman Masadoka	
Soshomara Enlightened Master	309

<b>Support</b>	
	Kenji Class Meka
<b>The Retinues of Lord Heir Maru</b>	310
	Sohei of the Yorama Temple
	The Tanjuro Cult
Individuals	311
	Moto Yakamochi
	Yorama Enlightened Master
<b>Support</b>	312
	Bushi Class Meka
<b>The Retinues of Lord Heir Mariko</b>	
	The Kikigomae Sohei
Deathbringers	314
Individuals	
	Toshiro
	Yojimbo
	Kikigomae Enlightened Master
<b>Support</b>	315
	312
	Typhoon Class Meka
<b>Mishiman Armory</b>	316
<b>Ki Elements</b>	318
	Soshomara School of Enlightenment
	Bending of the Reed
	Leopard's Leap
	Serpent's Balance
	Alacrity of Suisei
Yorama Temple Ki	
	Blade Dance
	The Tiger's Fury
	Pillar of Stone
	Iron Will
Shirii Temple List	319
	Command of Heaven
	Might of the Ant
	Spiritual Renewal
	Weeping Blade
	Ancestral Aide
Black Temple Ki	
	Death Blow
	Assassin's Shroud
	True Sight
	Pool of Night's Shadow

## ***Chapter 7: The Cybertronic***

### ***Megacorporation***

<b>The Cybertronic Military Battery</b>	321
<b>The Cybertronic Army</b>	337
<b>Military Conflicts and Resolutions (MCR)</b>	338
	Peoples Volunteers
	Chasseurs
	Enhanced Chasseurs
	339
	Machinators MK1
	340
	Machinators MK2
<b>Internal &amp; External Security (IES)</b>	
	Shock Troopers
	341
	Reavers
	342
	Attila Cuirassiers
	The 19 <sup>th</sup> Silent
	343
	Mirrormen
	344
Individuals	345
	PV Captain
	Chasseur Captain
	Shock Trooper Captain

Vince Diamond	346
Dr. Cynthia Diana	
Cyril Dent	
Operations Overseer	347

<b>Support</b>	348
	Cancer Mounted Machine Gun
	Surveiler
	Scorpion Launcher
	349
	Chem.IMN
	TA-6500
	The Juggernaut Division
	350
	Eradicator Death Droid.AP
	Eradicator Death Droid.AV

<b>Cybertronic Enhancements</b>	351
---------------------------------	-----

<b>Cybertronic Armory</b>	352
---------------------------	-----

## ***Chapter 8: Brotherhood***

### ***Army of the Faithful***

<b>The Forces of Light</b>	357
----------------------------	-----

<b>The Dedicated</b>	373
----------------------	-----

	The Dedicated
	First Directorate
	Second Directorate

<b>The Dedicated Units</b>	374
----------------------------	-----

	Trooper
	Elite Troopers
	375
	Paladins
	Arch Primates
	376
	Sacred Warriors
	377
Individuals	
	Cardinal Confessor Dominic, the Sheriff of Luna
	Arch Inquisitor Salvatore Nikodemus
	378
	Redemption Assassin
	379
	Watchmen
<b>Support</b>	380
	Death Angel

### **The First Directorate**

	Pilgrims
	Resonators
	381
	Sentinels
	Fury Elite
	382
Individuals	
	Pilgrim Executioner
	Visionary
	Keeper of the Art
	383
	Keeper Miguel Sandoval

### **The Second Directorate**

	Valkyrie
	Mortificators
	Crucifiers
	386
	Vestals
	Officers
	387
	Inquisitors
	Inquisitor Majoris
	Assassin
	388
	Blessed Vestal Laura
	389
	Mortificator Crenshaw
	390

### **Aspects of the Art**

	Art of Kinetics
	Dissipation
	Overwhelming Presence
	The Cardinal's Crimson Blow
	The Cardinal's Protection



Teleportation	
Art of Dominance	392
The Will of the Cardinal	
Emerald Shroud	
Heed the Word	
Restoration of Faith	
Confusion	
Art of Exorcism	393
Exorcise Barrier	
Exorcise Flesh	
Exorcise Darkness	
Exorcise Spirit	
Exorcise Doubt	
Art of Mentalism	394
Litany of Marksmanship	
Litany of Sovereignty	
Litany of Steel	
Litany of Might	
Litany of Justice	
<b>Brotherhood Armory</b>	398
<b>Chapter 9: The Cartel</b>	401
<b>The Cartel</b>	408
Cartel Security Force (CSF)	
Cartel Doomtrooper Support	
<b>Cartel Security Forces</b>	409
Cartel Field Agents	
Cartel Peace Keepers	
Cartel Security Police (CSP)	410
Darkslayer Mercenaries	411
Cartel Field Surgeon	
CSF Sharpshooter	412
Special Agent Nick Michaels	
Doomtrooper Support	413
Capitol Doomtroopers	
Bauhaus Doomtroopers	
Imperial Doomtroopers	414
Mishima Doomtroopers	
Cybertronic Doomtroopers	415
<b>Cartel Armory</b>	416
<b>Chapter 10: The Infernal Legions of the Dark Soul</b>	417
<b>Minions of the Enemy – The Dark Legion</b>	435
Dark Apostle Forces	
Cult Force	
Horde Force	
<b>The Dark Cults</b>	436
Acolytes	
Initiates	
Sacristans	
Destroyers	437
Individuals	
Reaper of Souls	
Technomancer	438
Necromagus	
Billy, The Dark Prophet	
Warlord Stahler	439
Support	440
Supreme Necromagus	
Summoned Specialists	
Erisian Razide	
Golem of Discord	

Golem of the Void	
Golem of Flame	
Golem of Ice	
Templar Partisans	441
<b>The Horde</b>	442
Undead Legionnaires	
Necromutants	
Cursed Legionnaires	443
Praetorian Stalkers	
Individuals	444
Centurion Preceptors	
Gommorian Emasculator	
Archmagus Valpurgis	
Support	445
Zurion Razide	
Defiler Pods	
Rasputin Bolsheviks	446
<b>Common Support</b>	447
Neronion Razide	
Praetorian Behemoth	448
Reaver Necrotransport	
Unholy Carronade	449
<b>Necrobiotic Enhancements</b>	450
Black Lungs	
Mark of Algeroth	
Bone Calcification	
Dark Premonition	
Necro-Muscles	
Necro-Reflexes	
Dark Sight	
<b>The Legions of Algeroth</b>	451
Neronion Legionnaires	
Necrotyrants	
Infernal Corroder	452
Carnal Harvesters	
Individuals	
Centurion Preceptors	
Tekron Warmasters	
Ragathol	453
Golgotha, The Mistress of Pain	
Nepharite of Algeroth	454
Alakhai the Cunning	
Support	455
Nasca Razide	
Bio-Giant	
The Defiler Pods of Algeroth	
<b>The Diseased of Demnogonis</b>	456
Blessed Legionnaires	
Kadavers	457
Last Ritesman	
Blight Commando Squads	
Cairath	458
Individuals	
Centurion Preceptors	
Voice of Demnogonis	
Nepharite of Demnogonis	459
Shekral the Pustulatus	
Mortis the Virulent	
Support	460
Contagion Colossus	
Defiler Pods of the Befouler	
<b>Ilian: Mistress of the Void</b>	462
Children of Ilian	
Templars	463

Wheeled Templars	
Brass Apocalyps	464
Individuals	
Karak the Keeper	
Sinstress Salandria	465
Nepharite of Ilian	
Vahl'dredd The Hunter	
Support	466
Mercurian Maculator	
Ilian's Defiler Pod	
<b>Muawijhe: The Prince of Madness</b>	467
Screaming Legionnaires	
Karnophages	
Immaculate Fury	468
Zenithian Soulslayers	
Individuals	469
Immaculate Imperceptor	
Zenithian Slaughtermaster	
Angel of Mercy	
Doomsday Proclaimer	470
Bhalaeron the Sandman	
Nepharite of Muawijhe	
Support	471
Ezoghoul	
Defiler Pods	
<b>Semai: The Eternal Liar</b>	472
Heretic Legionnaires	
Dissidents	473
Dark Huntsmen	
Callistonian Intruders	474
Individuals	
Callistonian Sundancer	
Eonian Justifier	
Metropolitan Prophet	475
Heretic Corruptor	
Callistonian Conqueror	
Krayst the Dark Litigator	476
Nepharite of Semai	
Support	
Invidian Reavers	
Soul Reavers	477
Defiler Pods of Semai	
<b>Dark Legion Armory</b>	478
<b>The Dark Symmetry</b>	483
Ethereic Lance	
Aura of Darkness	
Black Karma	
Temporal Compression	
Exchange Essence	
<b>Algeroth, The Patterns of Wrath</b>	484
Apocalypse	
The Devouring Darkness	
Flow of Acid	
Invoke Frenzy	
Necrovisual Symbiosis	
<b>Ilian, The Patterns of Power</b>	485
Void Phase	
Power Void	
Dark Lightning	
Dimensional Storm	
Construct Void Gate	
Soul Wither	
<b>Demnagonis, The Patterns of Pestilence and Decay</b>	487
Spray of Putridity	

Fountain of Filth	
Cloud of Flies	
The Stench of Corruption	
The Wasting	
Plague of Flies	

**Muawijhe, The Patterns of Mindless Abandon & Dreams** 489

Wind of Insanity	
Baffling Call	
Confusion of Conformity	
The Mad Marionette	
Ultimate Nightmare	

**Semai, The Patterns of Mendacity and Corruption** 490

Dark Promises	
False Orders	
Veil of Darkness	
Shroud of the Deceiver	
Misdirection	
Phantom Terrain	

## **Chapter 11: Tribes of Dark Eden**

### **<Eurasia>** 492

**The Tribes of Eurasia** 505

Tribes Army

**Armies of the Tsar** 506

Soldats	
Northern Sons	
Shock Soldats	507
Cossacks	
Individuals	508
Jaeger Commandos	
Cossack Scouts	
Cossack Storm Soldats	
Soldat Kommandant	509
Cossack Kommandants	
Vicar	
Support	510
Soldat Schwerwaffe	

**Crescentia War Parties** 511

Brotherbound	
Jihad Infantry	
Khan's Guard	512
The Lamented	
Individuals	513
Prophet	

Support

Mahout Dervish

**The Army of God** 514

Disciples	
Fusiliers	
Euthanasi	
Corsairs	515
Cavaliers	
Individuals	516
Cavalier Scout	
Heavy Cavalier	
Jobian Patriarch	
Support	517

Greymourns

**The Templars** 518

The Horde	
Gendarme Bestals	
The Gendarme	519
Panthera Cavalry	

Individuals	520
Sabrebeast Cavalry Harpooner	
Gendarme Hunter	
Support	
Verounist Stingray	
<b>Crescentian Prophecies</b>	522
Foreknowledge	
Forethought	
Foresight	
Foreshadowing	
Temporal Dissonance	
<b>Wrought Kin Rituals</b>	523
Shield of Faith	
Stain of the Non-Believer	
Word of the Lord	
Faith Healing	
Sacrifice	
Hand of God	
Armor of God	
<b>Rasputin Armory</b>	525
<b>Crescentian Armory</b>	
<b>Inheritor Armory</b>	526
<b>Templar Armory</b>	527