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1. GENERAL RULES

PRIORITY

If two or more in-game effects, abilities, or rules are triggered or applied at the same time (for example, at the beginning of squad's activation), the player whose squad is currently activated decides the order in which they are to be resolved. If no squads are activated, the player who has won the initiative this turn decides.

COLLIDING RULES

Specific rules override general rules. Thus, when the rulebook and a squad entry contradict each other, the squad entry is correct. The only exception to this rule is "Slow to Reload". Weapons that have this can never increase their ROA, even if a specific rule says so.

CUMULATIVE

Rules are normally non-cumulative. If a model or weapon would be affected by the same ability twice, you can only choose him to be affected once. If two different abilities or card effects have the same effect on the model (e.g. SP(+2)), then the model will be affected by both abilities / card effects.

DICE ROLLS

A 20 sided die, referred to as 'D20' throughout the rules, will be used for all tests, rolls, and rerolls in the game.

If there is a number in front of 'D20', then that is the number of 20-sided dice that should be rolled (i.e. '2D20' = Roll 2 20-sided dice).

REROLL

If a rule allows or forces a player to reroll a die, the die may only be rerolled once (players may not reroll a reroll). If the die is rerolled, the second result must be kept, even if it is worse than the first result.

POWER SHOT

Dice rolls which result in an unmodified result of a 1 are always successful. If the roll was an RS, CC, or WP test, no saving rolls are allowed.

FUMBLE

Dice rolls which result in an unmodified result of a 20 are always a failure. If a model rolls a natural 20 for any attribute test (except Saving Rolls) during its activation, it may spend no further action points in the game turn and is deactivated after completing the action in which the fumble happened.

IN-GAME EFFECT

An effect triggered by a model's or squad's ability, a card played by either player, or by an action performed by a Model.

MODIFIERS

Modifiers follow the mathematical principle: first multiply/divide, then add /subtract (i.e. 3x2+2=8). Any change made to a value is considered a modifier. Where modifiers are a result of a model's ability or any other in-game effect, they are described as follows:

RES(1): RS(+2) should be read as 'Spend 1 resource. The model's RS is modified by (+2) until the end of the turn'.

RES(3): Squad ranged weapons' R(x0.5) should be read as 'Spend 3 resources. The R of all target squad's ranged weapons is reduced by half'.

All modifiers triggered by an in-game effect apply until the end of the turn.

MEASUREMENT

Players may measure any distance at any time during the game. Models and terrain pieces are measured from the nearest point of the model's base to the target's base or footprint.



ATTRIBUTES ON MODELS

A model's stat line represents the attributes of the model. Attributes can be temporarily or permanently modified during a game. Most attributes represent the target number when taking an attribute test on a D20:

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SP	CC/DEF	RS	ST	CON	ШP	LD	U	A	SZ	PTS
5	10/0	10	8	8	13	13	1	20	0	10

No attribute value can be modified below a value of 1, except for the Wound value. No attribute value can be modified above a value of 20, except for Armour value.

If an attribute value is represented by a '-' symbol on a model's profile, it means the attribute cannot be used. A model with such an attribute cannot perform actions or use abilities which require a test based on that attribute. A model that is forced to perform a test based on that attribute is considered to pass the test automatically.

- **SP** This value is used to define how far a model can travel (in inches) when performing a movement action, as well as a model's total movement allowance for a turn.
- **CC** Close Combat. Used when performing a Close Combat test. The second value (DEF) describes how well a model can defend itself in close combat.
- **RS** Ranged Skill. Used when performing a Ranged Skill test.
- **ST** Used when performing a Strength test. This value is also added to a melee weapon's strength when a model attacks with it.
- **CON** Constitution. A model's resilience when resisting factors such as poison or gas, or falling from height. Used when performing a Constitution test.

WP– Will Power. Used when performing a Will Power test, typically to cast and resist psychic powers.

- **LD** Leadership. Used when performing a Leadership test
- **W** Wounds. This value indicates the number of wounds a model can suffer before it is killed. If a model's Wound value is reduced to '0' or less, it is removed from the board as a casualty.
- **A** Armour. Used when performing an Armour test to shrug off a successful hit. If an Armour value includes a second number in brackets e.g. A:18(12) this is the Impenetrable Armour value and represents the minimum value the Armour can be reduced to by any attack. Occasionally an attack will state that no Armour test may be taken, but an Impenetrable Armour test may still be taken. In this case, the model may perform an Impenetrable Armour test using the number in brackets.

SZ – Size. An approximation of the model's size. Added as a positive modifier to close combat and shooting attacks. Also used to determine which screen should be used if there is doubt when establishing line of sight. **PTS** – Points. This value represents how much the model is worth and is used by the players to produce balanced opposing army lists.

ATTRIBUTES ON WEAPONS

Weapons also have stat lines representing the attributes of a weapon



- **R** 'Range'. The effective range of a weapon, measured in inches. For close combat weapons, this is also referred to as the Close Combat Weapon Range (CCWR).
- **ST** 'Strength'. For ranged weapons, this is a modifier to the attribute the target is using to resist the attack (Armour for most attacks, Constitution for Poison and Gas attacks, Willpower for Psychic attacks). For close combat weapons, this value is instead added to the attacking model's Strength and the resulting

value is a modifier to the attribute the target is using to resist the attack.

ROA — Rate of Attack. This value represents the number of attacks the model can make using this weapon during a single ranged combat or close combat action. How these attacks may be distributed amongst enemy models will be described later in the appropriate section of this rulebook.

Type – This characteristic describes a broad category this weapon falls into.

ATTRIBUTE TESTS

In order to pass an 'attribute test', roll equal to or less than the relevant attribute value of the model.

BASES

Models in this game are mounted on bases in different sizes:

Small bases:30mm diameterMedium bases:40mm diameterLarge bases:50mm diameterHuge bases:80mm diameterGiant bases:120mm diameter

For models that have no base, consider instead the 'footprint' of the model.



Dark Legion Golgotha

MODEL FACING

All models have two facings: front and rear. The two facings split a model's base or 'footprint' into two equal 180° parts. We encourage players to mark the bases of their miniatures to show the front / back facing. As vehicles may only travel straight ahead or backwards and are limited in how much they might pivot, it is also recommended that players mark their vehicle bases to show the direction of forward and reverse movement. These markings can help indicate 'left' and 'right' facings of a vehicle if a rule specifically requires them.

If not marked, the front facing will be in the same direction as the model's chest, or the front of the vehicle with the direction of forward and reverse travel perpendicular to that. Models only have Line of Sight (LOS) in their front facing.



LINE OF SIGHT

Every model has a clear view over the whole battlefield unless something like terrain pieces block the view. Models up to SZ(3) may obscure line of sight (LOS) and thus grant cover but they can never completely block the line of sight (LOS) to a target, even if the model appears to do so. Terrain pieces, as well as models of SZ(4) or above, may obscure and can completely block the LOS to a target.

MODELS OF SIZE (0) - (2)

Regardless of their pose, soldiers on the battlefield are constantly moving around, trying their best not to get shot. Players often use scenic bases or special poses for their miniatures. Crouching snipers seem cool until you find out the sniper miniature can't actually look over a small wall!

To support this idea, every model has a size-dependent screen that represents the whole area 'occupied' by a model. If LOS is in doubt, hold the respective screens directly behind the bases of the models involved. If you can see the target model's screen from any point of your model's screen, then a LOS is established. Line of sight is mutual, so if your model can see another, then so can the other model see yours.

MODELS OF SIZE (3) AND HIGHER

These models represent big monsters or vehicles. As tanks normally don't crouch, a screen is not required so true line of sight may be established. If a smaller model (using the screen, if necessary) can see any part of the monster or tank, you have line of sight. Line of sight is mutual here, too.



2. DEFINITIONS

Activated/Deactivated – A squad that is activated can use abilities and/or roll tests described as occurring during the squad's activation. While models belonging to an activated squad carry out their individual activations, the squad is still considered to be activated. A model that is activated may spend action points (AP) and use its abilities (which may require spending AP or resources). A model's activation ends when its owning player declares that this model has finished its activation or activates another model.

Deactivated models and squads are those which have been activated earlier in the game turn and finished their activation or which count as having been activated earlier in the game turn (due to an in-game effect). A squad's activation ends when the last model from this squad finishes their activation.

Abilities – Most models have abilities. If the ability is not spelled out in the unit description, it can either be found in the army special rules or the abilities chapter of this book. Some abilities need to be enabled by paying a resources or AP cost before they take effect; these last until the end of the game turn. Abilities that have no cost are always considered to be enabled.

'At the beginning of squad's activation' — Some abilities can be used and some tests must be taken 'at the beginning of squad's activation', which is the period between the player's declaring an activation of the squad, but before the activation of individual models from the squad.

Autohit - This term describes a hit which is automatically inflicted on the target model, bypassing an attribute test to see whether or not the target model is hit. In case of attacks, it means no CC/RS/WP test is needed and the attack is always successful, but cannot result in a power shot. Autohits are always resolved in the front facing of the target.

B2B - An acronym for 'base to base'. When two model's bases are touching one another.

Close Combat Attack - (also referred to as 'CC attack') - An action, ability, or in-game effect which requires a model to make one or more CC tests to inflict a number of hits on a number of target models.

Counts as - Any action which is described as "counts as X action" follows the same rules as the 'X action' described in the rulebook. For example, an action described as 'counts as a Shooting Action' requires spending AP(1) and its target must be within the model's LOS.

If models 'counts as' another squad, it does not automatically have that squad's rules, but count as models of that squad for purposes of abilities and squad special rules.

If any model or squad is described as 'counts as X-type squad', it means it is affected by all in-game effects affecting the X-type squad (but does not necessarily have all the X-type squad's rules and abilities).

Dividing – If an attribute or range needs to be modified by a mathematical division (for example halved), the result should always be rounded up to the nearest full number.

Destroyed – A destroyed model always counts towards the body count value, regardless of whether the model is physically removed from the table or not. Once destroyed, models cannot regain wounds, be activated, use any abilities, or perform actions and are immune to all effects.

Elevation – Elevation describes the relative position of two models above the table level / gaming board surface level. Two models are standing on different elevations if the vertical distance between those models bases is larger than 'X' (where 'X' the size of either model modified by (+1) in inches). X can never be higher than 3.

Two Soldiers – SZ(0) – are only on the same elevation if the height difference between their bases is no more than 1". The same soldier is considered to be on the same elevation as a Monster of SZ(2) if the height difference between their bases is no more than 3".

Engaged- In order for two or more models to be considered engaged, they must be on the same elevation as each other and within any combatant's CCWR.

Hit – The result of a successful attack. For each failed saving roll against a hit, a model reduces its wound value by 1. Whether a model passes a saving roll or not, it is always classed as having "received a hit".

Marker – Markers are game aides that cannot be attacked, moved, removed or otherwise interacted with via in-game rules; They are either a point of reference on the gaming table or a reminder to indicate a certain game state. Examples would be 'sentry marker' or 'stalk marker'. The former would be placed beside the model as an aid to show he is in sentry mode, the latter is moved around on the battlefield until the squad is spotted or reveals itself.

Ranged Attack - An action or ability which requires a model to make one or more RS tests to inflict a number of hits on a number of target models. Using Psychic(S) powers also counts as a ranged attack, although in this instance WP is used instead of RS.

Recall – Models may be 'recalled' due to a special ability. When they are, they drop all objective markers they are carrying and are then removed from the board to the Reserve. Make a note to remember how many wounds a recalled model already lost.

Relocate - If a model is relocated, the player causing the relocation can place it anywhere within the defined distance where it could be placed legally. He also chooses the model's new facing.

Removed as a casualty/removed from the game – any model 'removed as a casualty' or 'removed from the game' counts towards the body count value (see the Missions Section) and must be physically removed from the table.

Reserve – Models held in 'reserve' have not yet deployed on the battlefield as a result of a special deployment option or have returned from the battlefield due to a special ability. They do not provide resources, nor can they be targeted or affected by any effect or card until they enter the game by being deployed. If they are in Reserve at the end of the game, they count as destroyed.

Stun Effect/Stunned - Models who have received a stun effect count as stunned. They must, at the beginning of their next activation, spend their first AP to recover, i.e. lose the stunned status. A model can be affected by only one stun effect at any one time. If a stunned model is forced to move or perform any actions (by an in-game effect), or if it becomes pinned or broken, it automatically recovers without spending any AP. CC attacks against stunned models become autohits. Vehicles cannot be stunned.

Target Priority - Any action made against an enemy model must be directed at either the closest or largest (SZ) enemy within 12" and LOS. If there are multiple enemies that are equally the closest, the player performing the action may choose which of those models will be the target. Engaged enemy models are ignored for target priority. Models may ignore Target Priority by passing a LD test. If the test is failed, the action point is lost, although the same action could be attempted again, targeting a different model.

B

Tokens – Some cards, abilities or rules may ask to place a 30mm round token as a point of reference. There are two types of tokens:

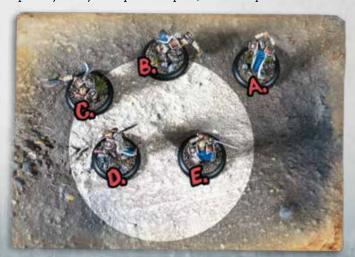
- **1. Permanent Tokens** These tokens have wounds, count as difficult Terrain and cannot be placed on Impassable Terrain. They stay in play until destroyed. For purposes of making attacks against these tokens, they count as structures. Permanent token created by abilities and spells have A(24), W(3) and SZ(0).
- **2. Temporary Tokens** These tokens do not have wounds and are placed as a point of reference and can be placed anywhere on the battlefield including impassible terrain. These are always removed from play in the following end phase.

Towards/Away - When a model must travel towards or away from a specific point, use a tape measure to define a line from the centre of the model's base and the centre of the specific point. The model must then move along this line either towards or away from the specific point.



'Turn' — Some abilities may 'turn' a model, causing it to transform in some way and perhaps switch sides! When a model is turned, replace it with the stated other model, equipped with the standard weapons for that model type. When you turn one of your own models, it rejoins its original squad. When you turn an enemy model, it joins the squad of the model who turned it. In both cases, the new model can be activated normally this turn.

Within – A model is described as being 'within' a measured distance when any part of its base or footprint touches or is inside the measured distance. A model is described as being 'within' a template, base or footprint when its base or footprint partially or fully overlaps the template, base or footprint.



3. THE GAME TURN

BEFORE THE GAME

1. OOC AND OPTIONAL RULES

Agree with your opponent on...

- ... the offensive organization chart (OOC) you would like to use
- ... the point level of your armies
- ... the optional rules you'd like to use

2. PREPARE THE BATTLEFIELD

It is recommended that games are played on a 4'x4' or 6'x4' area. At least 50% terrain coverage is advised so that models have plenty of cover and ample opportunities to advance up the table. Roughly half of that terrain should be large enough or solid enough to block Line of Sight.

Place the three standard Objective Markers on the board (see Mission section).

3. INITIAL INITIATIVE / MISSIONS

First, players choose a mission (see mission section). Then each player rolls a D20 to determine who has the initial initiative. The player with the highest roll may choose to keep the initiative or pass it to the opponent. The player that has the initiative will keep it going in to the first game turn.

4. DEPLOYMENT

Players deploy their armies according to the mission, with the player who has the initiative deploying first. See the Chapter 18: Deployment for details. They then set their Resource Cards aside.

GAME TURN OVERVIEW

CONTROL PHASE

Each game turn starts with a control phase, in which players roll for the initiative and refresh their resources. In the following activation phase, both players will take alternating turns activating their squads until all squads have been activated.

The following steps are performed in the control phase:

- Except for turn 1 (because the initial initiative is used), roll for initiative: Each player rolls a D20. The player with the highest roll may choose to keep the initiative or pass it to the opponent.
- 2. Reset Resource cards

ACTIVATION PHASE

The player with the initiative for this turn has the first activation phase. He must perform the following steps:

- 1. Select a squad to be activated
- 2. If that squad if pinned or broken, it must pass a morale test to recover (see Chapter 15: Morale) before making any other actions.
- 3. Activate any ability that is activated at the 'beginning of the squad activation'.
- 4. If the squad is in Reserve, deploy it using the respective rules.
- 5. Check for squad coherency. If any model is out of coherency, you must restore coherency first.
- 6. Activate models from the squad one after the other

Once all models in a squad have been activated, that squad is deactivated and play moves to the next player, who then activates their chosen squad in the same way. Each squad can only be activated once per game turn.

Players continue this process until all of their squads have been activated for this game turn. If one player has more squads in play than their opponent, they may activate the remaining squads in any order once it is no longer possible to alternate squad activation.

The last squad activated by each player in the previous game turn may not be the first squad to be activated by that player in the next game turn, unless that player only has one squad left.

Once there are no more squads left to be activated on either side, proceed to the end phase.

END PHASE

The following steps are performed in the end phase:

- 1. Check for victory conditions as per mission rules.
- Remove temporary tokens and end the effects of any abilities activated this turn.

- DECIDE WHAT SIZE AND STYLE OF GAME WILL BE PLAYED (BASIC / ADVANCED, OOC AND POINTS VALUE).
- BOTH PLAYERS ASSEMBLE AN ARMY AND DECK IN ACCORDANCE WITH SIZE AND STYLE OF GAME.
- SET UP THE TABLE AND PLACE TERRAIN, THEN REVEAL ARMY LISTS.
- 4. ROLL FOR THE MISSION AND PLACE ANY ADDITIONAL TERRAIN / OBJECTIVE MARKERS REQUIRED FOR THE MISSION.
- BOTH PLAYERS ROLL FOR THE INITIAL INITIATIVE. WINNER MAY PASS THE INITIATIVE TO ANOTHER PLAYER.
- PLAYER WITH THE INITIATIVE SELECTS A TABLE EDGE ACCORDING TO THE MISSION RULES AND DEPLOYS ALL SQUADS WITH REGULAR DEPLOYMENT, FOLLOWED BY THE OPPONENT.
- 7. STARTING WITH THE PLAYER WITH THE INITIATIVE, ALTERNATE DEPLOYING SQUADS WITH STALK, FOLLOWED BY INFILTRATION, FOLLOWED BY PRE-EMPTIVE STRIKE. BOTH PLAYERS NOTE ARRIVAL POINTS OF SQUADS USING FLANK DEPLOYMENT.

TEXT IN BLUE IS FOR THE ADVANCED GAME ONLY.

ROLL INITIATIVE IF THIS IS NOT THE FIRST GAME TURN

ALTERNATE ANNOUNCING WHICH SQUADS WITH FLANK / RAPID DEPLOYMENT WILL DEPLOY OR DELAY THIS TURN.

RESET RESOURCE CARDS

DRAW CARDS FROM THE DECK UNTIL ALL PLAYERS HAVE 5 CARDS IN THEIR HAND.

PLAYER WITH THE INITIATIVE MAY HAVE THE FIRST ACTIVATION PHASE AND ALLOW THE OPPONENT TO PLAY A STRATEGY CARD, OR PLAY A STRATEGY CARD AND LET THE OPPONENT HAVE THE FIRST ACTIVATION PHASE.

ACTIVATE A SQUAD. THIS CAN NOT BE THE LAST SQUAD ACTIVATED BY THIS PLAYER THE PREVIOUS TURN.

PLAY A TACTICAL OR GEAR CARD

IF THE SQUAD IS BROKEN OR PINNED, PERFORM A MORALE TEST TO RECOVER.

DEPLOY THE SQUAD IF IT IS CURRENTLY IN RESERVE.

CHECK COHERENCY OF MODELS IN SQUAD. MODELS OUT OF COHERENCY MUST BE ACTIVATED FIRST!

IF THERE ARE MODELS IN THE SQUAD THAT HAVE NOT ACTIVATED YET, NOMINATE ONE.

BURN 1 RESOURCE CARD, IF REQUIRED, TO GIVE THIS NON-VEHICLE MODEL +1 AP.

ACTIVATE THE NOMINATED MODEL FROM THE SQUAD.

SPEND AP TO PERFORM AN ACTION.

MORE AP TO SPEND

ANNOUNCE MODEL ACTIVATION COMPLETE. DEACTIVATE THE MODEL

IF ALL MODELS HAVE BEEN DEACTIVATED. SQUAD ACTIVATION IS COMPLETE. DEACTIVATE THE SQUAD.

THE OTHER PLAYER NOW GETS AN ACTIVATION PHASE. IF ONE PLAYER HAS RUN OUT OF SQUADS TO ACTIVATE, THE OTHER PLAYER GETS ALL REMAINING ACTIVATION PHASES. ONCE BOTH PLAYERS HAVE RUN OUT OF SQUADS TO ACTIVATE, PROCEED TO THE END PHASE.

PLAYERS MAY DISCARD ANY NUMBER OF CARDS FROM THEIR HAND.

CHECK FOR VICTORY CONDITIONS ACCORDING TO THE MISSION RULES TO SEE IF THE GAME HAS ENDED. IF NOT, REMOVE ANY TEMPORARY TOKENS FROM THE TABLE AND START A NEW GAME TURN WITH A NEW CONTROL PHASE.

TRIGGER FOR "BETWEEN SQUAD ACTIVATIONS"
TRIGGER FOR "AT BEGINNING OF SQUAD ACTIVATION"
TRIGGER FOR "BETWEEN MODEL ACTIVATIONS"
TRIGGER FOR "BETWEEN MODEL ACTIONS"



4. SQUAD RULES

A 'squad' can consist of one model, such as a character, or a number of models. This will be indicated on the squad's profile. Also present on the profile will be the squad type and additional information such as the affiliation to a certain sub-faction or if the squad has special rules that affect building your army. Each squad will also have its own name and its faction's name as a type, in addition to any types already listed. If an ability or effect affects one of those types, it affects all units with that type equally.

Example: All Hussar units count as Hussars, as well as Bauhaus, so if an ability affects Hussars, it would affect them. It would also affect any other squad with the Hussar Type listed.

SQUAD TYPES

There are 4 different squad types:

1. INFANTRY

to infantry squad types. Monsters are another type of infantry that simply take up a different slot in your army organization.



2. CAVALRY

Cavalry are models comprising a mount and a rider. In game terms, the mount and the rider are a single model, with a joint stat line and set of skills. The mount's CC, RS and ST attributes are written under the rider's in the attribute table; the remainder of the stats are 'shared'. Most cavalry models are equipped with separate weapons for the rider and the mount.

Cavalry models follow standard rules with the following exception:

When performing a Close Combat or Shooting action, both the mount and the rider can attack with one of their applicable weapons for AP(1) total using their respective CC and RS values. For Close Combat attacks, the rider and mount use their respective ST values. Other than the above, all tests are resolved using the rider's stat line.

3. VEHICLES

Most units are infantry. There are no special rules common Vehicles have special rules described in the vehicles section. They are divided into light and heavy categories and have further sub-types (walkers, tanks, bikes etc.) that have special rules also described in the vehicle section. While some rules or abilities may allow you to field vehicles as support or even troop choices, they are still part of a vehicle squad and must follow the rules for vehicles.



4. FLYERS

Once per turn, a flying model can choose to take off and fly or land as part of a movement action. Use a suitable marker to indicate whether or not the model is flying this turn.

As long as a model is flying, it ...

- Ignores movement penalties for terrain
- Can move over impassable terrain
- Never counts as engaged
- Cannot enter intact structures.
- Cannot use F / LF type weapons.
- Cannot contest objectives

While flying, opposing models do not receive a negative modifier due to cover when targeting them with a shooting action. For all purposes, including checking for LOS, assume the model(s) hover 4" above the ground. Range to the model is calculated to the base on the ground.

Flyers may be engaged as normal when they land at the end of any movement action. They can leave an engagement by taking off, but receive a Free Slash as normal.



COMMANDERS AND CHARACTERS

SOUAD COMMANDERS

Each squad has a squad commander. Nominate any model equipped with the squad's standard weapons and equipment and clearly mark it before the game starts. In squads comprising a single model, this model is the squad commander. The squad commander cannot be upgraded with special or additional weapons, equipment, or abilities unless the entire squad is upgraded.

In some cases, the squad commander can be upgraded to or replaced with another model. In this situation, the new model retains its own abilities and standard equipment (which may be different from the rest of the squad) and cannot use any of the main squad's options or upgrades.

If the squad commander is removed from play, nominate any model from the remaining squad to be the new acting squad commander (even a model with a special weapon). Also, the squad suffers LD(-2) for the rest of the game. Place a marker next to the squad to remind you they lost their Squad commander. Any special gear on the squad commander, or acting squad commander, is lost when it is removed from play.

The acting squad commander is nominated only for squad coherency purposes. If this model is lost, a new acting squad commander is allocated. If any acting squad commander is removed from the game, the squad does not take any further (-2) modifiers to LD for losing a squad commander.

Squad commanders are 'Guarded' within 2" of a friendly model from the same squad.

CHARACTERS

Characters can act independently or be part of another squad. One character can be attached to a squad at any given time. Characters are 'guarded' if attached to a squad and are within 2" of a friendly model from the same squad.

Attaching and De-attaching a character

Before the game starts, the player may choose to attach characters to a squad. They then count as part of the squad. Squads lose any special deployment option if a character is attached, unless that model has the same deployment option.

To attach a character to a squad during the game, simply move the character into coherency range of the target squad and declare the character is now attached to the squad. The new squad is activated immediately after the character's activation ends unless the squad has already been activated this game turn. In either case, the character is not activated again. You cannot attach a character during a sentry action or if the character is the

first squad you activated this turn. The character does not automatically gain the passive abilities of the squad he is attached to. A squad can use a character's LD if they are attached to the squad. A character may never become the squad commander of a squad he is attached to.

To de-attach a character from a Squad, activate him on this own (the squad they have been attached to is not activated). It may now move freely on the battlefield.

A character can only join or leave one squad per game turn. A character may never attach to squads composed only of other characters.

In some circumstances, a character may be joined by other non-character models, making him the de facto squad commander. In such a scenario, the character's entire squad may still be attached or de-attached to another squad.

THE ARMY COMMANDER

The character in your army roster with the highest LD value belonging to your chosen faction or army is considered to be the commander of your force. If two or more characters have the highest LD, the player may choose which one will lead his army. All squads may use the army commander's LD if at least one model from the squad is within 10" of him.

ADVISORS

Each squad listed with the keyword 'Advisor' in the Type may, for the points stated, be taken in the appropriate OOC slot or may join a Support or Troop type squad before the game begins (in so doing, the advisor does not take up its own slot in the OOC but may not leave that squad during the game). The advisor keeps their own weapons and abilities and does not gain those of thesquad. He is affected by anything that affects the squad as a whole. When the squad takes pinning or break test, the advisor does not roll separately but accepts the result rolled by the squad.



OTHER SQUAD RULES

SQUAD COHERENCY

models become scattered and the squad loses its ability to work as an effective fighting force.

All models in a squad must start their activation within (X) inches of the squad commander where (X) is the squad coherency distance defined in the squad' entry. Measure the shortest distance from the squad commander's or acting squad commander's base to the other model's base.

At the start of the squad activation, if any model in the squad is out of coherency, those models must be the first in the squad to be activated and must first complete any movement action that will return them to squad coherency or bring it as close to coherency as possible. If the model is not in squad coherency after completing the movement action it is deactivated immediately. If more than 1 model is out of squad coherency, activate all of these models in turn and before any other models in the squad.

Models that begin their activation out of coherency whilst engaged in close combat ignore the squad coherency rule, but suffer a modifier to their CC value which reduces it by

If a squad does not state a coherency value, use a default value of 10".

GUARDED

If this model receives one or more hits from a ranged attack, other models in the squad within 2" of the guarded model may be nominated by the controlling player to receive the hit(s) instead. Resolve all hits from the same attack against non-guarded models first as only surviving models may be nominated to 'guard'. Resolve one hit at a time. A nominated model may receive as many hits as he survives. Vehicles and monster type models may not 'guard'.

'GET THE GUN'

Squads have to stick together, otherwise individual When a non-vehicle model is removed from play, any unengaged model from the same squad within 3" (except the squad commander or a character attached to the squad) may try to pick up any one of the removed model's ranged weapons and exchange it for one he is carrying. You may attempt this roll only once per weapon.

Roll a D20. On a roll of...

1-10 The weapon is saved. The model now has the weapon instead of his old weapon. Make a note that the model is carrying the recovered weapon now. Alternatively, replace the recovering model with another model of the same type carrying the appropriate weapon.

11-20 The weapon is damaged and cannot be recovered.

EFFECTS ON SQUADS

It is possible that a squad receives new members (character attaching, models creating new models etc.) or is split into two squads (character de-attaches) while under the influence of an ability, spell or effect, or while it has one or more cards attached. If two squads are joining, the ability / card effect will apply to the new member(s) of the squad equally as long as they are valid targets of that ability or card. If you merge two squads and both have tactical cards played on them, discard yours first (your choice), then your opponent's (opponent's choice) until there is only one tactical card left.

When a squad is splitting up, the splitting model will cease to be affected by any ongoing abilities or effects though they will continue to apply to the original squad. Any card attached to the squad can either stay with the original squad or be transferred to the new squad, chosen by the card's owner.

If a card only affects a single model, the target of the card can never change, regardless if a new squad is formed or an existing one split up.



5. ACTION RULES

ACTION POINTS

AP. Vehicle models have 3 AP.

Activated models that begin their activation already 'engaged' with enemy models have only 1 action point to spend, unless the SZ value of those models is at least 2 lower

For example, a SZ(3) Monster engaged with SZ(0) and SZ(1)models begins its activation with full AP.

Each non-vehicle model in the game has 2 action points or No action except 'Cast' can be performed more than once per model per game turn (see psychic powers for more details).

> The owning player can choose to deactivate an activated model for the rest of the game turn before or after any action, forfeiting any remaining AP.

FREE ACTIONS (O ACTION POINTS)

PIVOT ACTION

At the start of a non-vehicle model's activation, you may change the facing of the model as you see fit, unless that model is engaged.

MELEE MOVE ACTION

If a model is engaged at the beginning of its activation, it may perform a 'melee move' move action before spending any action points. That move action allows the model to

move around in close combat. A melee move does not cost AP but still counts against the models movement allowance for the turn.

- The Melee move must be done within the facing of the nearest enemy model.
- The model performing the melee move must stay engaged with the closest model (or all if tied).
- A melee move may allow to bring other models into the engagement or leave others unengaged.

LIST OF ACTIONS

Walk Action - AP(1)

The model moves up to their SP value in inches. This measurement is made from the base edge or footprint of the model.

Charge Action - AP(1)

The model must have LOS to the target model it wants to Charge. A Charge action can only be made if the model can finish the movement engaged with the targeted model. Target an enemy within LOS that could be reached by moving up to SP value x2 in inches such that the two models are engaged. Move the charging model up to its SP value x2 in inches until it is engaged with the targeted enemy. The model needs to end the movement in the same facing in which the charge action began. If the charging model fails to reach the target, it is immediately deactivated. If the charging model fails to engage the target, it is immediately deactivated. A Charge action cannot be declared if the target is already engaged with the model wishing to charge.

Battle Focus Action – AP(1)

This turn, the model gains (+2) to RS, CC and to it's weapon's ST for the next single attack roll. Additionally, if this is an attack at a vehicle, before rolling, the player may choose the hit location for this single hit instead of rolling for it. If he does, the model does not get the modifier due to SZ to his roll. This action cannot be used with psychic powers. Nominate the roll before you take it.

Evade Action - AP(1)

Place an 'evade' marker next to the model. Any ranged attack against that model suffers an additional (-2) RS or WP as appropriate. Remove the marker at the start of the model's next activation.

Shooting Action – AP(1)

The model makes a ranged attack at a target as described in the ranged combat section.

Close Combat Action - AP(1)

The model makes a close combat attack as described in the close combat section.

Spot -AP(1)

The model tries to 'spot' a stalking squad as described in the deployment rules.

Cast - AP(1)

The model casts a (S), (B) or (D) type psychic power.

Run Action - AP(2)

The model moves up to its SP value x2 in inches. This measurement is made from the base edge or footprint of the Model.

Rapid Fire - AP(2)

The model performs a ranged attack, gaining ROA(+1) and

ST(+1) to their (A) type ranged weapon's and RS(-4). This action counts as a shooting action.

Sentry Action - AP(2)

Place a sentry marker next to the model. The model enters sentry, allowing it a chance to act before or after the actions of an activated enemy model. To react, remove the sentry marker and make a LD test. If successful, the sentry is temporarily activated and may:

to target the model the sentry is reacting to.

No more than 50% of the models in a squad can be placed into sentry. Models remain on sentry until their next activation. Models in sentry are still limited to performing each action once per game turn.

Example: A soldier went in sentry in the last game turn. The opponent has the initiative this turn and activates a squad. The soldier passes his LD test, uses his sentry action for shooting, resulting in a dead opposing model. The same soldier cannot perform any shooting action later this turn.

Use abili 6. RESOURCES

Resources, or RES, are assets that can be used each game **Using RES**: turn in multiple ways. While many squads and their A. weapons have powerful and unique abilities that can be activated by spending RES, you can also use your RES to help individual models with a boost from the generic pool below. Each player has a number of resource cards at his disposal that will generate RES, supplied by the commander and the troop squad commanders.

- The army commander provides 4 resource cards.
- Each troop type squad provides 1 resource card.

Resource cards are not normally removable, however if the army commander is removed from play, 2 resource cards are lost and removed from play. If a troop type squad is completely eliminated, 1 resource card is also removed from play.

It is the controlling player's choice which resource cards they remove (even cards that have been used this turn). Resource cards cannot be returned to the game once they

- To give a selected non-vehicle model an extra action point; can only be used once per model per game turn and must be performed immediately before that model's activation. This additional action point can even be granted to a model about to begin it's activation with 0 AP.
- B. To give the model the 'Heal (+3)' ability during the resolution of a single hit (and for that hit only).
- To activate an ability or weapon ability that requires the use of resources.
- To add an ROA(+1) modifier to a single weapon before performing a shooting or close combat action. Can only be used once per model per game turn.

To spend a RES, the player must turn the resource card upside down. Each resource card grants 1 RES. All resource cards that have not been removed from play are reset during the Control Phase of each turn, ready to be used again.

RESOURCE



RESOURCE CARD

7. ABILITIES

Any ability (X) at a level of (0) still counts, e.g. a model with Fear (0) will provoke an unmodified LD test. If an ability reads (+X), then either add (X) to any existing ability value of the same name or create a new ability with (X) as the new value. Example: Heal (+1) on a model with Heal (2) will result in Heal (3). If the model does not have the Heal ability, it will now have Heal (1). The exception is Critical Force; as all weapons cause at least 1 wound, they can be considered to have Critical Force (1) already.

A model can only use its abilities that have an activation cost (RES, AP etc) once per turn during its activation and a model may not be affected by such abilities more than once per turn.

ABILITY LIST

Bodyguard: Hits can be transferred to this model using the Eagle Eye (X) - The Model can ignore negative modifiers to guarded rule even if they are inflicted by a close combat attack or made by a model with Sniper.

Boost (X/Y): RES (X): The model gains SP(+Y).

Brutal - When this model reduces an enemy model to 0 or less wounds with a CC attack, the victim's squad must immediately take a pinning test.

Camouflage (X) - If an enemy model receives a cover modifier when making a ranged attack at this model, the cover modifier is increased by (X).

Cannon Fodder - Friendly models can target the model with CC, RS, and Psychic (S) attacks and Psychic (D) powers, and can use template attacks where this model would be hit by the template before scattering. All friendly fire rules still apply.

Contempt (X) – This model may reroll pinning, break and fear tests if caused by a model of the type (X).

Crackshot (X) - When the model performs a battle focus action, it gains an additional RS(+X) for that roll.

Dissention (X) - All enemy models within 12" of one or more models with this ability receive a LD(-X). The effects are not cumulative, use the highest dissention value if a Model is within range of more than one model with this ability.

Disposable - A squad whose squad commander or acting squad commander has this ability always passes break

Dodge (X) - A saving roll. Roll a d20 every time the model receives a hit but before any other saving roll would be made. If 'X' or less is rolled, the attack has no effect on the model. This ability cannot be used against hits transferred to the model due to the guarded rule. Power shots cannot be dodged.

Duelist - Once per turn, this model may re-roll a single failed CC test.

Durable – The model ignores the effects of critical force.

shooting to its RS up to an amount of (X) for all of its ROA if it performs the 'battle focus' action prior to shooting.

Enhanced Unblinking Eye: This model may ignore any effects that reduce its Ranged Weapons' Range. Additionally, this model may reroll one unsuccessful RS test per turn, except if the roll is a fumble.

Espionage - Once per turn, the model can use AP(1) to perform an espionage action. Select an opposing player, then this model must pass a LD test. If successful, the selected player must announce which squad they will activate next.

Execution – The model can spend AP(1) to remove another friendly model within 6" from the game. If that model belongs to a squad that is currently broken or pinned, that squad immediately recovers.

Fear (X) - If a model wants to attack a model with the Fear (X) ability in close combat, it must make a LD(-X) test. If the test is failed, the model's CC value is halved. The test is only made once per opposing model and a model can only fail an LD test to resist Fear once per turn.

Fearless (X) - Models with this ability add LD(+X) when testing against models with the Fear ability. If the value of the Fearless ability is at least equal to the Fear ability, the model does not need to make the LD test.

Ferocity (X) – This model adds ST(+X) in a turn where it performs a charge action. In the case of a Cavalry model, only the rider gains the bonus

Follow up – At the end of this model's activation where it performed a close combat action and is no longer engaged, it can move up to 3" towards the nearest enemy model ignoring the movement allowance for this turn.

Frenzy – When performing a charge action, this model gains an ROA(+1) to each of its close combat weapons.

Guardsmen – The model may perform the 'sentry' action for AP(1).

Gunslinger - The model can select secondary targets within 5" of the primary target when performing shooting attacks.

shooting action receive an additional RS(-X).

Heal (X) – A saving roll. Roll a d20 every time the model is about to lose a Wound (after other saving rolls have failed, if they were allowed). If (X) or less is rolled on the d20, the model does not lose the wound. Multiple rolls will be required if the attack had Critical Force(X). Heal cannot be used if the wound is a result of a Power Shot. (X) can never be higher than (8), regardless of any modifiers. This only applies to non-vehicle models.

Hidden Agenda - This model cannot interact with objectives or control table zones. This squad cannot be joined by other models unless the joining model is of the same squad type.

Hurricane of Destruction - This model's CCWR is viable in its front and rear facing.

Initiative (X) – This squad adds a modifier of (X) to the initiative roll at the start of each turn. This modifier also applies to the initial initiative roll made before the game. If multiple squads in your army have this skill, count only the highest modifier.

Leader (X/Y) – If this model is your commander, you may take (X) of squad (Y) as Troop types. All other limitations remain.

Leap (X) – This model can be placed without any negative movement modifiers within (X) inches. This counts as a Walk action but cannot be used to pass impassable terrain higher than (X/2)" with a minimum of 2".

Medic (X) – Any friendly model within 5" inches of this model count as having the Heal (X) ability.

Paired Weapons (X) - The model can use up to two of its equipped weapons of the (X) type in the same action. In ranged combat, both weapons have the same primary target. (X) can be a specific weapon, e.g. (combat knife), or a weapon type, e.g. (HG) or (CC).

Example: a model has 2 combat knives and the ability "paired weapon (combat knife)". He can thus attack with both combat knives in one close combat action.

Predator Senses - The model does not need LOS to make a charge action.

Hard to Hit (X) – All models targeting this model with a Psychic Expertise (X) - The model can cast multiple psychic powers of type (X) in the same turn. Each power can be only cast once.

> Psychic Mastery (X) - The model can cast one psychic power of type (X) for AP(0), where X can be (B) or (D) type, or both. In case of (B/D), the model can cast one power of each type for AP(0).

> Ranger – This model can ignore movement penalties from difficult terrain.

> **Regeneration** (**X**) – At the start of this model's activation, roll a D20. On a result of (X) or lower, the model gains W(+1)up to the starting number of W. In case of vehicles, you may choose the location in which the wound is restored.

Relentless - The model can ignore stun effects.

Repair (X) – A saving roll. Roll a D20 every time the model is about to lose a Wound (after other saving rolls have failed, if they were allowed). If (X) or less is rolled on the d20, the model does not lose the wound. Multiple rolls will be required if the attack had Critical Force(X). Repair cannot be used if the wound is a result of a Power Shot. (X) can never be higher than (8), regardless of any modifiers. This only applies to vehicle models.

Sniper: When performing a battle focus action, the target of the whole shooting action may not be 'Guarded'.

Stay Frosty – The squad does not suffer LD(-2) as a result of losing its squad commander.

Target Identifier (X) - The model receives LD(+X) when performing the target Priority test or when trying to "spot" a stalking squad.

Target Sense – The model ignores the target priority rule.

The Core - This model has Fearless (5), Stay Frosty and cannot use Heal. Additionally, the model receives a stun effect when a fumble is rolled for a CON, WP, or LD test.

Unblinking Eye - This model may ignore any effects that reduce their ranged weapon's Range.

Unbreakable - This model always passes pinning and break tests. If broken or pinned, this model recovers automatically at the start of the squad activation.

8. ARMOURY

WEAPON CLASSIFICATIONS

Each weapon in the game has one or more classifications. Missile Launcher (ML) Many weapons also have special abilities.

Auto (A)

(A) type weapons do not have special rules.

Close Combat (CC)

Weapons listed as close combat weapons can be used in close combat. Close combat weapons cannot be used in ranged combat.

Flamer (F)

Flamers use the flamer template. Flamers do not benefit from battle focus actions.

Grenades (GR)

Grenades have special rules as described in the ranged combat section. Grenades do not have their ST modified when performing a battle focus action. As Grenade type weapons do not target enemy models, they are exempt from the Target Priority rule.

Handgun (HG)

A handgun can be used both as a ranged and a close combat weapon. In close combat, use the ST, ROA, and Type from the handgun's stat line. The CCWR for this attack

Models firing a handgun do not receive negative modifiers to RS due to range.

Heavy (H)

(H) type weapons do not have special rules.

Large Explosion (LE)

Uses the large explosion template and scatters on unsuccessful RS tests. LE weapons do not have their ST modified when performing a battle focus action.

Light Flamer (LF)

Light flamers use the small flamer template. Flamers do not benefit from battle focus actions.

All missile launchers have Slow to Reload.

Psychic (PSY)

Saving rolls against this weapon require a WP test and not an Armour test and thus ignore IA. If an RS test is required, WP is used instead.

Rail (R)

If the RS test is successful, draw an imaginary line from the model making the ranged attack towards each target(s), extending out to the maximum weapon range. Any other model, token and structure within this line (except the shooter) receives a hit on a d20 roll of 1-10 at the weapon's ST. When targeting terrain pieces with a ranged attack, other models within the rail do not get hits.

Shotgun (SG)

Shotguns use the shotgun template as described in the ranged combat section.

Small Explosion (SE)

Uses the small explosion template and scatters on unsuccessful RS tests. SE weapons do not have their ST modified when performing a battle focus Action.

Scoped (S)

When performing a battle focus action, the weapon gains R(+6), ROA(1) and 'Slow to Reload'. Any modifiers due to cover are ignored.



WEAPON ABILITIES

If any weapon has a resource cost in their abilities, those abilities are gained when the cost is paid. Sometimes the ST value of the weapon is changed, too.

Example "RES(2): ST(2), Poison, RES(1): Exploit". If paid for, the weapon could gain both poison and exploit but would have a ST of 2 only.

- **Armour piercing (X)** X is the modifier to weapon's ST against vehicles and structures.
- Concussive (X) any model up to size x that receives a hit with this weapon must pass a CON test or receive a stuneffect.
- **Critical Force (X)** Each hit with this weapon inflicts (X) wound losses on the target. Roll for A only once per hit. Other save rolls (heal etc.) are taken separately for each wound loss.
- **Deadly** Heal rolls cannot be made against hits caused by this weapon
- **Exploit** Any successful A/IA, CON or WP test made by the wounded model must be rerolled.
- · Headshot Powershots with this weapon have Critical Force (2)
- Gas Saving rolls against this weapon are a CON test, and not an Armour test. If a model does not have a CON stat, it is tested off of its Armour stat as normal. IA is ignored.
- Mortar This weapon may be fired indirectly without LOS. If you do, make a RS to see if you 'fumble'. If you don't, scatter the Template d20/2 regardless if you hit. This skill may not be used inside Structures with an intact ceiling.
- **Pinning** When a model is reduced to 0 wounds due to a hit from this weapon, the respective squad must take a pinning test.
- Poison Saving rolls against this weapon require a CON test and not an Armour test and thus ignore IA.
- **Precision (X)** X is the modifier to weapon's ST against non-vehicle models.
- · Short-Ranged Burst This weapon has ROA(+1) when targeting models within 12" with a ranged attack.
- · Slow to Reload The ROA of this weapon cannot be increased by any means.
- Smoke Place a temporary 'Smoke' token at the point where the weapon hits. If the LOS of a ranged attack passes within 3" of the Smoke token, the attacker suffers RS(-4). Effects of multiple Smoke tokens are not cumulative.
- Turret Attacks with this weapon can be made in both the front and rear facing. When attacking with this weapon, the model has LOS in the front and rear facing.
- **Weapon Mode** The weapon has multiple firing modes. A model can only choose one of these when making a shooting action.

EQUIPMENT LIST

Shield (X/Y):

The model receives A(+X) and DEF(+Y) value against hits originating from its front arc.

Gas Masks:

This model can re-roll unsuccessful CON tests against weapons with the gas ability.

Grappling Hooks (X):

This model does not add the first (X) inches of vertical distance to the move distance when climbing and jumping from height and does not need to make CON tests while climbing.

Traps (X/Y/Z):

There are a multitude of traps that can be found on the battlefield. All traps are placed the same way, but may have different effects on models tripping them.

After deployment, but before infiltrators have been placed, you may place your traps on the board. A trap is always represented by (X) 30mm markers. Place them anywhere, but not within 12" of an enemy model.

If an enemy model is within a certain distance to the trap (Y), it goes off! On a roll of 1–15, the tripping model receives the described hit (Z). Traps are removed from the board after they have gone off. On a 16–20, nothing happens. Leave the trap in play.

All Traps have 3 attributes:

- (X) Amount: This is the number of traps you may place per squad equipped with these traps.
- (Y) Tripping Range: If an enemy model moves within this range, the trap goes off.
- (Z) Hit Strength: The tripping model receives a hit with this ST if the trap owning player rolls a 1-15.

9. TERRAIN

GENERAL TERRAIN RULES

TERRAIN AREA

Every terrain feature occupies a specific area on the battlefield; this is referred to as its 'footprint'. To avoid confusion, the players should agree upon the exact footprint of each piece of terrain before the game starts. If the base or 'footprint' of a model is within the footprint of a terrain feature it is considered to be 'within' the terrain.

TERRAIN DIFFICULTY

When moving through a terrain piece, a model may be slowed. Players should agree which pieces are:

There are 3 types of Terrain. Players should agree what their scenery represents before the game starts.

Open – e.g. flat plains, or light hills. Open terrain does not modify movement.

Difficult – e.g. shallow water, bushes, rubble. Difficult terrain modifies movement actions by –3".

Impassable — e.g. deep water, solid rock, pools of acid, etc. Models cannot deploy in or travel through or into this type of Terrain. Models are also considered to be impassable (i.e. you cannot move through your own models)

TERRAIN FEATURES

Players should also agree which features of a terrain piece constitute:

Ramps / Stairs – These allow models to access the upper level of a terrain piece via normal movement, treating the ramps / stairs as open terrain and without requiring a CON test to climb.

Ladders – These allow non-vehicle models to access the upper level of a terrain piece via normal movement, treating the ladder as open terrain and without requiring a CON test to climb.

Access Point – These allow a model to access the interior of an intact structure.

Players should agree which size (SZ) models can use the Intact structures can be occupied as long as the models above terrain features.

Can be physically placed inside the building via an

ARFA COVFR

Some terrain are only representatives of something different. Imagine a large footprint with rubble with 4 trees on it. Players can agree to treat this terrain piece as area terrain. Models that are wholly within area terrain pieces always count as being in cover. Also, those models treat their targets in ranged combat as being in cover unless the attacking model is shooting through 1 inch (or less) of area cover.



RUINED STRUCTURES

These structures could be city ruins, open entrenchments or buildings with no roof. Every structure without a roof is classified as a ruined structure. Each piece of ruined structure terrain counts as difficult terrain.

INTACT STRUCTURES

Structures such as bunkers or buildings with an intact roof classify as intact.

Intact structures can be occupied as long as the models can be physically placed inside the building via an access point. The access point is an entrance to the intact structure such as doors, windows or cracks in the building structure through which a model may pass.

Structures which do not have any access points for models to be physically placed cannot be occupied. Ranged attacks can still be made through access points by models on either side as long as LOS can be established.

MOVEMENT IN TERRAIN

movement have their movement action modified by -3" (see chapter 10). The modifier is only applied once.

Models that start their activation within difficult terrain Models must also consider terrain features to be or enter any number of difficult terrain pieces during impassable during movement as a model cannot occupy the same space as a tree, the wall of a building or even other models. Instead the model must move around or over (if possible) the terrain feature.)

Models may not be deployed in or move through Impassable Terrain.

MAKING ATTACKS AT STRUCTURES

TARGETING TERRAIN AND STRUCTURES

Except for hills, mountains or similar terrain features, players can attempt to destroy almost any terrain piece by directing attacks against it. If in doubt, nominate the indestructible terrain features before the game.

Models making a ranged attack at terrain pieces always succeed in hitting on roll of 1–16 regardless of any modifiers or their RS skill. All close combat attack tests against terrain pieces are autohits. No model can stay engaged with a piece of any terrain piece once deactivated. Terrain pieces do not have a CCWR.

MAKING A RANGED ATTACK AGAINST TERRAIN PIECES

- The player selects a terrain piece as a primary target. A model targeting a terrain piece ignores the target priority rule. If the weapon used has a ROA higher than 1, all shots must be allocated to the same target.
- 2. The test to hit is successful on a roll of 1-16 regardless of any modifiers and the models RS.
- 3. If the player's model passes the test(s) to hit, resolve the hit(s) as normal.
- 4. Consult the 'W and A values of terrain pieces' section.

TARGETING TERRAIN PIECES WITH TEMPLATE WEAPONS

If a player decides to target a terrain piece with a template weapon, only the targeted terrain piece can receive hits, even if the template scatters. Any other model or terrain piece within that is unaffected by this ranged attack. Template weapons with a ST equal to or less than (10) have no effect on terrain pieces (the explosive force is absorbed by the target).

WOUNDS AND ARMOUR VALUES OF TERRAIN PIECES

Each terrain piece in the game has W (Wounds) and A (Armour) values. If not specified, players should agree before the game starts what W and A values the terrain piece will have. Destroyed terrain pieces should be replaced with a terrain piece depicting rubble, if at hand. Otherwise, just remove it. If an intact structure has been destroyed, refer to the 'collapsing intact structures' section.

WOUNDS AND ARMOUR VALUES

STRUCTURE TYPE	A VALUE	W VALUE
Concrete bunker	32	6
Brick wall or building	30	6
Wooden wall or building	24	5
Wooden crates / trees	16	2

COLLAPSING INTACT STRUCTURES

An intact structure collapses when its W is reduced to 0 or less. Replace the collapsed intact structure with a ruined structure of the same footprint (or mark the structure as destroyed). All models and passengers in open transports within the footprint of the collapsed structure take an autohit with a ST equal to the collapsed Structure's A. Models within 2" of the collapsed structure take an autohit at a ST equal to the collapsed Structure's A divided by two. 'Heal' tests cannot be made. Place any surviving models that were within the footprint of the collapsed structure within footprint of the ruin, at the same point, if possible.

All models placed within the Ruin count as pinned, even if they normally cannot be pinned.

10. MOYEMENT

GENERAL MOVEMENT RULES

MOVEMENT ALLOWANCE

The maximum movement allowance (i.e. the maximum distance a model can travel in inches in one game turn) is twice its SP value. Vehicles have a movement allowance of thrice its SP value. Any movement or relocation or placement within (X)" counts against the model's movement limit if initiated by the owning player. Movement allowance is not relevant when the model is moved by an ability or card controlled by the opponent.

A model's minimum movement distance can never be reduced below 2".

Movement does not have to be made in a straight line.

MOVEMENT IN TERRAIN

If a model begins its movement in difficult terrain or passes through difficult terrain during movement, the movement action is modified by -3". It does not matter how many pieces of difficult terrain the model moves through; it only ever receives a single -3" modifier.

Example: A model with SP(5) wants to perform a 'walk' action through difficult terrain. Instead of 5", it may only move 2" during this 'walk' action.

Small obstacles and changes in terrain height may be ignored when moving across the battlefield, without requiring the model to attempt to climb over them, as long as the height is...

1" or less – Applies to models of SZ(1) or lower.

2" or less – Applies to models of SZ(2) and higher. Vehicles must treat this as difficult terrain.

In these cases, don't measure the vertical distance as the model is just stepping or vaulting over the obstacle although if the terrain piece itself is already difficult terrain, modify the movement distance as normal.

If it is higher, the model must use climbing rules to cross this terrain piece. As vehicle cannot climb, they cannot move through or ignore such obstacles unless they are flying, or get on top of them unless there is a ramp.

As described in the terrain section, players should agree, which access point is suitable for models of which size. Models can pass through these access points without penalties.

In a similar fashion, especially large models could move under a bridge or overpass if there is enough room for the model to be placed on the other side. We suggest that large infantry models and walkers can "duck through" under these bridges.

JUMPING AND FALLING FROM HEIGHT

A model which falls from height takes an autohit with ST equal to the vertical distance in inches that the model has fallen, with an additional ST(+6).

Any model which falls from height is always placed in B2B with the piece of terrain it has fallen from.

Jumping or Driving from height

Free Jump:

As part of any movement action a model or vehicle may jump downwards from height. Without suffering the damage resulting from 'falling from height', the model may jump down up to...

2" for models of SZ(0) and lower.

3" for models of SZ(1) and higher.

When a model makes a 'free jump' it does not count the vertical distance as part of its movement. When the 'free jump' is completed, place the model at its landing point as if it is in base contact with its last position before it jumped.

If a model chooses to travel further downwards than its 'free jump' distance, it must use its movement to make the additional distance. Additionally, apply the rules for 'falling from height', but reduce the 'distance fallen' modifier by an amount equal to their 'free jump' distance.

Jumping across gaps

As part of a movement action, models can 'Jump across gaps' between two pieces of terrain. Models can jump across gaps, if the gap distance is no wider than 2".



Bauhaus Etoiles Mortant

CLIMBING

When an obstacle on the battlefield is higher than what a model can pass over without climbing, a non-vehicle model may climb as part of any movement action.

To climb and reach the desired height on the battlefield (up or down), add the vertical height to the movement distance already crossed by that model. . Climbing can only be performed if the resulting distance is less than the model's movement allowance. A model may not climb and end it's movement half way up the side of a building!

If climbing is part of a run or charge action, the climbing model must take a CON(+4) test.

If failed, the model is treated as falling the full distance it was supposed to climb up/down. After calculating any falling damage (without 'free jump'), the model is immediately deactivated. Place the model at the bottom of the vertical position.

Vehicle Models can only pass over obstacles as described in "Movement in Terrain". Otherwise, they have to use ramps or similar terrain features to reach the upper levels of a terrain piece.





11. RANGED COMBAT

A model's ability to shoot is defined by its ranged skill (RS). Terrain and intervening models will affect the Line of Sight (LOS) which may impede the model's ability to hit a target. For further explanation of LOS, see the respective entry in Chapter 1.

You may never choose a friendly model as the target of a ranged attack nor may you place a template over a friendly model when performing a ranged attack (though the template may scatter on to a friendly model). Engaged models may not perform shooting actions.

If any ability states that "no LOS is needed", do not apply the cover modifier that might otherwise have reduced RS because of intervening models or terrain, or abilities that work if the target is in cover (such as Camouflage(X)). These attacks still must be made in the models front facing and any target is hit in the facing directed at the shooter.

RANGED ATTACKS AND TERRAIN

Models can take advantage of intervening terrain when If there is reasonable doubt, the defender decides if there seeking protection from their enemies' ranged attacks. If is cover. the view of a target model is partially obscured such that at least 25% of it is hidden by terrain or an intervening model, the terrain feature or intervening model is considered to be cover and the firing model's RS receives a cover modifier of (-4), regardless of the number of additional pieces of cover that may lie between the shooter and target.

If no part of the target is visible because it is entirely hidden behind terrain, the attacker does not have LOS and the attack can not be made unless no LOS is needed. If no part of the target is visible because some or all of it is hidden behind a non-vehicle model, the attacker still has LOS but will treat the intervening model(s) and terrain as cover as usual.

Claiming Cover

If the shooting model is within 1" of a model or terrain feature that would otherwise count as cover for the target, it does not suffer the cover modifier to shoot through that particular piece of cover. This is referred to as 'claiming' cover.

Lucky Shot

A model cannot make a shooting action at a target which is behind more than 3 pieces of cover unless a 'lucky shot' attempt is declared. On a D20 roll of natural 1 a lucky shot attempt is successful and the target model receives a hit. This is not an RS test and as such the 'power shot' rule is not in effect.

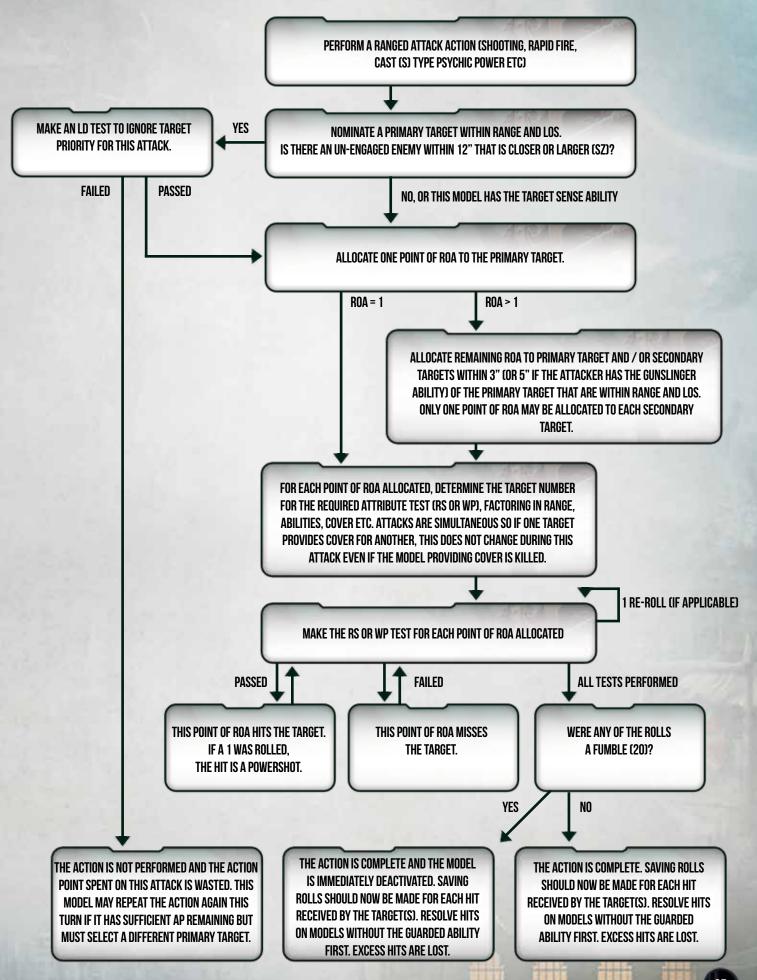
RANGED ATTACK AND RANGE

Weapons lose accuracy at longer ranges and this is represented by an RS(-2) modifier when shooting at targets beyond half their weapon's range.

MAKING A RANGED ATTACK

- Select a primary target within range and LOS of the 2. shooter.
- 1.1 For each ROA > 1, you may nominate a secondary target, which must be within 3" of the primary target and within range and LOS of the shooting model. The primary target must always be allocated at least one shot, any secondary targets may receive a maximum of 1 shot.
 - As all targets are conceptually shot at the same time, the cover modifier for all targets is checked before rolling any dice and it applies for the duration of the attack.
- Make an RS test for each ROA with the appropriate modifiers:
- SZ: Modify the shooters RS by (+X) where (X) is the target's SZ
- Cover: If the target is in cover, the shooter suffers RS(-
- Range: If the target is beyond half of the weapon's range, modify the shooter's RS(-2)
- Battle Focus: If the model used the battle focus Action, modify the Shooters RS(+2) for the chosen attack.
- Abilities may also modify the die roll (example: Camouflage)
- Engaged: If the target is engaged, modify the shooter's RS by (-8)
- For each RS test that is passed, the targeted model receives a hit.

RANGED ATTACKS



Making a Ranged Attack at Engaged Models

If a ranged attack targets an engaged model and that RS test is failed, the nearest friendly model that is engaged with the target automatically receives a hit. In that case, make a pinning test as described under Friendly Fire in the Morale Section

Resolving Hits from Ranged Attacks

Hits may be resolved via saving rolls (see section 13) after all RS tests have been made, after all RS tests have been made for a particular model or individually, whichever is most convenient for the player. However the following rules should always be observed:

- Always resolve hits for a 'Guarded' model last. Only models that have survived their own hits may attempt to protect a model with the Guarded ability.
- Removing a model from play during a ranged attack does not negate the cover it may have provided to other models that were also targets of the same attack.

SHOOTING WITH TEMPLATE WEAPONS

Several weapons use a template. This is described in a ranged weapon's range value as follows:

ABBREVIATION	NAME	TEMPLATE FORM
SE	Small Explosion	3" diameter
LE	Large Explosion	5" diameter
SG	Shotgun	7" trapezoid
SFT	Small Flamer	3.5" teardrop
FT	Flamer	7" teardrop

Some of the weapons have a dual value in their range value. This is the range at which the SE or LE template must be centred or the narrow end of the SG, SFT or FT template must be placed. If a weapon has ST listed in the range value, use the attacking model's Strength as the range.

For Example: A grenade launcher may have a range of 18/SE. The first value under the range value is the effective distance of the weapon (18"). The second value (SE) denotes which template is centred up to the first value of 18". A hand grenade may have a range of ST/SE.

Special Rules for Template weapons

- All template weapons have 'Slow to Reload' (the ROA of template weapons cannot be increased by any means).
- · Template weapons ignore the power shot rule.
- · If relevant, treat all templates as being 2" high.
- If a model receives a hit from a template, the hit is resolved in the facing where the template hit, not in the direction of the attacker.

Making a Ranged Attack with SE and LE Template Weapons

- 1. The player must select primary and secondary targets as normal.
- 2. RS tests are made as described above.
- 3. For each RS test that is passed, center the relevant template over the targeted model. Each model within a template receives a hit from each template it is within.
- 4. For each RS test that is failed, scatter the point of impact from the intended target then centre the template over this point.
- 5. Resolve armour tests as normal.



Making a Ranged Attack with Grenade (GR) Weapons

Grenade-type weapons (GR) that use the SE or LE template follow the normal rules of making a ranged attack with a SE/LE weapon with the following exceptions:

- GR type weapons that use the FT or SFT template follow the above rules but instead of centering the template, the template must be placed with the narrow end touching the target point. The narrow end must also be the closest part of the template to the attacking model.
- · Instead of nominating a target model, the player nominates any point on battlefield within LOS and range.
- Some grenades use the model's ST value to represent how far the grenade can reach in inches.
- · For each RS test that is a fumble, the grenade explodes on the shooter. The Template is centered on this model and does not scatter. For GR that use the FT or SFT template instead, do not centre the template over the shooter. Instead, the shooter simply receives a hit.

Scattering of an Explosion Template

When a SE or LE template scatters, center the template over the nominated target with the number 1 on the template pointing towards the shooting model.

Roll a D20 and half the result. Refer to the template to see which direction the template will scatter.

Next, roll a D20 and half the result. Move the template a number of inches equal to the second result. Any model with its base or footprint within the template receives a hit.

Grenades scatter D20/4" instead of D20/2"

Making a Ranged Attack with Flamer (F) Weapons

When making a shooting action with a flamer-type weapon (F), place the template so that the narrow end is in B2B with the shooting model and the whole template is entirely within the shooting model's front facing. Any model within the template or engaged by a model within the template receives a number of hits equal to the weapon's ROA at the flamer weapon's ST.

Intact Structures and Flamer (F) Weapons

Flamer-type weapons (F) can be used against squads occupying intact buildings to great effect. If any part of the template reaches an access point of a structure, roll a D20 for each model in the structure, regardless of their location. On a roll of 1-8 the model receives a hit. Ignore this rule if the attack comes from within the building and the only models under the template are located outside the building

Wall of Flame

Any model with an F type weapon can perform a 'wall of flame' ranged attack for RES(2). This counts as a shooting action. Place two temporary tokens onto the battlefield up to 8" apart, both of which must be within 8" of the shooting model

Any model that moves between or through the tokens during their activation or begins its activation there, immediately takes an autohit at the unmodified ST of the flamer weapon.

Making a Ranged Attack with Shotgun (SG) Weapons

Place the template so that the narrow end is in B2B with the shooting model and the whole template is entirely within the shooting model's front facing.

Make an RS test with 1D20 per ROA of the shotgun weapon for each model within the template. You may re-roll any failed rolls. Shotguns ignore negative modifiers for range.

12. CLOSE COMBAT

GENERAL CLOSE COMBAT RULES

Close Combat Weapon Range (CCWR)

Close combat weapon range is a distance measured in inches within which a model can make a close combat attack. CCWR is listed under the weapon's range. CCWR is only viable in the front facing. You may measure CCWR anywhere within the same elevation.

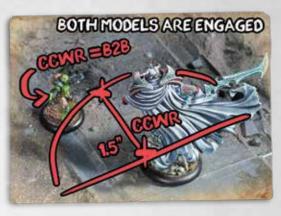


Defence Value

Every model's CC attribute has a Defence (DEF) value after the dash, which rates his ability to defend himself in close combat. The Defence value is subtracted from the attacking model's CC value.

Beginning an Engagement

There are many ways for a model to end up in melee. If at any point a model has an enemy within its CCWR or that model is within at least one enemy's CCWR, it counts as engaged as long as they are both on the same elevation. Models can be engaged through terrain gaps or access points narrower than either engaged models bases but only if their CCWR is sufficient.



Charge Actions made from Height

Models can declare a charge action from height, jumping on their poor victim from a high vantage point.

Models which charge from height gain ST(+4) for their first close combat test in the same game turn, must complete a charge action following the rules for 'jumping from height'.



Close Combat Attacks against impaired models

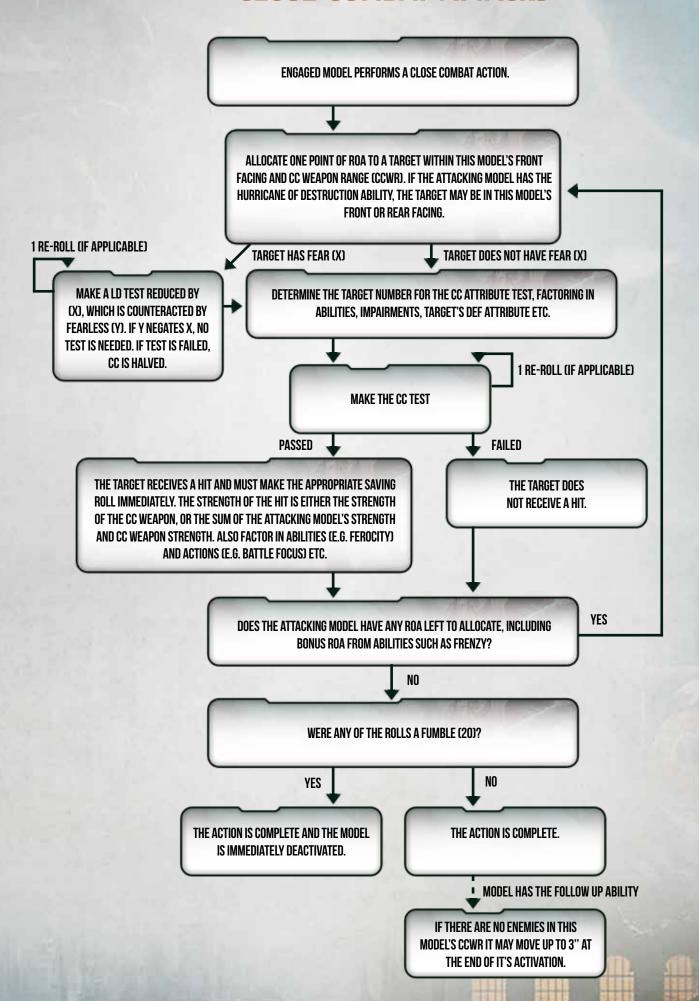
CC attacks against pinned models gain CC(+4). CC attacks against 'stunned' models automatically pass. A Model can be attacked in its rear facing if the attacker is completely within the rear facing of the targeted model. In this case the attacker gains CC(+4).

MAKING A CLOSE COMBAT ATTACK

A model must be engaged in order to perform a close combat action. Only CC and HG type weapons may be used in this attack.

- 1. Select one target in the attacking model's CCWR.
- 2. Make a CC test with the following modifiers:
- DEF value: Modify your CC value by (-X), where (X) is the targets defence value.
- SZ: Modify your CC value by (+X), where (X) is the targets SZ.
- Abilities may also modify the die roll.
- 3. For each CC test passed, the target receives a hit.
- 4. Resolve the hit immediately by making the applicable saving rolls (see section 13) The ST of the hit is either equal to the attacking model's ST plus the modifiers from the weapon (+X) and any other sources or a fixed value (X).
- 5. If the attacker uses a weapon with an ROA greater than 1, repeat this process again until the weapon's entire ROA has been used. You may choose a new target for each attack roll.

CLOSE COMBAT ATTACKS



DISENGAGING FROM CLOSE COMBAT

DISENGAGE

Models which move out of their opponent's CCWR for any reason are classified as disengaging. They may be subject to a Free Grab, and will (additionally, if the Grab attempt fails) be subject to a Free Slash. Only when that model is no longer in an opponent's CCWR and no opponent is in that model's CCWR is the model considered to be no longer engaged.

FREE GRAB

If a model is disengaging from an enemy with a bigger size value m value, the disengaging model must first pass a ST test. If close cor the test is failed, the model moves along it's declared path but must end it's movement within the opponent's CCWR and is no longer considered to be disengaging. Ignore this location. rule if the 'disengage' is forced (i.e. failed break test).

FREE SLASH

If a model is disengaging from an enemy that otherwise has no enemies in his CCWR or moves through the CCWR of such a model, the disengaging model takes a 'free slash' autohit immediately from all enemy models whose CCWR the disengaging model leaves. The ST of the 'free slash' is equal to the St of the model/vehicle that is performing the 'free slash' plus their highest close combat weapon ST x2.

Vehicles and models using a CC weapon with a fixed ST value making a free slash use the unmodified ST of their close combat weapon.

Free slash against Vehicles is made against a random location.



A model may have a variety of different options to prevent it from losing a wound. All models have an armour value as described in their attributes; some models may have Heal or Dodge.

ARMOUR TESTS

The armour value represents the strength of the wearer's armour. The higher the armour value, the better the armour is.

Some armour values have a second number in brackets. This bracketed number represents their Impenetrable Armour (IA). Instead of rolling the regular armour test, you can always choose to roll on the IA value. You can do this even if the regular armour is reduced to less than the IA value or an attack states that no armour test may be taken. Impenetrable Armour cannot be used in situations where an attribute other than Armour is used to resist the attack, e.g.

Impenetrable Armour cannot be used in situations where an attribute other than Armour is used to resist the attack, e.g. WP or CON.

Some attacks may state that the Armour is halved. In these instances, the Armour is halved before applying any additional modifiers.

CON AND WP TESTS

When the attack requires a model to save using a value other than it's armour, a model attempts a saving roll using that attribute instead. The Strength of the weapon / attack will still modify this attribute.

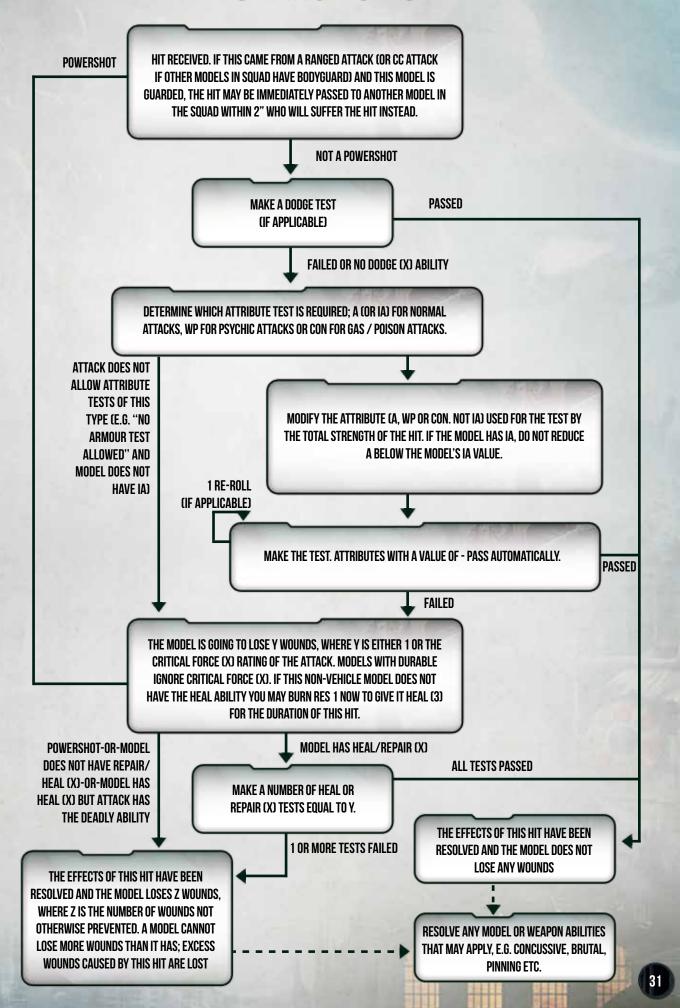
WEAPON STRENGTH

The strength (ST) of the weapon also modifies the armour value. When making an armour test, subtract the strength of the attack from the armour value. This is the target number a player must roll equal to or less than on 1D20 to prevent the model losing a wound(s). Weapon abilities such as Precision (X) or Armour Piercing (X) may modify the ST of the weapon depending on the nature of the target.

ORDER OF SAVING ROLLS

- 1. If the model has the Dodge (X) ability, roll for each hit to prevent receiving it.
- 2. Roll the armour test (or WP, or CON, depending on the nature of the attack) for each hit.
- 3. If the attack has the Critical Force (X) ability, each hit will inflict not one but (X) wound losses.
- 4. If the model has the Heal (X) ability and the attack does not have the Deadly ability, roll for each wound loss.

SAVING ROLLS





14. PSYCHIC POWERS

In order to use a Psychic Power, a model must perform the cast action. A model can cast more than one power in the same game turn, but may not cast the same power or type of power (B,D or S) twice. Psychic Powers are often a separate upgrade and thus not listed in the model's ability list, but still count as abilities.

There are three types of psychic powers:

Shooting (S)

Casting a Shooting (S) type psychic power counts as a 'shooting' action and follow the rules for 'Making a Ranged Attack' in section 11, but instead of using RS, the model's WP value is used. Any modifiers to RS apply to WP when using an (S) type power. If a model receives a hit from a (S) type psychic power, it must resist using its WP value and not its armour (thus, impenetrable armour cannot be used). All (S) psychic powers have 'Slow to Reload' and do not benefit from the Battle Focus action.

Buff (B)

When casting a Buff (B) type psychic power, it can only target and affect friendly non-vehicle models. The caster must have LOS to the target and pass a WP test. The effect of the (B) type psychic power dissipates at the end of the game turn. An engaged model may perform the cast action to cast a (B) type power and a (B) type power may target engaged models. As psychic powers are considered abilities, a model can be affected by multiple (B) type powers per turn as long as they are different powers.

Debuffs (D)

When casting a Debuff (D) type psychic power, it may target an enemy model, squad or even a piece of terrain. The effect will specify who is affected (e.g. "This model has..." affects a single model only). The caster must have LOS to the target and pass a WP test. The effect of the (D) type power dissipates at the end of the game turn. An engaged model may perform the cast action to cast a (D) type power and a (D) type power may target engaged models. As psychic powers are considered abilities, a model can be affected by multiple (D) type powers per turn as long as they are different powers.

If not stated otherwise, all (D) type Powers have the following stat line:





15. MORALE

Morale tests may be required at certain points within the game, such as when resisting the effects of Fear (X) or rally after suffering heavy losses. They are made by taking a LD test using the squad commander's (or acting squad leader's) LD value with any applicable modifiers. If the test is failed, the model or squad will suffer a negative effect depending on the kind of morale test being taken:

Friendly Fire

If a model receives a hit from a source originating from their own army, they must take a pinning test immediately after resolving the hit.

Pinning

There are many weapons and effects in the game that force a squad to take a pinning test (e.g. psychic powers or weapon abilities) and a squad can only be forced to make one pinning test per game turn regardless of the source. Pinned squads have A(+2) against ranged attacks, but are SP(0) and have their RS and CC halved until they have successfully 'recovered from pinning'. Close combat attacks made against a pinned model have CC(+4). A squad that is already Broken automatically passes pinning tests.

Morale Test to Recover from Pinning

To recover from pinning, at the beginning of the squad's activation, the squad must attempt to 'recover from pinning' by taking a morale test. This attempt costs all models in the squad AP(1) and must be repeated if failed the first time. If both attempts fail, the squad is deactivated and remains pinned.

Broken

When a squad loses 60% or more of the squad members in one game turn (100% equals the number of models in the squad at the start of the game turn), a 'break test' must be taken. Take the test after the action that caused the last loss.

If the test is failed, the squad is broken. Broken squads instantly recover from pinning and must immediately travel their SP value x2 in inches towards the nearest board edge, taking the shortest route possible. The forced movement ignores the regular movement allowance of the broken models and costs AP(0).

Broken models cannot complete any action except for 'recover from broken'. Broken models cannot interact with objective markers or hold table zones. Close combat actions made against a 'broken' model are passed automatically. Broken models will not voluntarily enter any opponents CCWR (they will try to move around that model).

If the models reach the board edge before recovering, they are removed from the game and count as destroyed.

Morale Test to Regroup from Broken

To regroup from being broken, at the beginning of the squad's activation the squad must attempt to 'regroup from broken' by taking a morale test with LD(-2). This attempt costs all models in the squad AP(1) and must be repeated if failed the first time. If both tests fail, the models continue their movement to the nearest table edge as described above.

16. VEHICLES

GENERAL VEHICLE RULES

VEHICLES AND MORALE

All vehicles are unbreakable.

ADDITIONAL ATTRIBUTES OF VEHICLES

In addition to the details normally found on a profile, vehicles have the following attributes on their stat line:

Vehicle Hit Locations

Instead of having a single set of W and A values, vehicles have several hit locations (as indicated on the hit location table), each with their own W and A values. Unless an attack specifically targets a particular location (for example, via the Battle Focus action) hits will be randomly assigned to a location displayed on the vehicle's stat line. If a location is reduced to W(0), the location is disabled and this will either result in reduced functionality or the destruction of the vehicle itself! Further hits to that location will instead be allocated to the vehicle's 1-10 hit location. As long as the vehicle has not been destroyed, lost wounds can be repaired (up to the starting number of wounds) by certain abilities, psychic powers or cards, even if the hit location has been disabled. A location reduced to W(0) that has at least 1 wound repaired is no longer considered to be disabled.

Rear Armour Value

All locations have their A value decreased by this amount when an attack hits the vehicle's rear facing.

DESTROYED HIT LOCATIONS

When a hit location is reduced to 0 wounds, the vehicle is either destroyed or heavily impaired:

DA	TA .
LOCATION	EFFECT
1-10 (Hull, Body etc.):	The vehicle is destroyed, but remains in play as a piece of difficult terrain.
11-14 (Weapons etc.):	Disabled. The vehicle may no longer use its main weapons
15-18 (Driving System, Tracks etc.)	Disabled. The vehicle cannot move or pivot. Flying vehicles will suffer a 'crash landing'
19-20 (Engine, Core etc.):	The vehicle explodes. All models within D20/5" receive a ST(10) autohit. Remove the
	vehicle model from the game.

VEHICLE TYPES AND SPECIAL RULES

in order to pivot. Bikes cannot 'Ram'.

Jet Bikes - Jet Bikes must travel at least 1/2 of their SP every turn if they are not engaged and their drive system is not disabled. Jet bikes can pivot at any time during a move action. Jet bikes are not slowed down by moving through difficult terrain. They cannot travel through impassable terrain, except if moving over friendly or enemy models on small or medium bases. Jet Bikes cannot 'Ram'.

Walkers - In addition to a move action pivot allowance, the vehicle can pivot 90 degrees for AP(0) during its activation.

Bikes - Bikes must travel at least 1" as part of a move action Heavy Walkers - In addition to a move action pivot allowance, the vehicle can pivot 45 degrees for AP(0) during its activation.

> Tanks - Tanks may only pivot as part of a move action. A tank can pivot at any point during its move action. Tanks cannot perform the charge action.

'Crash Landing'

Models that perform a 'Crash Landing' perform a free 'ram' action, moving straight ahead D20/2" (ignoring vehicle type restrictions and movement allowance). At the end of the movement, randomly determine the models facing. The model receives a ST(18) hit on the hull location and cannot move or pivot while location 15 - 18 is disabled.

VEHICLE ACTION RULES

Action Points: All vehicles have 3 AP.
Vehicle can only complete the following regular actions:

- Close combat
- Battle focus
- Charge
- Spot
- Cast
- Melee move action

In addition, they can perform the following types of vehicle actions:

- Vehicle shooting actions
- Vehicle move actions
- Vehicle special actions

VEHICLE SHOOTING ACTIONS

Only one type of shooting action described below can be performed per model activation.

Fire -AP(1)

Perform a shooting action with any one ranged weapon the vehicle is equipped with following the rules in the ranged combat section.

Torrent of Fire - AP(2)

Perform a shooting action with each of the model's ranged weapons simultaneously, following the rules in the ranged combat section. Each weapon can choose a different primary target.

VEHICLE MOVE ACTIONS

Only one type of move action described below can be performed per model activation.

Tactical Move - AP(1)

Move the vehicle up to SP value of the vehicle in inches. Pivot allowance: 45°. As a part of a tactical move, vehicles (except jet bikes and flyers) can reverse in a straight line.

Combat Move - AP(2)

Move the vehicle up to SP value of the vehicle in inches x2. Pivot allowance: 90° .

Fast Move – AP(3)

Move the vehicle up to SP value of the vehicle in inches x3. Pivot allowance: 180°

Ram - AP(3)

This action cannot be completed by Bikes or Jet Bikes. See below for the rules on Ramming.

Full Throttle – AP(3)

Bikes and Jetbikes only. May not be performed if the vehicle is a Transport with embarked models.

Move the vehicle up to SP value of the vehicle in inches x3 + 6. Pivot allowance: 180° This may take the vehicle past its regular movement allowance. The vehicle takes an autohit with ST(15) on the 15–18 hit location.



PIVOTING

Vehicles may change their orientation by pivoting on their centre point. Pivoting does not reduce the vehicle's movement allowance. Depending on the type of vehicle, pivoting can cost action points or may be made as part of a vehicle move or charge action. When charging, vehicles have a pivot allowance of 45°.

RAMMING

Vehicles may try to ram any target. Measure straight ahead from the vehicle performing the ram action, up to SP x 2 in inches. Nominate a point along that line. Non-vehicle models in the vehicle's path on its way to that point must pass a CON test to avoid being rammed. If the test is passed, the model successfully dodges the ramming vehicle; move the dodging model the minimum distance needed to avoid the path of the ramming vehicle (ramming model's player's choice). Engaged models must stay engaged, if possible. Ignore the free slash rule for all models that are moved because they were rammed. When ramming, vehicles have a pivot allowance of 45° (pivot before or after the ram).

If this move brings it into B2B with any model refer to the following rules:

Ramming Non-Vehicle Models of Lower Size

If the CON test is failed, the rammed model receives an autohit at a ST equal to the distance the ramming model moved from the start of that action to that point it would collide with the model, with an additional modifier of (+5). After resolving the hit, the rammed model will be moved out of the way as described above if it was not removed from the game, then the ramming model continues its movement until the nominated point has been reached.

Ramming Vehicle Models or Models of Equal or Higher Size

If the CON test is failed, both models receive an autohit at a ST equal to the distance the ramming model moved from the start of that action to that point it would collide with the model, with an additional modifier of (+5). If ramming a vehicle there will be no CON test to dodge out of the way and both models suffer 1 additional autohit at the same strength for each full 6" moved by the ramming model then the ramming model is then halted.

Continue this movement until the nominated point has at the end of their movement unless they have the Ranger been reached or the ramming model is halted. MOVING THROUGH TERRAIN

Walkers / Heavy Walkers / Tanks / Bikes: These vehicles are not slowed down when moving through difficult terrain, but take a ST(12) autohit on their 15-18 Hit location

COMBAT AGAINST VEHICLES

MAKING A RANGED ATTACK AT A VEHICLE

When a vehicle is the target of an attack, make an attack
If a vehicle is targeted by a Psychic Power, roll for the hit roll as normal. Then, roll a D20 for each hit allocated to the vehicle and refer to the hit location table to see where the attacks have landed . If your attacking model has performed the battle focus action this activation, you may declare that one point of ROA may benefit from the action, trading the RS bonus due to the vehicle's SZ for the opportunity to pick the location, as long as that attack hits.

location as normal but use the vehicle's WP for the armour test instead of A for that location. WP is not reduced by the vehicle's Rear Armour Value.

TRANSPORT VEHICLES

Infantry Characters, may be transported by friendly vehicles with the Transport (X) squad type. X denotes the capacity of the transport, calculated based on the SZ of the boarding models modified by (+1). Models of SZ(2) and higher cannot board transports. At any time, a transport vehicle or a squad of transport vehicles can transport models from a single squad only.

For example: A transport (6) vehicle may hold six models from the same squad with a SZ(0), three of SZ(1) or any combination of SZ(0) and SZ(1) models from the same squad not exceeding a total of (6).

Models cannot embark and disembark in the same turn. Transported models do not count the distance travelled while embarked towards their maximum movement allowance per turn.

ENTERING A TRANSPORT

Squads can be deployed already embarked either via regular deployment or Preemptive Strike if both the transported squad and the transport vehicle share the deployment option.

Alternatively, during the game, a model within 2" of a transport vehicle and within its rear arc may perform an Embark action for AP(1). It then immediately boards the vehicle and is deactivated. Remove the model from the board and place a marker next to the transport to show the model is embarked.

EXITING A TRANSPORT

A transport vehicle that has moved no more than 2x its SP earlier this activation can perform a disembark action for 1 AP. Place all transported models within 2" of the transport vehicle and within its rear arc. The transport vehicle then continues its activation if it has AP left.

Troop and/or Support type models, as well as attached All models in the disembarked squad start their activation with AP(1) less than normal and count as having moved the full distance of 1 move action in inches. This does not count as a walk action. If the models are placed engaged with any enemy model, they start their activation with 0 APs. However, they may still use a resource card to gain an extra AP.

DESTRUCTION OF THE TRANSPORT VEHICLE

If a vehicle transporting other models is destroyed (or explodes), place all transported models as close as possible to the vehicle before removing the vehicle or applying the effects of the explosion. Every transported model then receives a ST(16) autohit in addition to any hits from the normal effects due to the vehicle being destroyed. All surviving models receive a stun effect.

SQUAD COHERENCY AND ACTIVATION

Squad coherency for transported squads is measured from the transport vehicle squad commander.

While aboard, transported models start their activation with AP(1), regardless of whether the vehicle is engaged or not, and may not have their AP increased by any means.

Except in the turn when they embark or disembark, the transported squad activates immediately after the transport vehicle (before the opponent's activation). When the transporting vehicle performs the disembark action and the transported models are placed on the board again, the transported squad must be activated normally, later in the turn.

If a model in a squad which has other models on board a transport vehicle begins its activation outside a transport vehicle, they must either perform the embark action as the first action in their activation, or count as being out of coherency. Embarked models may not use abilities which require spending AP or RES.

TYPES OF TRANSPORTS

Enclosed Transports

Models aboard an enclosed transport are immune to any damage and all in-game effects and cannot be targeted. In their activation they are deactivated immediately after their activation.

Open Transports

Models aboard open transports can perform shooting actions with (HG) and (A) type non-template weapons and psychic powers, close combat actions and cast actions, however they receive a (-4) modifier to CC, RS, and WP. Transported models use the vehicle's LOS for their attacks, and treat the vehicle's base as their own for the purposes of determining who they can attack in close combat (however, they still count as mounted on their own base size for all other purposes).

Models within an open transport vehicle can be attacked in close combat instead of the vehicle, but the attacker receives CC(-4). They can be targeted with a ranged attack only if the attacker has first performed a battle focus action; the attacker also receives RS(-4).

Embarked models in open transports are vulnerable to template weapons or other area damage effects (token, spells, collapsing buildings, Rail weapons etc.) as normal.

Transport Squads

While some transports are single vehicle squads, some transports are multiple vehicle squads (like bike squads). Each model from this squad has its own Transport (X) ability. All vehicle models in one squad of transport vehicles must transport models from the same squad. Place the transported model next to the transport as a reminder which transport carries whom.

The door to the command hut flew open, the grunts scampering out of the way as a powerful-looking man carried an officer out by his belt and collar. The officer was flung several metres, landing face-first in the mud.

The powerful-looking soldier was clad in the bulky armour of a Banshee, and through the rain the grunts could make out a wide chin and

a well-manicured beard before the figure turned on its heel and disappeared back into the hut. The muddied officer picked himself up and faded into the cold drizzle, shame-faced. All around, the grunts went back to the job of staying

warm and dry. Several of them gathered under the roof of a nearby stores hut. 'That new CO is intense! Who is he?' Williams rubbed his hands, trying to regain circulation.

Newmann shrugged in response. 'Who cares?' 'I care. If we're following him into battle, I'd want to know what he's like.'

'Look, he's some big-shot Lt. Colonel from down south somewhere. That's all you need to know.' 'I heard he was some sort of super-soldier. I heard he rebuilt a Shark from scrap and he's a member of all the Special Forces. He's killed a

'Sure, kid. And he fought alongside the Cardinal and he killed a bajillion Necromutants and he gets his-' Newmann was interrupted by a tall, broad-shouldered man's booming laugh. The stranger was swathed in a thick cloak to keep the rain

'Got something to say, buddy?' Newmann seemed a little edgy.

The stranger held up a gloved hand.

'No offence, friends. I just happen to know your CO. Personally.'

'You some sort of officer?'

'No. I was a grunt alongside your boss one day in the line. And one hell of a day it was.'

'What, back before he was a Colonel?'

The two grunts listened. The stranger rubbed his close-shaved head and fixed them with his flinty gaze. 'We were up for this big attack on the Citadel of Saladin. He's one big, mean bastard of a creature. He likes to take to the field with

'We were supposed to change that. Big pushes were on all around the citadel to draw him out. When he obliged, we were part of an air cavalry force that was gonna go in to cut him off ...and kill him. That was the theory, anyway. 'It was such a sight, you should've seen it. There we were a dozen Sharks, two companies of Banshees, and us Free Marines loaded

into Blackhawks. It made the heart pound, being in the middle of all that hardware, y'know? Felt like a real charge of the air brigade.

But command stuffed it in the trash. When we got there, Saladin must'a been tipped off. We got ambushed by a horde of the damn things- Necromutants, Razides, lesser Nepharites...

But we had a job to do, and the whole force tried its damnedest. We got dropped straight into getting our faces ripped open by the 'mutants. Those bastards just stood there and took everything we threw at 'em. The Banshees screamed in and were swarmed by the undead. Those guys can fight, let me tell you. But they're only human-eventually they got dragged down, one by one.

The Razides were having a field day dropping those sharks. The guys knew it, too, but they kept coming. Every pass got them closer to Saladin himself, the big blue guy sitting pretty up on the hill. Damn thing seemed emotionless, like this was all beneath him. He'd take a

'Sanders, Captain Sanders as he was then, went nuts seeing this. He took up his weapon and charged. We thought he'd snapped, but then he started yelling for us to join him. He led a charge that actually managed to break through the lines of the undead. There's a lot of The stranger tapped his temple for emphasis.

'So you won? You killed this Saladin guy?'

The stranger laughed again, and Newmann shot Williams a foul look.

Boy, you are a find. If he'd killed Saladi ...wow. You'd see him in the vids. You'd see him everywhere on posters. Saladin's only the biggest Williams frowned sheepishly.

But I'll tell you what he did do. He got Saladin to back off. The big sucker even started to look worried. When our choppers peeled off and the airstrikes came in, he disappeared-clearly it wasn't his time to stick around. He just up and left us fighting through a wall of his

But Sanders didn't stop even though one arm was hangin bloody and useless. There was something pushing him further. I led my own platoon to help him, and we managed to corral the legionnaires in a ditch. Popped 'em, one at a time, execution style.' The stranger mimed the action with his hand in a pistol shape.

But then I found out what it was all about. I found him sitting there, really still, next to the wreck of a Shark. He was cradling the rider There was a long silence.

'That day hurt us all. But this Sanders guy, he didn't let it kill him- it just made him madder. Made him stronger. He hit the books, the gym, the range. He got good, even better'n he was. He had put in his time with the Marines and it was only two months before they let him in the Banshees. I saw him a year later- he had taken the wreck of his brother's bike and rebuilt it. He harassed the R&D boys to Newmann looked puzzled.

'Here he is, sure. But what happened to you? How'd you fare out of that day?'

'Me? Well, when Sanders did everything he could do to get better, I did the opposite. I hit the bottle, the hookers, the gambling dens. I crawled right back inside myself. But then, I hit the Light. Found myself at a cathedral and went inside. Been fighting the good fight

He pulled his helmet from underneath the coat and put it on. Williams and Newmann took a step back in shock- the design was

The Inquisitor's voice and bearing changed, losing the dog-soldier vocabulary and dropping an octave. 'Relax, soldiers. Place your faith in the Cardinal and the Light.'

He cast a glance up at the command hut.

'And in your leaders. They walk the path.'

He turned to go with a sweep of his cloak, leaving the two gaping Capitol soldiers in his wake.

He didn't hear the Mortificator's footsteps, but he knew the man was there.

'I am not concerned, Inquisitor Tycho.'

'Yes you are, Ezio, and you're a poor liar. But do not worry. Think of this as prevention- sow the seeds of the Cardinal's message now and 'So is this Sanders as good as you made him out to be?'

There was a long silence as they walked.

'Maybe more,' Said Tycho, quietly, 'maybe a lot more.'

17. BUILD YOUR ARMY

BUILDING YOUR OFFENSIVE FORCE

Before the game, players should agree on a point level and the Offensive Organisation Chart they wish to use. For the first few games we recommend using a small force of 500 points which is equivalent to a Warzone Resurrection starter force with 1 – 2 additional squads. Normal games will be in the 1000–1500 points range and can be played on a 4x4 or 6x4 foot board using the Standard Offensive Organisation Chart. The other Offensive Organisation Charts allow players to tailor the game to suit their preferred playstyle, scaling down for quick skirmishes or up to large battles with heavy vehicles on both sides.

POINTS

Each model has a point value (PTS) which is influenced by the model's likely effectiveness in the game. A model must be taken a minimum number of times in order to make up a valid squad; A character 'squad' usually consists of a single model. A light vehicle squad might consist of 1-3 models, while a squad of soldiers might consist of 5-10 models. In all cases the model(s) will form a squad that will take up the appropriate slot in the OOC. Additionally, a squad may be able to buy additional gear or abilities as part of their initial cost in the form of squad options. Once paid for in points, they are a constant part of the squad's characteristics.

UNIQUE SQUADS

Each squad listed with the keyword 'Unique' in the Type is 0-1 per force. A player can only have up to one copy of the uniquely named Squad regardless of the OOC slot it occupies.

SQUADS FROM OTHER FACTIONS

Some rules allow you to bring in models from other factions. These models and squads keep the faction rules from their parent faction and do not have access to any faction rules or upgrades of your chosen faction. Models from other factions may never be your army commander.

ADVISORS

Each squad listed with the keyword 'Advisor' in the Type may, for the points stated, be taken in the appropriate OOC slot or may join a Support or Troop type squad before the game begins (in so doing, the advisor does not take up its own slot in the OOC but may not leave that squad during the game).

CARTEL AGENT

Each squad listed with the 'Cartel Agent' keyword in the Type can be fielded by any faction in the appropriate OOC slot, except for Dark Legion.

DOOMTROOPER

A character with the keyword 'Doomtrooper' in the Type may be used as the army commander if fielded in a force belonging to their parent faction although it loses the Doomtrooper type. This character fills a character OOC slot as normal.

One Doomtrooper Pair can be fielded in an army of any faction except Dark Legion. A Doomtrooper Pair consists of two models from any faction with the 'Doomtrooper' keyword in their Type although you may not use them in a game against their parent megacorporation unless playing in a tournament. This pairing uses only 1 character slot on the OOC. These models cannot join other squads during the game, nor can they leave their squad, although neither character is required to remain in coherency (i.e. they have an infinite coherency value).

LEGION OPERATIVE

Each squad listed with the keyword 'Legion Operatives' in the Type can be used in their parent faction as well in Dark Legion armies in the appropriate OOC slot.

OFFENSIVE ORGANISATION CHARTS (OOC)

To ensure balance in the game, an 'Offensive Organisation Chart' approach was chosen. There are five Offensive Organisation Charts available with a range of slots that can be filled depending on the size of game wanted. If a squad has multiple squad types, you may choose to include it as either. Characters always count against your character maximum though, even Advisors who join a squad at the beginning of the game and are thus part of the slot taken up by the squad they have joined.

Example: A squad has the types Light Vehicle and Transport (1). You may include him as a Light Vehicle choice in your army and add another Transport or do it the other way round.

THE SKIRMISH OOC

This OOC is specifically for small games, usually for beginners, although it is also the right OOC if you want to play a game during your lunchbreak. In this OOC, your army commander generates 1 resource card less.

1-2 Characters

2-4 Troops

0-1 Support

THE STANDARD OOC

The Standard OOC is appropriate for most games and with a points level of 500 it should take approximately 1.5 hours, with another half an hour per extra 250 points added. Every force must have at least one character to be the army commander. In the standard OOC game each player must also take two squads of troops. All other slots are optional.

1-5 Characters

2-4 Troop

0-3 Support

0-1 Monster / Light Vehicle

0-1 Transport Vehicle

THE HEAVY OOC

The Heavy OOC is very similar to the Standard OOC but with added flexibility when it comes to vehicles; The two 'Light Vehicle/ Monster' slots can be swapped for one additional 'Heavy Vehicle' slot and conversely, the 'Heavy Vehicle' slot can be swapped for two additional 'Light Vehicle/ Monster' slots.

1-5 Characters

2-4 Troops

0-3 Support

0-2 Monster / Light Vehicle

0-1 Heavy Vehicle

0-2 Transport Vehicle

THE MEGA OOC

In the Mega OOC the number of slots is double those available in the Standard OOC.

1-7 Characters

4-8 Troops

0-6 Support

0-2 Monster / Light Vehicle

0-2 Transport Vehicle

THE GARGANTUAN OOC

In the same way that the Mega OOC is the doubling of the Standard OOC, the Gargantuan OOC is double that of the Heavy OOC. The compulsory Troop requirement is doubled to four. Additionally, at least one Heavy Vehicle must be taken. Two (or four) 'Light Vehicle/ Monster' Slots can be swapped for one (or two) additional 'Heavy Vehicle' Slot(s) and conversely, the one optional 'Heavy Vehicle' Slot can be swapped for two additional 'Light Vehicle/ Monster' Slots.

1-7 Characters

4-8 Troops

0-6 Support

0-4 Monster / Light Vehicle

0-2 Heavy Vehicle

0-3 Transport Vehicle



ARMY ROSTER

PLAYER:			ARMY:		
FACTION:			TOTAL POINTS:		
1000			PAGE NUMBER:		
SQUAD/CHARACTER:	TYPE/NUMBER OF MODELS:	POINTS:	SQUAD/CHARACTER:	TYPE/NUMBER OF MODELS:	POINTS:
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A ST ROA TYPE	A ST ROA TYPE		A ST ROA TYPE	A ST ROA TYPE	
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SQUAD/CHARACTER:	TYPE/NUMBER OF MODELS:	POINTS:	SQUAD/CHARACTER:	TYPE/NUMBER OF MODELS:	POINTS:
SQUAD/ UTATIAUTET.	TIPE NOMBER OF MODELS.	FUINTS.	SQUAD/ GHANAGIEN.	TITE/NUMBER OF MODELS.	FUINTS.
SP CC/DEF RS	ST CON WP LD	W A SZ PTS	SP CC/DEF RS	ST CON WP LD	W A SZ PTS
RANGED WEAPON	CLOSE COMBAT WEAPON	UPGRADES AND ABILITIES	RANGED WEAPON	CLOSE COMBAT WEAPON	UPGRADES AND ABILITIES
A ST ROA TYPE	A ST ROA TYPE		A ST ROA TYPE	A ST ROA TYPE	
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A ST ROA TYPE	A ST ROA TYPE		A ST ROA TYPE	A ST ROA TYPE	
SPECIAL SKILLS:	SPECIAL SKILLS:		SPECIAL SKILLS:	SPECIAL SKILLS:	



18. DEPLOYMENT

Models are only allowed to deploy within 3" of objective markers or in the opponent's deployment zone from game turn 3 onward or if they deploy via convergence deployment.

If for some reason you would have to deploy there (i.e. the deployment point is scattered there), move the deployment point the shortest route to a spot where it can be legally placed. Then, deploy the models as stated below.

DEPLOYMENT ZONES

Each mission lists how the armies are to be deployed. It also lists which deployment options are valid for this mission. Units need to be deployed in coherency.

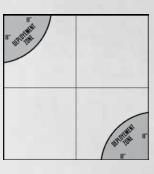
OUARTERS

In missions using Quarters deployment, the player with initiative chooses their table quarter first and the opponent has the opposite quarter.

Starting with the player with the initiative, the armies are deployed in the respective deployment zone, as shown in the Quarters diagram.

For 4x4 foot tables regular deployment is allowed in the 18" deployment zone.

For 6x4 foot tables and larger, regular deployment is allowed in the 24" deployment zones. If squads cannot be deployed, hold them in reserve. They will enter play in turn 2 from either table edge of the deployment zone. Place the squad anywhere within 4" of the table edge but still within your deployment zone. If they cannot be deployed in turn 2, they count as casualties.



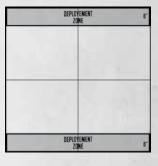
BATTLE LINE

In missions using Battle Line deployment, the player with the initiative chooses a long table edge, and the

opponent takes the opposite table edge.

Starting with the player with the initiative, the armies are deployed up to 6" away from the chosen table edge.

If squads cannot be deployed hold them in reserve. They will enter play in turn 2 from your table board edge. If they cannot be deployed in turn 2, they count as casualties.



ESCALATION

In Escalation Missions all squads begin the game off of the table.

The player with the Initiative chooses their Primary table edge and the opponent takes the opposite table edge.

At the beginning of the first game turn, roll individually for each squad in a force. On a D20 roll of ...

1-10: That squad will arrive in Game Turn 1.

11-20: That squad will arrive in Game Turn 2.

Set aside those squads which will arrive this turn and activate them normally during the activation phase. Once a squad is activated, roll on the following table to determine where they arrive.

D20 ROLL	TABLE EDGE
1	Any table edge - Player's choice.
2 - 6	The Player's Primary table edge.
7 - 12	The table edge left of the Player.
13 - 19	The table edge right of the Player.
20	Any table edge - opponent's choice, but the owning Player still decides where they
	deploy along that edge.

Now deploy it up to 6" from the table edge identified by the D20 roll. Squads may not be deployed within 10" of any enemy model. If a squad is unable to enter the game because of this restriction, deploy it on the table edge to the right of the one randomly chosen by the D20 roll. If all table edges are blocked, hold the squad in reserve until next turn where it can be deployed randomly once more.

Squads that can infiltrate may be placed up to 12" from the determined board edge and can be activated as normal. Squads that deploy via Stalk can deploy stalked as usual up to 6" away from the board edge.

AMBUSH

In missions where a player is using Ambush Deployment they must allocate one squad to each table edge and deploy fully within 5" of it. Extra squads above the first four are then deployed fully within 5" of any table edge or may be deployed using special deployment rules (infiltrate, Rapid Deployment etc.) if they have any. If a player has fewer than four squads, deploy the squads on the corresponding number of table edges as above.

THE CONVERGENCE

The Convergence is an area located in the middle of the table. Measure 6" from the centre point in all directions and if possible, mark the circular area this creates; this is the Convergence. The Convergence also counts as a 'table zone' for some mission objectives.

In missions where a player is using Convergence Deployment, each squad must have at least 2 models deployed within the Convergence, one of which must be the squad commander. All models from these squads must be deployed within 9" of the center of the table. Squads with 'Infiltrate' or 'Flank Deployment' may not use those deployment options. Squads using Rapid Deployment must deploy wholly within 12" of the centre point of the table and the deployment point can not scatter outside of the Convergence.



UNIT SPECIFIC DEPLOYMENT OPTIONS

Units may deploy in a multitude of different ways. While some missions dictate how the armies are set up, some units have their own special deployment rules which may or may not be allowed in the chosen mission.

Squads with special deployment rules deploy in this order. If both players have squads with this deployment option (not including Regular deployment), they take turn deploying their squads, starting with the player who has the initiative.

- 1. Regular deployment
- 2. Stalk
- 3. Infiltration
- 4. Redeploy squads with Preemptive Strike
- 5. During the game: Rapid deployment & flank deployment

REGULAR DEPLOYMENT

Squads with this deployment option can always choose to deploy in the deployment zone stated in the mission profile. If they do, they can still use the 'Stalk' and 'Preemptive Strike' Deployment options, if the mission allows these. Unless the mission rules state otherwise, the player with the initiative will deploy all of his or her squads with regular deployment. Then the opposing player will do the same.

STALK

Instead of deploying the actual models which represent the squad, you may instead place three markers each no more than 10" from the next. The markers have the same base size and size value as the stalking squad. Squads with mixed base sizes use the largest in the squad. Secretly mark one of the markers on the underside – this is the one representing the actual squad. If you have more than one squad with stalk, make sure the different unit markers can be distinguished from one another. For models with Regular and Stalk deployment, these must be placed within the deployment zone. For models with Regular, Stalk and Pre-emptive Strike deployment, the markers must be placed within the deployment zone but may move out of the deployment zone per the Pre-emptive Strike rules. For models with Infiltrate and Stalk deployment, all three markers must also comply with the rules for Infiltrating deployment.

The squad (in the form of markers) activates normally but can only perform walk or run actions at the stalking squad's normal SP. It cannot use any equipment or abilities except Ranger and does not provide any resource cards if it normally does so. Markers are immune to all in game effects and cannot be wounded.

Stalking squads can be revealed in three ways:

- The controlling player may reveal their markers voluntarily before or after any action during the squad's
 activation.
- 2. If, during its activation, a model has an enemy stalk marker within 6" and LOS it must be flipped. If it is not marked, nothing happens and the marker is removed. If it is marked, reveal the squad.
- 3. Enemy models can spend AP(1) to try to 'spot' a stalking marker. If the marker is within LD inches and the spotting model's LOS, take an LD(-5) test. If successful, flip the marker. If it is not marked, nothing happens and the marker is removed. If it is marked, reveal the squad.

When revealed, replace the marker with the squad commander of the squad it represents then deploy the rest of the squad within 3" of the squad commander. If it is not possible to place the squad commander because an enemy model is on top of the marker, place the squad commander as close to the marker as possible. After placing the squad, remove all other stalk markers belonging to this squad from the game.

If the squad has not yet activated this turn, once revealed, the models may activate normally with AP(2) or AP(1) if starting their activation engaged. If the squad was revealed during it's activation, models from the squad count as having moved the distance travelled by the marker this turn. The revealed models may activate normally, with AP(2) or AP(1) (if starting their activation engaged), minus the number of AP the marker spent this turn.

Example:

The marker performed a Run action and is then revealed voluntarily. All models are placed on the board and then start their activation with AP(0). If some of those models are also engaged, they count has having spent AP(3) and cannot increase their AP by spending RES this turn.

INFILTRATION

Infiltrators must be deployed within, or in B2B with, any terrain piece. They cannot be deployed within 12" of enemy models in their deployment zone or within 8" of enemy models or stalk markers outside of their deployment zone. If it is impossible to deploy a squad with infiltrate, they must be deployed anywhere within the controlling player's deployment zone.

PREEMPTIVE STRIKE

Squads with preemptive strike may be redeployed from their deployment zone to anywhere within 6" of their original position. This may take them outside of their deployment zone.

RAPID DEPLOYMENT

Any squad with 'Rapid Deployment' may choose not to deploy via Regular deployment and instead be held in reserve to rapid deploy. Models in reserve are never affected by any effect, do not provide resource cards and cannot use any abilities. A squad held in reserve and not deployed on the board at the end of the game counts as destroyed for all game purposes including body count value.

At the beginning of each control phase, both players nominate which squad(s) held in reserve but with the rapid deployment option will arrive on the board this turn. From turn 2 onwards, each squad with rapid deployment that is to remain in reserve this turn must take a delay test. Roll a D20. If the result is....

1-10: The squad may remain in reserve this turn.

11–20: The squad must be deployed via rapid deployment this turn.

To deploy a squad via rapid deployment, activate the squad normally in the normal turn order, then nominate a point on the battlefield as the 'deployment point'. This point must be in unoccupied open terrain.

Make a 'rapid deployment test' by rolling a D20 using the squad commander's halved LD. If the result ...

Is a 1: the squad lands on the deployment point.

Is passed: the deployment point scatters D20/4 inches

Is failed: the deployment point scatters D20/2 inches

Is a 20: the deployment point scatters D20 inches

Place the squad commander on the deployment point, then deploy the rest of the squad within 3" of him. If models cannot be placed legally they are removed as casualties.

If the deployment point scatters onto impassable terrain, off of the board or onto a model, roll D20:

- ...1–5: The squad is not deployed and remains in reserve this turn.
- ...6-10: Keeping the original orientation of the scatter, reduce the scatter distance as much as necessary to place the deployment point in non-impassable terrain. Immediately deactivate the whole squad after deployment.
- ...11–15: Keeping the original orientation of the scatter, reduce the scatter distance as much as necessary to place the deployment point in non-impassable terrain. Immediately deactivate the whole squad after deployment. All models in this squad receive a 'stun' effect.
- ...16–20: Keeping the original orientation of the scatter, reduce the scatter distance as much as necessary to place the deployment point in non-impassable terrain. Immediately deactivate the whole squad after deployment. All models in this squad receive a ST(10) autohit.

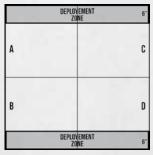
Models that arrive via rapid deployment start their activation with 1 AP (0 AP if they deployed engaged) and count as having moved a distance equal to their SP value, but not as having performed any movement actions.

FLANK DEPLOYMENT

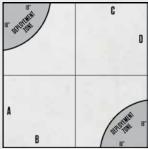
Any squad with 'Flank Deployment' may choose not to deploy as normal and instead be held in reserve. Models in reserve are never affected by any effect, do not provide resource cards and cannot use any abilities.

A squad held in reserve and not deployed on the board at the end of the game counts as destroyed for all game purposes including body count value.

After all infiltrators are deployed, for each of your flanking squads secretly mark if they enter the battle from your left or right table edge and which half of this edge.



In scenarios where both players start in a corner, again, mark if the units enter from the left or right side of your deployment zone and which half they shall appear as above.



At the beginning of each control phase, both players nominate which squad(s) held in reserve but with the flank deployment option will arrive on the board this turn. From turn 2 onwards, each squad with flank deployment that is to remain in reserve this turn must take a delay test. Roll a D20. If the result is....

- 1-10: The squad may remain in reserve this turn.
- 11-20: The squad must be deployed via flank deployment this turn.

Activate the squad normally in the normal turn order, and then nominate any point in your chosen table edge section as the 'deployment point'. Place the squad commander on the deployment point and deploy the rest of the squad in coherency. If all eligible deployment points on your chosen table edge are blocked by enemy models, you may choose to either keep the squad in reserve this turn or choose any other table edge to deploy from.

All deployed models have to touch the table edge they came from, begin their activation with 1 less AP, and count as having moved a distance equal to their SP value, but not as having performed any movement actions.



19. MISSIONS

GENERAL MISSION RULES

WINNING / ENDING THE GAME

There are three possible ways to end a Standard Game:

Target Achieved: One player has achieved the primary mission as stated in the mission parameters.

Disengage: The Game will end automatically at the end of Game Turn 8. Count mission point

Annihilation: The Game ends if all your Opponents initial models have been removed from the game as casualties. If Annihilation occurs, the player with models on the board earns a partial victory for the priority mission automatically, unless they have actually completed the priority mission victory conditions.

BODY COUNT

Every model has a 'Body Count Value' (BCV) equal to its points value. At the end of the game, add the BCV for all Models from your force that have been destroyed or killed.

VICTORY CONDITIONS

For each Mission completed the Player earns Mission Points (MP). The player with the most MP at the conclusion of the game wins. In case of a draw, the player with the lowest BCV receives an additional mission point.

If still a draw the player who lost his army commander first loses the game.

If this still doesn't solve the question of who won, then the game results in a true draw.

DATA	70737
CONDITION	MISSION POINTS
Primary Mission complete / partial completion	+10/+5
Secondary Mission complete	+5
Corporate Mission complete	+5
Completing all 3 missions	+10
Eliminate opponent's Army commander with your own Army Commander	+5

OBJECTIVE MARKERS

While preparing the battlefield during set up, place three objective markers on the table as follows:

Place one marker on the center point of the table. The remaining two markers are placed an equal distance from the Convergence marker and the table edge along a central axis measured through the remaining no-man's land (diagonally in a quarter's Deployment or across the center line otherwise). These markers cannot be placed in impassable terrain nor in terrain where there is no physical access for ground troops; in such cases move the marker to the nearest appropriate position closest to the intended position. Objective Markers cannot normally be interacted with or destroyed. Only certain missions / objective allow you that.

TARGET IDENTIFYING

Some missions require the forces to identify a mission objective marker. For this, the 'target identified' rule is used.

When a Model is in base contact with an intact objective marker, in order to identify it, roll a D20.

First marker attempted:

1-10 identifies the marker as the correct target.

Second marker:

1-15 identifies the marker as the correct target.

Third marker:

automatic success.

If an objective marker must be 'destroyed' to fulfil a mission objective, do not remove it after doing so. It remains in play as it may be needed for a different mission. Additionally, any single objective marker may only be destroyed once per game, so if both players have the same mission, only the first player that destroys the marker may claim that mission a success. Only intact objective markers can be identified.

CONTROLLING OBJECTIVES

Many objectives require a model to be in control of them. A model counts as in control if it is within its CCWR distance from the Objective marker. If there is an enemy model within 3" the objective counts as contested. Heavy vehicles cannot hold or contest objectives.

BATTLE LEVEL

Before you start the game, the battle level needs to be determined. The battle level determines the number and type of the missions played. There are primary, secondary and corporate missions.

For tournament play, you will always play Beta level. The tournament organizer will choose the primary mission so that all players have the same mission to play. As to the secondary objectives, players each select six secondary objectives and choose one for each game they play. Each secondary objective can only be chosen once per tournament though.

Secondary and corporate objectives are chosen secretly. We encourage players to choose those secretly as it adds much to the fun of the game. Some players even create mission decks where you can randomly pick an objective card. This will also help you to remember your mission.

LEVEL	MISSIONS	D20 ROLL
Alpha	Primary	1 - 5
Beta	Primary, Secondary	6 - 10
Gamma	Primary, Faction	11 - 15
Delta	Primary, Secondary, Faction	16 - 20

PRIMARY MISSION LIST

Roll a D20 and consult the table to see which primary mission you will be playing.

D20 ROLL	MISSION NAME	
1-2	The Advanced Base	
3-4	Reconnaissance	
5-6	Free for All	
7-8	Ambush	
9-10	Resource Gathering	
11-12	Old Grudge	
13-14	Retake the Field	
15-16	F.U.B.A.R.	
17-18	Human Resources	
19-20	The Last Stand	
		E

MISSION 1: THE ADVANCED BASE

DEPLOYMENT: Battle Line

 ${\color{blue} \textbf{DEPLOYMENT OPTIONS:}} \ \textbf{Regular, Flank Deployment, Rapid Deployment, Infiltrate, Stalk, Preemptive strike}$

Place an objective marker at the central point of the board and scatters it D20/4" randomly for final placement.

Mission parameter:

Both players are attempting to claim that position as an advanced base. If at the end of any turn 4 or later any player has more than double the amount of models within 8" of the marker than their opponent, they score a major victory (10 MP).

If the game ends due to 'Disengage', the player with the most units within 8" of the objective marker earns a partial victory (5 MP).

MISSION 2: RECONNAISSANCE

DEPLOYMENT: Quarters

DEPLOYMENT OPTIONS: Regular, Rapid Deployment, Infiltrate, Stalk, Preemptive strike

Mission parameter:

Both players are attempting to control the 5 table zones (4 quarters + convergence).

A Player controls a table zone if they have more models in the particular zone at the end of the Game Turn than their opponent. A Table Zone is considered contested if there are an equal amount of models from both players in it. To complete the mission (10 MP), a player must control three of the five zones at the end of game turn 4 or any game turn after that. If the game ends with disengage, a player is considered as partially completing the mission (5 MP) if they control three zones. Each squad may only claim up to two zones.

MISSION 3: FREE FOR ALL

DEPLOYMENT: Escalation

DEPLOYMENT OPTIONS: Regular, Stalk*, Infiltrate* (see escalation deployment)

Each Player secretly chooses and notes down an objective marker to be their rendezvous point. Both players then reveal their choice before the Game starts.

Mission parameter:

To win the game, a player must have all their surviving models within 12" of their marker and no enemy models within 8" at the end of any game turn from game turn 3 onwards (10 MP). Should both players achieve this, both are awarded the 10MP.

If the game ends with disengage, a partial victory is won if a player ends the game with all surviving Models within 12" of their objective marker, regardless of the location of enemy Models (5 MP).

MISSION 4: AMBUSH

DEPLOYMENT: Ambush, Convergence

DEPLOYMENT OPTIONS: Regular, Rapid Deployment, Infiltrate, Stalk, Preemptive strike

The player with the initial initiative chooses whether to be the attacker or defender. The attacking player sets-up using ambush deployment and will go first. The defending player deploys next, using convergence deployment.

Mission parameter

The attacking Player must reduce the enemy to a quarter or less of its starting number of squads by the end of game turn 4 (10 MP). The defending player must end the game with above a half of its starting number of squads to achieve their Objective (10 MP).

If the defending player is above a third (but below a half) of their starting number of Squads at the end of game turn 4, they win a partial victory (5 MP). If the defending Player is below a third (but above a quarter) of their starting number of squads at the end of game turn 4 the attacking player win a partial victory (5 MP).

Count only Troop and Support type Squads for this mission (both at start of game and for Victory conditions).

MISSION 5: RESOURCE GATHERING

DEPLOYMENT: Battle Lines

DEPLOYMENT OPTIONS: Regular, Flank Deployment, Stalk, Preemptive strike

After table sides have been chosen, players alternate placing "resource nodes" on the opponent's half of the table. The 'nodes' are 30mm markers. No marker can be placed within 8" of another 'node' or any table edge. Continue placing those nodes until each player has 4 nodes in his half of the table.

Mission parameter:

To win the game, a player must 'gather information' from all nodes that are in the opponent's half of the table. To do so, a model needs to be within 2" of a node and spend AP(2). After information from a node has been gathered, remove the respective marker and place it next to your resource cards. For each node collected, your opponent must permanently discard 1 Resource card.

The game ends after turn 5 or at the end of a turn where a player doesn't have any node left on his side of the table. The player with the most nodes wins. In case of a draw, the player who has the most resources left in his resource pool wins. If you 'gather information' from 4 or 5 nodes, you score 10 MP or 5 MP if you gathered information from at least 2 nodes.

MISSION 6: OLD GRUDGE

DEPLOYMENT: Battle Lines

DEPLOYMENT OPTIONS: Regular, Stalk, Preemptive strike

Mission parameter:

To win the game, both players must eliminate the opposing army commander (10 MP). The game ends after turn 5 or at the end of a turn where a player lost his army commander. If the game ends after turn 4 with both players having their army commanders still in play, the player wins (5 MP) whose army commander is further away from his own deployment zone.

MISSION 7: RETAKE THE FIELD

DEPLOYMENT: Quarters

DEPLOYMENT OPTIONS: Regular, Flank Deployment, Rapid Deployment, Infiltrate, Stalk, Preemptive strike

The player with the initial initiative chooses whether to be the attacker or defender. The attacking player will go first. Both players note how many squads not comprised only of a single character they have in their army. Squads consisting of a single character do not count for the mission parameters.

Mission parameter:

The attacker wins if he at any point after Turn 4 has more than half their remaining squads in the Convergence (10 MP). If the game ends with 'Disengage', the attacking player earns 5 MP if one third of his remaining squads are in the Convergence.

The defender wins if at any point after Turn 4 he has killed more than half of the attacker's starting number of squads (10 MP). If the game ends due to 'Disengage', the defending player earns 5 MP if they kill more than one third of the enemy starting number of squads and contest the Convergence. Count only Troop and Support type Squads for the defender's mission (both at start of game and for Victory conditions). If both players would win this scenario, continue playing until only one player holds the victory condition.

MISSION 8: F.U.B.A.R.

DEPLOYMENT: Convergence, Escalation

DEPLOYMENT OPTIONS: Regular, Rapid Deployment, Stalk

The player with the initial initiative chooses whether to be the attacker or defender. The attacking player will deploy using escalation deployment and will go first. The defending player deploys using convergence deployment.

Mission parameter:

The attacker wins if he has more than half of his starting number of squads in the Convergence in the End Phase of any Game Turn starting with Turn 3. (10 MP).

The Defender wins if he has more than half of his starting number of squads within 6" of any table edge in the End Phase of any Game Turn starting with Turn 3. (10 MP).

MISSION 9: HUMAN RESOURCES

DEPLOYMENT: Battle Line

DEPLOYMENT OPTIONS: Regular, Flank Deployment, Rapid Deployment, Stalk, Preemptive strike

Place 2 'civilians' next to each objective marker. The civilians should be represented with any model on a small base. They have SP(-), CON/WP(8), A(15), W(1) and SZ(0). If no models are available, use empty small bases instead.

Mission parameter:

To win the game, a player must 'escort' the most civilians to his deployment zone. To do so, he must move one of his non-vehicle models in base contact with a civilian. Once in contact, it does not activate on its own. It stays in base contact with the model that escorts them, unless that model is eliminated, is broken or the civilian reaches any deployment zone. In each case the civilian will stop moving.

The escorting model cannot perform 'Run' or 'Charge' actions. A model can only ever escort one civilian.

The game will last 5 Game turns. For each civilian in your deployment zone at the end of the game, you receive 3 MP. For each civilian that is removed from the table by an action you initiated (including mind control effects), you lose 4 MP.

MISSION 10: THE LAST STAND

DEPLOYMENT: Ambush, Convergence

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The player with the initial initiative chooses whether to be the attacker or defender. The defending player deploys first, using convergence deployment. The attacking player then sets-up using ambush deployment. The defending player will go first. Defending squads may not use Rapid Deployment, Preemptive Strike or Flank Deployment.

Mission parameter:

Both players must try to end the game with as many models in the convergence as possible. At the end of turn 5, the player with the most BCV in the convergence wins (10 MP).



SECONDARY OBJECTIVES LIST

After deployment, roll on the following table to see which secondary objective you need to fulfil.

D20 ROLL	OBJECTIVE NAME
1-2	Choose any objective
3-4	Ammo Dump
5-6	Experimental Tech
7-8	Viral Intelligence
9-10	Communications Relay
11-12	Inspiring Leadership
13-14	Interrogation
15-16	Invasion
17-18	Sabotage
19-20	Controlled demolition

Objective 1: Ammo Dump

One of the objective markers must be identified to be the 'ammo dump' using the Target Identified rules. If the 'ammo dump' is found, any of your models may spend AP(1) to set charges. It will explode in the next end phase. All models within D20/4" of the marker receive a ST(7) autohit. If the game ends with all objective markers having been 'destroyed', this mission is also a success.

Objective 2: Experimental Tech

One of the objective markers must be identified to be the 'lab computer' using the Target Identified rules. In order to complete this objective, one of your models must end the game in control of this marker. If the objective is contested, the mission failed.

Objective 3: Viral Intelligence

One of the objective markers must be identified to be the 'intelligence hub' using the Target Identified rules. In order to complete this objective, any of your models must be in B2B contact with marker and must remain in contact with it for one full Game Turn. If the model becomes engaged, the recovery fails for that game turn, but can be reattempted later.

Objective 4: Communications Relay

When the game ends, one of your models must hold the highest non-impassable level of terrain on the table with no enemy models within 2". If two or more pieces of terrain are of equal height, the one with the largest footprint is the objective. If there is still a tie, choose one as the objective before the game starts. In the case that there is no high ground on the table, the center of the convergence is the objective.

Objective 5: Inspiring Leadership

Your army commander must survive the game and either cause at least 4 Wound losses on enemy models OR end the game closer or as close to an enemy model than any friendly model.

Objective 6: Interrogation

One enemy character must be eliminated in Close Combat. Choose the character secretly before the game starts

Objective 7: Invasion

You must have at least 1 squad in the opponent's deployment zone when the game ends. If the deployment for this is anything other than battle line or quarters, choose any other objective without rolling.

Objective 8: Sabotage

The enemy communications nodes must be destroyed. They are represented by the three objective markers. The nodes have A(24) and W(3). The mission is a success if at the end of the game all 3 nodes are destroyed (regardless of who destroyed them)

Objective 9: Controlled Demolition

Choose the intact structure that is as close to the center of the convergence as possible. This structure must be collapsed.

FACTION OBJECTIVES LIST

After deployment, roll on the following table to see which faction objective you need to fulfil.

	DATA
D20 ROLL	OBJECTIVE NAME
1-2	Choose any objective
3-4	The Lamb
5-6	Corporate Insider
7-8	Glory Hunter
9-10	Blood Feud
11-12	Sniper Training
13-14	Veterans
15-16	Corporate Honour
17-18	Prisoner Grab
19-20	The Rising Star

Objective 1: The Lamb

Choose one of your characters or squad commanders. The model must be eliminated in Turns 1–4.

Objective 2: Corporate Insider

Choose one of the enemies' characters or squad commanders. The model must survive the game.

Objective 3: Glory Hunter

Choose one of your Troop squad commanders. Keep record of each wound loss inflicted by all Troop squad commanders in your army. The chosen squad commander must cause more wound losses than any other squad commander. This objective can be completed even if the chosen model is eliminated during the game.

Objective 4: Blood Feud

Choose one of your squad commanders. Keep record of the BCV of models eliminated by this squad commander. The chosen squad commander must eliminate three times its own BCV. This objective can be completed even if the chosen model is eliminated during the game.

Objective 5: Sniper Training

Choose one of your Troop or Support Type squad must be eliminated by one of your characters. commanders. The model must cause at least 2 wound losses while evading and performing a 'battle focus' action at the same time.

Objective 6: Veterans

Choose one of your Troop or Support Type squads. More than 50% of the models in this squad must be in play at the end of the game.

Objective 7: Corporate Honour

Choose one of the enemies' characters or squad commanders. The chosen model carries an important relic. The relic is dropped, when the model carrying it is eliminated. Place a 'relic' marker on the eliminated model's position. It can be picked up by any non-vehicle model in base contact to the marker by spending AP(1). One of your models must be carrying the relic at the end of the game.

Objective 8: Prisoner Grab

Choose one of the enemies' characters or squad commanders. The model must be captured.

To capture the model, he must be successfully removed from play via a Close Combat attack while he is engaged with 2 enemy models.

Objective 9: The Rising Star

Choose one of your opponent's characters. The model must be eliminated by one of your characters.



20. ADVANCED RULES

THE ADVANCED COMBAT DECK

Players may agree to play with the Advanced Combat Deck. Using The Advanced Combat Deck adds another dimension of strategy to the game.

ADDITIONAL RESOURCES

As the regular Resource pool is not laid out for the additional RES requirements the cards present, your army commander will generate 8 resources instead of his regular 4. If the army commander is removed from play, 4 Resource cards are removed from play (instead of 2).

CARD DECK

Each player constructs his deck before the game with a minimum of 30 cards including Strategy, Tactical and Gear cards and cannot contain more than 3 copies of any card.

All decks must be well shuffled by the controlling player. The opponent then cuts the deck before the start of the game by the opponent. The player's hands are kept secret.

Cards that are discarded for any reason are placed in the Discard Pile. Continuation of play is unaffected if any player depletes their card deck and/or hand. Depleted card decks cannot be refreshed unless permitted by a card or ability.

TYPES OF CARDS

Strategy Cards

These cards mostly have a global effect. They can only be played at the end of the Control Phase, before any squads are activated. The player with the Initiative can choose to either activate first or have the right to play a Strategy Card first. Only 1 Strategy card can be in play at any time. Strategy Cards are discarded from play at the end of the turn.

Tactical Cards

These cards affect squads or single models. Only 1 Tactical Card can be allocated to a squad at a given time. The Tactical Cards can be played on any squad (friendly or foe). Tactical Cards are discarded at the end of the turn.

Gear Cards

These cards affect Squads or single models. Only 3 Gear cards can be in play at the same time per player. Gear cards can be played on friendly Squads only and are not discarded at the end of the game turn. A squad cannot be affected by the same gear card more than once at a time.



STRATEGY CARD



TACTICAL CARD



GEAR CARD

CARD UTILIZATION

Every card has two effects. All abilities have a faction symbol attached to them, showing which faction may use the effect.

Every card features Cost Symbols. To play a card, you need to spend the appropriate amount of RES displayed at the effect you will use. Place the card next to the squad. Cards may only be played on non-stalking squads that are in play.

While Strategy Cards are played in the Control Phase, Gear and Tactical Cards can only be played at the start of Squad Activations. Before the first model from the Squad is activated, players alternate playing a Tactical and/or Gear card on any squad, starting with the Squad owning player.

CARD REMOVAL

You can always remove cards from your own squads by spending RES(3) per card.

DRAWING CARDS

In the Control Phase, players draw cards until they have 5 cards in hand.

Between squad activations and in the End Phase, players may draw additional cards if they spend 1 Resource per card drawn.

In the End Phase, players may discard any card they have in hand. Also any cards in excess of 5 must be discarded (player's choice).

LARGE SCALE BATTLES

In order to allow for large scale battles without the game slowing down too much, players may use the rules presented here to streamline play. These rules are completely optional.

OVERVIEW

The core change to the mechanics for large scale battles is, that squads now act as a whole rather than a group of individuals. All models in a squad are now required to perform the same action (with certain exceptions). In order to translate, certain rules need to be adjusted. Changes are listed below in the same order as they appear in the Standard Rules.

GENERAL RULES

Fumble

While the roll of a natural 20 is still a failure, Models that Fumble do not lose any remaining AP.

Abilities

When a player wishes to use any model's ability, all models in the squad must spend the AP and RES necessary to use it. See the Resource section for revised costs.

Stun Effect/Stunned

If at the beginning of a squad's activation less than 50% of the models in a squad are stunned, they recover from being stunned without spending AP. Otherwise, the whole squad must spend AP(1) to recover from being stunned.

Target Priority

Normal Target Priority rules are ignored. Squads must direct their attacks at other Squads, and may only attack 1 enemy Squad with their main weapons. Missile Launchers and Snipers are exceptions to this rule, see Ranged Combat below.

Squad Coherency

Models may not leave Coherency voluntarily. If for some reason a model is out of coherency, the whole squad must make a Movement Action to return the squad to coherency.

Action Points

All models in a squad must use their AP to perform the same actions, if possible. If for some reason a model in the squad is unable to participate in an action (blocked LOS for Shooting, not engaged etc.), the model loses the AP.

Charge Action: A Charge Action may be completed by the entire Squad as long as 50% or more of the Squads members can reach CCWR. Those that do not reach CCWR are considered to have used a Run Action and therefore have no AP remaining. Models that do reach CCWR and have AP remaining may execute CC Attacks normally.

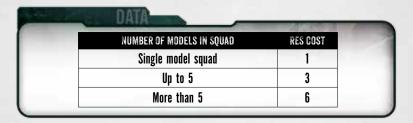
Cast Action: The Cast Action may be performed for AP(0). Other casting restrictions still apply

Sentry Action: Not available in Large Scale Battles.

RESOURCES

Resource cards may be used as normal, however, the cost of doing so is modified in large scale battles by the number of models in a squad.

If a player wishes to Spend RES to gain an extra AP, Heal or increase ROA, they must do so for the entire squad. The cost to do so is:When using RES to activate abilities, the cost is dependent on whether the ability affects the entire squad or just a specific model. Abilities that affect the entire squad have their normal cost, abilities that only affect 1 model must use the costs listed above and the ability must be activated for the entire squad, even if some models cannot use it.



ABILITIES

Gunslinger: Not available in Large Scale Battles.

ARMOURY

Weapon Abilities:

Critical Force, Deadly, Exploit, Headshot- Unless all weapons in the attacking squad have this ability on their weapons or the target Squad consists only of models with W(1), attack rolls with such weapons must be grouped together or made separately.

Weapon Mode: If some of the models in a squad opt to use an alternative weapon mode to the rest of the squad, their attack rolls must be made separately.

MOVEMENT

The normal rules for terrain and the maximum distance a Model may move is unchanged from the Standard Rules.

Climbing.

Instead of using Climbing rules, models may just cross the vertical distance in a Walk Action.

The rules for Falling from Height still apply if models are forced off an elevation they cannot climb down.

RANGED COMBAT

Each squad targets the same enemy squad together and inflicts casualties as a group. In order to make a Ranged Attack, a player selects one enemy squad.

Determine, which models in the attacking squad are in range and have LOS to the target squad. It is sufficient to have LOS and be within range to at least one model from that squad. Total up the ROA of the squad's weapons of those models, that have the same ST, this is the attacking Squads Primary Attack.

If there are other weapons, that have a different ST value or use templates, these weapons are grouped and are Secondary Attacks.

The rules for cover and long range penalty don't apply. Instead, apply a flat (-3) modifier to the attacker's RS and add the size modifier. If the target squad has multiple sizes, use the one that is shared by the majority.

Roll a number of D20 equal to the ROA of the Primary Attack and add up the number of successful hits. Then do the same for the Secondary Attacks.

The defending player then rolls for defensive rolls as normal (dodge, Armour, Heal etc.). The remaining hits equal the number of Wounds lost by the defending squad.

Then do the same for any Secondary attacks.

When the total number of Wounds lost has been determined, remove the casualties. Wounds are lost and models are removed on a Front-to-Back basis. In other words: Models closest to the attacking squad and within LOS are removed first, models furthest away last. Only after all models have been removed may the defending player check to see if survivors are close enough to casualties to make 'Get the Gun' rolls.

Critical Force is handled in that it simply adds to the total number of Wounds inflicted, even if this means Wounds 'jump' from one Model to the next.

Models with the Sniper ability or Missile Launchers may shoot independent of their parent squad, Snipers may do so when targeting characters, Missile Launchers when targeting vehicles.

Wall of Flame: Not available in Large Scale Battles.

CLOSE COMBAT

Once a model finds itself engaged with another model(s) the procedure for resolving CC is very similar to that for Ranged Combat. Calculate the number of engaged models, total up the ROA of weapons of the same Strength and roll to hit for those, then for weapons of different Strength.

The defending player then rolls for defensive rolls as normal (dodge, Armour, Heal etc.). The remaining hits equal the number of Wounds lost by the defending squad.

Once the number of Wounds has been determined if there are sufficient to remove a model as a casualty, the ATTACKER determines which model in the Engagement is removed first.

Critical Force in CC is handled in the same way as Ranged Combat in that it simply adds to the total number of Wounds inflicted, even if this means Wounds 'jump' from one Model to the next.

VEHICLES

Squads of more than 1 Vehicle are subject to the same Squad rules as Infantry units.

Battle Focus against vehicles does not allow the targeting of specific locations except when Missile Launcher (ML) type weapons.

ESCALATION LEAGUE

In a WARZONE RESURRECTION Escalation League (WREL), players will build and paint a small WARZONE RESURRECTION army and pit it against others in a friendly club or store environment where they can learn the game and are encouraged to explore the hobby. As their experience grows, so too will their WARZONE RESURRECTION army until they are ready to compete at the 'standard' level of 1000 points at the end of the league.

PLAYER RESPONSIBILITIES

Players participating in a WREL must have access to the current rules * as well as the army book for their faction * (either printed, or in PDF form on a tablet or smart phone), a WARZONE RESURRECTION starter box (including dice and unit / resource cards) plus a model for their army commander, tape measure, tokens and templates. For the later stages of the WREL, players will also need a deck comprised of cards from the Advanced Combat Deck, or cards printed from the Advanced Combat Deck PDF. *

Players should be aware that over time, errata or FAQ will be released and thus stat cards may have been updated. Each player is responsible for building their list and playing with the most current ruleset.

Some Event Organisers may be able to provide tokens and templates, minimising the initial investment required for players to enter the WREL. Please check with your Event Organiser to see if this is the case.

* free digital downloads of the rules, faction army books and cards can be found at http://warzone.prodosgames.com/downloads

ARMY LISTS

Armies are created using the faction army books – generally only one, unless that army is allowed to field 'allied' squads from another faction. A WREL should conform to the Standard OOC as this is representative of the type of game a player will likely participate in after competing in a WREL. Before the start of each league phase, players should provide a copy of their army list for that phase to the Event Organiser and be prepared to bring a copy of that same army list to each game.

ADVANCED GAME CARD DECKS

During phase 3 and 4 of the WREL, players will be required to construct decks to support their army list following the standard rules for deck construction.

MODELLING AND PAINTING

The WREL is not simply about learning how to play the game – it also aims to encourage players to build and paint their forces to a consistent level which improves the overall experience for all players involved. Although players are not required to paint their models, it is strongly recommended and there are additional league points available for those who do!

All models used in a WREL event should be from the Prodos Games WARZONE RESURRECTION product line. The miniatures must be fully assembled on the appropriately sized base for which the model was designed. The use of non—Prodos Games models, unassembled miniatures, or inappropriately based models is not permitted.

MODEL CONVERSIONS

Conversions are a popular part of the hobby and players should be encouraged to do so in order to personalise their army. This is within the rules of the WREL as long as the majority (75%) of the converted model is from the Prodos Games WARZONE RESURRECTION miniatures range. The conversion must clearly represent the models weapons and gear.

If a WARZONE RESURRECTION model is used as the basis of a conversion to represent a different WARZONE RESURRECTION model, it should be appropriately based and easily distinguishable from the model it would otherwise have represented. For example, using a converted Captain Henry Thomas model to represent a Squad Commander in a unit of Airborne Cavalry (Troops) would require the model to be placed on a 30mm base, and to be painted to match the other models in the Airborne Cavalry squad. Please check with the Event Organiser to see if your conversions are sufficiently recognizable.

SPORTSMANSHIP

A fair and honest in-game environment is required in order for everyone to have fun. Players accurately execute the rules of the game and fully cooperate with opponents to honestly answer any questions that arise before and during the game. Players are also responsible for holding their opponents to the same standards.

The Event Organiser will not be able to observe every game. If a player is made uncomfortable by something his opponent is doing he should tell the opponent about it and explain what the opponent can do to remedy the situation in order to maintain a fair, honest, and fun in-game environment. If the behaviour continues the players should call the Event Organizer and explain the situation. The Event Organizer always has the final word on rules questions or debates. Players accept all rulings made by the Event Organizer whether or not they agree. Players present a mature and polite demeanour to their opponents and the Event Organizer. Failure to do so will result in consequences that could lead to disqualification.

An Event Organizer can also disqualify a player for any incident that is deemed unsporting. This includes offensive or abusive conduct, bullying, cheating, constant rules arguments, improper play, stalling, and other inappropriate actions. Disqualified players are not eligible for any awards or prizes and may even be barred from further participation in the event or any other related events.

EVENT ORGANISER RESPONSIBILITIES

LOGISTICS

The Event Organiser will be responsible for setting the WREL start date and ensuring all players have registered by that date, and that all registered players have access to this document before phase one starts. Once phase one has commenced, the Event Organiser will be responsible for setting up the tables prior to each game, tracking the results of each game and the progress of each player throughout the WREL. The Event Organiser is also responsible for checking each player's army list which should be received prior to the commencement of each phase. This should be kept along with the record sheet for that player, which can be found at the end of this document.

HOW MANY GAMES

Each phase has a recommended number of games, resulting in a recommended minimum of 12 for the whole league. How long each league phase lasts is up to the Event Organiser and will be largely determined by factors such as the store opening hours / duration of each 'club night', the frequency with which the players meet, the number of players participating in the WREL and the number of tables available etc. Assuming the players meet once a week for 4 hours and there are sufficient tables for them all to be playing at once, it is recommended that each league phase lasts 2 weeks.

PAIRINGS, BYES AND ODD NUMBER OF PLAYERS

Because players are allowed to play more than the minimum number of games during each phase, it is not necessary to enforce pairings. However, due to the practical time constraints of playing games at a club or store, if there are an odd number of players but there are sufficient tables for all players to play, the Event Organiser should randomly select one player; He or she receives a bye worth 4 Game Points and this counts as a game 'played' for the purposes of playing the minimum number of games, plus any Hobby Points that would otherwise have been awarded. The Event Organizer should ensure that the same player does not receive a bye more than once per WREL across all four phases.

Alternatively, if the Event Organiser is not taking part in the WREL, he or she may bring a phase-appropriate force in order to even up the number of players on any occasion where there is an odd number of players but sufficient tables for everyone to play. In that case it will not be necessary to award a bye. The Event Organiser does not need to record the results of his or her games, although the player who is paired against the Event Organiser should do so as normal.

TERRAIN

Terrain is a key element in WARZONE RESURRECTION games and should be relatively balanced on a table. Terrain pieces should present a meaningful choice for the player who wins the starting Initiative roll. For example, if one side of the table contains a forest, a hill, and a linear obstacle, the other side should contain terrain that provides concealment, elevation, and cover as well, but the terrain may be positioned in a more advantageous defensive position. As a general rule, an average table should have no less than 40-45% terrain coverage.

STARTING A GAME

Once a player has found an opponent and been assigned a table, the players should swap and review each other's army lists*. All models in each list must be presented to an opponent upon request.

Next, one player should roll a D20 and consult the mission chart for the league phase they are currently playing in to determine the Primary Objective. This should be observed and noted by the Event Organiser.

Next, both players should secretly chose (or roll for, depending on the league phase) a Secondary Objective for that mission (Phases 2, 3 and 4 only). Again, this should be observed and noted by the Event Organiser.

Next, the Event Organiser will award Hobby Points from the game.

Finally, players will roll Initiative and consult the Mission Briefing to determine how that affects their objective and mission deployment. From that point onwards, play will proceed as normal.

* A player can ask to see his opponent's lists at any time although a player must take care not to disrupt the flow of the game while doing this.

ENDING A GAME & GAME RESULTS

At the end of a game both players are required to reveal their Secondary Objectives and confirm their final score for the mission:

- The player with the most Mission Points (MP) wins the mission and scores 6 Game Points (GP)
- The losing player scores 2 GP
- In the event that both players have scored the same number of MP, the mission is a draw and both players score 4 GP. Do not refer to the other conditions (Body Count Value etc.) as a tie breaker.
- · Players score 1 additional GP if they completed their Secondary Objectives (SO) during the mission.

The mission result should then be communicated to the Event Organiser and players are then free to find another game against a DIFFERENT opponent.

HOBBY POINTS

The Event Organiser should check and award the following Hobby Points (HP) to each player at the start of each game, or during the game if doing so at the start would delay the commencement of other games.

1HP: The player is fielding a fully painted army.

2 HP: Completion of each non-vehicle or non-monster squad of up to 6 models, plus an additional 1 HP the first time the squad is increased to 7 models or more and is fully painted.

1 HP: Completion of each Character, Light Vehicle or Monster, with an extra 1 HP if the Light Vehicle or Monster is on a base size larger than 50mm. The player also earns a final Hobby Point, called the Hobby Award (HA) for creating and painting tokens to support the needs of their deck or army list by the end of the WREL.

FINAL STANDINGS

At the end of the WREL, a player's overall ranking is determined by the sum of their Game and Hobby Points. In the case of ties, check the following criteria – in the order given – to determine ranking

The number of games won

- ...if that is still a tie, the number of unpainted miniatures in the army (lower is better)
- ...if that is still a tie, the total number of painted miniatures in the army

REWARDS

The overall winner will receive the WREL exclusive miniature for that quarter (stock permitting).

The Event Organiser may also chose to award other prizes (that are not the WREL exclusive miniature) for achievements such as:

- · For placing second or third overall in the final rankings
- · For having the most Hobby Points (HP)
- For having the most Game Points (HP)



THE FOUR PHASES OF THE WREL

PHASE 1

Points: 400 PTS maximum

Forces: Each player will play with only the contents of a single WARZONE RESURRECTION starter set and optionally, the separate purchase of a character to lead their army. If the cost to field the starter is in excess of 400 PTS, that force may still be used (but no additional character).

Not every model in the WARZONE RESURRECTION starter set must be used.

Games: It is recommended that each player plays at least 4 games during Phase 1

Game time limit: 90 minutes

Mission Selection: At the start of each game, one player should roll a D20 to randomly determine which mission they will be playing from the choices below.

1-10 Ambush (p 47) 11-20 Advanced Base (p 46)

PHASE 2

Points: 600 PTS maximum

Forces: Each player will now have additional points to expand on their Phase 1 force, spent as the player wishes to increase their Phase 1 force up to a maximum of 600 PTS.

Games: It is recommended that each player plays at least 3 games during Phase 2

Game time limit: 120 minutes

Mission Selection: At the start of each game, one player rolls a D20 to randomly determine which mission they will be playing from the choices below. Then each player should secretly select a single Secondary Objective from the table on page 50.

1 - 6 Ambush (p 47)
 7 - 13 Retake the Field (p 48)
 14 - 20 Old Grudge (p 48)



PHASE 3

Points: 800 PTS maximum

Forces: Each player will now have additional points to expand on their Phase 2 force, spent as the player wishes to increase their Phase 2 force up to a maximum of 800 PTS. In addition:

- 1. At the start of Phase 3, a player may choose to swap the character acting as the army commander for a different character (LD value must be high enough to qualify).
- 2. At the start of Phase 3, a player is free to alter the Doctrines / Art Powers / Enhanced Tactics / Cybertronic Enhancements / Clan Markers / Howls / Rites / Dark Symmetry Powers / Ki Powers used by each squad although individual model upgrades (such as weapon choices) must remain the same
- 3. At the start of Phase 3, a player should create a 30 card (minimum) deck assembled using the normal rules for deck construction.

Games: It is recommended that each player plays at least 3 games during Phase 3

Game time limit: 120 minutes

Mission Selection: At the start of each game, one player rolls a D20 to randomly determine which mission they will be playing from the choices below. Then each player secretly rolls D20/2 three times (round up) to see which Secondary Objectives are available from the table on page 50; Select one.

1-6 Ambush (p 47)

7 – 13 Human Resources (p 49)

14 – 20 Old Grudge (p 48)

PHASE 4

Forces: Each player is now free to build a new 1000 point force for their faction, using any legal models in their collection. The player is also free to rebuild their deck, following the normal rules for deck construction.

Games: It is recommended that each player plays at least 2 games during Phase 4

Game time limit: 150 minutes

Mission Selection: At the start of each game, one player rolls a D20 to randomly determine which mission they will be playing from the choices below. Then each player secretly rolls D20/2 twice (round up) to see which Secondary Objectives are available from the table on page 50; Select one.

1 – 6 Ambush (p 47) 7 – 13 Free For All (p 47) 14 – 20 Reconnaissance (p 47)



The Battle of Alpha Regio

Fought at the opening of the Second Great War against the Dark Legion, the Battle of Alpha Regio saw the armies of the Algeroth Nepharite Golgotha, assault a Cybertronic stronghold in the centre of the tessera. To exactly what end the battle was fought is still the subject of much debate amongst corporate military strategists. The Cybertronic facility, coded Fac-9-Delta was little more than a militarised research expedition, for the Megacorporation was not strongly established in that region nor did it have any apparent reason to seek a foothold there. Nevertheless, Golgotha was evidently determined to eject the Cybertronic mission from the heights of the tessera, perhaps in an effort to clear corporate forces from any strategic strongpoint within range of her Dark Citadel.

It is evident from post battle reports and tactical downlinks that the Cybertronic forces had anticipated interference from Dark Legion forces in the region and had taken steps to fortify their position, while their scientists and technicians conducted their research. Thus, when the jungles at the base of the tessera swelled with Undead Legionnaires and the other numerous foot troops of the Nepharite, the Chasseur's commander was prepared. Instigating a pre-planned bombardment by three Eradicator Deathdroids, the Cybertronic force exacted a fearsome toll on the approaching Dark Legion host. Soon, the jungles at the base of the tessera were aflame, and so were the unnumbered hordes of Legionnaires that came swarming out of them. Implacable as any of his rank, the commander instigated the next stage of the prepared defence even as the scientists and technicians withdrew to the atmospheric craft stationed at the crest, loading a number of crates into their loading bays.

The Chasseurs and Cuirassiers manning the defence line gunned down scores of Legionnaires, as the flanks of the tessera turned black with spilled, necrotic ichor. The defenders remained calm despite the overwhelming numbers swarming up the slopes towards them, their implants and conditioning overriding any notion of fear or self-preservation. Even when a trio of metal-skinned Razides strode from the treeline and began the ascent up the flanks of the slope, the Cybertronic soldiers did not even flinch.

An hour into the assault, the sides of the ascent were carpeted with the ruined bodies of hundreds of Undead Legionnaires, as Cybertronic's researchers completed their evacuation, leaving the Chasseur commander and his forces to hold the crest of Alpha Regio. The fact that this force had no means of extracting made it clear that their mission had been to buy time for the scientists to escape with whatever prize they had garnered from beneath the surface. Determined to fulfil his orders to eliminate as many of the enemy as possible before being overrun, the commander ordered the final stage of his defensive plan to be put into action.

That final phase was never completed. As the waves of Undead Legionnaires, Razides and other fell creations of the Dark Legion finally attained the summit of Alpha Regio, and a towering figure of pale, supple flesh strode from the jungle and began the steep climb. The figure matched no known foe in the Cybertronic database, and so the commander ordered an immediate tactical scan and up-link in order to pass this new and valuable intelligence on to his corporation. The best way to attain that intelligence, the commander's indoctrinated programming told him, was to confront the enemy in combat whilst keeping his tactical HUD active as long as possible.

The commander had no need to seek out the enemy, for she had every intention to do the same to the man who had cost her prize. Even as the Dark Legion forces smashed into and overwhelmed the Cybertronic defences, the commander and the Nepharite later identified as Golgotha, clashed in hand to hand combat. The Cybertronic soldier was a veteran of his corporation's wars. He had faced the mightiest enemies on every warzone of the inner system, but this new foe's capabilities were beyond even his prodigious skills. He performed admirably in keeping his scanning active and transmitting for almost eight seconds before it was severed, but in that brief period Cybertronic military intelligence strategists learned a great deal about the Nepharite, categorising and quantifying her abilities in a way only they can.

Of the fate of that bold commander, the corporation knows very little and cares even less, for as far as they are concerned he served his purpose well and is now counted as an expended asset. They have no idea that, in common with many of her greatest foes, Golgotha did not slay the commander outright. Rather, upon defeating him she stayed her hand, ordering his broken form returned to her Dark Citadel. To this day, that commander remains there, the subject of the cruellest and most brutal tortures the 'Mistress of Pain' can devise. Only the commander's pedigree as a servant of Cybertronic, along with the numerous bionic enhancements implanted into his brain and central nervous system allow him to block out the excruciating pain enacted upon him each and every day that Golgotha is in attendance in her Dark Citadel. One day she may break him, but until then, he lives yet.

Dust was thrown up into the desert wind as the Cybertronic Scorpion appeared from the crimson dunes of Mars. Its tail became rigid and began to quiver as the RB12-19v crackled with green energy. A beam, blinding in light and superheated as lava burst from the appendage, coursing its way through the Martian air, exploding in a moment of silence that was immediately followed by an eardrum-shattering rumble. The stench of burning ozone was dominating and the Brotherhood Troopers, that had inadvertently woken the Scorpion from its slumber, were nothing more than blackened slag and microwaved flesh.

We'd been briefed about the Undead Legionnaires, but nothing can prepare you for facing an enemy consisting of your own comrades dug up from their consecrated graves and made to fight you. The briefings instilled the tactics in us, impressing on all field officers the need to deploy in depth and make use of interlocking fields of heavy weapons fire, laying mine fields and the likes. The idea is that these particular foe are generally found in large numbers and aren't the brightest of sparks, meaning you should be able to draw them onto your guns and whittle them down by sheer weight of fire, making use of standard fire and manoeuvre doctrine as you fall back until they're ripe for a spirited bayonet charge.

Well, as I said, that's what the field manuals say about fighting Undead Legionnaires. Here's what happened the first time we actually faced them in combat.

My battalion, the 433rd (Princess Charlotte's) was tasked with clearing the basin surrounding a refinery captured from Mishima three days earlier in Warzone Delta 12. We'd encountered the usual Mercurian stubbornness, with several companies of the defence force refusing to surrender and fleeing into the thick swamps at the heart of the basin. We were approaching our phase line having defeated a platoon strength force of enemy infantry, at a loss of four of our own dead and seven wounded. At that point my company signaller received a garbled transmission from the battalion HQ, attempting to warn of us of something, but exactly what we couldn't make out. Then the field radio cut out entirely, all channels filled with a distorted drone before falling silent. The hairs on the back of my neck stood on end and the air temperature dropped, the swamp waters lapping around my ankles growing suddenly clammy. I had an inkling of what was coming, and turned to my platoon sergeant to get the lads deployed.

But Sergeant Hutchinson was staring at something across the swamp, the colour drained from his normally ruddy features. I followed his gaze, catching sight of movement amongst the mangrove roots. Before that movement could resolve itself, I barked an order to get the Chargers up front while the rest went firm.

Then a figure stumbled out from the shadows, splashing its way towards us. Sergeant Hutchinson called the shot, but before anyone had the chance to fire I countermanded it. I recognised the figure, you see? It was a Corporal Sorensen, from 5th Battalion, a man assumed to have been lost during the ill-fated assault on Hill 77.

Then I realized it couldn't possibly be that man. He, and in fact most of his company, were dead and buried having been lost trying boldly to take the 77th Crest. This 'thing' wore his uniform, but it was ragged and dirty, torn in places from weapon's fire and blades.

I raised my Aggressor, the words of a sermon I'd heard once as a child coming unbidden to my lips. I fired, and the target's head exploded like a ripe melon, fetid black blood staining the swamp all about as the body collapsed backwards.

Then it all went to hell. The tree line exploded as a wave of what I now know to be Undead Legionnaires spilled outwards. Some were carrying standard issue Invaders, while others bore something entirely different, almost alien. I am ashamed to say they opened fire before us, for most of the platoon had never seen such a sight before and was rooted to the spot in shock. Fortunately, the Cardinal must have been watching over us for no one was hurt in that initial salvo.

Getting a grip, we returned fire, cutting down the entire first line of oncoming Legionnaires. Even as we fired, we tried to block out the sight before us. Most of those figures bore unit badges that marked them out as our brothers, but we had no choice but to cut them down.

It was to no avail. The platoon was too few and the sight of our own brought back to such hideous undeath was clearly unnerving even the more seasoned of my men. Seeing that dozens more of the enemy were inbound, I ordered a fighting withdrawal, drawing on the briefings I mentioned to account for as many of the Legionnaires as possible.

Well, it took us seven hours to extricate ourselves from the basin, much of which was spent in direct contact with Dark Legion forces. When we finally got back to the refinery we learned that the entire region was overrun by a Dark Legion force judged to be fielding several thousand Undead Legionnaires, most of them disinterred from the Hill 77 graves. The battalion had been ordered to withdraw and an airstrike was being planned against the refinery in the hope that in destroying it the swamps and everything in them would burn.

The last thing I saw that day was the refinery going up in a stunning explosion, and I said a prayer for my fallen comrades, that their second deaths would see them find peace for all time at last.

21. PRINTABLES

FACING SCREENS





BASE SIZE DETERMINES WIDTH:

SMALL - 30

MEDIUM - 40

LARGE - 50

HUGE - 80

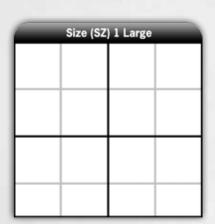
MODEL SZ DETERMINES HEIGHT:

SZ(0) - 30

SZ(1) - 40

SZ(2) - 50

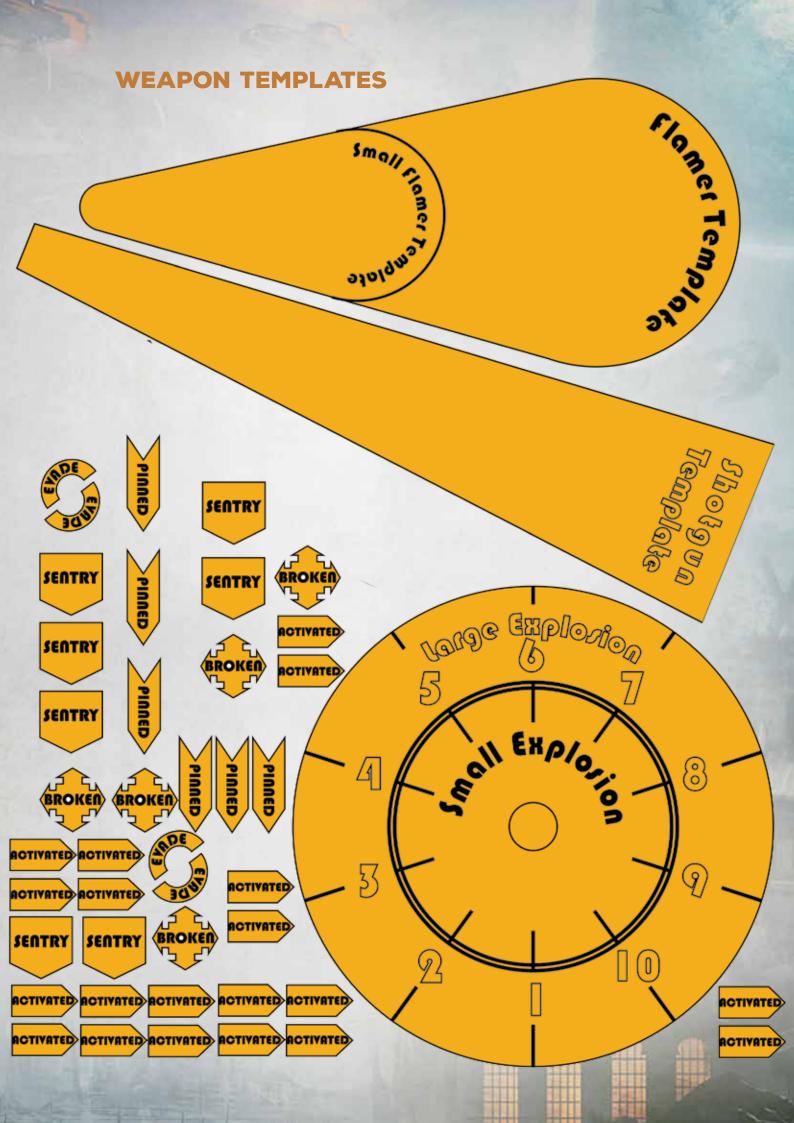
Size (SZ) 1 Medium



ALL MEASUREMENTS ARE IN MM. THE TEMPLATE IS PLACED ON TOP OF THE LIP OF THE BASE AND YOU ONLY MEASURE TO THE GRID PORTION

	Size (SZ)	2 Large	
l .			

Size (SZ) 2 Huge			



ESCALATION LEAGUE PLAYER SHEET

TABLE 1

Player Name				Player	Number
Contact Details					
Game		Result	20	GB	HP
Phase 1	List Submitted			List	Checked
Vs					
Phase 2	List Submitted			List	Checked
Vs		-50	4		
Vs					

TABLE 1

Game		Result	SO	GB	HP
Phase 3	List Submitted			List	Checke
Vs					
Phase 4	List Submitted			List	Checke
Vs					
		Wins	НА	GP	HP
	Total				

QUICK REFERENCE SHEET

DEPLOYMENT ORDER

- 1. REGULAR DEPLOYMENT
- 2. STALK
- 3. INFILTRATION (AND STALKING INFILTRATORS)
- 4. REDEPLOY SQUADS WITH PREEMPTIVE STRIKE
- 5. DURING THE GAME: RAPID DEPLOYMENT & FLANK DEPLOYMENT

GAME TURN OVERVIEW

- CONTROL PHASE
- ROLL INITIATIVE. RESET RESOURCE CARDS
- 1. ACTIVATION PHASE
 - ASE ALTERNATE ACTIVATING SQUADS
- END PHASE
- ► CHECK VICTORY CONDITIONS, REMOVE TEMPORARY TOKENS

ACTIONS:

EACH MODEL HAS 2 ACTION POINTS.

EACH ACTION CAN ONLY BE PERFORMED ONCE PER TURN PER MODEL.

O AP	1 AP
PIVOT	WALK
MELEE MOVE	CHARGE
	BATTLE FOCUS
	EVADE
2 AP	SHOOTING
RUN	CLOSE COMBAT
RAPID FIRE	SPOT
SENTRY	CAST

MOVEMENT:

EACH MODEL CAN MOVE UP TO SP VALUE X2 IN A GAME TURN

WALK ACTION

- MOVE UP TO SP IN INCHES.
- CHARGE ACTION
- MOVE UP TO SPX2 IN INCHES, IF YOU CAN END YOUR MOVEMENT Engaged.
- RUN ACTION
- MOVE UP TO SPX2 IN INCHES.

RESOURCES:

ARMY COMMANDER : 4 RES Troop Squad: 1 Res Each

SPEND RES:

- A. AP(+1) TO A NON-VEHICLE MODEL
- B. 'HEAL (+3)' TO A MODEL FOR ONE HIT.
- C. ACTIVATE CERTAIN ABILITIES
- ROA(+1) TO ONE WEAPON BEFORE THE SHOOTING OR CLOSE COMBAT ACTION.

EACH EFFECT CAN ONLY BE CHOSEN ONCE PER MODEL PER TURN.

CLOSE COMBAT

A MODEL MUST BE ENGAGED TO MAKE A CC ATTACK. ONLY HG AND CC WEAPONS CAN BE USED IN CC.

- 1. SELECT ONE TARGET IN THE ACTIVATED MODEL'S CCWR.
- MAKE ONE CC TEST (REGARDLESS OF ROA) WITH THESE Modifiers:
- DEF VALUE: CC(-X), WHERE (X) IS THE TARGETS DEF.
- SIZE: CC(+X). WHERE (X) IS THE TARGETS SZ.
- REAR: CC(+4) IF COMPLETELY IN REAR FACING OF TARGET.
- ABILITIES MAY ALSO MODIFY THE DIE ROLL.
- 3. THE TARGETED MODEL RECEIVES A HIT PER SUCCESSFUL CC
- IF ROA>1, REPEAT THIS PROCESS UNTIL THE WEAPON'S ROA
 HAS ALL BEEN USED. YOU MAY CHOOSE A NEW TARGET FOR EACH
 ATTACK ROLL.

CC ATTACKS AGAINST PINNED MODELS RECEIVE A CC(+4). CC attacks against 'Stunned' models are autohits.

RANGED COMBAT

- SELECT PRIMARY / SECONDARY TARGET(S) WITHIN RANGE AND Los of the shooter.
 - SECONDARY TARGETS MUST BE WITHIN 3" OF THE PRIMARY TARGET.
- MAKE A RS TEST FOR EACH ROA WITH THE APPROPRIATE Modifiers:
- SZ: RS (+X) WHERE (X) IS THE TARGET S SZ
- COVER: IF TARGET IN COVER: RS(-4)
- RANGE: IF TARGET FURTHER AWAY THAN WEAPON'S
 R/2: RS(-2)
- BATTLE FOCUS: IF BATTLE FOCUS USED: RS(+2) FOR THE CHOSEN ATTACK.
- ABILITIES MAY ALSO MODIFY THE DIE ROLL (EXAMPLE: Camouflage, hard to hit...)
- 3. THE TARGETED MODEL RECEIVES A HIT PER SUCCESSFUL RS TEST.



The 134th Proclamation of Dominic, Sheriff of Luna

Of all of the trials and tribulations Mankind has confronted since the breaking of the Seal of Nero, of all the horrors and monstrosities that have spewed forth from the Darkness, the most blasphemous of all are those we condemn as heretics. With our own eyes we have witnessed such towering fiends as the Ezoghoul, confronted horrible monstrosities like the Razide, and we have steeled our hearts against the terror known as the Draetorian Stalker. We have cast out all manner of foe, from the moons of Jupiter to the polar wastes of Mars, and yet still no enemy offends us as does other crimes a man can commit. Indeed, to turn against one's own kin at such a calamitous time as the end times, to allow ones soul to burn with the black light and to invite the Darkness, to usher in of Humanity. Lo, we say unto the Heretic, Be gone! Flee to the darkness and embrace the Dark Soul! You are dead to us! Dead to countless eons of human history and dead to yourself! We cast Humanity and know that only death awaits you!



The Solar System is besieged by abominations from the dark beyond; infernal hybrids of undead alien flesh brought into existence by the Dark Symmetry. Mankind is divided into five rival Megacorporations, concerned only with profit and territory, as they tear the inner worlds apart in bitter, internecine war. United in faith under the Brotherhood, Mankind may yet prevail — divided, they shall surely fall as the Dark Legion sweeps all before it.

THE MUTANT CHRONICLES

Heed the Word, as conveyed in the Chronicles, engraved by the hand of man into the marble walls of the great cathedrals so they may never fade, crumble nor be twisted by the workings of the Darkness.

Of the age before the rise of Man upon the crucible of his birth, old Earth, even the greatest minds of the First Directorate remain largely ignorant. We now suspect that forces older even than Humanity once did battle for the worlds of the Solar System, and possibly for the material universe itself. We had no inkling that such foes might once have bestrode the world, but with hindsight, certain... patterns are discernible.

But that is all in the future, and a dark, uncertain one it is. Let us begin with the exodus, and the rise of the corporations.

Heed the Word, as conveyed in the Chronicles, engraved by the hand of man into the marble walls of the great Cathedral so they may never fade, crumble, nor be twisted by the foul workings of the Darkness.

Of the age before the rise of Man upon the crucible of his birth, old Earth, even the greatest minds of the First Directorate remain largely ignorant. We now suspect that forces older even than humanity once did battle for the worlds of the Solar System, and possibly for the material universe itself. We had no inkling that such foes might once have bestrode the world, but with hindsight, certain... patterns are discernible.

But that is all in the future, and a dark, uncertain one it is. Let us begin with the exodus, and the rise of the corporations.

In the final years of the 21st century, mankind looked about and realized that the Earth was dying. Crops were failing and the multitudes were starving, huddled in fear of total war. The leaders of the nations of old saw that over the decades they had gradually ceded more and more powers to the numerous commercial concerns that fed, clothed, entertained and armed their peoples, so that in truth those rulers had no powers at all. Powerless to aid their own populations, the nations watched helplessly as the corporations grabbed the last of the power. During their last moments, the nations were unable to offer the least assistance to the starving masses, which had no option but to seek aid from the new rulers of Earth. A few nations resisted the rise of the corporations, but they were of little consequence.

As if drawing its last, dying gasp, the Earth subjected humanity to a series of natural disasters. Earthquakes and tsunamis caused untold devastation across great swathes of land. The population, already approaching twelve billion, cried out in anguish as those not killed in the numerous calamities starved and trembled helplessly.

In the board rooms of the corporations, plans were laid, crucial plans that would take many decades to reach fruition. The Bauhaus corporation finally mastered a technology that would transform the surface of a world to a new state, habitable by human beings. In partnership with the Capitol Corporation, Earth's moon was the first to be terraformed; a breathable atmosphere thrown over its dusty surface. Soon the Mishima Corporation sought to terraform Mercury, a feat that it achieved in partnership with Bauhaus and Imperial, the venture largely funded by Capitol. Within a generation, the surface of Venus was running riot with verdant life and the once barren plains of Mars had been transformed into fertile land ripe for cultivation.

All of these great terraforming masterworks took some time, however. Time during which the population of old Earth grew increasingly desperate as waves of despair and insanity swept through the multitudes like a rampant plague. The effort of terraforming the inner worlds had stripped the Earth of the last of her resources; all that remained was a blasted waste. The corporations saw that the event they had long planned for was at hand; Earth must finally be abandoned to its fate that mankind might assume his destiny amongst the stars.

Only those in thrall to the corporations were allowed to board the enormous arks, and even then only the very best and most productive. Billions were left behind to starve or die of exposure. The remnants of the old nation states attempted to fight back, capturing what remained of the corporation's assets, instigating riots and attacks on those arks still yet to leave. Some saw that the final apocalypse was imminent and so they retreated to ancient bunkers to weather the death of the world. At the very end, some factions of those left behind attempted to use ancient nuclear weapons to destroy Luna, a final act of spiteful retaliation against the treacherous corporations. It was to no avail however, as the corporations responded by bombing the surface of Earth to obliteration, sealing the planet's doom beneath a deathly pall of nuclear winter.



Finally free of the bonds of a dying Earth, mankind established itself on the worlds long prepared for them. The intrepid pioneers of the Capitol Corporation had already founded the first settlements upon the dusty surface of Earth's moon and the crimson desert planet of Mars, and more settlers followed from the other prominent corporations — the Homebuilders of Bauhaus claimed Venus, the Honour–Bound of Mishima chose Mercury, leaving the Conquistadors of Imperial among the asteroids and even further out into the Solar System. New empires were built unto these brave new worlds, empires of hope, and empires for a better future. Among the generations that followed, the light and ambition prospered as never before.

The Capitolians were the first and the most successful. Wherever they staked their claims — on Luna, on Mars or amongst the Asteroids — they brought with them their way, the Capitolian way. On Venus, the proud Homebuilders of Bauhaus, hand—picked from the ancient families of admirals and counts, began to clear the mighty jungles of Venus and raised the foundations of Heimburg, the Home of Hope. In the vast caverns of Mercury, Mishima founded the cities of Longshore and Fukido, to eternally remind humanity of the success and brilliance of the now sadly divided clan. The last to follow were the glorious and haughty Imperial, whose noblemen struck from below at their larger competitors. With brute force they challenged and conquered; their bold cadres of Conquistadors explored further out than anyone had ever dared. Imperial's wanderlust was unparalleled, they sought out the mysteries and secrets of outer space, ultimately waking something that should have been left to slumber. An ancient evil unlike anything humanity had seen before.

On Luna, the pioneer spirit of the four Megacorporations took physical form with the first of the megacities. Here, the administrations of the Quartet gathered, and like a magnet attracted the freelancing enterprises, the basis of creativity and innovation. Within the span of a few generations, the site where the Capitol Pioneers placed their founding flag grew into the largest metropolis of all time. In those days the city was low and spacious to allow entrance to the play of the dim light. The blind faith in the technology that destroyed old Earth was dead and buried and the mayors and citizens of Luna proudly expanded their city, improved it, and allowed the free enterprises to settle and prosper. These were the days of the city that never ever slept, when Luna throbbed with activity and cheerful smiles.

If any had expected
that the entirety of mankind
was to be delivered from the living hell
of Old Earth, they soon saw
the error of their ways.

Everywhere there was unceasing activity. All the worlds of men were a hive of industry. Great cities were founded, new trade routes were forged. In all this activity there was only one region of quiet. Old Earth was ignored and left to degenerate into barbarism. Abandoned, its people were without hope and the shifting irradiated sands swallowed the cities whole.



THE FIRST CORPORATE WARS

And now we turn our minds from the all too brief golden age which mankind had established for himself, to that which followed. It was an age of war, yet it was only the beginning of humanity's travails.

Theirs was the greatest, wealthiest, most advanced and potent civilization that had ever existed. They possessed technologies beyond the dreams of their ancestors. They could cure the sick and feed the hungry. They wielded the power to alter entire worlds. They were proud and haughty but this would soon count for nothing, because they were soon to encounter a power that defied all human understanding. Every aspect of their civilization was doomed to fail.

It began in the late 25th century, when Imperial Conquistadors sought to explore the outermost fringes of the Solar System. The infamous interplanetary exploration vessel 'the Harbinger' reached Pluto while her sister ship 'the Zephyr', ploughed further onwards still, eagerly seeking the edge of interstellar space.

Upon reaching Pluto, the Harbinger's Conquistadors immediately began the process of terraforming, drilling vast shafts into the rock and ice into which mighty gravity regulators would be housed. As the last shaft was being sunk, the drill machinery struck something solid, the operators requesting orders from Imperial's headquarters on the asteroid of Victoria on how best to proceed. It appears that two sets of contradictory orders were sent in response, one ordering the team to log the object's location and withdraw. The second ordered them to investigate. As the natural course for the ever inquisitive Imperial Conquistadors, it was the latter they obeyed.

The object was a tablet, its surface etched with strange runes and made of a metal alloy that the Conquistadors could not identify. Only much later would something of the tablet's nature be revealed, though this knowledge raised more questions than would be answered. As soon as the Steel Tablet was disturbed, the Dark Symmetry was unleashed, its writhing tendrils reaching out across the worlds of the Solar System to infect the advanced technology on which so much of mankind relied. The first and most subtle of the Dark Soul's efforts to overthrow mankind had begun.

Dire events followed; complex technological systems failed and power plants exploded, destroying entire cities. Artificial intelligence systems ran amok, turning automated weapons against the human population. The great electronic credit webs collapsed, bringing the economic system to its knees. New plagues emerged from formerly sealed laboratories to bring death upon the populace. Everywhere were rumours of sabotage. The corporations blamed each other. Evil influences overwhelmed the artificial intelligences, showing rival corporations to be to blame when they were not. In the confusion no one could tell truth from falsehood. Men had become so reliant on machines that they still believed them even when the evidence of their eyes told them something different. As system after system failed or became unstable, deeds of ownership were lost, invoices and contracts ceased to exist. The entire economy, upon which the prosperity of worlds depended, evaporated overnight. As the automated factories ground to a halt and the lights went out all over the Solar System, the people rose up, blaming their leaders for this catastrophe and in turn, the rulers found it easier to blame rival corporations.

This was only the first sign of the malicious influence of the Dark Symmetry. Still more insidious were the invisible messages that invaded humanity's minds; messages of hatred, greed, jealosy, malice, spite and egoism. No longer did humanity feel proud of their own work. Instead, they jealously looked at their neighbours and felt desire. No longer were they able to solve their disputes in the peaceful and humane way that used to be the trade of businessmen and diplomats. Instead they reached for their machines of war to intimidate and impress the people that used to be their competitors and colleagues, who now in turn became their enemies.

Looking out upon their worlds, the rulers of the Megacorporations knew that nothing could challenge their dominion.

Tension led to conflict. Conflict inevitably escalated to war. A new dark age was spawned and the First Corporate Wars began. On Southern Mars, the most fertile and prosperous part of the Solar System, war raged as Capitol, Mishima and Imperial fought for control of the land. On the Graveton Archipelago of Venus, a titanic struggle between Bauhaus, Mishima and Capitol erupted across the Thousand Islands. On every civilized world, between every corporation, wars were fought with insane ferocity. Fear fuelled them. Fear that the darkness would descend forever. Fear that technology was mankind's enemy. Fear that in this new and barely understood universe, there would not be enough for one corporation, let alone them all.

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



BROTHERHOOD

And now we come to that most blessed of times. When all humanity appeared lost, there came a man of hope and vision. His name was Nathaniel Durand. He was to become the first Cardinal of our blessed Brotherhood. It was Durand who was the first to perceive the connection between the shift in the ways of the human minds and what he called the Dark Symmetry. He spoke out against war, violence and greed and preached peace, understanding and forgiveness. By replacing the dark thoughts in humanity's mind with the Light, he saw a way to repel the onslaught of the Dark Symmetry. He uncovered how the artificial intelligence machines had become the tools of the Dark Symmetry, how they had been infected with the essence of evil and turned on their former masters. He preached war against the machines, and the common people listened. They took hammers to the tainted thinking machines, demolishing computers and power plants in an orgy of vengeance.

Nathaniel Durand was the first practitioner of our blessed Art, and he wielded the force of Light. He taught his arts to his most trusted followers and sent them across the worlds of men to bear his message. Everywhere the light-bringers preached they were listened to by the common people. Their message was simple but it made sense of the chaos of the world. Soon the influence of Nathaniel Durand was felt in every corporation. In this time of war and carnage, he gave people hope, a thing more precious than gold. So it came to pass that the corporations realized that they could not kill Durand, and that they could not stamp out his sacred message, so they decided to come to terms. They publicly acknowledged his spiritual authority and bent their propaganda machines to spreading his message. Secretly, they believed that they could use his teachings to control their people. They stored the designs of the old machines and then enthusiastically ordered their soldiers to join in the destruction. Everything that bore the slightest taint of artificial intelligence was destroyed. So it came to be that the Word of Nathaniel Durand was spread to all the worlds, and the powers of Light were made ready for the coming struggle with the Darkness.

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

In the early years of Cardinal Durand's long reign, billions entered the Brotherhood's fold, hungry to hear the Cardinal's spiritual teachings and to follow in his footsteps. Willingly, each rejoiced to give up one tenth part of his income, to help in the spreading of the word. The Cardinal ordered this money to be used to erect Cathedrals, mighty structures that would be bastions of the faith, beacons of hope and light towering over the cities of men. Knowing that a divided humanity would inevitably fall to the Darkness, the Cardinal realized he must end the corporate wars. He sent emissaries to each of the corporations and told them to make peace, on pain of facing the wrath of the Brotherhood. Haltingly, unwillingly, not wanting the full weight of the Brotherhood thrown behind their enemies, each corporation sent emissaries to the negotiating table. After years of long and arduous negotiation, the Treaty of Heimburg was signed. The First Corporate Wars ended. The Cartel was put into place to resolve disputes between the corporations.

A brief age of hope began, but it was a false dawn and was not to last. Searching for the secret of what happened to their lost expedition, a secretly dispatched force of Imperial Conquistadors discovered the planet Nero beyond Pluto. There they found the First Seal of Repulsion.

Nathaniel Durand was proclaimed the first Cardinal, and he swiftly became the most powerful spiritual and temporal leader mankind had ever known.

THE BREAKING OF THE SEAL

The First Seal of Repulsion was broken and the servants of the Dark Soul were unleashed. A wave of terror passed through the Solar System. Some Brotherhood Seers went mad, froth foaming from their lips. Some plucked out their eyes in terror at the visions that assailed them. Some became heretics, prophets of the Darkness who spoke out against the Blessed Brotherhood. For a full year the population of the civilized worlds were troubled by nightmares. Then the nightmares became reality. The Dark Legion descended on the worlds of mankind like a scythe, reaping destruction, bringing despair and spreading corruption in its wake. Across the inhabited worlds, huge menacing citadels sprang up almost overnight. Despite their military might, the corporations were unprepared to do battle with this new and mighty foe. Huge tracts of Mars, Venus and Mercury fell to the hands of the hideous invaders. Monstrous legions marched across the worlds. The most stubborn human resistance barely slowed them down. City after city, fortress after fortress, humanity fell to the powers of the Great Darkness.

Only Luna, home of the Cardinal and the site of the first and greatest of the Cathedrals, was spared from the Darkness. Refugees fled there from across the Solar System. Slowly the names of the Dark Legion's leaders became known. Slowly humanity became aware of the Dark Apostles – Ilian, Mistress of the Void and Weaver of Dark Patterns; Muawijhe, the Apostle of Madness and Lord of Visions; Semai, Lord of Spite and Prince of Lies; Algeroth, the Lord of Dark Technology and Apostle of War; and finally Demnogonis, the Befouler, the Apostle of Corruption and Lord of All That is Unclean.

The boldest and purest of the Cardinal's followers gave all to learn something of his enemy. Though it cost the lives of many, none died without cause. They came to understand something of the nature of the Dark Apostles and of the Dark Symmetry itself. The Symmetry was revealed as a mystical pattern of purest evil that flowed everywhere and linked to everything. The Apostles were revealed as integral parts of this pattern. In essence, each Apostle is a sentient part of the structure and through it is capable of manifesting in physical form. All of these aspects answer to a higher power, the Dark Soul.



THE COMING OF THE DARKNESS

Now came the time of dread, but truly is it said that the darkest hour is just before the dawn. On Venus, terrible Algeroth, Apostle of War, Lord of the Dark Technology made his appearance and nothing could stand against him. Here was humanity's ultimate foe. His armies outnumbered those of any corporation. Their weapons were strange and terrible. From the necrotic distortion chambers of his Citadels marched a seemingly unending horde. Leering Necromutants led swarms of fly-encrusted Undead Legionnaires across the battlefields. Mighty Ezoghouls galloped into the massed ranks of the corporate armies. Stone-fleshed Razides blasted away with their enormous weapons. With Algeroth in command, the armies of the Darkness seemed all but invincible. He strode through the carnage, his body sprouting weapons, cutting down all who opposed him. He was unstoppable and merciless and the most cunning of generals. He was the greatest foe humanity had ever faced. Armed with the Dark Technology created by the evil genius of his Tekrons, Algeroth's Kohorts swept all before him. The mere rumour of his presence was enough to make armies flee screaming from the field. His was the most dreaded name of all the Dark Apostles. To him, victory seemed certain. His appearance was to prove humanity's darkest hour.



THE VENUSIAN CRUSADE

Even as waves of despair laid the armies of Man low, the Cardinal alone remained firm. He possessed faith in the inevitable triumph of mankind. He walked among the huddled masses, healing the wounded, curing the sick, preaching to the faithful. Where he walked the Light shone and hope filled the hearts of all who heard the Word. He knew what must be done.

The Cardinal summoned the heads of all the corporations and told them what was required of them. At first they balked, fearing to lose their ancient powers and privileges if they submitted to the leader of the Brotherhood. Cardinal Durand did not argue. He simply pointed out that with the Dark Legion triumphant they would lose everything anyway. The mighty rulers of the corporations pondered his words and saw that they were fair. They agreed to the Cardinal's plan and it was implemented that very day. Throughout the armed forces of the corporations, Inquisitors and Missionaries moved, preaching the Holy Word and shielding the soldiers from the darkness. Bolstered by the presence of the faithful and protected from the Dark Symmetry by the Light of the Art, the armies of humanity ended their long retreat and turned to make their stand. No longer did the followers of the Darkness win easy victories over terrified foes. Now they were met by stiff resistance carried out by determined warriors who knew they were humanity's last hope and that even the smallest act of heroism might tip the balance in the cosmic conflict between good and ultimate evil.

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

On the surface of Venus, the Blessed One and the Apostle of War clashed on the field of battle. The warriors of humanity faced a gigantic horde of Ezoghouls, Legionnaires, Nepharites and Centurions like none humanity had ever seen before. Surrounded by his personal guards, the legendary Fury, Cardinal Durand cleaved a path of bloody ruin through them all until he faced Algeroth. For a day and a night the Holy One and the Lord of Destruction fought on every level. Sacred Blade rang against Symmetric armour. Black bullets bounced off the Holy Vestments. Tidal waves of the Dark Symmetry sought to drown out the Light. At last, the Cardinal was ascendant and Algeroth fled to within the heart of his Citadel. There, in the Sanctum, before the very altar of Algeroth, the Cardinal vanquished the Demon Lord of Dark Technology, but himself took a mortal wound. Thus in the midst of his greatest triumph, Nathaniel Durand was felled. Ever afterwards our rejoicing at his triumph was to be tempered by our sorrow at his loss. But all was not lost, for with his last words our beloved Cardinal showed us the way, appointing as his successor Bauhaus Supreme Marshall Toth, a man of true holiness and war-like fervour. Seeing their mighty leader taken from them, the hosts of mankind surged forward as one and their vengeance was terrible indeed. The Darkness was crushed utterly and what remained of the Dark Legion routed. Cardinal Toth carried the war to the Dark Legion, pushing them back from the worlds they had conquered. Inevitably, the Brotherhood led mankind to victory. One by one the Citadels were cast down. Army by army, the Dark Legion was defeated. Slowly, surely and steadily, mankind gained the upper hand and the forces of Darkness retreated to the outer regions of the Solar System.

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

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

The First Chronicler later carved this warning into the grey marble of the Luna Cathedral —
'And so did the Dark Legion descend upon us, howling with lust for destruction and corruption. Snarling and barking, the degenerate wolves bared their teeth, smelling the blood and carnage that lay ahead.'

'Ilian, the Mistress of the Void, was the first of the five Apostles to emerge from the shadows of infinity. She is the most potent in interpreting the mysterious ways of the Dark Symmetry.'

'Algeroth, the Lord of Dark Technology, is the Apostle of war and destruction. From the birth-chambers deep within his citadels, endless processions of twisted beasts march towards humanity.'

'The followers of Semai, the Lord of Spite, infiltrate the human societies to corrupt from within. His Corrupters steal in shadows, promising wealth, glory and power to the weak of mind.'

'Muawijhe, the Lord of Visions, invades and desecrates the dreams of Man and nurtures the insanity latent in his mind. Spinning his webs of confusion he rules the insane and the feeble minded.'

'Demnogonis, the Befouler, brings plague and pestilence to the human worlds, thereby weakening our defences and paving the way for the forces of the Darkness.'

The Three Edicts of Joth:

No human shall attempt to make a machine that thinks like a man.

No human shall travel beyond the orbit of Jupiter, lest they once again disturb the Darkness.

No human shall ever seek knowledge of the Darkness.

THE AGE OF FAITH

So began a golden age in which the faithful heeded the Word. Representatives of our glorious Brotherhood were everywhere, overseeing every level of society, making sure that humanity remained pure in word and in deed. They stamped out Heresy and ensured that no forbidden research was carried out. They saw that clashes between the corporations were contained. They led humanity by example, and peace flowed everywhere. Blinded by the purity of the Light, the darkness retreated. For a thousand years nothing was heard of the Dark Apostles. Some heretics claim this was an age of stagnation, when humanity turned in upon itself. They say that the First Edict caused all progress to end, that overzealous Inquisitors stamped out all research. They say that the Second Edict prevented man from ever reaching the stars. They say the Third Edict was used to justify an age of repression, and was interpreted in such a way that all knowledge of the Dark Legion was eradicated. They are fools. Cardinal Toth's three Edicts were just and wise. Sadly, we were only to learn how wise after the calamity that followed their breaking.

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

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

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

A new corporation emerged, Cybertronic, a force that ignored the First Edict against thinking machines and a force that snubbed the Cardinal's holy words as if they were mere superstition. Cybertronic was born from a colossal stock market manipulation during which an obscure holding company rose to become the fifth Megacorporation. Its subsidiaries offered new technologies and new weapons, and such was the greed of the other corporations that they traded with it rather than question its breaking of the Edicts. Despite decades of research, both by the Inquisitors of the Brotherhood and by the other corporations' agents, no one has yet been able to uncover the secret of Cybertronic's rise to power or prove conclusively any taint by the Darkness. How much would the corporations give to learn Cybertronic's greatest secret.

Cybertronic is a return to all that we abhor, a throwback to the age of the thinking machines which proved so vulnerable to the Darkness and which almost destroyed us. Cybertronic does not merely seek to create machines that think like men, but also men that think like machines. It revels in using thinking machines as weapons. It fights its wars with huge battle robots and its humanoid Chasseur robots, machines that not only think like men but often ape his form.

THE SECOND CORPORATE WARS

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

On Mercury, skirmishes began between Imperial and Mishima over the possession of Fukido. On Venus the corporations drifted into all-out war once again for the Graveton Archipelago. On southern Mars all the corporations once more battled for possession of the most fertile of lands. Everywhere brushfire conflicts erupted. Everywhere small wars began. Before anyone could stop it, the corporations had returned to the old pattern of strife and conflict. The Age of Faith was over and the Second Corporate Wars had begun. In this new age there was no peace, only brief respites from the conflict while both sides rearmed. There were momentary alliances when two powers allied against a third for an all too brief advantage. Shortly afterwards these alliances would fall apart as the former partners squabbled over the spoils. This was an age of total war where the corporations once more geared themselves to fight in an endless struggle.

It was a time when much of humanity hid away and prayed only to be left alone. Those employed by the corporations believed that their masters were indisputably right. The rest of humanity simply prayed that the bombs did not fall on them. Here and there freelancers struggled to eke out a living in the shadow of the corporate behemoths. Only the Cartel and the Brotherhood stood above the struggle and tried to maintain the peace.

Once more ships ventured out beyond Jupiter. They encountered no resistance. Emboldened, a few even ventured as far as Nero, but none of these returned. It was a warning no-one heeded. The Corporate Wars continued and the violence escalated to new and terrifying levels. Cities were bombed flat. Fortifications spread like cancers across the surfaces of the planets. Then, and only then, came an event that gave the merchants pause. In the deserts of Mars, a new Citadel was discovered. Like the first symptom of some terrible disease, it appeared when the war was most intense. Capitol immediately sent jet fighters to assault it. These were shot down by Imperial. No one knows why, though many among the clans talk of a deep taint running through the veins of the Kingsfields.

Emissaries were sent to the Cardinal and as a result, the Doomtrooper Corps was reinstated and secretly sent in to investigate the Citadel. The surviving Doomtroopers returned with the knowledge that it was occupied. The corporate elites shuddered. What they had long believed to be a mere legend really existed. The Dark Legion had returned.

Corporate militaries moved against them and war began in earnest. The Dark Legion returned in force and in numbers that had not been seen since the Venusian Crusades. Their ships darkened the sky. Now humanity faces their terrible threat once more. There seems no end to human folly. Even as the Corporate Wars rumble on, each corporation seeks to use the arrival of the Darkness to its own advantage.

Yet there are a few signs of hope. The legendary Doomtroopers stride the battlefields once more. The Cardinal's power grows as the threat of the Darkness increases. Under the banner of the Cartel, the corporations put aside their differences long enough to win a few victories over the Dark Legion. This is an age where the fate of humanity hangs precariously in the balance, where the threat of the Darkness may force humanity to unite once more. If it does not we will surely be swept away. Brothers, we can only pray that this does not happen. We must stand together now, or die

The corporations waited in fear.

More Citadels appeared in remote regions, appearing suddenly and unnoticed by humanity until they had risen.



21st Century

Colonizing the Inner Planets

The corporations realize that the Earth is dying; it is unable to sustain their lofty ambitions. They turn their gaze to the Solar System, eyeing the potential resources of the inner planets. Survey probes are launched into space, discovering huge mineral deposits on Mars, Venus and Mercury.

Terraforming is made possible by Gravity Plate Technology and other innovations by the Bauhaus Corporation.

A Brave New World

The Capitol Corporation launches a series of expeditions to the Earth's moon and sets up a permanent base. It is from here that Capitol intends future expeditions into the Solar System. The established base is named Luna and Capitol successfully terraforms the surface with assistance from Bauhaus.

The four Megacorporations enter a joint venture to terraform Mars, Venus and Mercury. Each corporation plays its part, making the endeavour one of humankind's greatest achievements.

As riots rage all around them, the corporations, driven by their confidence in the success of terraforming other worlds, begin using Earth's resources with no concern for the long-term impact it may have.

22nd Century

Terraforming the Inner Planets

Terraforming of Mars, Venus and Mercury continues. The necessary equipment is sent from Luna.

Some of the remaining city-states continue to resist the corporations and anticipating the fall of Earth, the strongest of them construct an infrastructure of underground bunkers and manufacturing facilities beneath the Siberian Tundra. Their scientists begin developing alternate food sources, counteracting the blights that affect traditional crops.

Life is given to Mars and Venus; biological molecules and cellular building blocks are placed into their upper atmospheres, creating a diverse chemistry for each planet. All attempts to do this on Mercury fail due to solar radiation. This does not stop the corporations; instead large tunnelling devices are deployed upon Mercury to create an underground complex, where life will be protected from the radiation.

Each of the terraformed planets is deemed completed and given to a Megacorporation to maintain. Mishima become the keepers of Mercury, Bauhaus takes command of Venus, Capitol controls Earth's moon and large swathes of Mars, whilst the Imperial Corporation's wanderlust drives them to explore further into the Solar System, developing a collection of holdings in the mineral-rich asteroid belt.

The Exodus

The now toxic atmosphere of the Earth becomes unstable and extreme weather continues to afflict the world. The demise of the Earth as we know it can no longer be prevented; the corporations initiate their plans for evacuation and The Exodus begins. Only those that the corporations consider useful are taken, leaving the rest of the population to die.

The last remnants of Earth's populace target Luna with nuclear warheads, demanding the corporations return to save them. The corporations see no threat, but respond with terrible orbital bombardments. Further contact with Earth and all signs of resistance end.

23rd Century

The Golden Age

New technology is developed at a rapid rate. Artificial Intelligence is placed within even the most mundane objects, making the denizens of the Solar System more comfortable than ever before. Systemwide communication is developed and disease is eradicated.

The 'Homeworlders' group arises, formed to call a return to Earth by using modern terraforming techniques to once again claim the world as humanity's home. Capitol unsuccessfully sends several reconnaissance missions to Earth. The perpetual nuclear winter makes such further attempts unprofitable in the eyes of the shareholders.

24th Century

The Imperial wanderlust continues to fuel its exploration; colonies and outposts are established upon the moons of the Gas Giants.

Advancement continues to sweep the inner planets. All thought of reclaiming Earth has been forgotten as the citizens of the Solar System bask in their monumental achievements. Peace and harmony between the corporations enables them to create inventions undreamed of outside of sci-fi vids.

The human body is able to seamlessly integrate into machines, granting limited transfer of consciousness into virtual webscapes. Cybernetic enhancements, and even full body replacements are now possible, allowing humans to transcend to a new level of evolution.

Travel between worlds is now easier than ever and such unrestricted ability ushers in a booming tourist market for each of the terrestrial planets and their moons.

2480 AD

Imperial launches two exploration ships; the Harbinger was sent to Pluto, and the Zephyr was dispatched beyond the Solar System and into interstellar space. Upon Pluto, terraforming begins. However, progress is halted when a large metallic tablet engraved with an alien language is discovered. Unsure how to act, terraformers request further orders from Victoria. Two orders are received; the first instructing them to document the artefact's location and abort the mission. The second instruction counters the first and suggests immediate investigation should begin. Contact is lost with the research team, until a sudden vibration rocks the planet. Like the tolling of a great bell, the wave of energy expands throughout the solar system, unleashing havoc in its wake.

The Fall

The A.I. systems that humanity has become so reliant upon begin to manifest minor glitches. People jacked into the networks are lost as their feeds are cut. Those enhanced with cybernetic limbs and entirely artificial bodies go haywire, maiming and killing any of those around them before turning on themselves. Panic begins to spread across the inner planets as the glitches get more and more catastrophic.

Mankind reacts by re-engineering all of its critical systems to once again use basic electronics, forcing a return to the technology of over 300 years before. The corporations are quick to blame each other, amassing their armed forces ready for war for the first time in almost two centuries.

The First Corporate Wars

Several rifts in space are discovered by the corporations, once again enabling fast travel throughout the Solar System, a luxury which, due to The Fall, was recently made impossible. These rifts are a manifestation of the Dark Symmetry and are being used by humanity oblivious to the consequences.

Corporations, fuelled by endless propaganda, are sent into a frenzied war against one another. The plains of Southern Mars are bombed to obliteration. The trench lines scar the surface as Imperial, Capitol and Mishima fight each other for the red planet. Bauhaus attempts to maintain its domination of the Graveton Archipelago on Venus, under siege from Mishima and Capitol, but the fighting is brutal and leaves many dead floating in the sea.

The corporations lay waste to each other in the caverns of Mercury, trying to stake a claim on the rich resources found within its bedrock. Mishima destroys them with lightning raids, establishing absolute supremacy of Mercury. Imperial, blamed by most for The Fall, launches offensives upon Mars and Venus, in a desperate attempt to capture territories in the relative safety of the Inner Planets.

For 40 years, the First Corporate Wars continue.

As the wars intensify, a man known as Nathanial Durand steps forward, damning the corporations for their ignorance, their insanity and their selfishness. Many men and women, ravaged by the wars and desperate for the light at the end of the tunnel, discover their redemption in the Light that Durand preaches.

Durand speaks of the Dark Forces at work, how their terrible influence has set brother against brother and crippled the technology of humanity. He names this terrible affliction 'Dark Symmetry'. Nathaniel appeals to the corporate politicians, requesting they lay down their arms and join his battle against the darkness. The request falls on deaf ears.

He gives an ultimatum to the corporations, giving them six months to end their rivalries and finish the wars. The six months pass with no end of the Corporate Wars in sight. Durand delivers the 'Divination' address, revealing the underhanded tactics of the corporations, including 154 assassins sent to kill him. The address dissipates any disbelief in Durand's mystical capabilities. Within moments of the 'Divination' concluding, all four Megacorporations sign 'The Treaty of Heimburg', ending the First Corporate Wars.

The Year of the Cardinal

(O YC) The new faith begins; Nathanial Durand is its spiritual leader. The Brotherhood is formed, headquartered in the heaving metropolis of Luna City. The first of the Brotherhood Cathedrals is built.

The new era of the Cardinal is marked by deletion of the old calendars, which are replaced with the Cardinal Calendar. This year is named 'The Null Year of the Cardinal' (0 YC).

The Cardinal's first act is to introduce the Curia, the Four Directorates and the Cartel; all of these moves are made in preparation for the war against the Dark Soul.

(25 YC) Imperial discovers the tenth planet, Nero, through a rift in space. The corporation eventually decides to inform the Cardinal after bitter internal debates. A faction of the corporation, Clan Kingsfield, secretly launches their own exploration vessel, the Garland, against the orders of the Cardinal and their own corporation.

Clan Kingsfield explores Nero. At first, the Conquistadors find nothing but dust and rock, but as they delve further, they discover the planetoid is actually a disgusting, alien creation; half machine and half biological. Its darkened landscape is disfigured by vast, towering citadels. The explorers discover a massive crystallike portal covered in glowing green sigils, humming with dark energies. As they approach, they break the Seal of Repulsion. Once the Seal shatters, all manner of dark monstrosities escape into the material plane from their ancient prison. The foolish Clansmen are ripped apart and their souls consumed. The First Dark Apostle, Ilian appears; her lips still red with the blood of her first human kiss.

Arrival of the Dark Apostles

Almost immediately after the Seal is broken, Algeroth, the Lord of War and Technology appears on Venus. Demnogonis the Apostle of disease and corruption makes his foul presence known. Waves of the Dark Legion wash over the worlds of mankind, slaughtering all they find and corrupting everything they touch.

(31 YC) Muawijhe the Lord of Madness brings himself into the solar system, appearing in the nightmares of every human. Finally, Semai enters the fold, his mastery in deceit and lies turning humanity against itself once more.

Overnight, gigantic carved sigils of these two Apostles appear on the Martian moons of Phobos and Deimos. Riots break out all across Mars as to their meaning. The Brotherhood is unable to explain the cause of their appearance.

(51 YC) After nearly two decades of fighting, all followers of The Brotherhood are called to arms by Cardinal Durand. They muster on Venus ready to face Algeroth. Assembling the finest soldiers from the Megacorporations, The Brotherhood and the Cartel join together. Having amassed the greatest army mankind has ever seen, Cardinal Nathaniel Durand marches at its head.

(53 YC) The forces of mankind, under command of the Cardinal, battle tirelessly against the forces of the Dark Legion. In the last days of the war, the Cardinal and the Apostle of War, meet face to face on the battlefield. For two days, their mighty weapons clash, neither warrior able to land a blow on the other. Durand gains the advantage, causing Algeroth to retreat from the battlefield, fleeing to his Dark Citadel. Undeterred, Nathanial Durand pursues him, eager to finish him off and end the Crusade. In the halls of Algeroth's Citadel, Durand strikes down the Dark Apostle, banishing him from the material plane. In doing so, the Cardinal is dealt a fatal wound.

Following the banishing of Algeroth, the Cardinal struggles back to the surface of Venus and in his last dying breaths, inaugurates Bauhaus Commander Supreme Marshall Alexander Toth as his successor. Angered by the loss of the Cardinal Durand, the soldiers of mankind fight with a righteous passion, felling the followers of Dark Legion with fury. The battle is quickly won.

The corporations and The Brotherhood, under the command of Cardinal Toth, continue to fight the Dark Legion on Venus for another 38 years, destroying the Dark Citadels one by one.

(91 YC) A year after the fall of the final Dark Citadel, Cardinal Alexander Toth dies and is succeeded by Cardinal Randolph Petrus I. The Brotherhood Inquisition begins the task of locating and eradicating all of the Dark Cults within human society. Anyone working with A.I. technology is also branded a heretic and suffers the same fate.

(93 YC) The Brotherhood's fourth Cathedral is completed, located within San Dorado, the largest metropolis of Mars.

(94-100 YC) Saladin, a Nepharite of Algeroth erects a new Dark Citadel on Mars. Saladin raids human settlements for the next six years, until he is killed in an ancient ruin, rumoured to be some five million years old. Capitol plans to destroy Saladin's Citadel, gaining permission to fly through Imperial airspace to do so. The Imperials attack the Capitolian crafts with anti-aircraft weapons. This moment of madness appears to be the work of the Dark Soul.

The four largest houses of Bauhaus vie for control of the corporation, plunging it into 30 years of civil war, known as the Throne Wars.

The other corporations take the opportunity to gain territories on Venus from the weakened Bauhaus.

(201 YC) Martian resources are viewed with envious eyes. The other corporations attempt to seize them from their Capitol owners in the Wars of Attrition.

(237 YC) Beneath the oceans of the Graveton Archipelago, Bauhaus and Mishima fight the great naval Graveton sub-war for forty years. The war is started when Mishima builds huge fortresses in an attempt to contest Bauhaus' island territories in the region. Eventually, both corporations call a truce after Mishima gains significant holdings.

(654 YC) The Scarab Wars. Capitol is met with opposition from Mishima when it attempts to extend the Trans-Martian Railway into the Scarab Desert and the Red Rock Flats.

(667 YC) The War of Shame. President "Raving" John Garcia of Capitol launches a series of strikes against facilities he suspects are conspiring to bring down the corporation. A desperate Capitol civil war begins, only ending with a citizen's revolt, within which Garcia is killed.

(675 YC) The Spatial Rifts of the inner solar system are intricately mapped, allowing safer and reliable travel.

(700 YC) Inter-Megacorporation distrust accelerates, marking the return of the Dark Symmetry.

(908 YC) The Neronian Heresy. Multiple claimants fight for power of the Cardinal's throne. It is three years before Durand XI is triumphant and is inaugurated. Under the influence of the Dark Symmetry, Cardinal Durand XI 'Durand the Mad', attempts to raze Luna City to the ground. After coming to his senses, he commits suicide.

(911–926 YC) The Sad Struggle, also known as the 'Imperial War of the Eagles'. A civil war splits the Imperial Corporation. The rebels are led by the traitorous Clan Kingsfield. A fifteen year war ensues. Clan Kingsfield is all but wiped out. Clan Bartholomew becomes the most powerful clan in parliament.

(933 YC) As war rages on once more between the corporations, Mishima loses faith in The Brotherhood. The Seven Sages of Mishima rise in eminence and the Schools of Enlightenment are formed.

(1001 YC) A small, unknown research group initiates a secret mission to rediscover two long lost research facilities, one upon Mercury and another in the asteroid belt.

(1103 YC) The Founding Day. On September 5th, Cybertronic establishes itself by orchestrating a stockmarket crash. It buys shares for incredibly low prices, becoming a new Megacorporation overnight. The new corporation makes its home in the scattered planetoids of the asteroid belt and the Trojan cloud that follows in Jupiter's orbital wake. Cybertronic begins the development of advanced technology and computer systems, defying the edicts of The Brotherhood, but somehow avoiding the taint of the Dark Symmetry. Many that have lost faith in The Brotherhood join this new corporation.

The corporation binds asteroids together into huge lattice works, housing millions. Breaking the Second Edict, they begin terraforming Jupiter's moon, Ganymede. Imperial, secretly supported by The Brotherhood, invade Ganymede. They successfully rout Cybertronic from the surface of Ganymede and claim the Jovian moon as their own.

(1253 YC) Cybertronic becomes the most populated corporation, led by the enigmatic Executive Board of 19. Mishima and the newest Megacorporation enter into several secret trade agreements.

Hostilities between the Megacorporations renew once again, sparking brushfire conflicts and territory disputes. Cybertronic and Mishima push for sanctions against Imperial, while Bauhaus and Capitol fight over mineral rights in the Kirkwood Mountains close to San Dorado.

(1255 YC) Young Cardinal Durand XVII assumes leadership of the Brotherhood and attempts to rally the Megacorporations in a new spirit of unity. He tries to avert the imminent Second Corporate War by proposing a Peace Initiative. Upon Eris, the corporations agree to meet at Peacekeeper Station. Suddenly, at the peak of the meeting, the station is annihilated in a huge blast. Though Brotherhood mystics claim it is the Dark Symmetry at work, the corporations immediately blame each other.

The Second Corporate Wars begin.

Unable to stop the violent corporations, The Brotherhood does what it can to undermine their war efforts. A set of strict Rules of Engagement are put in place. All corporations must adhere; to do otherwise would result in facing the wrath of the Cartel's intelligence and financial resources.

(1262 YC) The first Dark Citadel to be identified for many years is found by Capitol upon Mars. It appears to be empty, so the discovery is regarded as insignificant. Capitol launches an airstrike against the Citadel, but as it was generations past, Imperial forces shoot them down.

(1264 YC) The Doomtroopers of the Cartel are sent on a reconnaissance mission into the Dark Citadel on Mars. Those few who return report that the Dark Legion is taking physical form once more. The corporations agree to put aside their differences and act under the banner of the Cartel to once again repel the old enemy.

(1270) Cardinal Durand XVII falls ill of a mysterious sickness and is sequestered with only restricted personnel allowed access. Panic grips the Brotherhood and Cardinal Dominic seizes praxis. Before he is able to solidify his power, however, Durand emerges from his chambers after being feared dying for months, and the Curia breathe a sigh of relief that their leader is well. At his side are Junior Cardinal Joseph Konig and a young boy named Thomas. Nathaniel appears stronger than ever, making Dominic suspicious.

(1271 YC) Due to a feared taint caused by the proximity to the Dark Citadels on Mars, a new Capitol corporate board is put in place. Its new members are selected with assistance from The Brotherhood. It is subsequently proved that many of the old board members are cultists and heretics, all of whom are executed.

(1291 YC) More Dark Citadels suddenly arise like jagged teeth from the soil of the inner planets. Each and every Dark Citadel spews forth the inhuman abominations of the Dark Apostles once more. More and more Doomtroopers are recruited from each of the Megacorporations to take the fight to the enemy.

(1292 YC) Imperial accuses Cybertronic of heresy by its continued rejection of the Brotherhood's Second Edict and calls for the Cartel to intervene. Mishima blocks Imperial's claim, citing numerous examples of how Cybertronic's technological advances have benefitted mankind, rather than opposing it. The Cartel rules against Imperial, who's leaders are furious with the decision. Cybertronic and Mishima enter into a formal partnership of cooperation.

(1295 YC) The Battle of Volksburg. The Nepharite Overlord Alakhai once again assaults the heavily fortified Bauhaus city of Volksburg with an army a size not seen since the first Legion War. Thousands of loyal Bauhaus citizens are massacred, rising to battle their former allies and family as Undead Legionnaires. During the fighting, Alakhai cuts his way through the Fury Elite Guard protecting Inquisitor Majoris Johann Gott and slays him. Reinforcements arrive from Heimburg, causing the Nepharite of Algeroth to fall back, but severe damage has been done to the city and the planet's morale. Algeroth elevates Alakhai above all others of his followers.

(1296 YC) The Second Corporate War continues as each Megacorporation begins frantically fortifying its various cities and properties, each one expecting to be the next attack by the Dark Legion. This has caused renewed strife as forces on each planet clash with each other as tension mounts from an impending Legion attack that could strike at any time. The Cartel is forced more and more to step in to quell these battles, but in many cases it has escalated beyond what even they can do to stop it. Even the powerful words of Cardinal Durand have yet to sway the leaders of the Megacorps into peace.



AS ONE OF THE FIRST, GREAT MEGACORPORATIONS, NOBLE BAUHAUS LAID CLAIM TO VENUS, HER TERRAFORMED JUNGLES A TREASURE TROVE OF RICHES ON A PLANETARY SCALE. THE MEGACORP WAS QUICK TO STAKE ITS CLAIM, ITS INVESTORS FUNDING THE FOUNDATION OF NUMEROUS SETTLEMENTS AND INDUSTRIAL FACILITIES. FOR AN AGE, THE INVESTORS WERE RICHLY REWARDED FOR VENUS TRULY WAS THE FONT OF ALL WEALTH. INEVITABLY, THIS STATE WAS NOT TO LAST, FOR THE OTHER MEGACORPORATIONS TURNED COVETOUS EYES UPON BAUHAUS' HARD WON LANDS. PERHAPS JEALOUS THAT THE WORLDS THEY THEMSELVES HAD CLAIMED WERE FAR LESS QUICK TO RENDER UP THEIR OWN RICHES. FIRST MISHIMA AND CAPITOL, AND THEN IMPERIAL AS WELL AS SEVERAL OF THE LARGER FREELANCER HOUSES, TURNED UPON BAUHAUS, ADDING FUEL TO THE FIRST CORPORATE WAR, WHICH HAD BEEN THREATENING TO ENGULF THE ENTIRE SOLAR SYSTEM FOR SEVERAL YEARS AS EACH OF THE MEGACORPORATIONS SOUGHT A COURSE FOR LAUNCHING ALL—OUT WAR.

Beset upon all sides, their Megacorp facing for the first time in its long history the prospect of total defeat, the military advisers who for so long had been content to counsel the investors in matters of defence and strategy stepped forward. In what amounted to a military coup, the investors were swept aside and corporate governance was replaced with military rule. Held together by the iron fist of the military, Bauhaus gained new strength and when, at length, Cardinal Durand stepped from its ranks to lead the Venusian Crusade against the Dark Legion, Bauhaus was at the forefront of the army of the faithful.

THE IRON FIST

The Megacorporation remains under the power of the military to this day. In order to hold high office within Bauhaus, one must hold military rank, although often this is bestowed as a matter of convenience in order to facilitate the appointment. Thus, while the corporate worthies of the other Megacorps might wear the severe trappings of the business classes, in Bauhaus they appear more as a military class, wearing elaborate dress uniforms and bearing ceremonial swords even when engaged in non-military matters. With all but the lowliest of corporate officers bearing military rank, prestige and status must be measured and displayed in other ways. Here the Orders enter play, for anyone of any worth is a member of countless such bodies. Without membership of certain Orders it is impossible to enter or progress in certain professions, meaning that to be blacklisted from one or more could end an individual's career in the blink of an eye.

Over countless generations, the military classes that rule Bauhaus have coalesced into a number of noble houses. The four Elector Houses hold the true power, these being Romanov, Richthausen, Bernheim and Saglielli, each of whom hold sway over one of the Megacorporations core interests. Below the Elector Houses are the ten Great Houses, and below them over 2,000 Noble Houses, between them holding sway over the numerous divisions of the Bauhaus Megacorporation. Despite this proliferation of noble bodies, the vast number of Bauhaus citizens belong to the class of Commoners, their lives spent in drudgery beneath the iron heel of the Electors in service to their Megacorp.

BAUHAUS ARMED FORCES

The formidable military might of the Bauhaus Megacorporation falls under the overall control of the Romanov Elector House. In addition, each of the Great Houses and many of the Noble Houses maintains its

own Ducal Militia and elite household Guard forces generally used to defend its own holdings and to further its own exclusive interests. The armed forces are divided into several great classes, the officers of which are provided exclusively by the nobility.

Bauhaus maintains a large cadre of armoured forces, referred to as the Dragoons. These forces range from entire divisions of tanks to those consisting of heavily armed and armoured, carrier-borne infantry. The largest of the Megacorporation's main line forces are the Hussar regiments. These are less well trained and equipped than the Dragoons, but are still the equal of most regular units in the other Megacorps. The ranks of the Hussars are swelled by regular drafts so that the Megacorporation's interests can never again be threatened as they were at the opening of the First Corporate War. The Bauhaus air force is known as the Air Cavalry, its primary duty to provide support to the ground troops in the form of fire support and mass transportation. Given the difficulty of traversing the trackless depths of the Venusian jungle, the capacity to air lift everything from the heaviest Dragoon unit to the smallest Special Forces team is invaluable.

The Special Forces represent the cream of the Bauhaus military, their units truly rivalled only by those of Imperial. All Bauhaus Special Forces units are entitled to wear the famous skull-faced mask an honour that extends to those elite units maintained directly by the Elector and Great Houses. Most famous of all are the Venusian Rangers, a unit of peerless warriors unsurpassed in the art of jungle warfare and adept at fighting the blasphemies of the Dark Legion.

VENUS

The Bauhaus Megacorporation lays claim to the entirety of Venus, for it was seeded by the blood of Bauhaus Homebuilders. As with all of the inner worlds however, the other Megacorps seek to stake their own claims as Venus is by far the richest of the worlds of Humanity. The vast jungles are the source of all manner of natural resources and the rock beneath them harbours incredible mineral wealth. The seas team with life and along with the northern Freedom Lands of Mars account for the primary food source without which all of Mankind would starve. The capital city of Venus, as well as the seat of power of the Bauhaus Megacorporation is Heimburg. This vast megacity rears high above the jungles in the northern hemisphere, its countless skyscrapers piercing the very clouds. Heimburg is a model city, built to extol the glory of the Homebuilders. Vast statues of the Megacorp's many heroes and heroines dominate the avenues and every facet of the megalithic architecture is calculated to exemplify the supremacy of the Bauhaus Megacorporation, especially to outsiders. Bauhaus prides itself above all else on unmatched excellence in design and manufacture, and Heimburg is the pinnacle of this overarching doctrine.

About the equator of Venus lies the climactic zone known as the Ring of Fire. All across this region are to be found jungles swarming with hostile life, both flora and fauna, chains of volcanoes spewing rivers of lava, skies wracked with storms and seas that churn with extreme turbulence. The Ring of Fire is a frontier region; it is claimed by the Homebuilders, but in truth ruled only by those with the strength to impose their will upon it. The Ring of Fire is blessed with some of the greatest reserves of pharmaceutical and mineral wealth on all of Venus, making it an attractive prize to both the lesser Noble Houses and to outside interests, many of whom have established small and highly vulnerable colonies there. It is also the region most tainted by the presence of the Dark Legion; the so-called 'Green Hells' harbouring the Citadel of Alakhai, as well as others yet undiscovered.

On either side of the Ring of Fire are to be found the Rings of Strife, where Bauhaus maintains the bulk of its Venusian holdings along with the other Megacorporations." Though the Dark Legion is thought to have established at least a dozen Citadels in the Ring of Fire, it is between the Megacorps that most of the fighting occurs. At the poles of Venus are the so-called Circles of Ice, polar regions harbouring incredible mineral wealth which is only accessible by the skill and sacrifice of the Megacorporation's most heroic Homebuilders. Huge cities, protected from the harsh elements by domes of armoured glass, house hundreds of thousands of workers, all united in their quest to further the glory of Bauhaus. Greatest of these cities is Novakursk, its miners sacrificing all even as the uncounted legions of the Nepharite Molok lay siege to its five great geodesic domes.

CORPORATE RELATIONS

The negotiators of the Bauhaus Corporation are well known for their sense of honour, regarding a business contract as an alliance and abiding by its terms in minute detail. Of course, they expect their business partners to hold to the same values and when they do not bitter conflict can occur.

Bauhaus and Capital engage in many profitable trades, despite the running sore that is the Graveton Archipelago. The rulers of Bauhaus are cautious that their people do not grow jealous of the liberties enjoyed by the citizens of Capitol and the Ministry of Truth goes to great lengths to 'educate' Bauhaus citizens on the negative elements of Capitol culture such as greed, individualism and corruption so as to make it clear that the more limited freedoms granted by the Elector Dukes are far more preferable.

Bauhaus does business with Mishima, but often through gritted teeth. When the Dark Legion first came to Venus Mishima took advantage and grabbed vast swathes of land which they remain in possession of to this day. Though the two Megacorps have gone to war, most conflicts are skirmishes along the borders for there are worse dangers to confront elsewhere on Venus. The Elector Dukes regard Mishima as somewhat untrustworthy, this rival corporation's spies having stolen Bauhaus designs on many occasions, then mass-producing their own inferior copies to the Elector's enormous chagrin. Needless to say, the Ministry of Truth exaggerates these crimes to such an extent that the average Bauhaus commoner is all too willing to believe that the entire Mishima Corporation has been built on such dishonourable acts and has no underlying value at all.

It has been said of Bauhaus and Imperial that the two Megacorporations are the very best of enemies. The two are regularly at war, but because both hold very similar codes of honour and are structured in a similar way, this rarely escalates into genuine hatred. These wars are engaged often in a chivalrous manner with both sides conducting themselves according to a set of shared values. The rights of prisoners are always respected, as are truces and ceasefires. The Ministry of Truth depicts Imperial as a pale imitation of Bauhaus, claiming the clans to be little better than pirates. The clans, it seems, enjoy living up to this image.

The Bauhaus relations with Cybertronic are, by and large, cordial. There are two primary reasons for this state of affairs. First, many of Cybertronic's highest-placed officers, scientists and leaders were drawn from Bauhaus, joining the new Megacorporation on the Founding Day. While other corporations harbour an abiding hatred for such turncoats, the Elector Dukes regard it with a grudging respect. Blood ties remain strong and it would take a huge provocation for Bauhaus to launch a full scale war against the smaller Megacorp. The second reason is that Bauhaus demands the best in all things, and when it comes to advanced technology, there simply is nothing better than Cybertronic. Despite the Brotherhood's proclamations to the contrary, Bauhaus does not subscribe to the notion that Cybertronic is in thrall in any way to the Darkness, steering a careful path of studied neutrality.

Bauhaus maintains especially strong ties with the Brotherhood, and the Ministry of Faith ensures that all of the people are raised in the way of the Light. Bauhaus was the first corporation to support the Brotherhood when first it rose to power, and indeed numerous Cardinals have been drawn from its ranks.





BAUHAUS GENERAL SPECIAL RULES.

Doubtless Precision: Bauhaus models do not suffer the normal effects of a Fumble, (e.g. lose remaining AP) but all rolls of natural 20 are still considered a failure.

Kampfdoktrin: Bauhaus forces use a number of different Combat Doctrines depending on the situation and opponents they are engaged with.

Each Troop, Support or Light Vehicle squad may be upgraded using the doctrine lists below. If all doctrines are chosen from the same list (Romanov, Bernheim or Richthausen) then each squad may buy 0–2 doctrines. If doctrines are chosen from more than one list, then each squad may buy 0–1 doctrines. No squad may buy the same doctrine twice and the doctrine must be purchased for all models in a squad.

Characters are attached to squads after doctrines have been purchased, but are not affected by the squad's doctrines if they are attached to a squad.

ROMANOV DOKTRIN

Eiserner Wille (+2 PTS per model): The model gains Fearless (+4)

Schnell! Schnell! (+3 PTS per Troops model, +5 PTS per Support model, +10 PTS per LV model): The model receives SP(+1).

Smoke Flare (+5 PTS per squad): Once per game, the squad (or acting) commander may place a temporary Smoke token within 3" as per the smoke weapon ability.

Los Jetzt! (+2 PTS per troops type model, +3 PTS per support type model and +6 PTS per vehicle model): RES(2): All models in this squad gain Ferocity (+2) and when performing a charge action they gain SP(+1).

Advanced Hand-to-Hand Combat Training (+3 PTS per model): RES(1): Close combat weapons from this squad's models gain ROA(+1).

At Arm's Reach (+1 PTS per model): This model's close combat weapons gain R(+0.5) and ST(+1) (Infantry only).

Precise Positioning (+5 PTS per Troops model, +7 PTS per Support model): The squad gains Rapid Deployment as a deployment option. They may also reroll a failed Rapid Deployment roll and treat a roll of a 20 as a 19. Only 1 squad may take this ability. If the squad already has Rapid Deployment or Infiltrate, the cost is reduced by 2 PTS per model.

BERNHEIM DOKTRIN

Marksmanship (+1 PTS per model): This model gains Crackshot (2).

Special Weapons Training (+10 PTS per squad): Models in this squad can re-roll failed 'Get The Gun' rolls.

Steady Aim (+3 PTS per model): RES(2): If no models in the squad are engaged at the beginning of the squad's activation, all of the squad's ranged weapons gain R(+6).

Motion Beacon (+10 PTS per squad): RES(1): Spend AP(1): Once per game the squad (or acting) commander may place a permanent 'Motion Beacon' token anywhere within 18" and scatter it D20/4". Friendly models making ranged attacks at enemy models within 3" of the token may ignore all negative modifiers to RS.

Extended Magazines (+1 PTS per model): This model gains Gunslinger.

Targeting Flare (+5 PTS per squad): RES(1): Scatter Distance rolls for this squad's (GR) type weapons may be re-rolled.

Tarnung (+2PTS per model): This model can perform the Evade Action for AP(0).

RICHTHAUSEN DOKTRIN

Blitzkrieg (+10 PTS per model): The model gains SP(+1) and Preemptive Strike. (Light Vehicle only)

Field Repair Kit (+10 PTS per squad): RES(1): One model in the squad may spend AP(1) to attempt to repair a damaged location on a vehicle in B2B contact. The model succeeds at restoring W(1) to that location on a D20 roll of 1–10. A vehicle can only regain W(1) per turn in this way. (Troops and Support only)

Verstärkte Panzerung (+10 PTS per model): All of this model's armour locations gain A(+1) and any negative modifiers to rear armour are reduced by 2 to a maximum of 0. (Light vehicles only)

Field Medic Training (+10 PTS per squad): The squad commander gains Medic (4) or (+2) if they already have Medic.

Sandsäcke (+15 PTS per squad): RES(2): Models from this squad may spend AP(1) to place a permanent 'Sandbag' token in B2B with the model placing the token or another 'Sandbag' token within 3".

Flankenangriff (+10 PTS per Support squad, +15 PTS per LV squad): The squad may be deployed using Flank Deployment. Only 1 squad may take this ability. Attached characters do not beneift from this doctrine.

Panzergruppe (+20 PTS per squad): One squad of Light Vehicles can be taken in a Support slot.



ANGELIKA DRACHEN

A daughter of the Bauhaus noble line of Saglielli, Angelika Drachen is as equally feared by the soldiers of her own corporation as she is by her enemies. Wielding a custom-crafted HG-25 'Equalizer' handgun, her signature neurolash, and clad in the distinctive skull mask of the Bauhaus Special Forces, Drachen cuts a terrible

figure on the field of battle. Having served in every major warzone in which her corporation has an interest, the front of her braided pelisse jacket is replete with numerous medals and ribbons. Many of these she chooses to wear into combat as a reminder, to the enemy as much as to her own side, of her achievements. Templar–Colonel Drachen is not a tactical commander, though she holds senior rank in the Noble Guard Order in her own House. Instead, she serves the Army Ministry directly, undertaking missions at the behest of the most senior staff officers. Drachen's role is one of bolstering the morale of her own corporation's forces while simultaneously degrading that of the enemy. Should a Bauhaus unit be identified as lacking in backbone or deficient in leadership, it is Drachen's mission to make any and all suitable changes to the command structure to reverse that situation. Starting at the very top of the unit's chain of command, Angelika oversees an often lethal reorganisation, taking direct command for a short time if she deems it necessary. Having expelled or executed the unit's leader, she instigates a purge of its officer cadre and implements a fearsome regime of discipline and re–education in the ranks. If and when she deems the unit sufficiently reformed, she leads it into battle, sometimes commanding directly, at other times standing back

and allowing newly appointed officers to prove themselves, or otherwise. In the main, her strict methods, and the example she sets in battle, ensure that any former issues of morale and leadership are entirely remedied. When this is not the case, she has no apprehensions about performing field executions in order to make her point. Aside from imposing fear and discipline in her own corporation's ranks, Drachen is also tasked with striking fear into the hearts of the enemies of the Bauhaus Corporation. This she achieves through a combination of combat prowess and highly effective propaganda. Angelika is adept at convincing enemy troops that they would be far better off submitting to her demands by abandoning their posts before battle is joined and not risking the storm of her wrath that is sure to follow if she is disobeyed. The commanders of enemy units confronted with such tactics find the morale of their own ranks wavering even as the

interests of the Bauhaus Corporation are furthered.

In battle, Angelika Drachen is a whirlwind of precision lethality. While maintaining an outward impression of feminine grace which many mistake for weakness, she is capable of transitioning from languid watchfulness to explosive violence in an instant. She is a lethal shot with her handgun, as easily able to place a round in between an enemy's eyes as in the back of the head of a routing Bauhaus officer. Her favoured weapon, however, is her neurolash, with which she is able to paralyse or kill with but a touch, depending on her whim. Those killed outright by the lash might consider themselves fortunate, for those stunned into immobility to be taken prisoner soon discover the true extent of the cruelty masked by

Drachen's disarmingly feminine appearance.



TYPE: Character, Infantry, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular

EQUIPMENT: MP-25 Equalizer Handgun, Harstein & Becker Industries Neurolash, House Valmonte Distortion

Device, Bauforce Superior Light Armour

OPTIONS: None

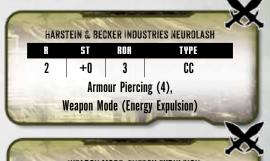


ABILITIES: Brutal, Contempt (All), Dissention (3), Dodge (8), Execution, Fear (4), Fearless (5), Ferocity (1), Leader (1/Juggernauts), Neurolash Re-Energiser

House Valmonte Distortion Device: RES(2): Place a permanent 'Distortion' token anywhere within LOS. No model within 5" of the token can perform Ranged Attacks. Only one such token may be in play at any one time.

Neurolash Re-Energiser: RES(1): Place an 'Energiser' marker next to a non-vehicle model within this model's CCWR. The affected model is ST(-2) and this model gains ST(+2). Remove the markers only when the affected model is removed from play. (cumulative).











MAX STEINER

Max Steiner is a man of contradictions. On the one hand, he is a formidable soldier with countless battle honours to his name and who is much beloved by those who serve under his command. On the other hand, Steiner is regarded by many of his superiors, as well as large sections of the Bauhaus Corporation's noble classes, as an arrogant, swaggering, vain and egocentric bon vivant. In reality both are true! Like the vast

majority of those who attain a commission in the Bauhaus military, Steiner is born of noble blood, albeit his house is not a major power in its own right. He spent his youth carousing with his fellow young bloods, enjoying the privileged life his status allowed. As with all of his peers, Steiner served his time in the Bauhaus military, in his case the Hussars, though his record documented far more instances of insubordination and censure than honours won in the service of his corporation. While his peers achieved great things for their houses and the corporation, Steiner descended into a morass of decadence and excess until at length he committed a crime so heinous that he drew the scornful eye of the lords of Bauhaus' aristocracy. The young Steiner was offered a choice – renounce his status within his noble line and lead a life of profligacy and dissolution, or re-affirm his dedication to his house and begin anew by entering the Special Forces. Steiner made his choice, and having excelled in the trials, was commissioned into one of his corporation's most elite units – the Venusian Rangers. Whilst serving in the 'Green Hells' of Venus, Steiner was transformed. He learned the full horror represented by the Dark Symmetry, confronting the very worst necrotechnological monstrosities the Dark Legion could field. He saw beloved brothers-in-arms cut down in the prime of life, only to be resurrected by the fell processes of the Symmetry and sent against their erstwhile kin as horrific, rotting Undead Legionnaires. He faced the cream of the other corporations too, but always his true hatred was reserved for the Dark Legion. With so many battles against the servants of the Nepharites to his name, it was perhaps inevitable that Major Steiner would receive one of the greatest honours any human soldier can aspire to – he was invited by the Cartel to serve in the elite of the elite, the Doomtroopers. There, Steiner found that the enemies he had faced thus far were but the tip of a necrotic iceberg; a mere glimpse of the stark horror that awaited should the Nepharites gain a foothold on the worlds of the solar system. As a Doomtrooper, he infiltrated the

halls of the Dark Citadels themselves, and saw sights that would blast the very soul from most men. Despite his transformation from decadent noble fop to grizzled veteran, something of the old Max Steiner still exists. He is still capable of quite staggering exhibitions of arrogance and vanity, though more often than not with a knowing gleam in his eye. When off duty, he is known to carouse with the best of them, mixing with lords and with harlots with equal ease. Where he differs from his old self, however, is in his

dedication to his sworn duty. Max Steiner will, and has on many an occasion, dropped his carousing to answer the call to war at a moment's notice, donning the skull mask of the Bauhaus special forces and taking up arms against the foes of his corporation and

against Mankind itself.



TYPE: Character, Infantry, Doomtrooper, Venusian Ranger, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular, Infiltrate

EQUIPMENT: Blessed Bauforce HMG 1000 'Deathlockdrum', Dueling Sabre, Booby Traps, Guardsman Mk.III

Armour

OPTIONS: None







ABILITIES: Fearless (5), Leader (2/Venusian Rangers), Sabotage, The Coolest Guy Around; As Venusian Rangers: Camouflage (2), Crackshot (2), Fear (2), Ranger

Sabotage: If this model is the army commander, the opposing player must reveal any Secondary or Faction Objectives they have as well as all information required to complete them.

The Coolest Guy Around: This model always passes LD tests.



VALERIE DUVAL

A brunette woman gifted with immaculate beauty, with flowing locks of silken hair and eyes which have an essence of warmth that belies her ice-cold exterior, Valerie Duval lives an unfortunate life of melancholy and woe. Her childhood was spent under the sole care of her Military Officer father after losing her mother to the ravages of sickness. Valerie Duval was an only child, a fact that drove her father to the bottle.

Although never physically abusive, he was ever spiteful that his wife had never given him the son he needed to carry on the Duval military bloodline. It was an overbearing sense of guilt that drove Valerie Duval to become the woman she is today. In an attempt to prove herself to the father that was blind to her, she chose to join the Bauhaus military, serving with the Blitzers and specialising in the destruction of crucial Megacorporation objectives. During the raging battles upon her home planet of Venus, Valerie Duval's father was brutally tortured and sacrificed by heretical followers of Algeroth. Never would she know if she had proven herself to the only man of her life, never could she listen to his tales of glorious victory against Imperial, and never again could she bear the thought of living on without the acceptance she now would never get. She had nothing left to drive her. These wilderness years would direct her future. Eventually, Duval was approached by the Bauhaus Ministry of Faith, an order linked to the Brotherhood, an order that offered her a new start, one she so desperately needed. She would finally be rid of her sense of failure and isolation, and she would live the last years of her life unleashing vengeful destruction upon the forces of the Dark Legion. She joined the Duke of Heimburg's 7th Etoiles Mortant regiment, where she underwent intensive training to hone her already impressive combat skills. As a fully-fledged member of the Etoiles Mortant, Valerie Duval engaged her enemies in an almost dance-like lethality. She became a master assassin, using her two EN-13 Nightsticks and silenced Punisher Handgun to silently dispatch the enemies of mankind. Ultimately, she was noticed by the Bauhaus Ministry of Fear, who seconded her to the vaunted Intelligence Service. In this role, Duval would lead missions of great significance to the Megacorporation, often with objectives of asset or corporate assassination.

Since joining the Ministry of Fear, Duval makes no time for personal relationships. She is exclusively focused on her military career. A rare few are close to Valerie Duval. Those closest know not to question her intentions, nor to delve into the sorrow-filled past that still haunts her worst nightmares. Whether one knows her personally or not, Valerie Duval is regarded as one of the Solar System's most efficient and merciless assassins.

	STATI	STICS		Sheak					NO.	
			111		100		1		1	
SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	16/6	12	11	12	16	15	3	23(10)	0	110
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TYPE: Character, Infantry, Doomtrooper, Etoiles Mortant, Unique, Medium Base

DEPLOYMENT OPTIONS: Flank Deployment, Regular, Infiltrate

EQUIPMENT: Silenced P60 'Punisher' Handgun, 2 EN-13 Nightsticks, Tear Gas Grenades, Dying Stars Armour **OPTIONS:** Valerie Duval may be upgraded with 1 Art Power from the Art of Mentalism for free (see Brotherhood Army list).

Up to 2 Etoiles Mortant squads in this army may be upgraded with CC(+1) and ST(+1).





ABILITIES: Assassinate, Fearless (5), Hurricane of Destruction, Paired Weapons (CC); as Etoiles Mortant: Camouflage (2), Contempt (Dark Legion), Follow Up, Predator Senses, Ranger

Assassinate: This model gains ST(+3) when attacking a target in its rear facing during close combat.

VENUSIAN MARSHAL

As is to be expected of the higher military ranks of the noble Bauhaus Corporation, officers from Kapitan to Grand Marshal, have a high standing in society. What is also interesting to note, is that they also have, literally, a high position on the battle field; accompanying every Marshal is a trusty steed. One would expect this beast to be a resplendent

thoroughbred of significant stature and finery.

This expectation would be wrongly placed, for each and every officer instead rides a stocky, robust Fjord horse. The equine-pedigree can be traced all the way back to Old Earth; specifically the Scandinavian region of Europe, from where a small herd was brought to Venus at the request of the infant heiress of the Noble House Richthausen. Since then, the line has been bred to be the perfect mode of transportation on rocky and rugged ground, where finer horses would break a leg or a Vinciano-Traffaux Cardinal armoured car would ground.

The Fjord's short, stocky legs have made it so surefooted that Cybertronic briefly attempted to surgically mirror the technique in its Diamondisation and Enhancement protocols. The human volunteers did prove to be exceedingly well-footed, but also prohibitively slow. While often called 'ponies' by soldiers in the other corporations, the Marshals see their 'kleines pferd' as a badge of honour, as well as a dear friend, and mourn their death much more than they ever would their men's.



	STATI	STICS	WE WILL	Same.					No.	10,750
SP	CC/DEF	RS	ST	CON	WP	LD	W	Å	SZ	PTS
7	15/3	15	10	10	16	16	3	22(10)	2	120
	12/-		10						-	

TYPE: Character, Cavalry, Large Base **DEPLOYMENT OPTIONS:** Regular

EQUIPMENT:

MARSHAL: AG-17 (Deathbolt Ammo), HG-14 Hagelsturm Shotgun, Paradesäbel, Gas Mask, Guardsman Mk.III Armour; MOUNT: Ironshod Horseshoes

OPTIONS: One squad of Hussars not led by a Venusian Marshal or Kapitan may deploy via Infiltrate.





ABILITIES: Advanced Supply Chain, Duellist, Frenzy, Initiative (1), Officer's Judgement

Advanced Supply Chain: RES(X): Once per game turn, at any point, place (X) 'Advanced Supply Chain' markers on this model. These markers remain in play until this model is removed from the game. During this model's activation, you may remove any number of markers to access the following abilities until end of turn, each only once per game turn.

- Seize the Moment: (1-3 markers). For each marker removed, the player receives a (+1) modifier to their Initiative roll for the next game turn.
- Intelligence Report: (1 Marker). This model gains Espionage.
- Boosted Supplies: (2 Markers). Nominate 1 friendly squad within 12" and LOS, reduce the RES cost of any abilities for the squad by (1) to a minimum of 0.

- Emergency Redistribution: Un-spend up to 5 RES for 2 markers each.
- Double Up: (3 markers). Nominate one Marshal or Kapitan in the army. That model doubles their advanced supply markers or Supply markers.
- Communications Blocker: (1 marker). At the beginning of the Marshal's activation, place a permanent token within 24" and LOS of this model Models within 4" of the token cannot use any abilities that have a RES cost. Only one such token may be in play at any one time.

Officer's Judgement: All Bauhaus Troop and Support type models within 10" of this model gain CC, RS and LD(+1) (non-cumulative)

VENUSIAN KAPITAN

	STATI	STICS		O JEWA		-		_	1900	1.0
SP	CC/DEF	RS	ST	CON	WP	10	W	A	SZ	PTS
1	14/2	14	10	10	14	15	3	22(9)	2	45
	12/-		10							-3

TYPE: Character, Cavalry, Large Base
DEPLOYMENT OPTIONS: Regular

EQUIPMENT:

KAPITAN: AG-17 (Deathbolt Ammo), HG-14 Hagelsturm Shotgun, Paradesäbel, Gas Mask, Guardsman Mk.III Armour **MOUNT:** Ironshod Horseshoes

OPTIONS: If this model is attached to a Hussar squad before the game, you may buy special weapons for 2 in 5 models instead of 1 in 5.





ABILITIES: Supply Chain, Für schlechte Zeiten, Officer's Judgement

Supply Chain: RES(X): Once per game turn, at any point, place (X) 'Supply Chain' markers on this model. These markers remain in play until this model is removed from the game. During this model's activation, you may remove any number of markers to access the following abilities until end of turn, each only once per game turn. They affect all Hussars in the same squad as the Kapitan.

Für schlechte Zeiten: For every enemy model removed from play as a casualty by this Kapitan or any model in a squad with a Kapitan attached to it, place 1 Supply Chain Marker on the Kapitan.

Officer's Judgement: All Bauhaus Troop and Support type models within 6" of this model gain CC, RS and LD(+1) (non-cumulative).

- Weapon Cooling Packs (4 markers): ROA(+1) to all (A) and (H) type weapons.
- Stimule T-2000 (1 Marker): ST(+2)
- Boostjab (1 Marker): CON(+2)
- Reinforced Armour Plates (3 markers): A(+2)
- Med Pack (2 markers): Heal (+4)
- Armour Piercing Ammunition (3 markers): Armour Piercing (3) to all (A) type weapons.
- Rail Ammo (4 markers): Type (A) weapons become Type (R), ROA (1) and Slow to Reload.

BRUDER WILHELM

The noble House Saglielli has a self-appointed mission to root out the heretic wherever he should hide; as such many a Saglielli has joined the Brotherhood or Templar Veritas. Bruder Wilhelm has known his mother's path since he was old enough to properly understand the Oath of Vengeance; privileges and luxuries of nobility are not for him, instead it is a life of study and celibacy. He sacrificed

his future and progeny for the higher purpose of defending humanity from the taint of darkness. Such was not as great a sacrifice as it seemed, for the young Templar was not interested in the pleasures of flesh, finding instead comfort in the pages of long forgotten tomes. For many years before he started his monastic life, Wilhelm gathered knowledge in the libraries of the solar system, but it wasn't until the death of his mother that his passion changed his life. As his mother's wake continued above, Wilhelm sorted out the solace in the family's old library. As he browsed the shelves an old and faded journal caught his eye. In that forgotten book one paragraph especially kept his attention; a story of the second Cardinal, Toth, long before his investment, had smote a Kohort of Necromutants in its entirety. What grabbed the Templar was not the battle itself, but its nature. The story resonated because Wilhelm saw his own well-hidden abilities mirrored in the old story. Since the age of seven, Wilhelm has exhibited mysterious skills he had felt a curse. At last he saw the truth: the curse was a blessing from the Second Cardinal himself. The Templar's crusade was clear, he would continue Toth's work as his link to the present and he fully committed himself to his enriched calling.

	STATI	STICS		Shew						
THE A									1	
SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	14/3	13	9	11	16	14	3	21(10)	0	50
No.	Mark V	No. of London	NEW YORK	THE PARTY	T.Build	THE PARTY			-	

TYPE: Character, Infantry, Unique, Medium Base

DEPLOYMENT OPTIONS: Flank Deployment, Regular.

EQUIPMENT: P60 'Punisher' Handgun, Heilige Axt, Anointed Templar Armour.

OPTIONS: Bruder Wilhelm may be upgraded with 1 Art Power from any Brotherhood Art Path

(see Brotherhood Army List).

May be taken in a Brotherhood army.





ABILITIES: Blitzschlag, Contempt (Dark Legion), Fearless (3), Guardian of the Spirit, Oath of Vengeance, Relentless, Target Sense.

Blitzschlag: RES(2): All other models within 2" of this model must pass a WP(-3) test. If failed the model receives 2 ST(12) deadly autohits. This counts as a close combat action.

Guardian of the Spirit: Wilhelm and any squad he is attached to may always re-roll failed WP tests when defending against Dark Legion Powers.

Oath of Vengeance: RES(2): All Bauhaus squads gain Contempt (X) until the end of the turn, where (X) is any faction except Brotherhood.

The Light cannot be vanguished; it can only to be dispersed.

Disperse it and I will bring its full power upon you'

Bruder Wilhelm

DOMINIK KASPERNOV

To mean something in Bauhaus society one must be of noble birth and have completed a tour in the military. Dominik Kaspernov has done both; his family is very influential in the finance sector and his service, officially in the Venusian Rangers regiment,

shows him to be an elite solider. Yet, if Society knew his secret, it would have a very different view of Dominik Kaspernov. All came to light the night before he was due to pass out as a Ranger; a fire burnt the facilities down. It quickly became apparent that the destruction was an act of arson and Kaspernov was the arsonist. Such an act should have resulted in court martial, a substantial military prison sentence and dishonourable discharge. Yet, surprisingly to everyone, including the pyromaniac himself, Dominik was transferred to the Cartel and made a Doomtrooper. The transfer was personally requested by the living legend, Max Steiner. Steiner never overtly revealed his motives for such a counterintuitive decision, but in time it became apparent. The younger Venusian Ranger's skill and finesse in conflagration was a hard to find asset and Steiner had hit the jackpot just in time. The very next day the Cartel assaulted the Demnogonis citadel of Lakothar the Sullied. Although they suffered high losses, the Cartel troops managed to successfully sabotage the foul (and highly inflammable) experiments of the Nepharite and greatly reduced Demnogonis capacity to mount his diabolical assaults in the surrounding jungles. Details of the mission are, as always, classified, but news was carefully leaked and circumspectly orchestrated. The media campaign inflamed the populace, which psychically seemed to add further fuel to the fires that held the forces of Demnogonis back. Key to the incandescent reporting style was a beautifully framed image of two Venusian Rangers watching the Citadel burn. A closer look would reveal a fiendish maniacal smile on the face of the younger Ranger, one that juxtaposed perfectly with the boisterous exuberance of the elder who was ecstatic to watch the enemy's abode ablaze.

	STATI	STICS	E LIEU	Shew.						
A. A.		MAAA								
SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	15/4	16	10	12	14	14	3	22(10)	0	55
The same of	The same	A. A.	YES NO B	T 20/6	T.S. L.	THE PARTY			-	-

TYPE: Character, Infantry, Doomtrooper, Venusian Ranger, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular, Infiltrate, Stalk.

EQUIPMENT: Electro-Shock Grenades, Fire Grenades, 'Murder & Killer', Booby Traps, Guardsman Mk.III Armour

OPTIONS: None



CLOSE COMBAT WEAPON:



ABILITIES: Duelist, Fearless (3), Leap (4), Paired Weapons (GR), Pride of Volksburg; as Venusian Rangers: Camouflage (2), Crackshot (2), Fear (2), Ranger

Pride of Volksburg: RES(1): If attached to a Venusian Ranger squad, all models in this squad gain Ferocity (2).





COUNT ENRICO VALMONTE

Known as the 'luckiest man in the Bauhaus military', Count Enrico Valmonte is the heir to the Valmonte family fortune, such as it is. They are the owners and controllers of Stud Pictures, the most infamous production studio of erotic cinema in the Solar system. In addition to this, they have also had the most members disgraced and exiled from the Megacorporation. The family is infamous for its depravity and lewdness, but they are also known for their long and impeccable military service. The only thing that has saved the House from utter destruction is the achievement that more than 150 Iron Swords of Valor, 90 of them posthumously, have been awarded to the Valmontes.

Enrico is no different. While his sister runs the day-to-day operations of the House's holdings, he plays his part in the military with consummate skill. An extremely skilled sniper, it is said that he has eliminated targets that should have been impossible shots. His loud, boisterous nature endears him with the line troops of the Hussar regiments, and makes the officers and nobility sneer with contempt.

	STATI	STICS		Sheeps.						
THE A									15	
SP	CC/DEF	RS	ST	CON	WP	LD	W	Å	SZ	PTS
5	14/2	16	10	10	14	15	3	22	0	80
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TYPE: Character, Infantry, Hussar, Medium Base **DEPLOYMENT OPTIONS:** Regular, Infiltrate

EQUIPMENT: PSG-99 Sniper Rifle, HG-14 Hagelsturm Shotgun, Paradesäbel, Gas Mask, Guardsman Mk.III

Armour

OPTIONS: None







ABILITIES: Contempt (Capitol/Dark Legion), Camouflage (2), Eagle Eye (2), Luck Be a Lady, Reposition, Sniper, Target Sense, Unblinking Eye

Luck Be a Lady: RES(2): This model gains DEF(+3), Hard to Hit (4), and IA(10)

Reposition: If not engaged at the start of this model's activation, it may recall. Next turn, this model may deploy using Rapid Deployment outside of opponent's Deployment area.

COLONEL HERBERT B. MARBACH

Among the Bauhaus elite, there are many scholars and educated professionals. One of the lesser Noble Houses, House Marbach is famed for its extensive libraries and collections of ancient manuscripts. It is whispered that if it has been written somewhere, they have a copy of it. Of course, such claims are vehemently denied by the chroniclers of the House, since that would mean also that they have texts

that are deemed heretical by the Brotherhood.

Having served in the Bauhaus Military for years, Herbert has risen in the ranks as a respected officer and a man whose keen intellect and memory is consulted on a wide-variety of topics by the High Command. In addition to his vast knowledge, he is also a skilled duelist, having defeated and shamed many opponents for attempting to besmirch his family name as heretics.

	STATIS	STICS		SA PLAN		-				
AT A		MAN	-							_
SP	CC/DEF	RS	ST	CON	WP	LD	W	Å	SZ	PTS
5	16/3	14	9	13	14	15	3	22(10)	0	65
Sep. 10	10/0	14	J J	13	14	THE STATE OF		22(10)		

TYPE: Character, Infantry, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular

EQUIPMENT: P60 'Punisher' Handgun, Reitersäbel "Marie", Guardsman Mk.III Armour

OPTIONS: None





REIT	ERSÄBEL "MA	RIF"
	ROR	TYPE
1.5 +1	2	CC

ABILITIES: Chronicler, Duellist, Eidetic Memory, Espionage, Fearless (3), Hard to Hit (2), Noble Heritage, Target Sense

Chronicler: If this model is not the army commander, the army commander gains WP(+1) and LD(+1).

Eidetic Memory: RES(3): All friendly models within 6" gain Target Identifier (4). Their (A) type Ranged Weapons gain Armour Piercing (2) and hits by these weapons count as Power Shots on a roll of 1–3.

Noble Heritage: While in play, this model provides one resource card.

FELDWEBEL RICHARD MEIER

Within the Blitzers, it takes a special kind of crazy to lead these maniacs. Sergeant Meier is that kind of insanity. He and the men he leads accept only the most dangerous missions, such as destroying Capitol Leviathans head on or sabotaging entrenched Imperial bunkers from behind. At first glance, you would believe them suicidal, yet his men almost always make it home. Richard knows that in order to survive on these kinds of missions, you must be prepared, and he does exactly that. In his squad, he always brings a competent field medic to patch up anyone who gets hurt. They are trained exactly the same way any other Blitzer is, and the field medics are just as skilled and crazy as any of the rest of them. When not in a combat situation, his squad is performing drills repeatedly on the range and in brawling circles. It is Meier's reasoning that repetition makes them into a well-oiled team.

		STATIS	STICS	S Julian	S LEAK					VIII-	
										15	
S	p	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5		14/1	15	10	10	14	15	3	21	0	55
	UII	TEN.	NEW N	VENO D	THE STATE OF	1.3-6	THE PARTY	-	-	-	- 4

TYPE: Character, Unique, Infantry, Sturmblitzer, Medium Base

DEPLOYMENT OPTIONS: Regular, Infiltrate

EQUIPMENT: Gehenna Puker Flamethrower, MP-103 Hellblazer SMG, Entrenching Tool, Hohlladung, Gas Mask, Guardsman Mk.IIIP Pionierarmour

OPTIONS: None





ABILITIES: Waffenbrüder, Zielwasser.; as Sturmblitzer: Contempt (all), Fearless (4), Leise Sohlen, Ranger, Unbreakable, Weg Damit

Waffenbrüder: One model in Meier's squad gains Medic (4)

Zielwasser: If attached to a squad of Sturmblitzers, one model in this squad may perform the Battle Focus action for AP(0)

BARON LEOPOLD VON JAEGER III

Baron von Jaeger is rather unique. Quite an eccentric, and may even be a madman, but he is irreplaceable nonetheless. Jaeger considers himself a hunter more than a military man; he spent his childhood honing the art of the hunt in the jungles of House Piquarde, near Helmutsport on Venus. The skills he developed while hunting devilcats, Venusian pythons, and alike on his ancestral home, have placed him in good stead within the Bauhaus Military and specifically the Bauhaus Artillery Korps, where he has excelled for forty or so years.

He is a strange sight to behold upon the battlefield, decked in the finery of a Bauhaus Kapitan, over which he wears his tatty fifty-year old heavy leather hunting jacket. Perched upon his arm, is his faithful hunting hawk 'Hans'. He wears a monocle and has the most magnificent of moustaches. Jaeger's talents have afforded him the leniency of his superiors in regards to his less than standard tactics and appearance. When an enemy must be destroyed in a brash show of Bauhaus military force, Jaeger is the man for the job. His befuddled appearance belies a shrewd tactical mind, a mind that sees a battle as something beneath him. He would much rather be hunting down a stealthy and intelligent foe in a series of precise attacks and feints, and then finally finishing the worthy opponent in a large, precise and devastating bombardment, obliterating them from existence.

He scorns any mission given to him that does not spark his hunter's interest, giving it the least of his attention. This has led to no end of disciplinary actions, but his exemplary record elsewhere has ensured his current batch of superiors utilize the 'old Baron' where he is at his best. Jaeger will always be found amongst the howitzers and cannons of his korps, surrounded by tables filled with maps and antiquated instruments of cartography and survey, reams of ink and guava splattered plans billow in the wind, detailing his target and the intricacies of the particular hunt.

He will often go beyond his station, taking control of the larger army, ignoring the counter of his field superiors, wielding their men as if his own. Placing them, repositioning them and distributing them ready so that they will funnel the prey. Constantly muttering to himself as he discusses his plans with Hans, often getting into loud argument with the tempestuous bird as it's 'suggestions' infuriate the Baron. Eventually, the moment will come when he has positioned, or funneled, his prey. 'Check mate' he will mutter under his breath as Hans squawks and flaps in excitement. 'FIRE!' he screams before his guns reply.

	STATIS	STICS	LUB	STATE OF THE PARTY.						1
M. A.									1	_
SP	CC/DEF	RS	ST	CON	WP	LO	W	Å	SZ	PTS
4	11/0	15	7	8	13	14	3	23(10)	0	35

TYPE: Character, Infantry, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular

EQUIPMENT: HG-12 Handgun, Paradesäbel, Bauforce Superior Dress Armour

OPTIONS: None



CLOSE COMBAT WEAPON:



ABILITIES: 'I am in Charge', Show them Hans, Target Sense

'I am in Charge': When attached to a Bauhaus Artillery Korps, this model provides one resource card. One Heavy Gun in this squad may use this model's RS.

Show them Hans: RES(X): Up to (X) 403-B 125mm FeldKanone in this squad do not need LOS but are ST(-1) and ROA(-1).

HUSSARS

Hussars are the regular line infantry of the Bauhaus Corporation. They are among the best equipped and armed of all the regular corporate armies and as every citizen of Bauhaus is expected to serve in the military at

some point, they are never without a steady flow of recruits.

The Hussars are organized into large regiments, most of them associated with and recruited from a specific city or region in the Megacorporation's extensive domains. Each regiment is fiercely proud of its military heritage and recruits are drilled with the histories of their forebears until they fully appreciate the standards they are expected to uphold every moment of their service. Many of these regiments can trace their lineage to the earliest days of the Bauhaus Corporation. A few even claim to predate the great exodus, although in truth very few reliable records of this tumultuous period in Mankind's history exist to confirm such beliefs. Many regiments hold battle honours linking them to the conquest of Venus when first the Homebuilders settled there, and many recall the great deeds of their ancestors during the First Corporate Wars. The standard to which even the lowest ranked Hussar is equipped is matched amongst the rank and file of the Megacorporations only by the Chasseurs of Cybertronic. Depending on operational status, Hussars carry either the basic, ubiquitous AG-11 assault rifle, a weapon any Bauhaus citizen who has seen even the most basic military service (i.e. all of them) can strip and reassemble as a matter of second nature, or the more powerful and reliable, though costly to produce, AG-17 'Panzerknacker' assault rifle. The Hussars most commonly wear Hussar Mark IV armour which is standard issue to the Bauhaus military. This consists of a thick chest plate and two shoulder pads in which are stowed medical supplies and spare clips of ammunition. It also includes leg greaves and arm guards. Most distinctive of all is the full-face, spike-tipped helmet for which the Hussars are known throughout the Inner Worlds. The standard armour colour of most Hussar regiments is green-grey or 'field grey' in tone. However, Bauhaus encourage initiative in its military and so many different patterns and colours of camouflage are utilised, depending on the environment being fought in. One common pattern often seen on Venus cunningly replicates the dabbled shadows cast as bright sunlight penetrates the jungle canopy, a pattern the troops of rival Megacorporations have failed to detect on many occasions, and payed the ultimate price.





TYPE: Troops, Infantry, Small Bases

COHERENCY: 8"

DEPLOYMENT OPTIONS: Regular **SQUAD COMPOSITION:** 5-10 Hussars

EQUIPMENT: AG-17 'Panzerknacker' Assault Rifle, Combat Knife, Hussar Mk.IV Armour, Gas Mask

SQUAD OPTIONS: Up to 1 in 5 models may swap their AG-17s for either an MG-40 LMG for (+8) PTS or an ARG-

17 Rocket Launcher for (+20) PTS.







ABILITIES: Guardsmen, Trained Efficiency

Trained Efficiency: This model succeeds to 'Get the Gun' on a roll of 1-15



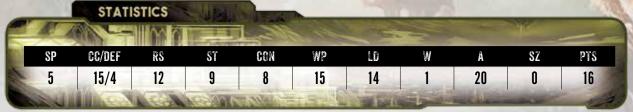
ETOILES MORTANT

Formed as part of the Bauhaus Ministry of Faith's anti-Dark Legion program, the Etoiles Mortant or 'Dying Stars' are a joint force operated by both the Supreme Ministry of War and the Supreme Ministry of Light. Its members are chosen from those who have good reason to hate the Dark Legion and who are prepared to die to see the Darkness thrown back.

The Dying Stars are primarily used as reconnaissance and sabotage units against the Dark Legion, but rumour has it that many work under cover, carrying out assassinations against highly placed Heretics within Bauhaus itself and other corporations. Typically, members of this unit are lightly armed and armoured, favouring speed and stealth over heavy protective gear. They have no standard uniform, but most prefer a form-fitting body suit, the weave of which offers limited protection against both impacts and poisons present in the Venusian jungles. They wear only limited armour, typically shoulder pads, the better to move unimpeded through close terrain.

On the field of battle, the Etoiles Mortant fulfil a number of roles. They are often utilised at the strategic level as specialised search teams, their unique skills and motivation allowing them to track down and identify their Dark Legion foes. Often, other units such as Hussars or Venusian Rangers are called in to engage the bulk of the enemy while the Etoiles Mortant seek out and engage a specific target, often senior servants of the Darkness such as Nepharites. They excel in close combat, but are nonetheless not superhuman. Fatality rates amongst Etoiles Mortant units are often very high, for they are driven to face the object of their fear in such a way that once battle begins, only one side will emerge victorious. The Etoiles Mortant have no illusions and few objections about being deployed on suicidal missions; indeed in many cases, a death in combat against the masters of the Darkness is exactly what they crave the most. A particular quirk of the Etoiles Mortant is that they appear, to outsiders at least, to be an all–female unit. It is unclear as to how this tradition emerged, for it seems that in the earliest days of the unit's existence they welcomed both men and women in their ranks, the only requirement being an abiding hatred of the Dark Legion and the will to see it cast down. Nowadays however, there appear to be no males in service in the Etoiles Mortant, though there is no existing reason that they should not be accepted into the ranks of this most fearsome and devoted of Bauhaus units.





TYPE: Troops, Infantry, Small Bases

COHERENCY: 8"

DEPLOYMENT OPTIONS: Regular, Infiltrate **SQUAD COMPOSITION:** 5–10 Etoiles Mortant

EQUIPMENT: P60 'Punisher' Handgun, Blessed Punisher Short Sword, Dying Stars Armour

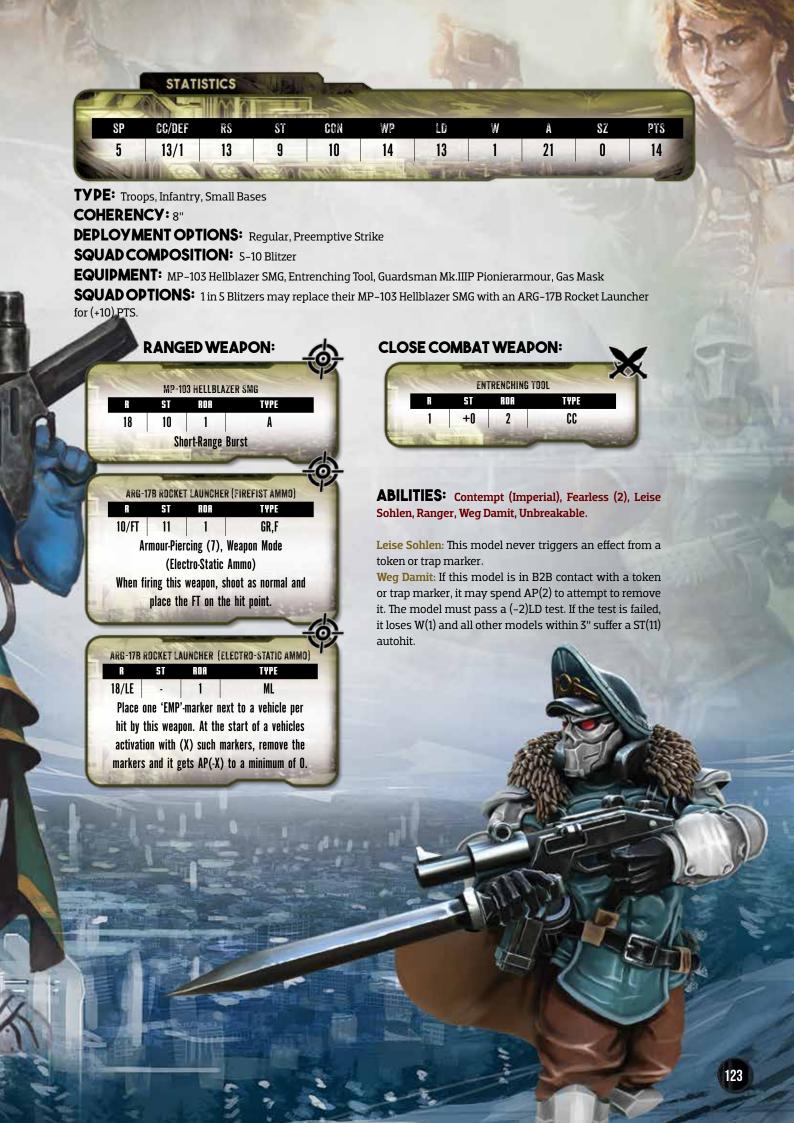
SQUAD OPTIONS: 1 in 5 models may replace their P60 'Punisher' with a Gehenna Puker for (+10) PTS. One squad of Etoiles Mortant may be upgraded with the Rapid Deployment option for (+2) PTS per model. The entire squad may be upgraded with Fire Grenades for (+3) PTS per model or Anti-Tank Charges for (+4) PTS per model.



ABILITIES: Camouflage (2), Contempt (Dark Legion), Fearless (2), Follow Up, Predator Senses, Ranger







STURMBLITZERS

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600	SP	CC/DEF	RS	ST	CON	WP	LD	W	Å	SZ	PTS
	5	14/1	14	10	10	14	14	1	21	0	20
		ACC.	A. TA	NO MARK	77/4	T.Smile	THE PARK			-	-

TYPE: Support, Infantry, Small Bases

COHERENCY: 10"

DEPLOYMENT OPTIONS: Regular, Infiltrate (Does not need to be within a terrain piece)

SQUAD COMPOSITION: 5–10 Sturmblitzers, plus 0–2 Sturmblitzers HMG teams.

EQUIPMENT: MP-103 Hellblazer SMG, Entrenching Tool, Hohlladung, Gas Mask, Guardsman Mk.IIIP Pionierarmour **SQUAD OPTIONS:** 1 in 5 Blitzers may replace their MP-103 Hellblazer SMG with an ARG-17B Rocket Launcher for (+10) PTS.

One Sturmblitzer HMG team for every 5 other models in the squad may be added to this squad for (+40) PTS.





ABILITIES: Contempt (All), Eingegraben, Fearless (4), Leise Sohlen, Ranger, Weg Damit, Unbreakable.

Eingegraben: This squad always deploys before any other Infiltrating squad. If both players field infiltrating squads that may be deployed first, the player with the Initiative deploys first. Until their first activation, this squad counts as being in cover.

Leise Sohlen: This model never triggers an effect from a token or trap marker.

Weg Damit: If this model is in B2B contact with a token or trap marker, it may spend AP(2) to attempt to remove it. The model must pass a (-2)LD test. If the test is failed, it loses W(1) and all other models within 3" suffer a ST(11) autohit.

STURMBLITZER HMG TEAM

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SP	CC/DEF	RS	ST	CON	WP	LD	W	Â	SZ	PTS
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TYPE: Support, Infantry, Huge Base

COHERENCY: 10"

DEPLOYMENT OPTIONS: Regular, Infiltrate (even in Open Terrain)

SQUAD COMPOSITION: 1-3 HMG Teams (each consisting of 1 HMG and 2 Sturmblitzer Crew) **EQUIPMENT:** MG-90 HMG, Entrenching Tool, Gas Mask, Guardsman Mk.IIIP Pionierarmour

SQUAD OPTIONS: A Spotter may be added to the HMG team for (+10) PTS. The HMG Team gains (+1)W.





ABILITIES: Contempt (All), Einer ist keiner, Einsame Wölfe, Fearless (4), Ranger, Schwere Waffe, Unbreakable

Einer ist keiner: For every W this model loses, it suffers SP(-2) and its Ranged Weapon suffers ROA(-1).

Einsame Wölfe: This model must be deployed in coherency with the rest of the squad. Once activated, it no longer needs to remain in coherency. If added, the spotter model must always be in B2B contact to the HMG team and is only used as a marker to represent the extra wound. LOS can not be traced to / from the spotter and only the HMG Team model is activated and performs actions.

If attached to a Sturmblitzer Squad, the HMG Team can only become acting squad commander if all other models from the squad are removed from the game.

Schwere Waffe: This model may never make Run or Charge, Actions or climb. Sentry actions may only used to perform Shooting Actions. For Transport purposes, this model counts as 4 SZ(1) models.



The Venusian Rangers are the most famed of all Bauhaus Special Forces – indeed, they are one of the most well-known military units in the entire RANGERS

the most well-known military units in the entire Inner System. In the first year after their founding, during Nepharite Molok's attack on Novakursk, they held the Grafenstahl sector alone against thirty five Praetorian Stalker-reinforced Dark

Legion Kohorts and drove back the attack against all odds. Two weeks later, they were deployed in the 23rd Lowlands sector where they sacked and destroyed the Citadel of the Nepharite Overlord Argonath. Since then, they have gone on to win countless battle honours in the name of Bauhaus and of humanity as a whole.

The Venusian Rangers are a large standing force of several divisions, but they are rarely deployed in units any larger than company strength. A Venusian Ranger company consists of up to ten ten-man squads of various types, the exact mix depending on the operation they are undertaking. Each company chooses its own camouflage scheme based on local conditions, but some make a point out of keeping to the primary white colour of the unpainted armour, in commemoration of their predecessor's great victory over Molok.

The Venusian Rangers are primarily based in Volksburg on Venus, but are shifted around the domains when necessary. They are equipped with the very best weaponry Bauhaus can provide and 'Deathzone' versions of Guardsman armour that incorporate all manner of life support mechanisms. They wear the standard Bauhaus Special Forces skull mask, which, when left white, inspires particular dread in the hearts of all who face them. Each Venusian Ranger is trained at the Forge, their famous training camp deep in the Ring of Fire. Here they spend two years being trained in every aspect of warfare and undergo a program of physical conditioning that some do not even survive.

Venusian Rangers are deployed in missions only the very best have any chance of succeeding in. They are wellversed in fighting the forces of the Dark Legion, but they see just as much action against their Megacorporate rivals. They are often used to mount surgical strikes against the defenders of especially desirable targets that Bauhaus wishes to obtain, such as mines and processing plants deep in the Venusian jungles. Spearheading these hostile takeovers has led to the emergence of a degree of rivalry between the Venusian Rangers and the Special Forces of the other Megacorporations; the senior commanders engaging in a game of cat and mouse as they hunt one another through the Green Hells. Because Bauhaus is well known for its adherence to tradition, its troops rarely overstep the bounds of honour. Captives are always well treated and the wounded of both sides are well looked after, leading to a healthy professional respect between the Venusian Rangers and, in particular, the Blood Berets of the Imperial Corporation, who have often been used in a similar role. However, the Venusian Rangers set aside all codes of honour when fighting the Dark Legion, for such deeds would never be reciprocated. In the battle for the very soul of humanity, there can be no such concessions.





TYPE: Support, Infantry, Small Bases

COHERENCY: 10"

DEPLOYMENT OPTIONS: Regular, Infiltrate **SQUAD COMPOSITION:** 5-10 Venusian Rangers

EQUIPMENT: AG-17 'Panzerknacker' Assault Rifle, Ranger Knife, Booby Traps, Guardsman Mk.III Armour

SQUAD OPTIONS: Up to 2 in 5 models may swap their AG-17s for an ARG-17 Rocket Launcher for (+20) PTS.

The squad commander can be upgraded with the Medic (3) Ability for (+5) PTS.

The entire squad can be upgraded with Camouflage Cloaks for (+2) PTS per model. This gives them Hard to Hit (2) and Stalk Deployment



ANTI-PERSONNEL AMMO

24/SE

TYPE

ML



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1000	211111111111111111111111111111111111111	RANGER KNIF		
R	ST	ROA	TYPE	
B2B	+0	2	CC	

ABILITIES: Camouflage (2), Crackshot (2), Fear(2), Fearless(2), Ranger.

Booby Traps: (1/5"/13) Deadly trap.

ARMOURED HUSSAR JUGGERNAUTS

The regiments of Hussars have become swollen with new recruits of late, due to the Second Corporate Wars that continue to burn throughout the Solar System. With a recruitment policy that allows men and women to join up at the age of 16, Bauhaus has no lack of foot–slogging troops. Adding to the heaving mass that is the Bauhaus Military, for the Megacorporation's citizenry, it is a matter of personal pride and a family tradition to join up as soon as age permits. However, the attrition of war frequently takes its toll, leaving regiments with precious few soldiers remaining after a campaign. Those few Hussars that survive are met with admiration, awarded glittering medals and, in some rare cases, the opportunity to join another regiment. Many choose to join the Armoured Hussars, or as they are known by the other Megacorporations, the Juggernauts.

It is no mistake that the Bauhaus Corporation is widely regarded as being proficient in the production of the Solar System's best personal armour. Although expensive to manufacture, the XO-102 "Steel Strider" suit is an example of stellar Bauhaus engineering and is more than suitable for any Warzone that the armoured Hussars will find themselves fighting in. The XO-102 is a hybrid suit designed after the 'Ripberg' incident, using the blueprints for the Bauforce Anzug (BFA) and early designs for the Vulkan Battlesuit. The XO-102 is a suit which favours strength over mobility and it requires little in the way of maintenance, whilst remaining resilient with incredible flexibility in terms of its armaments. Like all Bauhaus personal armoured suits, the XO-102 is made from layers of ceramic armour-plating and high-strength Venusian alloys. Venus itself is known for its extreme climates and suffers from both intense heat and cold. The Juggernauts are immune to such extreme environment variability due to internal climate control systems.

As Weber ran for her life she knew she had only seconds left, the Ezoghoul was gaining on her and gaining fast. Weber's eyes were wide with terror as she sped down the corridor. She turned left onto a gangplank as the beast fired. The bullets missed her by microns, scorching her overalls and burning through her hair. She screamed. The walkway was long and there was no way that she would reach the end before the beast would be upon her. She looked below at the half-constructed Grizzlies underneath the catwalk. Then she spotted something else and a spark of an idea entered her head. It was a long shot, but what else did she have. She vaulted the rail and fell some twenty feet to land hard on top of the spotting tower of the nearest tank, then scrambled across the lifeless hulls of the great tanks until she reached the rows of motionless BFA maintenance suits.

The necrotic beast landed with a crash, leaving a large dent in the concrete floor. It had broken its leg in the fall and gave out an otherworldly scream of agony as it closed on Weber. She hit the ignition switch. The maintenance suit coughed to life, spewing black acrid diesel smoke behind it. The Ezoghoul launched itself at her, regardless of its fate. As the beast reached her, Weber struck out with her arm and the exo-suit followed this motion unquestioningly. The BFA's powerful lifting arm punched through the monster, bisecting it instantly. Weber stepped over the twitching lower body and looked into the eyes of the prostrate beast. She lifted her foot and stamped down on its monstrous head. 'Sterben Hündin!' she said through clenched teeth as adrenaline coursed through her shaking body.



TYPE: Support, Infantry, Hussar, Medium Bases

COHERENCY: 10"

DEPLOYMENT OPTIONS: Regular , Preemptive Strike

SQUAD COMPOSITION: 2-6 Juggernauts

EQUIPMENT: MG-70 HMG, JS66 Heavy Flamethrower, 2 Hydraulic Powered Fists, Gas Mask, XO-102 'Steelstrider'

Armour

SQUAD OPTIONS: None





ABILITIES: Bulldozer, Defensive Mode, Fearless(2), Heal (5), Paired Weapons (CC), Predator Senses, Sturmlauf, Weapons Overcharge.

Bulldozer: This model may run or charge through walls as long as there is space to place the model on the other side of the wall. Any structure punched through loses W(1) on a D20 roll of 1-10.

Defensive Mode: At the beginning of the squad's activation, if no member of the squad is engaged, you may activate Defensive Mode. Every Juggernaut in this squad now has A(28), IA(12) and their weapons have ROA(0) and Slow to Reload. This ability remains active until the start of the squad's next activation.

Sturmlauf: RES(1): This model gains SP(+2), Ranger and its ranged weapons gain ROA(0) and Slow to Reload.

Weapons Overcharge: RES(1): This model gains Paired Weapons (H/F). Before resolving any RS tests roll a D20, if the result is a natural 20 the model loses W(1) with no Armour/IA test allowed.

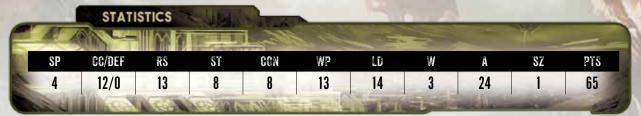


ARTILLERY KORPS

The Bauhaus Artillery Korps (BAK), a brigade-sized massed artillery formation, is omnipresent in the Bauhaus Corporation armed forces. Generally implemented in defensive missions, the arsenal of the Artillery Korps includes howitzers, anti-tank and anti-infantry variants. These huge weapons are mounted upon a standard chassis, designed by the manufacturers, Steiner Industries. The incredibly heavy weapons are drawn onto the battlefield by various tracked vehicles, including variants of the Vorreiters, or Saurian beasts of burden.

The most common gun fielded by the BAK is the RK-36 Hellfire Multi-Launch Rocket System (MLRS). Capable of firing volley after volley of fragmentation rockets with relative ease, it is a truly devastating long-range anti-personnel weapon. The crewmen can change the MLRS' trajectory and how tightly packed the rockets will land; as such the full payload, of up to eight rockets, can affect a much larger area than the average mortar or grenade launcher. Less common is the MKVII Feldblitzer, a short barrelled howitzer cannon with an eye-wateringly long range and surprisingly impeccable accuracy for a weapon of this type. Its 105mm barrel can fire two kinds of ammunition, the Feldblitzer Granate 35lb High Explosive shell and the Feldblitzer Schrapnel 28lb anti-tank shell. The former is best used against lightly armoured targets or infantry, whereas the latter shell is devastating against highly armoured targets. Finally there is the 403-8 125mm Fieldgun, a weapon that is commonly implemented despite its archaic nature. It is cheap to manufacture, but it is the most unwieldy of all the Artillery Korps weapons. The designer of this weapon, Markus Krupp, failed to include a good recoil system, which makes the gun very unwieldy, even for the well-trained Bauhausian crewmen. The 403-8 Fieldgun fires armour piercing case-charge shells, which, when used against armoured targets, penetrate the outer armour and explode internally, with a maelstrom of shrapnel, which is usually enough to halt a vehicle in its tracks as the crew are lacerated by shrapnel.





TYPE: Support, Infantry, Hussar, Huge Base

COHERENCY: 12"

DEPLOYMENT OPTIONS: Regular, Preemptive Strike

SQUAD COMPOSITION: 1-3 Heavy Gun Teams (each consisting of 1 Gun and 3 Hussar Crew)

EQUIPMENT: Heavy Gun, 2 MP-105 Handguns, 2 Combat Knives, Gun Shield, Gas Mask, Hussar Mk.IV Armour

SQUAD OPTIONS: If they are not modelled on the base with the gun, the Hussar Crew are instead placed in B2B contact with the gun and are only used as markers to represent the Heavy Gun Team's wounds. In this case, LOS can not be traced to / from the crew and only the gun model is activated and performs actions.

Each Heavy Gun Team can be upgraded with a veteran gunnery crew (+5)PTS, gaining RS(+2) when shooting with a Heavy Gun variant.

Each Heavy Gun must be upgraded to either a RK-36 Hellfire MLRS for (+15)PTS, a MKVII Feldblitzer Haubitze for (+10) PTS or a 403-8 125mm Feldkanone for free.





ABILITIES: Move or Fire, Paired Weapons (Combat Knife), Paired Weapons (MP-105 Handgun), Schwere Waffe

Schwere Waffe: This model may never make Run or Charge, Actions or climb. Sentry actions may only used to perform Shooting Actions. For Transport purposes, this model counts as 4 SZ(1) models.

Move or Fire: A Heavy Gun Team may perform a Movement Action or a Ranged Attack but not both in the

same turn.

The Vorreiter tracked bike is a valued tool in the Bauhaus armoury and is esteemed not only for the finely

engineered Bauhausian technology they represent, but also for the tactics their pilots employ. Vorreiter riders are drawn from the Megacorporation's many ranks of Hussars. When natural skill and tendency towards mechanical mounts is noted, a recommendation is made for the Hussar to advance through the ranks. Successful candidates enter the 4RB-training program. Those that pass the training enter the hallowed ranks of the Vorreiter drivers; failures re-join their former regiment and must wear a badge of dishonour showing a black cross, superimposed with an image of a Vorreiter Bike. Those pilots that do succeed are arrogant and hold themselves in high regard, considering themselves as superior to all Hussar regiments, including the saurianriding 'Mounted Hussars'. The riders look down their noses at the 'Eidechsenliebhaber', as they call them, but are considered by the Bauhaus Military administrators as the same rank, much to their disgust and disdain. The Vorreiter Bikes' grumbling engine shudders with the motion of pistons and combustion-engines, meaning they are often heard before they are seen. Thick black smoke billows from the exhausts, choking anyone unfortunate enough to be caught in the noxious cloud of fumes. The bike rips the terrain asunder, kicking up sod, earth and sand, often into the face of the following biker, and as such, Vorreiter drivers are quite accustomed to the taste of the soil from the inner planets to an extent that many joke about being connoisseurs of dirt. The Vorreiter Bike is a true relic of Bauhaus technology, originating in the days of the Exodus. Ironically, it can be considered a design relic, a dinosaur, although to point out that Saurian Mounted Hussars also ride 'dinosaurs' to a Vorreiter rider would be a grand mistake to make indeed. The bike's design has changed very little since its conception; it was designed by the great Bauhaus inventor, Viktor Orreit, who was commissioned to design a vehicle for traversing the sparse wastelands of Earth to navigate steep inclines. Although cumbersome in appearance, the Vorreiter is surprisingly manoeuvrable as each handle grip controls the speed and direction of its corresponding track, allowing a stationary Vorreiter to spin on the spot if need be. Integrated into the bike's armour are various stowage points for rations and a standard issue MP-105 handgun and duelling sabre. The bikes can be fitted with bullet resistant saddlebags for long term reconnaissance missions and, in some cases, sidecars carrying heavy weapons are attached. The armament of the dual-tracked bike is contrary to the melee equipment of the lizard-riding Hussars, but perfectly fit for purpose. Mounted in the fore of the vehicle are often paired variants of the MG-40 Light Machine Gun which are capable of laying down substantial firepower in the forward arc. The paired weapons are controlled by the rider using buttons integrated into its steering bar. Vorreiter squadrons often play small, but vital roles in larger missions, working to outflank or distract the opponent whilst a larger strike force attacks from the front. Often they play the part of outriding scouts or messengers. On occasion, the Vorreiters may embark on heroic and key missions, especially when it is vital to disrupt enemy plans. Such Seek-and-Destroy missions add to their illustrious image and arrogance. Like their saurian-riding Mounted Hussar counterparts, the Vorreiters also excel as reconnaissance troops.



STATISTICS WEAPON Control A/W CC/DEF LD RIDER A/W ENG A/W A-REAR **SZ** RSPTS 13 26/326/325/3 26/2 0 2 65 14/1 12 14

TYPE: Light Vehicle, Bike, Hussar, Large Base

COHERENCY: 10"

DEPLOYMENT OPTIONS: Regular, Flank Deployment

SQUAD COMPOSITION: 1-6 Vorreiter

EQUIPMENT: Twin-Mounted MG-40 LMG, Duelling Sabre, Vorreiter Hull

SQUAD OPTIONS: One Vorreiter in this squad may be replaced with a Strike Skimmer for (+40) PTS.

MAIN WEAPON:



CLOSE COMBAT WEAPON:

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R		ROR	TYPE
B2B	10	2	CC

ABILITIES: Boost (1/4), Dirt Cloud, Hard to Hit (2), Pedal to the Metal, Turbo Charge

Dirt Cloud: This model gains Hard to Hit(+X), where X is the number of Vorreiter models in this squad minus one.

Pedal to the Metal: If this model uses Boost, roll a D20 before moving. On a 20, the model loses W(1) from its Engines and cannot move this turn.

Turbo Charge: RES(1) When this model performs a charge action, its close combat weapons gain ST(+4) and ROA(+1).

The Wachtmeister, Sergeant Fassbender of the 23rd, pulled his Vorreiterrad to a grinding halt as the comms light flashed rapidly. Whilst driving at speed, even hearing one's own thoughts over the bike engines' roar was nearly impossible. Whilst idle, with the engines merely grumbling, Fassbender could just about make out the faint radio dispatch. He picked up the tail of the message.

"...Arbite...sch...surprise Imperial attack in...E-32... We...under...ve fire...need immediate... istance! Repeat..."

He'd heard enough. The Arbitemensch are among the most loyal servants of Bauhaus, producing batch upon batch of weaponry for the armed forces. They are a true example of what the corporation represents, but they are not fighters like the numerous Hussars. Fassbender thumbed his personal communicator to the 23rd Vorreiter squadron channel.

"Koranda, how far to E-32?"

"20 Kilometres over rough terrain, Sir."

"Throttle up! We need to be there in fifteen."

"But sir, 80 Kilometres an hour over rough terrain? The Vorreiter Bikes can't take that!"

"That's not some inferior Imperial Necromower under you trooper, that's Bauhaus quality; a vehicle machined to perfection. Bauhaus quality will see us there in time. Now throttle up and enjoy the ride!"

Without waiting, Fassbender kicked his Vorreiterrad into action. A bellow of heavy, black diesel smoke, a cascade of turned soil and the thunderous, reverberating growl of engines was all that marked their passing.

VULKAN BATTLESUIT

Vulkan Battlesuits are heavily armoured, powerful war machines controlled by a crewman via a system of complex pressure valves and servomotors. It effectively turns the soldier into a mobile weapons platform capable of engaging even the largest of Dark Legion

monstrosities in close combat. The rank and file soldiers of Vulkan units are drawn entirely from veterans of other units who have volunteered for service in these specialised and often short-lived forces. Vulkan units are most often deployed in the depths of the Venusian jungles – the so-called Green Hells. In incredibly dense terrain, all but impassable to most forms of armoured vehicle, the Vulkans are in their element. They serve almost as tanks in their own right, each Battlesuit able to bring to bear a formidable weight of firepower while protecting its crewman from even the most fearsome degree of return fire. Vulkans have also seen more limited deployment outside of Venus. They have fought through the dark, confined tunnels of Mercury as well as amongst the twisting ravines to be found on some regions of the surface of Mars.

Vulkan Battlesuits are the pinnacle of Bauhaus excellence in engineering. While they do not utilise anything like the advanced technology available to Cybertronic Cuirassier units, they rely instead on a combination of the very best materials and the cleverest innovations Bauhaus is able to produce. The crewman is protected by armour and life-support systems unrivalled outside of Cybertronic and he is able to operate in the most arduous of circumstances for extended periods of time. The Battlesuits are able to mount an array of weaponry, each fitted to the requirements of an upcoming mission.

The Vulkan Battlesuit can be fitted with a massive, piston-driven fist, primarily to afford it a close combat capability but also to enhance manoeuvrability. The massive hydraulic glove commonly mounted on Vulkan Battlesuits is equipped with pistons in which pneumatic pressure can be built up by closing release valves. By re-opening the valves at the optimum moment, the fist can deliver a devastating punch or crushing grip capable of tearing even the heaviest of vehicle armour. The most commonly deployed models are the Eichenhof 'Machtfaust V' and the Strang Hydraulics 'Ironhand'. The AT-v28 Rocket Pod is another Strang Industries innovation currently being used on the Vulkan Battlesuit. AT-v28 Rocket Pods give the Battlesuit a much better chance against armour at range, which is particularly useful when dealing with Dark Legion monstrosities such as the Praetorian Behemoth. It is rare for more than one Vulkan to mount the AT-v28 in a unit, for most of their operations are carried out in such dense terrain that they are more often reserved for unforeseen encounters. Not in widespread use by Bauhaus infantry due to its cumbersome size, the JS66 Heavy Flame Thrower is usually fed by pipes from a tank worn on the back. The version mounted on the Vulkan Battlesuit is code named 'Prometheus', and has been specially designed by Strang Industries to fit onto the standard arm of a Vulkan. The most commonly mounted ranged weapon on Vulkan Battlesuits is the MG80 Heavy Machine Gun, a stripped down, portable version of the mounted heavy machine guns often found on armoured vehicles. There are a number of variants in common usage including single or multi-barrelled and drum or belt fed. They usually fire 20mm 'full metal jacket' or 'soft nose' rounds. Being mounted on a Battlesuit, the MG80 overcomes its usual awkwardness of use and is truly awesome when used at short range.



STATISTICS HULL A/W WPNS A/W LEGS A/W ENG A/W CC/DEF RS LD A-REAR **SZ** PTS 15/0 5 14 28/4 27/3 27/4 12 14 27/3 -4 3 105

TYPE: Light Vehicle, Walker, Large Base

COHERENCY: 10"

DEPLOYMENT OPTIONS: Regular

SQUAD COMPOSITION: 1-3 Vulkan Battlesuits

EQUIPMENT: MG-80 HMG, JS66 'Prometheus' Flamethrower, Exo-mech Legs, Strang Industries Vulkan Armour

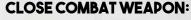
SQUAD OPTIONS: A Vulkan Battlesuit may swap either, or both, of its MG-80 HMG or JS66 'Prometheus'

Flamethrower for a Hydraulic Powered Fist for free. The Hydraulic Fists become Main Weapons.



ABILITIES: Brawler, Paired Weapons (Hydraulic Powered Fist), Repair (5).

Brawler: Vulkans equipped with a pair of Hydraulic Powered Fists gain DEF(+2) and always start their Activation with at least AP(2).





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PL-99 STRIKE SKIMMER

Borne of the simple defensive necessity caused by the omnipresent threat of aggressive incursion by Capitolian forces into the Bauhausian swamp territories on Venus, the Strike Skimmer is perfectly suited to the semi-aquatic environments of its inception. The machine is as crude as it is functional, consisting of nothing more than an armoured hull, an over-powered propeller, and mounted weaponry. The main gun is handled by a designated gunner, while the LMG is controlled by the pilot. The vessel's application has now spread beyond the Graveton Archipelago. Initially this was met with little tactical success.

That was until the famed incident of the 173rd Vorreiter Squadron against Imperial at E-32 on Mars. With the death of the commanding officer and destruction of over half of the Vorreiter units, second-incommand, Banner Sergeant Koranda, repurposed an abandoned strike skimmer to get his surviving pilots home. On the journey back, they were attacked by remnants of the Imperial forces. The hovercraft became the main aggressive asset and quickly swamped the enemy. Since then the strike skimmer is frequently used as a heavy gun platform to support the smaller and more lightly armoured Vorreiters. Hovercraft and tracked bike work in perfect unison, proving that, at least in this case, the sum well outweighs the value of its parts. The Koranda formation is now as omnipresent in Vorreiter tactics as the Capitol aggression that induced the birth of the Bauhausian Strike Skimmer.

AT.	ST	ATIST	rics		Mary Town					-	
SP	CC/DEF	RS	WP	LD	HULL A/W	WPNS A/W	DRIVE A/W	ENG A/W	A-REAR	SZ	PTS
1		13	12	14	28/4	27/3	26/3	29/3	-4	3	110

TYPE: Light Vehicle, No Base

COHERENCY: 10"

DEPLOYMENT OPTIONS: Regular, Flank Deployment

SQUAD COMPOSITION: 1–3 Strike Skimmers

EQUIPMENT: Bauforce HMG 100G 'Deathlockdrum' and MG-40 LMG, Armoured Hull

SQUAD OPTIONS: None



MG-40 LMG MG-40 LMG R ST ROR TYPE 24 | 12 | 2 | H

ABILITIES: Hoverer, Koranda Formation, Propelled, Ranger

Hoverer: This model can move over Impassable Terrain that is less than 1" in height but cannot end its movement there.

Koranda Formation: For each model in this squad, this model gains A(+1) to the Engine location (max +3). Each Vorreiter model in this squad gains A(+1) to the Driver location (max +3).

Propelled: When an enemy model up to SZ(1) ends its activation within 2" and in the rear facing of this model, roll a d20/2. Move the model directly away from the Strike Skimmer, up to the distance rolled in inches (or less if the movement is blocked by Impassable terrain). This movement does not count against the model's movement allowance.

GBT-49 GRIZZLY TANK

The Grizzly battle-tank epitomises the doctrine of Lothar Fieldhausen who believed that, in armoured warfare, bigger is better. Despite the fact that the Fieldhausen Empire was forcibly taken over by the Imperial Corporation and subsequently established as the sixty second Imperial Clan, Bauhaus continues to produce many of its innovations, although it is wise not to mention the traitors in aristocratic company. The Grizzly is not so much a tank as a mobile fortress. The template has been presented at various scales and has been seen at dimensions so huge that as it lumbers through the jungle it creates roads for following formations of lesser tanks and armoured carriers to utilise. The GBT-49 is the most commonly used Bauhaus's variant of the Grizzly battle tank, a powerful vehicle bristling with armaments. It mounts two huge weapons in its main turret; a 180mm tank-killer, plus a 230mm mortar for indirect fire support. The main body is equipped with various secondary turrets sporting either light machine guns or mini cannons. The command turret is heavily protected in the centre and often the vehicle boasts a large periscopic telescope for the commander to survey the battlefield. This crow's nest-like unit can be modified for jungle warfare by adding a chainmower to cut through the jungle canopy overhead, affording the commander a view of the surrounding terrain not unlike a submarine captain surveying the ocean while his vessel remains unseen.

The Grizzly became famous for its role during the defence of Novograd, where a squadron of them, under the command of Colonel Erwin Kirshner, repulsed two Dark Legion armoured Kohorts. Since that day, service on the crew of a Grizzly has been seen as the epitome of honour by certain groups within the aristocratic military of Bauhaus, and those that rise to the rank of tank commander are often seen as dashing, heroic knights adored by the masses of Bauhaus.

The GBT-49 Grizzly is powered by twin 7,800 horsepower turbo engines that consume 31 gallons of diesel per kilometre, and more when forcing its way through especially dense secondary jungle. This massive vehicle has a large crew, consisting of the tank commander, a navigations or tower commander, an engine commander, two cannon gunners, two side gunners and a driver. There is talk of larger versions of the Grizzly having up to 24 crew in total, including even a chef and a steward. Current Capitolian engineers believe such a mechanical beast is an engineering impossibility, but if they were to talk to their predecessors, they would know very differently.



STATISTICS HULL A/W DRIVE A/W CC/DEF RS LD WPNS A/W ENG A/W A-REAR **5**Z PTS 33/7 32/5 1 13 15 31/5 30/6 -4 5 340

TYPE: Heavy Vehicle, Tank, No Base

COHERENCY: -

DEPLOYMENT OPTIONS: Regular

SQUAD COMPOSITION: 1 GBT-49 Grizzly Tank

EQUIPMENT: 230mm Mortar, 8 Bergstahl Stonecleaver LMG's (3 on each side, 2 front), 2 Mini-Turret mounted

45mm Cannons, Heavily Armoured Hull

SQUAD OPTIONS: A GBT-49 Grizzly Tank may be fielded as a GBT-47-L Kodiak Tank. See the respective entry.





ABILITIES: A Lot Of Barrels, Fahrende Festung

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Fahrende Festung: This model can establish LOS in a side or rear facing when firing a weapon that is restricted to attacking in that facing.

A Lot Of Barrels: For each Hull (W) lost on this model, roll D20, on a 1–8, an LMG on the facing the attack came from is also hit and destroyed. If all LMG's in a facing are destroyed, ignore this rule.



GBT-47-L KODIAK TANK

STATISTICS

tole							WPNS A/W					
1	4	-/-	13	14		28/4	28/4	27/4	26/4	-4	5	150
	Sile	WAYAN	100	-170	Fare &	Contract on National	T	Lawrence Services	To SHAKE	or linear		THE REAL PROPERTY.

TYPE: Light Vehicle, Tank, No Base

COHERENCY: -

DEPLOYMENT OPTIONS: Regular

SQUAD COMPOSITION: 1GBT-47-L Kodiak Tank

EQUIPMENT: 230mm Mortar, 8 Bergstahl Stonecleaver LMG's (3 on each side, 2 front), 2 Mini-Turret mounted

45mm Cannons, Heavily Armoured Hull

SQUAD OPTIONS: None





ABILITIES: A Lot Of Barrels, Fahrende Festung

Fahrende Festung: This model can establish LOS in a side or rear facing when firing a weapon that is restricted to attacking in that facing.

A Lot Of Barrels: For each Hull (W) lost on this model, roll D20, on a 1–8, an LMG on the facing the attack came from is also hit and destroyed. If all LMG's in a facing are destroyed, ignore this rule.

THE BROTHERHOOD

The Brotherhood is the single body that binds almost all of humanity together into a single, system-spanning society. Without the Brotherhood, mankind would be nothing but a disparate collection of feuding corporate interests and in all likelihood the Dark Soul would have consumed it centuries ago. Only the citizens of Cybertronic refuse to bend their knees and worship at the great Cathedrals, a fact which sets them apart from the rest of mankind and draws countless accusations and dark rumours. But the Brotherhood is far more than a religion and the teachings its members preach are far more than superstition. The Light is a very real force, as is the Art, wielded by the Brotherhood's accomplished Mystics and others within its ranks. Indeed, the Brotherhood stands in direct opposition to the Dark Legion. Ultimately, only one can win, and the very soul of humanity is the prize they both strive to claim.

The Brotherhood came into being over a millennium before the current date. It was the first Cardinal, Nathaniel Durand, who preached the end of the First Corporate Wars and united the faithful under the banner of the Brotherhood. It was Durand who shepherded mankind through the travails that preceded the appearance of the Dark Legion and he whose faith shielded the teeming masses of Luna from the worst effects of the Dark Symmetry. When humanity stood upon the very brink of the extinction, it was he who united all and led the faithful in the Venusian Crusade. Facing the Apostle of War, Algeroth, in single combat, Durand was mortally wounded, naming his successor before passing from the world. In his death, Durand showed humanity the way and the masses rose up as one to defeat the Legion, routing its hosts and casting down its Dark Citadels.

So monumental was the founding of the Brotherhood that mankind set aside the Gregorian calendar by which time had been recorded for nearly three millennia. The year that Durand became the first Cardinal of the newly established Brotherhood was established as '0 YC' — the first year of the Cardinal. Over a thousand years on and the Brotherhood is a power to rival any of the Megacorporations, though its ambitions are not monetary in nature. Rather, the business of the Brotherhood is the redemption of all mankind. Wielding the arcane energies of the Art, the Cardinal holds the forces of the Dark Soul at bay. The numerous officers of the Brotherhood pour over the archives of the past and scry the portents to find a way through the perilous maze that is mankind's uncertain future. The Brotherhood controls an entire army of the faithful, hundreds of unparalleled assassins, Inquisitors able to detect even the merest hint of heresy, and mystics able to wield the Art as the mightiest of weapons in humanity's arsenal.

The Brotherhood's officers can be found at every level of mankind's society, even on the boards of corporations where they act as observers and occasionally as advisors. They sit in on the various assemblies of the Cartel, their mystics and assassins often taking to the field alongside the Doomtrooper Corps. The Brotherhood's Inquisitors shine the Light into the very darkest of shadows in search of any who would spread the taint of the Legion. It is well they do so, for the Dark Soul can be found even gnawing at the soul of the most outwardly faithful. Cults and heresies are rife within the societies of the inner worlds, especially in the dark underbellies of the numerous megacities, the greatest of which is Luna City. Here, beneath the sacred ground of Luna, even in the very shadow of the greatest of cathedrals, are to be found some of the vilest enemies of mankind, plotting the time the Dark Legion will sweep all away and they shall rise up to take their place as the new masters of all that remains.

THE DIRECTOR ATES

The Brotherhood is a vast organisation, its structure as much a matter of ritual as it is a necessity. From the beginning, the Word of the Cardinal was that its functions should be divided into Directorates, each with responsibility for a separate mission in the eternal campaign against the forces of the Dark Soul. The Cardinal has ultimate command over all four Directorates, and he is supported in his burden by the Curia, a council of advisers and high officers. It is from the ranks of the Curia that the next Cardinal is chosen, in theory at least.

The First Directorate consists of the Mystics, each of whom is able to wield the power of the Art in some way. The First Directorate is sub-divided further into the Distorters, the Seers, the Changellors and the Keepers of the Art. The Distorters are in effect living machines of war, their powers over the very stuff of reality enabling them to blast their foes with arcane energies and to create illusions so terrifyingly real they can rout entire armies. The Seers are further categorised as Prophets, responsible for reading the past and the future of humanity, and the Chroniclers who record every event that transpires that future generations may track the ebb and flow of mankind's history. The Changellors are masters of the mental arts; able to read their enemy's thoughts, to manipulate them and to discern guilt even in the most strong-willed heretic. The most powerful wielders, called the Keepers of the Art, act as the Cardinal's advisors in matters spiritual, each a peerless master of some particular strand of mysticism. It is they who delve into researching the Art and unlocking its power.

The Second Directorate is the Inquisition. This much feared division is responsible for conducting the physical war against the Dark Legion and its servants, whatever form that war might take. At the highest level, it is the most senior of Inquisitors that lead the armies of the Brotherhood against the Dark Legion, acting as highly skilled and experienced commanders on the battlefield. The role for which the Inquisition is most feared, is that of uncovering the agents of the Apostles within the teeming ranks of humanity, rooting out heresy within the souls of men and uncovering Dark Legion infiltrators wherever they may attempt to hide. There exists a special caste within the Inquisition tasked with carrying out the most vital and cold blooded of assassination missions, the dreaded Mortificators, that represent some of the deadliest warriors known to mankind.

The Third Directorate is responsible for spreading the teachings of the Cardinal in the form of the Word. This is achieved by way of the sub-division known as the Cell of the Mission, which uses the Brotherhood's numerous channels, as well as those of the corporations, to communicate directly to every citizen of the inner worlds. Mankind, in ages long past, had rejected religion, being confident that reason could conquer all and superstition had no part to play in the future. The coming of the Dark Soul proved such notions not just wrong, but treacherously so, and the Brotherhood will never allow humanity to undergo such a spiritual crisis ever again. Preachers of every stripe propagate the Cardinal's word at every level of society, from the work place and the street outside to the boards of the corporations themselves. Never again will humanity be lulled into a false reason that denies the existence of the Dark Legion. The Cell of Artefacts is responsible for watching over the numerous relics of the Brotherhood, as well as for quarding and studying those captured from the Legion. This cell is staffed by individuals learned in both the Art and in science and having learned all they can of some captured item; they are then tasked with destroying it for the good of all of humanity. To the Third Directorate's Cell of Scribes falls the mission of recording the word as spoken by the Cardinal, that it may be set down for all time and propagated to the masses by way of the Cell of the Mission. The Brotherhood long ago abandoned mechanical means of recording and storing information, for the Dark Symmetry has the means to corrupt all such systems, and so the Cell of Scribes records the sermons on paper scrolls as did their ancestors in the ancient days, endlessly copying the oldest of works before the ravages of time can reduce them to dust.

The Fourth Directorate is responsible for the administration of the Brotherhood as a whole. One of its main duties is to amass wealth with which to further the Cardinal's work, a task it takes very seriously indeed. Much of the Brotherhood's resources are amassed by donations and it is common for the faithful of most Megacorps to bequeath all their worldly goods to the Brotherhood upon their death. In other cases, the Brotherhood is able to levy fees for the services of its officers. By far, the most effective means of generating revenue is by owning stakes in the numerous holdings of the various corporations. It is also the most effective way of exerting control over the corporations, as well as reaping the dividends of successful operations. The Fourth Directorate also works within the structures of the Cartel, where it brings to bear its formidable influence to ensure the Brotherhood's mission is driven forward.

ARMIES OF THE FAITHFUL

The Brotherhood commands a military machine every bit as varied as that of any corporation, albeit one almost entirely dedicated to the war against the Dark Legion. The military is broadly divided into two classes. The majority of Ground Forces are referred to simply as the Troopers, their ranks filled by volunteers from across the inner worlds utterly dedicated to the defeat of the Dark Soul. That so many courageous individuals would sign on to the Troopers is testament to the threat the Legion represents to the soul of mankind as well as the effectiveness of the work of the Third Directorate's Cell of the Mission. The second class is the Air, to which squadrons of Archangels take flight in their advanced Icarus jet fighters. They are peerless fighter pilots and to see them soar overhead into battle is as if to truly have angels at your side.

Inscription found in the Cell of Dimios, the Heretic of Spareos:





Stand Against the Darkness: All Brotherhood units have Contempt (Dark Legion).

The Light Flows Through: All Brotherhood units have Psychic Mastery (B).

Power of the Art: All Brotherhood non-vehicle squads and characters must be upgraded with 1 or 2 Art (Psychic) Powers. Each squad may only choose Powers from the same Art Path. Vehicles may be upgraded with 1 or 2 Art Powers.

Any model in a squad, except attached characters, may attempt to cast any of the squads Art Powers but each power may only be attempted once per squad.

Characters purchase their own Art Powers and, if attached to a squad, may only use their own Powers. The squad cannot use the Powers purchased by the character.

BROTHERHOOD EQUIPMENT LIST:

Book of Atonement: RES(1): Select an enemy non-vehicle model within 8" of this model. The target must pass a LD(-6) test. If failed, the squad the model belongs to is Pinned.

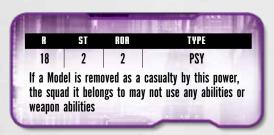
Book of Faith: RES (1): All friendly models within 8" gain Fearless (4)

Book of Law: RES (1). Select an enemy model within 8" of this model. The target must pass a WP test. If failed, the squad the model belongs to is Stunned.

ART POWERS:

ART OF CHANGELING

Censure (10 PTS): Psychic (S)



Cleansing Light (10 PTS): Psychic (B). Range: Squad. Models in this squad gain Hard to Hit (+4).

Confusion (5 PTS): Psychic (D). Models in this squad receive WP(-2) and LD(-1). Cumulative.

Empathic Heart (5 PTS): Psychic (D). This model has WP(-4) and must pass a WP test to perform any attack, if failed the Model loses AP(1) and cannot perform the action again.

Luminous Cage (10 PTS): Psychic (D). If a model from this squad moves further than 1" during their turn, it receives a Stun Effect at the end of its activation.

Purifying Aura (10 PTS): Psychic (B). Range: Caster. Enemy models within 2" of this model cannot use Heal and receive CC, CON, and RS(-2).

ART OF MENTALISM

Dominion (15 PTS): Psychic (D). Immediately after the caster finishes their activation, you may perform one action with this model as if it was yours, even if they have already activated this turn. You may target only models up to SZ(2) with a WP value of 14 or less. The action may be one that the model has already performed this turn.

Guiding Visions (10 PTS): Psychic (B). Range: Squad. Models in this squad do not need LOS to perform Ranged Attacks. Their RS and WP is halved.

Might of Reckoning (5 PTS): Psychic (B). Range: Squad. This squad gains ST(+2) or CON(+6).

Sacred Supremacy (15 PTS): Psychic (B). Range: Squad. This squad gains IA(10) and (+3) to either CC, RS or WP.

Spiritual Resilience (5 PTS): Psychic (B). Range: Squad. This squad gains CON, LD, and WP (+4).

Telepathic Message (10 PTS): Psychic (D). Name one Action. This non-vehicle model may not perform that Action.

ART PATH OF ELEMENTS

Adjusted Materiality (15 PTS): Psychic (B). Range: Caster. Place a temporary token with Smoke within 12".

Fire Flower (15 PTS): Psychic (S)



Rushing Tide (10 PTS): Psychic (D). Move all models of SZ(0) in this squad 6" (as far as possible) directly away from the Caster.

Sliver of the Abyss (10 PTS): Psychic (S).



The Master of Metals (10 PTS): Psychic (D) The first three SZ(1) and lower models from this squad performing a Shooting or Close Combat action must spend RES(1) or cannot perform the action.

ART PATH OF KINETICS

Burden of Sins (20 PTS): Psychic (D) Models in this squad receive SP(-1), ST(-2) and cannot perform Run Actions.

Cleared Path (10 PTS): Psychic (B) Range: 12. This model may add the Battle Focus bonuses to all of its attacks when using a Battle Focus Action.

Holy Ground (10 PTS): Psychic (D) Nominate a piece of terrain. All enemy models within the terrain take a ST(1) PSY autohit.

Levitation (15 PTS): Psychic (B) Range: Squad. Models in this squad gain Predator Senses and may move through all Terrain types, even Impassable, with no penalties to SP.

Reprimand (20 PTS): Psychic (S)



Ruby Light (20 PTS): Psychic (S)



Striking (10 PTS): Psychic (B) Range: Caster. If this model performs a Close Combat Attack, it has a CCWR of 5" for that action.

ART PATH OF EXORCISM

Emerald Bastion (10 PTS): Psychic (B) Range: Caster. Place a temporary 'Bastion' token within 5". All friendly models within 5" of this token gain Hard to Hit (2). A Model can benefit from up to 2 'Bastion' tokens.

Exorcise Evil Thought (10 PTS): Psychic (D) This model may not perform any Shooting or Close Combat Actions. You may target only models up to SZ(2) with a WP value of 14 or less

Exorcise Wound (5 PTS): Psychic (B) Range: 6". This model regains one wound lost earlier this game. A model may only benefit from this Power once per turn.

Fortitude of the Penitent (10 PTS): Psychic (B) Range: Squad. Models in this squad gain A(+2) and IA(8) or IA(+2) If they already have IA.

Healing Hand (10 PTS): Psychic (B) Range: Squad. Models in this squad gain Heal (6) or Heal (+2).

Hymn of Durand (10 PTS): Psychic (B) Range: Squad. Models in this squad gain Fear (+2) and Dissention(1).

Presence (5 PTS): Psychic (D) Models from this squad may not perform the Sentry action.

Unbinding (5 PTS): Psychic (D) Models from this squad that have Heal (X) lose that ability and receive CON and WP(-X).

CARDINAL DOMINIC

Cardinal Dominic holds the rank of Sheriff of Luna, making him second only to Durand in power within the Brotherhood. He is an old man, but one driven with purpose and utterly determined to unite Humanity against the Dark Soul; to drive the Legion back into the abyss from whence it escaped. It might be expected that an elderly leader might serve his cause by

preaching sermons to bolster the soul of Mankind and by sewing unity amongst the Megacorporations. In truth, Dominic sees his place as fighting in the front line of the war against the Dark Legion and he has very little patience for the corporations with their incessant, internecine squabbling. He would rather take to the field of battle in person, overseeing the efforts of the Brotherhood's military to cast the darkness out once and for all.

Dominic is at best a difficult man to serve under, for he is prone to fly into fits of rage at the slightest of provocations. He is impatient to such a degree that he will often take direct control over an operation that others are perfectly suited to carry out, or else threaten his officers with apostasy should they deliver anything other than perfection.

When not preaching to the massed faithful of Luna, or overseeing the Brotherhood's military efforts, Cardinal Dominic is likely to be found exacting vengeance upon some captured heretic, or suspected heretic. He is a torturer of terrible skill and it is whispered by some amongst his staff that he is only ever truly happy in his work when reaping bloody ruin upon the flesh of the accused. Certainly, he is quick to order those suspected of heresy to be prepared for his torture cell, an order that has on many occasions dragged a confession from a previously recalcitrant captive.

Unknown to Cardinal Dominic, he walks an uncertain path. Cardinal Durand and others amongst the Curia are, according to some, watching him very closely indeed. To date, Dominic has served the Brotherhood well but it is impossible to rise to such a station without gaining at least a few enemies along the way. Bolstered by his success to date, Dominic covets the highest rank, yet he has no idea it is entirely beyond his reach. Even now, Dominic eyes his rivals in the Curia with ill-disguised contempt, certain that he is the only one possessed of the determination and will to replace Durand when he inevitably passes on. His attempt at wresting control when Nathaniel was thought dead of a terrible disease was thwarted when Durand emerged, appearing to have made a full recovery and looks to be stronger than ever. This 'miracle' has made Dominic suspicious of his leader, but for now he has backed down and redoubled his efforts into his work, much to the despair of those he gets his interrogation implements on.



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TYPE: Character, Infantry, Unique, Medium Base DEPLOYMENT OPTIONS: Regular

EQUIPMENT: Bringer of Vengeance Broadsword, Book of Faith, Blessed Vestments

OPTIONS: May take 3 Art Powers for free and can be upgraded with up to 3 more at normal cost. He can take Powers from any Path and can take Powers from more than one Path.

CLOSE COMBAT WEAPON:



ABILITIES: Cleansing Redemption, Fearless (4), Hard to Hit (3), Improved Resistance, Psychic Expertise (B/D), Psychic Mastery (D), Psychic Nexus, Soul Revenge, The Silence, Unbreakable.

Cleansing Redemption: RES (1): Use AP(2) and make a WP test. If successful, all enemy models within 4" of this model receive a ST(3)PSY Deadly autohit.

Improved Resistance: When this model would be affected by any (D) Type Psychic Power, roll a D20. On a roll of 1–10, he is not affected.

Psychic Nexus: Any friendly model may re-roll attempts to cast an Art Power at WP(-4). If the re-roll is failed, that model is Stunned.

Soul Revenge: Each time this model removes an enemy model from the game in Close Combat, the enemy army commander receives a ST(1) PSY autohit.

The Silence: RES(3): No other model may use any ability unless they spend RES(+2) per ability (weapons are unaffected).

BLESSED VESTAL LAURA

The zealous servant of the Cardinal known as the Blessed Vestal Laura was born of unlikely origins for one as devoted to the Brotherhood as she is. The only daughter of an affluent Capitol family, Laura excelled in athletics to the extent that by a young age she had attained the highest honours in all manner of competitions. It was while Laura and her family were celebrating her greatest trophy to date that their celebration was rudely interrupted. Unannounced, an Inquisitor of the Brotherhood arrived to inform the family that their beloved daughter was blessed in the Art and fated to a life of service to the Cardinal. It was not a request. Accustomed as she was to a life of privilege, Laura took

to her new existence with ill grace. The luxuries she had grown up with were gone, replaced with a stone sleeping cell and a harsh regime of physical and spiritual training. Her inherent athleticism made her an ideal candidate for one of the military orders of the Brotherhood, and her nascent abilities in the art were soon found to be formidable indeed, yet in temperament the young Laura was sadly lacking. Resentful of the sacrifices her new life demanded, she fled on many occasions, each time to be hunted down and retrieved by the same Inquisitor who had recruited her in the first instance. In time, Laura saw she had little choice but to submit to her new existence, though it was some time before she truly attained the spiritual enlightenment she is possessed of today. Given her physical abilities as well as her skill in the Art it was perhaps inevitable that Laura would in time progress to join the ranks of the Valkyries. Her qualities stood her in good stead in the style of fighting for which this order of holy warrior-women are well known, excelling in close quarters battles against rebels and heretics. She soon rose to command a squad of her own, teaching them her own skills. It was only when the true horror of the Dark Soul was revealed to her that Laura gained proper enlightenment, however. Though her early missions had brought her up against all manner of servants of the Dark Symmetry and her extensive training had schooled her well in the ways of the Darkness, nothing can truly prepare one for the first encounter with the mightiest of the Dark Legion's warriors. When at last the full scope of the enemy was revealed to her, it was as if the scales fell from Laura's eyes. While many are reduced to broken shells by the experience, Laura was transformed. In a moment of stark clarity, she became the being of purity and purpose she remains to this day.

Suffused with the power of the Art and bathed in the glory of the Light, the Blessed Vestal Laura is an avenging angel, delivering the judgement of the Cardinal on the servants of the Darkness and swelling the hearts of the faithful with devotion and courage. Her weapon of choice is a Castigator power spear, a weapon that has become the scourge of all her foes. She has mastered the Art of Exorcism to such an extent that she can cause the undead to shrivel to dust with but a glance and even the mightiest of the Dark Legion's warriors hesitate to engage her in combat. So great are Laura's abilities, and so selfless is her devotion, that she has earned the ultimate honour for one of her calling. Upon her has been conferred the Rose of Valour, an award presented only to those who have performed the most courageous of deeds and risked their lives time and time again in the service of their comrades and the Cardinal.

STATISTICS SP CC/DEF RS ST CON WP LD W A SZ PTS 5 16/5 16 10 12 16 16 3 24 (10) 0 85

TYPE: Character, Infantry, Valkyrie, Unique, Medium Base DEPLOYMENT OPTIONS: Regular, Rapid Deployment

EQUIPMENT: P60 'Punisher' Handgun, Blessed Castigator Power Spear, Valkyrie Armour

OPTIONS: May be upgraded with up to 2 Art Powers from the Path of Exorcism.





BLESSED CASTIGATOR POWER SPEAR

R ST ROR TYPE

1.5 +4 2 CC

Armour Piercing (7), Concussive (2), Deadly

ABILITIES: Assault Coordinator, Leader (2/Valkyries), Dissension (2), Follow Up, Led by the Light, Shield of the Cardinal, Unbreakable; As Valkyries: Fearless (2), Hard to Hit (2), Spear Strike

Shield of the Cardinal: Brotherhood Art Powers cast by friendly models within 8" of this model may use her LOS and measure range from her, as if it was her casting the Power.



INQUISITOR MAJORIS HANNO HAMILKAR

Like his Inquisitorial brothers, Inquisitor Majoris Hanno Hamilkar is fanatically faithful to his belief in the Cardinal and the Light he shines upon Humanity. His stoic nature belies his dedication to the fight against the Darkness and uncovering its taint wherever it may be. Hamilkar prefers to lead from the front and when in a warzone will generally be seen tearing into the Legion's lines as he fights towards his objective. The Supreme Commander of the Brotherhood's Second Directorate, is a rare man indeed. Not only is he a characteristic example of all the Order of Inquisition represents, but he is also a master of tactical warfare. Hailing from the Nord region of Luna where he was found abandoned as a

baby, he was sent to the mountain training centre on Luna where he began training to become a Fury Elite Guard. When his particular abilities with the Art became clear his training ceased and he joined the ranks of the Second Directorate. His trainings under his instructors served him well though, and he rose quickly through the ranks, so becoming one of the youngest Inquisitor Majoris ever known. His battle skills and tactical genius are manifold, but key to his success is the use of the Art to understand his and his opponent's strengths and weaknesses in any given situation, to each and every minuscule detail. This vision allows him to not only play the Warzone to his strengths, but also be critical of his enemy's weakness. His victories have always been decisive and significantly devastating to his enemies as a result. Among his many victories, three have been significant; the first earned him the honorific title of Lord from the Imperial Megacorporation, the second the respect of the elusive Mishimans, but the third will always be seen as his future legacy to mankind.

The 'Kirkwood Incursion', as it would later be known, centred on a Dark Cult of Algeroth led by the Supreme Necromagus Siripolus. The Necromagus and his Kohorts had fortified themselves and the growing hordes of Legion abominations into the flanks of the Martian Kirkwood mountain range. Capitol forces, supported by Imperial and Bauhaus units, had besieged the seemingly impenetrable Dark Citadel for months and killed the original Nepharite who dwelled there, but each Capitol-led attack since had been repelled easily and at great loss to the Megacorporations. By the time Hamilkar arrived, with his sizable Brotherhood force, the Capitol forces were heavily depleted. Hamilkar sent a number of Free Marines and Blood Berets on recon missions, but none returned. Eventually, one lone marine, Sergeant Vince Harland, returned bloodied and bruised with grave news; Siripolus was undergoing arcane, cannibalistic rites in an attempt to open a Dark Legion Gate and was close to completing his intent. Hamilkar had all the information he needed. After prompt deliberation and promotion, Captain Harland was tasked with leading a mixed but small querrilla force back into the Citadel, as the remaining besieging forces continued a frontal attack. Hamilkar and his Brotherhood then disappeared. A week later, the Citadel gates opened and out strode Hamilkar flanked by Harland, Nobou Hiroko of Mishima and a motley crew of Megacorporation forces. Hamilkar raised the Necromagus's severed head in his fist. Reports of the event vary, though only Hamilkar and the Cardinal truly know the full course of events. Suffice to say Hamilkar's tactical genius won through.

STATISTICS

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SP	CC/DEF	RS	ST	CON	WP	LD	Ш	A	SZ	PTS
5	15/2	17	10	12	18	16	3	26(10)	0	110

TYPE: Character, Infantry, Inquisitor, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular

EQUIPMENT: Blessed AC-40 Justifier /w Holy Disemboweller Chainblade, Book of Atonement, Book of Law, Gas Mask, Inquisitor Armour

OPTIONS: May take up to 3 Art Powers for free. He can take Powers from any Path and can take Powers from more than 1 Path.

May be taken in a Capitol, Imperial, or Mishima army.

RANGED WEAPON:



BLESSED AC-40 JUSTIFIER (HOLY BULLET)

R	ST	ROA	TYPE
24	12	1	A

Armour Piercing (4), Deadly, Exploit, Slow to Reload, Does not need LOS

When firing at targets within 6", the weapon is ST(+2)
RES(1): ST(+2)

CLOSE COMBAT WEAPON:



ABILITIES: Espionage, Fear (4), Fearless (5), Initiative (2), Interrogation, Leader (2/Inquisitors), Shock and Awe; As Inquisitors: Guardsmen

Interrogation: RES(2): Target one enemy model. If this model removes the targeted model in Close Combat, the opponent receives Initiative(-4) next turn.

Shock and Awe: If this model is the army commander, all Psychic (S) Powers cast by friendly models are ST(+1). All friendly models in a squad that successfully wounds with one or more Psychic (S) Powers gain RS(+1).



HUNTER JOSEPH FREDERICKSON

An utterly devout, and terrifying man, Inquisitor Fredrickson enjoys his work immensely. A favored pupil of Cardinal Dominic, Joseph is often selected to break even the strongest heretical will. He has broken a great many cultists and rooted out countless cells of heretics, so many in fact that he has earned the title of Witch Hunter. He and his fellow

Inquisitors delight in capturing those who have turned from the light alive, not so they can try and redeem them, but so they may inflict their own brand of sadistic torture on their prisoners. Some outside of his circle seem to believe that much of his anger is now due to being passed over for the position of Inquisitor Majoris on several occasions. Unknown to everyone else, the Sheriff of Luna enjoys keeping Fredrickson right where he is, making his anger and frustration into a terrible weapon against those he would turn him against.

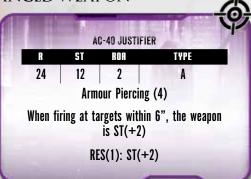
SP CC/DEF RS ST CON WP LD W R SZ	
	PTS
5 15/2 15 10 12 16 16 3 24(10) 0	75

TYPE: Character, Infantry, Inquisitor, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular, Infiltrate

EQUIPMENT: AC-40 Justifier w/Holy Disemboweller Chainblade, Book of Law, Gas Mask, Inquisitor Armour OPTIONS: May take up to 3 Art Powers from the same Art Path.

RANGED WEAPON:



ABILITIES: Benediction, Contempt (Cybertronic), Execution, Fear (3), Gunslinger, Witch Hunt; As Inquisitors: Fearless (3), Guardsmen

Benediction: RES(1): All friendly models within 10" gain WP(+1)

Witch Hunt: After the initial deployment, select 1 enemy squad on the board or in Reserve. All attacks directed at that squad by this model and the squad he is attached to gain CC and RS(+2), and ST(+2) in close combat. If the chosen squad is removed from the game, you may select a new squad.

CLOSE COMBAT WEAPON:



Within the ranks of the Second Directorate, there are those that stand out even among the feared Inquisitors. Those men and women who have proven an unparalleled

devotion and skill to bringing heretics to justice and tracking down and destroying cells of cultists. To be an Inquisitor Majoris is to command legions of some of the

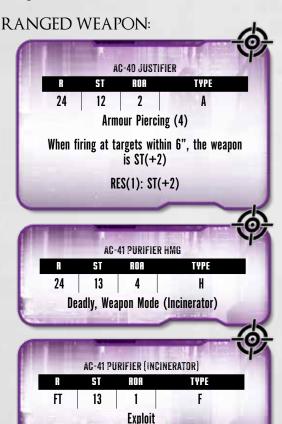
most skilled warriors of humanity in a ceaseless war against the Dark Legion. Armed with some of the most fearsome weaponry created, they will pursue their quarry no matter where they try to hide, interrogating even the highest officials; no one is above their scrutiny or suspicion.

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SP CC/DI	F RS	ST	CON	WP	LD			SZ	PTS
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TYPE: Character, Infantry, Inquisitor, Medium Base

DEPLOYMENT OPTIONS: Regular

EQUIPMENT: AC-40 Justifier w/Holy Disemboweller Chainblade, Book of Law, Gas Mask, Inquisitor Armour OPTIONS: May replace the AC-40 Justifier w/ Holy Disemboweller Chainblade with an AC-41 Purifier and an Avenger Battlesword for (+20) PTS.





ABILITIES: Brutal, Fear (3), Fearless (5), Leader (1/ Inquisitors), Psychic Mastery (D), Unbreakable; As Inquisitors: Guardsmen

SEBASTIAN In the shadowy world of covert operations, there are few individuals who achieve notoriety, a mere handful RENSHAW

who are viewed with respect, and only one who's name invokes sheer terror; the Brotherhood's top assassin, Sebastian Crenshaw.

When a high-ranking Mishima Oyabun began dabbling with the Dark Legion, he was found dead in his private elevator; his throat slashed as it travelled between floors. Before they were put to death, his guards swore on their honour that he had entered the elevator alone and it did not stop, yet he was dead at his destination. Several years ago, a Cybertronic research team was suspected of trying to reverse engineer Dark Technology. The entire team vanished from their aircraft while in mid-flight, the vessel landing on autopilot without a soul on board. These tales and more are swapped back and forth in hushed tones in bars and back-rooms across the solar system, one name tying them all together.

With a past as shrouded in myth and legend as his exploits, the man many simply call The Mortificator, has been responsible for eliminating more well-protected, high-value targets than any other man or woman in the Solar System. Cross-trained in multiple disciplines, tactics, and systems, he is lethal with anything from his bare hands to an Icarus Jet Fighter. Skilled in deception, camouflage, and the Art, it is said that the only people who see Crenshaw in action are his victims, and by then, it is too late.

On the rare occasions when he is seen without his armour, he is a genteel and well-mannered gentleman in his fifties; his white hair and moustache close clipped and an aura of calm demeanour. His bearing and slight turn of phrase betray a possible origin within Imperial, but any questions directed at his past are smoothly deflected. Knowledgeable in many fields, Crenshaw is able to hold his own in almost any conversation; any verbal attacks are smoothly deflected and no amount of baiting can seem to make him lose his temper. Even in polite society, the deadliest man in the Solar System is careful not to get into a situation he cannot get out of.

As he has gotten older, the Curia have forced Crenshaw to take on more administrative work in the hopes that he will pass on his skills to the next generation. Although he grits his teeth and moans about working with 'amateurs' when leading other Mortificators, he is not a harsh man and will often manage the younger recruits with a light touch, letting them learn from their mistakes. Only if the lives of the team or the mission itself is in danger, will be take control, saving any reprimands for a private talk after the job is done. A number of Mortificators have earned the older man's respect, and Crenshaw watches them carefully, guiding their careers and assigning them some of the trickier tasks that come across his desk.

When there is a mission that is too important to fail however, then the Curia send for the master himself. It is said that Sebastian Crenshaw has never failed in his mission, never let a target escape and, when working alone, it is the truth. As the Second Corporate War rages on, there are few things that are certain in the Universe; two things that are however, are Tithes and Sebastian Crenshaw.

STATISTICS CC/DEF LD 85ST CON ШP **SZ** 5 18/4 16 10 12 17 16 3 25(11) 125

TYPE: Character, Infantry, Mortificator, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular, Infiltrate, Stalk

EQUIPMENT: 'Deathdealer' Mortis Sword, Nemesis Handgun, Mortificator Armour

SQUAD OPTIONS: May take up to 2 Psychic Art Powers from the Kinetic or Mentalism list.





ABILITIES: Duellist, Flash Grenade, Master Assassin, Unseen Assailant, Leader (1/Mortificators), As Mortificators: Assassinate, Camouflage (2), Dodge (8), Fear (2), Fearless (3), Predator Senses, Ranger, Their Own Way, Void

Flash Grenade: Once per game when a model attempts to perform a Close Combat attack against this model, you may place a 'Void' marker on his position and recall him. He is now in 'Void'.

Master Assassin: Power Shots by this model gain Critical Force (3).

Unseen Assailant: When not attached to a squad, this model may infiltrate in 'Void'. Instead of deploying the model, place the 'Void' marker anywhere where models could infiltrate. When infiltrating in 'Void', the marker may be deployed even within 8" of other infiltrators.



GAETANO HYGINUS ROMANOV

Born into House Romanov of Bauhaus, Gaetano Romanov grew up hearing stories about the fabled warriors who battled against the darkness of the Legion and triumphed, his favorite being how Cardinal Durand the First fought the Apostle of War and defeated the unholy creature, casting back its legions of death and corruption to where they came. That was the kind of man he wished to grow up to be like, and that he did. As he matured, Gaetano became a consummate swordsman, defeating every opponent he crossed

blades with, but never allowing hubris or pride to cloud his actions. In fact, being born into one of the great Elector Houses allowed him to care for those less fortunate than he. His family's wealth has funded all manner of mission and sanctuary for those down on their luck. When he was old enough, he made the choice to leave it all behind and took a vow to defend humanity by joining the Brotherhood.

His skill with sword and shield easily placed him into the Second Directorate, and when his latent talent with the Art became apparent, he was chosen by the Order of the Sentinels to join them. In short order, he rose through the ranks of the Order, commanding respect from his peers with every action. Like a paladin of old, as well as one of the greatest swordfighters in the Solar System, Gaetano seeks to put an end to the Dark Legion once and for all.

STATISTICS SP CC/DEF RS ST CON WP LD W R SZ PTS 5 18/3 11 11 12 14 15 3 23 0 60

TYPE: Character, Infantry, Holy Sentinel, Unique, Medium Base DEPLOYMENT OPTIONS: Regular, Preemptive Strike

EQUIPMENT: 'Exorcist', Relic Protector Powershield, Book of Law, Sentinel Armour





Armour Piercing (4), Deadly, RES(1): Critical Force (2)

RELIC PROTECTOR POWERSHIELD +3/+4, IA(12)

ABILITIES: Fear (3), Heal (7), Inspiration, Target Sense; As Holy Sentinel: Defensive Stance, Duellist, Fearless (3), Follow Up, Furious Zeal

Inspiration: RES(1): All models in this squad gain Ranger and SP(+1) when performing Run or Charge Actions. Gaetano Hyginus must perform a Run or Charge Action directly towards the nearest enemy model. This must be used at the beginning of this model's activation.



LUKAS THE WARRIOR

Lukas joined the Holy Sentinels at an abnormally early age due to his seemingly unnatural swordsmanship and rare ability with the Art. At fifteen, the boy had been entrusted with a ranking position and led small squads of his fellows or Troopers into

battle under the command of more experienced Brotherhood officers. Use of such a young user of the Art had been authorized by the Sheriff of Luna, Cardinal Dominic himself, with the hope that if the boy survived he would become one of Mankind's key defenders against the Dark Soul. Dominic's reasoning was not flawed. Now a seasoned veteran at twenty years old, this man has a rare gift that only the most legendary have wielded in the past; a gift that has only been seen a handful of times, that of Evanescent Phantasm. Lukas, his real name is only known by the Curia, can prolong one's spirit beyond their body for a short time. These spirits will battle on at his will, using their own intelligence to smite the Dark Legion before they become one with the Light.

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TYPE: Character, Infantry, Holy Sentinel, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular, Preemptive Strike, Flank Deployment

EQUIPMENT: Avenger Battlesword, Protector Powershield, Book of Law, Sentinel Armour

OPTIONS: None

ABILITIES: Chosen by the Cardinal, Evanescent Phantasm, Guide, Target Identifier (1); as Holy Sentinel: Defensive Stance, Duellist, Fearless (3), Follow Up, Furious Zeal, Heal (5)

Chosen by the Cardinal: This model has Medic (4) when attached to a Brotherhood Trooper squad.

Evanescent Phantasm: RES(2): Use at any time: If any other friendly model of Size (0) would be reduced to W(0) within 3" of this model, place a 'Phantom' marker next to them instead. Phantoms do not provide cover or block LOS and cannot control or interact with Objective Markers or control Table Zones. Remove the models in the End Phase.

Guide: RES(2): Nominate any squad. Any squad targeting models from this squad with a ranged attack does not get its RS (or WP) modified due to cover.



AVA "INDIGO" JASCO

Born to an affluent Capitol family, Ava Jasco wanted for nothing growing up. She was a spoiled child and ceaselessly tormented her servants and staff. At the age of thirteen, her sight began to fail and she began to exhibit signs of being 'different'. Her parents, fearful and faithful followers of the Cardinal, took her to see their local missionary, who immediately recognized

her condition not as being corrupted by the Dark Symmetry, but as slowly being infused by the Light. Against her tantrums and protests, she was left in the care of the Brotherhood. Over the next few months, her vision continued to diminish, but what replaced it was truly remarkable. She could no longer make out details or read, but if she focused, she was able to see objects clearly as far away as three miles. Losing her sight, but gaining an extraordinary power did not curb her haughtiness, in fact, it seemed to make her temper even worse.

She had been drilling with some acolytes who were to go on to become Visionaries when a cell of Heretics of Semai ambushed them, killing most of the staff and many of her classmates. Using a training rifle, she shot down each of the cultists, but was heavily wounded during the fight. Until this point she never been in an actual combat situation before, but standing amidst the bloody bodies of her friends and teachers woke something up in her. She applied herself to learning more about her gift and how to utilize it best, and that was to become one of the best snipers in the solar system. Her skill with a sniper rifle reached the ears of Arch-Inquisitor Nikodemus, who personally selected Ava for a team of covert operatives that works closely with the Cartel. She was given the codename 'Indigo' and her call-sign is now feared even with a mere mention of it.

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TYPE: Character, Infantry, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular, Infiltrate, Stalk

EQUIPMENT: Mephisto Sniper Rifle, P60 Punisher Handgun, Blessed Hunting Armour

OPTIONS: Ava has the Spiritual Resilience Art of Mentalism Power.



ABILITIES: Crackshot (8), Camouflage (3), Dodge (6), Grappling Hooks (10), Leader (1/Visionaries), Prepared Defense, Ranger, Sniper, Target Identifier (4), Target Sense, Unblinking Eye

Prepared Defense: Models may not make a Charge action against this model.

FELTORDO

ROBERTO Icarus pilots are known far and wide for their bravado and brazen attitude, a most unbecoming trait for those supposedly devoted to the Brotherhood, but they like to say their reputation is earned. Perhaps loudest and most brash of all of them is Commander Roberto "The White Ace" Feltordo of the Screaming Angels squadron. Boasting an impressive kill

tally of one hundred ninety-six confirmed enemy kills, it would be safe to say he has earned his reputation. Roberto makes no small amount of talk when it comes to discussing how great he is. A notorious flirt, he is known for his post-battle parties which often result in orgies the likes of which have not been seen since ancient earth.

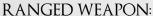
Why then would the Brotherhood allow such a man to remain within their ranks? The answer is simple. For all of his posturing and hubris, Roberto is a man who gets the job done. Despite numerous encounters with the Inquisition, they have never been able to find a fault in the man beyond his gigantic ego. He is highly skilled and his command over the Art of Mentalism while seated in an Icarus is uncanny, bordering on superhuman.

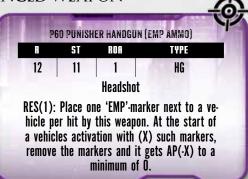
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5	11/0	14	8	9	17	13	3	21	0	35	
	ar .	1		100			0000	MAKE 1	ALC: UNK		

TYPE: Character, Unique, Infantry, Small Base DEPLOYMENT OPTIONS: Regular

EQUIPMENT: P60 Punisher Handgun (EMP Ammo), Combat Knife, Archangel Flight Gear

OPTIONS: May take up to 2 Art Powers from the Path of Mentalism.





ABILITIES: Aerial Intel, Camouflage (3), Personal Void Shield, Ranger.

Aerial Intel: Other models in a squad that this model is attached to gain RS(+2).

Personal Void Shield: Once per game, this model may spend AP(1) to place a permanent 'Void Shield' token within 2". Friendly Models in B2B with the token cannot receive hits as a result from any ranged attack.

CLOSE COMBAT WEAPON:



KEEPER OF THE ART

Each Keeper of the Art is a member of the Curia and one of the most powerful beings in existence. They have dedicated their lives to studying and mastering a single path, and in some cases several paths, of the Art and are the most powerful of the Order of Mystics. Keepers of the Art have two sub-sects, those known as Researchers and those called Engineers. The Keepers of Research devote their days to learning all

they can about the Light and have developed new aspects of the Art or modified existing ones. They have insight into the Art like no one else does. The Keepers of Engineering are the ones that take the battle to the Brotherhood's enemies. They are the ones who take the wisdom of the Researchers and use it against the Dark Legion in warzones across the Solar System. Wielding the Art as a mighty weapon, they smash their foes and send them screaming back into the void from whence they came.

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SP	CC/DEF	RS	ST	CON	WP	LD		川島共議館	SZ	PTS
5	12/1	12	9	9	18		3		0	80

TYPE: Character, Infantry, Medium Base DEPLOYMENT OPTIONS: Regular

EQUIPMENT: Sanctus Power Maul, Gas Mask, Garments of the Keeper

OPTIONS: The Keeper of the Art must take all Powers from one Art Path, chosen before the game begins, for free.



CLOSE COMBAT WEAPON:

	SAN	CTUS POWER	MAUL
R	ST	ROA	TYPE
1	3	2	PSY, CC

ABILITIES: Fear (1), Fearless (3), Hard to Hit (2), Nathaniel's Wrath, Power Stabiliser, Psychic Expertise (B/D), Target Identifier (4), Target Sense.

Nathaniel's Wrath: RES(4): All enemy models within 18" of this model lose Fearless(X) and cannot attempt Heal rolls.

Power Stabiliser: When this model would be affected by any enemy Psychic Power, roll a D20. On a roll of 1–10, he is not affected and the casting model must pass a CON test or is stunned.

Much of the Brotherhood's military is shrouded in mystery, but none more so than the elusive Crucifiers. Taking to more fields of battle than more so than the elusive Crucifiers. Taking to more fields of battle than ever before, the Crucifiers are a silent, discomforting spectacle that are becoming ever more common as the threat of the Dark Legion

rises. With their more recent usage, word of these four-armed monstrosities is spreading throughout the inner planets as whispering rumours and half-truths.

Men and women of the second directorate volunteer for the position of Crucifier. The process required to become a Crucifier is a result of recent advances in the fields of simple electronics that The Brotherhood deem safe to use. The potential volunteer must have unthinking electronic interface controls surgically implanted into their brains, allowing them the use of the Crucifier exo-armour with no A.I. assistance. This procedure removes any skill in the Art that the volunteer may have had for it, as all is now focused upon the control of these additional arms. Some volunteers that undergo this treatment reject the implant, dying days or even hours after surgery, but in more recent times, the success rate has risen and more often than not, most applicants are deemed ready to undergo the next stage of becoming a Crucifier. After physical changes have been made to the brain of a potential Crucifier, the arduous training exercises begin, which allow comparable control of their natural and mechanically engineered arms attached to the Crucifier exo-armour. This skill can take years to develop, but eventually, once the volunteer and the armour act together as one, they are ready for deployment.

Crucifiers are sent into the Warzone independently, or less commonly, as elite units of two or three. As lone fighters, the four-armed warriors work as an elite close assault specialist, capable of wiping out an entire infantry squad in mere seconds, hacking through them with the petrifying, carbon-steel Mortis Swords, commonly believed to be exclusively available to the Mortificators. Small squads of Crucifiers have the potential to collapse entire flanks. Their typical weapons of choice are two Mortis Swords and two P60 Punisher handguns. The P60's are manufactured by the best weapon-smiths Bauhaus has to offer, with Blessed Engineers of the Brotherhood overseeing every aspect of their production. The result is a fine example of a pistol, capable of handing out wanton devastation against lightly armoured troops. Hand-to-hand combat is where the Crucifiers excel, as they have no empathy for their enemy, leaving tattered remains and a trail of destruction in their wake. These men and women work more like the machines they are integrated with than the humans they are, leaving all trace of their human empathy behind them when in battle.

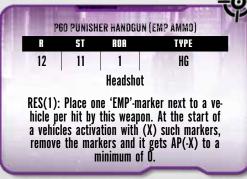
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SP	CC/DEF	RS	ST	CON	WP				SZ	PTS
6	16/4	15	11	11	15	14	3	23(10)	1	60

TYPE: Character, Infantry, Medium Base

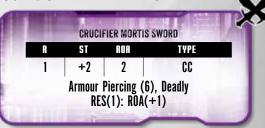
DEPLOYMENT OPTIONS: Regular, Flank Deployment

EQUIPMENT: 2 P60 Punisher Handguns (EMP Ammo), 2 Crucifier Mortis Swords, Gas Mask, Crucifier Armour OPTIONS: Crucifiers can be taken as a Support Choice in squads of 2-3 Models. Crucifier Squads have a Coherency of 10", cannot be joined by other Models and Crucifiers in this squad do not count as characters. Crucifiers cannot take Art Powers.

RANGED WEAPON:



CLOSE COMBAT WEAPON:



ABILITIES: Assassinate, Duellist, Fear (0), Fearless (3), Heal (4), Hurricane of Destruction, Paired Weapons (HG), Paired Weapons (CC), Predator Senses, Surgical Assault, Thunder Slam.

Assassinate: When making a CC attack in a non-vehicle model's rear facing, this model's Close Combat weapon gains ST(+2) and Critical Force (2).

Surgical Assault: This model may make Ranged Attacks even while engaged.

Thunder Slam: RES(2): Every enemy Model up to SZ(1) within 4" must pass a CON test or be Stunned.

ROOPERS The bulk of the Brotherhood's fighting forces is provided by a large body known simply as the Troopers. These units fulfil a wide variety of roles, their tasks being far

more varied than the line soldiers of the Megacorporations. The Brotherhood maintains extensive holdings across the Inner Worlds, all of which must constantly be guarded against the attentions of Heretics. Even the smallest shrine is likely to be protected by a squad of Brotherhood Troopers. The massive Cathedrals are host to entire legions of troopers and serve as much as military bases as they do centres of worship.

Another task undertaken by the Brotherhood Troopers is that of protecting pilgrims. Many amongst the teeming multitudes of humanity regard it as a sacred duty to visit each of the major Cathedrals at least once in their lifetime, as well as many of the numerous smaller shrines and holy sites. This entails a journey to Luna, Mercury, Venus, and Mars; a major undertaking that places the pilgrim in significant danger from the predations of the Dark Legion, heretics, and lawless elements within Humanity itself. Larger groups of Pilgrims are sometimes accompanied for some, or part, of their pilgrimage by a detachment of Brotherhood Troopers, as are the richer pilgrims able to make a suitably generous donation to the Brotherhood.

It has been noted that, outwardly, the Troopers are the least pious of the Brotherhood's forces, being prone to the same flaws as soldiers throughout history. By the standards of the Brotherhood's Missionaries, for example, they are quite uncouth but none would dare question their dedication to their duty. In battle, they have few equals in bravery and have faced the forces of the Dark Legion many times, and emerged victorious. Many warriors hope one day to better themselves by gaining a senior rank, others hope to move quickly up the ranks of the Inquisition, and some aspire to joining the Fourth Directorate when their youth or their luck fails them.



STATISTICS WP LD SP CC/DEF RS ST 000**SZ** PTS 13/0 12 8 8 15 13 20 0 12

TYPE: Troops, Infantry, Small Base

COHERENCY: 8"

DEPLOYMENT OPTIONS: Regular SQUAD COMPOSITION: 5-10 Troopers.

EQUIPMENT: AC-19 Volcano Assault Rifle, Combat Knife, Gas Masks, Brotherhood Trooper Armour.

SQUAD OPTIONS: Any model in the squad may swap their AC-19 Volcano and Combat Knife for a Retaliator Sword and Guardian Shield for free. Up to 2 Models per 5 may upgrade their AC-19 Volcanos with Scopes for (+8) PTS each.

Squads that only contain models equipped with Retaliators and Shield may be upgraded with one Psychic(B) type Art Power for free.

An Inquisitor may be added as the squad commander for (+35) PTS.





ABILITIES: Bringers of the Light, Combined Arms Training, Guiding Beacon.

Bringers of the Light: Up to 1 squad of Troopers may be taken in a Capitol, Bauhaus, Imperial: MOW, or Imperial: Wolfbane army as a Support Choice for (+2) PTS per Model. This squad has access to the normal squad options and Art powers.

Combined Arms Training: If a model with a Guardian Shield provides cover to another model in the same squad being targeted by a ranged attack, that model gains Camouflage (2)

Guiding Beacon: RES(1): This model may place a temporary 'Beacon' token within 18". Friendly models trying to Rapid Deploy within 3" of the token receive a (-2) modifier to the RD test.

HOLY

The Order of Holy Sentinels are widely regarded as an elite protectorate force within the military of the Brotherhood. Often working hand in hand with their brothers and sisters of the Sacred Warriors, they are the anvil to the Warriors' hammer.

Dedicated solely to fighting the forces of the Dark Soul, those of the Holy Order of Sentinels hold no fear of death.

They live in cloistered isolation and rarely mix with outsiders. Those hours not spent training to the very highest possible levels of martial skill are devoted to studying the Word, prayer, meditation and adoration of the Cardinal. The result is a cadre of warrior-monks utterly dedicated to their mission of confronting the Darkness wherever it may be found.

Holy Sentinels wear intricately carved metallic armour layered over plastic and ceramics. They carry one of the most truly powerful combinations of weaponry employed by human forces. In one hand, they bear a Protector Powershield, able to stop almost any harmful attack. In the other, like their counterparts in the Sacred Warriors, they carry a legendary Avenger Battlesword. Both weapons are handmade for the bearer and embellished with symbols of his or her rank. A Book of Faith rests in a leather case on the Holy Sentinel's chest, a symbol of the bearer's faith in the tenets of the Cardinal's word.

In battle, the Sentinels fight as avenging angels. They move with astonishing efficiency as if able to counter their foe's actions before they have even begun. As they fight they often recount tracts from the Book of Law, or else chant a monkish monotone that somehow drowns out the cacophony of gunfire, screams and war.

As effective as they are in battle, one of the most notable effects of deploying a force of Holy Sentinels is to be seen amongst their allies. An army led into battle by a cadre of Holy Sentinels, is able to confront any terror and emerge victorious. Following the example of these warriors, Brotherhood Troopers and the soldiers of the Megacorporations alike cast off any fear and doubt and take up the chant. Their hearts swelled with the Word of the Cardinal, they would march through the gates of the Dark Citadel of Algeroth himself to bring holy fire to the forces of the Dark Legion.

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TYPE: Troops, Infantry, Small Base

COHERENCY: 8"

DEPLOYMENT OPTIONS: Regular, Preemptive Strike.

SQUAD COMPOSITION: 5-10 Holy Sentinels.

EQUIPMENT: Avenger Battlesword, Protector Powershield, Book of Faith, Sentinel Combat Armour

SQUAD OPTIONS: None

ABILITIES: Defensive Stance, Duellist, Fearless (3), Follow Up, Furious Zeal, Heal (5), Stay Frosty

Defensive Stance: RES (1). At the beginning of the squad's activation, the squad may enter the Defensive Stance. Protector Power Shield values are increased to (+6/+4). Models in this squad cannot perform Run or Charge Actions and lose CC(-4). This effect lasts until the units next Activation.

Furious Zeal: RES (2). Holy Sentinels in this squad gain SP(+1). These model's Close Combat weapons gain ST and ROA(+1).



INQUISITORS Inquisitors are the agents of the Second Directorate of the Brotherhood, supremely

faithful, stoic and gifted individuals tasked with

leading the fight against the Dark Soul and uncovering its corruption wherever it may lurk within the societies of Mankind. Inquisitors are drawn from all branches of the Second Directorate and they believe that heresy is always around them and it is only by constant watchfulness that it can be fended off, or even defeated.

Vigilance is the watchword of the Inquisitors, but often mere vigilance is not enough. Sometimes it is necessary to actively investigate the possibility of infestations of the Dark Symmetry in those around them. Since the Dark Symmetry can find its roots in cold technology or in the warmest, most right-thinking hearts, no one can be trusted. All must prove their faith, their belief in the Cardinal and the Light he shines upon humanity.

Sometimes innocents are caught up in the Inquisitors wide-reaching attempts to root out the influence of evil wherever it may be found. This is unfortunate, but when the fate of the entire human race is at stake, the lives of a few virtuous people must be balanced against it. Any and all Inquisitors would gladly give up their lives for the greater good of humanity and they expect no less from those around them. Sometimes Inquisitors find that it is up to them to make these hard choices, to risk the lives of a few unknown to ensure the safety of all human souls, but they always find themselves equal to the task.

Due to the nature of their mission, Inquisitors rarely form close friendships with any person whose faith in the Cardinal and the Light is not unquestionable. They look upon all others with distrust. Those that have had their faith affirmed are deserving of infinite respect, while those who have not are treated with just as much suspicion and disdain.

Having uncovered a heretic, cultist or other such traitor to humanity, an Inquisitor will often resort to torture to learn the full extent of the corruption. While it may be that some Inquisitors actually enjoy interrogating suspects, this is not true of them all. Still, if such an image can prove helpful in acquiring the information they desire, few Inquisitors will bother to dissuade their subjects from these sorts of terrifying beliefs.

Despite what most people may fear, not all of an Inquisitor's time is spent tracking down heretics. Often they are called into the heart of a full scale battle with the Dark Legion, the tangible forces of the Dark Soul itself. They are often called upon to lead substantial forces of Brotherhood Troopers and other units, acting as a combination of commander, champion and shining example. On the battlefield, only the Light can prevail.

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TYPE: Support, Infantry, Medium Base

COHERENCY: 12"

DEPLOYMENT OPTIONS: Regular SQUAD COMPOSITION: 1-6 Inquisitors.

EQUIPMENT: AC-40 Justifier w/ Holy Disemboweller Chainblade, Book of Law, Gas Mask, Inquisitor Armour

SQUAD OPTIONS: Squads of 3 or more Inquisitors can take 1 of their Art Powers for free.

RANGED WEAPON: **AC-40 JUSTIFIER** 2 Armour Piercing (4) When firing at targets within 6", the weapon is ST(+2) RES(1): ST(+2)



ABILITIES: Fear (2), Fearless (3), Guardsmen, Stay Frosty.





ALKYRIES

The Valkyries are the shining symbol of hope at the fore of many Brotherhood assault forces. This illustrious regiment forms the spearhead of the Cardinal's elite forces and like all

of his servants, are utterly devoted to rooting out and dispatching heretics in the darkest corners of the Solar System.

The Valkyrie Sisterhood is exclusively female and a division of the Second Directorate. They are considered a sect of specialist Inquisitors. It is widely acknowledged that the Valkyries are, without question, the most beautiful women in the Solar System. Beauty is not criteria for selection; it is surmised that living in the Cardinal's Light enhances a woman's beauty. Whether this is true or not, cannot be confirmed. What is certain, is that they are among the most physically fit specimens of humankind. Higher ranking Valkyries are referred to as Vestals, a rank that comes with an expectation of greater martial prowess. Whilst not a requirement, many Vestals are proficient in The Art, the Blessed Vestal Laura for example, is one of the Vestals gifted in this way. The Sisterhood enters the warzones of the Solar System either as a small, elite unit, often led by a senior sister or Vestal, or as lone agents. Some senior Vestals occasionally lead entire Brotherhood formations.

It is upon the battlefield that the Valkyries display their superlative expertise in close combat. They are armed with Castigator Spears. None other than the Valkyries are allowed to use these weapons; that is the word of the Cardinal. The Castigator is a two-handed spear that is tipped with an electrically charged blade, housing a power-source within the haft. Its pointed head bears likeness to the icon of The Brotherhood and is capable, due to its electromagnetic charge, of slicing through flesh, bone and steel with equal ease. The Valkyries use these spears in martial combat with outstanding dexterity, able to defy the unwieldy nature of the two-handed Castigator. They move with fluid gestures of confident, destructive vindication. The Valkyries support themselves with the common, but dependable, Punisher Handgun that allows them limited ranged capability and occasionally, the AC-31 Purifier, a hand gun variant of the AC-41. The armour worn by the Valkyrie Sisterhood is symbolic, embodying their unshakable loyalty to the Cardinal and purity of soul through its polished steel finish.

The Valkyries are said to ride into battle upon wings of faith, which bears some truth and plays a part in their namesake. Their suits are often fitted with jump packs, allowing them to drop into a warzone where the fighting is most dangerous and where rapid support is of paramount importance. Despite its symbolic references, the armour worn by Valkyries is designed with flexibility in mind and is formed close to the body. The armour articulates smoothly, moving with even the wearer's subtlest motions; allowing the Valkyries sufficient protection, whilst fighting with all of their natural and beautiful grace.



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TYPE: Support, Infantry, Small Base

COHERENCY: 10"

DEPLOYMENT OPTIONS: Regular, Rapid Deployment.

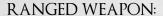
SQUAD COMPOSITION: 5-10 Valkyries.

EQUIPMENT: P60 'Punisher' Handgun, Castigator Power Spear, Valkyrie Armour.

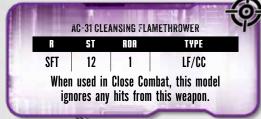
 $SQUADOPTIONS: 1 in 5\,Valkyries\,may\,swap\,their\,P60\,Punisher\,Handgun\,for\,an\,AC-31\,Cleansing\,Flamethrower$

for 5 points.

The Squad may only take 1 Art Power, chosen from any Path for the normal cost.







CLOSE COMBAT WEAPON:

R ST ROR TYPE
1.5 +3 2 CC

ABILITIES: Bringers of the Light, Fearless (2), Hard to Hit (2), Spear Strike

Bringers of the Light: Up to 1 squad of Valkyries may be taken in a Capitol, Bauhaus, Imperial: MOW, or Imperial: Wolfbane army as a Support Choice for (+2) PTS per Model. This squad has access to the normal squad options and Art powers.

Spear Strike: RES(1): All models within CCWR of this model receive a ST(11) autohit. This counts as a Close Combat Action.



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ISIONARIES From within the sisterhood of the Valkyries, the elite cadre of the Visionaries is recruited. These

women are selected for their talents in the Art of

Kinetics that allow them to harness their unique powers. Formed into small, powerful units, these warriors track down and eliminate entire cells of Dark Legion heretics from within the Megacorporations, as well as the Brotherhood itself.

Visionaries eschew the armour they wore as Valkyries, preferring to wear a lightweight nanoweave bodysuit that affords almost as much protection as the heavier plate without sacrificing speed and mobility. The pinnacle of human fitness, these women are able to perform feats of athleticism wholly unheard of, as rumours of their abilities circulate among the lesser military forces. Their reflexes are honed to a razor edge, and there have been reports of them climbing straight up sheer walls, leaping wide chasms, and even disappearing and reappearing behind deeply entrenched enemy forces. It is even further rumored that these Visionaries are able to dodge bullets.

Upon completing their training, each Visionary is gifted a pair of custom-made P65 Barrage handguns. These expertly crafted weapons are similar to the smaller Punisher handguns, and are specifically made for each person they are given to and no pair of them are alike. Inscriptions and prayers are lovingly etched onto the gun casings of each weapon in beautiful, flowing script. The high-calibre bullets fired by these weapons are blessed by a high ranking Brotherhood pontiff, making them especially deadly when used against servants of the Dark Soul.

What is unique about the Visionaries is not their raiment of battle, but the Art that flows through them. Their superhuman feats of agility and acrobatics, while physically impressive, are further enhanced by their skill in Kinetics, allowing them to use a form of limited teleportation to outflank and hunt down their quarry. It often gives them the appearance of moving from place to place in the blink of an eye. With the Light guiding their actions, they are able to gain glimpses into the near future, detecting not only where an attack is coming from, but also giving them precious moments in which to avoid a potentially fatal attack. All of these things combined into one soldier makes for a very dangerous opponent when confronting the Brotherhood.

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TYPE: Support, Infantry, Small Base

COHER ENCY: 10"

DEPLOYMENT OPTIONS: Regular, Preemptive Strike.

SQUAD COMPOSITION: 5-10 Visionaries.

EQUIPMENT: 2 P65 Barrage Handguns, Nano-Weave Bodysuit

SQUAD OPTIONS: The Squad may only purchase 1 Art Power from Kinetics for the normal points cost.

Visionaries have the Levitation Psychic Power for free (Art of Kinetics).



ABILITIES: Guided Shots, Leap (5), Paired Weapons (HG), Precognition, Punisher Whirlwind, Ranger

Guided Shots: RES(1): This model's weapons gain R(+6). **Precognition:** Visionaries ignore Exploit and may always re-roll failed Armour tests

Punisher Whirlwind: RES(1): Spend AP (1). Centre a LE template on this model. Every enemy model within the template receives a ST(11) autohit. This counts as a Shooting Action and can be used even if the model is within CCWR.



MORTIFICATORS Mortificators are the most feared Protherhead's man

Brotherhood's

varied armed forces, though most know them by reputation and rumour only. They are covert specialists and unmatched masters of infiltration and murder, generally only called in for lightning raids and assassinations. To many people, the Mortificators are the stuff of legend, for none but a few have ever seen one and lived to tell the tale.

Mortificators wear nothing but flat black, and when on a mission any exposed flesh is painted black as well. Almost all of the Mortificators' missions are carried out at night and they dress and equip themselves appropriately. They wear a billowing black cloak that obscures their outline and, should their foe see them as they close, makes them appear far larger than they actually are. Beneath the cloak, they wear a stylised, tightfitting, knee-length tunic of ballistic nylon with large slits along both legs up to the hips, and they wear leggings of the same material beneath that. Their helmets cover all of their head, apart from the eyes, and contain an array of specialised equipment. Over the tunic, they wear a combat harness engraved with symbols of their position and rank. A grappling hook hangs from their sides and a number of different types of grenades dangle from their belts. The signature weapon combination of the Mortificators is a Nemesis handgun and a Mortis sword.

Like the Mortificators that wield it with such deadly precision, the Mortis sword is appropriately named for the death it invariably inflicts on the enemies of the Brotherhood. These light, quick, double-edged weapons are the almost exclusive property of the Mortificators, who find the matt black colour of the carbon steel blade and leather covered grip particularly well suited for their line of work. Almost more than the Mortificators' uniform, this weapon is a sign of the user's profession that serves to scare potential enemies off to search for lesser prey. As aforementioned, the weapon is almost exclusively used by Mortificators, although street-scum in Luna City, and other megacities across the Solar System, have, on occasion, attempted to appropriate them as their own signature weapons. Needless to say, such interlopers are invariably curtailed, either by other gangs fearful of attracting the Brotherhood's ire, or by the Brotherhood itself, a single Mortificator felling the entire gang in a single night of retribution.

While much of the Mortificators' work is carried out across the rooftops, along the alleys and through the sewers of the megacities, they are often deployed on the field of battle, especially when a highly-placed servant of the Dark Legion is present, such as a Nepharite Overlord. In such instances the Mortificator turns his entire attention towards defeating that enemy, even should his own life be laid down in the effort.



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SP	CC/DEF	RS	ST	CON	WP	LD	Ш	A	SZ	PTS
5	16/4	16	10	10	15	16	1	21	0	24

TYPE: Support, Infantry, Small Base, Unique

COHERENCY: 10"

DEPLOYMENT OPTIONS: Regular, Infiltrate SQUAD COMPOSITION: 1-10 Mortificators

EQUIPMENT: Nemesis Handgun, Mortis Sword, Mortificator Armour.

SQUAD OPTIONS: The Squad can be upgraded with Blessed Fragmentation Grenades for (+3) PTS per model.



ABILITIES: Assassinate, Camouflage (2), Dodge (8), Fear (2), Fearless (3), Hidden Agenda, Predator Senses, Ranger, Their Own Way, Void

Assassinate: When making a CC attack in a model's rear facing, this model's Close Combat weapon gains ST(+2) and Critical Force (2).

Their Own Way: This squad may not be joined by, or attached to a squad of, non-Mortificator models.

Void: RES(1): At the start of this squad's activation, place a 'Void' marker on this squad's commander's (or acting commander's) position. Recall all Mortificators from this squad. In the next Control Phase, declare if they will stay in 'Void' or reappear.

If they reappear, activate them as normal in the Activation Phase. Place the squad commander on the 'Void' marker, then deploy the rest of the squad in coherency but not engaged to an enemy. If an enemy model is on top of the marker, deploy as close as possible. If models cannot be placed legally, they are removed as casualties. Remove the 'Void' marker. The models count as having moved a distance equal to their SP value, but not as having performed any movement action.



GUARD

FURY ELITE As the personal bodyguard of the Brotherhood Curia, the Fury Elite Guard are classified as some of the best trained and equipped warriors anywhere in the Solar System. Even on the rare occasion where a Cardinal is believed to be travelling alone, it only takes a mere whisper and the Fury are at his side, appearing in a flash of Light and ready to defend him with their lives. Each of

them is studied and hand-picked based on martial prowess, endurance, aptitude with the Art, and resistance to Dark Symmetry. The Fury does not belong to any single Directorate, but instead, both encompasses all of them and stands outside of all of them. This allows these warriors to be deployed wherever they are called

Until recently, the Furies typically wore nothing more than plush robes and ornate ceremonial armor when performing their bodyguard duties, but the brutal slaying of Inquisitor Majoris Johann Gott during the Battle of Volksburg changed everything. Grandmaster Giammarino, Supreme Commander of the Fury Elite Guard, found the tradition of such light armor on those expected to weather any attack in battle as nothing short of hubris. As such, he issued a new decree to his men; where once they frowned upon the thickly-armoured Guardian power suits, now it is all but standard issue to any of the Fury who intend to see battle.

Typically armed with the fearsome Deliverer Battleblade, these weapons are similar to Violator and Avenger blades, but only members of the Fury are permitted to wield one. A small number of these were forged when the Brotherhood was founded, and only a few have been created since. Each weapon is handed down from warrior to warrior and runes are engraved into each blade to tell the glory of every wielder that has owned it. Often paired in the offhand with this weapon is the Protector Powershield. Attached to the armour by special cabling, the guard is able to enhance the shield by calling upon the Light, allowing them to withstand even the heaviest enemy firepower.

As deadly as those weapons are, more and more of the Fury have begun carrying the dreaded Judgement Hammer. Like the Deliverer, these terrifying weapons have their histories emblazoned upon them, carved into the shaft. Used in both hands, this weapon can easily smash apart the heaviest foe. When fighting lighter armoured targets, they will use the wicked scythe-edge to reap through ranks of enemies as if they were stalks of grass. Seeing a pair of Fury Elite advancing upon them is enough to make even hardened veterans question the sanity of fighting these men.

Built into the massive forearms of each Guardian suit is a heavy carbine combined with a pair of Purifier flamethrowers. The size and power of the suits allow the Fury Elite to effortlessly utilize every weapon at their disposal. Anything that manages to push through the hail of bullets and flame to actually close with the Guards will find themselves outmatched in close combat by the superior warriors.



STATISTICS

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SP	CC/DEF	RS	ST	CON	WP	LD	Ш	A	SZ	PTS
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TYPE: Support, Infantry, Unique, Medium Base

COHERENCY: 10"

DEPLOYMENT OPTIONS: Regular, Preemptive Strike SQUAD COMPOSITION: 2, 4 or 6 Fury Elite Guard

EQUIPMENT: Heavy Carbine, Purifier Incinerator, Judgement Hammer, Gas Mask, Guardian Power Suit SQUAD OPTIONS: Fury Elite Guard must be purchased in pairs for 110 points per pair of Models.





ABILITIES: All Seeing, As One with the Commander, Bodyguard, Durable, Fearless (5), Hidden Agenda, Holy Vengeance, Paired Weapons (A/F), Predator Senses, Relentless

All Seeing: This model automatically succeeds when trying to spot stalking models.

As One with the Commander: Your army commander starts the game attached to this squad and cannot leave it.

Holy Vengeance: If your army commander is removed as a casualty, this squad gains Brutal, Frenzy, and Unbreakable until the end of the Game and loses Hidden Agenda.



When the Brotherhood goes to war, it does so with a destructive and zealous passion, driven by the word of the Cardinal and all of those that preceded him. The ravages of war do not always take the lives of these indomitable soldiers, for a few still draw breathe, though many among these scarce few are WALKER

encumbered by devastating wounds which render them unable to re-enter the battlefield. This fact alone is enough to enrage the fervent champions of the Brotherhood. It is from these veterans of the

warzones that the Judicators are assembled.

When a veteran of suitable stature within the Brotherhood is physically injured beyond the capability to return to battle, they will be considered by the Brotherhood Mystics to join the ranks of the walking machines of war; the Judicators. There are, however, a few important considerations to be made in order to guarantee the applicant is suited for the task. Firstly, they must be a member of the Second Directorate, or personally blessed by the Cardinal himself for acts of heroism or selflessness. Secondly, they must have at least some ability to wield the transcendent power of the Art. If both of these requirements are met, the hero of the Light will undergo the changes required for assimilation into a Judicator Battle Walker.

This machine is not driven by blinking buttons, hydraulic pistons and choking diesel engines alone, like its walking vehicle contemporaries. Instead, after a series of operations, the veteran of battle is integrated directly into the machine's system, enabling the new pilot to control the Judicator as an extension of himself through the Art. As such, the Judicator has a characteristically responsive battlefield nature. Though the motion of this machine mimics that of a human, it is not graceful. It thunders across the battlefield like a stampeding beast, the very earth quaking beneath its every footfall. When it engages in a melee, it crushes smaller adversaries under its immense power, before furiously bisecting whatever remains standing with its magnificent Retaliator Broadsword. These machines are as beautiful as they are destructive; their filigreed and frescoed detailing visible upon every layer of thick plate armour. It is rare for two Judicators to appear exactly the same. Each is enamelled using a variety of colour palettes, reflecting the uniform once worn by the pilot within.

Once fully assimilated within the machine and trained in its complex systems, the Judicator pilot is sent into a warzone immediately; after all, the best training can only be the battlefield itself. The pilot will add to the cacophony of battle with up to two AC-100 Crusader Cannons. When the Judicator has proved itself in battle, it will be gifted the Retaliator Broadsword by the Cardinal himself in a longwinded ceremony of honour and reflection. Within the weighty steel of the Retaliator Broadsword, electrical coils charge its blade, sending those it does not kill into fits of unimaginably excruciating convulsions. The Judicator returns to the battlefield with a new agenda; tearing into the endless tide of the Dark Soul and any that choose to oppose the Brotherhood.



STATISTICS

SP	CC/DEF	RS	WP	LD	HULL A/W	WPNS A/W	LEGS A/W	ENG A/W	A-REAR	SZ	PTS
5	14/2	14	14	14	28/4	28/3	27/4	28/4	-4	3	125

TYPE: Light Vehicle, Light Walker, Large Base

COHERENCY: 10"

DEPLOYMENT OPTIONS: Regular SQUAD COMPOSITION: 1-3 Judicators

EQUIPMENT: AC-100 Crusader Cannon, Retaliator Broadsword, Judicator Battle Walker Armour.

SQUAD OPTIONS: A Judicator may swap its Retaliator Broadsword for a second AC-100 Crusader Cannon and

Armoured Legs for (+25) PTS. The second AC-100 counts as another Main Weapon.

MAIN WEAPON:



A BILITIES: Brutal, Double Tap, Thunderous Advance.

Double Tap: RES(2): This model may re-roll any failed RS

Thunderous Advance: RES(1): At the end of any action where this model moved more than 8", all models up to SZ(1) within 8" receive RS(-4) (not cumulative).

CLOSE COMBAT WEAPON:







FIGHTER spotless white flight suits and with long, flowing hair, the Archangels are defined by a consistent level of perfection that is applied to all aspects of

CARUS As members of the Second Directorate, the Brotherhood Archangels are the aerospace branch of the Brotherhood military force. Resplendent in their military career. Most members of this elite air

corps are proficient in the Art of Mentalism which is said to allow them to become utterly focused in the heat of battle, thus making them the best pilots humanity has to offer.

Just like its Archangel Pilots, the Icarus Jetfighter is a refined demonstration of the perfection all Brotherhood's pilots seek to achieve. Each Jetfighter is 'owned' by one Archangel and it is his or her responsibility to personally ensure the highest possible levels of maintenance. The pride an Archangel puts into their Icarus is omnipresent, the body and wings are kept mirror clean, and not a smear of dirt will be permitted. The weapons receive the same fastidious treatment.

With the threat of Dark Symmetry on the minds of nearly all of humankind, the Icarus Jetfighter itself is the pinnacle of human engineering and permitted technology. As a state-of-the-art example, the Icarus Jetfighter is fitted with a mind-boggling array of fine handling controls and maintenance systems. Only the best pilots, gifted with a touch of the Art, are able to handle such a precision instrument. The Archangels are all too aware of their near super-human ability and take great pride in their superior aeronautical skills.

Each Icarus Jetfighter is manned by two Brotherhood crew, one being the Archangel Pilot and the other the Navigator. In surface battles the Archangel is focused on piloting the Icarus in 'Fist' mode. In this mode the crafts wings act as a skirt, allowing a hovercraft-like manoeuvrability, while minute feathering of the turbines allow the vessel to pivot, or move subtlety in any direction. In such close combat situations, the Navigator takes control of the weapon systems. With three armaments, the Navigator must consider the tactical viability of each payload and only apply it when it is appropriate. The weapons are designed for suppressive, anti-infantry attacks. The focal weapons are the 'Cardinal's Fury' Gatling Guns, designed by the Blessed Engineers and mounted beneath each wing. Each Cardinal's Fury fires at a rapid rate, ripping lightly armoured infantry to ribbons. The Icarus houses a Firefist Flamethrower which douses the enemies of The Brotherhood in cleansing flame and finally the craft can deposit timed trip mines protecting its rear engines from potential attack.

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TYPE: Heavy Vehicle, Flyer, No Base

COHERENCY: None

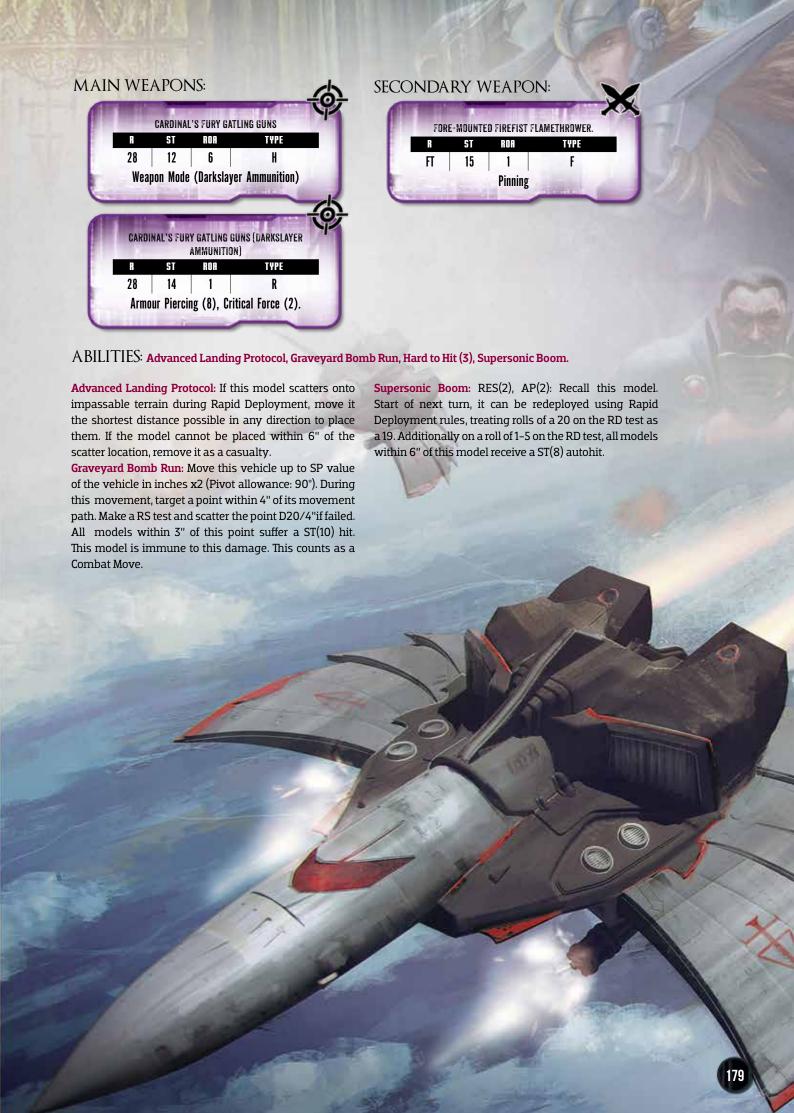
DEPLOYMENT OPTIONS: Regular, Rapid Deployment

SQUAD COMPOSITION: 1 Icarus Jet Fighter

EQUIPMENT: Cardinal's Fury Gatling Guns, Fore-Mounted Firefist Flamethrower, Graveyard Bomb, Supersonic

Plating

SQUAD OPTIONS: May take up to 2 Art Powers from the Path of Mentalism. Icarus Jet Fighter may be fielded as a Vikare Interceptor. See the respective entry.



VIKARE INTERCEPTOR

STATISTICS

						WPNS A/W	WINGS A/W					
10	-/-	13	15	15	27/4	27/3	26/3	27/4	-4	5	145	

TYPE: Light Vehicle, Flyer, No Base

COHERENCY: None

DEPLOYMENT OPTIONS: Regular, Rapid Deployment

SQUAD COMPOSITION: 1 Vikare Interceptor

 $EQUIPMENT: Cardinal's \ Fury \ Gatling \ Guns \ (Hollow \ Point), Fore-Mounted \ Firefist \ Flamethrower, Supersonic \ Plating \ Guns \ (Hollow \ Point), Fore-Mounted \ Firefist \ Flamethrower, Supersonic \ Plating \ Guns \ (Hollow \ Point), Fore-Mounted \ Firefist \ Flamethrower, Supersonic \ Plating \ Guns \ (Hollow \ Point), Fore-Mounted \ Firefist \ Flamethrower, Supersonic \ Plating \ Guns \ (Hollow \ Point), Fore-Mounted \ Firefist \ Flamethrower, Supersonic \ Plating \ Guns \ (Hollow \ Point), Fore-Mounted \ Firefist \ Flamethrower, Supersonic \ Plating \ Guns \ (Hollow \ Point), Fore-Mounted \ Firefist \ Flamethrower, Supersonic \ Plating \ Guns \ (Hollow \ Point), Fore-Mounted \ Firefist \ Flamethrower, Supersonic \ Plating \ Guns \ (Hollow \ Point), Fore-Mounted \ Firefist \ Flamethrower, Supersonic \ Plating \ Guns \ (Hollow \ Point), Fore-Mounted \ Firefist \ Flamethrower, Supersonic \ Plating \ Guns \ (Hollow \ Point), Fore-Mounted \ Firefist \ Flamethrower, Supersonic \ Plating \ Guns \ (Hollow \ Point), Fore-Mounted \ Firefist \ Flamethrower, Supersonic \ Plating \ Guns \ (Hollow \ Point), Fore-Mounted \ Flamethrower, Supersonic \ Flamethrower, Su$

SQUAD OPTIONS: May take up to 2 Art Powers from the Path of Mentalism.

MAIN WEAPONS:



SECONDARY WEAPON:



ABILITIES: Advanced Landing Protocol, Hard to Hit (3), Supersonic Boom.

Advanced Landing Protocol: If this model scatters onto impassable terrain during Rapid Deployment, move it the shortest distance possible in any direction to place them. If the model cannot be placed within 6" of the scatter location, remove it as a casualty.

Supersonic Boom: RES(2), AP(2): Recall this model. Start of next turn, it can be redeployed using Rapid Deployment rules, treating rolls of a 20 on the RD test as a 19. Additionally on a roll of 1–5 on the RD test, all models within 6" of this model receive a ST(8) autohit.





The Capitol Corporation emerged long ago out of the gradual aggregation of countless industrial interests based in old Earth's western hemisphere. It was a major power even at the time of the great exodus from Earth and has only grown in strength, confidence and market share since that dim and distant age. The citizens of the Capitol Corporation are known for their dynamic attitude towards expanding their sphere of influence. They are patriotic to a fault and justifiably proud of the achievements done in their name. The Megacorp is often highly aggressive in actions against other bodies and thinks nothing of taking over any freelancer that draws its interest. The citizens of Capitol see it as their duty to take over smaller concerns and to bring them into the bosom of their own corporation, forcing them to adopt the 'Capitol Way' whether they like it or not. Given the staggering wealth of the corporation and the enormous investments it is able to make in its takeover actions, most succeed. Thus, Capitol continues to expand even in an age of outright war, its people enjoying the fruits of economic growth and prosperity even as the inner worlds burn.

Checks and Balances

The Capitol Corporation embraces the realities of the free market in all things, and while the other corporations are ruled by entrenched elites, Capitol is ruled by a sort of market-driven, corporate egalitarianism, one in which all of its citizens are shareholders and all have the right to vote into office those who rule over them and their corporation. Each citizen holds a number of shares equal to his aggregate rank and worth to Capitol and his vote is weighted according to his shares. Thus, those who actively strive to climb the corporate ladder and to further the interests of the whole accrue ever more influence, while those unwilling or unable to do so sink inexorably towards the bottom as their power and influence recedes. To a citizen of Capitol, salary and dividend are one and the same.

Capitol is controlled by a body called the Board of Directors, which is voted into power by the shareholders. The members of this board set matters of corporate strategy and long term policy but they delegate day to day control of the corporation to a body they themselves appoint – the Board of Executives. The members of the Board of Executives elect one of their number to serve as President, an office in which an enormous amount of power is vested. While they do not elect him directly, the shareholders of Capitol invest much in their President, for he is expected to embody their collective values and aspirations. His victories are theirs, and theirs are his; he is the corporation's human face in dealings with other bodies. As a consequence, should the President fail in some manner, he is most likely to be impeached via the powers of the Board of Directors. If found to have acted in such a manner as to disgrace his office or the corporation as a whole, he is likely to be cast down without mercy and replaced by a more popular and capable individual.

The AFC

The military forces of the Capitol Corporation are collectively known as the AFC – the Armed Forces of Capitol. The Megacorp maintains the largest military in the Solar System, costing it a staggering sum of money, but which most shareholders are extremely proud of. The AFC operates on the twin doctrines of deterrence and retaliation. By maintaining such a large and powerful force, most potential enemies are deterred from attacking Capitol or threatening its holdings. Should any enemy prove foolish enough to instigate a clash of arms, it is standing policy to retaliate with overwhelming force in order to neutralise the foe and to provide a demonstration to any who would replicate this act. In truth, it is debateable just how effective this strategy is, though the Board of Directors regards it almost as an article of faith. Because

so few sane enemies would dare kick the hornet's nest that is Capitol, military engagements with other corporate bodies are comparatively rare. When they do occur, they are low level and quickly resolved, often by intervention by the Cartel. The true enemy – the Dark Legion – cares little for military logic and attacks regardless, making it the largest single threat to the Capitol Corporation as far as the Board of Directors is concerned.

The cream of the AFC are the CSF. Each of the various units within the Special Forces are possessed of the most advanced weaponry and equipment their corporation is able to produce, and they are trained by some of the most experienced and effective veterans in the solar system. Capitol makes use of its Special Forces in more ways than might be expected, as many are promoted as heroes and heroines, role models for the citizens to emulate and idolise. The AFC fields a wide array of Special Forces, many of them specialists in fighting in a particular manner or in a particular environment. Amongst the most famous are the Sunset Strikers and the Martian Banshees, units many young Capitolians dream of entering when they are old enough for military service. Despite their high profile, the Special Forces are only deployed in the most vital of missions, for they are too few and too valuable to throw away for any but the most worthy of causes. Special Forces units are organized into battalions, but in truth it is rare for any unit larger than a platoon to undertake operations. So specialised are these formations, that even a single squad can turn the course of an ongoing campaign.

The bulk of the AFC consists of the Capitol Ground Forces. The CGF is used to defend Capitol holdings against the attacks of other corporations and, most importantly since the return of the Darkness, the Dark Legion. Service in the CGF is unglamorous, but necessary and at times of such extreme danger the President has authorised mass conscription to swell its ranks still further. With the bulk of advanced weapons and equipment going to the Special Forces, the CGF must make do with only basic arms and armour. This suits them well however, for it simplifies procurement and logistics as well as training, for even the rawest of recruits is able to operate the most common items of equipment. The overarching doctrine by which the CGF fights is that of combined operations; the ground troops being used to follow up on overwhelming bombardments delivered by heavy artillery and by the Air Force, with whom its officers and observers are trained to coordinate closely. The CGF is organized into large formations known as divisions, which are further divided into brigades, then battalions, the latter being the smallest size of unit committed to independent action, though its companies, platoons and squads might each be used to take an individual objective as part of a much larger battle plan.

Separate from, but under the command of the CGF, are the Freedom Brigades. This force is made up of outsiders; either outcasts or turncoats from the other corporations or perhaps the orphaned of some failed freelancer concern. They are deployed to the front-lines of major warzones and are seen as expendable fodder for their commanders. Despite these horrific deployments, moral is often surprisingly high, as they fight to gain the much coveted citizenship of the Capitol Corporation, becoming shareholders after having completed five consecutive tours of duty. Service in the Freedom Brigades is unimaginably harsh, the officers tyrannical in matters of discipline. Live ammunition is only issued immediately prior to battle and is retrieved straight after. Upon joining the force, all troops are issued with a completely new identity and injected with a slow acting but lethal formula which must be countered by a temporary antidote on a monthly basis, ensuring no mutinies occur. Under this harsh regime, the members of the Freedom Brigades fight boldly, for their own lives and for their future as citizens of Capitol.

The CAF — Capitol Air Force — is a supremely well—equipped and trained body commonly held to produce some of the most skilled, as well as flamboyant, pilots in the Solar system. While superbly adept at their role, the pilots of the CAF are more likely to be engaged in providing air support for their ground—pounding comrades in the CGF than engaging in dramatic dog—fights against enemy fighters, making them in many ways victims of their own success. Nevertheless, with the Second Corporate Wars engulfing the inner worlds in the flames of war, the CAF is enjoying a resurgence and its pilots are once more hailed by the masses as the finest of their class.

In addition to these main forces, the AFC maintains many more; from the Capitol Naval Forces that ply the verdant seas of Venus and the canals of Mars, to the strategic missile commands that control weapons of nigh planetary destruction. Many citizens have risen to become major shareholders by serving in the AFC, and it is an unwritten rule that anyone hoping to be appointed to serve as President will have done his time at the sharp end of the corporation's many wars.

Mars

The seat of power of the Capitol Corporation is the red planet, Mars. While the world is smaller than old Earth, it has a greater fraction of its surface above sea level, making those territories controlled by Capitol quite extensive. The corporation is firmly in control of around two thirds of the surface area of Mars, and the remainder is subject to an ongoing effort to prize the lands from its rivals. Capitol considers the whole of Mars as its sovereign domain, refusing to accept that any of the other corporations (or even the Dark Legion) have any claim over even a single square foot of its surface.

The administrative and cultural centre of the Capitol business empire is San Dorado, the second largest megacity in the Solar System after Luna City. It is said of San Dorado that she never sleeps; each and every citizen engaged day and night in the pursuit of profits. The megacity's vast factory zones churn out goods to feed the markets of the inner worlds, as well as arms and equipment for Capitol's vast armies.

The central district of the megacity is host to some of the most impressive wonders of the entire Solar System. The five hundred feet tall Statue of Freedom looks down upon the teeming masses, the Board of Directors convening in her shadow. Faithful citizens worship at the San Dorado Cathedral, while the many military campaigns of the corporation are coordinated from the fearsome, armoured headquarters of the AFC known as the Pyramid. As with most of the Solar System's megacities, San Dorado is host to a number of districts, some leased out to the use of the other corporations in the interests of commerce and diplomacy. In and around these Megacorporate districts, the citizens of the great five intermingle and compete, the wars of rivalries of their parent organizations largely, but never completely, set aside in the pursuit of profit.

Beyond San Dorado, the surface of Mars is crossed by countless miles of railroad, guarded at regular points by heavily-armed forts. The southern plains of Mars were once highly fertile, and used to grow foodstuff to feed huge segments of the Solar System's population. Such riches soon drew the attentions of Capitol's rivals however, and the entire region became a warzone over which the corporations still do battle to this day. Food production has shifted to the so-called Freedom Lands in the north, a vast frontier territory where bold and inventive pioneers produce over three-quarters of the world's agricultural output. Both the southern and northern plains are irrigated using the Martian Canals, engineered when the Red Planet was first geo-formed, to carry water from the poles in order to feed and water the agriculture.

The lowest elevations have formed into vast inland seas, though unlike those of Venus, they harbour very little in the way of life. Numerous smaller settlements can be found on the surface, some of them belonging to the other corporations, the land having been leased on long term contracts. The Red Planet's equator is girded by the vast Rust Desert, a nigh unexplored waste plied by nomads, outlaws and enormous mobile ore extraction rigs. Mars is also host to a number of Dark Citadels, about which are to be found the warzones referred to by Capitol soldiers as the Doughpits. Within these hellish battlefields, are countless thousands of miles of trench lines and fortifications encircling the strongpoints of the Dark Legion in an effort to keep the Dark Soul at bay. Despite the corporation's best efforts, these warzones remain the scene of some of the most intense, costly fighting in the entire Solar System and service in them is universally reviled.

Corporate Relations

The Capitol Corporation is reasonably fair-minded when it comes to relations with the other corporations, although it makes an exception when it comes to Imperial. Capitol genuinely believes that profit can only truly be made when peace reigns, for war tends to distract the common man and woman from their role of consumers!

Capitol engages in a great deal of business with Mishima, representing the Mercurian corporation's largest trading partner until the recent trade agreement with Cybertronic. This does not mean that peace exists between the two corporations however — far from it in fact. The two fight bitterly for control of the Graveton Archipelago on Venus, a battle that has no signs of resolution. The two have also been engaged in a long series of wars in southern Mars, the relentless wars having turned the once fertile plains into a blasted, crater—pocked warzone.

Capitol and Bauhaus are on reasonably amicable terms. Bauhaus purchases large amounts of raw material to feed its heavy industries from Capitol. The Graveton Archipelago remains a point of contention, for even as Capitol struggles against Mishima for possession of its natural resources, Bauhaus regards the archipelago as its own and holds that neither should be fighting over it at all. While relations remain steady, Capitol and Bauhaus have gone to war over the Graveton and other possessions, and will doubtlessly do so again.

Capitol and Imperial have never enjoyed especially cordial relations and Imperial's treachery when the first Dark Citadels began appearing on Mars is far from forgotten. Too much of the ways of Imperial's clannish aristocracy runs counter to the Capitol Way for the two Megacorporations to ever become genuine allies. If the two find themselves locked in combat, the soldiers of Capitol will stop at nothing to grind their boots into Imperial throats.

When it comes to the youngest of the Megacorps, many amongst Capitol's shareholders are secretly appreciative of the feat Cybertronic seemed to enact on its Founding Day. Some within Capitol advocate acquiring desirable Cybertronic divisions, but their hand is stayed by the fact that Cybertronic's employees are so deeply conditioned to serve their Megacorps that they could never be trusted to change sides.

Capitol's relations with the Brotherhood are generally very good, for its citizens are primarily devout followers of the Cardinal who attend the Cathedrals in great numbers. There is some tension when it comes to the Brotherhood's methods of rooting out heresy, for this occasionally clashes with the Megacorp's beliefs in fair trial and liberty.

Tracer fire screamed past the UH-64 Transport Helicopter as Corporal Gomez leaned out to survey the jump site. A sane man would be concerned as the gunfire and flak whizzed past his head, but then again, sane men don't leap out of fully functioning aircraft with nothing but a jump-pack keeping them from hitting terminal velocity. Terminal in all senses of the word!

The UH-64's pilot, Watkins, spared a moment to glance back to his passengers. "Looks bad Cap!" he shouted to the Captain.

"Looks like a dust-storm brewing" replied Captain Thomas.

There were plenty of times that Corporal Gomez had thought about retirement. He had considered taking up a cozy corporate executive desk job and leaving the combat jumps to younger men - or at least ones with less scar tissue. Oddly, those thoughts never occurred when he was in the air with the rest of Henry Thomas' 44th. Shaking the thought of leaving the Armed Forces of Capitol from his mind, he checked his weapons and gear one last time before the drop; more of a habit than a necessity. After all, nothing was going to suddenly be any different than the last fifteen times he'd checked. He smirked at the Captain, it was time.

"I guess it's time to make the vid-reels once more!" Captain Thomas shouted over the roar of the engines.

"You flyboys have a safe ride back home!" jested Watkins as he opened the jump-bay doors. Gomez watched Captain Thomas slap his helmet home, and pitch out of the UH-64 into the waiting darkness. The corporal and the rest of the 44th quickly followed, adrenaline pumping through their veins once more, as the Dark Legion's ground troops drew closer



CAPITOL ARMY ABILITIES:

CAPITOL EQUIPMENT

M50 Grenade Launcher: RES(1): A model armed with an M50 Assault Rifle may use Weapon Mode (Frag Grenade).



BATTALIONS

Capitol forces are organized into Battalions, each one specific to a style of warfare.

Before building an army, choose one Battalion type. This type modifies, in some instances, the allocation of some types of units, changing them to Troop, Support, or Light Vehicle slots in the OOC. It will also determine what upgrades and benefits Light Infantry units for that specific Battalion receive, as well as what Enhanced Tactics can be purchased for any unit in the army.

Enhanced Tactics are abilities that benefit the entire squad when purchased. Only 1 Enhanced Tactic may be purchased per squad. Any attached Characters or Advisors do not benefit from this.

LINE BATTALION

Light Infantry gain CC(+1) and Crackshot (2).

Enhanced Tactics:

Dig In (15 PTS): Infantry only. The squad can be deployed in foxholes. Only models using Regular Deployment may use this tactic. Place a Foxhole marker next to every model in the squad after the models are deployed. The models count as being in cover and gain A(+1) against ranged attacks. If the model moves for any reason, it loses this benefit. Any Infantry model (including enemy models) in B2B contact with the marker may climb into the foxhole for SP(2) to gain the above bonuses.

Combat Drugs (10 PTS): RES(1): The model gains Heal (3), CC(+2) and ROA(+1) to its Close Combat weapons. At the end of its activation, it must make a CON(-2) test or suffer W(1).

Rifle Drill (15 PTS): Infantry and Cavalry only. When performing a Battle Focus action with an A-type weapon, all failed RS tests may be rerolled.

Psy-Ops (15 PTS): The squad gains Contempt (All).

Artillery Support (15 PTS): Once per game, the squad commander can call in an artillery strike. There is no RS test involved and it always scatters D20/2. Any vehicle touched by the template counts as taking the hit on its Rear Facing. This counts as a Shooting Action.



ASSAULT BATTALION

Light Infantry gain SP(+1) and Ferocity (2). One Squad of Air Cavalry may be taken as a Troop choice Enhanced Tactics:

Rapid Advance (10 PTS): The squad gains the Preemptive Strike Deployment Option.

Go For Broke (15 PTS): When making a Charge Action, the squad gains SP(+1) and Frenzy.

Hard Training (15 PTS): The squad gains (+2) to both ST and CON.

Knife Fighters (10 PTS): Light Infantry only. The squad is equipped with an additional Combat Knife and gains Paired Weapon (Combat Knife).

Tough Grit (20 PTS): The squad gains Fearless (2), Disposable, and Relentless.

Sustained Attack (15 PTS): The squad gains Follow Up and Predator Senses.

AIRMOBILE BATTALION

Light Infantry gain a 15" Coherency and CON(+1), and Preemptive Strike Deployment. Air Cavalry become Troops, but Heavy Infantry may only be taken as Support. **Enhanced Tactics**:

On-Target Drop (30 PTS): The squad gains Rapid Deployment as a Deployment Option. They may also reroll a failed Rapid Deployment rolls and treat a roll of a 20 as a 19. Units that already use Rapid Deployment may purchase this Tactic for 15 PTS. Vehicles may purchase this for (50) PTS.

CAS Helicopter Missile Strike (15 PTS): Once per game, the squad commander (or acting squad commander) may place a temporary token within 18". Scatter it 20/4 and then place an LE template centered on it. Every model touched by the template suffers a ST(13), Concussive (2) autohit on the roll of a 1–10. This counts as a Shooting Action.

Dropped Supplies (15 PTS): Rapid Deployment squads only. Once per game, you may call either an 'Ammo Dump' or 'Med Kit' permanent token. The token is placed via Rapid Deployment rules with the Squad Commander as the drop point. Ranged Weapons from friendly non-vehicle models within 3" of the 'Ammo Dump' gain ROA(+1). The 'Med Kit' counts as having Medic (5).

Evac Chopper (20 PTS): If no models in the squad are engaged at the beginning of the squad's activation, they may be Recalled. They must be redeployed into the owning player's deployment zone using Regular Deployment the next turn, which counts as a Walk action.

Eyes in the Sky (15 PTS): The squad gains Predator Senses and does not need LOS when shooting template weapons, but receives a RS(-4) when doing this.

Shark Assault (15 PTS): This Purple Shark squad may be taken as a Support instead of Light Vehicle choice. One per army.

ENGINEER BATTALION

Light Infantry gain Ranger and Hard to Hit (1).
One Ranger K-9 Team may be taken as a Troop choice.

Enhanced Tactics:

Breacher (15 PTS): One model per turn that is B2B with a wall up to 0.5" thick may spend AP(2) to place a "Breach" marker in B2B contact with both the model and the wall. This template represents a doorway that SZ(0) models may move or shoot through from either side.

Controlled Demolition (15 PTS): After sides have been chosen, but before deploying any squads, nominate one piece of terrain on the board no larger than 6"x6" and remove it from the game. This Enhanced Tactic may only be taken once per army. You may not remove bridges.

Medic (10 PTS): Infantry only. Designate a model in the squad. It gains Medic (4). If the model already has Medic (X), it gains Medic (+2) instead. (to a maximum of (8))

Minefield (10 PTS): After sides have been chosen, but before deploying any squads, place a (1/4/12) Minefield Trap marker anywhere on the board, but outside of the opponent's deployment zone. Up to 3 Minefields may be purchased in one army.

EOD Team (15 PTS): This squad may ignore the effects of any token and traps within 6" of it. If a model from this squad moves into B2B with a permanent token or trap marker, they may spend AP(2) to remove it from the game.

SPEC OPS BATTALION

Light Infantry gain Fearless (3) and LD(+2).

Up to two squads of either Free Marines, Sea Lions, or Martian Banshees (choose one unit type only) may be taken as Troops for +15 PTS per squad. This is cumulative with Leader.

Enhanced Tactics:

Deadeyes (15 PTS): The squad gains Unblinking Eye.

Napalm Strike (20 PTS): Once per game, the squad commander (or acting squad commander) may call in an artillery barrage. Place a marker within 30" of this model and scatter it D20/5". Place a second marker within 8" of the first and scatter it D20/5". Finally, draw a 30mm wide Napalm Wall template line between them. Any model touched by this template receives a ST(14) autohit. The Napalm Wall is impassable terrain with SZ(3) and blocks LOS. This counts as a Shooting Action. The wall dissipates in the End Phase.

Scouts (15 PTS): The squad gains Ranger.

Smoke Bombardment (5 PTS): Once per game, the squad may call in a smoke screen. At any point during the squad activation, place a temporary Smoke token within LOS of the active model.

Stealth (10 PTS): Infantry and Cavalry only. The squad gains Camouflage (2).

ARMOURED BATTALION

Light Infantry gain A(24) and Disposable

Light Vehicle squads gain (+1) to maximum unit size in Squad Composition. Coherency becomes 15" for all Light Vehicles.

Enhanced Tactics:

Call the Shot (20 PTS): RES(2): Once per game, the squad commander (or acting squad commander) may nominate an enemy squad within LOS. Place a 'Guidance' marker next to the target squad. Until the end of the turn, any friendly vehicle that targets the squad gains RS(+2) and Eagle Eye (4). This counts as a Shooting action.

Field Repairs (10 PTS): Infantry only. Once per turn, a single model in the squad may spend AP(1) to attempt to repair a vehicle they are in B2B with. Roll a die. On a 1–10, the target vehicle regains W(+1) up to its starting maximum on a location chosen by the player. Other not yet activated models of the squad that are in B2B with the vehicle may give a (-2) modifier to this roll each but start their activation with AP(1).

Overcharge (10 PTS per model): Vehicles only. Once per game, one of the vehicle's Main Weapons gains Armour Piercing (+6) while the vehicle gains SP(+2). At the end of its activation, it takes a ST(16) hit to its 19–20 location.

Spall Lining (20 PTS per model): Vehicles only. The model may reroll Armour tests against weapons that do not have Armour Piercing.

Up Close and Personal (25 PTS): Cavalry and Infantry only. The squad is equipped with Anti-Vehicle Bombs. They may only be used against vehicles and if a successful CC attack is made, the hit counts against the rear armour.



Mitch Hunter

Colonel Mitch Hunter, normally referred to as "You mean, THE Mitch Hunter?" is a hero of the Capitol Corporation like no other. Celebrated throughout the entire Solar System, he is regarded as a living legend. Mitch is the Colonel of the 9th Sea Lions; a unit that, like Mitch himself, have a reputation for gung-ho tactics and wild heroics. Mitch always ensures the job gets done, albeit not always

in the way that his corporate superiors would have envisioned. It is said that 'When most people would end up dead in a ditch, it ain't gonna happen 'cause we're talking about Mitch!'. He is more likely to emerge from a violent explosion with a smirk emblazoned upon his face, while holding a cute puppy or orphaned child in his arms, with not a single hair upon his head out of place. Of course, propaganda has a large part to play in this facade, but more often than not, there are elements of truth behind the charade. Mitch is a showman, but a showman that gets the job done.

As the leader of the 9th Sea Lions, he wears his Panther Jungle Armour in a rich azure blue, or more rarely a verdant green, depending on the Warzone. He often carries the M516D shotgun, for it is ideal when leading from the front. He wields a Capitol Sword of Honour as well, a token of position awarded to officers in the Armed Forces of Capitol. Although generally a ceremonial weapon, Mitch's features a laser–sharpened edge, making it a far keener blade than the standard issue Punisher sword. It is not unusual for Hunter to enter a Warzone with a selection of ranged armaments including his favourite; the modestly simplistic and common Sherman .74 Model 13 'Bolter' handgun.

Upon meeting Col. Mitch Hunter in person, one is immediately struck by his sharp features; his chiselled jaw, his raven-black hair and 6'2" height. He really does embody the phrase 'tall, dark and handsome'. His welcoming looks, however, are contrasted by his dour countenance, which is often misinterpreted as snobbery, when in fact it is something much deeper than that. After time in the field with him, one grows to understand how his mind works and what has led him to such a demeanour; Mitch Hunter has a rare sense of what is right and wrong. He joined the Capitol Military to ascend the corporate ladder. He quickly realized, after rapid ascension through the ranks, that it was not the stock markets where he would have the most success or support the corporation best, but instead this would be accomplished by his staying with the military. This realisation would send him on a path of enlightenment which has made him the man he is today. As his popularity skyrocketed, he was approached by the Cartel to become a Doomtrooper, a decision he has never regretted. His remote and brusque exterior belays a strict moral code and desire to do good, it allows him to gain the respect and inspiration of the troops that follow him into battle with barely a word spoken. It gives him his commanding presence to inspire the military and common man alike with stirring speeches about their rights as citizens of mighty Capitol. He is more than capable of making others believe that his actions and by default, their actions, are good, true and just. Nothing short of death can shake Mitch Hunter from his beliefs, and when he is done with them, his troops always feel the same way.

Pride the Dog

Pride found Mitch Hunter lost within the maze-like Minas industrial plant deep within the Cybertronic asteroid, Taurus X134. Mitch had been part of a Capitol strike force which was all but wiped out...all that is except for Mitch Hunter. As he roamed the green-light corridors and armoured bulkheads, he stumbled over the dog, knocking himself out. When

he woke several hours later he assumed the dog was a surviving member of a Capitol K-9 unit. However, Pride showed incredible aptitude, first guiding Mitch to the power core and then to the exit. No matter what request Mitch made, the dog found the solution, almost as if he understood every word Mitch uttered. As they exited the labyrinth with seconds to spare, Pride jumped into Mitch's arms as the power cores went nova, destroying the facility. Pride has incredibly keen senses, more so than any dog that Major General Dwayne Bounty, the head of the Capitol K-9 corps, has ever seen before. Unlike the majority of K-9 hounds, Pride is not an attack dog, but instead is better suited to scouting, recon or search missions. His sense of smell is unmatched and he possesses an uncanny ability to seek out necrotechnology.

STATISTICS CC/DEF ST CON MЪ Care PTS SZ 9.1 23(11) 16 11 12 17 0 130 17/5 16 4

TYPE: Character, Infantry, Doomtrooper, Sea Lion, Unique, Medium Base **DEPLOYMENT OPTIONS:** Regular, Infiltrate, Stalk

EQUIPMENT: M13 Bolter Handgun, Capitolian Sword of Honor, AJHMPS-12 Panther Jungle Armour Mk.2

OPTIONS: May be joined by his dog Pride for (+20) PTS.

RANGED WEAPON:



CLOSE COMBAT WEAPON:

	CAPITOL	IAN SWORD O	F HONOR	
H	ST	ROA	TYPE	
2	+3	3	CC	

ABILITIES: Fearless (3), Fortune Favors the Brave, Leader (2/Sea Lions), Megacorp Champion, Whirlwind; As Sea Lion: Blend In, Camouflage (2), Eagle Eye (3), Guerilla Tactics, Prepared Grounds, Ranger, Target Sense, Surgical Strike)

Fortune Favors the Brave: Once per Turn, when this model is not affected by fear, it may gain CC(+X) to a single CC test, where (X) is the Fear modifier of an enemy in his CCWR.

Megacorp Champion: This model gains ST and IA(+1)per 'Death or Glory' marker up to a maximum of (+5).

Whirlwind: RES(2): Place a 'Whirlwind' marker within 5" of this model. This model then makes a Charge action to that marker, even through enemy models and does not receive Free Slashes. All models that are within this model's CCWR during the Charge action receive a ST(14) autohit. If an enemy model was killed, place a 'Death or Glory' marker either next to him or on his stat card.



Her kisses were so soft against the rough stubble of his chin. As she kissed his ear a shiver of delight ran down his body. She caressed his face with a soft delicacy that no woman had done before. It was pure bliss...

mand then Mitch Hunter awoke, disturbed by the thrum of the industrial plant and a pain ringing out across his back and neck. When he eventually opened his eyes, his view was obscured by a shape silhouetted by the electric green light of the facility. Suddenly a long pink, wet and flabby object extended from the black shadow and licked his face, covering him in a meaty smelling gloop. Mitch choked back to full consciousness at the smell and taste of it and sat bolt upright. He turned to face his amorous new friend, reality of where he was coming back to him. A dog sat next to him, panting and wagging its tail. 'Hello, what's your name then?' He asked rhetorically 'Lucky?' The dog growled. 'How about Pride then? After all, Pride does come before a fall doesn't it?' Mitch laughed at his bad pun as the dog wagged its tail, 'I've got to find the power cores. Do you want to help?' The dog woofed, seemingly in reply, before leading Mitch down a side corridor.

	STATIS	STATISTICS			PRIDE						
ш		10	10							1	
SP	CC/DEF	RS	ST	CON	WP	LD	W	Å	SZ	PTS	
6	14/3	0	8	8	15	13	2	22	0	25	

TYPE: Infantry, Unique, Small Base

DEPLOYMENT OPTIONS: Regular, Infiltrate, Stalk

EQUIPMENT: Enhanced Canine Teeth

OPTIONS: Pride may only be added to your army if Mitch Hunter is in it. Both form one squad.

ABILITIES: Clever Dog!, Fearless (3), Hard to Hit (2), Hidden Agenda, Investigation, Leap (3), Loyal Unto Death, Predator Senses, Ranger, Target Identifier (4)

Clever Dog!: Mitch and Pride ignore unit coherency. If within 12" of Pride, Mitch may reroll CON tests.

Investigation: While Pride is alive, Mitch gains Predator

Senses and Target Identifier (2).

Loyal Unto Death: If Mitch is killed, Pride gains (+2) to CC, ST, and ROA until the end of the game.

CLOSE COMBAT WEAPON:





Big Bob Watts is a sight for sore eyes. The silhouette of his massive cigar smoking form a symbol of hope for his allies and terrifying reality for his enemies. He is renowned for his camaraderie with the common infantryman; a characteristic shared with precious few officers in the

shared with precious few officers in the

Capitol military. His destructive power is unmatched. To truly understand what it is that makes Big Bob Watts such an important individual, one must delve into his past. His life began upon Mars, just outside of the largest metropolis, San Dorado, in a bleak suburb known as 'the Sprawl'. As a teenager he learned to fight, and much like the gangs he ran with, his style of fighting was unsophisticated and dirty. Bob was easily the strongest, the tallest and the toughest of each and every gang he was associated with. As Bob grew bigger, so did the gangs he led. Eventually, he outgrew the Sprawl and on his 18th Birthday, he travelled into San Dorado and signed up to join the Armed Forces of Capitol. As with every other new recruit, Robert Watts joined the Light Infantry. After only three weeks, his exceptional aptitude on the battlefield was recognised and he was assigned to the Heavy Infantry, specifically the 53rd Heartbreakers. His talent for the military was boundless, as was his camaraderie with officer and trooper alike. During his gangland life, Watts never picked up a weapon larger than a pistol, but in the Heavy Infantry he rarely picked up a weapon smaller than the M89 HMG. Where all Capitol Infantry are expected to be able to assemble and disassemble the M50 Assault Rifle whilst blindfolded, Big Bob Watts could, and still can, do this with every support weapon in the Heavy Infantry arsenal.

It was clear that 'Big' Bob, as he was now known, was a talented recruit, able to pick up new skills faster than any other member of the Heartbreakers. Sergeant Watts was flying high, an illustrious military career ahead of him, until Major Robert Johnson arrived. The Major was not only arrogant, but foolish and despicable too. Watts followed every order given without question, as did the rest of the Heartbreakers. The blunders escalated, until miscommunicated orders from Major Johnson led to the death and near destruction of almost the entire company. Watts' anger boiled over and he reverted to the ways of 'The Sprawl', beating the imbecilic officer to within an inch of his life. Johnson was crippled, half-blinded and eventually pensioned off. Watts was court martialled, and given two options: one, lethal injection, two, immediate conscription into the Free Marines. Watts reluctantly joined the Free Marines, a death sentence in itself, but one where his demise would be of use to the corporation he had grown to love. He had found his natural place, serving multiple terms, leaving only when Sebastian Crenshaw of the Brotherhood requested his service as a Cartel Doomtrooper.

When anyone thinks of Big Bob Watts nowadays, they don't think of 'the Sprawl', the Heavy Infantry or the Free Marines. Instead they are reminded of the ATLAS Megacannon system that he carries. This massive, twin-linked Heavy Machine gun is carried with ease, each set of five barrels mounted under each of Bob's gargantuan arms. The spinning drums of these HMGs are heavier than most men could carry, even with two arms; however, Bob picks them up and carries them as if they are hand guns. Their destructive power is immense and unmatched by other HMGs, but more than suited to Big Bob's nature. Each gun is attached to his arms via a specially designed rig which absorbs a large percentage of the recoil. Feeding the guns with a steady flow of bullets is a huge ammunition pack, borne upon this titanic warrior's back.

Big Bob Watts bears many tattoos and scars of his life upon his skin; each reminding him of a particular chapter of the saga that is his life. The most recent is a silver tattoo of the Capitol eagle, which he proudly wears on his bald head, a permanent reminder of his corporate allegiance. In more recent years, he is called unto the Warzones to lead the Free Marines with stern, unmatched resolve. Watts is a true hero of the Capitol Corporation, striding onto the field whenever destruction is the best course of action.

STATISTICS SP CC/DEF CON W RS ST WP 0 SZ PTS 5 17 12 12 15 16 4 25(10) 0 125 14/4

TYPE: Character, Infantry, Cartel Agent, Doomtrooper, Free Marine, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular, Infiltrate

EQUIPMENT: Atlas Megacannon, Serrated Punisher Short Sword, HFMPS-93 Tortoise Armor Mk.1

OPTIONS: None





ABILITIES: Gunslinger, Inspiring Presence, Leader (2/Free Marines), Target Sense, The Chopper, Unbreakable; As Free Marines: Camouflage (3), Cooperation, Heal (5), Fearless (5), Ferocity (1), Freedom Forever!, Frenzy, Ranger

Inspiring Presence: Any friendly broken or pinned squad automatically recover if they have LOS to Bob Watts when he kills a model.

The Chopper: RES(3): When making a Shooting action, the target does not gain any benefits from cover. At the end of the action, remove the terrain piece the primary target was in if it is 3"x3" or smaller.



Captain Henry Thomas

Captain Henry Thomas is the commander of the 44th Airborne Calvary, more commonly known as the Ghost Raiders. The Ghost Raiders, and Thomas specifically, take a quantifiable portion in the media limelight of the Capitol military forces. They are well aware of the part that they play in keeping morale high amongst the citizens of Capitol and they relish the attention. They are far from camera shy and will play up to military correspondents with farfetched tales of heroics, often significantly elaborating the truth, knowing that their words will be lapped up by

the Capitol citizenry. However, the gung-ho heroics of the 'drop-jockeys' (as the media like to call them), hides a high mortality rate, even when compared to the other Airborne corps. It is not just money and fame that draws the Airborne into the recruitment offices. 98% of the recruits are registered with the Capitol Military Psychology department. The majority have been diagnosed with an addiction to the 'The Rush', an addiction to the intoxicating feeling of plummeting through the air. Despite this, beneath the glossy veneer of the media's 'thrill-seeking daredevils' lies the truth; the 44th "Wild Dogs" and other Airborne Cavalrymen are professional and valiant soldiers. Thomas' unorthodox approach to the Warzone has led the Capitol forces to victory in places where the odds have been stacked against them. He is happiest when he is blasting his enemies with his M50 from the sky, and then engaging them in close combat with his dual M13s. Henry's tactical approach often sees him deploy separately from his beloved 44th. In his signature attack formation, the HT centres on him acting as a decoy. He and his team jump from the Manta aircraft while it is still at flight altitude, ensuring the surprise attack is not affected by the noisy craft's engines.

The captain deploys directly in front of the enemy lines, blasting with every weapon and grenade he can carry into the enemy as he lands. The 44th plummet to the ground behind the distracted enemy, opening their chutes at the last possible second to avoid detection, enjoying the thrill of 'The Rush' at its full potential. The cavalry then blast the distracted enemy from behind before assaulting them. Captain Thomas' potential for infamy and skill with the media first became apparent in his legendary raid on Cybernetic Outpost X-345.

The R&D facility was being used to conduct various invasive and cruel tests on human and animal alike. Thomas postulated that a pair of his Cavalry who had disappeared from a local drinking hovel had been taken there. He shared the information with his superiors, but to no avail. Later, on a hunch, he broke into the command office to discover the upper echelons of command were all too aware of the situation; in fact they were quashing his information. The captain meticulously planned a sham training mission for his 44th, implementing the HT for the first time. In a series of precision airstrikes Outpost X-345 was reduced to a burning shell. As he dropped, Thomas took out a number of Cybertronic defenders, including blasting an Everassur to component parts. As he walked through the destroyed facility, he released all manner of beasts from either their cages or their perpetual pain. One of the Capitol captives was less fortunate; his mind had been fried and all he could do was bark like a dog. In a cage next to him, a small puppy wagged his tail. Thomas opened its cage, 'Run' he said. The dog didn't need telling twice, but before it left the room it sat by a small console and barked. Thomas walked to the console and finding a small red button, he pressed it, exposing a secret chamber. The remaining drugged, but unharmed cavalryman was caged in the revealed room. Thomas shouted out in thanks at the fleeing pup, which turned briefly with what looked like a smile of pride on its face. Normally, such apparent disregard for one's superiors would lead to instant court-martial and a long term with the Free Marines at best, but the true genius move by Thomas was to record every second of the assault, including the cruelty contained within. He uploaded it immediately. The media frenzy was spectacular and Thomas and the 44th became the media darlings that they are today. The information they discovered, and the massive attention from the public refocused the leadership, turning the tide of the Trans-Martian Railway Campaign.

STATISTICS

Autoria		4 6	-6			i i	i i			100
SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	16/3	16	10	10	14	16	3	24(11)	0	90
		-		COMMAN.	THE RESERVE	CALMINIS		AND DESCRIPTIONS		OCCUPATION.

TYPE: Character, Infantry, Airborne Cavalry, Unique, Medium Base **DEPLOYMENT OPTIONS:** Regular, Rapid Deployment

 $\textbf{EQUIPMENT:} \quad \textbf{M50 Assault Rifle, 2 M13 Bolter Handguns, HU-E Missile Launcher, Air Cavalry Knife, Gas}$

Mask, HFMPS-94 Mk.1 Experimental Cobra Armour

OPTIONS: None





M13 B0	LTER HAN	DGUN (HIGI	H VELOCITY SHELLS)
R	ST	ROA	TYPE
12	8	2	HG
C	oncussive	(1), Hea	dshot, Deadly

	H	U-E MISSIL	E LAUNCHER
R	ST	ROA	TYPE
24/SE	10	1	ML
			icle), Must be reloaded 2): Reload the HU-E



ABILITIES: Gunslinger, I Love the Smell of Butan-4-ol In the Morning!, Paired Weapons (HG), The HT, You Want to Live Forever, Dogs?; As Airborne Cavalry: Hail Mary, Target Sense

I Love the Smell of Butan-4-ol In the Morning!: Gains the Napalm Strike Enhanced Tactic.

The HT: If this model is the army commander, any friendly squad using Rapid Deployment receives (-4) to

You Want to Live Forever, Dogs?: All friendly squads with at least 1 model within this model's LD range gain Disposable.



Lt. Col. Mike Sanders 'The Blue Shark'

To be a Capitolian is to be driven, to aim for and often achieve lofty goals; even in the direct of situations. Michael 'The Blue Shark' Sanders is the personification of the Capitol way, a man who came from nothing and rose to the top. Many a whispered rumour claims an illustrious and diverse career in the Armed Forces. It is true that he has served in many of the Capitol units, but certainly not all. Hearsay implies he is one of the best Sea Lions ever known, one of the most daredevil of the Airborne Calvary, and that he has an intuitive interaction with all the K9 hounds he has trained. Sanders has not served in any of these battalions. The truth is that Lt. Col. Sanders was initially enlisted in the dangerous Freedom Brigades, joining with his brother CJ; a pair of undesirables from the Sprawl out to make names for themselves.

He quickly moved up the ranks within the Brigade, CJ following closely by his side. The pair could often be found at the bottom of a whiskey bottle any given evening, letting off steam and having fun with the ladies in the local bars and drinking establishments. All this was to change one evening while his huge arms were wrapped around an alluring red head, and his brother held a mischievous raven haired lady on his lap. CJ's direct superior, Sergeant Gibson, entered the bar and started verbally berating the younger Sanders for a recent minor infraction. Mike inexplicably exploded at the verbal thrashing of his younger brother and he beat Gibson to a bloody pulp. CJ and the other Brigadiers scrambled to pull Mike from the broken man, but by then the damage was done. The woman who had just been on his brother's lap smiled with a dark glint in her eye, took a sip of her drink, and left the bar never to be seen again. Sergeant Gibson died two days later and Sanders was convicted of murder.

Instead of simply executing him, he was allowed to join the Free Marines, an option not normally given to someone from the Freedom Brigades. Years passed and he excelled in his new company, driving himself hard while trying to make sense of what could have led him to beat Sergeant Gibson, a man for whom he had great respect, in such a moment of madness. Sanders performed admirably and there was no task he could not accomplish if he set his sights on it, and eventually he was made a captain, the highest officer rank within the Free Marines. While engaged in battle against the Algeroth Nepharite Saladin on Mars, he saw his brother CJ for the first time since the fateful night. He was filled with pride to see his little brother lead a squadron of Purple Sharks in wave after wave of devastating attacks against the Legion's forces. Then tragedy struck; CJ died that day at the blade of Saladin himself, and Mike had lost an arm attempting to protect him. After mourning the loss of his little brother, Sanders vowed to destroy the Legion wherever he could and joined the Martian Banshees to exact that vengeance.

could and joined the Martian Banshees to exact that vengeance.

Now a Lt. Colonel, when he is not on a mission as a Cartel Doomtrooper, Sanders leads his Banshees seeking vengeance into the warzone from the seat of his fallen brother's heavily converted Purple Shark. The machine has been custom modified, so much more than it was; an appropriate tribute of his brother's legacy. A fearsome sight, as its engines roar into battle, they belch blue-grey smoke from a plethora of exhausts. Sanders leads from the front, rocketing into battle followed by wave after wave of Martian Banshees and Purple Sharks. Very few can stand in the way of a charge from this big man as he bellows the Banshee shriek from the saddle of the finely tuned, azure painted 'Shark'. Sanders' exploits continue to grow, but he doesn't pay them much heed. A man of Sanders' calibre does not need the validation of the masses. He is after all, the Blue Shark.

STATISTICS

i	SP	CC/DEF	RS	WP	LO	RIDER A/W	WEAPON Control A/W	DRIVE SYS- Tem R/W	ENG A/W	A-REAR	SZ	PTS
	8	16/4	16	15	16	30/4	27/3	28/4	28/4	-2	3	190

TYPE: Character, Light Vehicle, Jetbike, Flyer, Unique, Large Base

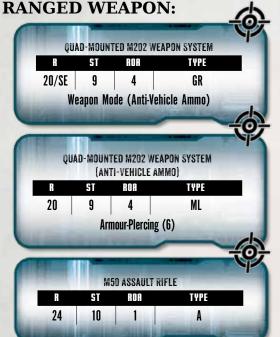
DEPLOYMENT OPTIONS: Regular, Flank Deployment

EQUIPMENT: Quad-Mounted M202 Weapon System, M50 Assault Rifle, Modified Banshee Blade, Custom

Chobham Industries Recon Vehicle Armour

OPTIONS: The Jetbike and Infantry Types of Sanders may not both be taken in the same army.





CLOSE COMBAT WEAPON:



ABILITIES: Contempt (Dark Legion/Mishima), Dismounted, Fearless (3), Hard to Hit (3), Leader (2/ Martian Banshees), Shark Division

Dismounted: If the Jetbike Weapon Controls, Flight Systems, or Engines are reduced to W(0), Sanders may dismount. For the rest of the game, he uses the Infantry profile below, his remaining W equal to the remaining Rider W at the time he dismounts. Replace the Jetbike model with the Infantry model and then complete the appropriate effect for losing its W in that location. Unless it exploded, it becomes terrain for the rest of the game. Shark Division: If this model is attached to a Purple Shark squad, that squad gains Flank Deployment.

STATISTICS

ш				1 - 0	-			n n			140
	SP	CC/DEF	RS	ST	CON	WP	LD	W	Å	SZ	PTS
300	5	16/4	16	11	13	14	16	3	22(10)	0	70
	-	10/ 1		-	-	THE REAL PROPERTY.	CALMINE	SANSAN	22(10)	_	or and the

TYPE: Character, Doomtrooper, Infantry, Martian Banshee, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular, Rapid Deployment

EQUIPMENT: M50 Assault Rifle, Modified Banshee Blade, Gas Mask, BRMPS-14 Predator Armour **OPTIONS:** The Jetbike and Infantry Types of Sanders may not both be taken in the same army.

RANGED WEAPON:



ABILITIES: Fearless (3), Leader (2/Martian Banshees); As Martian Banshee: Contempt (Dark Legion/Mishima), Death From Above, Death Shriek, Dissention (2), Jet Boots, Jet Pack, Pure Hatred

CLOSE COMBAT WEAPON



Captain Vince 'Fell' Harland

Corporal Vincent Harland did not know a great many things. To start with, he didn't know why he beat his superior officer to death. He didn't know why the man was holding a dark icon and muttering to himself. He didn't know why he got so scared, why he couldn't stop, why his tightly clenched fists kept punching until every bone within his hand was broken. He didn't know why his insanity plea was denied. After all, in every single statement he'd made since the moment of the attack he had sworn the victim was carrying something that no one else could find.

He wasn't sure why Lt. Carter came to visit, or why the Lieutenant offered him a choice: 'Keep the 'death by firing squad' sentence, or join the Free Marines. There was no choice really. Although he wasn't a terribly religious man, he was pretty sure that if there was a Hell, he was heading towards it. If there was only one thing he knew for certain; it was that he was in no hurry to go to Hell. He called out for Carter, 'I've made my decision'. His cell door opened and he walked to his redemption. He took a deep breath, Vincent came to know one more thing, he was free.

Given the moniker of 'Fell' by Lieutenant Palmer of the 25th 'Devil's Kin' Free Marines, Vince proved himself time and again, rising to the rank of Gunnery Sergeant and leading a crack team of Marines dubbed "Fell's Angels". They were the worst criminals of the worst and took on any challenge. That was until they got caught in an ambush while scouting the citadel of the Supreme Necromagus Siripolis. Only Vince managed to escape from that death trap. It was his knowledge of the citadel and previous heroics during the Kirkwood campaign that led to his field promotion to the rank of captain. He was personally selected to be part of the team that would eventually prove triumphant over Siripolis by Inquisitor Hamilkar. After that success, there was no going back for Harland. He joined the Doomtroopers and has since become a Capitol Megacorp hero.

	STATIS	STICS								
		1	8				1			11
SP	CC/DEF	RS	ST	CON	WP	LD	W	Å	SZ	PTS
5	15/4	15	11	13	13	15	3	24(10)	0	70

TYPE: Character, Infantry, Doomtrooper, Free Marine, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular, Infiltrate

EQUIPMENT: M50 Assault Rifle (Spec Ops Ammo), 2 Serrated Punisher Short Swords, HFMPS-93 Tortoise

Armour Mk.1

OPTIONS: None



CLOSE COMBAT WEAPON



ABILITIES: Contempt (Dark Legion), Disposable, Fell's Angels, Master of Blades, Paired Weapons (Punisher Short Sword); As Free Marine: Camouflage (3), Cooperation, Heal (5), Fearless (5), Ferocity (1), Freedom Forever!, Frenzy, Ranger

Fell's Angels: One squad of Free Marines gains SP(+1), Disposable, and Follow Up.

Master of Blades: RES(2): When making a Charge action, this model's Close Combat weapons gain Critical Force (2) and it may reroll all failed CC attacks.

Senior Chief Jeffrey Jacobs

One of Capitol's top marksman, Jeffrey Jacobs studies each target he is assigned with the keen eye of a consummate professional. Ascending to the rank of Senior Chief within the Sea Lions is no easy task. It takes hard work, dedication, and a way to compartmentalize all of the dangerous assignments you have been assigned over the years. Some would say that Jacobs suffers from a form of sociopathy, but it is really his way of distancing himself from his prey. If he doesn't see them as people, he is able to sleep better at night, which is why he prefers fighting enemies such as Cybertronic or the Dark Legion.

Selected to aid in infiltrating the Citadel of Siripolis for his skills of demolition and marksmanship, Jacobs and Nobou Hiroko came eye to eye within a small village set up in the Kirkwood Mountains. Through the remainder of the mission, Jacobs kept an eye on the Mishiman, who had so readily pledged his services to Inquisitor Hamilkar. During an engagement with Siripolis' forces, he saved several of Hiroko's Ronin by killing two razides with his rifle and they repaid him with their eternal gratitude. The Ronin made sure to let everyone know how they were saved by the 'Great Mitch Hunter', much to the sniper's chagrin, but he bore it with his trademark stoicism. It was thought that he had perished during the explosion that brought the summoning chambers down, but he returned to base camp several days after Hamilkar's forces with a few more kill marks on the butt of his rifle.

	STATIS	STICS								
		1 6	1 - 6	-			1			1
SP	CC/DEF	RS	ST	CON	WP	LD	W	Â	SZ	PTS
5	14/2	16	8	10	15	15	3	21	0	90

TYPE: Character, Infantry, Sea Lion, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular, Infiltrate, Stalk

EQUIPMENT: SR-50 Sniper Rifle, Machete, AJHMPS-12 Panther Armour Mk.1

OPTIONS: None

RANGED WEAPON:

	SR-	50 SNIPER RIF	LE
H	ST	ROA	TYPE
30	10	2	S
When us	ing Battle	Focus, Gain C	ritical Force (2),

ABILITIES: Crack Shot (2), Enhanced Unblinking Eye, Fearless (3), Master Demolitionist, Sniper; As Sea Lions: Blend In, Camouflage (2), Eagle Eye (3), Guerilla Tactics, Prepared Grounds, Ranger, Target Sense, Surgical Strike

Master Demolitionist: May use the Enhanced Tactic: Controlled Demolition. This does not count against the army maximum.

CLOSE COMBAT WEAPON:



Lieutenant Chuck Robbins

The Airborne Cavalry is home to all manner of thrill-seekers, many of which rarely live past their first few engagements. The mortality rate is high within their ranks, and Lt. Chuck Robbins is no exception. Raised in a military family in Port MacArthur, Chuck knows what is expected of him. He and those under his command who follow him out the door of their aircraft know what awaits them, yet it still does not stop them from doing their duty. Wherever they can hit the enemy the hardest is where they like to drop.

Robbins has a knack for simply looking out of the window or exit door, making a calculated guess, and leaping into the open sky, his men right behind him. He never fails to land exactly when he wishes, his MSO blazing away the whole way down. More than one enemy has closed to hand to hand with him, only to get the muzzle of an assault rifle placed to their forehead and the trigger pulled.

	STATIS	STICS								
		1	1-6	-			6			1
SP	CC/DEF	RS	ST	CON	WP	LD	W	Â	SZ	PTS
5	14/1	15	9	10	13	15	3	23	0	50

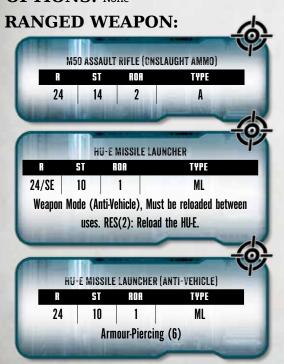
TYPE: Character, Infantry, Airborne Cavalry, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular, Rapid Deployment

EQUIPMENT: MSO Assault Rifle (Onslaught Ammo), Punisher Short Sword, HU-E Missile Launcher, Gas

Mask, HFMPS-93 Tortoise Armour Mk.1

OPTIONS: None



CLOSE COMBAT WEAPON:



ABILITIES: Fearless (2), Point-Blank, Right on Time; As Airborne Cavalry: Hail Mary, Target Sense

Point-Blank: When making a Close Combat attack in R(B2B), this model may choose to use his M50 Assault Rifle instead. Make an ROA(1) attack, but use the model's RS stat. If it hits, the enemy may not make any A test, and any successful IA test must be rerolled.

Right on Time: This model, and any squad it is attached to, may always choose to Delay when using Rapid Deployment without making a test.

Detective Nathan Castle

All Nathan Castle wanted to be when he grew up was a policeman. His formative years in San Dorado were spent learning and looking up to legendary detectives like Vance Ryder, Katherine Heat, and Grayson Wayne. When he and his friends played Cops-N-Mutants, he was always the cop. As he grew older, his passion took on a serious tone, and he buckled down and studied all he could of police procedure, ethics and law. As soon as he was old enough, he enrolled into the academy on Luna and scored some of the highest marks the instructors had seen in generations.

Despite those scores, he still asked to start out as a beat cop, patrolling the streets of Luna City and keeping the peace. He did so not only by using force, but often times not needing to. Many of his arrests were made without even firing a shot from his service weapon. After two years of walking the pavement, his precinct captain made him a detective on the force. Nathan's dream had come true.

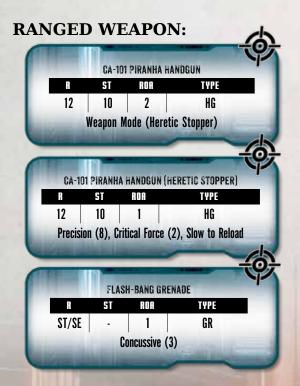
As a detective, he was given the tougher assignments, and each time he worked them out within a matter of days or even hours. His brain was like a calculation machine when it came to solving crimes. He has even volunteered to work with the Cartel from time to time, hunting down cults and lawbreakers all over the solar system. Nathan Castle is the guy who will arrest an entire cell of heretics, and still have time to help get a kitten out of a tree. In a universe of evil, he is truly one of the good guys.

							113			
SP	CC/DEF	RS	ST	CON	WP	LD	W	Å	SZ	PTS
5	13/1	13	8	10	13	15	3	21	0	40

TYPE: Character, Infantry, Cartel Agent, Unique, Medium Base **DEPLOYMENT OPTIONS:** Regular, Infiltrate

EQUIPMENT: CA-101 Piranha Handgun, Flash-Bang Grenades, Punisher Short Sword, Ballistic Police Coat

OPTIONS: None



CLOSE COMBAT WEAPON:



ABILITIES: Apprehended, Corporate Investigation, Deputize, Espionage, Fearless (1), Target Identifier (3), Target Sense

Apprehended: Any hits made by this model in Close Combat against models with W(2) or lower gain Critical Force (2).

Corporate Investigation: Opponents must reveal their Corporate Agenda Missions in the first Control Phase.

Deputize: Each time this model receives W(-1), place a Law marker on a friendly squad within 4" of him. This squad gains CC, RS, and ST (+1) against the squad that wounded Nathan. Law markers are not cumulative.

The Iron Lady

Florence Grantham is a remarkable woman. After an easy childhood on Ganymede, in the bosom of her Imperial family, she studied chemical warfare at university. She was repulsed by the effect that gas weapons had on the enemies of her corporation and campaigned for many years to ban such weapons. Her protestations fell on deaf ears. Eventually, frustrated by inaction, she defected to Capitol. She instantly volunteered for the freedom brigades, joining the medical corps on Mars; where her new corporation fought her old. For many years she tried to patch up wave after wave of Capitol soldiers. As each succumbed to the abhorrent gas weapons, she became more and more enraged.

One, cold Martian night as the thousandth or so trooper died in her arms, something broke inside of her. She stood up and walked calmly from the medical tent. A week later, as the 288th Heavy advanced on the Imperials, they were joined by a ghost. No one noticed, but the battalion had one extra trooper. The 288th took massive casualties when the Imperials unleashed a Nighthawk bombardment and were close to breaking. The unknown heavy infantry trooper continued marching forward; one lone Capitolian in its will to defeat the enemy. Once the battle was won, the phantom removed her helmet and was instantly recognised by those around her. For the first time in her life she felt like she had made a difference. Since then, instead of being court-martialled, Florence has been officially recruited into the Heavies and was issued a personalized Tortoise armour suit equipped with the tools of her medical trade. She is now, as always, resolute in her will to stop the use of chemical weapons and to break anyone who uses them in the warzones of the solar system.

111	STATI	STICS	Maria Control		- 11-		el il al			
SP	CC/DEF	RS	ST	CON	WP	LD	W	Å	SZ	PTS
4	13/0	13	10	10	16	15	3	23(10)	0	40

TYPE: Character, Infantry, Heavy Infantry, Unique, Medium base

DEPLOYMENT OPTIONS: Regular

EQUIPMENT: IN-14 Light Flamethrower, Bulwark Power Shield, Medical Tools, Medic Banner, Gas Mask,

HFMPS-94 Mk.3 Tortoise Armour Mk.3

OPTIONS: None

RANGED WEAPON:



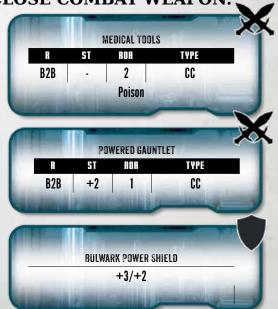
ABILITIES: Contempt (Imperial), Iron Will, Medic (6), Medic Banner, The Lady Protects; As Heavy Infantry: Fallaway Power Slam, Impervium 2 Armour, **Stim Injectors**

Iron Will: All Heavy Infantry models in this model's squad gain Fearless (4).

Medic Banner: Models wishing to target this model with a shooting action must first make a LD test. If failed, they cannot target her and the AP is lost.

The Lady Protects: This model's Medic range is 9".

CLOSE COMBAT WEAPON:



Field notes of Colonel Herbert Burkhardt Marbach, Officer of the Bauhausian Hussars:

Early in the armour's use, Corporal Dellson Fallaway discovered knee slamming the ground in his Impervium 2 Armour had an unsettling effect on his opponents. Since then, the 'Fallaway Power Slam' has become an established tactic used



Wolverine

Within the ranks of the Capitol AFC, exists a group set apart of the normal command structure. Dubbed Wolverines, these formidable soldiers are expert tacticians, stealth combatants, as well as ferocious warriors. Trained to lead their forces into the most dangerous situations, these individuals refuse to back down even when confronted with impossible odds. They do not permanently attach themselves to any one battalion, preferring the flexibility of responding where they are needed most. Rumour in the ranks is that the Wolverines are a genetic super–soldier experiment, but such accusations are shut down quickly.

The standard armour issued to Wolverines is the prototype HFMPS-102 Mk. I 'Diamondback' exosuit. Similar to the HFMPS-94 Mk. III 'Tortoise' power armour used by Heavy Infantry, the Diamondback's systems have been refined and made to be quite sleeker, without sacrificing much strength or protection of the bulkier model. It is equipped with a rebreather as well as the integrated stimulant auto-injector, but lacks the ability to stun their opponents by slamming into the earth.

While able to select most weapons from the quartermaster's armoury, most of the Wolverines prefer a modified CAR-24E1 submachinegun. Equipped with an advanced laser sight, this SMG has larger clip capacity, as well as an increased rate of fire, allowing the wielder to pour a veritable hail of bullets at a close ranged enemy.

They also are trained to use a highly experimental close combat weapon known only as a Fist of Judah. Where the design for this deadly weapon came from, one can only speculate, but those who have seen a Wolverine in action are terrified of it...and rightly so. Connected directly into the armour's power, the Fist of Judah is a powerful gauntlet with three massive claws extending from its housing. It can sheer enemy infantry to bloody strips as easily as it can rend armoured targets like paper.

When placed in a command position, a Wolverine has clearance to do what is necessary. Anything from requesting air strikes and sniper support to ordering his men to charge headlong at an entrenched enemy position, a Wolverine will do what it takes to win at all costs.

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SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	15/3	15	11	14	14	16	3	26(11)	1	100

TYPE: Character, Infantry, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular, Infiltrate, Preemptive Strike, Stalk

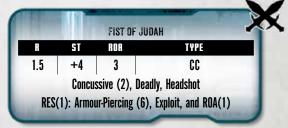
EQUIPMENT: CAR-24E1 SMG, Fist of Judah, Gas Mask, HFMPS-101 Mk.1 Diamondback Exosuit

OPTIONS: None

RANGED WEAPON:



CLOSE COMBAT WEAPON:



ABILITIES: Brutal, CAS Command Support, Camouflage (3), Durable, Heal (5), Initiative (1), Ranger, Regeneration (6), Relentless, Stim Injectors

CAS Command Support: Once per game, this model may use one of the following Enhanced Tactics: Artillery Support, CAS Helicopter Missile Strike, Napalm Strike, or Smoke Bombardment.

Stim Injectors: RES(1): This model gains AP(1) and can make an additional Close Combat or Shooting Action. At the end of its activation, it must pass a CON test or suffer W(1). This cannot be used in the turn that this model is deployed.

Light Infantry

Capitol has a huge number of ground troops, the most numerous of which are formed into a multitude of Light Infantry divisions. These are the people expected to engage with the enemy and risk their lives amid the blood and dirt of actual combat. Capitol's Supreme Commanders never forget that their solders are citizens. The Commanders have a duty, when possible, to preserve the lives of those citizens. Each citizen of Capitol is a shareholder in the Megacorporation and this fact is never entirely set aside and it comes to the fore in several ways. Capitol troops are always given the best training possible under the circumstances. They are taught comprehensively about self-preservation and force security on the battlefield. Capitol's Light Infantry are issued a suit of Tortoise Mark 1 body armour and protective helmets. The cost of such equipment is negligible compared to the cost of training another soldier.

As Capitol troops are relatively well trained and well organized, and because Capitol's philosophy places a lot of emphasis on the values of teamwork, self-reliance and initiative, Capitol troops are expected to show these qualities above and beyond normal civilian citizens. NCOs and individual soldiers are given a lot of discretion on the battlefield. The ideal Capitol infantry unit is a team, its members knowing one another well and trusting each other completely. Its leaders are trusted to be given their orders and then to carry them out by whatever method seems most appropriate at the time. Capitol's commanders know that soldiers fighting at the front line often have a better situational and tactical awareness than those further back, and they rely on the discretion of the front line officers and NCOs to see that target objectives are achieved. Most of Capitol's front line troops are ferried to the front by helicopter and dig into their position on arrival. These helicopters are usually equipped for battlefield support, mounting heavy auto-cannons and air-to-ground missiles. When the infantry are attacking a static enemy position the helicopters often strafe the ground, softening up the enemy before troops go in. When the infantry are defending, the helicopter support provides covering fire when the troops disengage.

It is a feature of the Capitol way that any politician who has not served a term in the military is unlikely to gain high office. In other Megacorporations, this issue is often side-stepped by awarding the individual an honourary military rank. Indeed, in the case of Bauhaus with its military aristocracy, such ranks are a pre-requisite. Such a patently transparent ploy would not work with Capitol; the shareholders demand that their commanders lead by personal example, having taken the same risks they expect the common man to take in the name of the Capitol Corporation.

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SP	CC/DEF	RS	ST	CON	WP	LD	W	Â	SZ	PTS
5	12/0	12	8	8	13	13	1	20	0	12

TYPE: Troop, Infantry, Small Base

COHERENCY: 8"

DEPLOYMENT OPTIONS: Regular

SQUAD COMPOSITION: 5-10 Light Infantry

EQUIPMENT: M50 Assault Rifle, Combat Knife, HFMPS-93 Tortoise Armor Mk.1 **SQUAD OPTIONS:** One model may be designated as a Medic (3) for (+10) PTS.

RANGED WEAPON:



ABILITIES: Battalion, Guide Them In

Battalion: The squad gains the bonuses listed for Light Infantry from the army's chosen Battalion.

CLOSE COMBAT WEAPON:



Guide Them In: RES(1): Any unit using Rapid Deployment within 12" of this squad may reroll the RD test and treat the roll of a 20 as a 19.

Heavy Infantry

The men and women of the Heavy Infantry battalions are the hardened core of the Capitol Ground Forces; each and every one is a toughened veteran of the harshest warzones that the Capitol Corporation finds itself in. One could consider that surviving so many warzones would be enough to have deserved the right to wear the heavy HFMPS-94 Tortoise Mk.3 Armour suits. This is not the case though, for the Capitol military has high expectations of its recruits and requires all men and women to have served a full term of service in the Light Infantry before they are considered for the honour. Even then, an aptitude test must be passed before a solider can don the suit of the Heavy Infantry battalions.

The powered suit of exo-armour worn by the Heavy Infantry is a significantly upgraded version of the Mk.1, and a noticeable difference over the Mk.2, Tortoise Armour worn by their lighter counterparts. The suit is servo-powered, allowing the wearer to move and fight using heavier weapons with ease. It is built up with layers of Impervium 2, an alloy of Martian metals that is not only incredibly durable, but also far lighter than one would assume from viewing the suit. The medi-kit which is held within the shoulder pads of the Mk1 Tortoise armour is replaced in the Mk.2 and 3 versions with a series of auto-injectors that contain life-support and anti-toxin drugs. This medical system is linked to the suit's sensor web which automatically injects the optimum combination of drugs to ensure the wearer is always at the peak of physical efficiency.

The arsenal of the Heavy Infantry is viewed with jealousy by others, for they get the pick of the weapons and grenades, occasionally to the extent that the Light Infantry forces of Capitol go without. The Capitol Heavy infantry excel in many aspects of warfare, from close-quarter assaults within fortified structures, to spearheading important offensives against enemy Megacorporations. Much to their displeasure, and against their gung-ho approach, the Heavy Infantry are often kept in reserve, left ready to support larger armies when their opponent is weak. This is why it is widely believed that their appearance at your side will generally mean you will live to fight another day, but also signifies you are in the thick of it.

The armoured suits and additional armaments are not the only liberty the Heavy Infantry are entitled to. It is also the personalisation of their company that separates them from the Light Infantry. Each company of Heavy Infantry may choose a title; Ryder's Raiders, Michaelson's Reavers, the Kirkwood Butchers, and the Black Knights are just a few examples. These companies design their own logo, which they wear on their right shoulder pad, with the Capitol Eagle worn upon the left. Each company has its own traditions, its own stories of war, its own tactics and more often than not, a series of impossibly rude marching songs.



STATISTICS

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5	SP	CC/DEF	RS	ST	CON	WP	LD	W	Å	SZ	PTS
	4	13/1	13	9	10	13	14	1	23(10)	0	25

TYPE: Troop, Infantry, Small Base

COHERENCY: 8"

DEPLOYMENT OPTIONS: Regular

SQUAD COMPOSITION: 5-10 Heavy Infantry

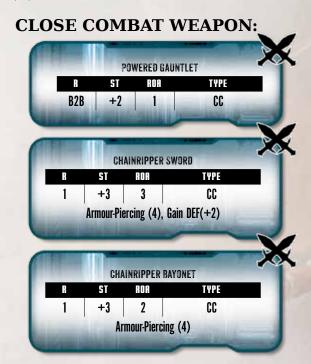
EQUIPMENT: M66 Autocannon, Gas Masks, HFMPS-94 Mk.3 Tortoise Armour

SQUAD OPTIONS: The squad commander may replace its M66 Autocannon for an IN-14 Flamethrower

and Chainripper Sword for free.

All models in the squad may add a Chainripper Bayonet for (+3) PTS each.





ABILITIES: Fallaway Power Slam, Heal (4), Impervium 2 Armour, Stim Injectors

Fallaway Power Slam: Instead of Free Slashing an opponent attempting to disengage, the player may choose instead to force the enemy model to take a CON test. If the test is failed, the model is stunned before moving.

Impervium 2 Armour: Models using a Charge action against this model do not gain any bonuses.

Stim Injectors: RES(2): All Heavy Infantry models in this squad gain AP(1) and can make an additional Close Combat or Shooting Action. At the end of their activation, each model must pass a CON test or suffer W(1). This cannot be used in the turn when this squad deployed.

Airborne Cavalry

Among the Capitol forces, there are those that crave the thrill of jumping from a perfectly good aircraft and plummeting hundreds of feet into an enemy warzone. These insane individuals are the ranks of the Airborne Cavalry. Typically ferried in to the front lines by helicopter pilots as crazy as they are, they drop onto battlefields and secure the area by pushing the enemy back by any means necessary. Often this is accompanied by a HU–E ordinance bombardment from the transports that dropped them off to soften their targets up.

Most deploy by having the transport fly in close and using zip lines to drop to the ground. Others will leap out of a plane at higher altitudes using a parachute, but this is not usually effective for quick battle interventions. Recently, some of the more insane among the Cav have begun requisitioning boots similar to what the Martian Banshees wear. As the helicopter comes in low and hovers over the drop site, they jump out of it. As they near the ground, they hit the thrusters and hope to land with only a moderate impact. Unlike the boots Martian Banshees wear, these usually only have enough juice for one burst, which is usually enough if used correctly. If not, then the wearer hits the ground harder than they should have, or they run out of power and they plummet to the earth.

Needless to say, the casualty rate in the Airborne Cav is enormous, and yet the amount of enlisted clamouring to join them is staggering. Armed only with their trusty M50s, Airborne Cavalry knives, and portable HU-E launcher, they will take on any enemy that gets thrown at them.

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SP	CC/DEF	RS	ST	CON	Mb	LD	W	Â	SZ	PTS
5	13/0	13	9	9	13	13	1	20	0	18

TYPE: Support, Infantry, Small Base

COHERENCY: 12"

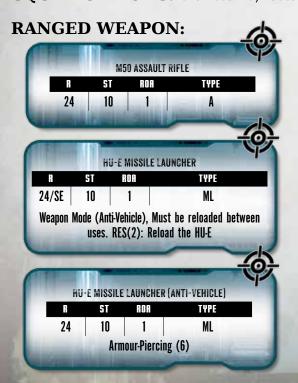
DEPLOYMENT OPTIONS: Regular, Rapid Deployment

SQUAD COMPOSITION: 5-10 Airborne Cavalry

EQUIPMENT: MSO Assault Rifle, HU-E Missile Launcher, Air Calvary Knife, Gas Mask, HFMPS-93 Tortoise

Armor Mk.1

SQUAD OPTIONS: One model may be designated as a Medic (3) for (+10) PTS.



CLOSE COMBAT WEAPON:



ABILITIES: Hail Mary, Stay Frosty, Target Sense

Hail Mary: In a turn where this model has been deployed via Rapid Deployment, it may make a 'Hail Mary' Shooting action with its HU-E Missile Launcher as its first action. Select any point within 30" of this model, scatter that point D20/2" and place a SE template on the final point. All models within the template receive a ST(12) autohit.

Free Marines

The Capitol Corporation is renowned for its masses of Special Forces units, each with a specific purpose and an underlying set of rules and regulations. The Free Marines are the most notorious of these. Armed with the standard Capitol Special Forces wargear of Punisher Short Swords and M50 Assault Rifles, what separates them visually is not their armament, but their rippling, muscular physical form, typical mohawk-style haircuts and graffiti covered armour. The Free Marines are well known for their unusual recruitment policy and specialist combat tactics. One cannot simply sign up to join the Free Marines; one must 'earn' the right to join their ranks. Within those ranks are the toughest, but also the most disgraced, members of the entire Armed Forces of Capitol.

The Free Marines are formed from the outcast and criminal members of military society; each and every one of them has been condemned for humiliating themselves, their comrades or their family, for acts of murderous violence, apparent cowardice or outright cruelty. All Free Marines are drawn from existing military personnel and must have at least two years of service behind them. They must be veterans of at least three Warzones and are required to have been decorated for valour at some point during their service. Finally, they must have been court–martialled during their service for illegal or criminal acts that would have otherwise seen them executed. A Free Marine dedicates their new life to the Capitol values stringently and with an almost zealous awakening; that one can improve oneself with hard graft and self–sacrifice is seen as a route to absolution and to freedom from previous sins and misdemeanours.

The details of a Free Marine's past are kept secret; none ever speak of their previous dishonour. Instead they use it to drive their future actions; they must focus on the future and their own redemption. Without honour, there is nothing to live for. A Free Marine will do whatever it takes to complete their given mission or die trying. The mantra of the Free Marines is 'Freedom Forever', a phrase that is used equally as a greeting, curse and prayer. A Free Marine accepts, from his enrolment, that serving in the corps is comparable to serving a prison sentence. They give away their right to freedom in order to redeem themselves in the eyes of their commanders and peers; only through death, the serving of five terms of battle, or by a decoration of valour can a Free Marine really be freed from their past. If and when this happens, they are allowed to leave the ranks of the Free Marines, though many never do. From the moment a Free Marine is forced to wake, to the time they are allowed to sleep, they are utterly devoted to the ideology of the Free Marines and regaining their honour. The camaraderie within is omnipresent. The whole unit works together to enhance their bodies and minds, enduring physical exercise beyond the capabilities of most soldiers and studying the most difficult and dangerous battlefield tactics. On the battlefield, they are able to fight with an apparent bestial ferocity, married perfectly with the quietest of infiltration techniques. Consequentially, the Free Marines excel in near impossible and often suicidal missions that no other Special Forces unit could conceive of successfully achieving. Many infamous heroes of the Capitol Corporation have served as Free Marines at some point in their military career. Two prime examples, Bob Watts and Jake Kramer, are both held in the highest regard by the entire Megacorp. All are known for their strength of body and mind, in addition to their ferocity in the field. Their selfless and compassionate approach to life is the supreme example of the rapport shown by all those that have served in the Free Marines.



TYPE: Support, Infantry, Small Base

COHERENCY: 12"

DEPLOYMENT OPTIONS: Regular, Infiltrate **SQUAD COMPOSITION:** 5-10 Free Marines

EQUIPMENT: M50 Assault Rifle, Serrated Punisher Short Sword, HFMPS-93 Tortoise Armor Mk.1 **SQUAD OPTIONS:** 1 in 5 models may replace its M50 Assault Rifle with an M606 LMG for (+15) PTS.





Sea Lions

Set apart from the grunts of the Capitol military because of their specialist approach to warfare, the Sea Lions are one of the most venerable battalions of the Capitol Marine Corps. The Capitol Sea Lions were formed by necessity during the 'First Corporate War' against the Megacorporation Bauhaus just before the arrival of the first Cardinal, Nathanial Durand. Capitol forces at that time were more than used to the relative comfort of the dry-heat of their own planet, Mars, but not yet accustomed to the humid jungles of Venus. Since then, this purpose-built regiment has excelled in tropical climates, deep jungles and oceanic Warzones by implementing specially designed seaborne and wilderness tactics. More recently, the Sea Lions have distinguished themselves by conducting raids against both the Bauhaus and Imperial Corporations in the vicinity of the great Martian ocean of Mare Arcadia.

They thrive upon Venus, fighting amphibious campaigns in and around the islands of the Graveton Archipelago. To become a member of the Sea Lions, like all of Capitol's Special Forces, is no simple task. One must have been decorated for valour and served at least five terms of military service. If these needs are met, the candidate must undergo vigorous physical, strength and endurance tests. Only with faultless success can the recruit begin training to join the Sea Lions. If successful, they are given a full set of Panther Jungle Armour, which only a Sea Lion or former Sea Lion can lawfully wear. The armour is worn as a badge of honour, with a great sense of pride. When preparing for a mission each Sea Lion regiment smears camouflage paints across their faces, in prescribed patterns and colours. Upon their left shoulder pad, the Capitol Eagle is either painted or embossed and upon the right, company markings are shown. Common variants of these markings include a Martian Mako Shark and Martian Polecat prowling each other. The juxtaposition of these two beasts represents the amphibious nature of the Sea Lions.

Most, if not all, Sea Lions wear a plethora of tattoos upon their arms. These tattoos usually, but not exclusively, depict their military ties by illustrating their battalion number, names of campaigns they have been involved in or a fallen comrade. Some tattoo iconography is more aquatically orientated, showing imagery of Martian and Venusian mythological beasts such as the fantastical Venusian Uniwhale or the Mermaids of Mare Arcadia. Tradition states that the men amongst the Sea Lions should wear an image of the woman in their life, or at least the woman they wished was in their life. Suffice to say, tattoos are an unshakable tradition within this regiment and play an important part in the uniform design of the Sea Lions. In the past, they would alter their uniforms to parade their arms, regardless of battlefield practicality, but a complete lack of sleeves has now become a part of their standard-issue uniform. The famous Capitol hero, Colonel Mitch Hunter, is the leader of the 9th Sea Lions, an acclaim which has seen applications for the company increase dramatically.

	STATIS	STICS	25	Phone:		INCOME.	1,000	110		
			10				n l	1		d
SP	CC/DEF	RS	ST	CON	Mb	LD	W	A	SZ	PTS
5	14/2	15	8	10	14	15	1	21	0	21

TYPE: Support, Infantry, Small Base

COHERENCY: 10"

DEPLOYMENT OPTIONS: Regular, Infiltrate, Stalk

SQUAD COMPOSITION: 5-10 Sea Lions

EQUIPMENT: M50 Assault Rifle, Machete, AJHMPS-12 Panther Armour Mk.1

SQUAD OPTIONS: None

RANGED WEAPON:



CLOSE COMBAT WEAPON:



ABILITIES: Battle-Hardened, Blend In, Camouflage (2), Eagle Eye (3), Guerilla Tactics, Prepared Grounds, Ranger, Surgical Strike, Target Sense

Battle-Hardened: RES(1): The squad gains Fearless (2). Blend In: RES(1): At the beginning of the squad's activation, if no member of the squad is engaged, you may place a 'Blend In' marker next to the squad. Every Sea Lion in this squad may only be targeted by Ranged attacks if they are within 12" of the model targeting them. If any model in this squad takes an action other than Shooting, the effect ends on the entire squad immediately. Otherwise, remove the marker at the beginning of the squad's next activation.

Guerrilla Tactics: Enemies may not make Free Slash when this model leaves their CCWR.

Prepared Grounds: RES(2): Once per game, place a temporary token on a single piece of terrain that has at least one model from this squad in it. Any enemy model beginning or finishing any movement action within this terrain takes a ST(10) autohit at the end of the action.

Surgical Strike: This unit may always choose to deploy first when Infiltrating, regardless of who won the Initiative roll. If both armies have units with this ability, they are deployed in Initiative order.

Lt. Connor and his Sea Lions had been dispatched on an intelligence gathering mission. The mission brief had stated that the observation should take no more than ten days. The Capitol Special Forces, drawing from previous experiences in the field, had rations for fourteen days, just in case. It was now day twenty three. The problem was that Connor wasn't sure exactly 'what' they were seeing. It wasn't uncommon for the Mishima Corporation to set up research stations in seemingly random positions within the jungle, the Canopy of which is too thick for aircraft observation. What was uncommon however, was for research stations to be so heavily guarded; five Ebon Guard patrolled this one at all times. There had been no truck stations to be so heavily guarded; five Ebon Guard patrolled this one at all times. There had been no truck convoys in over three weeks. Connor wondered how the research teams were sustained, as his empty stomach growled at him. Even by being frugal in their servings, The Sea Lions had run out of rations two days ago. Something needed to happen. Connor was going to take the walrus by the tusks.

At 0400 Graveton Archipelago time, Lt. Connor and Sgt. Daniels commando crawled their way across the Venusian jungle floor, like the native beasts around them. After almost three weeks of watching, you got to know someone's routines pretty well. The guard rotation wasn't perfect, and one of the Mishiman sentinels, who took part in the third shift, was always slow on his rounds at this time of night. It might only be a window of a few seconds, but Connor and his Sergeant would make it enough. Holding their breath, the two men waited as the slow moving guard passed, then darted to their entry point.

Inside the compound, Connor and Daniels worked their way to the lab building. Two silenced pistol rounds and a picked lock later, they were inside. Connor got to work setting charges whilst Daniels rounds and a picked lock later, they were inside. Connor got to work setting charges whilst Daniels rounds and a picked lock later, they were inside. Connor got to work setting charges whilst Daniels rounds and a picked lock later, they were inside. Connor got to work setting charges whilst Daniels rounds and a picked lock later, they were inside. Connor got to work setting charges whilst Daniels rounds and a picked lock later, they were inside. Connor got to work setting charges whilst Daniels rounds and a picked lock later, they were inside. Connor got to work setting charges whilst Daniels rounds and a picked lock later, they were inside. Connor got to work setting charges whilst Daniels rounds and a picked lock later, they were inside. Connor got to work setting charges whilst Daniels rounds and a picked lock later, they were inside. Connor got to work setting charges whilst Daniels rounds and a picked lock later, they were inside. Connor got to work setting charges whilst Daniels rounds and a picked lock later, they were inside.

Lions and not heading a research team was a mystery, but Connor was thankful for it.

'Neural Toxins' Daniels whispered as he flicked through a well-bound note book. 'Weaponised, paralyze one man with a dart, a squad with a grenade, or a platoon with a bomb. Instantaneous, makes Mustard Gas look like temple incense'.

Connor nodded his understanding as he finished up with the thermite charges.

Bring the research.' he commanded 'It's time to blow this joint.' No response. 'Daniels?'. Then Connor heard a thud and looked up; Daniels was down, crumpled on the floor with his eyes wide in surprise. Connor looked towards the doorway, thumbing the detonator as a Mishiman scientist aimed a small pistol-like device at him.

The Martian Banshees are one of the Capitol Corporation's most unusual Special Forces units. It recruits only from those who have lost families to the operations of Mishima or the Dark Legion in conflicts on Mars. Banshees are desperate, deadly men and women who have sworn to sell their lives dearly in search of vengeance.

Martian Banshees

They are an elite airborne unit which is dropped on special Banshee rocket packs into the very heart of any conflict. The howling wail of their engines and the unsettling decoration of their face masks give the unit its prominent name.

The Banshees are often used to spearhead major AFC strikes. They can be air-dropped in advance of the main thrust and move rapidly across the open expanses of the desert to attack from an entirely unexpected quarter. Having taken their objective, they will hold it doggedly or else die defending it. The latter is often the case. This tenacity has won the Martian Banshees the respect of their Mishiman foes, although these brooding fatalistic individuals are shunned and feared by their comrades in the AFC.

The Banshees have sleek, streamlined jet packs built into their armour and hideous, custom-designed face masks inspired by devils from Mishiman legends. Their unit insignia is a leering, evil female face. Their uniform colours are red and black; a combination that serves as an effective long range camouflage in the deserts of Mars but close up inspires dread in their foes.

Martian Banshees have a reputation amongst the citizenry of Capitol for performing wild acts of heroism, but many amongst the armed forces regard their attitude with some concern. The Martian Banshee's gung-ho death or glory attitude has led many to doubt the stability of their battle-torn minds. However, the Banshees are exceptional rapid assault troops, despite the occasional mishap. No one could possibly question their courage, effectiveness, and zeal to engage the enemy, especially when that enemy is the army of the Lords Heir of the Mishima Corporation or the forces of the Dark Legion.



Field notes of Colonel Herbert Burkhardt Marbach, Officer of the Bauhausian Hussars:

The jetpacks worn by the Martian Banshees resonate with an inhuman shriek, a sound that gives these particular Capitolians their infamous name: The Martian Banshees. The Death Shriek is used to strike fear into the hearts of their victims. I postulate that a simple training program to explain the nature of this hideous sound before Martian deployment would increase Hussar survival rates by over 9.5.

STATISTICS SZ SP CC/DEF ST CON WP L W PTS 0 5 14/2 15 10 10 14 15 1 21 0 20

TYPE: Support, Infantry, Small Base

COHERENCY: 8"

DEPLOYMENT OPTIONS: Regular, Rapid Deployment

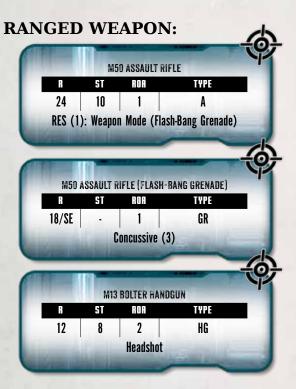
SQUAD COMPOSITION: 5-10 Martian Banshees

EQUIPMENT: M50 Assault Rifle, Banshee Blade, Gas Mask, AJHMPS-12 Panther Armour Mk.1

SQUAD OPTIONS: One model may be designated as a Medic (3) for (+10) PTS.

 $Line breakers: all\ models\ in\ the\ squad\ may\ replace\ their\ M50\ Assault\ Rifle\ and\ Banshee\ Blade\ for\ an\ M13\ Bolter$

Handgun, Chainripper Sword, and for (+5) PTS per model.





ABILITIES: Contempt (Dark Legion/Mishima), Death From Above, Death Shriek, Dissention (2), Jet Boots, Jet Pack, Pure Hatred

Death From Above: When making a Charge action under influence of the Jet Packs ability, the model's Close Combat weapons gain ST(+2) and Concussive (0).

Death Shriek: RES(1): This squad gains Fear (3) until the end of the turn.

Jet Boots: This model may jump across 4" gaps. When falling from height, he ignores the (+6) modifier to the autohit. Banshees ignore the CON test for climbing. When deploying from Rapid Deployment, he may move the deployment point up to 3" in any direction after the scatter is resolved.

Jet Packs: If this model is in open terrain, at the beginning of its activation, it may gain SP(+3), Ranger, and also ignores the free slash rule. If during this turn the model ends its movement in difficult terrain, it must pass a CON test or take a ST(8) autohit.

Pure Hatred: When fighting the Dark Legion or Mishima factions, gain Fearless (5).

K-9 Teams

Initially implemented to counteract stealth attack missions by Mishiman forces, K-9 teams have been a staple of the Capitol Special Forces for years, proving their worth in both guard and seek & destroy missions. Capitol has many enemies who have mastered the skills required to penetrate Capitol territory undetected, despite the vigilance of sentries and bodyguards. The keen senses of the dogs in the K-9 teams are employed to weed out such mal-intent. Each K-9 team consists of one handler and up to four dogs. The K-9 dogs have been bred specifically for their task and have all completed a year-long training program. The training program is diverse and comprehensive; its content dependent on the intended role of the dog. Some are trained to sniff out explosives or the taint of the dark potential, whereas others are trained purely as attack hounds. In the case of the latter, any failures are shot in full view of the trainee pack. This act is carried out by a K-9 Corps ranger wearing armour and insignia from another Megacorporation, so imprinting a fear, loathing and attack reflex in the dogs when the uniform or insignia is seen again. The training culminates in the hounds being released into a prison complex where condemned prisoners are supplied basic close combat weapons. Any hounds without human blood on their jaws after five minutes are euthanized instantly. Such an occurrence is rare.

For many years the K-9 units were a subdivision of the ultra-elite Ranger Corps; the first to utilise specifically trained and bred canines in military operations. However, since the end of the First Corporate Wars, the K-9 division has been seen as a separate entity. The two divisions have a close affinity still, with many rangers 'retiring' to dog handling. The K-9 division is proud of its ranger roots and rightly so, for the latter has an honoured and illustrious history. As such, and as a nod to their origins, dog handlers don the ranger hat and gas mask combination when they enter the Warzone as a mark of both honour and respect to their founders.

After a number of high level Capitolians were assassinated by undercover operatives in the Sarasota Campaign of 1272, the K-9 teams have been utilised as pseudo-bodyguards on the battlefield with more and more frequency. Such teams normally consist of the handler, three attack dogs and one investigative dog, the latter better known as a 'sniffer'. The sniffer's role is to identify any hidden threat the battlefield contains, such as mines, entrenched enemies or potential assassins. When the dog does so it will 'point' with a particular limb or stiffen from the tip of its nose to the end of its tail, signifying the direction and nature of the threat. The handler then confirms and releases the attack dogs as appropriate. The lightly armoured attack hounds have not only been bred to be the biggest and fiercest possible, they have also been enhanced surgically. Each and every tooth has been capped with mono-atomically pointed titanium alloy, enabling the hounds to penetrate not only flesh but plate armour too. In severe situations the handler can remotely inject the beast, via their collar, with muscle contracting drugs. Such an action is not a pleasant one, as the action of the drug cannot be specifically targeted to the jaw and so results in complete muscle rigour and often heart failure. Such cruelty and loss is seen as worthwhile collateral damage, especially when the target light vehicle or trooper is incapacitated or killed. The bite of a drugged K-9 does not cease until the target is bitten through or the jaws have shattered; to say it is an excruciating experience for both dog and victim alike is a momentous understatement.

Report of Commendation: Location: Venus Jungle Sector Alphal.10

Handler: Private Julius Wood Sniffer Dog: B1105 CV31 Lass (1st Class) Guard Dog: Em31 BN21 Brutus (KIA)

Target: Identified & Destroyed Collateral: 0 Kill Tally: 15



Ranger K-9 Handler

STATISTICS

	Annual S		1/	1-8							14
1	SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
	5	14/2	13	10	10	13	13	2	20	0	25
			-		OCCUPANT.	THE RESERVE	CALMINE	Sales Indiana de la constantia del constantia de			MINISTER STREET

K-9 Guard Dog

STATISTICS

Aminis		4 4 6	1-6							
SP	CC/DEF		ST	CON	Mb	LD	W	A	SZ	PTS
8	16/1		10	8	13	16	1	18	0	14
	-	ALC: UNK		C CHICAGO		Carlotte Land	HARRIST	Mileston		SECTION 1

K-9 Investigation Dog

STATISTICS

أتقادلنا		4 (5)	- 6							1
SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
8	12/1		8	8	13	16	1	18	0	14

TYPE: Support, Infantry, Small Base

COHERENCY: 16"

DEPLOYMENT OPTIONS: Regular, Preemptive Strike

SQUAD COMPOSITION: 1Ranger K-9 Handler, 2-5 K-9 Guard Dogs, 0-1K-9 Investigation Dog

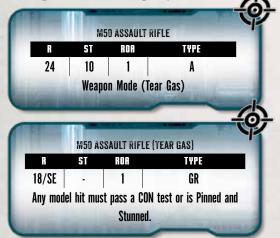
EQUIPMENT:

Handler: M50 Assault Rifle, Punisher Short Sword, Gas Mask, Riot Shield, HFMPS-93 Tortoise Armour Mk.1

K-9 Dogs: Surgically Enhanced Jaws, Subdermal Ceramic Armour

SQUAD OPTIONS: None

RANGED WEAPON:



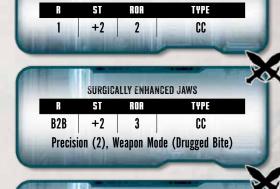
ABILITIES: Awareness, Guardsmen, Handler, Ranger, Target Sense; Dogs only: Hard to Hit (2), Investigation Dog, Leap (3)

Awareness: All models in this squad may perform a Sentry action with no limit to the number of models. **Handler:** IF the Ranger K9-Handler is removed and no

character is attached to this squad, all dogs gain Hidden Agenda.

Investigation Dog: While the K-9 Investigation Dog is alive, the squad gains Predator Senses and Target Identifier (2)...

CLOSE COMBAT WEAPON



PUNISHER SHORT SWORD

B2B +2 1 CC
Critical Force (2), Deadly, Precision (4)
This model takes ST(8) autohit at the end of its activation

RIOT SHIELD +2/+2 IA(10)

Purple Shark

The Armed Forces of Capitol make extensive use of air cavalry units when conducting reconnaissance and scouting missions across the hazardous terrain of Mars, and to a lesser degree over the dense jungles of Venus. Most infantry regiments have a compliment of these airborne units, often issued in large numbers to support ground forces as well as for fast scouting and raiding missions.

Purple Sharks are highly manoeuvrable craft, piloted by a single crewman, who has access to not only the fore mounted weapons, but also the 'Grenadier'; a device that gives the Purple Shark a limited bombing capability. The Purple Shark is larger than the standard issue light flyer (the Great Grey) and capable of performing a more offensive tactical role. The Purple Shark's offensive capability is further enhanced by the addition of light machine guns mounted in the front fairing of the vehicle. These armaments add up to make this vehicle a far greater threat to the enemy than its lighter Great Grey counterpart.

The ideal deployment for Purple Shark units are the deserts of Mars; here they can manoeuvre easily and at great speed, attacking the enemy when and where they least expect it. The Purple Sharks also see use in the Green Hells of Venus, where suitably skilled Purple Shark pilots can use their vehicles to soar over otherwise impassable jungle terrain and engage hidden foes from the air with a rain of grenades. The most arduous terrain in which Purple Shark equipped units are deployed is in the underground tunnels and rivers of Mercury. Travelling along these winding passageways at the speeds the Purple Sharks are capable of is considered by many as foolhardy to the point of suicidal. There exists a corps of reckless and highly skilled pilots whom excel in raiding operations within this warzone. They have inflicted numerous costly raids against Mishima, a Megacorporation which otherwise enjoys almost total domination of Mercury.



STATISTICS

SP	CC/DEF	RS	WP	LD	RIDER A/W	WEAPON Control A/W	DRIVE SYS- TEM A/W	ENG A/W	A-REAR	SZ	PTS
7	13/0	13	12	14	25/2	25/2	25/3	25/2	-4	3	50

TYPE: Light Vehicle, Jetbike, Flyer, Large Base

COHERENCY: 8"

DEPLOYMENT OPTIONS: Regular

SQUAD COMPOSITION: 1-4

EQUIPMENT: Quad-mounted M606 LMG, Automated Grenadier Unit, Shark Rider Combat Knife, Chobham

Industries Recon Vehicle Armour **SQUAD OPTIONS:** None

MAIN WEAPON:



CLOSE COMBAT WEAPON:

	MARK	RIDER COMBA	TKNIFF
R		ROR	TYP
B2B	8	1	CC

ABILITIES: Blaze of Glory, Hard to Hit (4)

Automated Grenadier Unit: Move this vehicle up to SP value of the vehicle in inches x2 (Pivot allowance: 90°). During this movement, target two points anywhere within 2" of its movement path. Make a RS test and scatter the point D20/4"if failed. All models within 3" of this point suffer a ST(10) Armour Piercing (5) hit. This model is immune to this damage. This counts as a Combat Move.

Blaze of Glory: When the model's Rider location is destroyed, roll a die. On a 1-10, it immediately makes a Ram action. At the end of the action, it counts as destroyed and becomes terrain.



Orca Battlesuit Mk.V

The Capitol Orcas are heavily armoured weapon platforms, easily recognised by their bi-pedal walking system, almost impenetrable front armour and belligerent crewmen. They are an omnipresent element of almost all Capitol 'Armoured Fist' formations. Equally effective as single support units or in small formations, they unleash a torrent of devastating firepower. Unlike the comparatively refined design of the Bauhaus 'Vulcan Battlesuit', the Orca is a rugged, bulky and perceptibly cumbersome (though effective) design; a prime example of all that the AFC represents.

Engineered in Capitol factories on Mars, the Orca provides its crew a slow, lumbering attack platform, on top of sturdy piston-driven legs. This heavily armoured vehicle has two crewmembers that work in tandem to achieve the vehicles full potential. The first is the driver; a role that involves not just driving the vehicle, but ensuring it remains at an optimum thermo-stasis, not an easy task with a diesel powered vehicle of this nature. The driver also controls the Orca's underbelly mounted defensive shotgun. The Orca driver's position is not a pleasant one. Often the motion caused by the lumbering gait causes violent nausea.

This, added to the fact that the driver is sat on the boiling hot engine in a coffin-like cramped and claustrophobic cockpit, encased in several inch-thick armour, means the humidity and temperature can become unbearable. As such Orca pilots are often nick-named 'Pukers' after the Bauhaus flamethrowers which also 'let off a vile stink of overheated bile'. On the back of the vehicle the gunner stands in the relative comfort of the armoured cupola. He is responsible for firing the remaining weapon systems, including the dorsal-mounted machine gun and the side-sponson fixed weapons. The gunner's position is a lot less protected than the driver, so often the driver can find himself without a gunner. In such situations, the weapons controls can be rerouted to the cockpit where the driver implements a stationary weapons platform protocol, negating movement in favour of focusing on weapons fire.

It is the modular nature of the Capitol Orca's armaments that makes it such a popular supporting unit in so many of Capitol Corporation's Warzones across the Solar System. An astute Capitol Field General is able to achieve effective battlefield outcomes by applying variants of this vehicle into conditions where they can shine. There are two designs that are in common use. Each of these has two sponson mounted weapons, a cupola-mounted M89 Heavy Machine Gun and an underbelly mounted M516 shotgun. The MkIV 'Thunder' Orca specialises in anti-tank capability, fielding the M-100A1 Mounted Autocannon. This is a destructive weapon which fires 100mm high armour piercing shells; it is primarily used against fortifications and heavily armoured vehicles. The MkIV also mounts a DPAT-11 rocket-launcher which can be used against armour and infantry in equal measure. The 'Inferno' variant, which specialises in anti-infantry weaponry, fields a pair of IN74 Heavy Flame Throwers, designed for use against entrenched infantry.

The recently developed MkV has attempted to make the cockpit a bit more comfortable by opening it up and placing large protective bars over the front, though many pilots now fear being shot by incoming fire. Instead of side-mounted sponson weapons, it sports a pair of arms that hold the M-100A1 Autocannon and its belt-fed ammunition. The left hand is articulated, allowing the Orca to grasp and manipulate (albeit poorly) larger objects.

STATISTICS

SP	CC/DEF	RS	WP	LD	HULL A/W	GUNNER A/W	LEGS A/W	ENG A/W	A-REAR	SZ	PTS
4	12/0	14	12	14	28/4	28/3	27/3	28/4	-4	4	165

TYPE: Light Vehicle, Walker, Huge Base

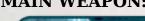
COHERENCY: -

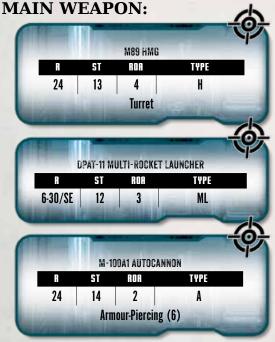
DEPLOYMENT OPTIONS: Regular SQUAD COMPOSITION: 1 Orca

EQUIPMENT: M89 HMG, M-100A1 Autocannon, DPAT-11 Multi-Rocket Launcher, M516 Shotgun,

AFMPS-18 Orca Armour

SQUAD OPTIONS: None





SECONDARY WEAPON:



CLOSE COMBAT WEAPON:

	HYDRA	AULIC-ASSISTE	D FIST
ł	ST	ROA	TYPE
2	14	2	CC

ABILITIES: Emergency Fire Control, Fusillade

Emergency Fire Control: RES(1): If the Gunner is reduced to W(0), the model may continue to use the Main Weapons. It may no longer move, may not use its Secondary and Close Combat Weapons, and is hit automatically in CC. Use only at the beginning of this model's activation. Fusillade: RES(2): All Main Weapons that are able gain ROA(+1) when using a Torrent of Fire action.



AFT-210 Leviathan

The armoured division is not the most significant wing of the Capitol Corporation military. Capitol has a predisposition towards aerial support vehicles, such as the 'Shark' variant jetbikes, so few tracked vehicles are seen in the Capitol lines. However, when the Leviathan is seen, the opposition have reasons to quake in their boots. Capitol's armoured vehicles are generally designed for battle within dense urban environments or for providing cover and fire-support to the infantry and light vehicle regiments. The few Capitolian tanks are designed to either kill infantry or blast armoured targets from afar; however, the Leviathan AFT-210, is the first to break this trend and do both. It was devised as an answer to the Bauhaus Grizzly Battletank, which had been decimating Capitol forces on both Venus and Mars. The Sherman Industries military engineers were tasked with designing a tank that could resist the initial assault by the Grizzly, the Bully and similar vehicles. It also provides a mount for the great twin-barrel Mk. XLVIII 'General' Pattern Ultracannon turret. Each Ultracannon has a massive 210mm barrel and fires armour-piercing rounds specifically designed to penetrate the heavy armour of the other corporation Battletanks.

The Leviathan is not without its anti-infantry measures though, for it mounts several LMGs as defensive measures. The main guns can also fire specially-modified 'Executioner' ammunition, capable of shredding entire platoons of soldiers. The crewmen of the Leviathan are housed within the relative safety of a highly armoured cockpit, similarly designed to the frontal armour of the Orca, but with a significantly higher level of comfort. The front-facing armour-plated hull, which forms the defensive shell of the cockpit, is akin in appearance to that of the Orca but created from an extremely rare Martian alloy, 'Fessilite'. This alloy consists mainly of elements similar to iron and silicon, among other additives. As a result, it is tough and blast resistant, but also lightweight. When directionally charged with an electric current, Fessilite becomes akin to a one-way mirror, allowing the crew to see the Warzone perfectly whilst to the outside world the cockpit appears completely opaque. The ride is smooth, almost pleasant, due to its advanced system of tankbogies and interlocking tracks. However, like all Capitol land-locked vehicles, its interior is hot and stuffy which leads the drivers to rarely wear armour or outer clothing. The removal of 'unnecessary' jackets and shirts, and the cut-down nature of other clothing, such as military issue pants, not to mention the measure of engine grease that near coats them, gives the crewmen of the Capitol Armoured Divisions a very distinct, albeit dishevelled, look and the affectionate nickname of 'raggers'.



STATISTICS

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SP	CC/DEF	RS	WP	LD	HULL A/W	WEAPON Control A/W	DRIVE SYS- TEM A/W	ENG A/W	A-REAR	SZ	PTS
5	·	13	16	-	32/6	32/6	31/6	31/5	-4	5	320

TYPE: Heavy Vehicle, Tank, No Base

COHERENCY: -

DEPLOYMENT OPTIONS: Regular

SQUAD COMPOSITION: 1 AFT-210 Leviathan

EQUIPMENT: Turret-mounted Twin Mk. XLVIII Ultracannon, 1 Turret-mounted M606 LMG, 2 Hull-mounted

M606 LMGs, HAFMPS-19 Mk.2 Fessilite Alloy Plating

SQUAD OPTIONS: AFT-210 Leviathans may be fielded as an AFT-205 Kraken. See the respective entry.





ABILITIES: Crushing Advance, Electrified Hull

Crushing Advance: This model does not take autohits for moving through difficult terrain.

Electrified Hull: Any models in B2B with this model at the end of their activation take a ST(6) autohit.

The battle prowess of the Leviathan became apparent on its maiden mission. The brusque Major David White was on patrol in his new charge, 'Sweet Hannah' in the Martian deserts. He was south of the Kirkwood Mountains when he was ambushed by a pair of Grizzlies. His left track was blasted, immobilising the Leviathan during the opening salvos from the Bauhaus tanks. White kept his cool, waiting for the inevitable lull as the Grizzlies reloaded. As the organized Bauhaus crewmen scrambled to reload, he fired the twin Ultracannons at the nearest Grizzly. Its fuel tanks exploded in a raging inferno, incinerating the crew instantly. The commander of the second Grizzly retreating tank with a slow, smooth inevitability. It stopped for a millisecond, before the twins spoke again; their rapport was the last sound the Venusian crew ever heard.

AFT-205 Kraken

STATISTICS

ш					11	0.1		1000	S All S			30
	SP	CC/DEF	RS	WP	LD	HULL A/W	WEAPON Control A/W	DRIVE SYS- TEM A/W	ENG A/W	A-REAR	SZ	PTS
Ŋ	5	-/-	13	16		29/4	29/4	28/4	28/3	-4	5	150

TYPE: Light Vehicle, Tank, No Base

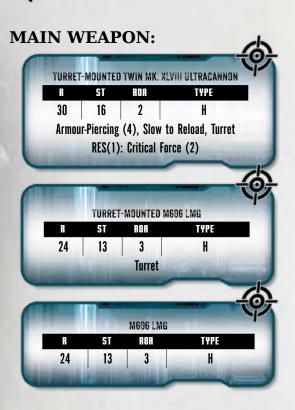
COHERENCY: -

DEPLOYMENT OPTIONS: Regular **SQUAD COMPOSITION:** 1 AFT-205 Kraken

EQUIPMENT: Turret-mounted Twin Mk. XLVIII Ultracannon, 1 Turret-mounted M606 LMG, 2 Hull-mounted

M606 LMGs, HAFMPS-19 Mk.2 Fessilite Alloy Plating

SQUAD OPTIONS: None



ABILITIES: Crushing Advance, Electrified Hull, Relentless

Crushing Advance: This model does not take autohits for moving through difficult terrain.

Electrified Hull: Any models in B2B with this model at the end of their activation take a ST(6) autohit.





At just under two centuries old, Cybertronic is by far the youngest of humanity's Megacorporations. The Megacorp came into existence in a single day by way of a massive and far reaching manipulation of the stock market, the technicalities of which remain unknown even now. Having suffered the worst crash in its history, the market shed worthless stock at an alarming rate, each of the Megacorps losing entire subsidiaries and divisions in the process. Almost all of this jettisoned stock was bought up by freelancer holding companies, almost all of which, it later transpired, were owned by the body that would become Cybertronic. That event, known as the Founding Day, saw vast segments of humanity's mercantile and industrial capacity swept up into the Cybertronic fold, millions of people finding themselves with a new employer when they awoke the next day.

In total value, Cybertronic is almost the same size as Imperial and in raw manpower it is the most populous of all the Megacorps. It is also the most insular, many of its citizens housed in vast battery-factories deep in the asteroid belt or elsewhere in the inner system. Soon after the new corporation's birth, it became clear that Cybertronic was developing technologies that would not only bring total domination of many markets, but which would openly defy the Brotherhood's long standing prohibition against advanced technologies. Cybertronic displays unparalleled mastery in the fields of computers, robotics and bionics and is somehow able to shield its systems from the insidious taint of the Dark Symmetry.

As unusual as its founding no doubt was, the manner in which Cybertronic recruits is equally unique. The corporation's personnel quite literally know no life other than their service to Cybertronic. They simply wake up one day working for the corporation, their place within it strictly defined and their duty clear. In Cybertronic's earliest days, many of its recruits were turncoats from the other corporations, traitors who were somehow corrupted against their own pasts and lured to this new opportunity. Having gone over to Cybertronic, these corporate traitors were invariably subjected to a new life that preserved their highly sought skills yet denuded them of all previous loyalties and undesirable memories. Later on, Cybertronic developed other, darker means of gaining new recruits, such as reviving the recently deceased, cloning, kidnapping and reprogramming likely candidates. Needless to say, the Megacorp's methods, as well as its apparent imperviousness to the Dark Symmetry has led others to denounce it as the worst kind of heresy. Some, notably the Brotherhood and Imperial, claim that Cybertronic is at worst in league with, and at best a deluded thrall of the Dark Soul.

the Corporation

The Cybertronic Corporation is divided into three pillars. The first, Research/Development/Marketing (RDM) undertakes the corporation's business operations. The second, Administration/Economics/Management (AEM) runs the organisation itself. The third, Security/Warfare/Intelligence (SWI) defends its interests from rivals and undertakes hostile takeover operations on its behalf. Cybertronic's armies are by far the smallest of all the corporations, but SWI's access to the very best advanced technology the Megacorp can produce makes it the equal of the others. Every warrior in the SWI's Military Conflict Resolution (MCR) division (Cybertronic's fighting forces) is bionically enhanced in some way and all are equipped with most effective arms, armour and equipment the corporation is able to produce.

There are two broad types of units within the MCR. The first are the Chasseurs. These are human soldiers enhanced to some degree by the implantation of a range of bionic systems. Some are lightly equipped, to fulfil infiltration and scouting roles for example, while others are integrated with the heaviest suits of personal armour Cybertronic has to offer. Even the most basic-equipped Chasseur carries a range of communications gear, infra-red systems and range finders, all of which is so integrated as to be an extension of their own body.

The second type of unit fielded by the MCR are the Cuirassiers. These units are entirely robotic, each controlled by the small, nigh indestructible 'core' which can be inserted into any weapons system from a spy drone to a tank. Amongst the most feared of these Cuirassier systems are the Attilas, armoured robots encased in near impregnable armour and utterly without fear. Amongst the largest and most heavily armed are the dreaded Eradicator Deathdroids, towering war machines equipped with all manner of weapons, from multiple rocket launchers to oversized chain weapons. The larger the system into which the core is inserted the less sophisticated its powers of independent thought, and for this reason it is not uncommon for Chasseur units to supervise Cuirassier units, or even pair with them directly when dictated by battlefield requirements.

Cybertronic Holdings

Being such a late comer to the status of Megacorporation, Cybertronic was forced to take the example of Imperial when it comes to establishing its presence throughout the Solar System. The corporate headquarters are on Luna, a building taken over when the entire Imperial Clan St. John–Ross defected to join Cybertronic, a stain on Imperial's honour that remains a great source of bitterness to this day. They also maintain extensive holdings on Mars and Venus, and to a lesser extent on Mercury, most of them purchased for pennies on Founding Day, but many taken over by force since. Early in its history, Cybertronic transgressed the Brotherhood's Second Edict against establishing colonies in the Outer Worlds, claiming Jupiter's moon of Ganymede as its own. It was not long before this was neutralized when Imperial, possibly with Brotherhood support, launched an operation to eject Cybertronic from the Jovian satellite.

Like Imperial, most of Cybertronic's greatest holdings are amassed in the asteroid belt. Utilizing the advanced technology for which it is famed, Cybertronic has constructed great clusters of asteroids, linking them together and studding their surfaces with domed cities, the interiors a honeycomb of mines, factories, labs and vast accommodation centres. Most of the corporation's research and production facilities are housed in the Ceres asteroid cluster, while the Dembovska cluster houses another headquarters facility that many outsiders suspect is the true seat of Cybertronic's power, that on Luna representing a mere front. Even less well known is the facility known as C-Base, representing an incredible feat of engineering that saw the asteroid Caliban converted into a centre of advanced research. Exactly why a great shaft has been sunk right through Caliban, transfixing its core remains a matter of mystery, and one that the intelligence agencies of the other corporations would very much like to learn. All that is known of C-Base is that its employees enjoy high status and great privilege, yet are never allowed to leave the facility once having taken up their appointments.

Corporate Relations

Cybertronic's assessment of its rivals is based not on ancient feuds or cultural bias, but, appropriately, on cold, hard logic. Its corporate strategists have made an objective assessment of each of the corporations and the Freelancers, and reached more or less the same conclusion in each instance. Ultimately, Cybertronic regards none of the other corporations as a serious threat and they have detailed, long-ranging plans to deal with each of them.

Ostensibly, the only true enemies of Cybertronic are the Brotherhood and the Dark Legion. In the case of the former, the Brotherhood's proclamations of doubt regarding the source of Cybertronic's powers are irrelevant, for the Megacorps has their measure. Even the forces of the Dark Legion are not regarded as an existential threat to and by Cybertronic, for the corporation's systems have now been proven to be immune to the taint of the Dark Symmetry.

In the last few years, Imperial has pushed for harsh sanctions against Cybertronic, citing their continued breaking of the Second Edict. Those allegations may have proved extremely detrimental, if it were not for the intervention of Mishima on their behalf. Since then, spearheaded by the venerable Lord Nozaki of Mishima, the two Megacorporations have entered into a lucrative partnership, Mishima gaining cuttingedge technologies and Cybertronic acquiring much needed political clout against its detractors. In an effort to foster better relations with the rest, Cybertronic sends some of its top operatives to join the Doomtrooper Corps of the Cartel.



Resistant to Psychic Powers: All Cybertronic models gain WP(+2) if targeted by any Psychic Power but cannot profit from Psychic (B) type powers.

The following abilities occur frequently amongst Cybertronic squads:

Controller: RES(X): (X) is the current turn number. Spend one Action Point to nominate one not yet activated friendly squad with Receiver within 12". The new squad is activated directly after the character's activation ends. You cannot use this ability during Sentry or if either this character or the Receiver Squad were the last squad to activate in the last turn.

Receiver: If all models in the squad have this ability, the squad can be the target of the Controller ability. **Power Blink**: This model may be placed anywhere within 6" (counting as a walk action), or within 12" (counting as a run action). This movement may be made through but may not end in impassable terrain. The model's movement allowance is increased by 2" this turn.

CYBERTRONIC ENHANCED FORMATIONS

A player may choose to have his Cybertronic force follow a certain advanced formation. Only one formation can be chosen. Each option lists special unit changes only available for that formation. Upgrades to troops affect characters of the same troop type. You may not bring any squads with Cartel Agent or Doomtroopers from another army list.

MIRRORMEN PROPAGANDA FORCE:

Cybertronic often sends in special units of Mirrormen during critical (and highly televised) engagements. The shining leaping forces of the Mirrormen inspire countless generations to enlist into the Cybertronic cause:



*may also be taken as light vehicle according to squad upgrade.

Force Upgrades:

- Pieter 'The Shield' Diamond gains LD19 and W(+1) for a total of W(4). His cost increases to 70 PTS.
- All Mirrormen gain Ranger and Predator Senses for free. One Squad of Mirrormen may be deployed via Flank Deployment.
- Any Mirrorman may exchange its CSA400 Sword with a CSA404 Heat Sword for (+2) PTS each.
- An Oppresseur Mk.I may be taken in a Mirrorman squad as an Advisor for (+60) PTS and has the same deployment options as the squad he is attached to.

BATTLEFIELD RECLAMATION SQUAD.

After intense battles, Cybertronic scientists are often sent to pick over the tech of the fallen, and reclaim any useful components. Foolishly other corporations often attack these Reclamation squads thinking they are poorly defended.



Force Upgrades:

- Enhanced Mirage Generators: The Range of the Mirage Generator Mk.I is increased to 6". Units inside the range count as having Gas Masks.
- · Chasseur Squads can be joined by up to two Dr. Diana Neoclones.
- · Chasseur squads may be upgraded to a Heavy Weapon squad. Any squad member may replace their AR3501 'Chain Carbine' with either a SSW 5500 Rocket Launcher for (+15) points or a PR4000 Blaster for (+10) points. This squad takes up a light Vehicle organizational slot.

ORBITAL DROP STRIKE FORCE:

Traveling where lesser men fear to tread, the Armored Chasseurs are teleported from orbit behind enemy lines. Those that survive carry out suicide missions of espionage and destruction. Only when the mission is complete, can they radio for extraction.



Force Upgrades:

- · Armored Chasseurs and Orbital Teleport Assault Troops may be joined by a Dr Diana Neoclone as an Advisor. The Neoclone gains A(26), Power Blink and Relentless. The Neoclone advisor has the same deployment options as the squad she is attached to.
- Armored Chasseurs Squads may be upgraded to Orbital Teleport Assault Troops for free. Any squad upgraded counts as type 'Support'. Upgraded squads have the Rapid Deployment Option. As Long Range Teleportation is disorienting, these models always start their activation with AP(0) in the turn they Rapid Deploy.
- Armored Chasseurs gain Fearless (1) and Unbreakable
- Armored Chasseurs may purchase Anti Vehicle Grenades for (+2) PTS per model. All models in a squad must purchase the upgrade.



RISE OF THE MACHINES:

Artificial Intelligence; thinking machines. The concept strikes fear into the heart of the Brotherhood. It is an ancient and dangerous technology once corrupted by the Dark Symmetry. No one knows how Cybertronic protects its advanced technology from corruption. Instead, the other corporations sit in fear.... for the day when the machines rise again.



Force Upgrades:

- One Exterminateur Atilla Mk.I in your army may be upgraded to a character for (+20) PTS. It gains LD(+2) but may not take any Cybertronic upgrades. The Exterminateur costs 155 PTS, must always be your army commander, and doesn't count against the Light Vehicle OOC limit.
- · Cuirassier Mk.III Attilas are equipped with Enhanced Ultrasonic Resonators. The range is increased to 24".
- Cuirassier Mk.III Attilas have their cost reduced to 70 points.
- Machinator Mk.IX may upgrade to Advanced Riot Shields for (+2) PTS per model. Models gain IA(10) in their front arc.

CYBERTRONIC UPGRADES

Any Cybertronic non-vehicle squad may take up to two of the following enhancements. All models in the squad must take the same enhancements and no enhancement can be taken more than once per Squad. Any character attached to a squad can take different enhancements than the squad. In case of enhancements available to and taken by a squad commander only, each such enhancement reduces the number of enhancements which the rest of the squad can take by one.

Custom characters who purchased the "enhancement" equipment can use all the enhancements listed below, ignoring the stated squad type limitations.

Hardware Upgrades

Any non-vehicle Troop or Support type squad may take up to two hardware upgrades for the cost per model stated in the table below. Characters may take one upgrade for the second cost stated. The same upgrade cannot be taken twice. Each hardware upgrade counts as an Enhancement choice.



Artificial Intelligence Implant (10 PTS): Character/Squad Commander only. The model generates one additional resource card per turn. Character / squad leader only.

Cell Neogenesis Acceleration: Models on small bases: (+2) PTS; Models on medium or large bases: (+5) PTS. The model gains Heal (2).

Dermal Mirror Shards: Models on small bases: (+2) PTS; Models on medium or large bases: (+4) PTS. The model gains Camouflage (2).

Early Warning System (10 PTS): Any character or a troop or support squad commander.

Once per turn, the model may immediately use an action point as if it was on Sentry (even if the model has been activated earlier in the turn) for free immediately after any enemy model is deployed within 12" of this model's base. This cannot be used if the Model is stunned, or is pinned or broken.

EMP Overload Device (5 PTS): Any character or a troop or support squad commander. RES(2): Once per game per EMP Overload Device, all vehicles within 12" of this model begin their next activation with 2AP less than normal, to a minimum of 1. Additionally, any permanent tokens within 12" lose W(1). Temporary tokens are removed.

Enhanced Sensor Array (10 PTS): Any character or a troop or support squad commander. The model can make a target identify roll on each mission objective marker within 6", exactly as though it were in base contact. The model still needs to be in base contact with the marker to interact with it in any other way.

Filter Systems: Models on small bases: (+1) PTS; Models on medium or large bases: (+3) PTS. The model gains Gas Mask as Equipment.

Quadriplegic Retro-Enhancement (+2 PTS per model): Models on small or medium bases. This model gains Leap (4).

Rerouted Transmissions (15 PTS): Army commander only. When this model is removed from play as a casualty, nominate any friendly non-vehicle squad commander. You do not have to remove any Resource Cards from play due to losing your army commander. If the nominated squad commander is removed from play, you remove from play Resource cards as if you just lost your army commander.

Satellite Uplink (5 PTS): The character gains controller.

Stinger-System Implant (5 PTS): Character or a troop or support squad commander. The model receives an additional ranged weapon with the below profile. The weapon can be used between the actions of any model once per game and its use does not count as any action



Weapons Overhaul

Troop or support models on small bases: (+3) PTS; Troop or Support models on medium or large bases: (+5) PTS. All of the model's weapons receive ST(+1).

Left to wander a lifeless and uninhabitable asteroid for centuries, the Immortal was the only survivor of a brutal Legion attack during the Venusian Crusade. It is speculated that he was a leader of a now defunct Freelancer corporation which, like Mishima at the time, were involved in top secret research projects. Whereas Mishima were illegally attempting to perfect cloning,

the Immortal's team were focused on bio-cybernetic implant technology. The Dark Legion attack wiped the modest corporation from the aeons of history and would have done the same to its legacy had it not been for the Immortal and what he had become. The attack came suddenly and overpowered the meagre military forces within hours, the scientists and their families not standing a chance. The ensuing battles between the cybernetically-enhanced super human and the many waves of darkness lasted years due to several permanent rifts, and decimated the facilities hidden in and on the asteroid. Eventually the Immortal prevailed, but at the cost of all communication devices and means off of the asteroid. Even if he had been able to escape or communicate with the outside worlds, anyone that knew of his existence had long since perished or forgotten over time.

The Cybertronic Corporation seemed to manifest from nothing almost overnight, but unbeknownst to nearly all, is that the appearance of the fifth Megacorporation was a meticulously organized and orchestrated coup; a coup of which the Immortal played a key and significant part. The leaders of what

was to become Cybertronic had uncovered information of the Immortal's project deep within forgotten databanks housed in the toxic depths of Mercury and had pinpointed his location. When the landing party arrived they were met by the battle-ready Immortal. They instead greeted him with open arms. "Argen Null!" they said to the Immortal, "You are free!" The Immortal fell to his knees and sobbed, the hearing of his real name washing his solitude-induced insanity away immediately.

Quickly, the Immortal's asteroid, Ceres, was terraformed and garrisoned, the Dark Legion rifts locked and guarded. A team of scientists led by Argen went to work. The team included the eminent ex-Bauhausian Jacob Russolo, his prodigy Ludo Boccioni and a Mishiman cloner, an emotionless and beautiful woman known only as Dr. Diana. With a pragmatic approach, Null led the team through his own deconstruction, allowing them to reverse-engineer various cybernetic enhancements including the 'Unblinking Eye', now integrated into almost all Cybertronic Warfare Units, the 'Stasis Programming' utilized in the Scorpions, the 'Compubrain', as well as the 'Subreal Receptors' and 'Cell Links' that are now fitted into almost every citizen of Cybertronic. It was not just the Immortals implant technology that was discovered by the inquisitive Cybertronic scientists, but also various offensive weaponries including his arm cannon; the newly titled RB12-19, and defensive armour technology that have been brought into standard production.

Now, after stabilising his memory and sanity with new, improved microchip technology, the Immortal fights as a leader in many warzones, as well as being a respected Executive Board Member of the Megacorporation. Many years later, he is only one of a few founding members of the corporation still in place. He played a key part in the orchestration of the famous 'Ghost Collapse', the crash of the stock exchange in 1103 Y.C. which saw the fifth Megacorporation revealed publically for the first time. Now he is in charge of coordinating almost all of Cybertronic's military engagements and oversees the two wings of the corporation's research, namely cybernetic enhancement and biological cloning.

STATISTICS

100							li de la compansión de			
	CC/DEF									
5	16/2	17	12	15	18	18	5	25(12)	(1)	160
200							Separate March			

TYPE: Character, Infantry, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular

EQUIPMENT: RB12-19a, Gas Mask, Mirage Generator Mk.0, GX83 Advanced Armour

OPTIONS: None





For every model hit by this weapon, choose any model within 5" of that model to receive a ST(10) autohit.

PLASMA FLAMER

CLOSE COMBAT WEAPON:

	SE	RVOMOTOR FI	ST	7
R	ST	ROA	TYPE	
1.5	+2	3	CC	

ABILITIES: Camouflage (2), Electric Feedback Generator, Enhanced Unblinking Eye, Fearless (5), Heal (4), Power Blink, The HQ, Unbreakable

Electric Feedback Generator: Each model that causes a hit against this model in a Close Combat action receives a ST(11) autohit at the end of the action.

Mirage Generator Mk.0: RES(1); Place one Mirage generator Mk.0 permanent token within 2" of this model. Every friendly non-vehicle model within 3" of the token gains A(+3) against ranged attacks. During this model's activation, the token can be removed from the table by spending RES(1). It can then be re-deployed in a later turn unless it was destroyed. Each additional Mirage Generator in range of a model affected by a different one increases A(+1).

The HQ: RES(X): (X) is the current turn number. Spend AP(1) to nominate one friendly squad within 12". The new squad is activated directly after the character's activation ends unless the squad has already been activated this game turn. This cannot be done in a turn where the character attaches to a squad.



Vince Diamond

There are many myths about Vince Diamond. Towering over any other man in existence, he is Cybertronic's best of the best. Even Bob Watts can't measure up to him in physical stature. He is the top of the line when it comes to the Diamond series, and the Megacorporation has spared no expense in his design. Created to be one of the most lethal weapons within the Megacorp, he is

heads above any other with the newest technology. The Diamonds receive extremely special upgrade process, and only the best was used the day that Vince became diamondized. He is more than a simple programmed killing machine. Loaded to the brim with the top of the line 'Chass' gear, upgrades and enhancements, he has everything that one could imagine. The ultra-high-tech compu-brain implant helps take in all of the data received from his array of audio-visual data inputs and processes it many times faster than a human one could conceive. He has retained his innate ability as a tactical warfare genius from his former self and in combat his reflexes are faster, stronger and often more brutal than one could ever expect from this lumbering giant of a man. The subdermal titanium armour implants allow him to shrug off attacks that no mere mortal could hope to survive. Vince is not only a weapon, but the paragon of Cybertronic propaganda. He is their face, and as such, is often sent to work with the Cartel as a Doomtrooper even though the Megacorp loathes lending out their prize operative to work with their competition. But appearances must be maintained, and Vince does so exceptionally.

In battle, Vince carries an SSW4200P 'Suppressor' heavy machinegun, a weapon usually reserved for the large Exterminateurs, as if it were an assault rifle. When he takes to the warzones alongside his parent Megacorp, he is often accompanied by Chasseur units that have been kitted out with additional upgrades to make them superior to standard line Chass models. Soldiers on the receiving end of Vince and his enhanced Chasseurs often flee the battlefield rather than attempt to stand up against his might.



STATISTICS

		學习	100			111	la l			
SP	CC/DEF	RS	ST	CON	ШР	LD	Ш	A	SZ	PTS
5	15/2	14	13	13	13	16	4	24(10)	1	120
A SHARE	-	Section 2		-	-	THE REAL PROPERTY.	THE PARTY NAMED IN	146	-	Mary All

TYPE: Character, Infantry, Doomtrooper, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular

EQUIPMENT: SSW4200P 'Suppressor' HMG, Subdermal Enhanced Titanium Implants

OPTIONS: None

RANGED WEAPON:



CLOSE COMBAT WEAPON:



ABILITIES: About Those Test Results..., Crackshot (4), Enhanced, Fearless (5), Heal (4), Icon of Advertisement, Improved Resistance, Ranger

About Those Test Results...: This model can be upgraded with 3 Cybertronic Hardware Upgrades for free. He may also take up to 2 more Cybertronic Upgrades (not Hardware Upgrades) for the points listed.

Enhanced: When this model is the army commander, one squad of Chasseurs can be upgraded to Enhanced Chasseurs for (+3) PTS per model. Enhanced Chasseurs gain RS(+2), CC(+2) and A(+2), but cannot purchase any Cybertronic Upgrades.

Improved Resistance: When this model would be affected by any Psychic Power, roll a D20. On a roll of 1–10, he is not affected.

Icon of Advertisement: Each time this model removes any enemy model from the game, place a Propaganda marker next to him. The player may remove any number of Propaganda markers from any friendly squad before the initiative roll to add the number of removed markers to that roll.

They were climbing out of the rubble from the building they had just been standing in discussing their recon reports when an incredible blast devastated the structure, making it nothing more than a mound of debris when he felt the ripple pass over him. Suddenly Vince felt his reality lurch and he was standing in a board room. But it was most certainly not in Cybertronic headquarters. It was in a place foreign to him but for some reason it was not entirely alien to his subconscious. He was the one speaking now to a room full of Bauhaus officers discussing field operations and the taking of strategic points noting troop positions on a map spread out in front of him. He was not happy. In fact, he was growing quite angry. He could feel the anger inside of him welling up with the reporting of results for an assault that had gone terribly wrong. So wrong it could have only been the results of espionage. Betrayal and loss were beginning to overwhelm him. His rage continued to build and build as he looked at the room of officers. He slammed his fist down into the table and then the room was torn apart by a fiery explosion emanating from underneath the table spewing debris in every direction. Searing pain flared up from where his right arm once had been through his jaw into his head and then all went black. The ripple passed over him in milliseconds as did this odd memory that belonged to some other person than Vince Diamond. He would have to report this malfunction when they returned to Dr. Diana. He filed it away so he could deal with it later and focus in on the here and now, letting his compu-brain take in all the data his audio-visual inputs were observing around him. The rippling sensation told him that someone was attempting to manipulate him and the surrounding area with Dark Symmetry. But that individual had failed and that told him they were very close by!

The finest creations of the innovative ex-Bauhaus scientist, Russolo, are the Cybertronic Everassurs, man-machines of pure battlefield

destruction. An Everassur's left arm is

dominated by the STR3-X Energy Cannon, directly copied from the weapon mounted upon The Immortal. The STR3-X crackles with electronic energy which is released in devastating blasts, incinerating flesh and sending the diesel-driven engines of the other corporations into flaming infernos. The right arm ends in a grasping robotic hand that is capable of huge feats of manual destruction. Everassurs can easily tear the armour from heavy tanks and pulverise the unfortunate crew inside to paste.

The maintenance and conservation of an Everassur is important to the Cybertronic Corporation, regardless of its age, for their value far surpasses that of the entombed controller. Since the passing of many of Cybertronic's original founders, the Immortal implemented an 'Everassur maintenance secondment' into the training protocols of all warzone-bound Dr. Diana Neoclones. Each suit is considered near-priceless, and of much higher worth than the wearer or clones that support it and as such, destruction or loss of any suit is recorded in a databank of remembrance. Every year in Ceres' cycle, the Immortal reads the number of each suit in an hour long eulogy protocol, on an open channel to each and every Cybertronic citizen via an open link to their cell links. All are expected to give the announcement the silence and respect it deserves.

It is an honour to be chosen for assimilation within the J4-R3C pattern armour, to become an Everassur. Such an honour is only bestowed upon the most worthy of Cybertronic's citizens, those that have shown an aptitude in leadership and battleground tactics. Often such heroes have been mutilated or crippled in battle, but this is not exclusively the case. Equally, common soldiers can be chosen, especially those that have gone beyond the call of duty. There are variants of the Everassur design, each reflecting the status and skills of the individual encased within. Most are now regarded as heroes, capable of commanding small strike forces, whereas others are implemented in small squads as highly-powered support units. Furthermore, others excel in their new form and reach high ranks; leading large forces and becoming infamous as generals of the Cybertronic Corporation.



STATISTICS

					1		la la constitución de la constit			
SP	CC/DEF	RS	ST	CON	WP	LD	Ш	A	SZ	PTS
5	13/2	16	11	13	14	15	4	24(10)	1	130
200		RESIDEN				-	Samuel Li	1000		MARKET TO SERVICE AND ADDRESS OF THE PARKET

TYPE: Character, Infantry, Medium Base **DEPLOYMENT OPTIONS:** Regular

EQUIPMENT: STR3–X, Ground–Tremor Device, Gas Mask, J4R–3C Armour

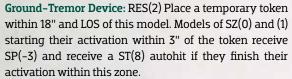
OPTIONS: None



CLOSE COMBAT WEAPON:



ABILITIES: Controller, Enhanced Unblinking Eye, Fearless (5), Ground-Tremor Device, Heal (3), Pound the Earth, Power Blink





732-R4-NCE

A relic of the Cybertronic Corporation, 'NCE' was one of the first Attila-pattern Cuirassier units ever produced. A lot has happened since his production, not least

the destruction of all other R-Series Attilas. Even his site of manufacture, Facility 275, didn't stand the test of time, having been decommissioned years ago; poorer than expected manufacture rates and advances in technology implemented in other, newer, facilities sealing its fate. The demise of his origins matter little to 'NCE'; he is a machine after all and what concern would an instrument of war have in the emotional ties of its creation or the ending of his siblings?

Why this particular Mk.III Cuirassier has survived while so many others have faltered will never be known; as with many things, it is likely a mix of fortune and fortitude. What can now be recognised is that 732–R4–NCE has learned and his programming evolved. He has uploaded new algorithms and developed new subroutines. He has become more than just another machine; he has become a personality. His parameters view everything else as beneath him, including and especially the Immortal. It is not known why, but NCE seems to harbour a deep resentment towards him.

In recent years Terrance, as he is now known, has focused his learning on the theory of souls; he recognises that to become more than he was he must build upon not only his physical form, but also his intellect and emotional capacity, and with that so too, his feelings of want and desire. To this end the robot volunteered for the Exterminateur project and quickly became the project lead. It is to his credit that the project has been such a success. Terrance's children, as he has come to look at them, have been very effective in their role.

	STR	TISTICS	i e				Water Co.	10000		
SP	CC/DEF	DC DC	e T	CUN	WP				e7	PTS
6	16/3	15	14	13	16		4	26(11)		95
William .	- OKD					300		111		double

TYPE: Character, Cuirassier 'Attila' Mk.III, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular

EQUIPMENT: SSW3200P HMG, Gas Mask, Self-repairing Titanium Plating

OPTIONS: None

RANGED WERPON:





ABILITIES: Backup Systems, Enhanced Unblinking Eye, High Impact Shocks, Paired Weapons (CC), Prototype Core, Relentless, Target Sense, Unbreakable; As Cuirassier 'Attila' Mk.III: Receiver, Regeneration (10), Ultrasonic Resonation

Backup Systems: If removed as a casualty, replace the model with a 'Backup marker. In the next control phase, make a Regeneration roll. If successful, replace the marker with this model with W(1). Remove the marker regardless of the Regeneration result.

High Impact Shocks: Does not take any damage when jumping or falling from height. **Prototype Core:** The model counts as having The Core, but may Heal. RES(2): Gain AP(+1), but take a ST(12) autohit at the end of activation.

Dr. Diana

Dr. Diana is the result of a prolonged and costly series of experiments during which the Cybertronic Corporation sought to perfect its expertise in cloning human tissue, combining the result with advanced bionics and

engrammatic neuro-implantation. The cloning portion of the program was based on technology stolen by the Founders from the Mishima Corporation. Early results produced individuals entirely devoid of personality and individuality, the perfect raw material for Cybertronic's scientists to experiment on. It was not long before Cybertronic was able to produce individual clone/cyborgs to order, albeit ones with a highly developed, but extremely narrow range of capabilities. The Dr. Diana pattern Field Medic Unit is one such specialist, a cyberenhanced clone deployed across the inner worlds wherever the forces of the Cybertronic Corporation operate.

As the result of such an advanced and extensive cloning and cybernetics program, there are many Dr. Diana units in operation. It is rumoured they have even begun testing of a fully-equipped combat model to be integrated into the ranks of the Chasseurs. Each Diana is identical in appearance, having the features of an attractive human woman in her mid-twenties. It has been postulated by the analysts of several other Megacorps that Dr Diana's features are designed to discourage enemy soldiers from firing upon her, perhaps harking back to the age old prohibition against attacking medical personnel in war. Certainly, it is unlikely that the unit's appearance is intended to benefit Cybertronic's forces in any way, for most are so immune to emotion that such things are irrelevant. Where Dr. Diana does greatly benefit the forces of the Cybertronic Corporation, however, is in her medical expertise.

Dr. Diana units are by far the most skilled practitioners of battlefield medicine in the ranks of humanity's armed forces. They are capable of treating even the most horrific injury, stabilising the patient until he or she can be evacuated for proper treatment. This function is aided by the fact that Cybertronic's soldiers are capable of selectively disengaging pain feedback, enabling Dr. Diana to cauterise wounds and amputate limbs without needing to administer drugs. Furthermore, she is able to affect field repairs on the many bionic systems implanted into the bodies of Cybertronic soldiers, ensuring even the most grievously wounded Chasseurs are soon returned to operational status. Conversely, when Cybertronic forces are operating in concert with troops from other Corporations, such as when operating under the auspices of the Cartel, the soldiers of those other bodies are less than keen to receive the attentions of Dr. Diana, regarding severe blood loss and risk of death as preferable to her unsympathetic bedside manner.

Dr.	Diana	Com	mand	61

			P							
SP	CC/DEF	RS	ST	CON	ШР	LD	Ш	A	SZ	PTS
5	14/2	14	10	10	15	16	3	24(10)	0	90
Old In		Section 5		-	-	TANK IN	THE WAY	Whi	-	

TYPE: Character, Infantry, Medium Base **DEPLOYMENT OPTIONS:** Regular

STATISTICS

EQUIPMENT: P1000 Handgun, Enhanced Auto-Injector, Subdermal Enhanced Titanium Implants

OPTIONS: If this model is your army commander, 1 Chasseur Squad can take one Enhancement for free. The Squad can still purchase a second Enhancement for the normal cost.

RANGED WEAPON:



CLOSE COMBAT WEAPON:



ABILITIES: Controller, Heal (8), Healing Nanobots, Initiative (2), Oh She's Lovely...or Not?, Ranger, Stimulants, Unbreakable

Healing Nanobots: All friendly non-vehicle models within 12" of this model gain Heal (+2) and A(+1).

Oh She's Lovely...or Not?: Models not within 12" of this model wishing to target this model with a ranged attack must first make an LD test. If failed, they cannot target her and the AP is lost.

Stimulants: Spend AP(1): select a friendly nonvehicle squad within 8". All squad members without 'The Core' ability receive one of the following effects: SP(+2), CC(+2), RS(+2), ST(+2), CON(+3) or WP(+3). Models can be affected by this Skill only once per turn.

Dr. Diana Clone

STATISTICS

100							Marie 1			2007
SP	CC/DEF	RS	ST	CON	ШР	LD	Ш	A	SZ	PTS
5	13/1	13	9	10	13	14	3	22(10)	0	50
AND DESCRIPTION OF THE PERSON	- NAPA					-300	3	14		phone .

TYPE: Character, Infantry, Medium Base **DEPLOYMENT OPTIONS:** Regular

EQUIPMENT: P1000 Handgun, Auto-Injector, Subdermal Enhanced Titanium Implants

OPTIONS: None

RANGED WEAPON:



CLOSE COMBAT WEAPON:

	A	UTO-INJECTO	IR
R	ST	ROA	TYPE
1.5	+2	3	CC
	RES(1)	: Armour-Piero	eing (3)
	RES(1):	ST(2), Deadly	y, Poison

ABILITIES: Controller, Fearless (3) Heal (6), Medic (4), Oh She's Lovely, Ranger, Stimulants

Oh She's Lovely: Models wishing to target this model with a ranged attack must first make a LD test. If failed, they cannot target her and the AP is lost.

Stimulants: Spend AP(1) to select a friendly non-vehicle squad within 8". All squad members without 'The Core' ability receive one of the following effects: SP(+2), CC(+2), RS(+2), ST(+2), CON(+3) or WP(+3). Models can be affected by this Skill only once per turn.

Dr. Diana Neoclone

11/2	P. TEN		100		A/E	13/19	13 60	1	1	
SP	CC/DEF	RS	ST	CON	ШP	LD	Ш	A	SZ	PTS
5	11/1	12	8	8	14	14	2	19	0	15

TYPE: Character, Infantry, Small Base
DEPLOYMENT OPTIONS: Regular

STATISTICS

EQUIPMENT: P1000 Handgun, Auto-Injector Mk.0, Subdermal Enhanced Titanium Implants

OPTIONS: None

RANGED WERPON:



CLOSE COMBAT WEAPON:

ROA	TYPE
2	CC
Armour-Pierc	ing (2)
	AUA 2 : Armour-Pierc ST(2), Deadly

ABILITIES: Advanced Medical Protocol, Heal (4), Oh She's Lovely, Ranger

Advanced Medical Protocol: Troop type models in this model's squad gains Heal (+4).

Oh She's Lovely: Models wishing to target this model with a ranged attack must first make a LD test. If failed, they cannot target her and the AP is lost.

Newborn

'Purging tank 223I-D,' Dr. Diana announced as her fingers tapped a series of codes into a wall mounted control unit. 'Initiating activation protocol. Stand by.'

The cavernous hall in which the woman stood was lined by rank after rank of dimly glowing cloning chambers. Within each, nourished by the glittering green fluid and fed by slowly pulsating tubes, was a figure as unformed, yet full of potential, as a foetus. The code input, the chamber's mechanism, surged to life, bubbles churning the green liquid behind the curved glass. With a hiss and a slight release of wispy blood, the tubes disengaged from the figure within, followed a moment later by the sudden and rapid evacuation of the life-giving fluid.

'Open,' Dr. Diana ordered as the last of the liquid drained away. A moment later the front of the chamber swung open to the accompanying hiss of straining hydraulics.

Before her stood a figure as bare as any new-born, yet fully grown and standing tall, her skin glistening with the remains of the liquid in which she had formed.

<u>'Status</u>?' Dr. Diana enquired.

The figure in the chamber opened her eyes and blinked them rapidly, a slight flicker of uncertainty passing across her features. After a moment, she replied, 'Physical status optimal. Neurological function at 98% and awaiting further conditioning.'

'98%?' said Dr Diana, her expression darkening as she looked deep into the other woman's eyes as they stared straight ahead. 'Explain.'

'Detecting...' the woman began, her voice trailing off a moment before she continued. 'Detecting residual post-cloning trauma to amygdala, minor imbalance in prefrontal output and increased production of norepinephrine.' 'Hmm,' said Dr Diana, stepping back from the chamber as she scanned the status read-outs mounted on its flanks. In the space of three seconds she diagnosed the apparent malfunction and weighed the costs versus the benefits of destroying the clone and beginning anew. Then, a notion occurred to her.

'You are afraid,' she said flatly, watching the other woman's face intently. 'I…' the clone began. 'Yes. I am afraid.'

'There is no need to be,' Dr Diana stated coldly. 'Your neurological functions will level out within three to four hours. If they do not, your amygdala will be replaced by a superior cybernetic component and you will feel very little else ever again. You are cleared for phase one neuro conditioning. 'Welcome, Dr Diana,' said Dr Diana, 'to Cybertronic.'

In a sea of equality and uniformity, Dr. Cynthia Diana is an exception. Unlike the Dianas, Cynthia is not a clone; instead she is born of them. Cynthia was bred from the DNA of a Capitolian 'volunteer' and a Diana Commander, but as with everything Cybertronic, there was no love or emotion to

her conception or childhood. She never knew her father (nor he of her existence) and although she may have met her mother, neither clone or progeny were capable of recognising their familial link.

The Cynthia Project was implemented as an off-shoot to the Diana Project. A long program which saw hundreds of Dianas and their offspring destined to excruciating pain and untimely death. The project was closed just as it started to bear fruit; an evolutionary dead end. There was no need for the F1 Cynthia generation. The Diana product was sufficient. The lead geneticist and his team were seconded to other work and the literary results boxed in the Cybertronic archives. The infant batches were repurposed via the Voltigeurs and the same would have happened to Dr. Cynthia Diana, the eldest of her type, had she not shown her worth. Cynthia had found her niche. While her sisters were slowly processed, she tinkered with the Voltiguers, improving their repurposing rates. When the Dr. Diana clones re-entered the Processing Vaults, instead of machines half way through their cycle, they found them shut down: processing complete. In the corner of the room sat one lone girl; 'Repurpose rates have been increased by 37.2%' she stated in monotone as she vacantly looked at her kin.

	STA	TISTICS								
A SAME		阿乙				111		WHI I		
SP	CC/DEF	RS	ST	CON	WP	LD	Ш	A	SZ	PTS
5	14/1	14	10	10	14	14	3	24(10)	n	55

TYPE: Character, Infantry, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular

EQUIPMENT: P1000 Handgun, Auto-Injector, Subdermal Enhanced Titanium Implants

OPTIONS: Neoclone Commander: This model may be joined by up to 4 Dr. Diana Neoclones for 15 points per model. For each Neoclone in the squad, all models in the squad gain Heal (+1). The squad does not take up an additional slot on the OOC, but counts as Support type for the purposes of enhancements, cards, and all other effects. When part of this squad, Dr. Cynthia Diana and the rest of the squad must take the same enhancements.

RANGEO WERPON:



CLOSE COMBAT WEAPON:



ABILITIES: Controller, Heal (6), Fearless (2), Master Mechanic, Medic (4), Oh She's Lovely, Ranger

Master Mechanic: RES(1): Spend AP(1) when Dr. Cynthia Diana is in base contact with a friendly vehicle. Choose one effect:

- On a D20 Roll of 1-5 the vehicle gains a wound in a random location (above starting value). Each vehicle may only gain W(+1) per game this way.
- On a D20 roll of 1–14, the vehicle regains its last lost wound. On a roll of 1, the vehicle regains W(+2).

Add a (-1) modifier to the D20 roll for each friendly Dr. Diana Clone or Neoclone within 8" of Dr. Cynthia Diana to a maximum modifier of (-10).

Oh She's Lovely: Models wishing to target this model with a ranged attack must first make a LD test. If failed, they cannot target her and the AP is lost.

Pieter 'The Shield' Diamond

The unbelievably handsome Pieter Werhowen was once a highly esteemed Jaeger Korps officer, but his station and masculine beauty had a price; he was regarded with an insatiable envy by friends and enemies alike. Little did he know that one day this jealousy would bring him his final breath as a Bauhausian. On the ice plains of northern Venus, Werhowen led a shock assault on a Cybertronic Research

Facility. The three sins of covetousness: jealousy, cowardice and envy, converged under the watchful gaze of Semai. Werhowen's friend and protégé, Paulo Kilermann, shot the unsuspecting officer in the back. The death of their leader routed the Korps instantly, each and every one to be cut down by Cybertronic weaponry. Only one man survived, consumed by vengeance. As Pieter bled out onto the frozen soil, he vowed to make the turncoat pay.

Pieter 'The Shield' Werhowen was recovered by those he sought to destroy. He was put through their diamondizing procedure and enhanced after being evaluated for reclamation, bringing the fallen Bauhaus hero back from the dead. He is now regarded as one of the 'poster boys' of the fifth Megacorporation. His media-darling status is continually furthered by his acts of heroism on the battlefield, where he fights with an utter finesse, wielding his CSA404 Heat Sword and Mirrorshard Shield in a perfect unison. He is a media-savvy man that knows what he is doing, using stealth and his camouflaged suit to appear out of the shadows as a visage of Cybertronic excellence exactly where the media cameras are pointing. Once he has their attention he turns on the chrome, dazzling and delighting his fans to a heady euphoria. Little do they know that behind his perfect public façade, one thing and one thing alone drives him; a passion from his past too powerful to forget, his unrelenting and unending thirst for revenge against his former brother-in-arms.

	STAT	FISTICS					W=200	1000		1//88
SP	CC/DEF	DC DC	e T	CUN	WP	/11/			SZ	PTS
5	15/3	10	10	9	14	15	3	24	0	50

TYPE: Character, Infantry, Mirrorman, Unique, Small Base

DEPLOYMENT OPTIONS: Regular, Preemptive Strike, Infiltrate

EQUIPMENT: CSA404 Heat Sword, Mirrorshard Shield, Mirrormen Armour

OPTIONS: None

ABILITIES: Master of the Mirrors, Mirrorshard Shield; As Mirrormen: Camouflage (2), Camouflaged Suit, Chrome-Mirrored Suit, Disorientating Reflection, Hard to Hit (2), Poster Boys, Stay Frosty, Unblinking Eye

Master of the Mirrors: When this model is attached to a squad of Mirrormen, all Mirrormen in that squad receive Hard to hit (+2).

Mirrorshard Shield: Whenever this model successfully passes an armour test against a non-template Ranged attack, he may reflect it back at the attacker. The shooting model receives an autohit at the ST of the attack on a roll of 1–10.

CLOSE COMBRT WERPON: CSA404 HEAT SWORD B ST ROR TYPE 1 +4 2 CC Armour Piercing (8) MIRRORSHARD SHIELD +3/+2





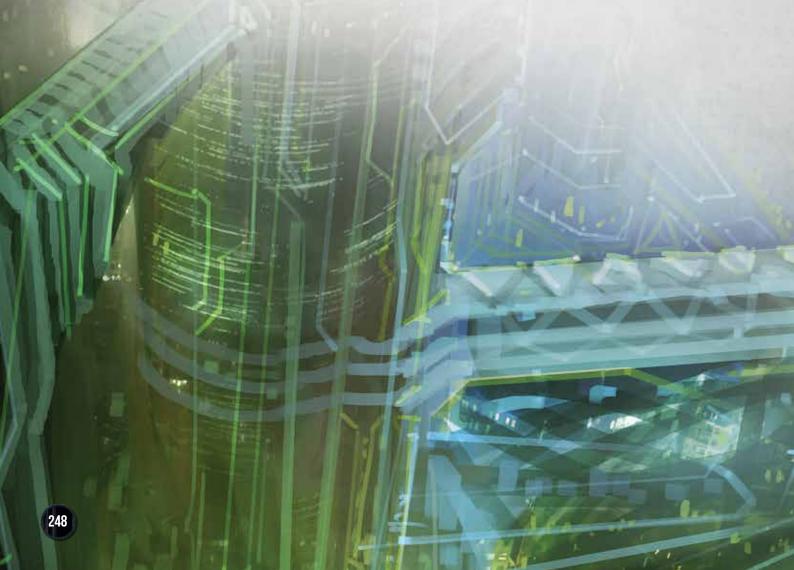
Coral Beach

When the Cybertronic Megacorporation needs an extra added touch of ruthlessness done, they send in one of their most disciplined and dangerous agents. As a child, he showed aptitude whose charts read as a sociopath. He was about to be liquidated as a failed asset when one enterprising scientist named Dr. Herbert Langstrom initiated an experimental set of procedures on the boy. He was subjected to all manner of horrors of the mind, many things capable

of breaking the will to live of lesser creatures, but Beach not only endured these terrors, but his mind fought against them. This continued on for years as more and more grueling tests were done on him and advanced psychic dampening cybernetics implanted in his head until even the strongest psychic attacks dissipated before they even reached him. What was left of the boy's mind was that of a stone-cold killer.

He was trained to hunt down and kill any corporate assets that had gone rogue, either defecting to the forces of the Dark Legion, the Brotherhood, or just merely to a rival Megacorp. It was no wonder that he was seconded to the Cartel as part of their Doomtrooper program in a gesture of cooperation, a job he exceled at until he was on a mission that not only failed, but failed spectacularly. His partner had gone off plan and attempted to kill the Muawijhe Nepharite Ry'thl'ka without informing Beach. Ry'thl'ka drove the Doomtrooper mad before killing him slowly as an offering to her Apostle. The citadel's forces were sent enmass to hunt for the remaining Doomtrooper. Backed into a corner, heavily wounded, and bodies piling up around him, Beach did the only thing he could. He fell back and declared the mission a failure. He had never failed before, but his Cartel superiors blamed him for the botched mission.

Disgusted with the Cartel, he resigned and reported for duty with his Megacorp. They extracted the mission data from Coral's sub-neural unit, analyzed the data, and praised him for the proper course of action he took during that mission. Already having been diamondized years before, they took his damaged Chasseur body and made significant upgrades to it. After clearing him for duty, he was once again out hunting, but not for the Cartel. Never again. No, now he kills solely for his Megacorporation. His hand-picked unit of Armoured Chasseurs are a covert ops unit known only as Commando Unit 525, a designation that fits Coral just fine. Nice, neat, and clean.

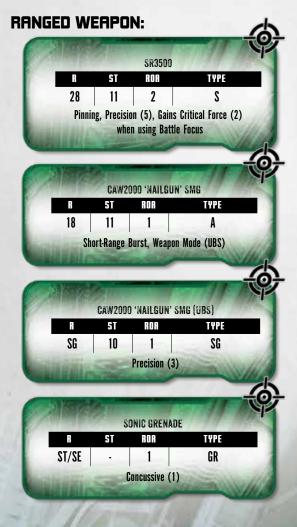


STATISTICS CC/DEF CON WP LD **SZ** SP RS ST PTS 26(9) 10 15 3 5 14/2 14 10 15 0 95

TYPE: Character, Infantry, Armoured Chasseur, Unique, Medium Base **DEPLOYMENT OPTIONS:** Regular, Preemptive Strike, Infiltrate

EQUIPMENT: SR3500, 2 CAW2000 'Nailgun' SMGs, CSA404 Heat Sword, Sonic Grenades, Armoured Chasseur Carapace

OPTIONS: None







ABILITIES: Camouflage(3),CommandoUnit525,Contempt (Cartel Agent), Enhanced Unblinking Eye, Fearless (5), Iron Mind, Paired Weapons (CAW2000), Ranger, Sniper, Target Sense, Unbreakable; As Armoured Chasseurs: Power Blink, Relentless, Sonic Grenade, Binary Weapon System

Commando Unit 525: If Coral Beach is included in an army, one unit of Armoured Chasseurs may be upgraded with Infiltrate Deployment and Ranger for (+2) PTS per model.

Iron Mind: Immune to all Psychic (D) Powers.

Dick Howkins

Whenhis drug-manufacturing company was uncovered as a scam he left Imperial, the megacorporation of his birth,

on an escape frigate. He nearly missed the boat and in retrospect, he would have been far better off if he had, but fate had a plan and Howkins was oblivious to argue. Destined by greed, both that of his own and others, Howkins left the fourth Megacorporation for the fifth, in the dead of night. He expected a new and lucrative life, one where he could escape the justice he deserved. Fate gave him something far worse: Servitude. His transition was as quick as it was decisive, his body taking to the new cybernetics and enhancements very quickly. Within a week the man-machine that had been Dick Howkins was blasting his way through his new enemy, fighting those who had once defended him. His success progressed until the higher echelons noticed him, or at least something in him. Howkins has been fast tracked; to what end is not for him to know. He now commands not only his own force, but also has access to the best of the experimental equipment the Cybertronic Corporation can produce. He is well resourced and his special treatment is paying off. Whether he will find himself moving higher and higher is yet to be seen, but evidence to date would suggest so. Howkins' story proves greed does bring power, but not necessarily in the way one would wish.

- X S	STAT	ISTICS				W-100	(Fig.)	1.000		
SP	CC/DEF	RS	ST	CON	WP				SZ	PTS
5	14/0			10				22		65
	and the last limit					300		111		100

TYPE: Character, Infantry, Chasseur, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular, Infiltrate

EQUIPMENT: AR3501-P 'Chain Carbine', Mirage Generator Mk.I, Titanium Subdermal Enhanced Implants and Armour

Plates

OPTIONS: None

RANGED WEAPON:

	AR350	1-P 'CHAIN CA	RBINE'
R	ST	ROA	TYPE
24	12	2	A
	Headsh	ot, Short-Range	od Ruret

ABILITIES: Accelerated Asset, Crackshot (3), Enhanced Unblinking Eye, Fearless (2), Heal (3), Sniper, Subreal Resource Download, Target Identifier (4); As Chasseurs: Ranger

Accelerated Asset: This model may take up to 2 Cybertronic Enhancements for free.

Subreal Resource Download: As long as this model is in play, you have one additional Resource Card.



The Draw of Cybertronic

If there was ever one thing that the Imperial Corporation is known for it is its insatiable wanderlust. The constant urge to explore the universe, dive the deepest ocean, climb the tallest mountain and delve into the deepest corners of space; the act of exploration and the glory it could bring was reason enough for any adventurous folly. Unfortunately, this lust has been the downfall of not only the corporation, but of humanity itself. Imperial had found the tenth planet, Nero and unleashed the Dark Symmetry, an act for which the Megacorporation will never, and should never, be forgiven.

It was this taint, in part, that led those on the cramped Frigate 'Persephone' to sign up for a new life; a life far away from the Imperial way of thinking. Instead, they wanted a life full of new potential and hope, a life within the new Cybertronic Corporation. All one hundred souls on board the Persephone came from previously successful Imperial companies. Matthew Kingsley for example, had once been the CEO of one of Imperial's finest library corporations. However, an arson attack by a rival had set all he knew to dust. His social standing in society would never recover. Similarly, the dour Dick Howkins, the main investor in an anti-depressants manufacturer, found himself desolate when the business was uncovered as a scam; the company's sugared cast into a near constant state of miserable depression. Dick's stock was lost overnight. Ironically, he found himself her food company were shown to include high levels of DNA from the sewer dwelling chiropts, a disease-ridden winged mammal universally reviled. The stories went on and on, a hundred stories of boom and bust, of hope and excitement built, a new hope, a hope for future glory and financial gain; a successful future as citizens of Cybertronic.

How little they truly knew. As they hurtled through the Sar'Op Sector, the captain sent a signal to his new masters. As he received the response, he smiled. Each sleeping soul dreamt of an opportunity for social equality and to use technologies banned so long ago by Cardinal Durand. They could not wait to throw off the shackles of their previous life and the constraints imposed by the Brotherhood, to bask in the comfort promised by the Cybertronic recruitment adverts pasted on the walls of the dark alleyways of every city in the Solar System. Unknown to those on board the Persephone, their future was not as they hoped. Dick Howkins would become a subservient Chasseur, monotonous in voice and incapable of showing emotion. His mind would be, for the most part, wiped and only the vaguest of his memories would remain. Matthew Kingsley would be harvested for body parts in the name of experimental science and Weller would die in her own squalor in a Cybertronic research facility attacked by the Capitol Airborne forces.

Captain Wilber Foster considered informing them all of their likely fate, but in his calculating mind, he decided that they would probably much prefer the surprise. A man of cool attitude and directing leadership, Foster and his crew continued trafficking the disillusioned and deceived for many years. Eventually he would be 'enhanced' himself, in a surprising turn of events; his second in command, a young man named Lem Hawthorne would depose him for the love of one of their 'cargo'. Foster considered the sign on the door of the Cybertronic med lab as he was ushered in. How many of the 'People's Volunteers' were still people or had even volunteered? It was one of his last human thoughts.

Chasseurs are the basic cybernetically enhanced combat troops of the Cybertronic Corporations forming the mainstay of the

Corporation; forming the mainstay of the

Security/Warfare/Intelligence division's armed forces. While all Chasseurs were once fully human, having joined the Megacorporation's army they are equipped with subdermal armour, bionic limbs and numerous neural implants, all of which combine to make them considerably tougher, stronger and faster than a normal human, albeit at the cost of the individual's essential humanity.

It was shortly after the Founding that the first Chasseurs showed up on the battlefield, the sudden appearance taking the intelligence agencies of all of the existing corporations by complete surprise. None could explain where they had been mustered, trained and equipped; they simply appeared to come into being whole. Their functions were not unique, but much of their combat equipment was integrated into their bodies and linked to the neural system in such a way that they became natural extensions of the soldier. None of Cybertronic's rivals had access to such a capability and for a time the high commands of the other four Megacorporations were in an uproar as they wondered what super-weapon might come next.

Outside of Cybertronic, very little is known of the process by which a citizen is selected, trained, implanted and deployed as a Chasseur. They are chosen from amongst the more naturally creative individuals within the Cybertronic Corporation, a quality that sets them in good stead once the upgrade process begins. This gives them more flexibility on the battlefield since they possess the creative imagination that cold steel and logical microchips will always lack. It is disputed which description fits best – a machine with human emotions or a human with a machine's cold logic. Regardless, they certainly carry out their tasks with a simple efficiency without letting anything hinder them.

In battle, Chasseurs are deployed as a Cybertronic force's main body, providing a solid core most enemies are likely to find difficult to engage. They remain tactically flexible and are well able to exploit a breakthrough by leading units or to counter-attack against an enemy infiltration of their own position. They utilise a range of weaponry that furthers this flexibility, the line troops being armed with the highly efficient AR3501 Chain Carbine and support specialists utilising such weapons as PR4000 Plasma Rifles and SSW5500 Rocket Launchers, which, thanks to their upgraded musculature, they are able to carry and operate for extended periods without any sign of fatigue.



STATISTICS CC/DEF ST CONWP LD **SZ** PTS 19 5 12/0 12 9 10 13 15 0 13

TYPE: Troops, Infantry, Small Bases
DEPLOYMENT OPTIONS: Regular

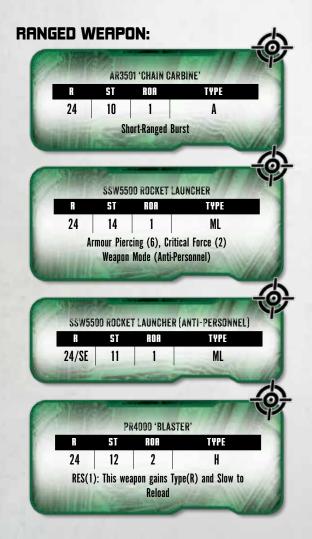
COHERENCY: 8"

SQUAD COMPOSITION: 5-10 Chasseurs

EQUIPMENT: AR3501 'Chain Carbine', Mirage Generator Mk.I, Subdermal Armour Plating

SQUAD OPTIONS: Up to 2 in 5 squad members may replace their AR3501 'Chain Carbine' with either a SSW

5500 Rocket Launcher for (+15) PTS or a PR4000 Blaster for (+10) PTS. May be joined by a Cuirassier 'Attila' as an Advisor for (+70) PTS.





ABILITIES: Ranger

Mirage Generator MK.1: RES(1): During the (acting) squad commander's activation place one Mirage Generator Mk.I permanent token within 2" of him. Every friendly non-vehicle model within 3" of the token gains A(+2) against ranged attacks. During the squad's activation, the token can be removed from the table by spending RES(1). It can then be re-deployed in a later turn unless it was destroyed. Each additional Mirage Generator Mk.I in range of a model affected by a different one increases A(+1).



Armoured Chasseurs

With the standard Chasseur units becoming a prominent and established element of Cybertronic's armed forces, the corporation looked to expand upon their success. Where other Megacorporations might have rested on their laurels, Cybertronic's world view propels them to make constant improvements even

to the most successful innovations, always keeping them one step ahead of the enemy. The Enhancement Program is the means by which the most effective of Chasseurs are improved and upgraded still further in order to capitalise on their achievements. Only a select group of Chasseurs are picked for the program and even the notoriously pragmatic citizens of Cybertronic consider it a great honour. Successful candidates for Enhancement are submitted to a punishing training regime while new chemicals and stimulants are added to 'bio-boost' their physique. Having been transformed into giants compared to their old selves, they are equipped with all of the latest Chasseur gear, some of it experimental. Formidable hydraulics power these massive warriors' muscles and bio-boosted organs pump a fluid only vaguely related to blood throughout their insides, making them even tougher and stronger than they were before.

Depending on one's outlook, the Enhancement Program has only one potential downside. It has been observed that the process degrades the Chasseurs' humanity still further, and in a more obvious and physical way. Ablative armour is surgically grafted to their bodies and further neural implants are added to the soldier in an effort to improve his reaction times and battlefield skills. As befits any upgrade designed by Cybertronic, these Chasseurs are efficient and specialised soldiers possessing programming that makes them excellent at reconnaissance. Heavily armed Armoured Chasseurs operate in small precision 'blink teams' and are generally used as flanking troops by an insertion force.

Armoured Chasseurs are on occasion used as a form of special forces, especially when the far less numerous and more specialised 'Mirrormen' are unavailable for a mission. Armoured Chasseurs retain enough of their core humanity to remain largely independent on operations; requiring very little in the way of direct supervision so long as the parameters of their mission are sufficiently well defined. The optimum deployment for Armoured Chasseurs is as the leading edge of a combined forces precision assault or as a deadly flanking or counter-attack formation.

+++>>>STATUS REPORT UPLOAD REQUIRED<<<+++

He blinked as he responded.

+++>>enemy dug in STOP initial intel incorrect STOP enemy are imperial special forces STOP not trenchers REPEAT not trenchers STOP enemy fire substantial STOP current cybertronic casualties 54% STOP mission success probability IO.78% STOP<<<<+++

+++>>>QUANTIFY ENEMY FORCES<<<+++

+++>>>accessing Databases...64%+/-I0% wild roses: clan drougan STOP remaining black sheep: clan morgan STOP<<<+++

+++>>>CONFIRM VISUAL: BLACK SHEEP<<<+++

Howkins linked to what was left of his squad; searching their memory banks for visuals, of which he found multiples.

+++>>>visual confirmed STOP [Image Upload] [Image Upload] [Image Upload] [Image Upload] STOP mission success probability I.17% STOP<<<+++

+++>>>STAND BY<<<+++ +++>>>STAND BY<<<+++ +++>>>STAND BY<<<+++

Howkins ducked behind a burnt out Greyhound, pulling what remained of his second in command towards

him. She was gone, scrap for the Voltigeur drones to repurpose. He blinked as a wave of binary washed

over him, the enemy fire became sporadic before finally dissipating to deathly silence.

+++>>>MISSION SUCCESS PROBABILITY: 100% <<<+++ +++>>>STAND DOWN<<<+++

STATISTICS

- subshill							his desirable	i dala		
SP	CC/DEF	RS	ST	CON	WP	LD	Ш	A	SZ	PTS
5	13/1	14	10	10	14	15	1	26	0	22
and the same										

TYPE: Troops, Infantry, Small Bases

DEPLOYMENT OPTIONS: Regular, Preemptive Strike

COHERENCY: 8"

SQUAD COMPOSITION: 5-10 Armoured Chasseurs

EQUIPMENT: CAW2000 'Nailgun' SMG, Sonic Grenades, Armoured Chasseur Carapace

SQUAD OPTIONS: Up to 2 in 5 squad members may replace their CAW2000 SMG with either a TSW4000 'Rapid

Blaster' LMG for (+10) PTS or a SSW5500 Rocket Launcher for (+10) PTS.







	SSW550	O ROCKET	LAUNCHER
R	ST	ROA	TYPE
24	14	1	ML
A			ritical Force (2) i-Personnel)

SSW5500 ROCKET LAUNCHER (ANTI-PERSONNEL) R ST ROR TYPE 24/SE 11 1 ML

TSW4000 'RAPID BLASTER' LMG R ST BOR TYPE 24 | 12 | 3 | H RES(1): This weapon gains Type(R) and Slow to Reload

		SONIC GRENADE	17/19/1
R	ST	ROA	TYPE
ST/SE		1	GR
EL STATE	-	Concussive (1)	

CLOSE COMBAT WEAPON:



ABILITIES: Binary Weapon System, Power Blink, Relentless, Sonic Grenade

Binary Weapon System: AP(2): This model may fire both CAW2000 and the CAW2000 (UBS) at the same or different targets in one shooting action.

Sonic Grenade: RES(1): Up to 2 models can use Sonic Grenades.

Machinators Mk.IX

When the Cybertronic Megacorporation needs to keep unruly populaces in line, it dispatches ranks of Machinator Mk.IXs to keep the peace. These cheap and disposable machines are designed for a very specific purpose, and that is to be throw-away troops in the event that the riots cannot be contained. Armed with electrified shock batons and riot shields, the Mk.IX variant Machinators line up and press looters and rioters back, arresting them and breaking their protests. When non-violence is not possible, they will be equipped with CAW1800 submachineguns. One rank will kneel behind their shields and take aim, while the second rank behind them fires over their shoulders, raking the mobs of angry protesters with small-arms fire.

As of late, it appears more and more of the Mk.IX models have been showing up on the streets of Cybertronic-held cities alongside law enforcement units detaining, questioning, and arresting people for various crimes, many of which the offender screams they are not guilty for as they are hauled away. What purpose this could be for is any one's guess.

	-7X S	STAT	ristics			- 11		V/- 3 A S	1000			
	SP	CC/DEF	RS	ST	CON	WP			A	SZ	PTS	S.
M	5	12/0	11	11	11	12	9	1	19	0	11	
W	ALL IN					-	300	SE SOUTH	164		desired.	

TYPE: Troops, Infantry, Small Base

DEPLOYMENT OPTIONS: Regular

COHERENCY: 8"

SQUAD COMPOSITION: 5-10 Machinators Mk.IX

EQUIPMENT: Electric Stun-Baton, Arm-mounted P1000, Riot Shield, Alloy Plating

SQUAD OPTIONS: Any model in the Squad can replace their Arm-mounted P1000 with a CAW1800 SMG for

(+2) PTS per model.





ABILITIES: Core-Powered Weapons, Mass Produced, Overclock, Receiver, Simple AI, The Core

Core-Powered Weapons: You may modify the model's close combat weapon's ST(+4). The Model takes a ST(9) autohit (on its rear arc) at the end of its activation.

Mass Produced: This model cannot take any Cybertronic Enhancements, except Hardware Upgrades.

Overclock: RES(1): All Machinator Mk.IX in this squad gain SP(+1), but take a ST(2) autohit from the rear at the end of their activation.

Simple AI: This squad cannot be joined by any other model except an Oppresseur Mk.I.

The Cybertronic Mirrormen can be considered as both the most and the least visible units within the array of Cybertronic Corporation On

within the army of Cybertronic Corporation. On

the field of battle, Mirrormen can choose to be seen by their enemies, drawing attention away from civilians or valuable assets, targets or resources, or conversely can become chameleon-like assassins, the envy of every covert force. Due to the naive whispering of the masses, it is falsely believed that the Mirrormen are Artificial Intelligence systems; the truth is quite different, in that the Mirrormen are a variant of the Enhanced Chasseurs, incorporated with a near priceless and rare variant of Armoured Chasseur armour. Only the most elite of Cybertronic's soldiers are gifted the opportunity to enter the illustrious ranks of the Mirrormen. Away from the battlefield, the Mirrormen are the poster boys of the Cybertronic military forces.

Propaganda shows them as literally "Knights in shining armour"; as heroic beacons of light that the corporation promises unto all of its populace. They are idolised by many and can often be seen on Cybertronic billboards and in covert publications which circulate the underground societies of the Megacities, driving the rapidly mounting recruitment into the youngest Megacorporation. Each suit of Mirrorman armour has undergone specialised digital reconstruction so that, by the mere flick of a switch, light bends around its wearer, giving them near-perfect camouflage in any situation, assisting in close assault and stealth tactics. When the powered suit is switched off, the surface shines with a gleaming chrome finish which gives the Mirrormen their name. The Mirrormen armoury defines them almost as much as their armour: all Mirrormen carry the P1000 sidearm and one of the CSA400 series of swords, but most commonly, the powerful CSA404 Heat-Powered Swords. The advanced heating system of the CSA404 causes the blade to reach temperatures of well over 1300 °C, which is plenty hot enough to cut through armoured plate and bone, cauterising flesh instantly and melting through reinforced steel with ease.

The Mirrormen are usually, but not exclusively, assigned to missions which require covert operation, often within densely populated, urban locations. Their missions normally take the form of body guarding, law enforcement or infiltration during military emergencies. To assist in these missions, each Mirrorman is prepared with some of Cybertronic's most high-tech bionics. These include a 'Subreal Receptor', implants that allow communication with others with the same receptors upon a different plane which has been devised by Cybertronic. An ocular implant, commonly known as the 'Unblinking Eye' gives a heightened sense of sight, accuracy and targeting potential and the 'Cell Link', an upgrade to the Subreal Receptors which facilitates telecommunication with Senior Officers and Field Commanders via direct integrations on the vocal chords. The Cell Link is controlled by the user's brain as if it was a normal biological system and also permits a direct cell link line or communication via traditional telephone lines. The direct link to the vocal chords and cerebellum provides an elegant and near silent, but crystal clear communication link whether in the midst of battle or in the silence of a covert operation. A final and simple enhancement known as the 'Compubrain' ensures communication security by scrambling and unscrambling messages wherever necessary. All of this surmises that teamwork is quite literally hardwired into the brains of the Mirrormen.



STATISTICS WP LD **5**Z SP CC/DEF RS ST CON PTS 5 13 10 9 14 15 23 0 14/3 20

TYPE: Support, Infantry, Small Base

DEPLOYMENT OPTIONS: Regular, Preemptive Strike, Infiltrate (+3 PTS per model)

COHERENCY: 11"

SQUAD COMPOSITION: 5-10 Mirrormen

EQUIPMENT: P1000 Handgun, CSA400 Sword, Mirrormen Armour

SQUAD OPTIONS: Any model may exchange its CSA400 Sword with a CSA404 Heat Sword for (+5) PTS.





ABILITIES: Camouflage (2), Camouflaged Suit, Chrome-Mirrored Suit, Disorientating Reflection, Hard to Hit (2), Poster Boys, Stay Frosty, Unblinking Eye

Camouflaged Suit: RES(1): This model gains Hard to Hit (+2)

Disorientating Reflection: Any enemy model deploying or redeploying within 8" from this model must take a LD test at LD/2. If failed, the model immediately receives a stun effect.

Poster Boys: Each time this model removes the last model from an enemy squad from the game, place a Propaganda marker next the squad. You may remove any (X) number of markers from any number of Mirrormen squads to gain RES(+X) or Initiative (3*X) for the next turn.

Chrome-Mirrored Suit: RES(2): Between the actions of any model, select 1 Mirrorman. Until the end of the turn, all enemy models making any shooting action within 18" that could target this Mirrorman must first pass a LD test at LD/2. If the test is failed, the Model receives RS (-6) and must make that shooting action against that Mirrorman. No secondary targets may be chosen. Enemy models can be affected only once per turn. If more than one Mirrorman within range is using this ability, the affected model's owner chooses the Mirrorman to target.



Cuirassier is a term used to describe many different classes of Artificial Intelligence robotic soldier used by 'Attila' Mk III

Cuirassier is a term used to describe the military arm of the Cybertronic Corporation. They are the ultimate killing machines and little outside of the Dark Legion can stand before

them. Their systems are protected by the most advanced forms of armour known to humanity. These systems are the very best Cybertronic can produce and range from long range communication devices to full-spectrum scanning arrays. At the very heart of each Cuirassier is a small, egg-shaped object called 'The Core'. This is the central processing and memory unit of the robot and it can be removed from one body and implanted in another, or salvaged should the Cuirassier's body be too badly damaged to be repaired. The Core can be implanted into many different bodies, but suffers from degraded processing function when used to drive larger or more complex systems.

As advanced as The Core of the Cuirassier undoubtedly is, many of the capabilities taken for granted in organic minds are beyond it. Therefore, all Cuirassiers are partnered with a non-Cuirassier at all times. This partner can change from mission to mission but there is always one. Without a partner, a Cuirassier is a machine without a function as it is unable to initiate action on its own without direct orders. Under certain situations, the Cuirassier's partner can be in a distant

area, connected only by a cellular link. Also, if need be, the Cuirassier's current partner can hand off the Cuirassier to a non-Cyber, but such assignments have a maximum limit of twenty four hours, unless approval comes down from the Board itself.

Without a partner, the Cuirassier automatically falls back to its emergency routine instructions. These are to secure the safety of any Cybertronic members in the area and then to contact the nearest Security/ Warfare/Intelligence outpost as quickly as possible. On Luna for example, cellular link calls would be routed immediately to the HQ for an instant evaluation of the situation and subsequent transmission of new orders. Often, these will be to fall back to a rendezvous with a support team or to report

in for debriefing if the mission is considered a failure.

Cuirassiers have only a limited amount of intelligence. Like any other computer they don't always perform their programming as intended by its controller. The Cuirassier's partner must be as careful as possible when giving his charge orders of any kind. The android always follows orders as close to the letter as possible and this can have disastrous effects if not handled properly. Experienced partners are almost as valuable as the Cuirassier itself.

One of the most common classes of Cuirassier fielded by the Cybertronic Corporation is the Attila Mk III, a truly fearsome war-robot capable of defeating the best of its enemies so long as an experienced partner is overseeing its actions.



STATISTICS

1	10000					1		of the last	4/4/		
	SP	CC/DEF	RS	ST	CON	ШР	LD	Ш	R	SZ	PTS
X	6	15/2	14	11	13	15	18	3	24(9)	0	80
VV	No. or		Name of Street		-	-	Toronto.	المالهموس	1648	2000	

TYPE: Support, Infantry, Medium Base **DEPLOYMENT OPTIONS:** Regular

COHERENCY: 10"

SQUAD COMPOSITION: 1–3 Cuirassier 'Attila' Mk III

EQUIPMENT: CAW2500 Enhanced SMG, Gas Mask, Titanium Exoskeleton

SQUAD OPTIONS: None





R ST ROA	
n 31 nun	TYPE
24 12 4	A. R

CLOSE COMBAT WEAPON:



ABILITIES: Receiver, Regeneration (10), The Core, Unblinking Eye, Ultrasonic Resonation

Ultrasonic Resonation: Every enemy Model within 18" of this model receives A(-2). For each additional 'Ultrasonic Resonation' above the first affecting an enemy Model, it receives A(-1)



Enhanced Machinators

In the early years of its existence, the Cybertronic Corporation had one key problem; a much lower citizen count than its competitors. To counter this, the Machinators were devised. These relatively simple robots are a type of Artificial Intelligence. They

have an unusually basic processing system, which limits their actions to very simple tasks. In more recent conflicts, the Machinators are deployed as a disposable shield. They are mass produced, so when they break or receive damage, it is often cheaper to discard or allow the Voltigeurs to harvest the scattered resources than to fix them. In more recent years, Cybertronic has progressed to be the corporation with the highest citizen count. Scientists and engineers are continually developing ever–more sophisticated A.I. capable machines.

Corporate military engineers were close to vetoing the Machinator design template obsolete, when the young and newly citizenized engineer, Michal Pavlaski, suggested a brilliant but simple overhaul. The Enhanced Machinator was born. The robot is a physically stronger, faster and more precise engine of war than its forefathers. It is installed with the A.I. capabilities of the Attila systems, allowing it to think and do for itself. It is able to learn and, most importantly, develop an understanding of advanced battlefield tactics. Key to Pavlaski's genius, was the simple up–scaling of the machine's gauge. Instead of an unthinking and relatively frail robot of human proportions, he proposed an imposing twelve foot automaton; a gigantic A.I. with the characteristic emotionless skull–like head of a standard Machinator and the ominous green glow of Cybertronic technology radiating from within.



STATISTICS

Sales in										
SP	CC/DEF	RS	ST	CON	WP	LD	Ш	A	SZ	PTS
6	13/1	13	14	14	15	10	2	25	1	45
SECTION 1		Name of		-	-	The same of	المالموسوس	144		

TYPE: Support, Infantry, Medium Base **DEPLOYMENT OPTIONS:** Regular, Infiltrate

COHERENCY: 10"

SQUAD COMPOSITION: 1-4 Enhanced Machinators

EQUIPMENT: AR3501 'Striker' Assault Rifle, Titanium Exoskeleton, Gas Mask

SQUAD OPTIONS: Any model in the Squad can replace their AR3501 with a SSW4200P 'Suppressor' HMG for

(+15) PTS per model.



24



Pinning

CLOSE	COMBAT	WERPON	
-------	--------	--------	--

	C,	YBERNETIC FI	ST	
R	ST	ROA	TYPE	
1.5	+3	2	CC	

ABILITIES: Camouflage (3), Durable, Predatory Leap, Ranger, Receiver, The Core, Unblinking Eye

Predatory Leap: RES(1): All Enhanced Machinators in this Squad are able to move over any terrain equal to or less than 4" high (including Impassable) with no penalties.



The Scorpions are manufactured deep within the bedrock of Ceres; the Cybertronic Corporation's most prominent technological base. The asteroid is home to

the most meticulous of Cybertronic's scientists, all of which play a part in the ever-advancing technological evolution of the Cybertronic arsenal. The Scorpion is one of Cybertronic's more recent innovations. Like all of the corporation's military constructs, the Scorpion is designed to meet a specific set of battlefield criteria. It is primarily applied to covert eradication protocols, able to move surreptitiously and mercilessly, eliminating its foes regardless of their battlefield quality or status. The Scorpion unit is a feat of exemplary digital engineering. Its weapons systems are among the most cutting-edge that Cybertronic has to offer; its layered armour is strong, yet sleek and its many limbs offer the potential for a silent, agile and swift ambush.

In the bars of San Dorado, Capitolian haulers tell tall tales of sudden ambushes within the deserts of Mars. What is true of these tales is that entire convoys of armed and armoured supply vehicles have been annihilated by such attacks, which are now known to have been caused by the guileful Cybertronic Scorpions. The cybernetic ambushers hide for many days, sustained by their Stasis Programming and built in Subsistence Loops, as they lay in wait, embedded in the very earth, for their unsuspecting victims. When their Subreal Receptors awake them from semi-stasis, they ambush with relentless brutality.

Early designs of the Scorpions used Artificial Intelligence technology, sharing much of the same technology used in the common Cuirassier 'Attila' A.I. constructs. However, development into the pairing of A.I. and human minds has since been perfected, allowing a superior complexity of intricate scenarios to be completed. It is this recent development that has led to the Scorpion existing now as an extension of the Chasseur, the staple of the Cybertronic Corporation. The Chasseur must undergo extensive implantation to be able to receive the Scorpion chassis successfully. Most significant of these is the removal of their human legs. When not wearing the Scorpion suit the chasseur is retrofitted with inorganic bipedal legs; they can interchange from a relative human stride, to the battlefield gait of the Scorpion, and vice versa, literally at the turn of a switch. Chasseurs allocated to Scorpion armour receive expensive targeting systems, which replace their human eyes. The Unblinking Eye, as it is known, consists of a digitally reconstructed eyeball with a mechanical aperture in place of the iris. The mechanical dilation of the pupil is deeply unsettling to nonenhanced humans who find the sound, motion and metallic, lifeless colour of the eyes repugnant. The range of these devices allows visualisation in a wide range of light waves, including both X-ray and microwave. The incredibly mobile Scorpion chassis has eight powerful legs which are capable of scaling rough terrain and burrowing into a variety of groundworks. Mounted upon its front are two large claws capable of crushing the life from an enemy solider or ripping open the hull of the most heavily armoured vehicle alike. At the end of its great tail is a variant of the RB12-19 arm cannon of the Everassurs; referred to as the Plasma Dart Cannon, it fires dart-like compressed plasma pulses that have the capability to liquidise biological targets upon impact.

STATISTICS SP CC/DEF RS CON WP LD **5**Z ST PTS 3 7 13/1 14 11 12 14 15 25 2 90

TYPE: Support, Infantry, Huge Base

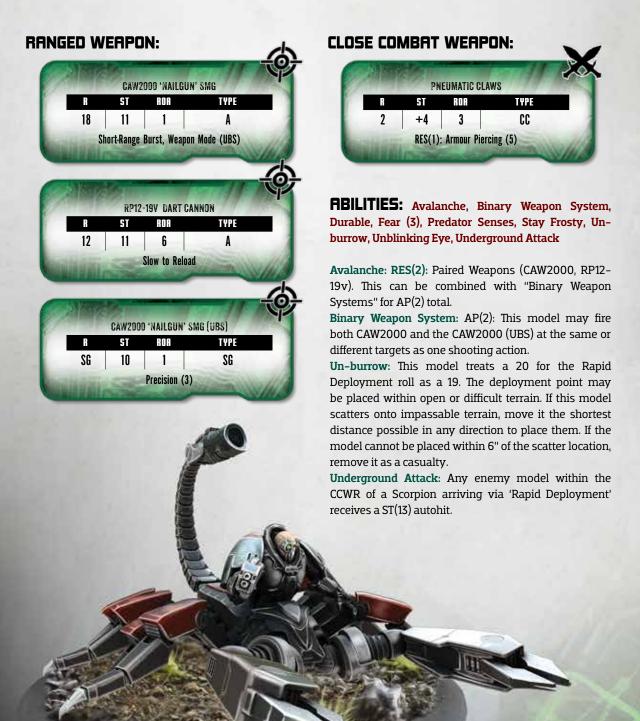
DEPLOYMENT OPTIONS: Regular, Rapid Deployment, Flank Deployment

COHERENCY: 10"

SQUAD COMPOSITION: 1-3 Scorpions

EQUIPMENT: CAW2000 'Nailgun' SMG, RP12-19v Dart Cannon, Pneumatic Claws, Titanium Exoskeleton.

SQUAD OPTIONS: None



Oppresseur Mk.I

In addition to seeing Machinators policing the streets of Cybertronic cities, they have also begun dispatching a unit designated as the Oppresseur Mk.I, a four-legged A.I. designed to assist Cybertronic units with ordinance and crowd-control. Mounted on the sides of a sleek carapace, are tubes of munitions. It can use any means necessary to assist in the situation, with weapons ranging from smoke, to toxic gas, and even explosive fragmentation bombs. The Oppresseur's armoured body is built to withstand attacks from any kind of weapon as it bounces off harmlessly. A single eye in the center of its body constantly monitors the field, alerting nearby squads of anything trying to sneak close from behind. Any time units surprise the machine, it lets off an electrical discharge into the immediate area, incapacitating those enemies around it. Its limitation is in hand to hand combat, as it has no appendages to speak of other than the legs it uses to stabilize itself.

STATISTICS						- Alti-	KA ZOWA	1.5		110	
SP C	CC/DEF	RS	WP	LD	Body A/W	WERPON R/W	LEGS A/W	CORE A/W	A-REAR	SZ	PTS
5	9/0	14	14	15	28/2	27/2	26/3	29/2	-2	2	45

TYPE: Light Vehicle (Light Walker), Large Base **DEPLOYMENT OPTIONS:** Regular

COHERENCY: 10"

SQUAD COMPOSITION: 1-4 Oppresseur Mk.I

EQUIPMENT: Riot Control Device, Tazerator, Titanium Plated Carapace

SQUAD OPTIONS: 1 Oppresseur Mk.I may be added to any Cybertronic Troop or Support squad for (+50) PTS as

an Advisor. Machinator Mk.IX squads may add 1 Oppresseur Mk.I for (+40) PTS.







ABILITIES: Proximity Alarm, Receiver, The Core

Proximity Alarm: Any enemy model deploying or redeploying within 8" from this model must pass a CON test. If failed, the model immediately receives a stun effect.

Exterminateur 'Attila' Mk.I

A relative infant in the Cybertronic arsenal, the Exterminateur pattern walker has recently been encountered with more and more frequency. Only one version has been actualized, but its success is sure testament that more and more variants are but a matter of time. Standing at well over 12 feet tall, the machine has humanized proportions and bears a striking similarity to the earliest versions of the Cuirassier 'Attila'. As such, the new vehicle was nicknamed the Attila walker by those that first saw it. The name, despite nomenclature issues, has stuck. The other Megacorporations had heard tales of top secret Cybertronic research laboratories developing both new A.I. and armour plate technology, but continuous and thorough seek and destroy missions resulted in naught but frustration and an increasing sense of dread. The Exterminateur was first encountered by Imperial when they attacked the Cybertronic-held Harbinger asteroid. The offensive force was pulverized shortly after landing. It was clear to see the arena of war had undergone a fundamental paradigm shift and the Exterminateur was its manifestation. The Imperials, via the Cartel, shared their limited intel with all the other Megacorporations. Subsequent encounters with Exterminateur-bolstered forces have proven just as decimating for the opposing force, no matter their allegiance; yet gradually more and more intelligence was gathered. Not in many years has such inter-corporation collaboration been seen. Lead by the Cartel, specimens have been captured of both functioning and dysfunctional units. The main weapon has been retrieved and transmissions to and from the vehicle have been monitored. Slowly and surely the Cartel and the other four Megacorporations have begun to understand this new threat. The next and biggest hurdle is to counter it with minimal collateral damage; so far, it seems, this is an impossible task.

One of the key reasons for the Exterminateur's success is that it is not limited to one tactic. Its programming and nature allow it to implement diverse and devastating protocols depending on its opposition's tactics. If one counters a ranged offensive from the machine with anti-vehicle ordnance, its armour will subtly reposition and meld, turning the robot into a barely moving gun bastion. Break through that armour somehow and the golem will reroute power and realign its mercury-titanium alloy armour on a molecular level, instantly repairing the damage so difficultly won. If one moves into close combat, the walker uses its diamond-hard cranium as a battering ram to pulverize flesh and plating alike. If you are heavily armoured, the A.I. will implement its amplification device, aiding the Cuirassier-pattern Attilas to increase the range of their resonation. Finally, and often if all else fails, the machine can overcharge its power cells to emit a pulse of power that will blast flesh and machine apart. The simple, yet robust algorithm that drives the Exterminateur is counterintuitive to the human mind. Not that surprising when one acknowledges that the design team behind the new walker was led by individuals themselves artificial in intelligence. The Cybertronic Corporation has made one of its major steps away from humanity; Artificial Intelligence is now, in a craven imitation of humankind, replicating, and effectively bearing, its own offspring.



STATISTICS CC/DEF ШP **WERPON A/W** LEGS A/W CORE A/W **S**Z BODY A/W A-REAR PTS 13/1 14 14 18 28/4 28/3 28/3 29/4 2 135

TYPE: Light Vehicle (Light Walker), Large Base **DEPLOYMENT OPTIONS:** Regular

COHERENCY: 10"

SQUAD COMPOSITION: 1-3 Exterminateur 'Attila' Mk.I

EQUIPMENT: SSW4200A HMG, Intelligent Alloy

SQUAD OPTIONS: None





ABILITIES: Fear (2), Overcharge, Power Cell Discharge, Repair (8), Ultrasonic Resonation Device

Ultrasonic Resonation Device: The range of the Ultrasonic Resonation ability skill for friendly Cuirassier 'Attila' MK.III is increased to 24".

Overcharge: RES(X). You may spend 1, 2 or 3 RES to increase the SSW4200A HMG ROA by the same amount. For each ROA increased by Overcharge, this model receives a ST(14) autohit on its Core location.

Power Cell Discharge: RES(1): Each other model within 6" receives a ST(15) autohit. At the end of this model's activation, roll a D20. On a roll of 1–10 this model loses W(2) from its Core Location.





Set upon four huge mechanical legs and driven by an integrated hydro-electric system, the Voltigeur beeps and buzzes as its hulking body moves in a lethargic

and buzzes as its hulking body moves in a lethargic

motion of arachnid grace. Its uncharacteristically flowing motion is not hindered by even the most extreme of terrain or treacherous urban environments. It is often implemented in search and recover missions, where buildings have been reduced to rubble where normally, except with the superb sensors of the Voltigeur, nothing can be identified. The staring oculars, set within the face of the Voltigeur disconcert many. Neverblinking, and ever-staring, the manifold of complex visual sensors, photographic receptors and blinking receivers constantly scan and analyse the field of battle; even more unsettling due to the inhuman, emotionless Artificial Intelligence CPU behind the stare.

The Voltigeur is a robot like no other in the Cybertronic arsenal, with a primary function of repairing and re-energising technology upon the battlefield, a job role opposed perfectly with the destructive prowess of the Eradicator Deathdroids. Whilst the Voltigeur itself moves at a slow pace, the drone-droids it carries can traverse the battlefield with incomprehensible speed and motorised tenacity. They scuttle lightly and hastily, with drive and purpose, in a motion akin to that of an insect. They detach from the Voltigeur to repurpose component wreckage from the battlefield or to assist their Voltigeur host unit with a variety of field repairs. In dire circumstances, the Drone-Droids can make small repairs by themselves, but rarely more than simple welding jobs. The drones are each fitted with small proximity mines and an electric-prod device that can incapacitate enemies for a few seconds, giving them plenty of time to return to the relative safety of their host. When a drone finds an unlucky live material supplier, it will latch on like a barnacle; it is programmed to recognise CO2 emissions, and so blocks the airways of its foe with an engulfing cup, suffocating them as its tendrils penetrate the armour and flesh, analysing resources and chemical make-up. Once firmly affixed to its victim, it will draw out whatever material it can, using small grinding teeth which melt down alloys and organics into base materials, leaving a pile of any unwanted detritus. If engaged, the Voltigeur is able to deploy significant defensive mechanisms and tactics. Its ballistic arsenal includes the devastating and long ranged LVSW 1200 'Volt-Beamer'. Should the Voltigeur find itself attacked by enemy vehicles, it will defend itself by utilizing its array of vehicle repair tools to stand in as close assault weapons, which can have a devastating effect upon its armoured adversary.



STATISTICS

SP	CC/DEF	RS	WP	LD	HULL A/W	WEAPON A/W	DRIVE A/W	CORE A/W	A-REAR	SZ	PTS
6	12/1	13	14	16	28/5	27/2	27/4	28/3	-2	3	110

TYPE: Light Vehicle (Light Walker), Huge Base **DEPLOYMENT OPTIONS:** Regular

COHERENCY: 15"

SQUAD COMPOSITION: 1 Voltigeur

EQUIPMENT: LVSW 1200, Vehicle Repair Tools, Tempered Titanium Alloy Exoskeleton

SQUAD OPTIONS: One Voltigeur per army can be taken as a Support Choice, however, it still counts as a

Light Vehicle type for all other purposes.

MAIN WEAPON:



CLOSE COMBAT WEAPON:

	VEH	CLE REPAIR T	OOLS	V
R	ST	ROA	TYPE	
1.5	14	3	CC	
	Armour Pie	rcing (3), Con	cussive (2)	

ABILITIES: Ranger, Release the Drones, Repurposed Alloys, Unblinking Eye

Repurposed Alloys: At the beginning of this model's activation, it may attempt to repair a vehicle (including itself) within 6". On a D20 roll of 1–8, that vehicle regains W(1) in the location of your choice.

Release the Drones: AP(1): If the Voltigeur has more than 2 Hull W, it may release up to 4 Drones but suffers W(1) on its hull location afterwards. Place the Drones in B2B to the Voltigeur. On the turn they are released, the Drones must be activated immediately after the Voltigeur, and begin their activation with AP(1). No more than 4 drones per Voltigeur can be in play at any one time.

DRONES |

STATISTICS

SP CC/DEF RS ST CON WP LD W A SZ PTS				Market Market			
0 0/0 0 0 0 10 14 10 1 10 0	SP CC/DEF RS	ST CON	WP LD	Ш	A	SZ	PTS
8 8/0 8 6 10 14 16 1 18 0 -	8 8/0 8	6 10	14 16	1	18	0	

TYPE: Flyer, Small Bases

DEPLOYMENT OPTIONS: -SQUAD COMPOSITION: -

EQUIPMENT: BMB-42 Obliteration Device, Alloy Plates

SQUAD OPTIONS: None

ABILITIES: BMB-42 Obliteration Device, D.I.G. Protocol, Hidden Agenda, Voltigeur Squad

BMB-42 Obliteration Device: RES(1): At the end of this models activation, you may choose to trigger the device. Centre a SE template over the drone. All models within the template receive a ST(12) autohit. Remove the drone afterwards.

D.I.G. Protocol: Remove the Drone model to remove any token within 1" of the drone.

Voltigeur Squad: The Voltigeur and its Drones count a Squad, with the Voltigeur as the Squad Commander. Drones have 0 Body Count Value. If the Voltigeur is removed from play, so are its Drones.

Eradicator Deathdroid

The Eradicator Deathdroid is Cybertronic's most feared battlefield machine. It is a massive, lumbering robot designed for one purpose — to bring destruction to everything in its way. Deep within the rounded main body of the Deathdroid is the central processing unit, an amalgamation

of human dendrites and microprocessors known as the 'Core' that all Cybertronic AIs possess. Protected by layers of highly advanced armour, the Core is able to make decisions and react to battlefield conditions, subtly and finely controlling the walking tank in combat.

The Eradicator is capable of being outfitted with a variety of weapon configurations, depending on the dominant terrain being fought over. It is often equipped with a massive 'Gigadeath' Chainripper, a system as capable of felling the thick trunks of 300 foot high Venusian darkwoods as well as cutting through the hulls of enemy armoured vehicles as if they are paper. Another feared weapon system often mounted on the Eradicator chassis is the Titan, a blaster weapon capable of mowing down entire formations of enemy troops or tearing light vehicles to shreds with a single salvo. Furthermore, many Eradicator Deathdroids are equipped with an SSW6000 rocket system, which can be used to engage a variety of targets from fortified positions to vehicles. When weapons manage to penetrate its multiple layers of super-resistant alloy armour, sophisticated self-repair systems help preserve the Eradicator on the battlefield. The whole earth-shaking monstrosity weighs nearly six tonnes. The Eradicator Deathdroid has become the subject of dread amongst the forces of many of Cybertronic's rivals. It is known to advance with a cold inhuman relentlessness, and any position swept by its targeting systems is sure to be subjected to utter devastation within seconds. Several battles are known to have been lost the moment an Eradicator Deathdroid strode into view, the defenders fleeing in panic rather than weathering the storm of fire sure to follow. Needless to say, such instances have been redacted from the official records of the Megacorporations involved, so as not to turn the Eradicator into a still more effective weapon of war and propaganda than it already is.

04 04 2655 Ganymede 2250 Local Time: 310 Kelvin Ambient Temperature Increasing Operational Data: Elimination Bauhaus base

The strike team of twenty Armoured Chasseurs and three Eradicator Deathdroids were heli-dropped and immediately engaged the enemy. They had dispatched a brace of Grizzlies, but the tangos had more anti-armour capability than intel had reported. While the Eradicators had successfully eliminated the enemy battle tanks, anti-armour infantry <<<subrequents of the successful to the enemy battle tanks, anti-armour infantry <<<subrequents of the successful to the enemy battle tanks, anti-armour infantry <<<subre>
In a split second, all systems shut down. Had the pilot been of the successful the searing heat of the thermite charge just before it incinerated his flesh. An Eradicator has no such mortal concerns.

Condition: Critical Power systems at 57% Structural Damage: Identified Combat effectiveness 34% Estimated survivability in theatre: Low

Disrupted, but still functional, the Eradicator swung about to face the Bauhaus warrior that had planted the charge. A single swing of the massive Chainripper, although designed originally to tear through armoured tank plating, ended the Dragoon threat spectacularly.

Repair systems activated Condition: Critical Power Systems at 61% Combat Effectiveness 39% Estimated repair time: Two Minutes

The Deathdroid wasted no more than a nanosecond running diagnostics on how close it had come to termination as it repaired the damage. It simultaneously scanned the horizon for future threats. A few well-placed salvos from the top-mounted rocket launchers eliminated any further threats.

STATISTICS

SP	CC/DEF	RS	WP	LD	HULL A/W	WEAPON A/W	DRIVE A/W	CORE A/W	A-REAR	SZ	PTS
6	15/2	15	16	17	29/4	29/4	29/4	30/4	-2	5	170

TYPE: Heavy Vehicle, Heavy Walker, Giant Base

DEPLOYMENT OPTIONS: Regular

COHERENCY: 15"

SQUAD COMPOSITION: 1–3 Eradicator Deathdroids

EQUIPMENT: Magmascorcher, SSW6000 Rocket Launcher, Gigadeath Chainripper, Hardened Alloy Plating

SQUAD OPTIONS: One Eradicator Deathdroid per army can be taken as a Light Vehicle Choice.



SSW6000 ROCKET LAUNCHER (BLAST MODE)

ML

6-24/SE

CLOSE COMBAT WERPON:

	GIGAL	EATH CHAINR	IPPER
R	ST	ROA	TYPE
3	14	2	CC
Δ	rmour Pier	cing (8), Critic	cal Force (2)

ABILITIES: Stay Frosty, Fear (2), Don't Make It Angry

Don't Make It Angry: Any non-vehicle model without Target Sense that attempts to make a ranged attack against this model must pass a LD test at LD(-2), or else lose the AP.



The Dark Legion The Steel Tablet

The Dark Legion represents the ultimate threat to the soul of humanity. Its hordes are seemingly endless and consist of rank after rank of reanimated corpses, alien monstrosities, biomechanical hybrids, and demonic blasphemies apparently given birth in a visage of mankind's very darkest nightmares. The Dark Legion first revealed itself to humanity over a thousand years ago. Pressing outwards from Old Earth, the corporations had already staked their claims on Venus, Mercury and Mars, so that by the time Imperial was large and powerful enough to seek its own domain, it had to look further afield; beyond the inner system. Settling the numerous moons of the outer worlds, Imperial's explorers, dubbed Conquistadors, eventually came upon Pluto. Whilst drilling into the surface to implant vast gravity regulators, they discovered a huge, metallic object; a tablet engraved with strange sigils and wrought of a material none amongst the expedition's scientists could identify. It was only when one of the Conquistadors laid his hand upon the tablet that its hideous nature was revealed. In that instant, the Dark Symmetry was unleashed upon the solar system. With it swept in the Dark Apostle Ilian, the Dark Mistress, though she had yet to attain physical manifestation.

In the aftermath of the uncovering of the tablet, a terrible calamity befell mankind. Every example of advanced technology became subtly corrupted as the influence of the Dark Symmetry flowed through its systems. Computers controlling everything from financial markets to life support systems ran amok. Spaceships vanished as their navigation systems malfunctioned, thousands dying in the cold vacuum of space, automated defence systems turned on those they were created to defend. When the banking system collapsed entirely, panic spread through the worlds of mankind and revolts threatened to plunge everything into anarchy.

Following the destructive event now referred to as 'the Fall', mankind had no choice but to re-adopt an archaic standard of technology. All critical systems were re-engineered so as to not rely on microprocessors and artificial intelligence, for these were by now beyond man's ability to control. Instead, simple electronic systems were re-introduced, for these were too crude to fall under the influence of a force mankind was still mainly ignorant of.

The Coming of the Dark Tegion

None can know for sure who placed the Steel Tablet on Pluto, and countless servants of the First Directorate have lost their minds attempting to unravel the truth. Some believe it was placed there by servants of the Dark Legion in a time long before mankind even came into being, and these go on to suggest that its discovery was part of some still grander scheme. That scheme was to reach the next stage in its fruition when another planet was discovered several years later far beyond Pluto, once again by Imperial's everadventurous Conquistadors. This new planet would be named Nero, and upon it the Conquistadors found, and broke, the First Seal of Repulsion. Perhaps the Seal had already been weakened by the discovery of the Steel Tablet, the Dark Symmetry preparing the way for what would come next. Regardless of the truth, when the First Seal was broken, the Dark Soul was released from its extra-dimensional prison. Its servants, the Apostles and their legions, spilled through the gate to lay claim to the soul of mankind. The first Apostle to manifest was the Dark Mistress Ilian, who, by way of the tablet, had already spawned numerous hidden cults and heresies amongst mankind. These cells rose up, spreading terror and blasphemy, sending out a resonant wave of madness that assailed the worlds of the Solar System. Feeding the greed and corruption already present within mankind's soul was simplicity itself, and with millions driven half-insane by Ilian's



silent whispers, the next Apostle was given form. Muawijhe, Lord of Insanity came to feast on humanity, seeding its dreams with such terror that none could find a moment's rest. Muawijhe taint drove mankind to further acts of madness, fuelling the conflict between the corporations at a time when they should have set aside their wars for the common good. This conflict drew through the Gate the Dark Apostle Semai, the Lord of Spite, the Nurturer of Revenge further corrupting the masters of the Megacorporations so that brother turned upon brother and anarchy would near consume all humanity.

With the First Corporate Wars reaching their climax, the way was clear for the manifestation of the most destructive Dark Apostle of them all. Algeroth, the Lord of Destruction and Demon Lord of Dark Technology fell upon the Solar System, the multitudinous hosts of the Dark Legion in his wake. Total war erupted across the worlds of mankind as Algeroth led the Dark Legion from one conquest to the next, the shattered armies of the corporations so drained by their internecine wars that all they could do was retreat in the hope of buying one more day of life. Most however found death, and finally, with the surfaces of the inner worlds carpeted in the dead, Demnogonis, the Lord of Plagues and Mutation, came into being, completing the ranks of the five Apostles. The conflict that followed eclipsed even the destruction unleashed during the First Corporate Wars. The coming of the Dark Legion is described in the Chronicles, but suffice to say that only the sacrifice of millions of the faithful, including Cardinal Durand himself, was able to defeat it. But of course, such elemental evil can never truly be destroyed, as whomever or whatever placed the First Seal of Repulsion knew only too well. Within a millennia, the Apostles would return, and at a time when the corporations were once more tearing one another apart with their ceaseless and bitter wars. Truly, the evil that is the Dark Legion feeds on violence and disunity, a lesson the Cardinal preaches each and every day, but which the masters of the corporations appear to be deaf to.

The Dark Soul

Behind the Dark Legion, higher even than the Apostles, lurks a power so awful none even dare name it. Those few bold and pure enough to consider such things without falling prey to madness and despair refer to this power as the Dark Soul. None can define this entity, and it appears not to have any physical manifestation in the material plane of existence. Rather, the Dark Soul is a being of unfathomable malevolence, fed by the evil that has always lurked within the heart of mankind. It is now believed, at some point in the distant past, to have been cast out of the material universe and entombed beyond. The First Seal of Repulsion is evident to those with knowledge of such things, but beyond this very little is known. It is assumed that the Dark Apostles (and perhaps a few amongst their generals, the Nepharites) are capable of communing with the Dark Soul or standing in its presence. Certainly, no other mortal being could hope to withstand the fell majesty of this entity. In all likelihood, the Dark Soul acts as the driving force behind the Apostles, each of whom is a facet of the unfathomable darkness beyond. Some say the Dark Soul has no consciousness in the way mortals understand the term, the Dark Apostles acting as shards in some overarching but utterly unknowable existence. It appears that it is the Apostles that set the strategies of their servants and the Nepharites who translate them into deeds. Nonetheless, behind every victory the Dark Legion wins over the beleaquered forces of mankind, there lingers the Dark Soul, ever hungry that the carnage should continue and ever more souls should be sacrificed to the ultimate Darkness.



The Apostles

The guardian of the Dark Symmetry and the most powerful Apostle of them all is Ilian, the Dark Mistress. Her servants are responsible for the troubled dreams that haunt mankind's every sleeping hour. They are able to call forth the horrors of countless dimensions and they control the gates between the numerous levels of existence. Ilian's citadels are akin to huge monasteries, her hooded, monkish disciples training to master the Dark Symmetry within endless stone halls. Ilian's presence is strongest on Nero and Pluto, where the Dark Soul's hold is absolute, but her numerous followers have established bases all over the inner worlds.

Muawijhe is the master of insanity and his servants are the masters of spreading it across the worlds of mankind. His mages distort the minds of his enemies and induce terrifyingly real visions. It is said that the mages of Muawijhe are even capable of stepping from one dimension to another at will, enabling them to infiltrate even the most heavily defended of bastions. Muawijhe has relatively few citadels, but his servants maintain secret strongholds wherever madness and anarchy abound.

Semai, the Lord of Spite seeks to spread hatred and corruption throughout the ranks of man. He achieves this by spying upon the most secret ambitions and fears of mortal beings, secretly feeding them so as to stoke the fires of conflict. His servants move unseen through the corporations, encouraging rivalries both within and without. He maintains relatively few citadels, many of which are disguised as the structures of men and thus hidden in plain sight. A common feature of all of these fell strongholds are the mirror chambers, where the highest ranked officers or cultists spy into the souls of their enemies or even communicate directly with their master.

Algeroth is the Master of war and of dark technology. He has the power to unleash the most powerful and destructive war machines upon mankind, many of which he himself has conceived and ordered constructed by his servants. He has the power to open portals to unnamed dimensions where beings of unimaginable destructive potential hold sway, to bind such creatures to his service and to set them upon the forces of mankind.

The many citadels of Algeroth are mighty fortresses within which are mustered the hosts of the Dark Legion. They are also dark foundries wherein the blasphemous weapons and war machines of the Dark Legion are constructed by the toil of innumerable slaves captured during Algeroth's wars.

Demnogonis is the master of plague and corruption and his power is directly linked to the success of his brother Algeroth. Wherever mortals fall, so disease follows in the wake of battle, spreading the fell influence of Demnogonis. His citadels are twisted, filthy places within which huge vats bubble and reek as new plagues are concocted to unleash upon the battlefields of the inner system.

The Dark Symmetry

The Dark Symmetry is to the Dark Legion as the Light is to the Brotherhood, the two seeming to exist in direct opposition to one another. It is the Symmetry that corrupts mankind's technology and that animates the hordes of walking corpses that are the Undead Legionnaires. It suffuses and powers the necrotechnological weapons born into battle by many of the Dark Soul's servants and it takes physical form when directed in fiery blasts against the warriors of humanity. Its touch is all-devouring and corrupts all it touches so that even those that survive with but a single wound are likely to contract a spiritual taint that slowly condemns them to damnation, mutation and death.

Heskaerath stalked silently to the lip of the hill. Ahead of him, he could see San Dorado, the shining beacon of light of Capitol on Mars. It was time to extinguish that light. Millions of lives lay ahead of Heskaerath in that city. He could smell them. Not in the ways of mortal senses; instead he could smell their fears, their emotions and their desires. San Dorado, like anywhere, had its share of anger, despair, hatred, and rage. Heskaerath enjoyed those scents too, but they were not his favourites. That scent which he most desired was succulent and sweet to him; the fresh and naive smell of hope. That was why he loved to butcher the Capitolians; they always had such hope. Well, at least, at first they did, but after ripping a few limbs from their bodies, the hope died faster than their frail human bodies.

Heskaerath inhaled deeply once more. A shiver of excitement ran down his spine as he savoured the sickening, sweet essence on the air. He smiled to himself, for tomorrow the air would not carry a smell so sweet. As the solar rays cleared the horizon, the slaughter raged within the outer boroughs of San Dorado. A Nepharite of Semai might have paused to consider what the humans were thinking and why they fought. However, a Nepharite of Semai, Heskaerath was not. As a Nepharite of Algeroth, he gave no consideration to why they fought; he only delighted in the fact that they did. War and bloodshed was all that mattered to him. These humans, they tried to demonstrate dominance; they blasted his undead legionnaires and poured shells into his Necromutants. Heskaerath could smell their pride and rage over the blood that they spilled and over the burning flesh of legionnaires. He could not yet smell the nectar for which he so desired; there was normally such hope in these Capitolians, but not on this day. To his left, an infantryman's M50 assault rifle burst a trail of smouldering holes though a line of legionnaires; sufficient damage to kill a man, but not the animated corpse of one. The infantryman's screams echoed across the battlefield as the undead descended upon him. To his right, a group of Necromutants advanced on a gun-emplacement. High velocity rounds ripped through their tortured bodies before they were blown apart by a torrent of grenades; the deranged and broken monsters, more beast than rational being, hissed and snarled as their Belzarachs spat a chorus of death in retort. Heskaerath stifled a chuckle. If these Capitol soldiers understood what would befall them should they live, they would happily embrace death.

Suddenly he smelled potential. There it was, the scent, he had found it at last. The Capitol officer was also a predator; he had felt Heskaerath's stare and wheeled to face him. The M13 bucked in the man's hand as he charged towards the Nepharite, the barrel quickly warming to a blistering heat as it spat hate and anger in equal measure. Heskaerath slowly raised his weighty Azogar before he crashed the chainaxe upon the spot where the man had once stood. With an agility that surpassed his obvious years, the officer avoided the titanic blow, and answered with his own. A powerful thrust of the Mars-made chainripper into his midsection sent Heskaerath to his knees as he dropped the Azogar and howled. The man dared for one brief second to hope for victory. That one second had been what Heskaerath had been waiting for. With a demonic speed, Heskaerath grabbed the officer by both arms, stretching his frail body as he lifted him from the ground. 'So sweet' he sneered through jagged teeth, as he pulled the feeble fool asunder.



Dark Legion Army Lists

The Dark Legion consists of many sub-factions, each pledging their allegiance to one of the 5 Dark Apostles, Ilian, Demnogonis, Muawijhe, Semai and Algeroth. Each Dark Apostle has its own warriors and ways, though it is not too rare to see one Apostle's forces join one other's causes.

To represent this, before you build your Dark Legion army, you too need to pledge allegiance to one of the Dark Apostles and they will in turn reward you with a selection of their finest troops. Refer to the respective Dark Legion faction book to see which squads you may field.

In an army that contains any Nepharite character, one of those Nepharites must be assigned to be the army commander regardless of LD value. Characters from other Apostles can never be your army commander.

The Face of the Legion: Every model in a Dark Legion army has Contempt (all), Fear (0), and Fearless (5). **Dark Symmetry Powers**: Every character in a Dark Legion army that is able purchase and use Dark Symmetry Psychic Powers has Psychic Mastery (D).

Algeroth:

A Dark Legion army of Algeroth has the following special rules: **Necrotech Enhancements**: Every model in a Dark Legion: Algeroth army has Heal (2).

In addition to the squads listed in this book, you may include the following squads from other Apostle's faction books. Note that the Squad type may change.

-010		TEN Y		
Dark Apostle	Characters	Troops	Support	Light / Heavy Vehicle
llian	Kerheela, Nepharite of Ilian	3811	Cable Marionette	Hellfire Carronade
Demnogonis	CAST AT CAST A	11811		100
Muawijhe	CHERON NO.	1		
Semai	State of the later	1000	fleV-late	- 4

Dark Symmetry: Algeroth Powers Type (D) Symmetry Powers:

These powers do not affect vehicles.

Blindness (10 PTS) This model suffers RS and CC (-10).

Call of Corruption (20 PTS) Place a temporary token within 28" and LOS of the caster. Any enemy model finishing its activation within 3" of the token must pass a CON test or lose a Wound.

Every Dark Legion model that ends its activation within 3" of the token regains one Wound up to its starting number on a d20 roll of 1-10.

Distort Foe(10 PTS) Range: 6"; This model must pass a WP test. If failed, it suffers SP, RS, CC and W(-1).

Portal of Dread (15 PTS) Place a temporary token within 24" and LOS. Any enemy model finishing its activation within 3" of the token must pass a LD(-6) test or are stunned. Models with Fearless (3) or higher may ignore this effect.

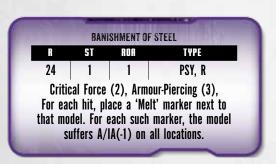
Portal of Undeath (20 PTS): The first three models from this squad removed from play are turned it into an Undead Legionnaire instead.

Rampaging Shadows (15 PTS) Range: 24". All models in this squad suffer RS and CC (-3).

The Devouring Darkness (5 PTS) Range: B2B. This model receives a ST(8) PSY Concussive (1), Deadly autobit.

Type (S) Symmetry Powers:

Banishment of Steel (15PTS)



Flow of Acid (15 PTS)



Indigestion (15 PTS)

Dark Banishment (20 PTS)



INDIGESTION								
R	ST	ROA	TYPE					
30	30 5 1 PSY							
game receive	, all mode a ST(X-4	els within I) PSY au	a model from the 3" of this model tohit, where (X) is exploding model.					

Type (B) Symmetry Powers:

Bringer of Dark Tools (10 PTS) Range 18"; Ranged Weapons of models in this squad gain ST(+2).

Cleansing of the Void (15 PTS): Range: 8"; Models in this squad gain Heal (8).

Invoke Frenzy (15 PTS) Range 18"; Models in this squad gain SP and CC(+2) and Frenzy. They cannot perform any Shooting Action and suffer A(-2).

Infernal Shield (10 PTS) Range 18"; Models in this squad gain WP(18).

Necrovisual Link (20 PTS) Range: 12". Models in this squad do not need LOS to perform Ranged Attacks. Their RS and WP is halved.

Portal of Dark Healing (15 PTS) Place a permanent 'Dark Gate' token within 6" and LOS of the caster. Any Dark Legion model within 12" of one or more such tokens gains Heal(+2). You may remove one 'Dark Gate' token per turn to gain RES(1).

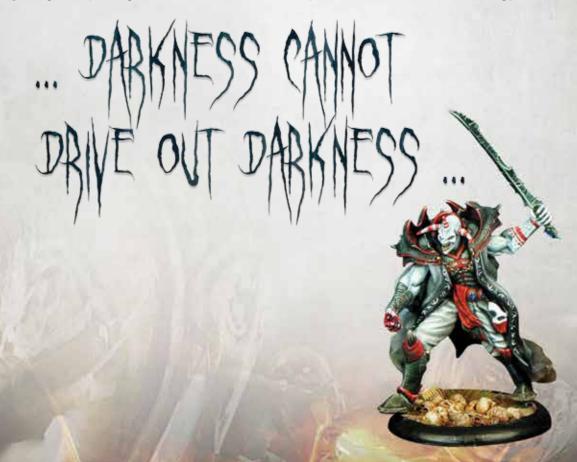
Alakhai the Cunning

It is said of the Nepharite Overlord Alakhai that he was first of his kind that Mankind set eyes upon; that in doing so Humanity knew fear as it had never before experienced in any war that was ever raged throughout its turbulent history. Alakhai serves the Dark Apostle Algeroth, supreme master of war and of technology. He is that fell being's supreme general. Alakhai rules over his multitudinous hosts from his

Dark Citadel deep in the black heart of the Venusian jungle; a shadow-wreathed fastness bristling with every form of weaponry imaginable. The forges of Alakhai's Dark Citadel churn out countless examples of their master's evil art each day, his legions marching ever forth to war. If any Doomtrooper teams have been dispatched to infiltrate Alakhai's lair to slay him, they have been unsuccessful, for the Nepharite Overlord's servants are ever vigilant against such attacks.

Alakhai is known as the most cunning of all Algeroth's Nepharites. His battle plans and war strategies are nigh impossible to predict or to counter. He engages in numerous distractions and deceptions, all designed to weaken his foe and to render them defenceless at the very moment of the attack. Without even realizing his vulnerability, the Nepharite Overlord's enemy finds his army undermined in every manner imaginable, from deployment to logistics. When Alakhai's attack comes, it is the killing blow delivered from the darkness. It is the executioner's strike from the least anticipated quarter. The attack is brutal, overwhelming and unstoppable. His victory, when it inevitably comes, is total.

In appearance, Alakhai the Cunning is a figure of dread and awe, albeit one that few of Mankind's warriors ever see without the sight being their last. He stands over nine feet tall, his powerfully muscled frame encased in armour etched with the most vile and blasphemous of runes. Each is said to describe one of the many violent deeds Alakhai has performed to earn his station, and few can look upon them without knowing they themselves are soon to have such violence meted out upon them. He wields the Meat Wolfer, an arcane blade so huge that even Alakhai must wield it two-handed. It is said of this blade that it has feasted upon the flesh of the mightiest of heroes, and that when Alakhai encounters such a foe on the field of battle, it keens for blood with a deafening roar. As much as he is a master of the arts of war and the scourge of Humanity's armies, Alakhai is a deadly rival to many amongst his peers too. After slaying Inquisitor Majoris Johann Gott during the battle of Volksburg, he ascended to become the pre-eminent servant of the Apostle of War, all others forced to acquiesce to him in matters of warfare, especially upon his sovereign domain of Venus. It is said that his ambition knows no bounds however, extending further than a simple desire to be first among equals. Rather, he covets the position of the Dark Apostle Algeroth himself, plotting the day he might ascend to true and total mastery of the dark arts of war and technology.



Statistics

		CC/DEF									
ŧ	6	17/5	10	12	15	17	17	5	25(12)	1	160

Type: Character, Infantry, Nepharite, Unique, Medium Base

Deployment: Regular

Equipment: Meat Wolfer Battlesword, Gas Mask, Nepharite Armour

Options: May be upgraded with 1 Dark Symmetry: Algeroth Power for free

Abilities: Bloodbath, Blood Drinker, Eternal Rage, Fear (6), Follow up, Initiative (1), Master Tactician, Summoning the Darkness, Unbreakable

Bloodbath: For each successful CC test made by this model, it gains ST(+2) to a maximum of ST(20). The bonus is lost on an unsuccessful CC test or in the end phase.

Blood Drinker: Every time this model rolls a 1 when making a Close Combat attack, it gains W(+1) up to the starting number.

Eternal Rage: This model can ignore the first hit assigned to him each Game Turn.

Master Tactician: After Infiltrators are deployed you may re-deploy up to two other squads (or one Squad of Monsters or Vehicles), using their normal deployment rules.

Summoning the Darkness: RES(2): No model has LOS further than 18".

Close Combat Weapon:



Jong has Alakhai the Cunning been the chosen overlord of all of the Apostle of War's forces. His victories in his dark master's name are countless and the very mention of him is enough to weaken the resolve of any army sent into battle against him. His forces have nearly routed the Corporations for hundreds of miles of the dense Venusian jungle that surrounds his citadel; only a handful of scattered Special Forces remain to challenge him.

Recently, he launched a devastating attack against the heavily-fortified city of Volksburg. His host swept over the hardened redoubts that guarded the city, washing over them in a tide of dark symmetry and undeath. It is said the city is the most guarded in human history, and during that battle, it was clear that any other attacking army would have been destroyed utterly. However, as the defenders steeled themselves for war, they were attacked from within. Jegions of necrotech-enhanced cultists that had lain in wait for decades rose up and killed many of the unsuspecting Homebuilders manning the walls. How they had escaped the watchful eye of the Brotherhood is anyone's guess, as Volksburg is routinely subjected to ministrations of the Brotherhood Inquisition. As the outer walls fell, Alakhai himself took to the battle, sweeping the dread blade Meat Wolfer in huge arcs of death. With each swing, a dozen Bauhaus Soldiers died and soon they were pushed back to the civilian sector walls.

It was on the bridge leading to the Kleinhardt district that Inquisitor Majoris Johann Gott, commander of all of the Second Directorate forces on Venus and fifth in command of the entirety of the Brotherhood, clashed blade to blade with the massive nepharite overlord, his glowing runeblade of the Light holding back Alakhai's titanic strength. The two fought as if demigods locked in a cycle of hatred, deep wounds pouring blood and ichor from each of them. It appeared as though Gott would prevail as he sank the sword into the nepharite's slab-like side, sheering ribs in half and causing catastrophic damage to the creature. It was not to be, however. With a growl, the overlord brought Meat Wolfer down in a final strike, destroying the inquisitor's force shield and cutting the man in half in a bloody diagonal arc. The bisected pieces of the man fell in a heap as the victorious Alakhai roared triumphantly, his forces driven into a frenzy of destruction.

It was only the intervention from Elector Duke Romanov and a huge reinforcing army from Heimburg, that finally drove the Legion forces from the city and back into the jungles they came from. It is whispered that Alakhai voluntarily pulled his troops back after the inquisitor's defeat since he had the city at his mercy, but as to why he would do that, no one knows. What is known though, is that the nepharite was greatly rewarded by Algeroth. The Apostle appears to have heaped blessings upon him, transforming him even further. Before, it would have been a contest between him and Saladin as to who was more powerful. Now there is no doubt. Alakhai is without a doubt the most powerful nepharite in the solar system.

Alakhai Ascendant

SP CC/DEF RS ST CON WP LD W A SZ PTS 6 17/5 12 12 16 18 18 5 25(12) 1 180

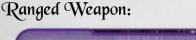
Type: Character, Infantry, Nepharite, Unique, Medium Base

Deployment: Regular

Equipment: Reforged Meat Wolfer, Gas Mask, Nepharite Armour

Options: May be upgraded with 1 Dark Symmetry: Algeroth Power for free. May not be used in the same army as

Alakhai the Cunning.



	REFORGED	MEAT WOLFER	(THROWN)
R	ST	ROA	TYPE
SG	12	1	SG

Close Combat Weapon:

nc.	OBOCD MEAT IN	ni cen	√
KEI	ORGED MEAT W	ULFEK	
R ST	ROA	TYPE	
2 +2	4	CC	Т
Headsh F	ot, Armour Pio RES(2): ROA(+	ercing(6), +2)	

Absolute Horror, Bloodbath, Blood Drinker, Cunning, Dimensional Warp, Fear (6), Follow up, Initiative (1), Overlord, Predator Senses, Unbreakable

Absolute Horror: RES(1): All non-Dark Legion models within 6" from Alakhai lose Fearless. This can be used at any time.

Bloodbath: For each successful CC test made by this model, it gains ST(+2) to a maximum of ST(20). The bonus is lost on an unsuccessful CC test or in the end phase.

Blood Drinker: Every time this model rolls a 1 when making a Close Combat attack, it gains W(+1) up to the starting number.

Cunning: When an enemy model deploys within 6" of Alakhai, he may immediately make a Walk action that does not count against this turn's movement allowance. Dimensional Warp: RES(3): Choose 1 enemy non-vehicle model up to SZ(2) on the battlefield within 18" and LOS of Alakhai and place the model in front of and within CCWR of Alakhai, facing him. Models that are guarded are immune to Dimensional Warp.

Overlord: Three times per turn you may reduce the RES cost of any activated ability of any friendly model by 1.



Isaac Alfreds was the last surviving Doomtrooper of his mission. Three others, including his marksman teammate, had laid down their lives to penetrate the walls of the Dark Citadel. Breathing hard, Alfreds pressed himself into the shadows beneath a huge and grotesquely ornate archway. Focusing on the mantras taught to him by his instructors at the Cartel's secret Doomtrooper training facility, he gained control over his racing heart, quelling the insanity and terror that radiated from every stone in the miles-high citadel. Checking his punisher's magazine, he took one more breath before propelling himself from the shadows and into the passageway. The corridor was empty, save for the corpses left behind by Alfreds' advance. Pressing on, he found himself passing along a stretch lined with towering statues of what he assumed must be the senior servants of the Dark Apostle of War, Algeroth. Teering monstrosities, their armour etched with the foulest of runes, gazed down upon him as he stalked cautiously towards a tall, brass portal at the end of the corridor. He slowed, glancing behind him as he approached the doorway.

Rist's sacrifice in holding the breach in the inner wall while Alfreds infiltrated the interior appeared to have paid dividends for no more Legionnaires were following him. He only prayed that her life was a fair exchange for the chance to kill the target of the mission - the Nepharite Overlord known as Alakhai the Cunning. His mind snapping back to the mission at hand, Alfreds turned his attentions to the vast portal before him. Very slowly, he angled his head to listen for whatever sounds might be emanating from the space beyond, dimly aware of a low, throbbing drone. His eyes narrowed as he focused on that sound, certain it contained elements of machinery and of wet, fleshy biology. As he listened, the drone grew in volume until Alfreds' blood ran cold with the realisation of what it represented.

Then another sound was added to the first. It was a low, maniacal cackle. The vast portal stirred, the two halves parting before Alfreds' eyes. Standing up straight he drew his Punisher shortsword, knowing all too well what was about to unfold.

'A Doomtrooper, here in the very heart of my domain?' said the towering form revealed once the portal was fully opened. 'Truly I am honoured...' The voice was thick with sarcasm.

'Alakhai,' Doomtrooper Alfreds spat as he took in the sight before him. The space was a vast hall lit a flickering red and orange by the light of fell industry. The stone-flagged floor was lined with rank after rank of chambers, some the height of a man, others many times larger. The obscenely pulsing cables, pipes and feeds running to each told Alfreds exactly what was within.

That's right, human.' Alakhai rumbled in a deep baritone. 'My legion rises. You are too late.'

'It's never too late.' Alfreds spat whilst raising his handgun and shortsword, girding himself for what he knew would be his last charge. Though he would die, Alfreds knew that he had surely come closer than any man alive to striking down the accursed Nepharite Overlord and he would soon be sat at the side of the mightiest heroes of the Imperial Corporation...



Though she may have been more suited as a Nepharite of Ilian, Golgotha loyally serves the Dark Apostle Algeroth and her domain is a Dark Citadel that is located deep within the jungles of Venus. Like all Nepharites of the Lord of Dark Technology who are based on Venus, Golgotha answers to the

Nepharite Overlord Alakhai, a chain of command she bears with barely restrained ill grace. It is said that Golgotha covets Alakhai's position and plots to bring him down. Given Alakhai's well-deserved reputation as a master of strategy and his recent victories, Golgotha's ambitions have yet remained beyond her reach. Nevertheless, still she plots and schemes, dreaming of the day when she will be supreme overlord of the Green Hells of Venus.

In appearance, Golgotha is quite singular. She stands nearly ten feet tall and her body is a terrifying hybrid of femininity and brutality. Her skin is as white as alabaster and her features bear something of the aristocratic, leading some to postulate that she might once have been a human, specifically a daughter of one of the noble houses of Bauhaus. In truth however, what humanity this fell being may or may not have once harboured is long fled, replaced by utter disdain for her enemies and her rivals, harbouring a penchant for inflicting pain beyond mortal imagining.

In battle, Golgotha focuses on direct assaults that ruthlessly overwhelm her foes and crush them utterly. While fully capable of more subtle strategy, it is said of the Nepharite that her true desire is the gifting of pain and the suffering it causes. To this end, Golgotha seeks out the mightiest of champions amongst her enemies, as well as their leaders and most cherished figureheads. These she engages in combat herself, but her aim is not simply to kill. Rather, she seeks to lay her foes low in full view of their fellows, render them utterly submissive, and then drag them off to her Dark Citadel, there to inflict more dark delights upon their flesh. Those few who have faced Golgotha in battle and survived the trauma know that it is better to die than to fall captive to her. Many would far rather take their own lives than allow such a fate to befall them.

In addition to the numerous tales of dread spoken of Golgotha, a darker, more pernicious rumour is sometimes whispered, though never within range of an Inquisitor. Rumours persist that Golgotha was not simply human in origin, but was once a member of the Brotherhood's elite order of warrior—women known as the Valkyries. This wicked tale goes on to express the belief that this unnamed warrior was captured by Algeroth in the very first battle fought between the Brotherhood and the Dark Legion, and that the Dark Apostle deliberately turned her and raised her to the rank of Nepharite in order to inflict unimaginable pain upon the faithful. If this is true, the Brotherhood must have fought hard to suppress the facts, though dark whispers yet remain. Certainly, Golgotha's predilection for blasphemy and suffering are a dark mirror of all the Valkyries stand for, making the tale all the more likely to be true. In battle, Golgotha bears on her back an arcane device through which she focuses the raw power of the Dark Art. This alien device lends her the aspect of a mighty arachnid, further serving to instil terror and dread in her foes. One of her hands is clad in a powerful necrotech claw with which she grants pain and suffering. The other is unclad, and with it she bestows the very darkest of touches; but only upon those she truly desires and long after the battle is ended.



Statistics

									A		
ı	6	16/2	13	11	13	18	16	4	23(12)	1	115

Σγρε: Character, Infantry, Nepharite, Unique, Medium Base

Deployment: Regular

Equipment: Necrotech Claw, Horitsa's Spine, Gas Mask, Nepharite Armour **Options:** May be upgraded with up to 2 Dark Symmetry: Algeroth Powers.

Mirror, Guide, Mistress of Pain, Psychic Scream, Repugnant Actuality, Unbreakable

Aura of Dark Symmetry: Other friendly models starting their activation within 12" of Golgotha gain SP(+1).

Mistress of Pain: RES(2): Nominate one non-vehicle model within this model's CCWR. The model's A value is halved. IA is not modified but successful rolls must be rerolled.

Golgotha's Mirror: This model may be placed anywhere within 6" (counting as a walk action), or within 12" (counting as a run action). This movement may be made through but may not end in impassable terrain. Golgotha Ignores 'Free Slash' this turn.

Guide: RES(3): Nominate any squad. Any squad targeting models from this squad with a ranged attack does not get its RS (or WP) modified due to cover.

Psychic Scream: RES(1): This model may use the following Psychic (S) Power:

	p	SYCHIC SCRE	MA
R	ST	ROA	TYPE
FT	2	1	PSY, F

Repugnant Actuality: Other friendly models up to SZ(1) within 12" of Golgotha gain A(+1).





HORITSA'S SPINE				
R	ST	ROA	TYPE	
1.5	+1	6	CC	





One of Algeroth's favoured Nepharites, the are malicious, deceitful and intricate, carried out at a mundane and steady pace, ensuring

every elaborate aspect falls perfectly into place. He appears decidedly average for a Nepharite, standing at the standard ten feet tall; but appearances are deceiving. Behind his relatively non-threatening visage (for a Nepharite) is an abnormally evil and calculating mind, a mind that exploits the weak, foolish, and ignorant around him. A mind that utilises a maelstrom of powers drawn from the Dark Symmetry; ensuring wrath and ruin come to those against whom he plots. It is whispered that he is being courted away from Algeroth by Ilian, but these are only hushed rumours. Still, they persist and it would explain his acute power over the Dark Symmetry.

Although at home inside the courts of Algeroth, Valpurgius is keen to take to the battlefield at every opportunity, for to truly usurp his master Alakhai, he must prove to the Acolyte of War and Technology that he can lead from the front and affect destruction upon the pathetic occupants of the Solar System. Such ambition concerns Alakhai, for although he must ensure his minions, including Valpurgius, are performing at their best, he must also see that none appear more efficient than himself. To do so would expose the chain of command to revolt or revolution. Alakhai would have the most to lose if such was to pass. A great wariness has evolved between the two Nepharites, one that Alakhai should continue to pay heed to.

A fully regaled Valpurgius is a distressing sight; his shrivelled form resembles that of a mummified cadaver. His eyes burn red with the fury of his master and creator, Algeroth. Valpurgius is resplendent in rich purple robes, inlaid with strings of gold and mystical gems which gleam with the resonant energy of the Dark Potential. Upon his hairless head, he wears the Crown of Rituals, a symbol of his position as Archmagus. Much of the crown's surface is decorated with indecipherable hieroglyphs which ebb and flow as Valpurgius engages in rituals of the Dark Soul. His wiry form is given body and weight with the two almost spherical pauldrons which, like the Crown of Rituals, are covered in Legion symbols of darkness, their true meaning unknown to mankind. Flowing from his shoulders, all manner of dark vestments hang, emphasising his fluid and steady movements.

Valpurgius is singular to his Nepharite breed in that he is capable of being able to summon the powers of the Art, usually employed only by the Brotherhood, but twisted to his own ends. This lends all manner of speculation as to the evil creature's origins.

SP CC/DEF RS ST CON WP LD W R SZ PTS 5 15/2 8 10 15 18 17 4 24(10) 1 175

Type: Character, Infantry, Nepharite, Unique, Medium Base

Deployment: Regular

Equipment: Dimensional Blade, Gas Mask, Unholy Tunic

Options: May be upgraded with up to 5 Dark Symmetry (Any) Powers for free.

Ranged Weapon:

	EXPU	LSION OF SYM	METRY
R	ST	ROA	TYPE
FT	3	1	F, PSY

Close Combat Weapon:

	nis	MENSIONAL BI	ADE	V
	UII	ILMOIUMAL DI	MUL	
H	ST	ROA	TYPE	
1.5	2	2	CC, PSY	

Abilitics: Algeroth's Mind Leash, Fear (2), Psychic Expertise (B/D), Psychic Mastery (B/D), Sadistic Glee, Soulcharger, Unbreakable

Algeroth's Mind Leash: RES(3): Nominate any enemy model up to SZ(1) within 24" and LoS of Valpurgius. The model may try to pass a WP test to resist. If failed or none made, the model is activated directly after Valpurgius' activation ends, controlled by Valpurgius's player. The model has AP(2) if unengaged, AP(1) otherwise. The AP and abilities can be spent and used as normal. The target may have been activated before and can be activated still in the turn if it hasn't already. It may perform actions that the model has already performed this turn.

Soulcharger: For every model removed from the game by this model, place 1'Soulcharger' marker on it.

Once per turn during this model's activation:

- Use two markers to gain W(+1) on any other within 12" (including Valpurgius) up to its starting number of W
- Use (X) markers to give any opposing model WP(-X) this turn.

Valpurgius starts the game with 3 Soulcharger markers.



Nepharite of Algeroth

Nepharites are the most powerful creatures serving within the ranks of the Dark Legion. They are the evil lieutenants that drive the armies of darkness at the behest of the Dark Apostles. Nepharites exact tyrannical control over their minions and the slightest failure is rewarded with a fate more unimaginable than death. They radiate order, leading their armies with cold

efficiency and commanding their forces with mighty battle cries. They vary in rank and power with the most powerful being designated Overlords, who answer only, and directly, to their Apostle. Nepharites are fearsome towering behemoths capable of unimaginable vigour and evil. All Nepharites hunger for power and seek the favour of Algeroth. They are very competitive amongst their ranks and are apt to stab their fellow Nepharites in the back as long as it gains them position or power. Yet their loyalty to the Dark Soul is always without question. Each Nepharite has powers and abilities that make it unique. Their nature varies, ultimately controlled by their Apostle. Many have been cruelly twisted and corrupted for no more reason, it seems, than it amuses their master. Others have been buffed specifically to become the ultimate fighting machine with a bloodlust that cannot be sated, whereas yet others have a great understanding of the Dark Symmetry and wield its powers in many diverse and perverse ways in the never ending battle against Mankind.

The physical appearance of the Nepharites can vary greatly. All strike a dark and powerful pose, radiating evil and perversion. Often sharp spikes and necrotech instruments of pain pierce their bodies and armour. Their strength is reflected in their faces which are twisted in an insane grin of grotesque teeth and exposed angry gums. Blank, lifeless eyes stare with the darkness they represent and their features are an abhorrent mockery of the human form. Nepharites of Algeroth are the most physically brutal of all Nepharites; the homicidal embodiment of war itself. Each is enormous with a mighty musculature and commanding physical appearance. They are devoted to the art of war, always leading their forces from the front. They gladly participate in the wanton destruction being carried out and stalk the battlefield searching for new victims. Many of them take to war carrying the vicious pole arm known as the Azogar; its wide chainblade head tears all but the mightiest of opponents to bloody scraps in seconds. They march to battle, clad in a shining dark armour, adorned with vile heraldry and repulsive patterns. Many also carry the mighty Fist of Malice machine gun, a weapon which is as much a mark of their position as it is a death dealing cannon of Dark Symmetry. The Nepharites take great malicious gratification watching the foes of Algeroth become nothing but a bloody mist when hit by their Fist. Some prefer to deal a less than fatal blow with their ranged weapon, so they can take sadistic pleasure watching and hearing their victim writhe and scream in pain and terror as they walk slowly towards them. They smile as their dead eyes pierce their victim's soul while the Azogar tears their sternum and their opponent's head is offered up to their dark master.



Statistics

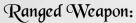
									A		
١	5	16/2	14	10	12	16	15	4	25(10)	1	90

Τγρε: Character, Infantry, Nepharite, Medium Base

Deployment: Regular

Equipment: Fist of Malice HMG, Azogar, Gas Mask, Nepharite Armour

Options: May be upgraded with up to 2 Dark Symmetry: Algeroth Powers.





FIST	OF MALICI	E HMG (UN	HOLY FLECHETTE)
R	ST	ROA	TYPE
	44		00

Close Combat Weapon:

	_		MAR.E	
		AZOGAR		
R	ST	ROA	TYPE	
2.5	+4	3	CC	
Armo	our-Piercii	ng (4), Crit	tical Force (2)	

Abilities: Algeroth's Warcry, Brutal, By My Will, Fear (2), Ferocity (2)

Algeroth's Warcry: RES(2): Enemy models up to SZ(1) within 3" must make a CON(-2) test. If failed, the model is 'stunned'.

By My Will: RES(3): All Undead Legionnaire squads within 8" of the Nepharite may immediately perform a Walk action for free. This action does not count towards the movement allowance per turn and those models may make another 'Walk' action this turn.



Fabien von Hölle

A Bauhausian from another age, Von Hölle is an insane servant of the Dark Symmetry set on an eternal mission to unleash the Dark Soul. Long ago he was corrupted by his masters, driven mad by them. He does their bidding and will do so while he still draws breath, and likely even when he does not. His mind doesn't work

like ours; he doesn't think like us. He has been deconstructed mentally, only to be rewired in perverse and incomprehensible ways. Fabien is a conduit and his job is to collect more conduits. He has developed a number of approaches to his work, before he was touched by the Symmetry, he disrupted technology, telephones, televisions and alike. In turn these devices slowly affected their users with his Ritual of Pain. Since the fall of technology, he has made his own devices, technological pieces he leaves for the foolhardy and unsuspecting. They turn and become new 'conduits'. Their now, pain-wracked minds are then taken over with relative ease and the Dark Symmetry begins to whisper to them.

More recently he has developed a quicker more violent harvesting method, in the form of his insalubrious bombs; booby traps that convert and mutate instantly. He no longer needs the weak-minded; all will fall to his conversion now. Each person controlled feeds von Hölle's growing power and is led by his will to his laboratory or industrial warehouse. Using his apparatus, the subjects become vessels for the Dark Symmetry. He has grown bolder, enjoying the corruption of Megacorporation soldier and Brotherhood troopers alike, as they make strong vessels. More and more frequently Von Hölle can be seen on the battlefield surrounded and defended by his newly converted followers. Each and every one a vessel ripe for filling, each and every one ready to kill and maim for the Legion. He is a scourge to humanity and one that must be put down.

	d	latistic			THE REAL PROPERTY.	v lo m	0.0		- A	200
SP	CC/DEF	RS	ST	CON	WP	LD	U	A	SZ	PTS
5	12/0	12	8	10	15	12	3	23	0	70

Σγρε: Character, Infantry, Heretic, Unique, Medium Base

Deployment: Regular, Infiltrate

Equipment: Bauforce K-110 Carbine, Sword of Symmetry, Insalubrious Bombs, Armoured Trenchcoat

Options: May be upgraded with up to 1 Dark Symmetry: Algeroth Power for free.





Abilities: Doubtless Precision, Fearless (3), Heal (3), Target Identifier (3), The Enemy Within; As Heretics: Human

Doubtless Precision: This model does not suffer the normal effects of a Fumble, (e.g. lose remaining AP) but all rolls of natural 20 are still considered a failure.

The Enemy Within: If this model is attached to a squad consisting only of Heretics, the whole squad has the Infiltrate Deployment Option.

John Baptiste

A vile heretic if there was ever one, John Baptiste works from within the Megacorporations, fostering trust and goodwill. A man whose real name is not known, but goes by many, he has bankrupted entire smaller corporations overnight and then vanished into thin air to evade the authorities. Given a long, extended life by his masters, he is more necrotechnology than actual human under the skin. This has allowed him to infiltrate

all of the various Megacorporations and corrupt them, turning entire companies of military troops against their friends. He does this through a combination of guile, offering them power or necrotech, or just straight up cold hard cash. He has found that anyone can be bribed if the price is high enough, but has found an adversary in Detective Nathan Castle, who has arrested him in various guises in recent years. The detective appears to be close to putting all of the pieces together, something Baptiste cannot allow him to do.

	A	tatistic		TOTAL I		v lo m	2.1		- A	T 5 1	
	CC/DEF										
5	10/0	11	8	10	14	14	3	20	0	75	
	_		-	_		_			_	-	

Σγρε: Character, Infantry, Heretic, Unique, Medium Base

Deployment: Regular

Equipment: Voriche Autopistol, Legion Athame, Reinforced Corporate Suit

Options: May be upgraded with up to 1 Dark Symmetry: Algeroth or Ilian Power.

May be taken for (+20)PTS in a Bauhaus, Capitol, Cybertronic, Imperial: MOW, or Mishima army if no Brotherhood, Cartel, or Doomtrooper squads are included. That army may also take one Heretic squad (choose their Apostle) as Troops.





Abilities: Corporate Litigation, Fearless (3), Hostile Appropriation, With Money Comes... Protection; As Heretics: Human

Corporate Litigation: Set aside one of the opponent's Resource cards. He cannot use it. Return the card when this model is removed from play.

Hostile Appropriation: RES(1), AP(2). Choose a player to hand over 2 unused Resource Cards; you may use these as normal. They are returned in the end phase.

With Money Comes... Protection: When this character is attached to a squad of heretics, models in this squad gain Bodyguard.



Necrobeast Rider



Fabian Von Holle



John Baptiste



Mercurian Maculators



Praetorian Goliath

The secrets behind the growth of the Praetorian Stalkers are known to but a few, even within the Legion itself. Only the most fearless (or corrupt) Inquisitors have gleaned an insight into their development. They have discovered that 'worthy' candidates are subjected to a dark ritual, freeing them of their old body and transferring their soul

into a new, more powerful, vessel.

Stalkers grown together form an unnatural empathy with each other, leading to malevolent unison and intuition; a hunting pack with a potential far superior to those brought together by training alone. Stalkers grown in a single egg develop symmetrically, the dark energies of the pool infusing them with equal power and strength. In recent years, following the success of the Praetorian Behemoth, the greatest of Algeroth's Tekrons, Korlugon the Master of the Dark Technology, has tinkered further with the gestation protocols of the Stalkers. New ingredients have been added, crueler and crueler methods have been trialed, and the ingredient mix has been re-evaluated. Most of these experiments have resulted in little more than aborted fetuses or stillborn. Most, but not all...

For many months Korlugon tried in vain to breed an enhanced Stalker with not only greater strength, but an equally enhanced intellect; a warrior and a leader to rival all, except the Nepharites themselves. Over the course of countless experiments he devised a method utilizing nervous-systems of two volunteers, melding them into a single construct. The first incarnations were nothing more than malformed heaps of mutated limbs and conflicting personalities. Adamant that the fusion of two beings held the key to success, Korlugon set about trimming, truncating and removing superfluous dendrites, so refining his masterpiece into a singular abomination rather than a ghastly fusion of two.

After many iterations, failures and refinements, a live Goliath was born. Its first act was to breathe a piteous scream; its second was to rip its own head from its shoulders. Korlugon was furious; his goal was close, yet continued to elude him. In his rage, he stormed from the experimental pool, executing anyone or thing that got in his way. For days he poured through his research, searching for anything he may have missed. Finally a spark of inspiration came. He returned to the research pool and repeated the same experiment as before, but this time he added the dendritic off-cuts to the pod before starting the developmental process anew. A Goliath was born; a beast nearly twice the bulk of a normal Stalker.

This time, however, another creature skulked, unarmoured, from the mire with it; an evil, impish thing. Korlugon had succeeded. The Goliath is a beast fed on the strength and power of the Necrotech within which it was grown. The vile Imp is the Goliath's shadow, infused with all the malice, cunning and intellect of the Symmetry. The empathic link between the amorphic twins is so strong that they act as if of one mind. In battle the armoured Goliath strides forward, a colossal scythe in hand. The manifestation of Death itself, its visage draws the enemy in like insects to a violent and deadly flame. All the while the Imp hides in his twin's shadow, waiting; the powers of darkness shrouding him just as much as his sibling's billowing shroud. Then as if from nowhere, the Imp delivers a death strike to the unsuspecting prey. The brothers smile as one as their unsuspecting target crumbles before them. Then quietly, as if a figment of a maligned imagination, the Imp disappears as it skulks back into his brother's shadow.

Clickity Clack went the Praetorian Stalker's toes

As he hunted down his unfortunate foes

You really should fear

For those you hold dear

Are naught but lambs to the slaughter

Hide your sons and hide your daughters

And hide behind the light the Cardinal brought 'cha.

By Ledi Murphy



Praetorian Goliath

	CC/DEF									
5	15/2	11	12	10	12	15	3	24(10)	2	100

Imp

- C		MAKAN)	III III		O THE	V DUCK	San Co	-	- A	3/13
SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	15/1	13	8	10	16	15	1	20	0	*

Type: Goliath: Character, Infantry, Praetorian Stalker, Large Base

Imp: Infantry, Praetorian Stalker, Small Base

Deployment: Regular, Infiltrate, Stalk

Equipment: Goliath: Giant Reaper of Semai, Praetorian Armour

Imp: Paired Hand Reapers

Options: The cost for the Imp is included in the Goliath's cost. It has the same deployment options as the Goliath. The Imp may be upgraded with 1 Dark Symmetry: Algeroth Power.

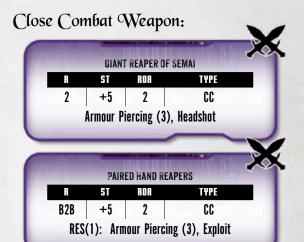
May Purchase Rapid Deployment as a Deployment option for both Goliath and Imp at a total of (+10) PTS.

Aprilitics: Drawn to Their Doom, Fear(5), Follow up, Fraternal Bond, Leader (2/Praetorian Stalkers), Shrouded; As Praetorian Stalkers: Bonded in Birth, Durable, Precision Deployment, Savage Charge

Drawn to Their Doom: During the control phase, the nearest enemy non-vehicle model within 10" and with LOS to this model must pass a LD (-4) test. If failed, it must charge this model as its first action once activated, even if already engaged.

Fraternal Bond: Any hit allocated to the Imp can be allocated to any other Praetorian in B2B contact with the Imp.

Shrouded: The Imp may be kept in reserve. When the Praetorian Goliath is engaged, immediately place the Imp in B2B contact (or as near to it as possible) with the Praetorian Goliath. One enemy model within 1" of the Imp receives a ST(13) Exploit autohit. The Imp starts its activation with AP(2). If by themselves, they have a Coherency of 10". If the Goliath joins a squad, the Imp also joins it. The player may recall the Imp at the start of it's activation.



Necromutant Jeader

Bigger, smarter, and stronger than a standard Necromutant, the Kohort leaders are cunning commanders and ferocious enemies. Their bodies are swollen with necrotech enhancements, making them a deadly adversary for even the most hardened warriors of the Megacorporations. Often found in the thick of the shambling hordes of

Undead Legionnaires, they spur the walking corpses on towards their enemies like a wave of rotted flesh, ready to consume their former allies. Should the Necromutant Leader kill anything living in close combat, they carry syringes filled with a toxic formula developed by Algeroth's Chief Tekron and if it is injected into the corpse, the body rises again, this time to fight for the Dark Legion instead of against it.

	1	4444	THE RESERVE	THE REAL PROPERTY.		V Marie		-	- 0	100
SP	CC/DEF	RS	ST	CON	WP	LD		A	SZ	PTS
6	15/2	15	11	12	15	16	3	24(10)	0	60

ΤΥΡΕ: Character, Infantry, Necromutant, Medium Base

Deployment: Regular

Equipment: Enhanced Belzarach Assault Rifle, Grenade of Flies, Necroblade, Gas Mask, Crude Metal Armour

Options: May be upgraded with up to 2 Dark Symmetry: Algeroth Powers.







Abilities: Black Liquid Syringe, Ferocity (2), Frenzy, Heal (6), Whip; As Necromutant: Insalubrious Bodily Fluids

Black Liquid Syringe: Each model removed from play by this model in close combat 'turns' into an Undead Legionnaire.

Whip: Undead Legionnaires beginning their activation within 6" gain SP(+1).

The battlefields of the Solar System offer countless nightmares to the soldiers of Mankind, from lumbering bio-mechanical giants to thrashing, formless things of tentacle and maw. However, for many, the most subtle terror is spread by the very existence of the Undead Legionnaires.

Forming the greater bulk of Algeroth's Dark

Legion armies, Undead Legionnaires are mindless animated corpses brought into being by the vilest of rites and animated by the Dark Symmetry. The corpses themselves are plundered from the battlefield or disinterred from mass graves both recent and ancient, and that is the core of the Legionnaires' terror. To face them is to see the most horrible of destinies. Most soldiers would resign themselves to any other fate than one in which their slain bodies are reanimated, their stiff limbs forced to bear arms against their former comrades. The only eventuality worse than this is to face such an enemy; to see the features of a beloved brother-in-arms sloughing from his skull as he stumbles on under the direction of the Dark Soul. The ranks of the Undead Legionnaires are swelled by corpses of every age. Some have been recovered from the most ancient of battlefields and graves, and so represent peoples and cultures entirely unknown to Mankind now. Others are all too recognizable, wearing tattered uniforms and bearing weapons carried by the soldiers of all the Megacorporations. Many bear a mismatched combination of ancient technology and other items of contemporary manufacture. The common weapon carried by these wretches is a firearm of alien design called the Kratach. This weapon is simple to operate, as befits the standard firearm of the mindless undead. In battle, the Undead Legionnaires are driven forward by their masters in unending waves. They do not suffer from fear and they have no notion of pain, making them ideal for massed assaults against a less numerous foe. If they can be said to have any particular weakness, it is the fact that they must be commanded to carry out even the most simple tasks. For this reason, most bands of Undead Legionnaires are accompanied into battle by a Necromutant or similarly-minded individual. The band's leader must instruct his charges in all matters, though once within arm's reach of the foe crude instinct takes over and the Legionnaires seek to claw their target's flesh and tear him to pieces. Should the band's leader fall in combat, one of two things will ensue. If no enemy is immediately to hand, the Legionnaires are likely to fall motionless as they await further instructions, or occasionally to shamble about with no apparent reason. Should an enemy approach, the leaderless undead will be stirred to horrific animation, grasping for the bodies of the living or unleashing fusillades of Kratach fire at close range.

Undead Legionnaires are by far the most numerous of the Algeroth's many and varied forces; for there is no end to the supply of corpses to swell their ranks. Even if the war between Mankind and the Dark Soul were to cease tomorrow, so many have fallen in the battle fields of the Inner Worlds over the years that the supply must surely be without limit.



	- ((MANA)	ALDERS .	A PARISON AND A STREET	of Lilly	W TO BE	60.0		-	
п		CC/DEF									
0	4	11/0	11	8	8	10	13	1	20	0	10
		,									

Type: Troops, Infantry, Small Bases

Deployment Options: Regular

Coherency: 8"

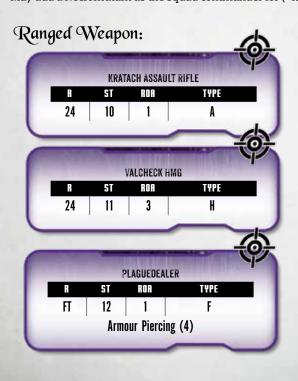
Squad Composition: 5-15 Undead Legionnaires

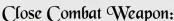
Equipment: Kratach Assault Rifle, Corroded Blade, Light Armour

Squad Options: Up to 2 in 5 squad members may replace their Kratach Assault Rifle with either a Valcheck

HMG for (+8) PTS or a Plaguedealer for (+5) PTS.

May add a Necromutant as the squad commander for (+19) PTS.







Abilities: Brainless, Black Bullets, Leash, Swarm, Unbreakable

Brainless: Undead Legionnaires cannot perform actions that cost AP(2). Also, Undead Legionnaires do not provide a Resource unless there is a Necromutant in this squad. **Black Bullets:** RES(1): The squad's ranged weapons gain Deadly.

Leash: If the squad commander is a Necromutant, Undead Legionnaires in this squad gain SP(+1).

Swarm: At the end of its activation, this squad of only Undead Legionnaires may be merged into another Undead Legionnaire squad within 8" that has already activated this turn as long as the resulting squad does not contain more than 15 Undead Legionnaires.

Across the Solar System tens of billions of people toil day after day in a vain attempt to earn themselves the fame, wealth, or power flaunted by the ruling elite. For many, the struggle is too much and they find themselves crushed by adversity, rivals,

or simple ill fortune; while others search for a short cut, a quick fix to the daily grind. The paths that bring these people to the point of no return are many and varied, yet each and every one finds himself swearing allegiance to the Dark Soul.

Unlike the openly terrifying hordes of the Dark Legion, Heretics live and work within their various organizations across the entirety of the solar system, holding down jobs and even, on occasion, raising families. Rather than engaging in open warfare, they most often act as insurgents by committing acts of sabotage and terrorism, sometimes using false uniforms and identification to lay the blame on others. This perpetuates the cycle of violence between the various Corporations and weakens them further for corruption by the Legion. By employing a cell structure, they are able to limit the damage if they are discovered, making it difficult for the Inquisition or Corporate Security to eliminate more than a handful of their numbers at any one time. Only when a strike against a major target is required or when their identity has been compromised, do several cells come together and openly take to the warzones.

The lowest level of Heretics are normally referred to as Acolytes, and whether they have been recruited by another Heretic or have actively sought out the Apostles, they are trusted with very little until they have proven themselves. This is usually through committing several acts of extreme violence against the innocent. Higher ranking Heretics will often refer to new Acolytes as 'tissues' or other unsavoury sanitary products as they are often considered disposable assets. If they survive this early stage of indoctrination, the Acolytes are then brought fully into the Cult. They become Initiates in a twisted ceremony usually attended by high ranking servant of the Dark Legion. This ceremony will usually see the Initiate given their first Dark Gifts, often in the form of psychic powers. It is at this point that the Heretic swears allegiance to a specific Apostle, either the one that patrons their cell or the one to which they are most drawn.

Although a small number of Heretics will swear allegiance to the Dark Soul as a separate entity, the division of the different Apostle's Cults often results in friction. This has even caused open warfare amongst the Apostles as they direct their servants to disrupt the activities of their rivals. On more than one occasion, Brotherhood or Corporate forces have responded to reports of fighting only to find two or more Cells engaged in conflict against each other.

As they advance through the ranks a successful Heretic grows in power and is bestowed more and more Dark Gifts. The most powerful Heretics are known as the Necromagi, who can wield the Dark Symmetry almost as skillfully as a Nepharite. Each Necromagus will often be in charge of several cells and will manipulate them to a higher aim, with no consideration to the individuals or their fate. The presence of a Necromagus is usually enough to cause a major offensive by the forces of the Light. To stop one in his aspiration of becoming a Nepharite is of paramount importance. For many Heretics however, the powers of the Symmetry are beyond their ability to contain and they will acquire Stigmata; mutating into something both less and more than human. Their ability to draw on their Dark Gifts evaporates as it permeates their physical form, engorging it with the Dark Symmetry. Such monstrosities are a horror to behold, beasts of brute strength and anguished pitiful screams. If you have the awareness to listen you will discover that one of those screams will be your own.

SP CC/DEF RS ST CON WP LD W A SZ PTS 5 10/0 10 8 8 14 11 1 18 0 9

Troops, Infantry, Small Bases

Deployment Options: Regular, Flank Deployment

Coherency: 8"

Squad Composition: 5-10 Heretics

Equipment: Kratach Assault Rifle, Sacrificial Blade, Robes of the Cult

Squad Options: One model in this squad can be upgraded to an Initiate. The Initiate may replace his Kratach Assault Rifle with a Voriche Autopistol for free and may be upgraded with a Psychic Power from the Dark Symmetry list of whichever Apostle they are part of for the point cost stated.





Abilities: Fearless (2), Human, Stay Frosty, The Apostle's Reward, The Path of the Believer

Human: Heretics do not have the Necrotech Enhancements ability.

The Apostle's Reward: Place a marker next to this squad for every Wound loss they inflict upon enemy models. For every 2 markers, Heretic models in this squad gain ST and WP(+2). You may discard 4 markers to turn 1 Heretic from this squad into the following, based on your army or these Heretic's Apostle:

Algeroth: Necromutant Ilian: Templar

The Path of the Believer: You do not have to remove 1 Resource from play when the last model from this squad is removed. Instead, remove that Resource from the game when the last Heretic Troop type model is removed from the game.



Rectonitiants are anology the most common foot soldiers of the Dark Legion, second in number only to

Necromutants are amongst the most such blasphemies as the Undead

Legionnaires and the Kadavers. Like these other examples, they are the result of turning the enemy's warriors against him, but in this case using still-living captives instead of corpses. Having been captured in battle, living captives are brought into the mechanised distortion chambers at the heart of the Dark Citadels. Through an unholy process, of which the Nepharites of Algeroth are the undisputed masters, the very structures of the victim's muscles are changed and the creature's basic genetic code is rewritten. The result is a soldier with nearly perfect combat abilities. Necromutants retain some activity in their brains and are capable of taking initiative on their own. They also retain a part of their original personality. The small remains of human creativity in the Necromutants make them perfect commanders for small groups of Undead Legionnaires. A Necromutant's skin is often the colour of soot and their hair is silvery white or greasy black. Their eyes are completely red with a glittering retina which makes them glow crimson in the dark, a sight dreaded by many sentries of the corporate armies. In places, the skin is treated to add protection, thus giving it the texture of thick leather. The limbs are often reshaped by the Dark Technology and adapted to accept weapons, tools and so on. While most Necromutants are utilised as leaders for bands of Undead Legionnaires, they are occasionally grouped together as units. These forces are quite unlike any others amongst the Kohorts of the Nepharites, for they are able to think like their human enemies, to a degree at least. Necromutant units are often used to range ahead of the main Kohort and to pursue specific objectives, such as destroying a designated target or reporting on enemy strengths in a particular sector. While the two types of Necromutants might appear identical to their enemies, they are in fact cast in a different mould according to the demands the Nepharites foresee being placed upon their Kohorts. Those intended to lead bands of Undead Legionnaires are generally more intelligent and somewhat larger than those banded together into units. The necrotech process used to create the former allows for some vestige of humanity to be left behind and utilised, so as to better observe, understand and exploit the tactics of the human armies.



SP CC/DEF CON WP **SZ** PTS ST 15 14 10 15 19 6 13/1

Troops, Infantry, Small Bases Deployment Options: Regular

Coherency: 8"

Squad Composition: 5-10 Necromutants

Equipment: Belzarach Assault Rifle, Grenade of Flies, Sectioner Bayonet, Gas Mask, Crude Metal Armour

Squad Options: Up to 2 in 5 squad members may replace their Belzarach Assault Rifle with a Heavy Plaguedealer





If a model is hit, it's squad's RS and CC are halved.



	SEC	TIONER BAYO	NET
R	ST	ROA	TYPE
B2B	+2	2	CC

Abilities: Heal (5), Insalubrious Bodily Fluids

Insalabrious Bodily Fluids: When this model is removed from play, enemy models engaged with it receive a ST(10) autohit.





The Dark Apostle Algeroth has summoned countless hideous monstrosities to the warzones of the Solar System. Some are subtle and use guile to assault mankind, while others call down the fell energies of the Dark Art upon the heads of their foes. The Razide is something altogether different however, a beast brutally direct in its existence

and in its mission. The Razide is a towering mass of metal and muscle, summoned into existence from the breeding vats of the Tekrons and sent out to reap bloody carnage on the armies of mankind. Razides are amongst the most feared of Algeroth's countless living war machines. While there are certainly larger and more destructive creatures in the legion's ranks, the Razide is also amongst the most recognisable and the most terrifying. The creature's body is a mass of super-dense tissue supported by a skeleton of the heaviest of metals. Its muscles are supplemented by metal cables, granting strength far in excess of its size and mass.

The Razide's skin is an unholy hybridisation of living tissue and still more metal, the exact composition of which has never been confirmed and is beyond the understanding of human scientists. The combination of biological tissue and metallic components, imbued and driven by the fell essence of the Dark Symmetry serves to create a being of unimaginable physical strength that is able to withstand even the most powerful attacks. Weapons that are able to bring down creatures of twice the Razide's mass are often unable to even penetrate their armoured metal-tissue skin, let alone inflict any damage on the vital organs assumed to lie behind it. When such a living war machine is encountered on the field of battle, veteran commanders will often call for their anti-tank weapons specialists to engage it. Inexperienced officers might mistake a single Razide for a containable threat, though few make the same mistake twice. The enormous physical strength of a Razide allows it to wield incredibly heavy weapons without being slowed down in the least.

Many carry the much feared Nazgaroth, an automatic weapon that fires rounds individually carved with the baleful runes of Dark Symmetry. They wield this heaviest of weapons as a man bears an assault rifle, and with it engage all who dare stand before them. In battle, the Razides serve as fearsome warriors, champions and at times leaders, but they are far more than this. They anchor the Dark Legion's battle lines, providing a solid centre of mass that attracts the heaviest of return fire. Even more important is the effect the Razides have on human warriors. With their lambent, yellow-glowing eyes and sinister features, their distinctive crimson colouration and by dint of their sheer bulk, the Razides strike utter horror into the hearts of even the most experienced and courageous human soldier. It is said that these towering creatures of flesh and living metal are the enforcers of the Nepharites, and are dedicated to their lord Algeroth. What fell mission they might enforce at their dark masters' will remains a mystery to human scholars, the solving of which must surely bode ill for all of mankind.



	-	- 6	italists			of the little	N lo m	50.0		-	100
r		CC/DEF									
ı	6	15/1	15	11	13	13	15	3	26	1	65

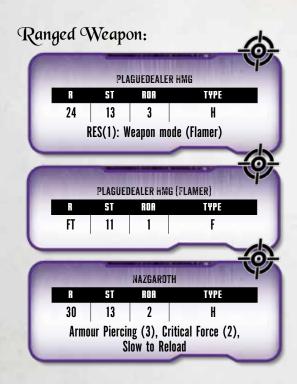
Type: Support, Infantry, Medium Bases
Deployment Options: Regular

Coherency: 8"

Squad Composition: 1-3 Razides

Equipment: Plaguedealer HMG, Gas Mask, Bio-Armour

Squad Options: Any Razide may swap its Plaguedealer HMG for a Nazgaroth for free.





Abilities: All-seeing, Brutal, Bodyguard, Relentless, Unblinking Eye, Unnatural Leap

All-seeing: This model automatically succeeds when trying to spot stalking models.

Unnatural Leap: RES(1): This model can ignore movement modifiers for Difficult Terrain when performing a Charge Action

Statement of Prisoner 03 2516 / DKK / Hood, Kander, Private, 288th Martian Infantry

Standard Capitol doctrine when confronted by a Razide is to focus all heavy weaponry on it, to the expense of all other targets. Anti tank systems are held to be especially effective, as are air strikes. Personally, I've been up against them on three occasions. The first time, I saw a single Razide shrug off at least a dozen direct AT missile hits and keep going right up to the point that we were ordered out. The second time I saw one rip through an entire squadron of Sharks, those giant fists swatting them down in a matter of a few seconds. The last time I faced one, at the Three Knolls Massacre, well, I'm ashamed to say, I didn't stick around to find out the latest way of dying to it, and neither did any of my platoon. That's why we're here in the stockade, waiting for military justice to come hammering down upon our heads, and it's why we're the only survivors of the Ishi Bayers.

Nasca Razide

The sculpted form of every Razide is carved from the flesh and bone of their alien ancestry, a grisly and foul caricature of what they once were. All Razides come from the same genetic pool, given a mockery of a life through dark necrotechnology. A series of arterial tubes feed insidious liquids to their vital organs, protected by layers of otherworldly bio-metals. What separates the Nasca Razides from their crimson counterparts does not end at the pigmentation of their flesh, but extends to their physical structure. They display a benign

intelligence, an adaptation to highly-toxic environmental conditions and a strange ability to execute acts of incredible dexterity that their physical form should deny them.

In the depths of Alakhai's Citadel, Valpurgius commands a team of Tekrons which toil laboriously to create ever more menacing creations for what he only currently describes as his 'masterplan'. It is said that in return for his service to Ilian, the Dark Mistress, he was allowed to peer into the future of the Dark Soul. What he saw was his moment to shine in the baleful eyes of Algeroth; to stand above any other Nepharite and reign supreme. The Nasca Razide was designed for the sole purpose of fulfilling his needs, they were to form the main spearhead in his plans of domination, but until then, they would need testing and have been sighted as significant contingents within major Dark Legion incursions. In the field, the cerulean-fleshed Nasca Razides are just as resilient as their bloodshot peers, though they display less of a berserk desire to engage in physical combat. Nasca Razides are resistant to becoming enraged beyond control, preferring a calculating and organized approach to combat. They display signs of a synergy with other Nasca Razides and an ability to think as an assembly, rather than as their own battle-frenzied selves.

In recognition of the Nasca Razides' proficiency for making calculated attacks, Valpurgius set about having weapons designed specifically for them. The Hellblaster combines both necrotechnological science and the dark symmetry of Ilian. When fired, it can tear open a rift in reality causing those nearby the rip to cling on to their own reality with all their will or be forever bound to the malevolent dimension of the Dark Soul. The Ashnagaroth is not so much designed specifically for the Nasca Razides, but reverse-engineered for them from the weapons mounted upon the Black Widow; a terrifying weapon which spews forth a barrage of ammunition whilst screeching with every spin of its barrels. The 'Screamer', as the Ashnagaroth is often called, is both a merciless weapon of destruction and a terrifying armament of dread.

With the assistance of Muawijhe, the terrifying truth of Valpurgius' master-plan is revealed via the collective nightmares of humanity, one horrific element at a time. Twisted and manipulated, with countless potential plots, the truth, no matter how terrifying, is still impossible to pin down; but no matter the specifics, the finale is always clear: As Valpurgius gazes at these visions of the future, hordes upon hordes of his Nasca Razides march on the shattered world known now as Dark Eden.



Statistics

	CC/DEF									
6	13/1	13	10	11	14	15	2	22	1	40

Type: Support, Infantry, Medium Bases
Deployment Options: Regular

Coherency: 8"

Squad Composition: 1-4 Nasca Razides Equipment: Ashnagaroth HMG, Bio-Armour

Squad Options: Any model may swap its Ashnagaroth HMG for a Nazgaroth for (+10) PTS or a Hellblaster for

(+5) PTS.





Abilities: Dark Symmetry Medium, Eagle Eye (4), Leap (4), Ranger, Relentless, Toxic Anatomy

Dark Symmetry Medium: Dark Legion psychic powers may be cast using a Nasca Razide's LOS as long as the Nasca Razide is within 8" of the caster.

Toxic Anatomy: Nasca Razides ignore hits with Gas.

of the Dark Legion's warrior-constructs and they are regarded as the ultimate foe by many of the corporate Special Forces. It was the Blood Berets of Imperial who coined the name by which these monstrosities are now universally known and the Imperial Special Forces have developed something

Praetorian Stalkers are amongst the most feared Imperial Special Forces have developed something of a blood feud towards them.

Praetorian Stalkers are formidable war machines in the forces of the Dark Legion. They were first created by the Tekrons of Algeroth and shaped after the Dark Lord's visions of the ultimate front line soldier. Stalkers are created during a dark ritual in which two Nepharites —one Magus and one Warlord — must be present. Heretics who have volunteered are slowly lowered into a pit of bubbling magma, protected only by each Nepharite's power over the Dark Symmetry. Their bodies are reduced to charred husks and their souls are tormented by the heat, but they are kept alive throughout the agonizing process. If a Heretic is unworthy and screams for mercy and relief from the pain, it will be granted. The Nepharites will cancel their protective spell and death will take the unworthy one. If his devotion to Algeroth is true, the Heretic will survive and the Tekrons will submerge him into a birthing tank to begin work implanting what remains of his flayed nervous system within a Stalker's body. After these long and delicate operations are complete, the new Stalker will be introduced to his combat brethren, for Praetorian Stalkers always fight with those who have shared the same tortuous transformation. These units are most commonly paired up, but on rare occasion are found to be in larger groups, usually of an even number.

The bodies of the Praetorian Stalkers are a technological marvel, propelled by motorised limbs and upheld by servo-controlled artificial organs. The Stalker is a bio-mechanical machine – the only true organic part is the brain and remnants of the Heretic's spinal cord, encapsulated in a fearsome nightmarish head. Fragile organs and neural connections are well protected by several layers of armour. The purpose of the machinelike body is to enable the Praetorian Stalker to carry heavy support weapons such as the dreaded Scythe of Semai, a weapon with vast destructive capability due to its combined flame-throwing incinerator and devastating grenade launcher. The Praetorian Stalker is not limited to this weapon, however. It is not unusual for Praetorian Stalkers to bear cruelly sharpened melee weapons, intent on the malevolent slaughter of all who oppose them.

Even though the central part of the Stalker is a biological brain, the creatures are completely devoid of feelings and basic instincts. They are possessed of a terrifyingly cold anima that few have witnessed and survived. They are completely single-minded and unquestioning in their loyalty, yet the nature of their creation means they are far more than unthinking bio-machines or animated dead-things, as are many other warriors within the ranks of the Dark Legion's Kohorts. Rather, Praetorian Stalkers are intelligent and cunning, making them a true rival to the special forces of any of the Megacorporations.



Statistics

п	SP	CC/DEF	RS	ST	CON	WP	LD	U	A	SZ	PTS
Œ	5	14/1	13	10	10	14	13	2	24	1	45

Type: Support, Infantry, Medium Bases

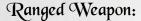
Deployment Options: Regular, Stalk, Infiltrate, Rapid Deployment (+5 PTS / model)

Coherency: 10"

Squad Composition: 2-6 Praetorian Stalkers Equipment: Reaper of Semai, Praetorian Armour

Squad Options: Any model may swap its Reaper of Semai with a Scythe of Semai HMG and Semai's Bayonet for (+10) PTS per model.

Up to 2 models may add a Carcass Launcher to the Scythe of Semai HMG for free or a Hindenburg Incinerator for (+10) PTS





For each hit, a model must pass a CON test. If failed, the hit gains Critical Force (2) RES(2): Armour Piercing (4)



	HINDE	NBURG INC	INERATOR
R	ST	ROA	TYPE
FT	8	2	F
Critic	al Force	(2), Armo	our Piercing (10)

Close Combat Weapon:

	SI	EMAI'S BAYON	ET
B	ST	ROA	TYPE
1	+1	2	CC

	RE	APER OF S	EMAI
R	ST	ROA	TYPE
1.5	+4	3	CC
	Armour P	iercing (3), Headshot

Abilities: Bonded in Birth, Durable, Fear (3), Precision Deployment, Savage Charge

Bonded in Birth: For every 2 Praetorian Stalker type models in this squad, all such models gain CC, DEF and RS(+1).

Precision Deployment: This model treats a 20 for the Rapid Deployment roll as a 19.

Savage Charge: RES(X): (X) models in this squad gain Ranger and Frenzy.

The natural predator of the kunshu dragon, the Maculator was mutated when the Dark Legion came to Mercury with its Dark Symmetry. Heavily armoured and with an ability to naturally regenerate, it makes for a tough opponent to kill without concentrated fire. Despite their size, these monsters are able to ambush their prey these monsters are able to ambush their prey with a hunter's skill, blending in with its natural

surroundings; whether it be a swamp, forest, or even a desert, the Dark Legion's Tekrons have adapted them to any type of warzone. Those opposing a Maculator find it difficult to pinpoint in order to actually shoot it. When the Tekrons gave the beast an explosive Attachia Handcannon, it became even more deadly, able to drop volatile shrapnel onto entire formations of enemy units. When they get close to their enemy, Maculators use their massive iron-hard fists to violently smash them to pieces.

SP				CON				A	SZ	PTS
6	13/1	14	13	14	14	14	3	25	2	85

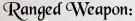
Type: Support / Monster (choose one), Infantry, Large Bases **Deployment Options:** Regular, Preemptive Strike, Stalk

Coherency: 8"

Squad Composition: 1-3 Mercurian Maculators

Equipment: Attachia Hand Cannon

Squad Options: None





Close Combat Weapon:



Abilities: Camouflage (2), Enhanced Regeneration, Fear (5), Hard to Hit (4), Heal (4), Ranger, Regeneration (8)

Enhanced Regeneration: This model may reroll failed

Heal rolls.

It came down from its roost in the wide cavern ceiling to drink from the crystal clear lake. Padding around the edge of the flora, the Kunshu dipped its head down and flicked its long tongue, quickly lapping up the water. Suddenly, it stopped, its head snapping up to look around in the gloom, but it saw nothing. Carefully, it lowered its head once more and began to drink again. This time, the water came to life and it reared back as strong hands grabbed hold of its long neck. It tried desperately to pull away, to take flight, but it was no use. Turning on its ambusher, its claws lashed out and raked into the body of its attacker. The wounds healed almost immediately. Gouts of flame bellowed forth as it tried in vain to burn that which was killing it. Its world went black as it felt its skull smash into the rock it had been perched on. Once, twice, three times and it was over, its head a pulped, bloody ruin. The Maculator roared triumphantly and dragged its meal down into the swamp water.

infecting and annihilating entire planets with its power. The Necrobeasts lived on one such planet, far beyond our own Solar System; a planet of lush jungles, vast complexities of rivers, and all manner of flora and fauna. Gifted with a bestial-intelligence, strong limbs, and a jaw dominated by rows of serrated teeth, the semi-aquatic creatures that would later become the Necrobeasts were once the majestic.

The Dark Legion is a wide-spread epidemic upon the galaxy, would later become the Necrobeasts were once the majestic and dominant predator of that doomed world. When the

Dark Legion came, their intent was, the total decimation and a harvesting of living and dead to swell their foetid ranks. The apex predator, however, had a natural resilience to the Dark Symmetry and the necromutation process. This angered and frustrated Alakhai; the greatest spoil of this particular war and he could not harvest it.

After countless years of toil, the Tekrons of Algeroth eventually discovered the processes needed to mutate these beasts. Alakhai would at last get his most desired of servants. Their new processes had an additional benefit; they significantly improved the yields of mutation in other races too. He now favours these beasts above all others. They are common guardians in the halls of his Citadel and the largest examples are but lapdogs at his feet. The juxtaposition of their former majesty to mutated subservience amuses the Nepharite Overlord and reminds him that perseverance often pays off.

The Necrobeasts have been biogenetically reconstructed into dark creatures like nothing ever known by mankind; when a Necrobeast moves, it does so with an unsettling agility. Due to the highly advanced necromutation involved, every muscle is utilised to its maximum potential. Every aspect of their physical form has been manufactured for the sole purpose of war and dealing a merciless and brutal death. This alien monstrosity can taste a prey's blood in the air from several miles away, making it a remarkable tracker. Its jaws are filled with rows upon rows of serrated teeth, which continually fall out and are organically replaced with new growths, ensuring they are always razor sharp. Two small black eyes reflect an intelligence which, like their master's, is cruel and cunning with a penchant for merciless slaughter.

Beyond the Citadels and upon the battlefield, the beasts are frequently ridden to war by Centurions, the most elite of all human-based Necromutants. The Necrobeast's malign intelligence recognises and respects the Centurion's superiority in all that is dark and consents to becoming a steed. Any attempt to mount one by a lesser Undead Legionnaire or Necromutant results in a swift end to the potential rider and an extra meal for the angered beast. The abominations often work in small packs, riding out in front of a larger Dark Legion force. Each Centurion wears a chain of Necrobeast teeth which have been shed by their mount over time, as such the number of teeth worn roughly represents the age and success of the pairing and their seniority.

	a	tatisti	rs			10.0				
SP	CC/DEF	RS	ST	CON	WP	LD	Ш	A	SZ	PTS
5	14/2	12	10	10	15	15	4	26	2	85
	14/-		13							

Type: Monster, Cavalry, Large Bases

Deployment Options: Regular, Preemptive Strike, Flank Deployment

Coherency: 9"

Squad Composition: 1-3 Necrobeast Riders

Equipment: Rider: Voriche Autopistol, Skalak, Gas Mask, Grappling Hooks (3), Crude Metal Armour

Squad Options: One Squad may be chosen as a Support Squad.



Abilities: Boost (1/3), Durable, Fear (3), Ferocity (2), Hard to Hit (2), Predator Senses, Ranger, Relentless



Praetorian Behemoth

There are times when the Dark Symmetry manifests its power in ways overtly terrible and frightening. Summoned from an alternate plane of existence, the Praetorian Behemoth is just such a manifestation. Thought to be drawn from a world expressly dedicated to the Dark Soul, the Behemoths are massive engines of rage and destruction that thrive on battle and carnage.

Praetorian Behemoths are used primarily to shed corporate blood in the sandy Martian deserts, but thanks to the arcane portals found within many of the Dark Legion's Citadels, can be encountered in any warzone in the Solar System. They exist to kill and then feast upon the broken bodies of any corporate soldiers with strength enough to stand before the assault of the hordes of the Legion. Those unfortunate enough to bear witness to the power of a Praetorian Behemoth might misidentify them as no more than single-minded killing machines, but this would be a mistake. Behemoths possess an insidious intelligence which, like their physical bodies, is augmented by the powers of Dark Symmetry. Without the constant flow of the Dark Symmetry to enervate their bodies, they would be driven mad and ultimately destroy themselves and all around them, friend or foe. This is largely the reason a Behemoth has never been captured alive. On the battlefield, the Praetorian Behemoth is used to break defending lines and punch holes through fortified positions. They are huge, well-armoured and incredibly destructive, especially once they reach the enemy's lines. It is there that a Behemoth's true potential is achieved, with the beast laying waste to anything within its path. Praetorian Behemoths are equipped with four arms, which they use with good effect to carry extremely heavy weapons normally reserved for tanks. Typically, each Behemoth bears a Decimator Cannon and a massively oversized Azogar, both of which have been created from a unique pattern especially for these giant bio-mechanical war machines. Many human soldiers who have survived a Praetorian Behemoth's assault (invariably because of a timely redeployment) have reported that the beasts are capable of maintaining a ceaseless storm of fire, leading some to conclude that their weapons are fed not by conventional feed systems but some as yet undetermined process of the Dark Symmetry. Whatever the truth, the Praetorian Behemoths remain one of the Dark Legion's most effective weapons of mass destruction. Their only saving grace so far as the armies of the human corporations are concerned, is their proportional rarity compared to other, lesser enemies.



- Statistics

	CC/DEF									
6	14/2	13	15	15	10	14	8	26	4	180

Type: Monster, Infantry, Huge Base
Deployment Options: Regular

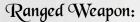
Coherency: -

Squad Composition: 1 Praetorian Behemoth

Equipment: Decimator Hand Cannon, Heavy Armour Plates

Squad Options: One Praetorian Behemoth may be fielded as a Troop Choice (counting as 2 Troop choices) if you

do not have any other Troop Choices. In that case, he will generate 2 RES.





DECIMATOR	HAND C	ANNON (H	EAVY MAGGOT SHELL)
R	ST	ROA	TYPE
18/SE	16	1	GR

Close Combat Weapon:



Abilities: Durable, Fear (6), Pick up and Throw, Ranger, Relentless

Pick up and Throw: RES(1): If there is a terrain piece within 3" and in the front facing of the Behemoth, spend AP(1) to make a Shooting Action using the 'Improvised Projectile' profile. If the terrain piece's footprint is 2"x2" and less than 2" tall, remove this terrain piece from the table. If the terrain is larger than this, the terrain piece suffers W(-1).



	IMPR	OVISED PR	DJECTILE
R	ST	ROA	TYPE
ST/LE	13	1	GR

Black Widow

Deep within the countless Citadels of Algeroth, teem hordes of Tekrons. Each and every one working tirelessly, manufacturing a varied arsenal of vile machines of destruction for Algeroth, the lord of War and Technology. Amongst the most prominent of all these abominations is the epitome of Necrotechnology, a construct with a name unpronounceable in the human tongue, a machine that feeds on fear and insanity, the arachnid-like Black Widow.

The Black Widow is truly the most terrifying prospect within the mass that is the forces of the Dark Legion, spreading horror, death, decay and insanity in equal measure.

Like all of Algeroth's fighting machines, the Black Widow is a resurrected and re-configured distortion of captured technology, a horrific visage designed to feed the base terrors ingrained in every human. Warped by the Black Technology of Algeroth, its hull is pockmarked with an endemic of malignant necrotechnological growths; each one atomically sharp and so able to cut through any armour humanity has to offer. The beast pays foul homage to the malevolent nature of its master. A Necrotech engine glows ominously with the power of Dark Symmetry from the depths of the Black Widow's bulbous thorax. It has such malevolent potential that it acts as a beacon to the Legion forces surrounding it, driving them forward with an unnatural vigour of evil intent, any humans caught in its web of madness for even a moment are driven into a raving, hallucinogenic insanity.

The armour colour varies from one Black Widow to another, but more often than not, they are rife with decaying faecal dark browns and blacks, mixed with intermittent hints of bruised purple or nauseating puce and greens. The control mechanism is situated in the head of the war-machine and is controlled by a Necromutant that has been biologically grafted into the array. The Black Widow's control mechanism also houses the heads and neural chords of two more Necromutants which control the vehicles armaments – two Ashnagaroth Gatling Guns. The Ashnagaroths are capable of firing various munitions, most commonly the zombifying Black Bullets and the armour penetrating 'Maggot Bullets'. Whilst firing, the ammo-drums of the two Ashnagaroth whistle and whine with the unmistakable and terrifying scream of tormented human souls. They appear to blink in and out of existence with the flickering sparks of rapidly ejected bullets. The Black Widow's spider-like appearance is key to its effect on the human psyche, feeding off an engrained arachnophobia. Black Widow variants have been recorded with anything from three to twelve legs, but six seems most common. Regardless of number, the legs are articulated and work in a similar manner to a fast moving spider, scuttling across all manner of terrain with absolute ease.

100	- 12-	(S)	alisti	TITLE	100	mile IIII	do ex		-	-23	300
SP	CC/DEF	RS	WP	LD	HULL A/W	WPNS A/W	LEGS A/W	ENG A/W	A-REAR	SZ	PTS
6	14/0	12	16	15	30/5	26/4	25/5	27/5	-2	5	250

ΣΥΡ : Heavy Vehicle, Heavy Walker, Enclosed Transport (12), no base

Deployment Options: Regular

Coherency: -

Squad Composition: 1 Black Widow

Equipment: 2 Head-Mounted Ashnagaroths, Tarsus, Biotech Carapace Armour

Squad Options: A Black Widow may be fielded as a Wolf Spider. See the respective entry.

This model may not be fielded in games that disallow Heavy Vehicles.





Abilities: Aura of Madness, Dissention (3), Fear(6), Necrotic Regeneration, Paired Weapons (H), Ranger, Repair (5)

auRA oF mADnEsS: eNeMy mODeLS wIThiN 10"oF tHiS mOdel suffer wp(-4)

Necrotic Regeneration: This model has Regeneration (5) and may make a roll for each location each turn.

Wolf Spider

ı	SP	CC/DEF	RS	WP	LD	HULL A/W	WPNS A/W	LEGS A/W	ENG A/W	A-REAR	SZ	PTS
١	6	12/0	12	14	15	26/3	22/3	21/3	21/3	-2	5	105

Transport (12), No Base

Deployment Options: Regular

Coherency: -

Squad Composition: 1 Wolf Spider

Equipment: 2 Head-Mounted Ashnagaroths (Hollow Point), Light Tarsus, Biotech Carapace Armour

Squad Options: None





		LIGHT TARSUS		_
R	ST	ROA	TYPE	
2	3	2	CC	_ 1
	E	xploit, Poiso	n	

Abilities: Aura of Madness, Fear(3), Paired Weapons (H), Ranger, Regeneration (4), Repair (4)





Dark Legion Army Lists

The Dark Legion consists of many sub-factions, each pledging their allegiance to one of the 5 Dark Apostles, Ilian, Demnogonis, Muawijhe, Semai and Algeroth. Each Dark Apostle has its own warriors and ways, though it is not too rare to see one Apostle's forces join one other's causes.

To represent this, before you build your Dark Legion army, you need to pledge allegiance to one of the Dark Apostles and they will in turn reward you with a selection of their finest troops. Refer to the respective Dark Legion faction book to see which squads you may field.

In an army that contains any Nepharite character, one of those Nepharites must be assigned to be the army commander regardless of LD value. Characters from other Apostles can never be your army commander.

The Face of the Legion: Every model in a Dark Legion army has Contempt (all), Fear (0), and Fearless (5). **Dark Symmetry Powers**: Every character in a Dark Legion army that is able purchase and use Dark Symmetry Psychic Powers has Psychic Mastery (D).

Ilian:

A Dark Legion army of Ilian has the following special rules:

Undying: If a model with this ability is removed as a casualty, replace the model with a 'Undying' marker. During the next Control phase, make a Regeneration roll for each marker. If successful, replace the marker with the model that was removed. It has W(1). Remove the marker regardless of the Regeneration result. If the removal of this model is tied to removing Resource cards, then remove those cards only after you fail the Regeneration roll.

Void Portal Tokens: Void Portal tokens have a front and rear arc. Friendly Dark Legion non-vehicle models may move from one Void Portal to another with no penalties. They may shoot through the front or rear arc of any Void Portal, using the same arc of any Void Portal as the exit point. Use the LOS of the exit Void Portal's arc. Shots made through the Void Portal suffer RS(-2) and range is measured to and from each Void Portal. You cannot place Void Portals within 1" of enemy models.



Example: The Ilian model shoots into the blue front arc of the nearest portal. The shot then comes from the blue front arc of the other portal at RS(-2), hitting the enemy model. In addition to the squads listed in this book, you may include the following squads from other Apostle's faction books. Note that the Squad type may change.

Dark Apostle	Characters	Troops	Support	Light / Heavy Vehicle	
Algeroth	Golgotha, Valpurgius, Fabien von Hölle, John Baptiste	Heretics	Mercurian Maculators		
Demnogonis	18 1 1 2 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1	I LIKE TO			
Muawijhe	STANYANA.				
Semai	BOTH TO MENT OF THE	16218			

Dark Symmetry: Ilian Powers Type (D) Symmetry Powers:

Call of the Wild Hunt (10 PTS): Target any model with no more than WP(14). That model must pass a WP test or loses W(1) (on a random location, if a vehicle).

Dark Removal (10 PTS): Specify one of this model's weapons. It is not usable this turn unless the target passes a WP(-6) check when they activate.

Foul Lust (10 PTS): This model must pass a WP test. If failed, the model immediately makes a Ranged or Close Combat attack against the nearest friendly model (pivot for free if necessary).

Disrupt Power (10 PTS) Place a temporary token anywhere within 24" of and LOS to the caster. No model within 6" of the token can cast any Psychic Power, nor can he be affected by one, except Disrupt Power.

Soulwither (5 PTS) Models in this squad suffer WP and CON (-4).

Type (S) Symmetry Powers:

Ilian's Flaming Fist of Destruction (10 PTS)

R ST ROA TYPE				ESTRUCTION
	ł	ST	HUH	TYPE
18 4 2 PSY	18	4	2	PSY

Vortex of the Multiverse (15 PTS)

V	ORTEX OF	THE MULTIV	ERSE (15 PTS)
R	ST	ROA	TYPE
18/LE	2	1	PSY
,		Exploit	

Dark Bolt of the Stars (20 PTS)

	DARK BOLT	F OF THE ST	TARS (10 PTS)
R	ST	ROA	TYPE
24	3	1	PSY
Armo	our-Pierci	ng (5), C	ritical Force (2)

Type (B) Symmetry Powers:

Clarion of the Legionnaire (10 PTS): Range: Caster. This model may summon either a Heretic or an Undead Legionnaire. Place the summoned model B2B to the caster. It joins the caster's squad and activates directly after the caster. Remove it in the next End phase.

Dancing on the Void's Razored Edge (15 PTS): Range: Caster. Gains Undying until their next activation. The model has Regeneration (10) in the next Control Phase.

The Dark Masquerade (10 PTS): Range: Caster. This model gains Hard to Hit (4).

Path Through the Void (10 PTS): Range: Caster. Recall this model. In the next Control Phase, redeploy it in the deployment zone specified in the mission description.

Return to Darkness (0 PTS): Range: Caster. Recall the model. It does not count against Body Count.

Void Portal (15 PTS): Range: Caster. Place a temporary 'Void Portal' token anywhere within 24" and LOS.

Walk the Void (15 PTS): Range: Caster. This model may be placed anywhere within 4" of a Void Portal token. This movement may be made through, but may not end in impassable terrain and does not count against the movement allowance.

First Seal

Junior Engineer First Class Kenneth Jones had suspected something was wrong when their ship, the Imperial explorer vessel 'Garland', had made orbit around the tenth planet Nero, but his fears had been dismissed by his superior, the ship's first officer Commander Jacob Yates. He had even thought about trying to speak to Captain Kingsfield herself, but Yates had denied any crew requests to see the captain, stating that Kingsfield was not feeling well and was not to be disturbed.

It had started six days after the Garland's brief refueling stay at the new colony of Port Lakeland on Pluto. This mission was to venture out and attempt to locate the Zephyr, which had lost contact almost six months ago. Commander Yates had complained almost the entire voyage when not in cryo-sleep, droning on about how they were only getting paid for eight hours a day, rather than the twenty-four they were promised. Jones could barely take the commander's endless prattling when all of a sudden he had just shut up about it completely. Instead, the usually dour officer almost seemed as if in a good mood; his behaviour was practically giddy. That worried Jones, but no one would listen to him.

What they found out in the void was miraculous. There was another planet of the solar system? How had humanity's astronomers missed such a monumental find? Naming it Nero, the first few teams of Conquistadors had found nothing in the gritty dust of the planet's surface. Yates urged them on harder, sending team after team out looking for...something. Jones assumed it was for any sign of the Zephyr, but wouldn't it have been easy to locate if there were wreckage? The explorer teams worked around the clock, using tectonic sensors and heavy excavation equipment, yet few seemed to notice or complain about the hazardous working conditions. Yates had even confined several of the more vocal upstarts to the brig when they attempted to bypass him and break onto the ship's bridge. All the while, Jones had been silently taking note of the commander's further degeneration into madness.

Yates had been growing more and more impatient until finally something had been found. A massive metal disk had been unearthed. Though he was a Kingsfield by marriage, he had an aura of unease about him. Jones had been watching through the monitors and saw it had strange writing encircling the thick outer ring, almost as it warning those who would tamper with it to stay away. The sensors showed that it went deep into the planets crust, far beyond the range of the equipment. Who had put it there and why made Kenneth sick to his stomach.

Commander Yates ordered the team to hold off until he arrived at the site, and then suited up. As a last ditch effort to appeal to Yates's humanity, Jones pleaded with his commander against going out there, but the man grabbed him by the throat with a wild look in his eyes. Jaughing hysterically, he threw the rating backwards, clamped on his helmet, and strode out onto the planet's surface.

Minutes later, there was a fierce howling of wind that blew through Jones' soul, as if something unimaginable horror had just been unleashed. Some of the crew went insane in that instant, turning their service weapons on each other and then on themselves. Others simply fell over dead, blood leaking from their eyes, nose, and mouths. Those few that remained with their sanity intact, Jones included, scrambled to take control of the ship but upon entering the bridge, found a scene of pure carnage. The bridge crew appeared to have been executed; they were lined up, forced to kneel, and shot through the head. Slumped in the captain's chair was the body of Captain Ailsa Kingsfield. To his limited medical knowledge, it appeared as though the captain had been dead for several days, her throat cut from ear to ear.

All of the instruments and controls had been smashed as well, and the explorer's heart sank in his chest, realizing they were stranded here. The wind had become even louder and it was as if it was trying to burrow into their heads. Tights flashed on the bridge, signaling the return of a surface party. Racking their boarding shotguns, the few remaining survivors went to greet those coming back aboard properly.

It did not last long and soon Kenneth found that he was the last sane soul alive on the Garland, and possibly the entire planet. He could hear the howls of madmen echoing through the dark corridors of the ship, their heavy boots ringing with each step. Engineer Jones was a brave soul, but his valor would never be known, nor would any of the events that happened that day. When they came for him, it was Commander Yates that could be seen lifting up some kind of charred heavy mace, blackened and glowing red hot with smoldering runes, his ruined lipless mouth pulled back in a wicked grin. He looked down at Jones and cackled maniacally. "She kissed me," was the only thing the commander uttered, a rapturous look in his eyes. The last thing Jones ever saw was of the commander's body cracking and mutating, growing ever larger; his ultimate gift from the Mistress of the Void. His hand slipped from the console, one final transmission before all signal with the Garland was lost.

Supreme Commander Balkazar

Amongst the servants of the five Apostles, the Nepharites are known to be the most terrifying, powerful, and horrific in both nature and deed. However, even among these greater beings that serve their masters there are those that stand out above all others. These mighty creatures rank above the rest within their own hierarchy, carrying out the will of their Apostles. They are unwavering in the execution of their duties through might of arms or mind, perpetrating acts of extreme aggression, brutality and destruction against the remnants of humanity. One such Nepharite reigns supreme over Ilian's forces and is known as Balkazar.

Balkazar not only serves as Ilian's Supreme Commander, but he arguably ranks above all of her servants, including the other Nepharites. It is whispered that he shares a bed with one of his mistress' many incamations, which would explain the huge amount of influence he wields, but such rumors are never spoken very loud as you never know who may be listening.

A giant amongst the Nepharites, in both power and stature, he is a hulking monster at over four meters tall with three horns curving out from his forehead and then curling back to an almost unified point at the top of his head. A pair of barbed chains with wicked hooks seem to be empowered with a life of their own are constantly weaving around him. He is able to use these living chains with a gruesome efficiency. Unwilling prey are dragged to him, and once within his clutches, he wrenches their souls free from their mortal coils and tosses them into the Void for his mistress's amusement.

Reports from survivors speak of this Nepharite that looms above his Templars, stepping onto the battlefield as if out of nowhere. First the air is filled with an eerie stillness that brings with it a bone-chilling cold and the sweet, sharp, pungent smell of ozone. This is quickly followed by a shrill keening as the fabric of reality is torn asunder as Balkazar steps forth from the Void, his heavy plate armour crusted in ice and frost. The coiled chains spring to life, unwrapping from his wrists and plunging into the fray with a blood lust and fury unleashed.

Balkazar's eyes are filled with the darkest of nights. If one dared to gaze directly into those eyes, one would be driven insane from staring into the mind boggling, vastness of the Void itself. He has been known to unleash a conflagration of fiery destruction from one hand, consuming a group of hapless foes in flames, thinking they were safely cowering behind a concrete fortification, only then to unleash a Vortex of paralyzing cold from his other, wrenching apart the very fabric of time and space where enemies once stood thinking themselves hidden behind him.

In his mortal form, Balkazar heads up the Capitol Bureau of Investigation located on Luna as its Director of Operations. From this lofty position, he is able to control much of the Legion cult activity on the moon, and has many agents scattered throughout the solar system feeding him information from all of the corporations.

	10	V (I)	11/4/11	Will Will	VANAM	i i galan	71) K	William X		
SP	CC/DEF	RS	ST	CON	WP	LD		A	SZ	PTS
6	17/5	14	12	14	18	18	4	25(12)	1	175

TVDC: Character, Infantry, Nepharite, Unique, Medium Base

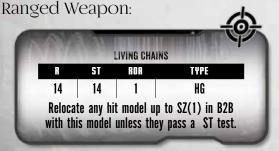
Deployment: Regular

Equipment: 2 Living Chains, Nepharite Armour

OptionS: This model has the Void Portal and Walk the Void Dark Symmetry: Ilian Powers. May be upgraded with up to 2 Dark Symmetry Powers from any Dark Legion list.

Balkazar will always be the army commander.

Danasal Wassass









relies on being able to easily break the willpower of any person

she sets her lovely eyes upon and has rarely, if ever, been denied. At her disposal is a hidden organization of high-class prostitutes known as the Magdalenes. Well beyond the income bracket of normal men, these system-wide high-class escorts are masters of extracting the darkest secrets from their clients by any means necessary. Her Magdalenes have infiltrated every corporation at their highest levels, save for Cybertronic, and with that knowledge she has an unimaginable wealth of knowledge at her perfectly manicured fingertips just waiting for the right time to be used.

Towering over even the largest mortal at ten feet tall, Kurzada has a voluptuous body men would kill to even get a glimpse of... and they have. Her long, raven and silver hair hangs to the side perfectly; not a strand out of place, even in the midst of battle. If one were to get close enough to look, they would see her three swept back horns barely visible, unlike other Nepharites' horns that are displayed prominently. Her skin is bereft of the mystical sigils that are usually tattooed to cover every inch of their bodies.

Disguised in her human form, she is known by the name Pandorina, the most legendary courtesan in known history. In days past, it was said she was mistress to some of the most powerful and influential people in the solar system, men and women alike. In recent years, she has taken a sabbatical from the public eye, citing that she has her own businesses to run. The truth is much darker, however. The diminutive creatures known as the Children see her as a mother figure and flock to her side, to which she is delighted about. She cares for the little aliens as if they were her own and in turn they protect her with their technology and shower her with their affections.

When engaging in combat, Kurzada prefers to stand back, surrounded by her Children, and wreak havoc upon her foes with her unparalleled command over the Dark Symmetry; only the Mistress of the Void has more control. Using the Void as she wishes, Kurzada has destroyed entire platoons that have attempted to bring her down with a flick of her wrist and a flash of her dark eyes. Should a combatant be unfortunate enough to get close enough to actually strike her, a pair of bladed appendages will sprout from her back which she uses in concert as she expertly wields her lash'nagaa, a large flat-bladed cutlass-like weapon made from what appears to be pure Void Symmetry. There are few enemies that can stand up to her when she finally cuts loose.

			11/2/11	BEN TANK	MALA	S Little	MANISAR	1 1		
SP	CC/DEF	RS	ST	CON	ШP	LD	Ш	A	SZ	PTS
6	14/3	14	10	14	19	17	4	23(10)	1	150

TVDC: Character, Infantry, Nepharite, Unique, Medium Base

Deployment: Regular

Equipment: Lash'nagaa, Scythe Talons, Nepharite Armour

Options: This model has the Void Portal and Walk the Void Dark Symmetry: Ilian Powers. She may be upgraded with up to 3 Dark Symmetry Powers from any Dark Legion list.

Abilities: Espionage, Hard to Hit (6), Heal (6), Master of Symmetry, Mother, Paired Weapons (CC), Psychic Mastery (B), Psychic Expertise (B/D), Regeneration (10), Symmetry Explosion

Master of Symmetry: This model may cast any Dark Symmetry power that any model in the army has as if she has it herself.

Mother: All Children of Ilian models ignore Undisciplined. **Symmetry Explosion:** When this model is removed as a casualty, all enemy models within 6" take a ST(6) PSY Deadly autohit.

Close Combat Weapon:



	S	CYTHE TAI	.ONS
R	ST	ROA	TYPE
2	+2	2	CC



Kerheela

Kerheela is one of the more sadistic of Ilian's Nepharites. Not having a Citadel of her own, she is often loaned out to the various other Apostles to act as a liaison between them and her mistress. While she is skilled in Dark Symmetry like all

of Ilian's chosen, she prefers to wade into battle with an earth-shattering scream and the haunting sound her nihilarc makes as she whirls its long chain-linked blade into the bodies of her foes. Like all Nepharites, she has three protrusions on her head, but in her case, these are chains that have been pulled back into a parody of a ponytail. Her favored targets to drench her weapon in are Imperial Mourning Wolves. She delights in the suffering aura these women exude and it tastes like a fine wine to her. Algeroth once tried to tempt her into his service by offering her a Citadel and several Legions under her command, but she rebuked him in the end, her loyalty to her dark mistress absolute and unwavering.

		latistic	TURT	DIVINIA DE LA CONTRACTA DE LA	TOWN) I / DX.	We r	1		
SP	CC/DEF	RS	ST	CON	WР	LD	U	A	SZ	PTS	
6	15/3	14	10	11	17	16	4	23(10)	1	100	

Type: Character, Infantry, Nepharite, Unique, Medium Base

Deployment: Regular

Equipment: Nihilarc, Gas Mask, Nepharite Armour

Options: This model has the Void Portal, Slowed Time and Walk the Void Dark Symmetry: Ilian Powers.

May be upgraded with up to 1 Dark Symmetry Power from any Dark Legion list.

Abilities: Brutal, Cry of the Void, Fear (3), Follow Up, Regeneration (7), The Reaping, Unbreakable

Cry of the Void: RES(2): All enemy models within 3" of Kerheela must immediately pass a CON(+2) test or receive a Stun effect.

The Reaping: RES(2) Every enemy model within 3" of this model receives a ST(14) autohit. This counts as a Close Combat action.

Dark Symmetry:

Slowed Time: RES(2): Psychic (D). Range: 18". Target model up to SZ(1) must pass a WP test. If failed, that model's squad may not perform any actions or use abilities during their activation. If the test is passed, each model in the squad has AP(1) in their next activation.

Close Combat Weapon:





Nepharites of Ilian

Each of Ilian's Nepharites is extremely skilled in the forces of Dark Symmetry and the nature of the Void beyond. Each is psychically a match for a Brotherhood Keeper of the Art, in addition to being a physical monstrosity, making them a terror to behold on the battlefield. Their weapons pass through conventional armour as if it does

not exist, and they can seemingly disappear and reappear through portals torn in the fabric of space. Most do not have their own Citadels to call home, and act as advisors to other Nepharites in all things mystical. This suits them just fine, as they are often privy to the machinations the Apostles plan, and they then report their info to Ilian, who is constantly plotting, staying one step ahead of her brothers.

			11/2/11			STATE OF	MINIS	Marie 1		
SP	CC/DEF	RS	ST	CON	WP	LO	U	A	SZ	PTS
6	15/2	14	10	12	17	15	4	23(9)	1	80

Type: Character, Infantry, Nepharite, Medium Base

Deployment: Regular

 $ext{Equipment}$: Dimensional Blaster, Etheric Blade, Gas Mask, Nepharite Armour

 $Options: \ This model has the \ 'Void Portal' \ and \ 'Walk the \ Void' \ Dark \ Symmetry: Ilian \ Powers. \ May be upgraded$

with up to 2 Dark Symmetry Powers from any Dark Legion list.

Ranged Weapon:



Close Combat Weapon:

	2007.01		
		ETHERIC BLAD	E
R	ST	ROA	TYPE
1.5	4	2	CC,PSY

Abilities: Animated Chains, Dimensional Being, Fear (2), Regeneration (7)

Animated Chains: All enemy models engaged with this model take a ST(8) autohit at the beginning of their activation.

Dimensional Being: RES(2): This model ignores 'Free Slash' and gains Hard to Hit (4).

Reed sobbed in terror as he watched the numbers on the Boeing Astrostar Jetliner's altimeter tumble down, its plunging descent to the Martian surface beyond every attempt of his to stop. It shouldn't even be happening. In the more than twenty years since the craft had first flown, the A.I. Systems had a perfect safety record. Now over four hundred passengers and crew were plunging to their deaths for no apparent reason, the very same systems seemingly intent on murder.

"Why? Why is this happening?" he sobbed, his hands beating in futility at the controls.

As the ground filled the view in front of him a small beeping sound drew Reed's attention to one of the multi-function displays that had suddenly gone blank just before the craft began its death plunge, a single line of text crawled across it and the words filled his last moments with confusion and terror.

BECAUSE SHE DEMANDS A SACRIFICE.

Karak the Keeper

Karak the Keeper is one of Ilian's most fearsome tools when the Mistress of the Void has decided to make war upon her foes. Standing over ten feet tall, the massive creature bristles with spikes and weaponry. The chains he uses to hold his brothers in place within the Triangled Wheel when he is not striding a battlefield clatter almost musically as he moves with killing fury. As the first Templar, his body has mutated

over the centuries to grotesque proportions, but most of it is hidden under the thick robes and armour he wears.

When Ilian first laid eyes upon Karak, she had thought he the most beautiful being she had ever encountered in all her long exploration of the void. She quickly seduced the great warrior and then used his leadership to enrapture the rest of his kind to her service. Under Ilian's guidance, Karak and his Templars conquered many dimensions in her name, but it wasn't until they came into this plane of existence that the changes began. Her prized warriors began to mutate and devolve into ravening beasts and for all of her power, there was little she could do to prevent it.

In an effort to slow the degeneration process in her favorite servant, Ilian made a deal with her brother Algeroth. The exact nature of this exchange is known only by the two Apostles themselves, but the result of that pact is that when Karak returned from the necrochambers, he had changed. Six large smoke-belching tubes now protrude from his back, his left arm was replaced with a gigantic heavy bore grenade launcher known as the Blastmaker Handcannon, and a Heavyfire Autocannon was melded to the back of his right forearm, leaving his hand free to wield his massive Templar blade single-handed. As he moves, the sound of machinery whirs from within his robes, alluding to a body that has also been highly mechanically altered in various unknown ways.

Karak is not a Nepharite of his mistress, but more akin to an engine of war. Despite the loss of most of his faculties, he is still able to utilize the powers of Dark Symmetry, though not as well as he once did. Unlike the rest of his kin, Karak has not fully succumbed to the rage of battle. Whatever the Apostle of War did to him has allowed him to retain a semblance of his sanity. The Templar exudes a calculating, yet savage, demeanor to all that are able to get close enough to him outside of a warzone. When not being used as an instrument of his mistress' wrath, Karak dwells within the heart of the Triangled Wheel, watching over his berserk brethren and keeping them in stasis until they are needed once more.

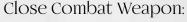
	A		11/4/11		VANET		ALL ADSE	Water 1	18 1		
SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS	
6	16/2	16	12	12	15	16	4	25(11)	2	140	

TVDE: Character, Infantry, Templar, Triangled Templar, Unique, Medium Base

Deployment: Regular, Rapid Deployment

Equipment: Blastmaker Hand Cannon, Heavyfire Autocannon, Karak's Templar Blade, Gas Mask, Void Armour Options: This model has the Void Portal and Walk the Void Dark Symmetry: Ilian Powers.







Abilities: Durable, Leader (2/Triangled Templars), Unleash Destruction, Void Touched; As Triangled Templar: Beam of the Triangled Wheel, Dissention (2), Ferocity (2), Frenzy, Predator Senses, Regeneration (5), Relentless, Templar Curse, Unbreakable, Undying

Unleash Destruction: RES(1): Gain Paired Weapons (ML/R) **Void Touched:** May cast Void Portal without rolling a WP test to succeed.



The Price of Power

I'm sorry Mr. Cullen, but I'm just not sure if you would be right for the position on offer."

Derek Cullen's face fell at the woman's tone. He had hoped his previous experience working in the Imperial shipping industry would have given him an edge in his job application but the woman behind the desk had seemed unimpressed.

"You have to understand," she continued in a soft, regretful voice. "Temple Shipping is a small company, but we deal with almost every part of the human sphere. Not just Imperial, but the other Megacorporations, and many of the independents also. Your experiences and contacts could help us in some of our dealings, but with others it could be a serious liability."

Derek licked his lips nervously. Every rule of business he had picked up over the years said you didn't show weakness, but he couldn't see any way around this predicament. He needed this job and if those other greedy bastards waiting for their own interview outside got a chance at this job.... He had applied or over fifty different jobs in the last three months and only four had even bothered to ask him for an interview. Now he was in danger of losing his apartment, his car, and even his wife.

"Miss Lincoln, I understand your concerns, but I am willing to undertake whatever training you think I might need to prevent such liabilities, even if I have to pay for it myself. Im willing to start at the very bottom, to work under supervision; whatever you ask of me, I am willing to do it to secure this position."

He let ever bit of eagerness and desperation he was feeling seep into his voice.

"I will do anything and everything. I will sell my soul for this job!"

The woman's gaze locked with his at the words and her voice took on an almost purring tone.

"I think I understand your eagerness Mr. Cullen. If you are willing to go so far for this opportunity, then perhaps I can see if I can persuade my employer of your... enthusiasm."

She slid her glasses off and chewed seductively on the end without taking her eyes off him. He found it both alluring and intimidating.

"Come back this evening around 8pm, and we will discuss it more... in private."

The human who released the Dark Legion into the Solar System by breaking the First Seal of Repulsion

was rewarded by the Dark Mistress Ilian with a simple kiss. This act transformed him into her personal champion, sent forth to battle humanity's greatest warriors wherever they are found and defeat them, claiming their souls for her in the process. Given the position of leader of all of her Temple Vanguard, he will often be the first into battle, his blades whirling dark energy as he tears through his foes with abandon. Where Karak is a mindless killing machine, the Beloved fights with the skill of a consummate duelist.

His transformation into a Templar increased his size to almost nine feet, his dark armour a pitch black that seems to absorb the light around it. His eyes blaze with purpose as he scans battlefields for potential foes, his blades that were given to him personally by his Mistress always at the ready. The only thing marring his visage is the constant trickle of blood from under his helmet where his lips were torn off into a rictus grin when Ilian first kissed him, ensnaring his soul forever to her service.

	A	tatistic	3 6 9.		TAVAN	e i char	ALL VIDS.	All o		
SP	CC/DEF	RS	ST	CON	WP	LD	10-4 (484)	A	SZ	PTS
5	17/4	15	11	15	16	16	4	23(10)	1	100

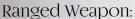
TVDE: Character, Infantry, Templar, Temple Vanguard, Unique, Medium Base

Deployment: Regular, Preemptive Strike

Equipment: Blades of Beloved, Etheric Barrier, Gas Mask, Temple Vanguard Battleplate

Options: The Beloved has the Void Portal, Kissed by the Mistress and Return to Darkness Dark Symmetry: Ilian

Powers.





Abilities: Duellist, Durable, Leader (2/Temple Vanguard), Psychic Mastery (B), Regeneration (7), Relentless, Unbreakable, Void Touched; As Temple Vanguard: Guardsmen, Heal (5), Hurricane of Destruction, Predator Senses, Sealed Armour, Undying

Void Touched: May cast Void Portal without rolling a WP test to succeed.

Dark Symmetry:

Kissed by the Mistress: Psychic (D). This model must immediately make a Run action towards the Caster. If it cannot, it suffers W(1). Vehicles are not affected.

Close Combat Weapon:





High Templar

The Mistress of the Void fills his head with visions whether he is in the Wheel or on the battlefield. It was as if he could always see where they needed to deploy their forces, which planet or even where in a conflict they were needed most. He could see where the enemy was going to come from next and where they lurked in hiding around the next bend amidst the dense jungle or within the ruins. As a result he was able to

direct his brothers into more strategic assaults by opening gates for them to move from one part of the battle to another, outflanking and outmaneuvering their opponents to reach strategic objectives or take advantage of weak points in enemy lines.

In many ways he is not like his brother Templars, for he had ventured into this realm along with their leader Karak the Keeper. Karak had brought her to them and she enthralled them with her words of conquest. They heeded her calling, vowing to carry out her every whim. Unlike his brethren he has not succumbed to, nor shown any signs of, the affliction they are tormented with, no matter how long he stays out of the Wheel. The inevitable curse that had grabbed ahold of them after their arrival from out of the Void appears to have slowed, or possibly stopped, within him. Indeed, he has grown stronger and more adept at fighting since that time. But he also has gained more knowledge about the inner workings of the Dark Symmetry and can now wield the powers it grants him to full effect.

He has learned to open gates using the Void to move their troops, as well as enhance their strength and skills, increasing their ability to withstand damage or deal out more. He has been able to let loose energies from the Void itself upon their enemies with devastating results. The Mistress has granted him powers no mere mortal being could wield and not be warped by their corruptive influences. He has used them to weaken even the strongest of opponents and take them down as if it was mere child's play. He will lead her forces to victory over all of her enemies.

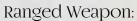
			11/4/11				MALISMA	41 5 X		
SP	CC/DEF	RS	ST	CON	WP	LD	Ш	A	SZ	PTS
5	15/3	15	10	14	16	15	3	24	1	55

Type: Character, Infantry, Templar, Medium Base

Deployment: Regular, Stalk

Equipment: Sinarack, Templar Blade, Gas Mask, Templar Armour

 $Options: A \ High \ Templar \ has the \ Void \ Portal \ Dark \ Symmetry: Ilian \ Power.$ May be upgraded with 1 Dark Symmetry Power from Dark Legion: Ilian.





Close Combat Weapon:



Abilities: Durable, High Templar, Psychic Mastery (B), As Templar: Guardsmen, Regeneration (5), Relentless, Undying

High Templar: All Templars gain CC(+1) and Unbreakable.

Children of Ilian

The worlds of humanity are not the first to find themselves besieged by the forces of the Dark Soul. It has visited countless planets and beings over millennia and some have even given themselves willingly to its service. The origins of the race of creatures that have become known as the Children of Ilian has long been lost to the Darkness, but what is known is that they were, and still are, a people with an intuitive grasp of all forms of technology. Their race

had advanced to the point of interstellar travel and were both curious of the universe around them and incredibly creative at manufacturing machines and devices far beyond the crude constructs of humanity as the first pyramids are beyond the skyscrapers of San Dorado. None of which were able to save them when they encountered the Dark Soul.

Whether they fought in vain against the Darkness or surrendered willingly to its foul service is unknown, but what is known is that in the centuries since their conversion, it has left its mark on these alien creatures both physically and mentally. Diminutive in stature, the Children are called thus due to their small size; they stand an average of less than four feet tall and their heads are disproportionately large to accommodate an enlarged cerebral cortex. Their quick, almost frantic, activity as they hurry back and forth about whatever tasks their dark mistress has demanded of them puts most people in mind of human children at play. A closer look at them puts the lie to such illusions as their bodies bulge unnaturally with muscle and their pure black eyes and razor sharp teeth radiate menace.

Most of the Children of Ilian perform a support role within the ranks of Ilian's forces. While she is without equal in her control of the Dark Symmetry, the First Mistress like her brothers Semai, Muawijhe and Demnogonis, often finds herself indebted to Algeroth for material and supplies in her war with the Corporations of humanity and the Brotherhood. In order to alleviate such weakness Ilian relies on her Children to maintain and manufacture as much equipment as possible for her own use, as well as conduct experiments and tests to try and enhance or create new creatures and weapons of their own design or warp the creations of man to something more fitting her own desires.

This does not mean the Children of Ilian are absent from the battlefield; far from it. Their link with the Dark Soul has tainted them in ways similar to the Templars and they enjoy the carnage and bloodlust of war almost as much as their larger kin. Their smaller size means they must make up for their lack of strength with numbers and they typically travel in large packs, bringing down the much larger human soldiers by literally swarming them under in bloody close quarter struggles. In their tiny hands, they carry daggers that have been dosed with a lethal venom where even a small scratch can be fatal.

For ranged combat they typically carry a small gauss pistol that fires necrotech slivers of metal. Limited in their penetration due to the low mass of the projectiles, the weapons make up for it with volume. Human soldiers have christened the weapon a 'mikatch' after a child-like term the creatures use which sounds similar to 'me catch'. The small weapon can also be used to open Void Portals across the battlefield, allowing the servants of the Dark Mistress a tactical flexibility their opponents can only dream of.



SP CC/DEF RS ST CON ШP LD Ш **SZ** PTS 10 ĥ 12 12 19 10/0 0 18

Type: Troops, Infantry, Large Bases

Coherency: 8"

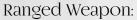
Deployment Options: Regular

Squad Composition: 3-10 Children of Ilian, 0-2 Hellfire Carronades

Equipment: Mikatch, Poisoned Blades, Blessed Rags

SQUAD Options: A Scion of Ilian may be added as the squad commander for (+17) PTS.

One Hellfire Carronades for every 5 Children of Ilian in the squad may be added to this squad for (+35) PTS.





	MIK	ATCH (VOID	PORTAL)
R	ST	ROA	TYPE
18		1	GR

At the point where the weapon hits, place a temporary 'Void Portal' token. Does not deviate. If the roll is a miss, no portal opens. If the roll is a 20, the model is deactivated.

Close Combat Weapon:

	W	MANAGE AND ADDRESS OF THE PARTY.		₹
	P	DISONED BLAD	ES	
R	ST	ROA	TYPE	
B2B	0	3	CC	
,		Poison		

Abilities: Hard to Hit (4), Lullaby, Trance, Undisciplined

Lullaby: Any Templar or Triangled Templar model within 12" gains LD(+2)

Trance: AP(1): Place a Trance marker next to this model. Any model may cast Dark Symmetry Powers through this model as if it were the caster itself. Remove the marker at the beginning of the model's next activation.

Undisciplined: This squad cannot perform actions that cost AP(2) or provide Resources unless either a Scion or a Character is attached to it or the squad consists of 4 or more models.

Excerpt from Technical Analysis of captured Weapons System DLWS1957349 (aka Void Cannon/Projector)

Power Supply: Unknown

Damage Type: Unknown

Effective Range: 20 meters approx.

Materials: Titanium 15%, Aluminium 22%, Organic Material (Unknown) 52%, Remaining material composition: Unknown.

Summary: Weapon emits an energy discharge of unknown type that is fatal to living subjects without inflicting physical damage to the target, neither standard nor prototype armour systems appear to offer any increase in survival percentage. Impact of energy discharge is accompanied by visual effect that appears to show separation of unknown energy form from targets, observation of this phenomenon extremely distressing to even trained personnel.

All attempts to reclaim bodies of test subjects failed, only 10% successfully revived to Stage 1 but all terminated immediately after as subjects proved extremely hostile. Hypothesis advanced by research team that such subjects are more susceptible to Necro conversion by Dark Legion is supported by post combat analysis.

Study of this system is continuing.

Fear and pain hold great power over mankind. The onset of either can infect the air with a dark physical presence. When they are both found united in one place they create a toxic influence that none but the bravest can ignore. It is

in the places where the concentration of despair and misery is the most immense that the Templars call

Templars hold a unique distinction of not being forced into the service of the Dark Legion. Unlike the many creatures that were either enslaved, created, or corrupted into joining the Dark Legion, the Templars willingly accepted Ilian's offer to join her ranks solely for the chance to maim and slaughter her foes. These sadistic soldiers have no code of honour and find the greatest delight in inflicting suffering on the most

Though Templars are often found at Shrines and Citadels of Ilian acting as guardians and tormentors, the Mistress of the Void will not hesitate to unleash them on the warzones of the solar system. Rather than using inefficient cannon fodder like the Legionnaires or Kadavers, Ilian strategically uses smaller elite units of Templars as her foot soldiers.

Standing many heads taller than the average man, the Templars are a monstrous cybernetic crossbreed of metal and flesh. They are distinctive in appearance with their spiked helmets and ebon armour covered in stars. Their bodies are encased by thick armoured plates and all display at least some mechanical parts. No one, save the minions of Ilian, know what these creatures truly look like without their armour as they have never been seen without it. It is impossible to study the Templars for clues to the appearance as their corpse turns to black sand at the moment of their death.

The weapons of the Templars are as distinguished as their spiked helmets are. Most go into battle with the Enhanced Kratach Assault Rifle, a weapon more elegantly suited for these exceptional warriors than the standard Kratach the rest of the Dark Legion employs. However, it is in close quarter combat that the Templars desire to face their enemies. When closing in on their adversary, they wield the mighty Templar Sword, a wickedly jagged blade covered in mystical sigils. Each blow they land makes the runes on the sword glow increasingly hotter as it drinks deeply from the blood of their enemies.

Adding to the horror the Templar evokes on the battlefield is their ability to ignore the effects of all but the most lethal damage. Cloaked in the power of the Dark Symmetry, the Templars are able to ignore wounds that would otherwise paralyze most mortal creatures in agonizing pain. No matter how many get reduced to the black sand, they will not flee from battle. The Templars are utterly fearless and will fight until they are either destroyed or their opposition has been eradicated.

Many warriors battling the Templars have found out all too late that even the best camouflage is nearly useless when hiding from them. The Templars do not need to see their prey to hunt them, rather they can sense the stench of fear and pain others emit. With mystical precision they are able to distinguish friend from foe to hone in on their quarry.

Sensible warriors choose to die rather than allow themselves to be captured by the Templars. These artists of agony will not grant their foes a merciful death. The tortures they inflict make even the stoutest warriors scream until their throats are too hoarse to emit an intelligible sound. This is when the victim's horror reaches new peaks. When death finally comes to the unfortunate soul, the only thing they can look forward to is eternal torment.



			11/2/11				A LANDS A	41 8 X		
SP	CC/DEF	RS	ST	CON	ШР	LD	Ш	A	SZ	
5	14/1	14	10	11	15	15	2	24	1	24

Type: Troops, Infantry, Templar, Medium Bases

Coherency: 8"

Deployment Options: Regular Squad Composition: 3-9 Templars

Equipment: Sinarack, Templar Mace, Gas Mask, Templar Armour

SQUAD Options: 1 in 3 models may replace their Sinarack with a Void Cannon for (+10) PTS.

1 model per squad may be equipped with an Icon of Ilian for (+15) PTS.





Abilities: Guardsmen, Regeneration (5), Relentless, Stay Frosty, Undying

Icon of Ilian: Models in this squad gain Frenzy.

In the Wheel

The darkness came over him and with it the silence of a tomb. He succumbed to the stillness as the rage in his blood subsided. The red haze that filled his vision and flooded his brain withdrew. Then all perception of time stopped within the chamber that held him. He only considered this time as "sleep" for he had precious little time for conscious thought. This time was not filled with dreams of glorious battle fought or foes slaughtered. This time was filled with naught but a stillness that encapsulated every inch of his being.

While he "slept", tubes wormed their way into his veins, killing his pain, helping his battered body knit back together its broken bones and torn flesh. Tubes also snaked into his mouth and nose, running down his throat and into his gut and lungs. Air was worked in and out breathing for him, while nutrient enriched fluids filled his gut that helped to sustain him and speed the healing process. In the places where his body was found to be too weak to protect itself, new plating was implanted where it began fusing with his flesh, reinforcing it.

When at last he "woke" from this slumber, he only had fleeting glimpses of conscious thought. He knew he served his Mistress well. There was a sensation of motion, but more of being displaced than moving. There was a change in the air, the way he breathed. The tubes and wires were gone. He saw. He felt. He was released. He knew. He knew his enemy. His enemy was there, across the field. He felt the rage begin to boil in his blood. He fought. He fought to slay all that came before him. Then the blackness returned with its utter stillness and for a time he knew no more than that he served his Mistress well.

Triangled Templars

The Templars are some of Ilian's most devout followers. Completely inhuman, the brutal Templars are a perpetual threat in every conflict that they are sent to. However, it is a cruel misfortune that the Templars cannot exist on the material plane of humanity for as long as the dark mistress wishes without being stricken by a gruesome transformation known, quite fittingly, as 'The Curse of the Templars'.

A Templar's transformation into a Triangled Templar is not one of comfort, nor of any particular glory. In fact, it is repulsive and a fate which Ilian would not wish upon her devout warriors but must accept that it will happen regardless of her wishes. Rarely do they survive the transformation for longer than a few centuries, but it is rarer still that their peers will let them live on. After an accumulation of several decades on the material plane the curse sets in and Templars begin to lose control of their minds; no longer do they march into battle as a stomping, marching regiment of terror, but instead as a stampede of disarray, unthinking and mad, but still utterly terrifying. Following the loss of their mind, the arterial piping, both organic and synthetic, begins to swell and pump thick with dark, viscous fluid. Then their rippling muscles swell, cracking their blackened armour, all the while attempting to beat it back into shape. It is at this point that they are bound in chains powered by Ilian's own dark symmetry to tether them down until the battlefield calls them.

At the first light of battle, these berserk shock troops appear from the void, burning the soil beneath their armoured boots with the triangle of Ilian, and are told via a mysterious psychic nexus, the direction in which to throw their grotesque bulk, only altering course when the stench of humankind sways them. Once they hit a foe, they roar in stark contrast to the silent calculation of their past lives, becoming rampaging figures of death. Tumescent and loathsome, the frenzy of their mindless adrenaline carry their armoured bulk forward, propelling their actions with naught but the continuation of a massacre in mind. Their unbound chains scatter around them tangling their foes, whether it is past, present or future prey, to be smashed, beaten and bloodied into a pulp.

Halistics William						Stoles Comment of Marie Library (1984)										
SP	CC/DEF	RS	ST	CON	WP	LD		A	SZ	PTS						
5	15/3	12	11	13	13	13	2	24	1	35						

TVDC: Support, Infantry, Templar, Medium Bases

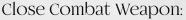
Coherency: 8"

Deployment Options: Regular, Rapid Deployment Squad Composition: 3, 6 or 9 Triangled Templars

Equipment: Sinarack, Trianged Templar Mace, Gas Mask, Templar Armour

Squad Options: 1 in 3 models may replace their Sinarack with an Etheric Cannon for (+10) PTS.







Abilities: Beam of the Triangled Wheel, Dissention (2), Ferocity (2), Frenzy, Predator Senses, Regeneration (5), Relentless, Templar Curse, Unbreakable, Undying

Beam of the Triangled Wheel: This squad gains (-5) to its Rapid Deployment Roll. Immediately after deploying via Rapid Deployment, the entire squad may be placed in Sentry. **Templar Curse:** This model always fails Target Priority Tests. If an enemy model is outside CCWR, but within Charge range at the start of this model's activation, this model must either perform a Charge action against it or suffer a Stun effect (ignoring Relentless).

Temple Vanguards

When the Mistress of the Void desires to manifest her will into the worlds of mankind, she will send her elite Temple Vanguards to ensure the area is clear for one of her temples to take root. While she does not seek to conquer swathes of land as her brother Algeroth does, she does need places where her warriors can solidify their power. In these citadels, the Temple Vanguard will defend

every last inch of ground until they have been obliterated back to the void from whence they came.

Larger than a Triangled Templar, these massive warriors wear sleek, fully encased armour almost towering over a fully grown human. They each wield a pair of swords that are able to slice through even the strongest armour with ease. They glitter with otherworldly power and seem to phase in and out of existence, each leaving a sweeping, dark arc behind them, as they are used in battle. As they close with their enemy, they will cross their blades and issue forth a blast of power that can rend souls apart. They are protected by an invisible shield that surrounds them, an etheric barrier that draws its power from the darkness of the void itself, making them almost impossible to destroy from a frontal assault.

			11/1/11				A LINE			
SP	CC/DEF	RS	ST	CON	WP	LO	U	A	SZ	PTS
5	15/2	14	11	13	15	16	3	23	1	50

Type: Support, Infantry, Templar, Medium Bases

Coherency: 8"

Deployment Options: Regular, Preemptive Strike Squad Composition: 3-6 Temple Vanguard

Equipment: Dimensional Blades, Etheric Barrier, Temple Vanguard Battleplate

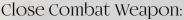
Squad Options: None

Ranged Weapon:



Abilities: Guardsmen, Heal (5), Hurricane of Destruction, Predator Senses, Regeneration (6), Sealed Armour, Stay Frosty, Undying

Sealed Armour: This model is immune to Gas and Poison.





Scions of Ilian

Where ever one sees Ilian's Children swarming about, these cruel twisted creatures won't be far behind on the battlefield. While not much information is available on these gruesome looking abominations that scrabble about the shadows, what is known has been drawn from the interrogations of captured heretics or babbling soldiers found covered with numerous slashes caused from rending claws and teeth or numerous tiny blades.

These creatures are reported to have large bulbous glowing green eyes protruding from their elongated faces. Their maws are filled with rows of tiny, gnashing, sharpened teeth. Their hands and unshod feet end in vicious claws that they use to climb across any surfaces or rend apart flesh and metal alike. They are seen to be of a squat frame, bulging with strong sinewy muscles covered in a thick, leathery, greenish-brown hide. Most wear little more than rags of clothing that appears to have been pieced together from discarded scraps or the shredded garments from their former selves.

These creatures are not born from the tekrons' distortion chambers, but are retrieved from other realms into our own through some of the darkest and most horrific of blood stained rituals. These gruesome rituals summon forth these beings into unwilling hosts. These poor souls are drawn from the ranks of captives who have failed to provide any further useful information, or from heretics that have fallen out of favor with their Dark Mistress, Ilian. Once summoned into their human containers, these beings begin to meld into existence as a painful transfiguration takes place from within the flesh donors. Their bodies begin to distort with huge muscles that burst forth through their human flesh and their bone structure warps and thickens to take on the more dense proportions of the emerging Scion. As their evolution into being completes, the human skin sloughs off and a slime-covered leathery hide congeals over the surface of their sinewy frame.

Some of the Scions are equipped with long scythes, while others have wicked looking, curved wrist blades affixed to them. Not only are these beings built for combat, they thrive on it. Each Scion is vicious in its own right. When they are combined together their attacks become even more vicious, attacking foes with a greater ferocity, as if in an almost frenzied state. Their fervor in combat not only drives other Scions to greater feats of brutal carnage, but it amplifies the Children swarming over nearby foes as well.

			100				ALLAUSAN			
SP	CC/DEF	RS	ST	CON	WР	LD	U	A	SZ	PTS
5	14/1	10	10	11	15	15	1	19	0	17

TVDE: Support, Infantry, Small Bases

Coherency: 16"

Deployment Options: Regular, Flank Deployment, Stalk

Squad Composition: 5-10 Scions of Ilian

Equipment: 2 Star Scythes, Grappling Hooks (4), Rags

Squad Options: None

Abilities: Bloody Aura, Brutal, Dodge (6), Ferocity (1), Frenzy, Leap (4), Paired Weapons (CC), Predator Senses

Bloody Aura: If this model is engaged, all Children of Ilian within 12" gain CC(+1), Ferocity (1), and Frenzy.

Close Combat Weapon:



The first sign of the emergence of the Dark Soul into our universe was waves of Dark Symmetry, spreading across the worlds of Man in pulses that threw the Thinking Machines and A.I.s into chaos. The machines that had been a form of benign overlords now grew malicious and

homicidal, turning on their creators and inflicting massive casualties, fear and destruction. In some cases, computer mainframes became saturated with the malevolent essence of the Dark Soul to the point were they literally became animated constructs, murderous amalgams of microprocessors and circuitry. Wrapped in bundles and coils of cable and wire, they were given a horrific parody of life by the Dark Symmetry. The media at the time christened theses abominations Cable Marionettes and they stand as one of the first physical manifestations of the Dark Legion.

The creatures spontaneous and utterly random appearances during those early years caused chaos. No two were the same, varying in size and form, there was no way to predict what systems would fail so spectacularly. Their manifestation would disrupt even the most commonplace electronics in a wide area and hinder attempts of first responders to something few would understand. The most damaging were those that manifested on a number of the great starships the Megacorporations used for interplanetary travel, the unfortunate passengers and crew had no way to escape the horrors that once were the ships guidance and navigation computers and now, hunted them through every corridor and compartment, slaughtering them, slowly.

As the teachings of the First Cardinal spread and even the most hidebound minds among the Corporations began to realise what was happening, the number of animations dropped. Most Cable Marionettes only survived for a short time as the carnage they wrought always drew a lethal response from authorities. Once the First Crusade started in earnest, the surviving Marionettes were ruthlessly hunted down to prevent them contaminating the handful of technologies that had proven resistant to Dark Symmetry. By the time of the Second Corporate War only a handful of the creatures were suspected to exist, holed up in the shattered remnants of former high tech settlements and bases, such as the ruins of Edison, the once great techno-metropolis of Capitol, and on the few remaining derelict starships orbiting on cometary trajectories.

Recently, disturbing rumours have been circulating however, of newly formed Cable Marionettes appearing at various sites across the Solar System, with the reason for their resurgence being laid firmly, though indirectly, at the feet of Cybertronic. The newcomer Megacorporation has managed to demonstrate time and again its high order electronics that are resistant to Dark Symmetry, an achievement that no other group has managed to duplicate, though it has not stopped them trying. In quiet corners of the Inner Planets, beyond the scrutiny of the Brotherhood, each of the other Megacorporations have established research facilities to try and produce their own thinking machines to compete with Cybertronic. The failure rate is high and in some cases, spectacular, with the prototypes succumbing to the Dark Soul and new Cable Marionettes stalking forth from the burning, blood soaked ruins of these sites.

		lausig			CANAN	E I HIBR	AN VOYER	100		-
SP	CC/DEF	RS	ST	CON		A COLUMN			SZ	PTS
6	13/1	10	10	12	14	12	1	24	0	20

TVDC: Support, Infantry, Medium Bases

Coherency: 8"

Deployment Options: Regular, Infiltrate, Stalk Squad Composition: 3-9 Cable Marionettes

Equipment: Lashing Cables, Grappling Hooks (10), Amalgam of Cables and Metal

SQUACIONS: The Squad Commander may be upgraded with 1 Dark Symmetry Power from the Algeroth or Ilian list.

Abilities: Entangled, Hidden Agenda, Regeneration (10), Relentless, Unbreakable, Undying

Entangled: RES(1): All enemy models within 2" of this model must make a CON test or gain an 'Entangled' marker. Models with this marker have their CC halved and may not disengage. Remove this marker if there is no Cable Marionette within 3" of a model with such a marker.

Close Combat Weapon:



To the uninitiated, the Dark Symmetry has been likened to both a virulent pathogen and an environmental contaminant, this misconception

is understandable as in many ways it is a

contaminating influence. Neither of these analogues are accurate however, the Dark Symmetry is far more than that, guided as it is by a malice and intelligence that defies human attempts to quantify and categorise it.

One of the reasons for the error is quite understandable though, for at times, the Dark Soul can 'infect' an unwary person and lead them down the path of darkness. In the main this occurs when a person comes into contact with an artifact of Dark Technology or the physical form of some of the Dark Legion's servants, such as the unfortunate Venusian artist who made the mistake of touching the skull of a Nepharite with his bare hands. Such casual 'infections' can take anything from minutes to weeks before the afflicted individual shows any signs, casual acts of violence or spite, nightmares, delusions, slowly the victim gives in to their darker urges and listens to the whispering in their mind. The majority are killed long before they can do serious damage, although some will survive for a time before succumbing to either Stigmata or the Black Rot, even occasionally joining the ranks of the Dark Legion.

On rare occasions however, an innocent can be exposed to a source of raw Dark Symmetry in such vast quantities that their bodies become infused, twisting into a new form as their souls are twisted into a tortured mockery of their former selves, these are the Malignants.

At a distance Malignants appear to be thin humans with matted white hair clothed in tattered rags and rough strips of clothing, the remains of their former clothes and the scavenged remnants of their victims. It is not unusual for a casual observer to walk right past a Malignant and never realise how close they came to death except for an unexplained chill and an inexplicable feeling of fear and unease. Up close they are impossible to miss as their skin is grey and as cold as the void, a void reflected by their totally black eyes, they exude an aura of terror that can make even a battle-hardened Corporate soldier hesitate as they must face their mortality. Casual violence barely slows a Malignant down, it takes battlefield grade weaponry to actually stop one, even then it is advisable to incinerate not just the remains, but a good portion of the surrounding area just in case.

Fortunately the instances of Malignant encounters are rare, the explosions of Symmetry that result in their creation are few and almost always draw the attention of the Brotherhood. One of the last instances was when the Mishima cargo transport Kaiten was found drifting near Venus, after a salvage crew failed to return the Brotherhood, on the visions of one of their Mystics, dispatched an Inquisition team that found the entire crew transformed into Malignants. After the vessel was cleansed it was discovered that it had accidentally passed through the trailing edge of a Dark Portal that had deposited a Dark Legion Black Ship near Mercury. For a brief instant, the Kaiten entered the Void itself and its crew was damned instantly. Refusing to take any chances, the Brotherhood Inquisitors sent the ship into the sun, cleansing all traces but leaving the uneasy possibility that next time they might not be so lucky.

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SP	CC/DEF	RS	ST	CON	ШP	LD	W	A	SZ	PTS
6	13/0	10	8	10	15	13	1	20	0	21

TVDE: Support, Infantry, Unique, Medium Bases

Coherency: 12"

Deployment Options: Regular, Preemptive Strike, Stalk

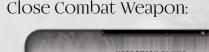
Squad Composition: 1-6 Malignants

Equipment: Necrotech Claws, Gas Masks, Grappling Hooks (5), Necrotech Flesh and Rags

Squad Options: None

Abilities: Dodge (8), Infection, Leap (5), Lurking Terror, Predator Senses, Ranger

Infection: Each model removed from play by this model is turned into a Malignant unless it passes a CON(+4) test. Lurking Terror: RES(1): One Malignant per turn may cause every squad within 4" to immediately pass a LD test or be Pinned.





Wild Huntsmen of Ilian

For those who sell their souls to the Mistress of the Dark Soul, the rewards can be great, but by the same token the price of failure can also be high. Those Heretics who fall short in their service or worse, revoke their allegiance to Ilian, can find themselves an unwilling participant in the Wild Hunt. Transported to a world beyond this reality and bereft of anything but the clothes on their backs, these wretched souls are game for an elite group of Ilian Templars called the Wild Huntsmen.

The Huntsmen are Templars who have shown exceptional dedication to their Mistress, as well as a talent for locating and eliminating escaped prisoners or enemy units attempting to infiltrate the territories claimed by the Darkness. Those chosen

undergo a process that enhances and heightens their already keen senses to an almost supernatural level. They retain their Templar blades, but typically trade their Sinarack Assault Rifles for hard hitting Symmetric Hand Blasters; wrist mounted Black Technology that unleash devastating bolts of pure dark energy that can punch through flesh or armour with equal ease.

The final stage of the process involves bonding the newly-minted Huntsman to their Sillu'an mount, a creature that originates from a similar dark reality to the Templars themselves. Upon first glance, they appear to be similar to a large horse, but any attempt at a detailed examination fails as the creatures appear to blur and shift constantly even fading occasionally to nothing more than an outline. This is due to their ability to shift between realities, slipping through the cracks in the dimensional walls and able to bring their riders with them, thus allowing them to literally go anywhere in their pursuit of their prey. Anyone foolish enough to believe this means the creatures cannot do them harm is in for a rude shock, as the creatures are not only carnivorous, but equipped with razor sharp claws and fangs that can rip a man to bloody scraps in seconds.

Normally the Huntsmen are only encountered by those unlucky enough to find themselves cast onto that distant world but recently sightings have been reported of them stalking the warzones of Venus and Ganymede. As the Dark Legion expands its territory, it often overruns the defenders so rapidly that survivors can find themselves cut off behind enemy lines and struggling to stay alive. When this happens near the citadels of Ilian, small units of Huntsmen are often called forth from their traditional hunting grounds to help secure these stragglers, thus bringing the Wild Hunt to the realms of mankind.

	-	talistic	360		CANADA		N ENVER	101	_	_	ı
SP	CC/DEF	RS	ST	CON	WP	LD	211.71118823	Military y	SZ	PTS	
7	15/4	14	11	13	13	15	3	24	2	85	
	13/-		12	man in	-	No.		-	-		

TVDE: Monster, Cavalry, Templar, Large Base

Coherency: 12"

Deployment Options: Regular, Preemptive Strike, Flank Deployment

Squad Composition: 1-3 Wild Huntsmen

Equipment: Wild Huntsman: Symmetric Hand Blaster, Huntsman Templar Blade, Gas Mask, Templar Armour;

Sillu'an: Void-Enhanced Claws

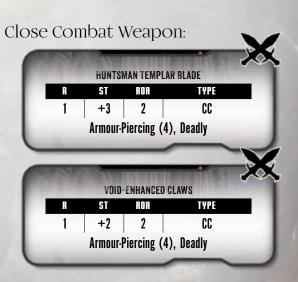
Squad Options: None

Ranged Weapon:



Abilities: Dimensional Phasing, Eagle Eye (3), Hard to Hit (2), Predator Senses, Ranger, Regeneration (6), Relentless, Stay Frosty, Target Identifier (4), Target Sense, Undying, Wild Hunt

Dimensional Phasing: This model may move through impassable terrain but may not end its movement there. **Wild Hunt:** Choose any enemy character at the start of Turn 1. When attacking the model, models in this squad gain CC, RS, and ST(+2).



Carronade

As effective as they can be, the Children of Ilian have one serious drawback when it comes to facing the human resistance on the warzones of the Solar System; their small size makes them incapable of wielding most of the weapons of the Dark Legion. Even a small handgun would be the equivalent of an assault rifle and the idea of trying

to utilize something like a Nazgaroth heavy machine gun is simply ludicrous. This places them at an extreme disadvantage, but like many problems it is one that they use their twisted intellect to overcome. Built by hand in the depths of Ilian's citadels, the so-called Hellfire Carronade (named by a force of Bauhaus Hussars who were the first to be on the receiving end of one) is smaller than many of the artillery pieces of the Dark Legion, but it is no less deadly. Incorporating a multi-barrel rapid fire launch system instead of a single heavy tube, this weapon is capable of unleashing a volley of up to twelve projectiles in less than three seconds that, while individually weaker, are capable of massive destruction due to their combined blast effect and tight grouping.

The fact that each Carronade is built individually can result in variations in ordinance and some even incorporate a maimed Child into the device itself as a controller. All are highly effective and each is small and light enough to be pushed into position by a team of Children, a fact that makes it easier to deploy in areas of difficult terrain that would normally prevent the use of artillery altogether.

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SP	CC/DEF	RS	WP	LD		WPNS A/W			A-REAR	SZ	PTS
4	10/0	10	14	12	25/3	24/3	24/3	24/3	-2	2	45

TVDE: Light Vehicle, Children of Ilian, Large Base

Coherency: 10"

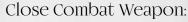
Deployment Options: Regular

Squad Composition: 1-3 Hellfire Carronades

Equipment: Hellfire Launcher, Poisoned Blades, Armoured Hull

Squad Options: None







Abilities: Child Crew, Unblinking Eye

Child Crew: This model must be deployed in coherency with the rest of the squad. Once activated, it no longer needs to remain in coherency. If attached to a Children of Ilian squad, the Hellfire Carronade can only become acting squad commander if all other models from the squad are removed from the game.

Agony Golem

When a cultist or minor servant of Ilian fails in their duties they are often sacrificed to The Wild Hunt, a never ending nightmare pursuit across another plane of existence. But when a Nepharite of the Dark Mistress falls short of expectations, or worse, attempts to defect to another Apostle, theirs is a far worse fate, an eternity of pain and suffering as an Agony Golem.

Stripped of much of their power the creature is still a terrifying sight though completely unrecognizable from its former station as it

now exists across dimensions, forever trapped in a half-reality between this plane and another dimension. The pain of this split existence would be terrible enough but whatever creatures inhabit the other reality seem to feed on the skin and outer flesh of the newly-condemned Golem. Because they do not, and in fact cannot, exist in our universe. They are completely invisible; all anyone ever sees is the skin and flesh of the Golem being torn off in bloody strips and vanishing into thin air.

This feeding would quickly reduce any creature to a pile of gnawed bones but for the few powers that the Dark Mistress leaves her former subject, not least the prodigious healing abilities inherent to all the Dark Legions servants. Even this is not enough and the Agony Golem is forced to search for other sources of replacement 'material', namely the skin and flesh of any other creatures and people in close proximity to it.

To this end the creatures retain the signature Chains of Ilian that were granted to them when they originally became Nepharites, these barbed and hooked chains allow the Agony Golem to snare and entangle their prey at a distance and once they have them in their grasp, can rend fresh raw 'material' from the victim, while it is still alive. Often an Agony Golem will surge forward into the middle of a formation of Corporate or Brotherhood troops in a vain attempt to harvest sufficient material to get ahead of the beings that are slowly feasting upon it, leaving little in its wake but slaughter and remains that can only be identified by dog tags and dental records.

Its split existence not only makes the Agony Golem difficult to destroy, but also allows it to tap into the Void Portals that are a common weapon in Ilian's arsenal, meaning it can appear anywhere and at any time. Additionally, while it is no longer able to think coherently enough to focus the powers of the Dark Symmetry, the Agony Golem is an excellent conduit for others who still enjoy Ilian's favour. What little psychic ability the Agony Golem still possesses is unstable and pulses forth in a dark wave that fills human hearts with terror and tears at the soul of mankind even as unseen claws tear at the creatures flesh.

			16.4		A A M	S I STATE	TAIL VILLE	MIT 6 /		
SP	CC/DEF	RS	ST	CON	WP	LD	U	A	SZ	PTS
6	13/2	12	15	17	12	12	5	24	4	130

TVDE: Monster, Infantry, Huge Base

Coherency: -

Deployment Options: Regular Squad Composition: 1 Agony Golem

Equipment: Chains of Ilian Squad Options: None

Abilities: Brutal, Dissention (3), Fear (4), Feast, Follow Up, Heal (8), Hurricane of Destruction, Predator Senses, Regeneration (6), Release this Pain, Void Crash

Feast: RES(1): At the end of this model's activation, count the number of models it removed from the game this turn and roll a die. If you roll under that number, it gains W(+1) up to W(5).

Release This Pain: RES(1): All enemy models within 2" receive a ST(5) PSY autohit.

Void Crash: AP(2): This model may be centered on any Void Portal within 18". If it does this, it takes a ST(14) autohit and the portal is removed.

Close Combat Weapon:



Temple of the Mistress

Unlike her brothers, who seem to take perverse pleasure in unleashing new and more terrifying monstrosities on mankind, Ilian has a more of a subdued presence in the material universe. Even though her citadels are few, she does still have them, and when she needs to create a new one, she does not

summon one by ripping it from the ground of whatever planet it is. Instead, her followers summon in a Temple of the Mistress through a massive void portal. Its dark crenelated towers shimmer with void energy as it slowly glides along the ground.

Once a suitable spot has been found, the temple will lower itself to the ground and then begin impossibly expanding, as if it is building onto itself from nothing. It will rise higher and higher into the sky, piercing through the clouds and loom menacingly over all of the surroundings. Once the citadel has been completed, Ilian's forces will pour out of void gates to reinforce the area and their mistress' will, the Temple Vanguard leading the way to protect the new dark citadel.

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SP	CC/DEF	RS	WP	LD		WPNS A/W				SZ	PTS	
4	-/-	13	17	16	31/6	30/5	30/5	30/5	-2	5	300	

Type: Heavy Vehicle, Tank, No Base

Coherency: -

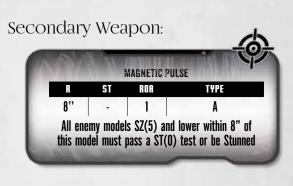
Deployment Options: Regular

Squad Composition: 1 Temple of the Mistress

Equipment: Symmetry Arc Caster, 2 Void Cannons, Neronian Plating

SQUAD Options: A Temple of the Mistress may be fielded as a Temple of the Void. See the respective entry.





Abilities: Blessing of the Mistress, Crushing Advance, Eyes of the Void, Temple Defense, Unblinking Eye, Unholy Regeneration

Blessing of the Mistress: All friendly models within LOS gain LD(+3) and Unbreakable

Crushing Advance: This model does not take autohits for moving through difficult terrain.

Eyes of the Void: This model does not need LOS to target an enemy and ignores all cover modifiers.

Temple Defense: RES(X): Recall up to (X) Templar Type squads. In the next Control Phase, place a temporary Void Portal within 3" of this model for each squad recalled this way. Deploy the recalled squads within 5" of the portal. **Unholy Regeneration:** This model has Regeneration (S) and may make a roll for each location each turn.

Temple of the Void

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							WPNS A/W 27/3				
ш		-7-	10	17	10	20/4	21/3	21/3	21/3	 J	140

Type: Light Vehicle, Tank, No Base

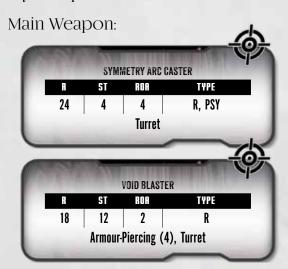
Coherency: -

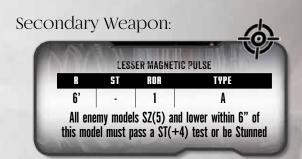
Deployment Options: Regular

Squad Composition: 1 Temple of the Void

Equipment: Symmetry Arc Caster, 2 Void Blasters, Neronian Plating

Squad Options: None





Abilities: Blessing of the Mistress, Crushing Advance, Eyes of the Void, Regeneration (5), Temple Defense, Unblinking Eye

Blessing of the Mistress: All friendly models within LOS gain LD(+3) and Unbreakable

Crushing Advance: This model does not take autohits for moving through difficult terrain.

Eyes of the Void: This model does not need LOS to target an enemy and ignores all cover modifiers.

Temple Defense: RES(X): Recall up to (X) Templar Type squads. In the next Control Phase, place a temporary Void Portal within 3" of this model for each squad recalled this way. Deploy the recalled squads within 5" of the portal.

Excerpt from Mysteries & Myths of the Solar System, Target Publishing, 1165Y C

With its relative youth as a terraformed world and vast tracts of unexplored territory, the Jovian moon of Ganymede has understandably spawned many myths and legends including the tale of the White Witch of the Sippar Highlands. Local legend claims that this elusive being was once a lady from one of the noble Imperial Clans who was seduced by darkness and promises of power, she offered herself to the supposed Mistress of the Dark, Ilian and in return for her devotion and innumerable bloody sacrifices was elevated to the status of a so called Nepharite. The story goes that eventually her actions brought her to the attentions of the Brotherhood who moved to eliminate her and her band of Cultists, a force of Inquisitors and Sacred Warriors were dispatched into the frozen wastes of Ganymede and clashed with these Heretics. Some of the tales speak of lightning and fire streaking across the sky as mystical powers clashed while horrors from beyond the grave were called forth to battle angels sent from heaven but in the end they all say, the White Witch was forced to flee into a blizzard while her fortress monastery was torn down.

Today, of course, there is no trace of any ruins and the Brotherhood simply states that their forces were thorough in their cleansing of the infestation though to this day the scattered farming communities and hunters in the area of the Sippar Highlands speak of the occasional disappearance of travellers and explorers or the rare sacking and burning of an isolated farmstead as being the work of the White Witch.

Such wild tales are often found to be nothing but fancy as many of the missing are found later, the victims of avalanches, exposure or wild animals, banditry in these wilderness areas is not unheard of and most of the remaining incidents can be laid squarely at the feet of more realistic monsters but there are some that have not been found or that locals say cannot be explained away so easily, for them, the tales of the White Witch still carry a sliver of truth and when the blizzards howl they lock their doors tightly and wait for the storm to pass.

IMPERIAL THE CLANS OF DAMNATION

An ancient line with its roots in the dim and distant days of Mankind's golden age, Imperial is nonetheless the smallest of the Megacorporations. The Megacorp came into existence too late to lay claim to any of the inner worlds, though at one time it maintained holdings on the moons of several outer worlds. To the Megacorp's eternal shame, it was Imperial Conquistadors who set foot upon Nero and broke the Seal of Repulsion, an act for which they, and indeed the rest of Humanity, have paid a terrible price. Ruled by a martial elite, Imperial is the most aggressive of the Megacorporations, ever seeking to expand its interests and influence by taking over smaller freelancers or conquering those that refuse to submit to the Imperial Way.

Imperial is ruled according to an ancient and anachronistic body of traditions that resembles the long extinct monarchies of old Earth. Control of the corporation rests with its noble clans, all sixty-two of which have seats on the body known as the Chamber of Lords. A further body is made up of sixty-two 'low born' representatives, individuals such as successful administrators, academics, scientists and the likes, who sit in the Chamber of Commons. Acting as a figurehead to which the nobles and people of the Imperial Corporation rally is the Imperial Serenity, in essence a constitutional monarch with many ceremonial duties and a degree of influence, but no direct power to rule. Between them, these three elements of the Imperial Corporation formulate and execute the policies that have seen the corporation expand rapidly into markets long dominated by its rivals.

The people of the Imperial Corporation are divided into two broad classes. At the top of the corporate chain of command are the clans, each empowered by a charter of nobility and ruled over by a patriarch or matriarch who represents his or her line in the Chamber of Lords. The clans are extended families of impossibly wealthy aristocrats, interlinked by impossibly complex webs of marriage and fealty. The nobles enjoy lives of unimaginable privilege and luxury, wearing the most extravagant of dress uniforms and bedecked in medals and associated finery. They reside in palatial castles and sprawling estates and maintain exclusive properties in the megacities of the inner system. Children born into the clans are raised in the expectation that they will serve their corporation at the very highest level and be richly rewarded for their service, being commissioned into the armed forces, serving as high level civil servants in Imperial's notoriously bloated bureaucracy or any other such high status position all but inaccessible to the common man or woman.

The bulk of Imperial's citizenry consists of people devoted to the service of the Imperial Serenity and, in the main, perfectly at ease with their limited prospects and pre-determined station. By hard work, they might become respected scientists, soldiers, academics and the likes, but their chances of entering the rarefied world of the noble clans are all but non-existent. The most successful might even rise to serve in the Chamber of Commons, though unlike the House of Lords this is not an inherited rank passed to an heir at death. The greatest and most powerful clans within Imperial are the Bartholomew, Murdoch and MacGuire, who between them control most of the corporation's armed forces as well as the majority of its mercantile concerns.

CORPORATE STRATEGY

Being the smallest of the Megacorporations, Imperial lacks massive industrial or mercantile resources to drive its expansion and neither does it enjoy a monopoly in any particular market. Instead, it grows one small step at a time, diversifying as it does so. Instead of challenging the other Megacorps directly or attempting to match them in the market place, Imperial seeks to take over smaller interests, absorbing them into its larger body. Sometimes this is achieved by way of subtle manipulations of the markets so that takeovers can be launched, freelancers and niche subsidiaries of the Megacorporations being bought out and taken over almost without notice. More often however, Imperial expands by way of small scale, precision strikes against high value targets. Again, most of these are freelance concerns, but if the Megacorp thinks it can get away with it, it will conduct operations against vulnerable and ill defended assets of its Megacorporate rivals. In the main, these operations are conducted with such bravado and guile as to represent a fait accompli against which no reprisal is possible, despite the post facto objections raised in the Cartel general assembly.

If Imperial's policy on expansion can be called aggressive, its peoples' attitude to defence is even more so. As the smallest Megacorp and with its holdings spread so thinly across the Solar System, every single asset must be defended to the utmost lest Imperial's enemies descend upon them and all be lost. As a corporate body and as a population, Imperial will doggedly defend what they regard as their own, sacrificing their lives to hold on to even the most seemingly insignificant asset. The annals of the Megacorporation are filled with accounts of heroic last stands against overwhelming odds and of the brave few overcoming seemingly insurmountable odds for the love of the Imperial Serenity.

THE GREAT RESENTMENT

Generations ago, Imperial was wracked by a series of internecine wars that pitched many of its noble clans against one another. This period became known as the Sad Struggle, and while it was officially resolved when the Bartholomew Clan attained the throne of the Imperial Serenity, it is known to rumble on behind the scenes in what is referred to as the Great Resentment. During the Sad Struggle, the noble clans formed numerous and often shifting alliances, and one clan, Kingsfield, was almost entirely eradicated in the process. Today, Bartholomew controls much of Imperial's armed forces, with clans Murdoch and MacGuire the next largest and most influential. The name of Clan Kingsfield is rarely spoken, its few members regarded with distrust and rarely seen within the Houses of Parliament.

As the smallest of the Megacorporations, Imperial lacks the vast armies several others of the Megacorps are able to maintain. What it lacks in numbers however, the Imperial armed forces more than make up for in status. The armed forces enjoy the high regard of the people and are well armed and equipped, their victories remembered with pride and their defeats mourned with bitter tears of grief. Imperial's armed forces are divided into two broad categories — the Defence Forces and the Special Forces.

THE ARMED FORCES

Imperial's Special Forces are far less numerous than those of her rival Megacorps, but their deeds are known across the inner worlds. The most well–known of all of Imperial's special forces are the Blood Berets, a force created at the time of the Venusian Crusades specifically to combat the servants of the Dark Soul. The Blood Berets require potential recruits into their ranks to undergo a series of ritualistic trials designed to ensure they truly have the strength to stand against the Darkness, trials that not all pass, or even survive. Less well known than the Blood Berets are the Golden Lions, formed at the same time as the Blood Berets and specializing, until recently at least, in hostile military takeover operations. Of late the Golden Lions have become increasingly adept at combating the forces of the Cybertronic Corporation, the forces of both fighting a series of intense battles to take and hold smaller assets beneath the notice of Capitol, Bauhaus and Mishima. In addition to these celebrated units, most of the clans maintain their own special forces, though these are even fewer in number than the Blood Berets and the Golden Lions. Such units are often used to further the interests of their founders, and occasionally find themselves engaged in inter-clan conflicts as well.

Another well-known division within Imperial's armed forces are known as the Wolfbanes. These mercenaries are some of the fiercest warriors in the entire Solar System. This large organisation falls under the command of the Imperial Ministry of War and is based in Strathgordon on Mars, a settlement so old it predates the founding of Imperial itself. The Highlanders recruit from all of the other clans and are fierce swordsmen who wear their hair in braids and adorn themselves with savage warpaint, making them a terrifying foe indeed. Imperial's Defence Forces outnumber its Special Forces, but unlike the regulars of many corporations, they are generally considered the equal of the elites of other Megacorps. The Regulars are organized into a number of different sub types, many of them specialist 'Trencher' units specializing in the static and stubborn defence of their megacorporation against any who would attack its interests. Other groups within the Defence Forces include the Grey Ghosts who work undercover to defend Imperial's assets and the Life Dragoons who provide an elite protection force for Her Imperial Serenity. Both the Special Forces and the Defence Forces are famed for their adherence to tradition, the units of each being defined by their long regimental histories.

Each regiment has its own 'colour', a banner bestowed upon it by the Imperial Serenity which proudly bears the names of its greatest battle honours. The clans are proud to send their sons and daughters to serve as officers in their associated Special Forces, while the common folk often seek service in a regular regiment their family has long associations with, countless generations proud to serve throughout the ages. In addition to the Special Forces and the Defence Forces, Imperial maintains several other military bodies, the most notable of which are the Imperial Navy and Her Serenity's Air Force. These and others are to be found across the inner worlds, wherever Imperial interests are to be furthered or defended.

VICTORIA

The Imperial Corporation claims sovereignty over the asteroid belt to be found beyond the orbit of Mars, although in practice its rule is limited to those rocks on which it can maintain a permanent presence. While each of the clans maintains its own home asteroid which serves as the seat of its power and the headquarters of its rulers, the Imperial Megacorp as a whole is based on the largest asteroid in the belt – Victoria. So large it is in effect a small planet, Victoria is possessed of one particular characteristic that makes it an especially valuable asset – it is geostationary with Mars, making it an ideal space transport hub through which a huge amount of shipping can be channelled and many valuable markets dominated. Even before it developed into the capital of Imperial, Victoria was the seat of the Paladine Clan, which, as it happens is the clan currently in possession of the crown, its first born inheriting the title of Imperial Serenity. Following the events of the Sad Struggle and the coronation of the Imperial Serenity, Victoria became the centre of power it remains today, housing countless of the Megacorp's divisional headquarters. It is also home to countless mining and industrial operations, for the asteroid is rich indeed in mineral and other resources.

Unlike the worlds claimed by Capitol, Bauhaus and Mishima, Victoria and the other asteroids are rarely the sites of heavy fighting between the Megacorporations, although small conflicts do occur when a valuable enough prize presents itself amongst the scattered belt. However, beyond the asteroid belt the Solar System is dominated by the forces of the Dark Legion and humans are officially forbidden to travel there by the decree of the Brotherhood. As a result, the asteroid belt often finds itself the front line in the war against the Dark Legion and the clans must remain ever vigilant for incursions into their domains. Many hundreds of the asteroids are fortified and sport turrets mounting super heavy artillery, while much of the belt is seeded with deadly mine fields through which only the foolhardiest would attempt passage.

IMPERIAL AND THE LIGHT

In the pre-history of old Earth, the ancestors of the Clans practiced druidic magic. This conjuring would persist in various forms in human culture for millennia. In time, it would be refined and streamlined in much the same way as diesel is purified from crude oils. Today the denizens of the Solar System know this as the Art. Billions of citizens within the solar system are devoutly faithful to the Light and Imperial has capitalized on this. As one strolls through any Imperial city, one can find people hawking their wares. Runes, trinkets and all manner of items can be purchased from curio-shops and street vendors. Amulets of love or protection are the most common, but potions, rings and even weapons can be found. The vast majority of these are fakes; baubles sold to the gullible and the ignorant, with no more inherent power than any other ordinary household item. Some, however, contain a sliver of actual Light in their creation. The Brotherhood keeps a watchful eye on these particular products and their manufacturers.

Many companies produce the small stone-like tablets known as runes, each with universally standardized dimensions. The runes are stamped, carved, or scrimshawed with incantations, images, and labels of manufacture. 99% of these stones lack any real Light, but that does not stop the masses from putting a rune with a carved image of Cardinal Durand on their dashboards, or carrying luck runes in their pockets. Amongst the sea of fraudulent producers, there are two companies which employ people that can wield this crude form of the Art. The items they produce are worth ten to a hundred times the value of the mundane counterparts.

One of the most prevalent rune companies is officially owned by the Oakenfist Clan and the second is a partnership between the Finns and Brannaghans. There was a third, but the demise of the Gallagher clan put an end to that. The duopoly is tightly regulated; defined quotas are laid down and harsh monetary punishment set out. Every misdemeanour is quickly confronted by the Brotherhood's sanctioned regulators. 'Deals' have been quickly negotiated; fines, donations or bribes quickly paid. Now the Brotherhood, via sham organizations, holds at least 51% of the shares in both companies. Interestingly, since the change in shareholding, regulation has significantly reduced.

For some unexplainable reason, the Light binds best to a tangible object, especially weaponry. The Clan Oakenfist operation, therefore, has an entire secret division devoted to the forging of war hammers for the Warhounds. The infamous Gallagher Claymores, it is claimed, can fell an ezoghoul with a single swing. These blades are all but legend now, each a priceless heirloom of the near-dead clan. When one does go to auction, collectors (and the Cartel) travel the solar system and a bidding frenzy, where only the richest will prevail, ensues. The Finn-Brannaghan Enterprise creates medicinal potions and trinkets of protection which vary greatly in potency and efficacy. It is no coincidence that most Finns are doctors and the Brannaghan's own Azure Lions are considered the best medics within the Corporation.



The Imperial Army consists of the Ministry of War (MOW) and the Wolfbanes. Both factions work together very closely. Each has their own selection of Troops though many may be shared between the factions.

To represent this, before you build your Imperial army, you need to choose between playing Ministry of War and Wolfbanes. Refer to the respective faction book to see which squads you may field.

WOLFBANE ALLIES

These Wolfbane squads may be fielded in your MOW army:



Additionally, Brotherhood Troopers and Valkyries can be fielded in a MOW army (see the respective entries for details)

IMPERIAL: MINISTRY OF WAR ARMOURY

Burning Star Incendiary Gel:

AP(2): A model with this equipment may place an 'Incendiary Gel' marker on any vehicle or structure they are in B2B with.

AP(1): If within 8" of a model with an 'Incendiary Gel' marker, this model may trigger it. The target receives a ST(18) autohit with Critical Force (3).

Company Banner: Any model with this Banner generates (+1) ribbon marker for every model removed by himself or any model in his squad.

Emergency Extraction Device: At the beginning of squad activation: If all models in this squad are equipped with this device and are not engaged, you may recall the squad. Next turn during this squad's activation, deploy them entirely within your deployment zone stated in the mission brief. Once per game. **Imperial Banner**: Any Imperial model within LOS to a model equipped with the Banner gains LD(+3).

Iron Mastiffs: Some units may be upgraded with an Iron Mastiff:

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SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
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TYPE: Infantry, Small Bases

DEPLOYMENT: As attached unit (cannot Rapid Deploy)

EQUIPMENT: Iron Jaws, Iron Carapace

CLOSE COMBAT WEAPON:



ABILITIES: Bio-Chem Detectors, Dodge(S), Fear (0), Fearless (4), Guardsmen, Ranger, Predator Senses, Sniffing Noses

Bio-Chem Detectors: This squad's Squad Commander gains Target Identifier (3).

Sniffing Noses: No enemy model may deploy via Infiltrate within 15" of this model. Enemy stalk markers within 8" are automatically revealed (no LOS required).

IMPERIAL: MINISTRY OF WAR ARMY ABILITIES

Military Hierarchy: All MOW Infantry and Cavalry squads have Stay Frosty.

Imperial Planning: Any army led by a MOW character receives a (+2) modifier to its initial Initiative roll.

Model of Honour: Your army commander may be upgraded with one Medal of Honour for (+15) PTS.

MEDALS OF HONOUR

Martian Medal of Honour: Up to 1 squad of Light Vehicles may be taken as a Support choice.

Venusian Medal of Honour: The army commander gains Leader(2/Blood Berets). **Asteroid Belt Medal of Honour:** The army commander gains Leader(2/Life Dragoons).

Mercurian Medal of Honour: The army commander gains Initiative (+2).

Frontier Medal of Honour: The army commander generates one extra Resource. This is not lost

when he is removed from play.

Conglomerate of Clans: The Imperial Megacorporation is comprised of many small clans, who contribute to the war efforts. This leads to Imperial being one of the most resourceful corporations.

As part of building your army, you may buy any number of Clan markers for your army. They are placed in a stockpile next to your resource cards and may be used during the game. During each control phase, you may choose to use any Clan marker on any of your MOW type squads that is within 12" of a character. Place the respective marker next to the chosen squad and remove it in the End Phase. Each Clan marker can only be used once.

A squad may only be affected by one Clan marker per turn.

A Clan marker affects all models in the chosen squad with the specified effect.

For purposes of Body Count Value, those markers that were used during the game count as destroyed.

Infantry Type squads: PTS(5) each:

Axelthorpe Models in this squad pay RES(1) less when using activated abilities

Bartholomew LD(+3)
Brannaghan Heal(+2)
Drougan Frenzy
Dunsirn Target Sense

Fergan Concussive(+1) on these model's CC weapons

Finn Squad commander gains Medic (+2)

Gallagher Disposable
Kingsfield Follow Up
MacGuire Fearless(3)
Murdoch: Coherency (+3)

Murray Precision(+3) on these model's CC weapons

Oakenfist ST(+2)
Smythe: Espionage

Vehicles type squads: PTS(10) each:

Fieldhausen A(+1) on all locations

LoughtonSP(+1)MorganRepair(+2)O'LaughtonCrackshot(+4)PaladineHard to Hit (+2)

BRIGADIER SIR P.D. 'RIGHTEOUS' RIST K.I.

There seem to be two kinds of officers in the Imperial army, competent ones that have worked their way up through the ranks and incompetent noble-born idiots. Brigadier Sir Paul David Rist is a clear exception to this rule: a competent noble. Schooled at the Stratford College, Rist left education as soon as he could to join the officer corps. He excelled; his understanding for the workings of the military machine matched only by the respect he has from his men. He flew up the ranks despite the antagonism he caused in his idiot peers and their sponsors. It wasn't long before Rist had become the rightful protégé of High Marshal Sir Sebastian Johnstone. Whisperings suggest than the young upstart himself had sponsorship from higher places than his birth right would warrant.

As it happens such whispers of his righteousness are close to the truth. Born in the Loughton Palace, Rist is the only child of bureaucratic parents. His birth, one of millions, seemed no different to the norm, but unbeknownst to his parents and the rest of his extended Clan, the birth of the new babe was being watched and monitored. Mystics had identified something in the Chronicles. Rist's birth, along with several others, was divined as critical to the Light at some crucial juncture. It was not the first time, and it surely wouldn't be the last, that this kind of divination has been used. It is suspected that one of these individuals will be a key instrument of the Light, and each and every one of them must be protected and maintained until that time.

Rist had long been married to his school sweetheart Naomi Bartholomew, a dark-skinned beauty he fell instantly for. Their daughter, Angela, was the apple of her father's eye, the one and only thing that made his stiff upper lip quiver. Many an unfortunate adjutant or driver had enquired after the Brigadier's family when an untimely lapse of conversation has occurred, to be bored to death by tales of Rist's Blood Beret daughter and her heroics. Her highly anticipated career was just starting as a Doomtrooper, but during an attack against the Citadel of the nepharite Overlord Alakhai, she was lost.

Now he stoically leads the Somne offensive on Mars, continuing to inspire his troops by his own battlefield presence to bigger and better things even though the fire in his soul has gone out. It is no longer



inspiration that pushes his men, but fear; executing deserters and those that turn from the good fight. He does not allow his inward grief to guide his actions, and maintains a level head at all times. The omnipresent guardianship of the Brotherhood was at first a burden he wasn't prepared to bare, but as time has passed and his life been saved on numerous occasions, Rist has learnt to rely on his benefactors, putting himself in more and more dangerous situations, knowing full well that the Brotherhood will protect. Rist has implemented such an approach into his battle tactics to a greater degree since taking command of the Somne, ensuring that air support in the form of airstrikes and his Air Cavalry are just a radio call away. Many a time has an opposing force had the Brigadier himself in their sights, before they have been blown apart by a perfectly planned and executed surgical airstrike commanded by the forward thinking and canny old fox.

STATISTICS

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5	13/1	16	10	12	16	17	3	23(10)	0	100
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TYPE: Character, Infantry, Imperial Officer, unique, Medium Base

DEPLOYMENT: Regular

EQUIPMENT: Interceptor SMG 'The Blessed', Ceremonial Sabre 'Loughton's Pride', Gas Mask, Brigadier Armour

OPTIONS: May be upgraded with the Imperial Banner for (+10) PTS.

RANGED WEAPON:

	INTERCEPT	OR SMG 'TH	E BLESSED`	(P)
R	ST	ROA	TYPE	100
18	10	3	A	
	Shor	t-Ranged E	Burst	and the last

CLOSE COMBAT WEAPON:

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991	CEREMUNIAL	SABRE LUUG	HTON'S PRIDE'	
R	ST	ROA	TYPE	
1	+2	2	CC	

ABILITIES: Friends in High Places, Initiative (1), Stay on Target, Toxins Away; as Imperial Officer: Ammo Dump, Crackshot(2), Execution, Hard to Hit (2), Rally Point, Ranger, Unbreakable

Friends in High Places: If this model is the army commander, a squad of exactly 2 Brotherhood Fury Elite Guards may be included in your army as a Support Choice.

Stay on Target: Friendly squads deploying via Rapid Deployment can reroll any Rapid Deployment test roll if their Deployment Point is within LoS of this model.

Toxins Away: RES(2): Place a temporary 'Toxin Canister' token anywhere on the battlefield in LOS of this model and scatter it D20/4". Any model finishing its activation within 3" of the token receives a ST(2) Gas autohit. Instead of removing the token in the end phase, roll a D20 for each token. On a roll 1–10, the token stays in game for another Game Turn. Up to 5 tokens can be in play at any time.

IMPERIAL DEPARTMENT OF WAR
REPARATIONS AND NOTIFICATIONS SUBDEPARTMENT.

Dear Mr. and Mrs. Addams, we regret to inform you that Your son Daniel James Addams JR. was honourably killed in the line of duty on march 27th. The details of the military action remained classified, however Your son performed his duties to the highest degree possible and has been awarded The Medal of Honour Third Class Posthumously. Your son was a credit to the fighting spirit of Imperial and the only consolation I can offer You is that he died so others in his unit would not.

Brigadier Paul Rist

Imperial officers are the cream of the Ministry of War's leadership. Unlike Bauhaus, who's officers are all nobility, OFFICERS

Imperial officers are the cream of the what clan you are born into doesn't necessarily quarantee you an officer rank. Most Imperial officers started as rank and file, and worked their way up the chain of

command. That is not to say that birthright does not have its privileges; having a well-connected family can get you far if they know what strings to pull. Certainly having a relative in the upper brass can be seen as a boon.

This can be both a blessing and a curse. Those who work hard and rise through the ranks are then respected when they take on a leadership role, especially within the foot-slogging units like the Trenchers. Putting in your time, blood, sweat, and tears for these men will make one an effective, and respected commander. Using clan and family ties to jump ahead without paying the dues often sees that officer leading a one-man charge against the enemy when it comes time.

		STATI	STICS								
		- Marie and									
Г	SP	CC/DEF	RS	ST	CON	ШP	LO	Ш	A	SZ	PTS
ī.	5	13/3	16	9	10	16	16	3	22(10)	0	50

TYPE: Character, Infantry, Medium Base

DEPLOYMENT: Regular

EQUIPMENT: Aggressor Handgun, Chain Ripper, Gas Mask, Mk.I Light Combat Armour

OPTIONS: May be upgraded with the Imperial Banner for (+10) PTS.

RANGED WEAPON:

	AGG	RESSOR HAND	GUN	
R	ST	ROA	TYPE	
12	10	2	HG	

CLOSE COMBAT WEAPON:

	CHA	INRIPPER SW	ORD
R	ST	ROA	TYPE
1	+3	3	CC
	Arm	our-Piercing	(4)

ABILITIES: Ammo Dump, Crackshot (2), Execution, Hard to Hit (2), Rally Point, Ranger, Unbreakable

Ammo Dump: RES(2): This model may place a permanent 'Ammo Dump' token within 3". Any MOW non-vehicle model within 5" of the token gains ROA(+1) to its ranged weapons. If the token is destroyed, all models within 5" receive a ST(12) autohit. There can only be 1 such token in play at the same time.

Rally Point: RES(1), AP(1): This model may place a permanent 'Rally Point' token within 3". Any MOW model within 2" of the rally point gains Fearless(4) and Hard to Hit (2). There can only be 1 such token in play.



NCO

STATISTICS

	and the							444		
	CC/DEF									
5	13/3	12	9	8	13	15	2	21	0	30
	Action in which the		-		Night in		Total La	ALCOHOL:	Service of the last	ELECTION OF

TYPE: Character, Infantry, Medium Base

DEPLOYMENT: Regular

EQUIPMENT: Aggressor Handgun, Chain Ripper, Gas Mask, Mk.I Light Combat Armour

OPTIONS: May be upgraded with the Company Banner for (+15)PTS.

RANGED WEAPON:

	AGG	RESSOR HAND	GUN
R		ROA	TYPE
12	10	2	HG

CLOSE COMBAT WEAPON:



ABILITIES: Extraordinary Achievement Medal, Forward Observer, Ranger

Extraordinary Achievement Medal: For every enemy model removed from the game by this model or his squad place a 'Ribbon' marker next to this model. During this model's activation, you may discard the appropriate number of markers to get one of these effects. All effects last until the beginning of the squad's next activation apart from "I need artillery on this position NOW!" and "Nighthawk Strike":

- "Move it you 'lags!" (2 markers) Models in this squad gain SP(+1).
- "Don't you die on me" (2 markers) The NCO gains Medic (4).
- "Incoming!" (2 markers) Models in this squad receive A(+2). This bonus is lost if any model from the squad completes any type of movement action.

- "I need artillery on this position NOW!" (5 markers)
 Place a LE template anywhere on the board within
 LOS of this model and scatter it D20/2. Every model
 within the template receives a ST(4) Gas autohit.
- "Take that down!" (5 markers) The squad's ranged weapons gain ROA(+1).
- "Nighthawk strike" (8 markers) Place a permanent 'Nighthawk' token anywhere on the battlefield. Any model finishing its activation within 6" of the token takes a ST(2) Gas autohit. At the beginning of each game turn, the player controlling the token can move it up to 3" in any direction.

Forward Observer: When shooting with any Mortar, you may re-roll the scatter distance if this model can draw LOS to the target point.

Don t worry lads. I know you're green, but you've got the best NCO in the whole ruddy Megacorp. Don't let the limp fool you, he's moved fast enough to pull me out of more than my share of bad spots. The man's a ruddy genius when it comes to fighting in the lines he'll have us through the enemy in no time and back in time for tea.

Private S. Manklow

LT. COLONEL TIMOTHY MacGuire

The drudgery of war is as familiar as breathing for Lt. Col. Timothy MacGuire. From the moment he could read, he studied military tactics and the art of war. As he grew, his studies piqued an interest in weaponry design and then engineering as a whole. His thorough and near infinite knowledge of both make him a true asset of his beloved Imperial Corporation. It wasn't until he joined the controversial Golden Lions that his ability to pull off calculated risks with minimal Imperial casualties became apparent, even if his tactics resulted in abhorrent and repugnant losses to his megacorporation's enemies. It is this disregard and disrespect of his enemy's lives that has won him many of his victories, but has also found him in more than one boardroom, as the marketers and negotiators frantically, but never unsuccessfully, attempt to cover up his atrocious war-crimes. Timothy MacGuire believes that his true strength lies in his preparation. He never appears in the field without ensuring the odds are in his favour; he has an extensive network of informants and spies, scattered across the planets, moons, and asteroids of the inner worlds, as well as even beyond the asteroid belt. He has codenamed his network the 'Greenflies'. They gather both military and political intelligence so that MacGuire is able to put together extravagant and well informed attacks which rarely shift from his intricately mapped battle plan.

However, MacGuire does not rely upon espionage alone. He pairs it with his encyclopaedic knowledge of military tactics, weaponry, and life-long interest in the intricacies of war. Every morsel of military trivia is catalogued in his photographic memory to be pulled at ease when the situation or expected turn demands. As such, MacGuire and his Lions often perform military tactics and stunts long lost in forgotten chronicles of time. After the Capitolian siege of the Maidenhead Mining facility, MacGuire transferred from the Martian Trenchers to the 3rd Golden Lions. Maidenhead was bloody and brutal; a 3-week engagement of attrition in which over 2 megatons of ordinance were dropped by the Imperial air force alone. Just as Capitol was being overwhelmed, the Cybertronic forces joined the fray. They slaughtered the Capitol and Imperial forces as one, using cruel and inhumane tactics. So severe was the attack, that the stoic Imperial army was dislodged. They fled to the Kirkwood Mountains where hard won 'run and gun' tactics were implemented; there were innumerable casualties on both sides. At this point, MacGuire realized his understanding of the Cybertronic military tactics was insufficient. He vowed to himself that if he was to survive this rout he would fill this hole in his knowledge immediately and Cybertronic would pay for the outrageous beating they had caused his corporation. After 4 months of study, he joined the Golden Lions and implemented a number of stratagems that would see the fierce warriors decimate each and every Cybertronic force they met.

MacGuire's mind is never still. When not studying, he will tinker with his armour and weaponry, increasing its potential even if by only the most miniscule of amounts, fine tuning elements that many would consider to be tedious and not worth their time. Timothy, however, will work meticulously for hours to simply increase his weapon's cyclic rate by a single RPM, or its maximum range by a fraction. His suit has been a decade long project of minor improvements. It still bears the left Claw, but his right gauntlet is heavily modified to mount his personally designed firearm, the 'Pride of the Lions'; an autocannon specially designed to fire explosive shells, again of McGuire's own design, that emit an EMP and scramble the electronic fields the tin cans use to protect themselves.

A good looking chap with a perfectly manicured handlebar moustache, his sharp features and personable demeanour draw the attention of many a suitor. The Serenity herself has shown something near affection for him, her pupils dilate and she blushes the colour of his battle armour whenever she sees him. Whether this or his achievement record, will result in promotion, a Knighthood or a chest full of medals is yet to be seen. Most feel his links to the Golden Lions and his underhanded tactics will hold him back. As it is though, MacGuire holds a special place in the Serenity's heart, if not yet her court. His affable nature in polite company is a facade; he is duplicitous, able to morph between warming and chilling in a split second. His true nature is psychotic, some would even say evil, for sure he is vindictive and manipulative, and likely he is a murderer and torturer. Yet, to meet him in polite company, such character traits would be the last on your mind.

STATISTICS

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5	16/3	13	12	14	15	16	4	25(10)	1	115
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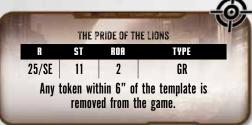
TYPE: Character, Infantry, Golden Lion, Unique, Medium Base

DEPLOYMENT: Regular, Stalk, Infiltrate

EQUIPMENT: The Pride of the Lions, The Mane Claw, Gas Mask, Mk.VI 'Felis Pattern' Combat Proximity Armour

OPTIONS: None

RANGED WEAPON:



CLOSE COMBAT WEAPON:



ABILITIES: Fearless (4), Leader(1/Golden Lions), The Fog, Unbreakable, Vesting Haste; as Golden Lions: Blood Rage, Brutal, Hunter's Intuition, Predator Senses, Ranger, Target Sense

The Fog: RES(3): Every model within 8" gains Hard to Hit (4).

Vesting Haste: Every friendly model up to SZ(1) within 12" of this model gains SP(+1).



Lieutenant FRancis kemp

Francis grew up orphaned and homeless in the alleys of Fukido. Always hungry and a waif of a girl, she learned to sneak quietly and to snatch food from vendor carts before darting back into the safety of the shadows of the alleyways. The police patrols never did catch her, but she stole a wallet from the wrong person one day. Tracking the teen down, Captain Edmund Dunsirn found her living in squalor. He spoke with the girl for a bit and found that she was highly intelligent. He gave her an option. Be turned over to the authorities for thievery, or join the Imperial military and get out of the tenements she was living in. It did not take her long, and she chose the military route.

In the Imperial Armed Forces and under Dunsirn's guidance, she flourished, using her street knowledge to hone her skills. An excellent shot with a rifle, she was inducted into the Grey Ghosts. Over the years, the two of them became close friends and eventually lovers, but their missions often separated them for months on end. Kemp's job left her with no shortage of targets across the Inner Planets.

She was sent on a solo kill-on-sight mission to hunt down a roque ISF officer known only as "Blackboar" that was rumoured to be brokering a deal to sell the genetic specs for vargs to the Mishimans. She was in position hours before the meeting was to take place, and when the two came together she sighted down her scope and saw her beloved Edmund shaking hands with a known Mishima covert operative. She hesitated for a few moments, believing this to be a set up, but her eye caught sight of technical schematics through her lens as Dunsirn showed them off to his contact. With a tear rolling down her cheek, she pulled the trigger and his chest exploded. She shot the Mishiman operative in the leg as he turned to flee and radioed the ISC unit that was her backup to pick him up.

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SP	CC/DEF	RS	ST	CON	ШP	LD	Ш	A	SZ	PTS	
5	12/1	16	8	10	14	16	3	20	0	70	

TYPE: Character, Infantry, Grey Ghost, Unique, Medium Base

DEPLOYMENT: Regular, Infiltrate

EQUIPMENT: Assailant Sniper Rifle 'Helena', Combat Knife, Grappling Hooks (5), Titanium-woven Catsuit

OPTIONS: None



CLOSE COMBAT WEAPON:



ABILITIES: Sniper, Target Sense. Unblinking Eye, Undercover; As Grey Ghosts: Camouflage (4), Camouflage Experts, Countermeasures, Rangers, Surgical Strike

Undercover: RES(1): One opponent suffers RES(-2). Use only during the Control Phase.

Sergeant MICHAEL MCBRIDE

Hard as nails. Imperial Blood Berets are often described as such, and Michael McBride is one of the toughest. A veteran of battling the forces of the Dark Legion in warzones across the solar system, his squad was instrumental in destroying many key enemy locations, including two citadels. Such heroics caught the eye of Pam Afton of the Cartel and she personally recruited Michael.

In his time with the Cartel, McBride has been cited for valour and bravery on numerous occasions and stopped incursions by heretics before they even got started. If he had been born with an affinity for the Art, he would have made an excellent Inquisitor. As it is, he does his job to the letter and will not rest until the forces of darkness have been driven from the solar system.

	W. N.									
SP	CC/DEF	RS	ST	CON	WP	LD	U	A	SZ	PTS
5		15		13	14	16	3	23(10)		70

TYPE: Character, Infantry, Blood Beret, Cartel Agent, Unique, Medium Base

DEPLOYMENT: Regular, Infiltrate, Preemptive Strike

EQUIPMENT: Interceptor SMG, Heavy Chain Ripper, Booby Traps, Burning Star Incendiary Gel, Gas Mask,

Mk.III Medium Combat Armour

OPTIONS: None





ABILITIES: Best of the Best, Leader (2/Blood Berets), Medic (3), Vehicle Hunter; as Blood Berets: Camouflage (3), Contempt (Dark Legion), Fearless (3), Monster Hunter, Ranger, Scanner

Best of the Best: Any other model in a squad this character is attached to gains RS and CC(+1)

Vehicle Hunter: Any squad this character is attached to is equipped with Burning Star Incendiary Gel

ANDREW DROUGan

Andrew Drougan was chosen for recruitment into the Doomtroopers not long after the slaying of the nepharite warlords Zarabanar and Chorobat, of which he played an integral part. The nepharites had raised a Dark Citadel on the Graveton Archipelago of Venus in the name of

Algeroth and their forces had been rampaging through the region unchecked.

Drougan is a skilled marksman, as such when he was seconded to the Doomtroopers, he was offered the sleek 'Assailant' Sniper Rifle, but he chose to stay with 'Deirdre', his customized plasma carbine. He also carries a personalized chainripper affectionately named "Chorobat's Bane" that was gifted to him after Michael Farraday's, his brother-in-arms, body was recovered after a successful attack against the citadel of the Algeroth nepharite warlord Ragathol. Although often recognized for his service, Drougan's modest attitude is apparent in his constant refusal to accept any honours. Such an attitude is an oddity in the Imperial Corporation, where social and military stature means everything.

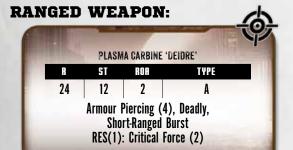
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SP	CC/DEF	RS	ST	CON	WP	LD	U	A	SZ	PTS
5	15/4	16	10	12	14	16	3	23(10)	0	85

TYPE: Character, Infantry, Doomtrooper, Blood Beret, Unique, Medium Base

DEPLOYMENT: Regular, Infiltrate, Preemptive Strike

EQUIPMENT: Plasma Carbine 'Deidre', Chainripper 'Chorobat's Bane', Booby Traps, Gas Mask, Mk.VI Imperial

'Doomtrooper' Armour **OPTIONS:** None





ABILITIES: Crackshot(3), Fearless (3), Predator Senses, Ranger; as Blood Berets: Camouflage (3), Contempt (Dark Legion), Monster Hunter, Scanner



LIEUTENANT ISAAC ALFREDS

When Blood Beret Sergeant Michael McBride was seconded to the Cartel, his squad was disbanded. In time all surviving members would follow him to also join the Doomtroopers, but until then their lives were to diverge significantly. Drougan joined him as a Doomtrooper from the outset. Farraday, for example would go on to lead his own squad, whereas Angela Rist was sent to Mercury in an ambassadorial role for her father. Hawkes applied his medical training on Mount Cassino, Mars; for Alfreds though, proved to be something much more unforeseen. Alfreds went off the radar, deep undercover. The Blood Berets had been toying with new tactics, namely to put out a one man scouting mission to prepare the battlefield. In theory the tactics should drastically improve contact outcome, but at a significantly higher risk for the scout. When he heard his superiors were looking for volunteers Alfreds had only one question: 'Where do I sign?'.

Six hours later Alfreds was dropped deep in the Venusian Jungle a hundred miles from his target: an archipelago that the Imperial Corporation saw as strategically critical for procuring a stronghold in the no man's-land between Mishima and Bauhaus interests. Six months later the commanders of the two established Megacorporations were hauled in front of their superiors to explain how the Imperial Corporation could so easily establish a stronghold in their region; neither could answer, both found themselves under court martial. Alfreds was personally commended, but to avoid a scandal, he was quickly seconded to the Cartel as a Doomtrooper.

There he was reunited with Rist and the pair was sent into the Citadel of Alakhai in an attempt to hunt down and kill the nepharite. The mission ended in total failure, Angela sacrificing herself to hold off hordes of legionaries while Isaac took on the overlord himself. He did not die, but took to drinking heavily and accepting missions with low survivability rates. Now Isaac is a loose cannon, living only for a desire to kill as many Legion monstrosities as he can and looking to find his next drink.

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SP	CC/DEF	RS	ST	CON	WP	LD	Ш	A	SZ	PTS
5	17/4	15	11	12	15	16	3	23(10)	0	80

TYPE: Character, Infantry, Doomtrooper, Blood Beret, Unique, Medium Base

DEPLOYMENT: Regular, Infiltrate, Preemptive Strike

EQUIPMENT: Mk.IVP Plasma Intruder, Heavy Chain Ripper 'Betsy', Booby Traps, Burning Star Incendiary Gel,

Gas Mask, Mk.VI Imperial Doomtrooper Combat Armour

OPTIONS: None





ABILITIES: Blessed by the Drougans, Ever-Ready, Fearless (3), Target Sense, Ranger; as Blood Berets: Camouflage (3), Contempt (Dark Legion), Monster Hunter, Scanner

Blessed by the Drougans: This model gains WP(+2) against all Psychic attacks.

Ever-Ready: Once per Game Turn, at any time, this model may complete a Shooting or Walk action as if in Sentry, whenever an enemy model deploys within 6" of him (even if he has already activated this Game Turn). Also, every such enemy model receives a ST(10) autohit.

Sergeant Major Levi Murphy

Murphy is an ordinary man made extraordinary by the situations he found himself in and his own personal sense of honour and determination. Born into a simple family, he exceeded all expectation, not because he was bright or connected, but

because he worked. The boy, like the man he became, was a grafter; when he set his mind to something, no matter how long it took, it would be done. He joined the Gendarmerie on his fourth attempt. He had made a promise to his dear wife Eliza, that he would do her proud and that he did. After a while, Sergeant Murphy got noticed and got noticed big. Defending the Serenity will do that for a man! He was personally requested to join the Life Dragoons. He did without pomp or ceremony. He slowly climbed the ranks, first Lance Corporal, then Corporal, next Sergeant and finally, Sergeant Major.

His hair was grey and his skin wrinkling when he met the Serenity again. She remembered him though, even after all the years, the man that had saved her life so long ago. She also saw how much he had aged, but recognized a man of honour and determination, a man that would protect that which she held most dear, her young nephew, Simon, who himself had just been commissioned to the Life Dragoons. A babysitting mission of the upmost import, the perfect swan song for a good man who had done so much for so little. She smiled with an assured contentment as the old guard knelt before her. 'Be safe and protect him, as you did me!' she whispered inaudibly to the back of his head before Levi Murphy, her guardian angel, arose.

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		- margin man					The last				
SI		CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	j .	15/1	15	9	12	14	15	3	22(10)	0	90

TYPE: Character, Infantry, Life Dragoon, Unique, Medium Base **DEPLOYMENT:** Regular, Infiltrate, Preemptive Strike

EQUIPMENT: Lyons & Atkinson Urban Carbine, The Serenity's Blade, Gas Mask, Claymore Mines, Mk.II Armour

OPTIONS: None

LYONS & ATKINSON URBAN CARBINE R ST ROH TYPE 18 11 1 A Short-Ranged Burst



ABILITIES: Act of Valour, Contempt (Bauhaus, Dark Legion), Heal (5), Inspiring, Scrimshaw Blast, Whatever It Takes; As Life Dragoons: Guardsmen, Bodyguards, Camouflage (2), Hard to Hit (2)

Act Of Valour: RES(1): Use at any time. If this model would be removed from play, he is instead removed in the Endphase.

Inspiring: All models within 6" of this model gain Fearless(2).

Scrimshaw Blast: RES(1): Once per Game, all characters and squad commanders within 12" of this model that have any Psychic Power, suffer a ST(15) Deadly autohit.

Whatever It Takes: Once per turn, this model may suffer

W(-1) between any squad activation. If he does, he may perform a Shooting and Walk action, even if he already performed the same action in this turn. This movement does not count against his movement allowance and the Shooting Action has to be done with his Carbine.

This ability does not affect the order of play (the next player has their Activation as normal).

Day 457: As she watched the man stumble in haste and exhaustion, the black bullets flew passed him. They screeched as they pierced the air, as if screaming in frustration at missing their target and their only chance to corrupt human flesh. The Grey Ghost shifted her scope and spotted the pursuing necromutants. As she pulled the trigger, a mutant's head jolted back a second later and a mist of black ichor sprayed as its knees buckled. She nonchalantly moved to her next target and squeezed the trigger again, killing it. The third started to run in the opposite direction, but it was too late. He spun in the air as his momentum and the force of her bullet combined.

Three bullets, three undead sent back to hell.

The man they had been chasing hit the ground hard, the impact jolting him to his senses. He flipped himself on to his back as he fumbled for his makeshift blade. Another four necromutants bore down on him and he knew his time was up. One started to lick nonexistent lips, and another howled in excitement. The leader came to the fore, his heavily armoured form moved with an unnatural grace.

'Thank you, human, for the hunt. It excited me, but now it is time for you to join us!'

As the Templar lifted his mace to deliver the death blow, the man braced himself for the inevitable; it never came. Instead the armoured monster toppled backwards, black sand oozing from under its helmet. The necromutants were stunned by the incomprehensible turn of events, the man took his chance and charged the nearest. They landed hard and after a few seconds, the monster lay prone with the man's blade in its eye socket.

The soldier jumped to his feet, his fists balled. Around him lay the remaining mutants, each and every one with a hole in its forehead. He looked up as a woman in a grey cat suit strode towards him with a sniper rifle at her shoulder. The mutant with the blade in its eye twitched and she squeezed the trigger, dispatching it effortlessly.

'Stand down soldier', the Grey Ghost said, 'it's over.'

'It's far from over!' the man replied through gritted teeth, 'It won't end until I have delivered this satchel personally to the Serenity!'. He picked up his battered and muddied bag from the ground, 'As for you, Lance Corporal Kemp. You are going to help me!'.

She followed his eyes from her name badge to the stripes on his dirty red tunic. 'Sir, Yes, Sergeant Major Murphy, sir!' she replied as she saluted him.



sergeant Benjamin Taylor

Benjamin Taylor is not only a dedicated father, but also a veteran of many warzones. An adept Trencher, Benjamin is seen as both dependable and tactically savvy by his superiors, and as such, has climbed slowly up the non-commissioned ranks to his current position of Sergeant. He leads his men from the front and by example, each and every one is proud to be part of his squad. His position within the Trencher juxtaposes significantly from his childhood aspirations. Born, via his mother's line, into one of 'the' Clans, Taylor expected to join the Special Forces. He spent his formative years studying the Twin-Barracuda, engineering and tactics of the Rams Special Forces.

Alas, it wasn't to be, despite his maternal heritage, he was refused entry due to an underlying knee injury. Many years earlier, whilst tinkering on an engine with his younger brother, a winch failed. He saved Spencer, his brother, by shoving him from the trajectory of the unleashed engine block, but unfortunately Benjamin's left knee took the brunt of the impact. He was lucky to keep his limb, but gained a permanent limp. Benjamin took great pleasure, as his brother succeeded where he had failed; Spencer joined the Rams Air Cavalry exactly three years after the elder Taylor had been conscripted to the Imperial line-infantry.

Benjamin is still a complete gear-head. For an NCO he has an amazing knowledge and understanding of vehicular tactics and their implementation in trench warfare. His men are rightly proud of their boss and are in the main alive because of him and the unusual tactics he employs.

	STATI	31103		-				HILL .		
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SP	CC/DEF	RS	ST	CON	WP	LD	Ш	A	SZ	PTS
5	13/3	13	9	8	13	15	3	21	0	55

TYPE: Character, Infantry, NCO, Unique, Medium Base

DEPLOYMENT: Regular

EQUIPMENT: Aggressor Handgun, Chain Ripper, Gas Mask, Mk.I Light Combat Armour

OPTIONS: May be upgraded with the Company Banner for (+15)PTS.

RANGED WEAPON:

	AGG	RESSOR HAND	GUN	A
R	ST	ROA	TYPE	
12	10	2	HG	

CLOSE COMBAT WEAPON:



ABILITIES: Armoured Defence, Gear-Head, Ricochet; As NCO: Extraordinary Achievement Medal, Forward Observer, Ranger

Armoured Defence: If a friendly vehicle is within 4" of this model, non-vehicle models in this model's squad gain A(+2).

Gear-head: AP(1): Once per Game Turn, this model may repair a vehicle in B2B. The vehicle gains W(1) on any location up to its starting number of Wounds.

Ricochet: This model's Aggressor Handgun has a ST(12) against models up to SZ(1) within 2" of any vehicle.



TREBECHERS is incredibly hard. Any week of the standard trencher

The life of an Imperial Trencher three-month deployment can

send a weak or frail mind insane. Week upon monotonous week is dominated by battlefield filth and drudgery, sentry duty and drills, punctuated only by hour long bouts of sheer terror as the enemy attacks or the trenchers themselves are sent over the top. The future of an Imperial Line Infantryman, as they are officially known, is bleak; a life living, sleeping and defecating in a hole, or series of interconnected holes in the ground is unnatural to the human body and it is potentially fatal. The omnipresent barrage of artillery frays the nerves of even the most stalwart, inducing insubordination in the subordinated and acts of unexplainable and misdirected violence in the mild. Insanity cannot be an option, shell-shock and combat stress when caught early enough can be avoided or quickly extinguished.

Every soldier is well stocked with a reserve of calming, stress-suppressing (and cancer inducing) drugs. Trenchers are no strangers to misusing and abusing chemicals as a tool of war. Standard issue gasmasks both administer their drugs, but also protect them from the thick, acrid, chemical gases Imperial routinely uses against its enemies. Recruits are accepted into the Imperial Line Infantry from the age of 16.

Recruitment is optional, but this is forgotten by many and overlooked by the authorities. Many young men and women are duped into joining the Line Infantry rather than completing a shorter and safer tour of duty in the Imperial Corporate Military Service which is compulsory for all 18 year-old citizens. During their training, trenchers are taught to eat, sleep and dream the glory of Imperial. All of their actions must first follow the path of the Imperial Serenity and then secondly, hold true to the values of their Clan. Every Line Infantry recruit is given extensive battlefield engineering training, enabling them to swiftly build strong military defences, especially entrenchments, redoubts, foxholes and tunnels. The Imperial Ministry of War is renowned for its issues with distribution and logistics to the forlorn Trencher contingents. All too often, a regiment that was to be deployed in the red deserts of Mars, may instead be forced to fight in the verdant greens and muddy browns more suited to the Ring of Fire on Venus or brilliant whites and acidic yellows of the Ganymede ice plains.



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	CC/DEF										
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TYPE: Troops, Infantry, Small Bases

COHERENCY: 8"

DEPLOYMENT: Regular

SQUAD COMPOSITION: 5-10 Trenchers

EQUIPMENT: Invader Assault Rifle, 45mm UBGL, Bayonet, Frag Grenades, Gas Masks, Mk.I Light Combat Armour **SQUAD OPTIONS:** 1 in 5 squad members must replace its Invader Assault Rifle with a Charger HMG for (+15) PTS.

RANGED WEAPON:



		CHARGER HMG	
R	ST	ROA	TYPE
24	11	3	Н
RES	(1): ROA	(1), Armour	Piercing (5)

The same	1	FRAG GRENADI		0
R	ST	ROA	TYPE	
ST/SE	10	1	GR	

CLOSE COMBAT WEAPON:

		BAYONET	
R	ST	ROA	TYPE
B2B	+2	1	CC

ABILITIES: Camouflage Experts, Ranger

Camouflage Experts: This model can perform an Evade Action for 0 Action Point.

45mm UBGL: RES(1): Use at start of squad activation. Up to 2 models in this squad may fire their UBGL. Place a temporary token within 18" of this model, then select one effect. This counts as a Shooting Action.

- Smoke Screen: Enemy models targeting any model within 2" of the token suffer RS(-2).
- Targeting Flare: Models targeting any model within 2" of the token receive an RS(+2).

Field Notes of Herbert Burkhard Marbach, Officer of the Bauhausian Hussars

It amazes me how driven the Imperial army is by medals. They seem to collect them like children collect sweets in a sweet shop. Whether they get paid a bonus comparable to the number they have or whether it is simple Imperial pride I do not know; whatever it is, it drives their troops and NCOs to amazing feats. I've seen trenchers whoop with pride when their commander has collected enough kills (or ribbons as they call them) to earn his 100 head medal. And to see the celebration when a trencher achieves the Extraordinary Achievement Medal! Well, let's just say there's a reason the Drougan Clan is not a poor clan!

STORMTRENCHERS

No regiment within the Trenchers is particularly glamorous, none it seems, is more well-known than any other. All are so caked in the mud, blood and guts of the battlefield, it is hard to identify and credit a particular battalion. That being said, the Stormtrenchers are an obvious exception. These veteran shock troopers have a penchant for speed and an unhinged addiction to acceleration. Armed with Mandible shotguns, as well as incendiary and sticky grenades, they excel in ambush and quick close quarter combat; performing rushing, explosive assaults, often annihilating their targets before a counterattack or any defensive reaction of any kind is even possible.

It is not rare for the Stormtrenchers to drop into the warzone from Doomlord VTOLs, landing and pulverising their foes to create break points the standard Trencher can exploit. The Stormtroopers wear a slightly modified Trencher uniform and the Mk.IV 'Excelsior'. The 'Excelsior' Jetpack was invented and pioneered by the late great Professor R. R. McRoberts, a maverick genius who confounded himself with insurmountable mathematical computations. By the end he, unlike his jetpack, was firing on only a few cylinders; catastrophic mathematical miscalculations resulted in an inferno which incinerated McRoberts instantly. In hindsight, and with only a little irony, consensus was that the great man was literally and metaphorically burnt out. The design though was near perfect and when a new project started, his groundwork proved to be the perfect foundation to build arguably one of the best jetpacks available today.



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	CC/DEF									
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TYPE: Troops, Infantry, Small Bases

COHERENCY: 8"

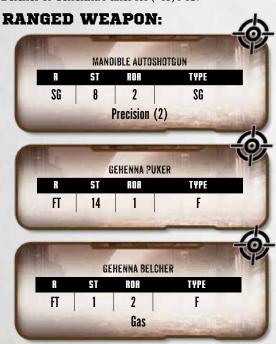
DEPLOYMENT: Regular, Preemptive Strike

SQUAD COMPOSITION: 5-10 Stormtrenchers

EQUIPMENT: Mandible Autoshotgun, Bayonet, Gas Masks, Mk.I Light Combat Armour

SQUAD OPTIONS: 1 in 5 squad members must replace its Mandible Autoshotgun with either a Gehenna

Belcher or Gehenna Puker for (+10) PTS.



CLOSE COMBAT WEAPON:

		BAYONET		
R	ST	ROA	TYPE	
B2B	+2	1	CC	

ABILITIES: Aerial Assault, Hard to Hit(2), Massive Fuel Tanks

Aerial Assault!: RES(2): All Stormtrencher models in this squad gain Hard to Hit (+2), Ranger and SP(+2), but suffer RS(-4). If a model using this ability ends its movement within difficult terrain, a CON test must be taken. If failed, the model receives a 'Stun' effect.

Massive Fuel Tanks: Before removing this model as a casualty, centre a SE template on the model and scatter it D20/4". Any model within the template receives a ST(8) autohit.



IMPERIAL SPECIAL FORCES

In the war torn solar system the Imperial Corporation is known for many things: It is known as the Corporation that twice unleashed the Dark Symmetry, it is known for its aggressive military stance and hostile geographical takeovers, its pomp and ceremony, its bureaucracy, its red tape and its sovereignty. Many of the Corporation's naysayers state it really has nothing of significant

note to be proud of, whenever such a statement is made it is quickly extinguished by the example that is the Imperial Special Forces. Superbly trained and fabulously diverse the Imperial Special Forces are best characterised by the auspicious Blood Berets and the heavily armoured and infamous Golden Lions, but what is often overlooked is the abundance of privately owned crack (and not so crack) forces; some of these consist of hundreds of individuals, others may be only a few men and women in size. Some have a long history; others are transient or only realised in the last few years. What is clear is that within the Imperial military structure there are nearly as many Special Forces as there are clans.

The reason a clan or group of clans sponsors its own Special Force can be as mundane as guarding clan assets, as is the case of the Sterlings who protect the Imperial banking institutions of Axelthorpe-Smythe & Smythe, or as a lucrative money making scheme; the Hunters of the Dunsirn clan and their Iron Mastiffs provide Venusian big game hunts as team building excursions and party days out to the rich and the Brannagan clan hire out their Azure Lions as medics to anyone able to pay the price. Others, such as the Morgan's infamous Black Berets are recognised as the best interplanetary boarding craft based anti-Legion force that has ever existed. The Paladine's Blue Berets and the Righteous Diadems of the Murdoch clan are honorific guards for the senior members of the two powerful clans. Some battalions, such as the Laughton's Rams, Murray's Shamrocks and Drougan's Wild Roses are provided by their respective clans to help defend Imperial against another corporation or the Legion. Others such as the McDonald clan's Terror Eagles seem to be there as nothing more than a status symbol for the up and coming clan. In recent years the Crusaders and their progeny battalion, the Acid Spitters, have been commissioned specifically to conquer and defend Ganymede by the corporation itself.

Not all the Special Forces have the greater good of Imperial in mind, like the clans themselves. There is a lot of politics and subterfuge involved, to the extent that some forces wear no iconography and appear to act against the Corporation that bore them, for example the O'Laughton's seemingly insane Golden Panthers appear intent on destroying the Laughton's Rams to the detriment of everything else. Blood feuds run very deep in the Laughton clan. Availability of equipment, including armour and weaponry, is very dependent on the financial situation of the clan which owns the Special Force. The Harlequin Guards of the poor McRobert clan wear a mishmash of second–hand armour of different marks, manufacture and colours. Some Forces, such as the Black Berets specifically choose not to use certain equipment because it restricts their effectiveness in their chosen arena of war. Almost all Imperial Special Forces are highly resourceful and trained to survive many weeks in hostile environments. A large contingent of the Murray's Black Sheep for example, survived on an asteroid when their ship crashed by utilising the contents of a Cybertronic outpost and even successfully defended themselves from a Dark Legion incursion.

All in all, the diversity of the Imperial Special Forces, their application, resources and actions are as diverse as the Imperial Corporation itself. Many of the Forces are held in good stead and are considered as something to be proud of by their clan, other battalions' roles may be more malign or unsavoury. Whatever the clan, the motive, the colour scheme, the theatre of war or the force's tactics it is more than fair to acknowledge that Imperial would not be where it is today if it wasn't for the diverse formations collectively known as the Imperial Special Forces.

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		CC/DEF									
B	5	14/1	14	9	8	13	15	1	23	0	14
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TYPE: Troops, Infantry, Small Bases

COHERENCY: 8"

DEPLOYMENT: Regular, Preemptive Strike

SQUAD COMPOSITION: 5-10 Imperial Special Forces

EQUIPMENT: Invader Assault Rifle, Hand Ripper, Mk.III Ballistic Armour, Gas Masks, Emergency Extraction Device **SQUAD OPTIONS:** 1 in 5 Models in the squad may replace its Invader Assault Rifle either with a Gehenna Puker for (+15)PTS, a Gehenna Belcher for (+15) PTS, a Charger HMG for (+12) PTS or a Mandible Autoshotgun for (+10)PTS. Up to 2 Iron Mastiffs can be added to the squad for (+10) PTS each. They do not count towards the squad size. For (+15) PTS per squad, all ISF models in the squad may be upgraded with one of the following deployment options: Infiltrate, Rapid Deployment, Flank Deployment

IMPERIAL SPECIAL FORCES SPECIALIZATIONS: You may upgrade any squad of Imperial Special Forces with any number of Specializations from the list below. If you upgrade the squad with more than two specializations, the squad counts as a Support choice in your army. Only ISF models profit from the selected Specialization.

These Specializations cost (+2) PTS per ISF model in the squad, and must be purchased by all models in the squad:

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Name	Effect
Anti-Armoured Specialists	Ranged Weapons gain Armour Piercing(2).
Anti-Personnel Ammo	(A) and (H) type weapons gain Precision(2).
Charmed	Gains Heal (3).
Corporation Fighters	Gains Fearless(2) and Contempt (X), where X is any other faction.
Furious Combatants	Gains Ferocity (2) and Frenzy.
Guard	Gains Guardsmen and Bodyguard.
IR Goggles	RES(1): Models in this squad do not receive any negative modifiers to RS caused b cover.
Jungle Fighters	Gains Ranger.
Long-bore Rifles	Ranged Weapons gain R(+3).
Marksmen	Gains Crackshot(2).
Night-Ops	Gains Camouflage(2).
PSY-Corps	Gains WP(+2). Also, enemy models targeting a model with this Specialisation with
Close Quarters Defense Training	a Psychic (D) Power suffers WP(-2). Gains Brutal and CC and CON(+2)
Ship/Asteroid Fighters	Gains DEF(+2) and Grappling hooks (3).
Special Weapons Training	Can re-roll failed 'Get the Gun' rolls.
Veteran	Gains CON and LD(+2).
VELETAII	
Forward Spotters	The Squad Commander gains Forward Observer: When shooting with any Mortar, yo may re-roll the scatter distance if this model can draw LOS to the target point.
Gyro-Stabilizers	Models in this squad equipped with a (H) type weapon performing a Battle Focus Action receive the bonus for all of their shots.





BLOOD Berets

The Blood Berets are the best of the best, universally renowned military elite of the Imperial Special Forces. The long history of the regiment started 1250 years ago when the Murdoch Clan resolved to muster a special force to counter the new threat of the Dark Symmetry. Time after time the regiment has proven itself both fiercely loyal to the Serenity and all she stands for

and highly competent at dealing with all forces, human and otherwise, which threaten the interests and welfare of the corporation and mankind generally. Their cold blooded effectiveness has made them one of the most feared and well respected forces in the solar system; often, even, a warlord of the Dark Legion shudders with annoyance and frustration when it becomes clear that the Blood Berets stand between him and his goal. Every Blood Beret is tenacious beyond even normal expectation for the best of the Special Forces. Regardless of the adversary, environment or unexpected noise of war, the Blood Berets fight on to their last or until a triumphant victory has been snatched from the seemingly inevitable jaws of defeat.

The Blood Berets is an elite force comprised of the very best soldiers the Imperial Corporation has to offer. Each has been hand-picked, chosen on the basis of their extraordinary qualities. The first day after recruitment, the new recruit is force marched from the drop off point eighty miles away to the infamous Beret camp. Instantly an extremely gruelling training program begins, consisting of both physical and mental testing, warzone simulations, psychological mapping and intelligence evaluations. The exhaustive appraisal programme takes its toll on the recruits to the extent some never function normally again. Of those that live to tell the tale, only the cream survives disqualification by the unyielding Blood Beret instructors. The few graduates receive their infamous red beret in a solemn yet pompous and traditionridden ceremony, known simply as 'the giving of the beret'. The proud soldier has become a made-man entering the gentlemanly society of the Blood Berets, which entails many secret ceremonies and knowing nods and preferential treatments from his or her fellows. The sisters and brothers in arms are as one and serve under the infamous motto: 'We'll be there!' The regiment's excellent training in combination with expert leadership is the hallmark and strength of the Blood Berets. Their main task and reason for inception is, and always will be, to counter the ever increasing threat from the Dark Legion. For most of its existence, the Blood Beret Battalion has been closely associated with the jungles of Venus, but more and more frequently, especially in recent years, their unmatched battle prowess has been indispensable universally across the solar system. It is no coincidence that a high percentage of Imperial Doomtroopers hail from the Blood Berets, in fact all surviving Blood Berets from the infamous squad McBride are now seconded to the Cartel.

The Battalion is universally recognized by their arterial blood-red berets, which, like the Berets of many of the Imperial Special Forces, is titanium-woven. Additionally, they wear camouflaged battle suit and armour, which due to their traditional base of war, the Venusian Jungles, is stereotypically green. Each soldier wears a headset comprising of a small microphone and pair of headphones for communication within the battle group, a small scanner is also part of the standard equipment and is used to search out dug-in enemy, as well as booby traps, mines and other hidden objects. The privates are equipped with a standard issue Lyon & Atkinson Plasma Carbine and combat knife, whereas the close combat specialists carry a smaller automatic Aggressor Handgun and the fearsome Chainripper. All carry anti-vehicle mines which are deployed covertly around their deployment zone. The combination of armament and equipment is the perfect counter to the vile Legion; perfect to clear it and its taint from the light flora within which it often skulks.



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	CC/DEF									
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TYPE: Support, Infantry, Small Bases

COHERENCY: 14"

DEPLOYMENT: Regular, Infiltrate, Preemptive Strike

SQUAD COMPOSITION: 5-10 Blood Berets

EQUIPMENT: Lyon & Atkinson Plasma Carbine, Combat Knife, Anti-Tank Grenades, Booby Traps, Gas Masks,

Mk.III Medium Combat Armour

SQUAD OPTIONS: Any model in the squad may exchange their Plasma Carbine and Combat Knife with an Aggressor Handgun and Heavy Chain Ripper for free. Any model armed with a Heavy Chainripper gains DEF(+3).





CLOSE COMBAT WEAPON:



ABILITIES: Camouflage (3), Contempt (Dark Legion), Fearless(3), Monster Hunter, Ranger, Scanner

Scanner: Ranged attacks made by this model do not suffer a modifier for long Range. RES(1): This model gains Target Sense

Booby Traps: 1/5"/13 trap.

Monster Hunter: This model gains RS and CC(+2) when attacking a Monster type model.

GOLDEN

Imperial is well accustomed to inter-corporate war. Their attitude towards the Bauhaus and Cybertronic Megacorporations are a constant frustration for the Cartel, who are left to clear up the mess left behind, both on the warzones and in the Corporate Boardrooms. The Imperial Corporation's domination strategy against the other Megacorporations seems

to centre on fielding mass infantry and entire divisions of vehicles to quickly overpower the enemy. Even though this battle tactic from the smallest, yet fiercest, corporation has become expected, it is near impossible to counter. In cases where the opposition are prepared for such military tactics or they have resisted the Imperial hammer blow, the Imperial Golden Lions are mobilised. The Golden Lions were formed alongside the infamous Blood Berets by Clan Murdoch during the Venusian Crusade. Unlike their Blood Beret kinsmen though, the Golden Lions receive little glory and their notoriety, in converse to their Blood Beret brothers, has significantly negative connotations. Any praise they have received is logarithmically overshadowed by controversy. The Golden Lions were formed with the intention of fighting other corporate soldiers. Their training and wargear is specifically designed to counter human opposition, armour and biologics; as such they are seen as the black sheep of the Imperial Corporation, which is rightly ashamed of them. Ashamed to the extent the Golden Lions have on many occasions been very close to being disbanded. Recent policies during the Second Corporate War, however, have shown not only a need for the Golden Lions, but a blatant want too.

Although the Golden Lions are thought of by most to be a Clan Special Forces regiment, since the Sad Struggle they are very much a part of the Ministry of War. Although links to their fathering Clan, the Murdochs, have been officially severed, many Golden Lion officers still descend from the Murdoch line and even bear its name. The Ministry commands the Lions in all engagements, but their heritage is still clear to see. Most famously Edward S. Murdoch, has excelled since transferring from the Blood Berets and is considered one of Imperial's finest tacticians. The Golden Lions are hated by their own corporation, not because of what they do, but instead of how they do it. They are beasts, monsters, they are the soldiers that do the things others don't want to know about and they do it in the most underhanded of ways. They use terroristic tactics, targeting the children and the general populace of Imperial's enemies. They fight dirty and without remorse, they execute those that have surrendered, and they assassinate those that have yielded. Their tactics are the antithesis of the Imperial way, but their tactics are why there is an Imperial way. They are predators that love to kill, to pounce with rending claws. They revel in the kill, thirst for it and celebrate it.

If you are unlucky enough to be on the receiving end of a bestial offensive from the Golden Lions, you will see a Special Forces Regiment armed to the nines, tactically savvy and without compassion or remorse bearing down upon you. It will be the last thing you ever know!



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TYPE: Support, Infantry, Medium Bases

COHERENCY: 10"

DEPLOYMENT: Regular, Stalk, Infiltrate **SQUAD COMPOSITION:** 2-6 Golden Lions

EQUIPMENT: Plasma Enrager, 2 Lion Claws, Gas Masks, Mk.4 'Felis Pattern' Combat Proximity Armour

SQUAD OPTIONS: None

RANGED WEAPON:



CLOSE COMBAT WEAPON:

		LION CLAW		
R	ST	ROA	TYPE	
1	+3	2	CC	
	Armo	our Piercing	(4)	

ABILITIES: Blood Rage, Brutal, Fearless(3), Hunter's Intuition, Paired Weapons (CC), Predator Senses, Ranger, Target Sense

Blood Rage: RES(X): (X) is the number of Golden Lions in this squad. All CC Weapons used by Golden Lions in this squad have ROA(3). Each such model suffers a ST(12) autohit at the end of its activation.

Hunter's Intuition: Any enemy Model deploying via Rapid Deployment within 8" of a this model receives a ST(11) autohit.



Her Serenity's Life Dragoons

The Life Dragoons have a dual role as both the Personal Guard of the Serenity and elite urban specialist fighting forces. There are five Life Dragoon Battalions, one of which is tasked with acting as the personal ceremonial guard for the Serenity and her residence of choice, a second operate as a defence battalion, permanently in residence in the Imperial capital city, Victoria; where the Dragoons not only complete round the clock city wide patrols, but also training manoeuvres, honing their skills as urban combat specialists. The third Battalion safeguard Imperial and Brotherhood assets on Luna, while the remaining two are mobilised to Imperial warzones across the inner planets as the higher Imperial echelons see fit. Every Luna year the Battalions rotate, ensuring that each receives an equal share of frontline battle and the honour of guarding the Serenity.

The first Dragoon Battalion, known as the Grenadiers due to their initial tactical reliance on various grenade types to control and defend, were born of necessity, when it became clear that the rank and file battalions were not up to the job of protecting the Serenity and Imperial concerns. Field Marshal Viscount Montgomery Young handpicked twenty trusted veterans, but it quickly became clear that just twenty Grenadiers or Young's Guard as they became known was not sufficient, especially after most were killed defending Victoria from a guerrilla attack by the Capitolians. The ranks were swollen and then further battalions commissioned as required to the five Young Guard Battalions we have today. Each selects from a designated group of battalions depending on their geographical or familial origin using specific criteria depending on their need.

To the casual onlooker each battalion of Her Serenity's Guard can barely be distinguished. To make such statement to any soldier in the Dragoons is to ask for a black eye, at the very least. Each of the five battalions has a very proud history and rich set of traditions and iconography, especially when in a guardian role. For example, the buttons on the scarlet tunics of the Endotherm Tribute Guard (ETG) are clumped in pairs whereas for the Gallic Guard groups of three. The number represents the chronology of their battalion's inception, but also induces almost a fixation on the number in question for the troops and officers alike. There is a healthy camaraderie and competition between each of the battalions, although the Pality Guard and Emerald Guard do frequently come to blows in the public houses of Luna or Victoria when the guarding gauntlets are passed.

The Life Dragoon uniform includes black trousers with either a gold, red, navy, brown or green stripe, and a scarlet red (or green in the case of the Emerald Guard) tunic made of state of the art bullet proof and fully insulated and breathable materials. Occasionally, if the warzone warrants it, the guards will wear a camouflaged version of the uniform, but to do so is always a last resort as they consider their iconic uniform a badge of honour. Their tunic forms the basis of both the dress and battle uniforms and will be complemented with body armour, customized from the Mk. II Medium Combat Armour of the Imperial Special Forces as appropriate. In the theatre of war, the guards wear titanium—woven black berets, whereas in ceremonial situations an animal skin covered helmet is worn. The majority are armed with Invader Assault Rifles with bayonets, an Aggressor Pistol, various grenades and a standard issue gas mask.

Every Life Dragoon is a proud and dedicated veteran happy to lay down their life to protect the Serenity or their Corporation. In fact, the Life Dragoons have collectively earned more posthumous Serenity Crosses of Valour in the face of the enemy than all the other Imperial armed forces combined.

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TYPE: Support, Infantry, Small Base

COHERENCY: 10"

DEPLOYMENT: Regular, Preemptive Strike **SQUAD COMPOSITION:** 5-10 Life Dragoons

EQUIPMENT: L&A BAR Mk.XIIB Invader II, Bayonet, Gas Masks, Claymore Mines, Mk.II Armour

SQUAD OPTIONS: 2 in 5 squad members may replace their Invader II with a Mandible Autoshotgun for (+10) PTS or an Assailant Sniper Rifle for (+10) PTS. One squad member may be upgraded with a L16/81mm Mortar for (+15)

The whole squad may be equipped with Incendiary Grenades for (+2) PTS per model.





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R	ST	ROA	TYPE
26	13	- 1	S
	Hea	dshot, P	inning

	L16	/81MM MORTA	?
R	ST	ROA	TYPE
10-30/SE	10	2	GR
10-30/3E	10	Mortar	un

R	ST	ROA	TYPE
SG	8	2	SG
	No.	Precision (2)	- Carrie

	INCI	ENDIARY GR	ENADES
R	ST	ROA	TYPE
ST/SE	10	1	GR

CLOSE COMBAT WEAPON:

		BAYONET	
R	ST	ROA	TYPE
B2B	+2	1	CC

ABILITIES: Guardsmen, Bodyguards, Camouflage (2), Hard to Hit (2), Urban Combat Specialists

Claymore Mines: (2/5"/10), Armour Piercing (5) Trap Urban Combat Specialists: This model gains Ranger and A(+2), when located within a building or any terrain piece native to an urban environment (walls, barriers, rubble wrecked vehicles etc.). This will require agreement on terrain before the game starts.

GREYGHOSTS

When Imperial Military recruits join the defence forces they are tested for various aptitudes. In the main most do not pass, of those that do approximately 10% have the particular skill set identified as key for the operatives known as the Grey Ghosts. The exact details of the favoured characteristics are 'Top Secret', but it is clear to see that each Grey Ghost is highly skilled in

mechanical engineering, sniper skills, chemical theory and stealth tactics; in addition, the Grey Ghosts are predominantly female, whether this is a benign reflection of the selection criteria or a result of chauvinistic desire is unclear.

The Grey Ghosts excel at infiltration, where they will often acquire roles as personal assistants, or junior board members in rival companies. Espionage and feeding key information back to Imperial are their main objectives. Many a time has a Cybertronic assault been plagued by an unexplainable bionics malfunction, or a Bauhausian offensive halted by a severe case of dysentery. Many, if not all, occurrences can be attributed to the Greys. Sometimes the information they need is Top Secret, known to only the board or highest echelons of the opposing corporation's military, in such a case the Grey Ghost may bed down and implement 'Protocol 53X', commonly known as 'Hunny Trapping'. Imperial has benefited greatly from the pillow talk the Ghosts have collated.

Deep cover is an exceedingly dangerous place to be and results in remarkably high Grey Ghost mortality rates. If the uncovered Ghost has infiltrated Mishima their severed head is returned to Victoria in an ornate box filled with black petals and a gold coin, if Capitol they will be beaten and tortured and occasionally returned via negotiations and if Cybertronic, they will never be heard of again. When a battle is planned the Grey Ghosts will break their deep cover by firstly assassinating their Hunny's and any other key personnel they can. They then use their chemical knowledge to manufacture ad hoc explosives, drugs and booby traps, creating havoc in the ranks and files of Imperial's enemies, often to the extent that battle has not even been necessary. Often more than one Grey Ghost will have infiltrated a target army or corporation; to protect them all, no Grey Ghost knows the identity of the others. When orders are received the women will be told to wear and look for a particularly coloured piece of clothing and jewellery combination, they will also be given a password or statement to confirm the identity of the other Greys. Once the infiltrators have linked up they unbury their wargear and enter the warzone in very loose formations, positioning themselves in perfect sniper positions.

The Grey Ghosts get their name from their tight fitting catsuits, which provide perfect manoeuvrability and camouflage, if not much in the form of armoured protection. Their wargear includes either an Invader Assault Rifle or Assailant Sniper Rifle depending on their skills, as well as a standard issue gasmask, a tooth implanted suicide pill, a combat knife, a garrotte wire and their trusted single shot Lyon & Atkinson MK IIIS-M "Eliminator".



		· ·					THE LABOR.				
80		CC/DEF									
	5	10/0	15	8	10	14	15	1	20	0	25
		desired to the last		-	-	Action to		Witness .	- Continue	WHITE CO.	

TYPE: Support, Infantry, Small Base

COHERENCY: 14"

DEPLOYMENT: Regular, Infiltrate

SQUAD COMPOSITION: 1-3 Grey Ghosts

EQUIPMENT: Assailant Sniper Rifle (Armour Piercing Ammo), Combat Knife, Grappling Hooks (5), Titani-

um-woven Catsuit

SQUAD OPTIONS: None

RANGED WEAPON:



CLOSE COMBAT WEAPON:

		COMBAT KNIFI	III TO	5
R	ST	ROA	TYPE	
B2B	+1	1	CC	

ABILITIES: Camouflage (4), Camouflage Experts, Countermeasures, Rangers, Surgical Strike

Camouflage Experts: This model can perform an Evade Action for 0 Action Point.

Countermeasures: In the control phase of the first turn, you may remove up to (X) trap markers from the board where (X) is the number of Grey Ghost models in this squad.

Surgical Strike: This unit may always choose to deploy first when Infiltrating, regardless of who won the Initiative roll. If both armies have units with this ability, they are deployed in Initiative order.



Barracuda Rams Air Cavalry

It is widely regarded that pilots of the Twin Barracuda are some of the most insane and unhinged individuals in the solar system. Unlike contemporary jet packs, the Barracuda, at its heart, is simply a fuel tank with powerful spinning turbines attached behind it. A pair of flight sticks are used to steer the contraption and a simple leather harness straps the pilot to the death-trap machine. The noise created by these engines is deafening, and the pilots are forced to wear noise-dampening ear defenders; most, inevitably, still end up deaf or with continuous tinnitus, known ironically as the Barracuda buzz. Triggers on the flight sticks control how much fuel is pumped to the engine; new pilots find it tricky to give them just the right amount of pressure to allow them to take flight. It is not uncommon for novices to end up in traction before they got off of the ground for the first time.

Bolted onto this basic aperture is a pair of Southpaw rocket launchers that are fired by pressing the red buttons on the top of each joystick. Each launcher can only be loaded with six rockets due to weight restrictions, because of this, the Air Support have adopted a last-ditch attack which they have affectionately dubbed the 'bee-sting'. It involves a death-defying dive from high altitude towards the top of an armoured target and firing the last two of their rockets in quick succession, the first punching a hole through the plating and the second causing massive internal mayhem. The number of pilots that have successfully pulled off this manoeuvre is low, but those that have wear their medal with pride.

The most notorious of all of the Twin Barracuda Air Support regiments is the Rams Air Cavalry. Nicknamed the 'Blaggards' after their commander, Trevor Bartholomew, they are considered an elite unit simply because most of them have an uncanny ability to live beyond a dozen or so combat sorties. At the age of twenty-nine, Trevor was quoted as boasting, 'Any Barracuda Airman who lives past thirty is a blaggard'. Now in his thirty-sixth year, it is rumoured by the media that he has yet to sustain an actual wound while in combat and that rumour has yet to be debunked by Trevor himself. Ever since he turned thirty, Imperial recruiters find themselves swamped every year on his birthday with applicants looking to capture a bit of that glory.

At the Battle of the Somne, a particularly fierce engagement, Major Percy Amesbury III made a record nine sorties against the defending Bauhaus forces. Major Amesbury and his squadron rained death upon the concrete bunkers and heavy armament, losing several of the squadron with each and every pass. After they had unloaded their payload they would return to base to rearm and refuel; by the ninth attack run Percy was flying alone. Alas, his solo run would be his last. Heavily wounded and leaking fuel, he spotted the last of the enemy Grizzlies, a Kaiser Grizzly no less. He fired his entire cargo of rockets at it, the metal beast emerged from the smoke intact, weathering the damage with ease. Seeing no alternative, Amesbury crashed directly into the hole his last ditch bee–sting had left, his fuel tanks ruptured on impact into a fireball, killing the three score of crew in a furnace of aviation fuel. The remaining Imperial forces eventually took the ground littered by the Grizzly tanks and Major Amesbury was posthumously awarded the Serenity Cross of Valour.



GREYHOUND LAFV

The Fieldhausen's transformation into a fully-fledged Clan of Imperial was a long and arduous ordeal, taking them many years to find their place within the haughty corporation. However, their first pledge of allegiance came quickly and suddenly, making it immediately apparent to the upper echelons of Imperial that ingenious automotive design was truly the mark that Fieldhausen could have on the megacorporation. The Greyhound Light Armoured Fighting Vehicle (LAFV) was presented to Imperial's automotive factories on sheets of heavily thumbed cobalt paper, covered in frantic pencil drawings, notations made in the immediately recognisable harsh language of the Bauhausians. Heading each blueprint, printed in gold leaf and bracketed within two unmistakable cogs of Bauhaus, were the words 'Fieldhausen Autowerks – LBT-49 Kleingrizzly'. The designs put before the Imperial engineers were like none they had seen before; sleek, considered and perfectly formed, the vehicle itself resembled the silhouette too often seen on the skyline of a Bauhausian formation, the Grizzly MBT. It was decided that Imperial must begin the manufacture of Fieldhausen's fantastic tankettes, though rebranded as the 'Greyhound LAFV'.

In open war, the Greyhounds have been used to great effect, mobilising quickly to deal destruction wherever possible. The modest design and simple mechanics allow crewmen to perform field engineering on broken elements with little automotive experience. Each Greyhound LAFV is significantly smaller than a standard road-faring automobile and is crewed by just one trencher who both drives and mans the weapons. The conditions within the cockpit are dirty, wet and cramped just like the trenches the crew are so used to. The traditional armament of a Greyhound LAFV is a front-mounted gas cannon traditionally known as the 'Chimney' or a 160mm mortar known as a 'Slinger'. When the mortar is fired the entire vehicle recoils, leaving great ruts in the ground. The crew of both variants are armed with standard Trencher equipment, so in the exceedingly unlikely occurrence that they survive the destruction of their tankette, they can continue the good fight and avenge their lost ride.

Due to the original design being stripped down and made increasingly cost-effective wherever possible in its production, the Greyhound has been manufactured in quantities higher than any other vehicle in the Solar System. This minimalistic approach to design is obvious when the tankette is closely inspected. No attempt has been made to hide rivets and welding, the engine is barely protected, the thickness of the armour plates reduced and the track bogies are left open to the elements. This simply means that the crew must give their vehicle a 'once over' more regularly than Imperial administration would normally enforce to ensure its battlefield capabilities are not hindered. Although the Fieldhausens are upset by the way their design has been treated, they are still heralded as the original designers of the highly successful Greyhound. As such, the Fieldhausen Clan symbol of a solid golden wheel, based on the Bauhaus Megacorporate logo, but without any teeth or spokes, is always discreetly placed within the armoured cockpit of every Greyhound produced.



10	Albert .	440	-			100						
	SP	CC/DEF	RS	WP	LD	HULL A/W	WPNS A/W	DRIVE A/W	ENG A/W	A-REAR	SZ	PTS
	5	12/0	14	13	16	26/3	26/3	26/3	26/3	-3	2	70

TYPE: Light Vehicle, Tank, Large Base

COHERENCY: 8"

DEPLOYMENT OPTIONS: Regular

SQUAD COMPOSITION: 1-4 Greyhound LAFV

EQUIPMENT: 'Chimney' Gas Cannon and Aggressor Handgun, Heavily Armoured Hull.

SQUAD OPTIONS: Any Greyhound LAFV may replace his 'Chimney' Gas Cannon with a 'Slinger' 160mm mortar

for free.





ABILITIES: Recoil, Toxic Discharge

Toxic Discharge: RES(2): Hard to Hit (4). Also, any model ending its activation within 6" of this model receives a ST(2) Gas autohit.

Recoil: After this model fires its 'Slinger' 160mm Mortar, move it backwards 3". If it collides with anything, apply the rules for 'ram'.



HURRICANE Walker

As more and more of the battlefields of the Imperial Corporation become entrenched wars of attrition, so grows the constant requirement for cost-effective anti-vehicle support. It is out of this pure necessity that the

mobile Hurricane Walker was developed during the first Venusian Crusade. In its early versions it was an unreliable and damn right dangerous machine. Many prototypes ended in spectacular explosions, as the Heavy Charger feeds jammed or simple measuring and design errors resulted in a top heavy machine that would topple easily on the non-level and cratered surfaces of every warzone. The lead designer committed suicide unable to cope with the Imperial deaths he had caused. Had it not been for a young and nameless engineer the project would have been shelved. It took time to develop and hone the Hurricane Walker into the machine it is today. However, after many years of development and more than a little inspiration from the quite excellent Fieldhausens, the Hurricane Walker has risen to become the vehicle of choice for many a Trencher battalion, especially on Mars. It is not unusual for these mechanical giants to be met with cheers of adulation in the field, especially when a Leviathan or two goes supernova.

Novel in the Imperial armed forces the Hurricane is the corporation's only walker, all other Imperial vehicles implement tracks or wheels, for swift, all terrain offensives. Much like the Capitol Orca, a design which influenced the Hurricane more than any Imperial will ever acknowledge, this striding beast is used as a mobile weapons platform. There are several variants of the Hurricane Walker, the most common being the 'Reaper' style; armed with a paired Charger and a Heavy 'Chimney'. The 'Reaper' can throw out an impressive amount of offensive firepower. It is utilised primarily against enemy infantry formations and lightly armoured vehicles. The other main variant, the Hammer, has the same armaments but is fielded with anti-vehicle ammo. The two variants equate to well over 95% of the Hurricanes arsenal. Other rarer versions include, although not exclusively, the city-raising 'Pummeler', the 'Crusher' that specialises in tank hunting and the long-range 'Stinger'. Hurricane pilots have taken to personalising their vehicles with their own aesthetics, marking their walker with slogans, markings and occasionally rather indecent artwork. In addition to being fire support, they are large enough that they are often utilised to bring muchneeded supplies to beleaguered troops that are stuck in areas often unreachable by conventional means. Sandbags, camo-netting, water jugs and various other kinds of stowage are just strapped to the walker's hull. Each of the leg guards, which have been designed to look like stunted versions of the wings of their Old Earth inspiration, is mounted with the vehicles armaments and grip rails to allow transportation of troops into or through a warzone.

Compared to other dull egg shaped walkers of the Solar System, the Hurricane is a sight to be seen, it is a gargantuan of monstrous steel mechanics, armoured plates, rubber tubing and well-oiled exhausts. Those in the know recognise the aesthetics of this beacon of Imperial as a key morale builder, shaped, as it is, like the warplanes of Old Earth. No walker that has ever existed has induced such pride as the Hurricane does in the people of Imperial. The marketers are to be applauded, when they recognised that the appearance of this vehicle had as much to play in the field of war as the guns it fires, they recognised the need for an icon, a rallier, a banner, but a banner that did more than simply flap in the air and weaken the offensive capability of its bearer. The Hurricane Walker is the Ministry of War's Banner, and a deadly banner it is. To the other corporations, the Hurricanes appear scruffy, chaotic and even a bit comical. A pointless Imperialist hark back to older times, but to its people the Hurricane Walker is Imperial, a bastion of pride and a symbol of Imperial's enduring power.

SP	CC/DEF	RS	WP	LD	HULL A/W	WPNS R/W	LEGS A/W	ENG A/W	A-REAR	SZ	PTS
5	15/1	15	14	16	28/4	28/4	27/4	28/4	-2	4	135

TYPE: Light Vehicle, Light Walker, Huge Base

COHERENCY: 8"

DEPLOYMENT OPTIONS: Regular **SQUAD COMPOSITION:** 1 Hurricane Walker

EQUIPMENT: Heavy 'Chimney' Gas Cannon, Heavy Charger, Radioactive Dome, AlFie Battlesuit Armour **SQUAD OPTIONS:** Choose whether this model is either Reaper Pattern or Hammer Pattern. The Radioactive

Dome may be replaced by a Heavy Gun Nest for (+15) PTS.

Hurricane Walkers) loses AP(1). If it already has been

activated, it suffers a ST(13) autohit.

A squad of up to 3 Hurricane Walkers may be fielded as a Heavy Choice.



MK.54 BAUHAUS BULLY MAIN BATTLE TANK

The Mk. 54 Main Battle Tank was the first Imperial Fieldhausen design after the Bauhausians defected to the Imperial Corporation. Unlike anything Fieldhausen had done for Bauhaus, the Mk. 54 is neither streamlined nor ergonomic; instead the Imperial's acquired a real monster of a machine, densely armoured, exceedingly heavy, but with an extraordinary ability to trundle through terrain and obliterate armour as if it were glass. Its only downfall is that it is one of the slowest heavy tanks in the modern warzone. The pilots often say when talking about their charge 'She may not get you to where you want to be quickly, but she will, as hell as like, get you there in one piece'. Before long, it became apparent that the Main Battle Tank was designed as the exact antithesis of the Grizzly template tank family, which the Fieldhausens had themselves designed for their former Corporation.

Shortly after the Bully was applied to the field, score upon score of Grizzlies lay as husks; to the extent that many a battle was won by the Imperials, where normally Bauhaus would have been considered the certain victors. The Imperial tank quickly became known as the Bauhaus Bully, to the infuriation of the Corporation of the Cog. The Grizzly was overhauled specifically to counter the Bully threat. The Bauhausians in charge of the company previously owned by the traitors, still known as the Fieldhausen Motor Company (FMC), were good at what they did, but could only just keep up in the heavy arms race with the newly incorporated Imperial Fieldhausen Autowerks. As is often the case when necessity is the mother of invention, both Fieldhausen Companies flourished and experienced their Golden Age. The FMC enhanced the Grizzly and designed the T-32 'Wolfclaw' Jungle Battle Tank and the Great Infurior, based on the old Excelsior template, while the Autowerks went on to design the Vermin APC, the highly successful Wallaby Armoured 4x4 chassis and the variants on the Greyhound tankettes. Arguably though, the Mk. 54 and its succeeding variants are the crowning glory of Fieldhausen engineering.

Each Bauhaus Bully is heavily armoured and tends to receive few postproduction modifications; one cannot improve on perfection after all. The heavily armoured hull is tracked and is really nothing more than a gun platform and ammo stand. The main armament is a massive rifled barrel supported at the front by two reinforced power wheels which use the sheer weight of the hull to gain friction. The barrel has a pump action which allows rapid reloading of the anti-armour shells. After each munition has been fired, the pump-wheels are automatically powered backwards, ejecting the spent shell. The process of reengaging to the forward position results in a newly loaded shell. This simple mechanical process allows relatively rapid loading for such a gargantuan gun, although the frequency of jamming is slightly higher than that of the Bully's contemporaries. The tank is able to carry a total of 13 shells, including the first, which is loaded into the barrel before deployment. One must be careful not to stand on the wrong side of the Bully, the expulsion of a tonne of empty shell casing can be detrimental to one's health, but it does ensure that an anti-infantry gunner is not needed on the starboard side of the tank. The stern and port flanks are armed with Charger HMGs. Each Bully is named by her first commander, an honour bestowed on only the best. Having the responsibility of naming an Mk.54 is seen as the pinnacle of a tank commander's career and as such the marriage of Bully and Commander only ever end with death.

	1460	-	A		Treatment of the second							
SP	CC/DEF	RS	WP	LD	HULL A/W	WPNS A/W	DRIVE A/W	ENG A/W	A-REAR	SZ	PTS	
3	-/-	14	14	16	33/6	30/5	31/5	29/5	-5	5	290	
			SECTION.	Section.	THE RESERVE	MARKET STATE	The second second	STATE STREET	the second second	-	Control of the	

TYPE: Heavy Vehicle, Tank, No Base

COHERENCY: -

DEPLOYMENT OPTIONS: Regular

SQUAD COMPOSITION: 1 Mk. 54 Main Battle Tank

EQUIPMENT: 120mm Rifled Main Gun, 2 Charger HMGs, Heavily Armoured Hull

SQUAD OPTIONS: May be upgraded with a Head Gunner for (+20)PTS, BattleCor for (+40)PTS and a Smoke

Grenade Launch System for (+10) PTS.

May be fielded as a Mk.55 Capitol Bully (Light Vehicle variant). See the respective entry for details.

MAIN WEAPONS:



SECONDARY WEAPONS:

	HULL-MO	UNTED CHARG	ER HMG
R	ST	ROA	TYPE
24	12	3	Н
	Armo	our Piercing	(2)

ABILITIES: Ranger

Head Gunner: This model gains RS(+2). You may choose to redirect every Hit on this model's Weapons Location at the Hull location instead.

BattleCor: Every other friendly vehicle within 10" may perform the Battle Focus Action for AP(0).

Smoke Grenade Launch System: RES(1): Hard to Hit (4).

STATISTICS

MK.55 CAPITOL BULLY

1	1	-146	-	4 5		The second second						
	SP	CC/DEF	RS	ШР	LD	HULL A/W	WPNS A/W	DRIVE A/W	ENG A/W	A-REAR	SZ	PTS
1	3	-/-	13	14	16	29/4	27/4	26/3	27/4	-5	5	155

TYPE: Light Vehicle, Tank, No Base

COHERENCY: -

DEPLOYMENT OPTIONS: Regular

SQUAD COMPOSITION: 1 MK.55 Capitol Bully

EQUIPMENT: 100mm Rifled Main Gun, 2 Charger HMGs, Heavily Armoured Hull

SQUAD OPTIONS: May be upgraded with a Head Gunner for (+20)PTS and a Smoke Grenade Launch System for

(+10) PTS.

MAIN WEAPONS:



SECONDARY WEAPONS:



ABILITIES: Ranger

Head Gunner: This model gains RS(+2). You may choose to redirect every Hit on this model's Weapons Location at the Hull location instead.

Smoke Grenade Launch System: RES(1): Hard to Hit (4).

THE IMPERIAL ARMY

The Imperial Army consists of the Ministry of War (MOW) and the Wolfbanes. Both factions work together very closely. Each has their own selection of Troops though many may be shared between the factions.

To represent this, before you build your Imperial army, you need to choose between playing Ministry of War and Wolfbanes. Refer to the respective faction book to see which squads you may field.

MOW Allies

Support
Trenchers
Stormtrenchers
Imperial Special Forces

These MOW squads may be fielded in your Wolfbane army: Additionally, Brotherhood Troopers and Valkyries can be fielded in a Wolfbane army.

Imperial: Wolfbanes Army Abilities

Strength in Small Numbers: Each Wolfbane squad with no more than 5 models gains Coherency (+3). They also gain ST(+1) to their Close Combat Weapons for each other friendly model engaged with the same target.

Strength in Mobility: If carried in transporters, SZ(1) Wolfbane models count as being SZ(0).

Our Own Way!: Wolfbane squads may not be joined by MOW characters.

Silent Roar: Each Wolfbane squad deployed on the battlefield generates the number of Silent Roar points listed below. During the Control Phase calculate how many Silent Roar Points you have for this turn. The points can be used to activate Rites or Howls as described in the Rites and Howl sections. Only models from squads able to generate Silent Roar points can use a Rite or Howl. These markers are generated even if the squad is in stalk.

Characters: 😸 😸

Troops:

Wolfbane Commandos:
Mourning Wolves:

Support:

Headhunters: ਢੇ ਢੇ Warhounds: ਢੇ Strathgordon Varg Riders: ਢੇ

Light Vehicles:

Necromower:
Fenris Bike:

RITES:

Wolfbane rites and rituals are often long and difficult to perform ceremonies involving potions, books and stanzas. They usually require long preparation and the presence of those who know how to use them, connection with the lay lines and a lot of alcohol. They result in a higher plane of understanding and a furor for battle.

Rites are abilities that squads are upgraded with during army building and affect every model in the squad. A squad can only be upgraded with one rite.

At the start of every Control Phase, the controlling player must pay the upkeep cost in Silent Roar points for each rite.

If the controlling player does not, the rite is lost for the rest of the game.

&- upkeep cost.

😉 😉 😉 Rite of the Eternal Night:

Any ranged attack made against this models in this squad receives RS(-4) (or WP in case of Psychic (S) attacks).

੪ ੪ ੳ Rite of the Tempest:

Every squad trying to deploy via Rapid Deployment within 8" of this model receives (+4) to their RD die roll and a ST(5) autohit after deploying (not cumulative)

ਈ ਈ Rite of Extended Death:

When this model is reduced to W(0), make a WP test. If the test is passed the model gains W(+1). Any model that regains a W in this way is removed from play at the end of the turn as a casualty. If the model is forced to make another WP test in the same Game Turn from any source, remove the model immediately from the Game as a casualty before the test is made. A model can only regain W(+1) this way per game. Non-vehicle models only.

ਈ ਈ Rite of Ghostly Strike:

This squad gains the Preemptive Strike Deployment Option.

ਬੇ ਬੇ ਬੇ Rite of the Revenge:

Any enemy model that causes the removal of this model via a ranged attack receives a St8 autohit at the end of their activation.

ੳ ੳ ੳ Rite of the Black Wolf:

If this squad consists only of non-vehicle Wolfbane models, it may be deployed using the Stalk rules. Reveal the squad immediately if the upkeep cost is not paid for.

ଷ୍ଟ ଷ୍ଟ ଷ୍ଟ ଷ୍ଟ ଷ୍ଟ Rite of the Sacrifice:

This model has W(+1)." To "Non-vehicle models upgraded with this Rite have W(+1). If the upkeep cost is not paid for, this model loses one W and, at the beginning of each of its activations, receives a ST(10) autohit.

Howls

The centre of a wolf's universe is its pack and howling is the glue that keeps the pack together. Wolfbanes often use howls to communicate during battles and in many a social situation. Just like in wolf society, Wolfbanes have different Howls for each occasion, some strike fear into the hearts of their enemies and others fill the Wolfbanes themselves with fury, frenzy and hatred.

A Howl can be activated by spending Silent Roar points at the beginning of the squad activation and affects all models from the howling squad. 2 Howls can be used per squad per turn (including the same Howl twice) and their effects are cumulative. Characters may only be affected once by each Howl per turn. Howls last until the end of the Game Turn.

🖁 - cost in Silent Roar points

ਈ ਈ Howl of Fury:

Models in this squad suffer A(-2), but each of their close combat weapons gains ROA(+1).

ਈ ਈ Call to Hunt:

The squad gains CC(+2).

E Growl of Determination:

The squad gains A(+1).

Death Song:

The squad gains WP(+4).

ਊ **ਊ Warcry**:

Each of this model's close combat weapons has its Power Shot die range increased by one (any to hit roll of 1–2 becomes a Power Shot).

⊌ ⊌ Bone-chilling Howl:

The squad gains Fear (+2).

B Howl of Fate:

Each model in the squad may re-roll one failed CC or RS roll per turn.

HIGH CHIEFTAIN MORTEN OAKENFIST

The result of an aristocratically arranged marriage between the fifth daughter of the second son of the Murdoch Chieftain and the dim-witted heir to the Oakenfist Clan, Morten Oakenfist is a blessed man indeed; he has gained the wisdom and shrewdness from his mother's line and the brute strength and martial prowess of the Oakenfists. He is additionally advantaged with a natural understanding and control of the Light. Oakenfists are normally stout and stocky men and Morten initially appeared to be following that trend, but in recent years he has nearly doubled in size, growing to over seven feet tall and four foot wide. This increase in bulk is not adipose driven; this man is not fat. His body is

ripped with muscle. His arms are thicker around than most men's thighs. Morten puts his mammoth girth down to his mystical aptitude and strict training regime, which in part is true. He is blessed but not in the way he believes. The real reason is far more complex and mystical than he could ever imagine.

The young Oakenfist joined the Wolfbanes as soon as he was of age, and his leadership skills were quickly noted as he ascended through the ranks. For a time, he dabbled in the ways of the pathfinders and even the Headhunters, but he found his calling when he joined the Warhounds. He had been fighting alongside them in a small, but critical, campaign against Mishima on Mercury. The Warhounds had been blasted to oblivion by sustained fire from an advancing trio of Meka. The remaining Wolfbanes had no answer to the armoured walkers, and were being massacred to the man. Morten charged them, his pack in close support. The lead Meka ki-blasted him from his feet and his blade and firearm melted to slag in his hands. As he picked himself up, he grabbed for the nearest weapon he could find. The mud-caked warhammer his burned hand closed around sparkled with mystical discharge as if it too had found its destiny. Morten smiled and roared anew, before re-charging the walkers. The first Meka was ripped from its legs with the initial hammer blow, the second crumpled as Morten obliterated the driver compartment with a backward swing. The leader of the Meka unit was out of his reach, and as the Wolfbane roared in frustration, a blast shot from the hammers head, detonating the machine's engines. He finished off the ki-user with a mighty downward swing as he closed in on it. All the Meka lay wrecked around him, and he turned his attention to the remaining Mishimans. As he rushed towards them, they turned tail and fled! Since that day, Oakenfist has been a Warhound, and inseparable from his adopted warhammer, now called 'The Bane of Fukido'. It wasn't long before he was leading his own Warhound pack, and then the Wolfbanes in their entirety.

The First of the Warhounds, Morten Oakenfist is now the undisputed leader of the Wolfbanes. A softly spoken bear of a man, that roars in battle. To see him in melee is to gaze upon a perfectly honed fighting machine in its element. Each swing of his mighty warhammer is counterbalanced by his fur-laden bulk. Everyone that stands in its way is pounded to splinters of what they once were. He commands from the front, leading by example and all in his command follow without question. For he is the High Wolf, the mightiest of the Warhounds, strongest of his kind, leader of the Wolfbanes, second only to the Serenity.



		CC/DEF									
Ĕ.	5	16/3	15	12	13	19	16	4	25(11)	1	140

TYPE: Character, Infantry, Wolfbane, Warhound, Unique, Medium Base

DEPLOYMENT: Regular, Preemptive Strike

EQUIPMENT: The Bane of Fukido, Ballistic Reinforced Leather Armour

OPTIONS: Morten Oakenfist will always be the army commander

RANGED WEAPON:



Before shooting, you may choose one effect instead of causing normal damage. This only affects models of SZ(1) and lower within the template:

Frosthite: models may not initiate any movement actions Gust: models may not use abilities that require RES.

CLOSE COMBAT WEAPON:



ABILITIES: Blessed, Heal (4), Leader (1/Warhounds), Master of the Hounds, Roar of the Bear, The Last Word is Mine!, Unbreakable, Vengeance Blast; As Warhound: Brutal, Fear (1), Fearless (3), Relentless

Blessed: This model ignores the first W he would lose each turn.

Master of the Hounds: 1 squad of Warhounds may be deployed using Infiltrate Deployment.

Vengeance Blast: Each successful armour test this model makes causes a ST(10) autohit to all enemy Models in B2B contact with him.

Roar of the Bear: RES(1): Select any number of unengaged

enemy models of SZ(1) or lower within 6". You may place them in B2B contact with this model, with Morten in their front facing. If you cannot, the model cannot be moved.

The Last Word is Mine!: RES(3): Until end of turn roll a D20 when any model performs a cast action. On a roll 1–10 that model receives a ST(9) PSY autohit.

"Do you know what separates Imperial from every other Megacorp, lad? Of course you don't. That's why you're searching; searching for answers, searching for the unknown, searching for your great destiny. When you're older, you'll understand that it was the searching that made you great, that made you Imperial.

THAT MADE YOU A WOLF!"

Sean Gallagher

Within Imperial itself, the Gallagher's had little wealth and little to offer the higher echelons, yet they seemed unduly set apart, always invited and welcomed to the grand halls of the Reading Palace in Victoria by each and every Imperial Serenity. The Clan advised at every occurrence of high significance, the Gallagher's

collective word held in high worth. The impact of the Gallagher Clan on Imperial politics has always been disproportionately larger than their relatively small size. The Clan's untimely and unexpected demise to all but one man is a tale of tragedy and calamity made significantly more poignant by the whispers of the nature of the man that survived.

The sorrowful story is known by every child in the Imperial Corporation, making Sean the antihero of many a playground game. Every Solar year, at their ancestral home, 'Keep Gladius', the Gallagher's celebrated the coming of the New Year. On the fateful New Year's Eve, the Keep was targeted by an insidious wave of Dark Symmetry, which in one catastrophic moment wiped the clan from existence. A cloying black miasma seeped through the reinforced asteroid stone bulwarks of the Keep, suffocating and mutating every man, woman and child before they had chance to flee. Then, ghostly apparitions began to appear. Ilian's Templars had arrived, their spectral footsteps echoing against the granite floors as they dispatched each still gasping Gallagher with their foul munitions. Within the blink of an eye, the Templars flickered out of existence. All was still, except for a billowing ectoplasmic fog, which ebbed and flowed in the putrid air of the Keep. Eventually, and seemingly missed by the Templar's bullets, a body twitched, then gasped, and finally cried out in anguish. Against all odds, the lone Gallagher stirred. Sean Gallagher, the Chieftain's heir, awoke. He rose to his knees trembling in shock, anger and fear. Many questions ran through his poisoned mind; Why his family? What had become of them? Why was he alone spared and by what evil mind or intent? Questions that repeat themselves in his every sleeping moment, awaking him in a cold and terror filled sweat of somnolence.

Sean Gallagher did not allow depression or lonely insanity to take him, instead he focused on his warrior training, while sombrely winding down the Gallagher Clan businesses and Special Forces, 'The Vengeance Company'. He sold the infamous Gallagher Claymore Sword manufacturing barony to their trusted and brother Clan, the Rourkes. The Gallagher Claymores had always been held in the highest regard, more so with the demise of the family and so much so in fact, that many high level Megacorporate executives covet them with an unquenchable avarice. The weapons are considered the pinnacle of blade artistry; their skill is second to none. The majority of the Gallagher Claymores, therefore, won't be found on the battlefields where they belong, instead they adorn the walls and offices of corporate and Megacorporate headquarters or, worse still, are locked away in personal vaults and safes of well off collectors and hoarders. Shortly after gaining manufacturing rights, the Rourke Clan, without Gallagher Clan guidance, quickly failed to meet the lofty quality levels associated with the Gallagher brand and ceased manufacture of the system–renowned blades.

Sean joined the Wolfbanes, where he excelled. With nothing to tie him down, his devotion to the Wolfbane way of life and martial prowess is recognized by his rank of Commander Chieftain. So charismatic is Sean's attitude that when he fights, his new kinsmen fight with the same unshaking determination. Gallagher, at the frustration of every blade collector in the system, carries the priceless and infamous 'Runestaff', the Gallagher clan's oldest, keenest, and most beautiful of blades, into battle with a singular and vindictive intent. He fights only to seek vengeance or death; whichever comes, he cares not. His emotions drive him in a furious tirade of passion and anger, as he leads from the front; he screams the names of those he has lost with each lunge, parry or block of the blade. Adding to his apparent immortality, Gallagher feels he is protected by the 'Amulet of Deflection' which dangles from his neck; an ancient Gallagher heirloom, gathered from the death shadow of his father, the trinket seems to glow with an otherworldly nature which unsettles all that glance at it; all, that is, except Gallagher himself.

12		CC/DEF									
E	6	16/5	15	11	12	16	15	3	23(10)	0	120

 $TYPE: \ \, \text{Character, Infantry, Cartel Agent, Doomtrooper, Wolfbane, Unique, Medium Base}$

DEPLOYMENT: Regular, Infiltrate

EQUIPMENT: Aggressor Handgun, Runestaff, Amulet of Deflection, Mk.I Light Combat Armour

OPTIONS: None

RANGED WEAPON:



CLOSE COMBAT WEAPON:



ABILITIES: Contempt (Dark Legion), Enraged Fury, Fearless (3), Ferocity (3), Frenzy, Ranger, Relentless

Enraged Fury: If during a Charge Action this model becomes engaged with models of SZ(1) or lower, these models are placed B2B with him in his front facing and travel the full movement distance with him. All models involved are immune to Free Slash. If there is no room to place models in B2B contact with Gallagher, place them instead in B2B contact with a model already in B2B with him and in his front facing.

Amulet of Deflection: RES(3): All friendly models within 8" gain Hard to Hit (4).



GORDON SLYTHE

Gordon Slythe is an ox of a man, who could have quite easily have lifted a war hammer of the Warhounds. He chose instead the heavy two-handed sword known as a claymore. As with all good weapons, especially in the Wolfbanes, Slythe's claymore has a name. At this point, it should be noted that Slythe is a little bit loopy; not in a psychotic kind of way, but he is certainly an eccentric. He loves his sword, he sleeps with it and caresses it. According to him, it apparently

keeps him warm at night and deserves nothing more than the upmost respect from him and all those around. They should greet it when they greet him and if they do not he will not talk to them, or even acknowledge them, until the slight is reversed. Officially the sword is named the 'Blessed's' due to some interesting deed, or another, of its previous owner. In his private times it is called Bryony, and when one acknowledges it, Miss. B. Normally, commenting on a man of such eccentricity would be of little worth, but Slythe is a lot more than a comedy character with an unhealthy relationship with an inanimate object; he is a truly awesome fighter, a leader of men and bane of the Dark Legion.

He is also well over seventy years old. Whereas his peers are either six feet under or enjoying their pensions, Slythe is still fighting, climbing mountains and swimming seas. He has worked not only for the Imperial Corporation, but also for the Cartel, as a freelancer, and the Brotherhood. The man has been shot, brained, even poisoned. Nothing will keep him down; he hits the ground, apparently dead, to stand up, brush himself off, bellow a scream of anger and defiance, then charge headlong into the enemy. Those around him can do nothing but follow in his wake, incomprehensible to what they have just seen. When the dust has settled, tales will be told. Crowds will form, to be regaled with stories of the legendary Gordon Slythe. They will be breathtaking sagas, told in the loudest of voices, with exuberance unmatched in the theatres of Victoria. They will be told by an ox of a man, who bellows and booms. It is often said, one makes their own history and Gordon Slythe's history is both wonderful and fantastical.

_	STAT	ISTICS			_	180		-		Name of the last o
SP	CC/DEF	RS	ST	CON	WP	LD	U	A	SZ	PTS
5	16/2	15	11	13	14	15	3	21(10)	0	70

TYPE: Character, Infantry, Doomtrooper, Wolfbane, Wolfbane Commando, Unique, Medium Base

DEPLOYMENT: Regular, Stalk, Infiltrate

EQUIPMENT: Aggressor Handgun, The Blessed's Claymore, Mk.I Light Combat Armour

OPTIONS: None





ABILITIES: Advocate of the Light, Berserker's Bellow, Commando Legend, Constitution of an Ox, Contempt (Dark Legion), Fear (0), Fearless (3), Heal (5); As Wolfbane Commando: Duellist, Ferocity (3)

Advocate of the Light: Slythe may join a Brotherhood Trooper squad in any army. Models in that squad count as Wolfbanes for the purposes of Berserker's Bellow. Slythe may not leave that squad.

Constitution of an Ox: This model ignores any rule that negates Heal. Every time this model is reduced to W(0) roll a D20. On a roll of 1-10 he regains W(+1). Otherwise, he is removed as a casualty as normal.

Berserker's Bellow: RES(1): All other Wolfbanes within 8" of Slythe gain ST(+2) when performing a Charge action.

Commando Legend: In a Wolfbane army, one squad of Wolfbane Commandos may be deployed using the Stalk rules if Gordon Slythe is attached to it.



McGregor

SHEILA Not every soldier was born for war. In the case of Sheila Lockhart, being born for battle was the furthest from the truth. A famous media starlet, she had played virtually every kind of character role there was. From upper-class aristocracy, down to an escaped mental patient, she played them all. Her meteoric career was on the rise, and then at a

party for her newest film, she met someone who would become the love of her life. Craig McGregor was an Imperial war hero as well as a famous Cartel Doomtrooper. His exploits and honors read like an endless saga of bravery and heroism. When the two met, it was as if fate had brought them together and instantly the sparks flew. After a whirlwind romance, they were married and became the couple everyone else strived to be. Ten months after their wedding, Craig was deployed to Venus in an attempt to destroy the Demnogonis nepharite Duum. The mission failed and Craig was killed in single combat with the terrible warlord himself. Only his family sword "Gaol" was able to be recovered. When it was presented to Sheila at his funeral, something in her broke. Over the following weeks she refused to eat. She drank herself into oblivion and overdosed on drugs in several attempts to commit suicide. The media was stunned at the downward spiral the beloved star had taken.

Three months after Craig's death, she emerged from her self-imposed isolation to the cheers and murmurs of the public. She fired her agent and gave her possessions to her family and the needy. Taking up her husband's sword, she joined the Imperial military and asked specifically to join the Mourning Wolves. Her training was grueling, but throughout it all, she never complained. She never even so much as whimpered like many of the girls. She adapted to every tactic and every piece of weaponry they gave her and mastered them, her former method acting skills and film roles giving her an edge in everything she put her mind to. There was nothing she could not excel at and soon she once again became a media star as her exploits fighting the Dark Legion became an inspiration for all ages. Unspoken to anyone, her fervent wish is to die so she can join her beloved, but she refuses to do so until she has reaped her vengeance.

Her exceptional skills naturally brought her to the attention of the Cartel and they recruited her into the ranks of the Doomtroopers, despite not being much of a team player. In combat, she fights with a cold fury, butchering her way across the battlefield seeking the greatest challenge she can find, often leaving her own unit behind. In her left hand is a tangle chain, one of the signature weapons of the Mourning Wolves. Attached to her left forearm is a "Growler" short-range grenade launcher blessed by Cardinal Durand himself. In her right, she wields the Violator blade "Gaol" with deadly efficiency, cutting her foes to pieces wherever she walks.

Gaol slid effortlessly through the armoured torso of the Templar. Sheila put her boot on its chest and gave it a hard kick, watching it fall backwards off of her sword to the blood-soaked ground. Around her, a score of smaller creatures, the vile Children of Ilian, lay dead and mutilated. She had spied the large group of them and charged heedlessly into combat, slaying them to the last.

"You finally made it," she spoke through gritted teeth as her heartbeat returned to normal and the red rage faded from her eyes. With a flick of her wrist, she wiped the horrible smelling blood from the edge of her sword. Tilting her head to the side, she regarded her Mourning Wolf packmates as they surveyed the carnage she had wrought.

"You're reckless, McGregor," Matron Appleton snapped at her, "You completely disobeyed my order not to engage this enemy."

Sheila rounded on her squad leader, fire in her eyes. "Spending all day hunting shambling undead is no challenge! You're just afraid to die so you refuse to allow us to fight the real enemy!"

Appleton was surprised by the younger woman's tenacity, but refused to back down. Sizing up McGregor, her throat emitted a low feral growl, "This isn't one of your movies. From here on out, you will do as I say. We are a pack and we fight as one".

Sheila looked around at the other warrior-women. She knew that each and every one were capable warriors, but the Matron always played things safe and chose easy targets for the pack to pick off. She shook her head in contempt at the older woman, her fiery red mane of unkempt hair falling over her painted face, "Fine, but when we get back to base camp, find me a new unit; preferably one with a leader who isn't afraid to get dirty".

STATISTICS

								A		
6	16/4	15	10	12	16	16	3	18(11)	0	70

TYPE: Character, Doomtrooper, Infantry, Wolfbane, Mourning Wolf, Unique, Medium Base

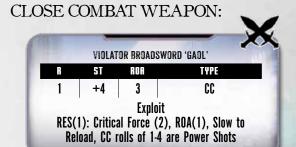
DEPLOYMENT: Regular, Stalk

 $EQUIPMENT: Violator\ Broadsword\ 'Gaol'\ \&\ Tangle\ Chain,\ Blessed\ Howler\ Grenade\ Launcher,\ Ballistic\ Resistant$

Leather and Amulets of Protection

OPTIONS: None





ABILITIES: Do As I Do, Dodge (8), Fearless (5), Frenzy, Follow Up, Ferocity (3), Not As I Say, Pure Rage, Spinning Slash, Star Struck, Unbreakable; As Mourning Wolves: Contempt (Dark Legion), Dissention (2)

Do As I Do: When this model is attached to a Mourning Wolves squad, models in that squad gains Frenzy and Coherency (+2).

Not As I Say: No squad may benefit from her LD.

Pure Rage: This model may reroll all Close Combat attacks against Dark Legion

Spinning Slash: Once per game, all enemy models within 4" receive a ST(12) Deadly autohit on a D20 roll of 1-16 (roll for each model). This counts as a Close Combat Action.

Star Struck: RES(1): Any model that wants to target this model with a Shooting action must, regardless of range, first pass a Ld test. If failed, they may not shoot and are immediately deactivated.

SEAMUS The most notorious of all Hedgehog drivers, Seamus 'Shameless' Fergan, is a bear of a man who wears the pelt "SHAMELESS"

is a bear of a man who wears the pelt of a three hundred pound Martian rust wolf over his broad shoulders. There is only one thing larger than his girth and that is his arrogance. 'Shameless', a boisterous and misogynistic letch, can typically be found in the bar telling his tall tales at the top of his booming

voice to whomever will listen, and many who really would prefer not to; tales of his glorious victories and often imagined, and always perverted, bedroom conquests. He has no problem letting people know that he is the heir of Crossley Motors, as his father is the majority shareholder (since marrying the Loughton heiress). All said though, even while drunk or hung over 'like a bitch', Seamus is an awe-inspiring driver. What is often considered erratic driving is actually point perfect vehicular control. As his 'Wolves' roar towards the enemy battleline on their Hedgehogs, Fergan can be found at the front bellowing truly vile promises of what he will do to the enemy and their women. He is always first to smash into the enemy, his warhammer swinging; heads and body parts flying through the air or crushed under the spiked wheels of his personal Necromower, Betsy.

"...and that's when we buggered the Capitol bas'tads right in their chops!" Seamus Fergan's loud voice rumbled over the crowd surrounding him. He roared with laughter, spilling beer down the front of his furs as it soaked through his thick beard. The huge man spied a small group of women wearing leather and furs enter the pub and make towards the other end of the bar. Straightening himself as best as he could, he addressed his compatriots, "Now, if ya'll excuse me lads, ah've gotta go indra'duce me'self to those lovely ladies". Slicking back his shaggy hair with his beer and straightening his eyebrows with his thumbs, he sauntered over to the group of women, instantly recognising the nearest as the ex-film starlet, Sheila McGregor. He set his massive ale tankard down onto the bar next to her. The fiery-haired woman didn't seem to even notice him.

"How's about you an' me get outta this dive and ah'll turn ya into a moaning wolf?" He made a vulgar thrusting action with his hips, but McGregor continued to ignore him. Undeterred, he leaned down towards her, his breath stinking of alcohol, "Ah I know who ya'are, lass, an' I think ah would give ya a night ta remember!" he reached his hand down and patted her leather-clad rear, "Alright sweet cheeks?"

In a blur of motion, Sheila snatched his oversized tankard off of the bar and smashed it into the side of his head. The big man's head spun, teeth flying from his gaping maw to bounce along the bar counter. His eyes rolled to the back of his head and he toppled backwards, crashing down through a beer-soaked table to hit the sawdusted floor with an almighty crash.

The woman stood over Fergan's unconscious bulk as the patrons of the pub turned to see the commotion. She tossed the dented mug at his chest as she leaned over the prone Wolfbane, her deep crimson mane draped in front of her face. "You're right." she said impassively, "Tonight certainly will be a night you'll never forget". Fergan's cohorts roared with laughter as Sheila kicked him hard in the crotch. She then turned and back heeled the lummox before returning to her pack.

SP	CC/DEF	RS	WP	LD	Driver A/W	WPNS A/W	DRIVE A/W	ENG A/W	A-REAR	SZ	PTS
6	16/1	12	15	15	27/3	26/3	24/3	26/3	-4	3	100

TYPE: Character, Light Vehicle (Bike), Wolfbane, Unique, Large Base

DEPLOYMENT OPTIONS: Regular, Preemptive Strike

EQUIPMENT: Fergan's Ultracharger HMG, The Brainer, Necromower Chassis

OPTIONS: If this model is attached to a Hedgehog 'Necromower' ATV squad, that squad can be taken as a Support choice instead of a Light Vehicle choice. Seamus 'Shameless' Fergan may be fielded in a MOW army. If he is, an attached squad of Hedgehog 'Necromower' ATVs may be taken as a Heavy choice only with a squad size of 1-9.





CLOSE COMBAT WEAPON:

100	-		
		THE BRA	INER
R	ST	ROA	TYPE
B2B	15	2	CC
RES(1)	Concussiv): Armour oad, CC r	e (2), Cr -Piercing olls of 1-	ritical Force (2) (5), ROA(1), Slow to 3 are Power Shots

ABILITIES: Drunken Warcry, Unbreakable; As Hedgehog Necromower ATV: Frenzy, Off-Road Suspension,



THEINDERS No hall among the Wolfbanes is without the fine carvings and tapestries of the

No hall among the Wolfbanes is without mystical Pathfinders, each piece of

handcrafted artistry telling a story of woe or of glory, most often in battles against the odds and in wars against the darkness itself. It is the work of a Pathfinder to record the deeds of the various Wolfbane clans and to present these tales to the Serenity herself, to the Cardinals and to the varied higher echelons of Imperial. In their own strange way, they are the corporate pen-pushers of the Winter Den.

Pathfinders must pass the same trials which all initiates must take. However, during the tests, those that become Pathfinders often take a less direct route to the eventual outcome; using their peer's skills rather than their own brute force and often using the power of their minds to achieve their goals. Pathfinders are picked from the initiates not simply for their novel approach to the battle; they are also selected for their ability to commune with the Light, rather than brutish strength. Some say it is exposure to the mystical cairns of the Wolfbanes, others suggest it is a gift from the Brotherhood, either way; this raw and spiritual power is put to regular use by the Pathfinders. This power makes their mere presence on the field of battle an uneasy and dread-filled experience for their foes. Only the strongest of heart and mind can tolerate their distressing abilities. Pathfinders can be found as aide-de-camps in the halls of every Wolfbane Elder, not chosen for their ability to defend martially, but instead for their ability to read the runes, thus predicting the very near future. Such ability allows them to apparently instinctively counter an enemy blade or uncover a minefield. In fact, what they are doing is seeing the future a split second or so before it occurs. They then sidestep it, and so their doom, with an apparent sleight of hand or body. The nature of the Pathfinder is reflected in their battlefield role as scouts. They march ahead of the main fighting force, uncovering holes in the enemy's defences or simply creating near futures of havoc, disaster and death for their enemies. The Pathfinder weapon of choice is the wrist mounted Howler grenade launcher, which can be loaded with various grenades, both of standard issue or mystically imbued. Favourites include fragmentation grenades which tear through flesh and light armour as if butter, and smoke grenades which, although harmless, cover the warzone in a bright white, almost luminous, cloud of smoke, effectively nullifying ballistic fire to opportunistic pop-shots.

To see a Pathfinder for the first time, and not turn tail and run, is a sure sign of insane bravery or insane stupidity. These Wolves are a fearsome sight for the uninitiated, sporting tattooed, sinewy bodies, sharpened teeth, and barely cleaned pelts. Those with any intelligence know that the aspect of the Pathfinder to be feared the most is not the howl of their grenades being launched or the manic stare in their eyes, but instead the imminent arrival of the main Wolfbane force. It is unfortunate that many Pathfinders are killed while in the field; they put themselves at incredible risk and protect themselves with nothing more than leather armour and swirling tattoos, which are little protection against the high-calibre weapons of today. Although many are rightly superstitious that killing a Pathfinder will bode ill for themselves, there are many, many more that are not.

'If your path is blocked by a Pathfinder, turn tail and run, run fast,

fore you have just seen



MASTER PATHFINDER

STATISTICS

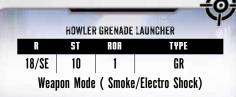
	CC/DEF									
5	15/3	13	11	13	14	15	3	22 (10)	0	100

TYPE: Character, Infantry, Wolfbane, Medium Base DEPLOYMENT OPTIONS: Regular, Infiltrate

EQUIPMENT: Howler Grenade Launcher, Bastard Sword, Improved Mk.I Light Armour

SQUAD OPTIONS: May replace his Bastard Sword with a Clansman's Claymore for (+10) PTS.





H	UWLEK GRE	NADE LAUNCI	IER (SMUKE)
R	ST	ROA	TYPE
18		1	GR

HOWLE	R GRENAD	E LAUNCHE	ER (ELECTRO SHOCK)	
R	ST	ROA	TYPE	
18/SE		1	GR	
Concu			s lose AP(-2) this num of 1).	

CLOSE COMBAT WEAPON:



	CLA	NSMAN'S	CLAYMORE
R	ST	ROA	TYPE
1.5	+4	2	CC
R		Gain Fr ritical For Slow to I	ce (2), ROA(1),

ABILITIES: Fearless (3), Ferocity (3), Hard to Hit (2), Ranger, Camouflage (4), Forward Observer, Greater Battle Chant

Greater Battle Chant: RES(3) All friendly non-vehicle models that starts their activation within 8" of Master Pathfinder receive SP(+1) and Ranger (not cumulative with other battle chants).

Forward Observer: RES(1): Spend AP(1) to place a 'Spotted' marker next to the nearest enemy squad in LOS of this model. All subsequent ranged attacks against the spotted squad receive RS(+2)(not cumulative).

PATHFINDER

CC/DEF **SZ** SP 85 ST CON ШP ||PTS 5 12 9 2 20 13/2 12 14 14 0 35

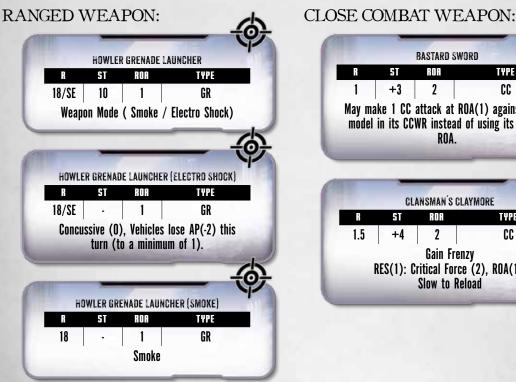
TYPE: Character, Infantry, Wolfbane, Small Base

DEPLOYMENT: Regular, Infiltrate

STATISTICS

EQUIPMENT: Howler Grenade Launcher, Bastard Sword, Mk.I Light Armour

SQUAD OPTIONS: May replace his Bastard Sword with a Clansman's Claymore for (+10) PTS.



TYPE

CC May make 1 CC attack at ROA(1) against every model in its CCWR instead of using its normal



ABILITIES: Ranger, Camouflage (2), Forward Observer, Battle Chant

Battle Chant: RES(1): This model and any squad he is attached to receive SP(+1) and Ranger (not cumulative with other battle chants).

Forward Observer: RES(1): Spend AP(1) to place a 'Spotted' marker next to the nearest enemy squad in LOS of this model. All subsequent ranged attacks against the spotted squad receive RS(+2)(not cumulative).



Wolfbane Commandos

No man or woman is born into the Wolfbane's Winter Den. Instead citizens of Imperial, alienated from their clan, may choose to partake in the initiation rites of the Wolfbane fellowship and continue their devoted service to the betterment of Imperial, the Serenity and the Brotherhood

all in equal measure. However, these initiation rites are by no means simple; they are complex and life threatening tasks which, regardless of the participant's age or physical capabilities, will not change. They are inscribed upon the rune pillars of the Wolfbanes at the Paladine Palace on Victoria, where they have stood since the Venusian Crusade. Inscribed upon the key stones, it is stated that the participant must portray a sense of strength, both inner and outer. This strength cannot be mustered by unnatural means or the Light. Before any trials begin, tests are made for drugs, bewitchments or cybernetic enhancement. After the trials, newly initiated Wolfbairns are sworn to secrecy, and any failures are executed to preserve any further loss of honour; the mystical rites of the Winter Den may only be known by the Wolfbanes and the Serenity herself.

After months, or sometimes years, of desperate trials and abuse from their chieftains, the successful initiates are allocated to the vocation that suits them best, which, more often than not, results in joining the illustrious Special Forces squad, the Wolfbane Commandos. A life in the commandos, like any Wolfbane regiment, is a harsh one; a life in near-constant battle and preparation for it. Wolfbanes are considered by many as the best non-specialised warriors in the Solar System. They are an utterly unstoppable force of aggression and stealth in equal measure, the mere mention of their presence can turn inexperienced enemy soldiers into trembling messes. A notable pack of the Wolfbane Commandos is the Berserkers, claimed by the most superstitious to be protected by rites performed by the secretive Rune-sayers. These rituals are conducted on the eve of battle, and drive the Berserkers into a maniacal bloodlust where even the most grievous of wounds are ignored until the battle has finished and the effects have faded. The Berserkers have no regard for danger and proudly proclaim their presence by howling terrifying war-cries, so negating and shunning the usual infiltration tactics employed by the more discreet Wolfbane Commandos. The Berserkers are the only sect of the Winter Den to employ colours on the battlefield. Their banner is carried into battle, reminiscent of soldiers of old, rallying the broken and spurring any who look upon its carved-totemic shaft and awe-inspiring flag.

The Wolfbane Commandos are by no means a lesser warrior than the Berserkers, as they too are spoken about in fables and folklore. Like mythic warriors of old, they are so adept in the art of infiltration that children are told that the Wolfbanes are the spirits of soldiers lost, resurrected as ghosts in the service of the Brotherhood that will wipe the solar system of the Dark Symmetry. In reality, the Wolfbane Commandos are more than capable of engaging foes twice their size or forces that double their numbers and still emerge victorious. Wolfbane Commando packs can be found on every planet occupied by humans and will join forces with the other Megacorporations, with the exception of Cybertronic, so long as the price and stakes are right. Though they are mercenaries, they will never act to reduce the power of Imperial, for truly, they are servants of Her Imperial Serenity.

Recital Of The Litany And Hailing
The Elder Wolf Of The Winter Den

Confront the Darkness wherever it dwells
and whenever it breeds
Respect the territory of those who honour it
Accept an honourable surrender
Submit to the word of the Elders
Share first, the essence of your victim
with those to whom you submit
Respect for those beneath you and remember
you all are children of Gaia

STATISTICS

		CC/DEF									
Ē.	5	14/1	11	9	12	15	13	1	20	0	14

TYPE: Troops, Infantry, Small Bases, Wolfbane

DEPLOYMENT OPTIONS: Regular, Infiltrate

COHERENCY: 8"

SQUAD COMPOSITION: 5-10 Wolfbane Commandos EQUIPMENT: Bastard Sword, Mk I. Light Combat Armour

SQUAD OPTIONS: Any model may replace their Bastard Sword with an Aggressor Handgun and Hand

Ripper for (+2) PTS.

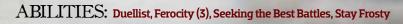
1 in 5 models may replace their weapons with a Charger HMG for (+10) PTS.





		HAND RIPPI	ER
R	ST	ROA	TYPE
B2B	+1	2	CC
'	G	2 lain DEF(+ our-Piercing	•••

		BASTARD	SWORD
R	ST	ROA	TYPE
1	+3	2	CC
May ma model	ake 1 CC in its CC	attack at WR inste ROA	t ROA(1) against every ad of using its normal N.



Seeking the Best Battles: 1 squad of Wolfbane Commandos may be taken in a Bauhaus, Capitol, or Brotherhood army as a support choice for (+2) PTS each model.

Mourning Wolves

The fierce female warriors known as Mourning Wolves originate from all walks of Imperial life. School teachers, mothers, accountants, lawyers, and just about every other profession or previous vocation one can imagine. They all have one thing in common though; each and every one has lost someone very dear to them to war with the other Megacorporations

or the Dark Legion. The vast majority of them are war widows, but some have lost their father, a sibling or child and each has vowed to exact revenge on those responsible.

Each woman wears very little in the way of armour or mail protection, opting for a simple formfitting garment of ballistic-resistant leather, allowing them a greater range of movement and flexibility, which they use as a near perfect alternative to the cumbersome armour of the male wolves. The Mourning Wolves seem to be a superstitious bunch, often consulting the Pathfinders as to their future and carrying many tokens, amulets and talismans. In truth, such keepsakes are kept for melancholy, to remind themselves of those they have lost, empowering them to focus their furor against those that have wronged them. They consult the Pathfinders with a hope that the near-seers will predict their journey's end and their reunion with their lost. Preparation for war is a ritualistic process, involving bathing, body painting and marking themselves with elaborate druidic spirals and animals in woad, ensuring they look their best when they meet their love. They paint their faces in a ghostly white death mask to prepare their souls for the journey to the other side. Each pack is led by a Matron, who not only guides the women in battle, but also serves as their spiritual advisor, helping the younger Wolves cope with the loss that has brought them to the order. Many of the Matrons form close bonds with their pack, seeing them as surrogate sisters or daughters. It is they that hold the pack together, averting it from the self-destructive spiral it would otherwise inevitably enter. The Matron is responsible for guiding the ladies down their final path when the time comes and ensuring their talismans and carved names are added to the walls of the Cave of the Mother Wolf on Ganymede. In the unusual situation where the entire pack, matron included, make their final journey together, the she wolf mother superior herself will bless the final journey and engrave the cave.

In battle, the white faced Mourning Wolves howl as they charge their foes, seemingly heedless of danger or death. Many do not fear their end, choosing instead to stare it in the face, knowing that if they should perish, they will once again be embraced by their lost love. They carry a pair of signature weapons which they use to lethal effect as they spin, whirl and misstep their foe; working as tornados of destruction to obliterate any who cross their path. The first of their characteristic weapons, the Tangle Chain, is a set of weighted barbed links made of hardened steel. The Mourning Wolves use them to whip, distract, unbalance and entangle their opponents before enacting the deathblow with their second weapon, the trident Claws of the Wolf, which is used to slash open their enemy's neck or bowels and leave them to bleed out.

Let me tell you about Colin MacAndrews, my Colin. He was a brave man; a trooper of the massive Imperial war machine. My Colin was a loving and supportive husband, and went out of his way to see that my life was as easy, as perfect as it possibly could be. My Colin died on manoeuvres. He was attached to a retrieval and recovery team, sent to rescue some 'important' Imperial aristocrat's daughter, or something, from the clutches of the Ilian cult she'd voluntarily joined. The team got her out, but half of them were lost in the attempt. Shame she went back six months later.

After that, nothing was easy. Nothing was perfect. My Colin had died protecting Imperial and humanity from things so vile most people are better off not knowing about them. I had always been strong physically, and mentally. For a while, I dealt with the pain the only way that made any sense to me: I worked out, I ran the Ganymede IDk, the 4Dk, even the IDDk. Dh and I took combat training, a lot of combat training. After a year, I was recruited.

I'm now a Mourning Wolf, a combat widow of the massive Imperial war machine. I wear my war paint mixed from blood and tears. I hunt those that would prey upon Humanity. My pack takes the most dangerous missions Imperial needs accomplished. I don't do it hoping to find the aristocrat's daughter that wasted my Colin's sacrifice; I don't do it because I'm hoping to stop others like her from being subverted. I don't even do it because I want to kill the monster that took my Colin from me. I do this because every suicide mission I complete means one less new Mourning Wolf that has lost her own Colin...

STATISTICS

	54476-400C					III III	-			COLUMN TO SERVICE SERV
SP	CC/DEF	RS	ST	CON	WP	LD	Ш	A	SZ	PTS
6	13/4	10	9	8	14	14	1	18	0	11

TYPE: Troops, Infantry, Wolfbane, Small Base DEPLOYMENT OPTIONS: Regular, Stalk

COHERENCY: 8"

SQUAD COMPOSITION: 5-10 Mourning Wolves

EQUIPMENT: Wolf Claw & Tangle Chain, Ballistic Resistant Leather

 $SQUAD\ OPTIONS:\ 1\,in\,5\,squad\,members\,may\,be\,additionally\,armed\,with\,a\,Howler\,Grenade\,Launcher\,for\,10$

points.



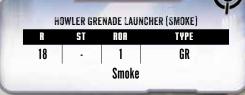


R	ST	ROA	TYPE
C C		1	CO
SG	-	1	SG

CLOSE COMBAT WEAPON:

		-		\Diamond
	WOLF C	LAW & TANG	LE CHAIN	
R	ST	ROA	TYPE	
1	+2	2	CC	
	RES(1): Concuss	ive (1)	

ABILITIES: Contempt (Dark Legion), Dissention (2), Fearless (2)



WARHOUNDS

Warhounds are a relatively rare sight on the battlefield for a number of reasons. Firstly, the battle-rune encrusted warhammers

they carry are notoriously difficult and timely to produce. The forging process takes weeks to smelt out any possible impurities from the metal. Once that is finished, it is turned over to the Wolfbane Rune-sayers who etch the hammers with the runes.

Secondly the men capable of using such a weapon have to encompass a very specific profile. Each Warhound is a bear of a man, at least 250lbs of pure muscle powered by an oversized heart. Such strength, aerobic and anaerobic fitness is essential because each warhammer weighs almost as much as the man who wields it. Physical prowess is not the only thing needed by these tank hunters; key to a Warhound's ability to use their warhammer is attunement to the weapons inherent Light. Each ensorcelled hammer is infused with energy which the man–mountains evoke by repeating the Warhound's stanza: 'Beer I bring thee, Tree of Battle, mingled of strength and mighty of frame, charms ye hold powered runes, spells full good and destruction unleash'. Little remains of man or machine when the hammer blow strikes, save for a shattered mess and energy dissipation.

STATISTICS

									111		
		CC/DEF									
E	5	15/1	10	11	13	15	15	3	24(11)	1	50

TYPE: Support, Infantry, Wolfbane, Medium Base

DEPLOYMENT OPTIONS: Regular, Preemptive Strike

COHERENCY: 9"

SQUAD COMPOSITION: 3-6 Warhounds

EQUIPMENT: Aggressor Handgun, Nepharite Hammer, Ballistic Reinforced Leather Armour

SQUAD OPTIONS: None





ABILITIES: Brutal, Durable, Fear (1), Fearless (3), Relentless

CLOSE COMBAT WEAPON:



NEPHARITE HAMMER (EXPLOSIVE CHARGE)

B ST ROR TYPE

CC
Armour-Piercing(10), Concussive (2),
Critical Force (2), Slow to Reload

Before resolving a successful hit, place the Small Flamer Template in this model's front facing, making sure the target model is within the template. Every model within the SFT takes a ST(12) autohit.

HEADHUNTERS

From among the most bloodthirsty warriors of the Wolfbanes come the axe-

wielding Headhunters. Relative outcasts of Wolfbane society, they tend to stick to those with similar sick interests and disposition. Few would choose to spend time with them anyway! Headhunters believe in a pseudo-religious cult, where the energy of the life force of their enemies is all empowering. The act of beheading their opponent in battle is the final crescendo of a complex ritualistic process which starts days before when they prepare their blade with ointments and balms made from specified mixes of the alchemical elements. They prepare their own bodies by bathing in the putrid blood of the beast and the boiled xylem fluid of the plant and by meditating for many hours.

When they enter warzone, they charge towards the enemy with a wild abandonment, craving the touch of power to which they have an unquenchable thirst. The moment they behead their victim with their double handed war-axe, a blast of raw adrenaline fills them, dilating their pupils and quivering their bodies. Once the rush has passed, the severed head is retrieved and attached to their belt. Throughout a prolonged battle each Hunter may collect a score of heads which they will either sell to the rune companies after the battle or use as makeshift grenades. Nothing could be worse than being blown apart by the severed head of your former comrade.

To the uninitiated, all Wolfbanes seem the same. In fact, such a misconception has been used by the Wolfbane Commanders for centuries to misdirect, and then annihilate, many a naive opponent. When one takes a closer look, beyond the long hair and fur skins, it is clear to see that the Wolfbanes are loosely regimented into squads that are dependent on their skill set and martial effectiveness. Easy to spot are the Necromowers and Fenris bikers, but the infantry is equally differentiated, albeit in more subtle ways. The newer recruits, often known as Wolfbairns, form the second wave of an attack after the regular and more experienced Wolfbanes. The Commander will generally pull the best of the best to his side, and such an honour drives the chosen into a furor of brutality as they act to defend him and the banner with which they have been entrusted. Commonly known as Berserkers, these men and women in action is a sight to behold. Additionally, seconded to many a squad, one may find the mystical Pathfinders or sword champions, the Vanquishers, who wield the two-handed Vengeance claymore as if it was as light as a Brotherhood Mortificator's Mortis sword. The hammer blow to any Wolfbane force though, is supplied by those known as the Warhounds and Headhunters.

STATISTICS

	CC/DEF									PTS
6	15/4	10	10	12	15	15	2	20	1	35

TYPE: Support, Infantry, Wolfbane, Medium Base

DEPLOYMENT OPTIONS: Regular, Preemptive Strike

COHERENCY: 9"

SQUAD COMPOSITION: 3-6 Headhunters

EQUIPMENT: Aggressor Handgun, Screaming Skulls and Headhunter's Battleaxe

SQUAD OPTIONS: May be upgraded with up to 3 'Severed Head' markers per model for (+3)PTS per marker.





ABILITIES: Brutal, Dissention (3), Fear (1), Fearless (3), Frenzy, Relentless, Dodge (5), Grisly Trophy

Grisly Trophy: For every non-vehicle model removed by this model in Close Combat, place a 'Severed Head' marker next to this model. For every marker, the model gains Heal (+1) and Fear (+1).

This model may spend 'Severed Head' markers for the following effects:

Battle Hymn: 1 marker: This model may reroll any failed dodge rolls. Use at any time.

Blood of the Kings: X marker: The model gains critical



STRATHGORDON Megacorporation to steal technology from Mishima in the past. Faced with part shortages for their Fenris scout bikes, Imperial spies managed to break into a lab deep in the caves of Mercury and return with notes on

Mercury and return with notes on

genetic splicing. Eager to develop a new biological weapon that could be used against their enemies, the first tests resulted in abysmal failure and horrific mutations to the reptilian specimens they experimented on. They could not figure out the sequence that allowed Bauhaus and Mishima to manipulate the lizards they ride into battle. That was until an enterprising young geneticist, Dr. Galen Brannaugh, attempted to use the data on a captured Martian rust wolf. The results were astounding! By splicing the animal's genes in a particular sequence, he was able to increase its intellect and stimulate growth of muscle mass, bulking the creature up to three times its size. They then surgically added bone enhancements and cybernetic jaws.

Having funded much of this research, High Chief Oakenfist was curious about being able to ride them into battle, and put his top handlers on the project. After a few more initial setbacks, it was found that the wolves would bond to a particular rider and only them. After this discovery, the possibilities opened up and soon the battle field operations started. The first engagement was against the Capitol 215th Heavy Infantry, who had dug in and were using their long range weaponry to take the Wolfbanes apart. Using speed and sheer ferocity, the vargs and their riders were unleashed on them and they killed the platoon to a man, while only losing two of their own. One curious thing that was seen, was that if the bonded riders dies, his varg will soon die as well. Imperial scholars dismiss it as a simple instinct, but the Wolfbanes are not sure. They believe a mystical connection is made when the pair bonds, and only death can, and does, sever it. Whatever the case, what is known is the pair are devastating in combat.

	-	STAT	ISTICS		_	_	100	-		-	W-3480
45	SP	CC/DEF	RS	ST	CON	WP	LD	Ш	A	SZ	PTS
E	7	15/4	10	10	12	15	13	3	23(10)	2	50
			N/A					-			-14

TYPE: Support, Cavalry, Wolfbane, Large Base

DEPLOYMENT OPTIONS: Regular, Preemptive Strike, Flank Deployment

COHERENCY: 9"

SQUAD COMPOSITION: 1-6 Strathgordon Varg Riders

EQUIPMENT: Aggressor Handgun, Violator Broadsword, Reinforced Jaws, Mk.I Light Combat Armour

SOUAD OPTIONS: One Strathgordon Varg Rider per Squad can be added as an Advisor to any Imperial MoW,

Wolfbane, Capitol, Bauhaus, Mishima or Brotherhood Troop type squad for 55 points.





ABILITIES: Fearless (2), Fear (1), Ranger, Predator Senses, Hard to Hit (2), Nose to the Wind

Nose to the Wind: When one or more enemy models deploy within 6" from this model, it and up to two other models in the Varg Rider's squad can perform a free action that would cost AP(0) or AP(1), as if on Sentry.

CLOSE COMBAT WEAPON:





Warhounds





HEDGEHOG 'NECROMOWER' ATV

Little more than four wheels, an engine, and an Ultracharger heavy machine gun bolted to some scaffold poles masquerading as a chassis, the Hedgehog 'Necromower' ATV is considered to be a high speed death trap by saner Imperial forces. Originally developed by the Fergan Clan, with the assistance of the Loughtons, to ranch cattle, a variant was quickly developed for military purposes. All variants of the Hedgehog and the Fenris Assault Bikes are among many of the small vehicles manufactured exclusively by the Crossley Motor Corporation, which is jointly owned by the Fergan and Loughton Clans.

Driven by highly skilled Wolfbane Light Cavalry, the Hedgehogs are able to deploy and assist anywhere on the battlefield due to their incredible speed and versatility. Even though it sports an Ultracharger heavy machine gun, a devastating weapon capable of reducing enemy units and other light vehicles to smoking ruins, most Hedgehog drivers bellow their battle cries, draw their claymores with one hand, and charge towards the enemy as fast as they can. It is not uncommon to see entire units of ATVs scythe through enemy infantry ranks like a knife through soft butter. The metal frames provide some protection from stray bullets, but it is the speed and agility of the vehicles that typically keeps them from becoming rolling fireballs.

At the Battle of Wake Ridge on Venus, the Imperial trench lines were dug in but unable to advance due to the murderous crossfire of their Bauhaus adversaries. It was a bloody fight, with neither side able to overpower the other. That was until a reinforcement of the 16th Wolfbane Light Cavalry showed up with their Hedgehogs in tow. The clansmen mounted up and charged across the killzone in a sonic boom of screamed war cries and high calibre autofire; the Hussar forces routed instantly only to be cut down in a hail of bullets and scything claymores.

STATISTICS CC/DEF ${ m RS}$ LD HULL A/W WPNS A/W ENG A/W A-REAR **SZ** PTS 14/1 12 14 14 26/3 25/323/3 25/33 75

TYPE: Light Vehicle, Bike, Wolfbane, Large Base

DEPLOYMENT OPTIONS: Regular, Preemptive Strike

COHERENCY: 8"

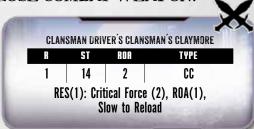
SQUAD COMPOSITION: 1-4 Hedgehog ATVs

EQUIPMENT: Ultracharger HMG, Clansman Driver's Claymore, Necromower Chassis

SQUAD OPTIONS: Any vehicle may replace their Ultracharger HMG with a Brainbuster Grenade Launcher for free.







ABILITIES: Frenzy, Off-Road Suspension, Necromow, Nitro, Spiked

Off Road Suspension: This model takes no damage when moving through Difficult Terrain.

Necromow: RES(1): Spend AP(3). The necromower makes a 'Ram' action, but moves up to SPx3.

Spiked!: RES(1). Models that come in B2B contact with this model while it is making the Necromow special action receive an additional CON(-2) to the test to avoid being hit. Nitro: RES(1): This model gains SP(+1) and Necromow hits gain Critical Force(2).

FERRIS BIKE Smaller and faster than the larger Necromower ATV, the Fenris Bike is an excellent vehicle the Wolfbanes use for

surveying enemy battle lines and tactical positions. With two large spiked wheels in the front, and a single, smaller wheel in the back, its unique frame allows it to claw its way over the roughest terrain. Its riders often adorn it with skulls and trophies of their kills, some going as far as to attach large Venusian wolf skulls to the front.

A very noisy vehicle, enemy troops have been quoted as chuckling that it sounds like an angry beehive as it gets closer, but those same troops look uneasy when asked about its offensive capabilities. A lone rider, armed with only a sidearm and a Punisher short sword, can strike into the heart of an enemy formation and wreak havoc among them by lopping off heads and crushing them under their wheels. Add to the fact that more often you will see an entire squadron of them rather than a single bike, and most soldiers would rather fight against almost anything else.

The downside of the Fenris, is its lack of protection. It has little to no armour, relying on its tremendous speed to get it where it needs to be in combat. Small arms can easily punch through the light framework, and heavier caliber weapons can literally tear them apart. This does not stop the Wolfbanes from regularly using them though. The riders describe the sensation as exhilarating and mystical, all the while grinning like the madmen they are with a crazed look in their eyes.

		ST	ATIS	TICS		_		A STREET	-		THE	2450
Г	SP	CC/DEF	RS	WP	LD	HULL A/W	WPNS A/W	WHEELS A/W	ENG A/W	A-REAR	SZ	PTS
	7	15/1	10	14	13	26/2	23/2	23/2	23/2	-3	2	30

TYPE: Light Vehicle (Bike), Open Transport, Wolfbane, Large Base DEPLOYMENT OPTIONS: Regular, Preemptive Strike

COHERENCY: 8"

SQUAD COMPOSITION: 1-6 Fenris Bikes

EQUIPMENT: Fenris Driver's Punisher Shortsword, Howler Grenade Launcher, Fenris Bike Chassis

SQUAD OPTIONS: One Fenris Bike squad per army can be taken as a support choice.



ABILITIES: Fearless (2), Transport (1), Hard to Hit (2), Into the Fray

Into the Fray: RES(1): After the Fenris Bike performs a Charge Action, all the model's Close Combat attacks this turn (including the transported model) gain ST(+2).

CLOSE COMBAT WEAPON:







Mishima Death before Dishonour

THE MISHIMA CORPORATION STANDS APART FROM ITS PEERS: ITS CULTURE, STRUCTURE AND ORGANISATION A THROWBACK TO AN ALL BUT FORGOTTEN AGE. THE MEGACORPORATION IS RULED BY A HEREDITARY OYERLORD WHO DWELLS IN HIS PALACE ON LUNA BUT WHO OYER RECENT GENERATIONS HAS BECOME NOTHING MORE THAN A BELOYED, YET POWERLESS, FIGUREHEAD. THE TRUE CONTROLLING POWER RESTS WITH THREE LORD HEIRS, ALL OF WHOM ARE CHILDREN OF THE OYERLORD, THOUGH EACH THE OFFSPRING OF A DIFFERENT MOTHER. LORD HEIR MOYA, LORD HEIR MARU AND LORD HEIRESS MARIKO ARE BITTER RIYALS FOR ONE DAY, ONE OF THEM MAY ASCEND TO THE RANK OF OYERLORD AND DREAMS OF TURNING THAT POSITION INTO ONE OF GENUINE POWER. THE THREE LORDS COMPETE WITH ONE ANOTHER INCESSANTLY, AN ETERNAL CONFLICT THAT OCCASIONALLY ERUPTS INTO ASSASSINATION AND BETRAYAL.

Mishima is a corporation divided into smaller divisions, each called a keiretsu, and then sub-divided over and again in a complex, multi-layered system of feudal domination. Each of the Lord Heirs is ruler of a grand operation based on each of the three habitable Inner Worlds, each of which is further sub-divided into countless fiefdoms, many of them competing directly with one another. It might appear that this system represents a wasteful duplication of resources, but it fits the 'Mishiman Way' very well indeed. It encourages the purging of unsuccessful and weak elements by those with more power and makes it possible for Mishima to totally dominate by massing its strength, whether in the market place or on the field of battle.

The Seven Sages

Long ago, the citizens of Mishima were counted amongst the faithful, bowing to the Cardinal and following all of the dictates of the Brotherhood. Then came the Neronian Heresy and the Brotherhood itself was split asunder as six different aspirants laid claim to the Cardinal's throne. Bereft of coherent and strong spiritual guidance, many amongst humanity turned away from the Light and madness threatened to consume all. It was into this chaos that the Seven Sages emerged to unite the people of Mishima, leading them along a new path to enlightenment.

To this day, the citizens and rulers of the Mishima Corporation venerate the Seven Sages above all others. The Brotherhood reluctantly accepted this new paradigm and is content, on the face of it at least, to limit its influence to Mystics and other counsellors attached to the court of the Overlord. Though its people look to the Light, they do so according to the teachings of the Seven Sages, the doctrines of honour and obligation the source of their corporation's deeply rooted traditions.

The Way

The feudal values instilled in every Mishiman from infancy are enshrined in the teachings of the Way. The foundation of the Way is respect for family, embodied in the notion that every Mishiman, from the smallest group to the largest division, is a member of a unified whole. A citizen must never bring shame upon his family and must always strive to advance its standing. Next is respect for tradition, a notion that grows as an individual ages. It is accepted that the young exhibit less respect for tradition, this in itself is a form of tradition, so long as this is not a permanent state. By the time an individual attains real power within the Megacorporation he or she is expected to have cast aside such foolish notions entirely and embraced respect for tradition as the only possible outlook. Respect for family and tradition lead naturally to the notion of loyalty, to one's family, the Lord Heir and to the corporation as a whole. It is inconceivable that an employee of Mishima would forsake their corporation, and most would sooner die than turn their backs upon it. Ultimately, the Way leads to glory, to the individual, but only as a reflection of the glory it brings to the corporation as a whole. Mishimans endure terrible hardships for the glory of their Megacorp and those that lay down their lives in service are venerated as heroic ancestors, their example followed by generations to come.

The Mishiman Military

The Mishima Corporation is unlike the other Megacorps in that it does not maintain large, formalised military formations. Instead, each of the countless keiretsu and fiefdoms of the Megacorporation maintains its own military force, the members its own employees. At the lowest end of the scale, these soldiers are equipped by and according to the dictates of their employers, and they can vary in size from a few hundred warriors to many thousands, depending on the size of the division. It is these forces that bear the brunt of hostile takeover attempts by rival corporations, and when Mishima goes to war, they form its main battle line. More senior warriors are expected to provide their own weapons and equipment, leading to a staggering variety within the ranks of these forces. In battle, Mishima warriors are led by the most senior warlord according to their rank and status, meaning that no two field forces are ever entirely alike in structure and organisation. All Mishiman warriors seek the glory of individual combat, making the default tactic the overwhelming charge into deadly melee. Over the years, the other corporations have exploited Mishima's lack of organisational coherency and its overwhelming focus on close combat, although none would doubt that individual bravery and stubbornness of the Megacorp's warriors. Of late, Lord Heir Maru — the Prince of Oceans and master of Mishiman holdings on Venus — has instigated a series of subtle reforms aimed at negating this deficiency, reforms which have of late seen his forces earn great victories.

Throughout much of its history, Mishima's armed forces have been dominated by the elite class known as the Samurai, individuals entirely devoted to the service of their masters on the field of battle who often perform similar roles to the Special Forces of rival Megacorps. With the outbreak of the Second Corporate Wars and the return of the Dark Legion however, the Lord Heirs have been forced to mobilise and arm vast numbers of commoners, these pressed soldiers being called the Ashigaru.

In addition to the elite Samurai and the massed Ashigaru, Mishima fields many specialised units, some taking the form of hulking mechanical battle suits, others shadowy figures possessed of fearsome mystical abilities. Unique to the Megacorp is the ability of some of its members to wield a force known as 'Ki'. Some claim this ability comes from the same source as the Brotherhood's use of the Art, while others insist that it is something else entirely. Those that wield Ki powers are warrior mystics able to perform seemingly superhuman feats and they command the respect and awe of all of Mishima, regardless of which Lord Heir they call master. Most feared of all of Mishima's warriors are the Demon Hunters, fighters possessed of forbidden knowledge that makes them amongst the most effective enemies of the Dark Legion in the ranks of humanity.

Furthermore, given the self-imposed isolation of many parts of the Mishima Megacorporation, some suspect that the undercities and other parts of its society hold dark secrets indeed. Some claim that the Dark Soul has infiltrated deep into such places, all manner of cults and heresies having sprung up far from the cleansing power of the Light. One such body are the Shadow Walkers, hooded warriors who wield powers that some say derive from Ki, others from the Light, but still more from the Dark Symmetry. These shadowy assassins appear to operate by their own agenda and owe no direct allegiance to the Lord Heirs. They take to the field alongside Mishima battle forces, but appear to have no part in the chain of command. On the rare occasion that a Shadow Walker falls in combat his body is seen to dissolve into bubbling sludge, leaving no evidence of his true identity or power behind. For obvious reasons, many Brotherhood Inquisitors seek to take a Shadow Walker alive in order to ascertain his true allegiance but none have yet come close to succeeding.

Mercury

The Mishima Corporation holds almost, but not quite total, dominion over the nearest planet of the inner worlds to the Sun – Mercury. The planet was terraformed long ago, but even the super-sciences of mankind's golden age could not change its surface from barren wastes burning under the relentless glare of the Sun. Instead, they tunnelled into the crust, carving out a series of immense chambers and connecting these by a complex web of tunnels that cross the entire planet.

It is within Mercury's megacities that the ruling classes live, often in exquisite palaces on verdant islands set upon shallow seas teeming with carp and other wildlife. Beneath them, accessible only by highly guarded routes are the undercities, where the masses live out lives of toil and subjugation. While life in the cavern-cities is peaceful and ordered, it is miserable and crowded in the undercities, where the citizens must work in the vast factories and refineries or else starve.

Most of Mercury's cities are the exclusive preserve of the Mishimans, outsiders all but unknown to their streets. The only Mishima-controlled city where this is not the case is Longshore, a vast city built upon a huge chain of islands in one of Mercury's many underground seas. Above the heart of Longshore is a gaping hole formed by a crater in the surface above, and above this revolves an atmospheric shield which is a wonder of ancient engineering. Longshore is home to the Lord Heir of Mercury, Lord Moya, as well as the Longshore Cathedral and trade enclaves belonging to each of the other corporations.

Despite its near total domination of its home world, Mishima has lost territory to the Dark Legion and is not immune to the attacks of its rivals. Two entire cavern-cities have fallen to the Dark Legion and numerous Dark Citadels have risen across its surface, plunging as deep into the crust as they rear into the blasted skies. The webways connecting the cities must be patrolled constantly, for already large stretches have been lost to the Darkness and opportunistic rivals seek to gain a foothold wherever they may.

Corporate Relations

MISHIMA IS SIMILAR TO CYBERTRONIC IN THE FACT THAT IT INSISTS ON MAINTAINING A HIGH DEGREE OF ISOLATION FROM THE GREATER MASS OF HUMANITY. UNLIKE CYBERTRONIC HOWEVER, MISHIMA CANNOT STAND ALONE, FOR IT HAS OVER THE CENTURIES COME TO RELY ON ITS RIVALS TO SOME DEGREE. IN CENTURIES PAST, CAPITOL WAS ONCE THE PRIMARY SUPPLIER FOR MANY OF MISHIMA'S IMPORTS. AS OF SEVERAL RECENT, QUIET, AND COMPLETELY LEGAL TRADE AGREEMENTS, CYBERTRONIC NOW FURNISHES THE MERCURIAN MEGACORPORATION WITH GREAT SUPPLIES OF TECHNOLOGICAL COMPONENTS. THIS HAS LED MANY KEIRETSU INTO DESIGNING NEW CREATIONS USING A PLUG-AND-PLAY APPROACH. WHILE IN THE PAST MANY ITEMS BUILT HAD A UNIQUE LOOK PER EACH KEIRETSU, THIS NEW WAY OF MANUFACTURING HAS MADE IT MORE STANDARD ACROSS THE ENTIRE CORPORATION, IN ADDITION TO MAKING MANY ASSETS MORE EFFICIENT AND ADVANCED THAN PREVIOUSLY THOUGHT POSSIBLE.

MISHIMA'S RULING CLASSES REGARD OUTSIDE INFLUENCE ON WHAT THEY REGARD AS THE LOWER ORDERS AS A HIGHLY UNDESIRABLE THING, AND GO TO GREAT LENGTHS TO LIMIT IT. WHILE THE PRIVILEGED ELITE ARE FREE TO ENJOY THE FRUITS OF CONTACT WITH THE OTHER CORPORATIONS, THE VAST BULK OF MISHIMANS ARE LOCKED AWAY IN THE UNDERCITIES OF MERCURY AND DENIED ANY FREEDOM OF MOVEMENT OR ASSOCIATION. THE UNDERGROUND WEBWAYS ARE SUBJECT TO ROADBLOCKS EVERY FEW MILES SO THAT EVEN TRAVEL BETWEEN MISHIMA'S HOLDINGS IS RIGIDLY CONTROLLED. ACCESS TO THE OUTSIDE WORLD IS ALL BUT IMPOSSIBLE FOR THE AVERAGE MISHIMAN.

SO TIGHT ARE THE LORD HEIRS' HANDS ON THE REIGNS OF MISHIMAN SOCIETY THAT THEY CONTROL EVEN THE THOUGHTS AND ATTITUDES OF THEIR CITIZENRY. THIS IS TRUE TO A POINT WITH EVERY CORPORATION, BUT IN THE CASE OF MISHIMA IT IS NEAR TOTAL AND DEEPLY INGRAINED IN EVERY ASPECT OF THE MEGACORPORATION'S CULTURE AND HERITAGE. INDEED, THE ONLY MEGACORP CAPABLE OF RIVALLING THIS EFFECT IS CYBERTRONIC, WHO, SO IT IS SAID, CONTROL EVERY ASPECT OF ITS CITIZENS' LIVES. THE LORD HEIRS' CAN ONLY DREAM OF EXERTING SUCH TOTAL DOMINANCE OVER THEIR PEOPLE, AND SEEK TO EMULATE OR STEAL CYBERTRONIC'S METHODS WHEREVER POSSIBLE. WITH THEIR NEW ALLIANCE, THAT MAY END UP A REALITY.



Death Before Dishonour: All Mishima models gain Contempt (All) and if they are within 12" of your army commander they gain Fearless (2).

Ki Training: Each Mishima squad may purchase up to a total of 2 Ki Powers from a single Temple. This maximum includes any Ki they may have included in their profile. Attached characters purchase their own. Only squad commanders, acting squad commanders and characters may cast Ki powers. They may also be upgraded with Psychic Mastery (B) for (+10)PTS.

SOSHOMARA TEMPLE: PSYCHIC (B)

All Ki Powers from this temple have the Range: Squad.

Ushi no Pawa (5 PTS): Models in this squad gain ST(+2).

Hebi no Sutoraiki (5 PTS): Models in this squad gain CC(+2).

Taka no Me (5 PTS): Models in this squad gain RS(+2).

Batta no Choyaku (15 PTS): RES(2): Models in this squad gain Leap (8).

Tora no Haikai (10 PTS): Models in this squad gain Ranger.

Uma no Supido (15 PTS): RES(3): Models in this squad gain SP(+2) if their SP value hasn't been increased this turn. Their SP value cannot be increased further this turn.

Ratto no Pasu (10 PTS): Models in this squad gain Hard to Hit (2).

Sai no Kawa (10 PTS): Models in this squad gain Heal (5).

SHIRII TEMPLE: PSYCHIC (D)

These spells use the default (D) profile as described in the main rules

Taishu no Yokusei (15 PTS): This squad must immediately make a pinning test.

Kakushi no Shomei (10 PTS): Any model targeting models from this squad with a ranged attack does not get its RS (or WP) modified due to cover.

Oni no Noroi (15 PTS): All infantry and cavalry models from this squad gain Frenzy and RS(-4)

Namakkokoro (10 PTS): Models in this squad cannot spend RES to gain additional AP.



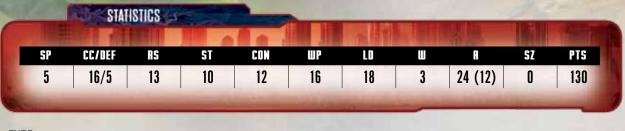
Lord Commander Nozaki

It is said that Lord Commander Nozaki is the personification of cruelty. Alarmingly, this is not too far from the truth. Nozaki has arguably the most powerful position in Mishima, the most trusted of all of the Overlord's Hatamoto. As such, he carries out Overlord Nagoya's every wish as his

'shadow'. However, the Overlord's trust in this cunning old snake is flawed. The Lord Heirs are aware of this, but their warnings fall upon deaf ears. The Lord Heirs do not fear the Overlord's death, in truth they hope for it. Instead they fear that Nozaki is too close and worry how such closeness will reflect in the befuddled mind of the Overlord; would he betroth the throne to this relatively young pretender, so spurning the ever-squabbling heirs?

Nozaki is a master of subterfuge and misdirection. Often an heir apparent has found their bodyguard, children or closest confidants lifeless, brutally assassinated, with nought to determine from whom these attacks originate, except for a scattering of black rose petals. The attacks have left the Lord Heirs quaking in a near-agoraphobic state. Nozaki now finds himself exactly where he wants to be; only a small step away from the throne. Nozaki rules over Mercury with an iron fist from his headquarters at the Ebon Palace, having made Lord Moya's claim to the planet in title only. It is here that Nozaki and his Secret Police, the elite Black Rose Society, control the populace. The Society carry out malicious torture and endless interrogations upon any political prisoners that appear to act against Mishima, including any closely associated with the Lord Heirs that Nozaki has outmanoeuvred. Whisperings of how Nozaki became the Mercurian leader insinuate that he has servants feed a cocktail of madness-inducing narcotics to the Overlord as he rests in his holdings on Luna. Others say that Nozaki is a warlock, capable of summoning manifestations of insanity due to an alliance with the Dark Apostle Muawijhe. No one would ever be foolish enough to suggest such things out loud, as the tendrils of the Black Rose reach far and there is always plenty of space in the Ebon Palace's deep dungeons and torture chambers. Like any cruel and twisted individual with power, Nozaki likes nothing better than the thrill of taking life and it is because of this that he often enters Mishima's warzones, especially when his safety is assured. In such cases he will surround himself with the best of the best and goes on the hunt. He sees such forays into battle as a sport; a game to test himself. The enemy is often already beaten and Nozaki just mops up the pieces to take the glory. Such tactics have earned him an unrivalled collection of medals and honours, often personally gifted to him by the Overlord Moya himself.

However, on one occasion, Nozaki found himself opposed by a force that was far from beaten. His face bears a deep duelling scar to prove it. During the Siege of Shoa he was cornered by the Venusian Ranger, Max Steiner. Mishiman honour dictated that Nozaki must duel the Bauhausian to the death. Steiner bested Nozaki easily, slicing his face from top to bottom and rendered his right eyeball an oozing and bloodied mess. The Mishiman writhed in agony and sobbed for his death and the honour it would bring. Steiner looked down at the pitiful and worthless opponent and laughed, he would not give him that honour. Nozaki's trio of remaining Ebon Guard picked up their fallen master and carried him from the battlefield. The next day all three were found dead, a blade in their backs, a gold coin in their left hands and a black petal in their mouths. Years later and after he had learned the ancient skill of the Fury of the Black Rose, Nozaki was again rewarded for valour. This time by the Cybertronic Corporation with an offer of support; a pair of Nanocell Replicators and an 'Unblinking Eye' to replace his blinded eye. It is Nozaki that is the architect behind the recent alliance with Cybertronic and the shift in the approach to Mishiman engineering. When the Lord Commander takes to the battlefield, he does so with vast armies, a tendency which has earned him the title, 'the General of 5000 Samurai'. All of his troops must be arranged in perfect ranks, just like rows of toy soldiers. When he is not fighting in the periphery of battle himself, he likes to command from a safe vantage point, sending out orders to the legions of soldiers willing to die for Mishima. It is here that his callousness is most obvious, for he treats his men how he arranges them - like disposable playing pieces of the ancient game of Shogi.



TYPE: Character, Infantry, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular

EQUIPMENT: Tambu No.3 Silenced Ronin Handgun, Obsidian Blade of the Black Rose, Lord Commander's Battledress

OPTIONS: May be upgraded with up to 2 Ki Powers for free.

Nozaki will always be the army commander.





ABILITIES: Daimyo, Dressed for Battle, Duelist, Fury of the Black Rose, Honour the Pledge, Initiative (2), Leader (2/Ebon Guard), Nanocell Replicator, Unblinking Eye, Unbreakable

Daimyo: All friendly models starting their activation within 9" of this model gain ROA(+1) in close combat.

Dressed for Battle: RES(1): Once per game. All successful ranged attacks made against this model must be rerolled.

Fury of the Black Rose: Once per game, this model may make a single close combat attack against up to 8 enemy models within 10" of him. Roll each attack separately. If he fumbles, all additional attacks are lost. This counts as a Close Combat action.

Honour the Pledge: One squad of Cybertronic Chasseurs or Armoured Chasseurs may be taken as a Support Choice. Each Hatamoto/Ebon Guard squad may choose one Cybertronic Upgrade at the listed cost.

Nanocell Replicator: RES(2): Twice per game, place a 'Nanocell Replicator' permanent token within 5" of this model. All friendly models within 5" gain Heal (5) and all friendly vehicles gain Repair (5). All enemy models that end their activation within 5" of this token take a ST(13) autohit.



Shiryo-X

Founding Day, the enigmatic launch of Cybertronic sent ripples through time and space. Ripples that not only changed the life of every human alive three hundred years ago, but still affect many in some rather unexpected ways today. Henrik Taniyama is one of them. The Taniyama clan, a small holding within Mishima, was split in half on Founding Day.

Much of the clan slipped out in the middle of the night to join the upstart Cybertronic, while the family's old guard stayed true to their Mishiman allegiance. It would take several centuries to prove their loyalty was unswerving.

Demonhunters often choose their apprentices from those who have suffered greatly from the Dark Legion, and Henrik Taniyama was no exception. Sole survivor of a Dark Legion raid when travelling to Longshore, the orphaned Henrik was selected by the legendary Demonhunter Otokorashi Norisu. Under Norisu's tutelage, Henrik progressed quickly, graduating to full Demonhunter status when he felled a Mercurian Maculator at the tender age of seventeen. The Taniyama fiefdom, located near the Mercurian North Pole, was the perfect proving ground. Its harsh climate and variation of blistering heat and freezing cold was perfect especially for one quick of thought, quick of motion and iron of will.

In the course of a mission that brought the blue and red armoured Demon Hunter to Mars, he was betrayed by an informant within Mishima and left for dead. He may even have been: the records remain unclear. Fortunately for Taniyama, Cybertronic citizen 43D29 was operating a trans-hauler in the vicinity. Outside of the company, 43D29 was better known as Kuren Taniyama. Kuren recognized the familial seal on the battered Demon Hunter's armour and brought him to 'Facility 53Beta' where Cybertronic did what they do best.

After long and expensive negotiations, the Mishiman family leveraged a great amount of their mineral wealth in exchange for Cybertronic returning their 'restored' Demon Hunter. Rumours circulate that Henrik is in fact a clone of the original, and that Cybertronic may even have kept the genetic material for further projects, but the truth may never be known. The only facts are that a year later he emerged ready for battle, more focused than ever before. Henrik has since adopted the name Shiryo-X, and a cold calculated demeanour has replaced an expected need for vengeance. It is thought that most of his natural limbs have been replaced with cybernetic variants, controlled by the same Subcortex Transmitter that allows him to control the additional limbs of his armour. Shiryo-X's personal armaments: the Ghostfire Flamethrower, Demontooth Katana and Soulscourger, mean he has equal ability to eliminate Dark Legion threats both at short range and in close combat. He has led Mishima to victory in his personalised ebon and gold armour many times, including at the brutal battle for Gakki Island on Venus and the final assault alongside Cybertronic on the corrupted Capitol asteroid base of Franklin. While his motives and allegiances remain his own, there is no question about the honour or ferocity of the warrior known simply as Shiryo-X.



STATISTICS SP CC/DEF RS ST CON WP LD W R SZ PTS 5 17/3 15 11 14 15 16 4 26 (12) 1 115

IYPE: Character, Infantry, Doomtrooper, Demon Hunter, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular, Flank

EQUIPMENT: Tambu No. 34G Ghostfire Flamethrower, Demontooth Katana, Soulscourger, Gas Mask, Modified Demon Hunter Armour

OPTIONS: This model has the Kanashibari Ki Power (see below). May be upgraded with one more Ki Power for free. Shiryo-X may be taken in a Cybertronic Army.

RANGED WEAPON:



TAM		GHOSTFIRE (GHOSTFIRE	E FLAMETHROWER Re)
R	ST	ROA	TYPE
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			en on the hit point. Any on within 3" suffers a
	ST	(O) PSY au	tohit.





ABILITIES: Dodge(8), Follow Up, Void Step; as Demon Hunters: Demon Hunter, Fear (2), Fearless (2), Guardsmen, Heal (4), Paired Weapons (CC)

Void Step: RES(1): This model may be placed anywhere within 10" (counting as a run action). This movement may be made through but may not end in impassable terrain.

Ki Powers: Kanashibari

Kanashibari: Psychic (D) Range: 18": Models in this squad cannot perform Charge or Run actions.



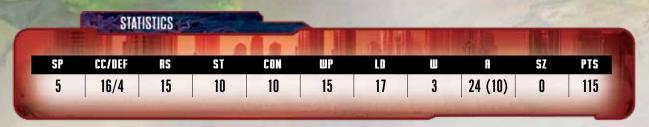
Captain Nobou Hiroko

If Captain Nobou Hiroko had been a member of the Capitol Corporation, he would be celebrated as a maverick. However, under the venerable mastery of Mishima, Hiroko is seen as teetering on the edge of a deep descent into dishonour. However, his success as a non-conformist and strategist has led to naught but an immaculate military record. He has been praised many times for his many

brave and decisive actions of war, but his unorthodox approach mean his feats will never be published or publicized. The name, therefore, of one of the greatest Mishima heroes is unknown to all but his men and Mishima's private military records.

Hiroko is a soldier, first and foremost; one with an unshakable belief that the Mishima Corporation is a shadow of what it should be. He adores the neo-feudal Mishima system and has endless respect for the Overlord and the Lord Heirs. However, Hiroko believes that it is on the battlefield that change needs to occur. He considers that for Mishima to successfully displace (or ideally destroy) its Megacorporation rivals, it needs to do away with tradition and arm its soldiery according to modern military standards. Even as a member of the Bushido Samurai, Hiroko and the men under his command frequently use firearms. He has no concern for any stigmatism it may bring him and his fellow soldiers. He feels that if Hatamoto can use them with honour, all Mishimans should be able to. Like all ranged weapons, the Mishima Corporation see the use of the rifle as dishonourable unless strictly necessary. A firearm, they argue, does not require the finesse and martial prowess of a sword. Hiroko has proven their error on more than one occasion.

Soon after gaining the rank of Captain, Nobou was set to lead a covert attack on the Citadel of Siripolus, a Supreme Necromagus of Algeroth. Siripolus was rumoured to be undergoing a transformation into a Nepharite. The Mishima Corporation had been watching the troops of Capitol, Imperial and Bauhaus thrust themselves endlessly upon the Citadel. Wave after wave of soldiers were slaughtered with no hope of entry. The Mishimans decided to take an alternative route; planning to scale the massive, hostile Kirkwood Mountains to strike the Citadel from behind. Little did Captain Hiroko know that the Brotherhood had a similar strategy. When the two teams of covert warriors met, Hiroko encountered the Brotherhood for the first time in his life. Regardless of the animosity between his Megacorporation and the Cardinal's faithful, he knelt, bowed his head and offered his service to the Inquisitor Majoris Hamilkar. The teams eventually entered the Citadel as one. Hiroko led his force into the pits of the Citadel discovering the foul hatcheries of the Dark Soul, while the Inquisitor and the Doomtroopers with him hunted the Necromagus. Encased within necrotechnological birthing pods floated the foetal bodies of the dreaded Praetorian Stalkers. Hiroko gave the signal for the elite black-clad Ebon Guard sheath their katanas and to draw their firearms. With a volley of destructive firepower, the ebon armoured warriors gunned down the Tekrons, distracting their attention away from Hiroko. The captain manoeuvred around the room, past the tanks, to a vantage point behind waves of defensive guardians and dozens of Tekrons entering the rooms: He drew his rifle and blasted the birthing tanks, executing the three dozen foetal Praetorian Stalkers. The incident at the Kirkwood Mountains is proof indeed that sometimes the firearm is mightier than the sword.



TYPE: Character, Infantry, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular, Infiltrate

EQUIPMENT: Tambu No.17 Yumi Sniper Rifle, 2 Tambu No.4 Windrider SMGs, Samurai Sword, Grappling Hooks (6)

Enhanced Mishiman Samurai Battlesuit

OPTIONS: This model has the Kyudo and Feet of the Muddied Ki Powers (see below).





CLOSE COMBAT WEAPON:

	S	AMURAI SWOR	RD .	
R	ST	ROA	TYPE	
1	+2	2	CC	

ABILITIES: Camouflage (2), Paired Weapons (A), Sniper

Ki Powers: Kyudo, Feet of the Muddied

Kyudo: Psychic (B). Range: 12": Models in this squad gain Eagle Eye (3).

Feet of the Muddied: Psychic (D). Range: 18": Models in this squad have SP(2).

Tatsumoto

Tatsumoto, the hero of the Tiger Dragons and Doomtrooper of the Cartel, was born in the Mishiman year of the Boar; which according to the ancient zodiac, perfectly suits his selfless service to his Megacorporation. His perfectionist attitude to the Martial

Art of the Tiger Dragon is unsurpassed and as such, his position of Yari Gochi, or 'Spear Master', is only logical.

Upon the battlefield Tatsumoto engages in a trance-like dance of death, swinging his

Upon the battlefield, Tatsumoto engages in a trance-like dance of death, swinging his Duskdealer Power-Naginata in sweeping and fluid motions that defy the heavyweight nature of his powered armour suit. It was not long before the Cartel recognized the battlefield skill of Tatsumoto and requested his membership into the Doomtroopers. After lengthy discussions with his Liege-Lord, Tatsumoto would become one of the few Mishiman representatives in the Cartel.

It was Tatsumoto's blade that freed Max Steiner and Valerie Duval from the vile torture of the Algeroth Nepharite-Sorceror Valpurgius. He and Indigo had been dispatched by the Cartel to investigate the disappearance of the two doomtroopers after they had infiltrated Alakhai's Citadel and failed to check in. While Indigo held off reinforcements, Tatsumoto fought the Nepharite like a dervish. He prevailed over the creature, but was not able to kill him. Instead, he and his partner were successful in retrieving their missing comrades and escaping the citadel.

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/DEF R	S ST	CON	WP	LD	Ш	B	SZ	PTS
6/5 1	5 10	10	15	16	4	25 (11)	1	85
								/DEF RS ST CON WP LD W R SZ 6/5 15 10 10 15 16 4 25 (11) 1

IYPE: Character, Infantry, Doomtrooper, Tiger Dragon, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular, Rapid Deployment

EQUIPMENT: Tambu No.4 Windrider SMG, Mishima's Pledge Power Naginata, Surimoto Exo-Armour

OPTIONS: None

RANGED WEAPON:



ABILITIES: Abilities: Follow Up, Ferocity (2), Leap (5), Leader (1/Tiger Dragons), As Tiger Dragons: Flesh to Stone, Frenzy, Hurricane of Destruction, Predator Senses, Striking Dragon

CLOSE COMBAT WEAPON:



Saigo

Even within the rumored order of assassins known as the Shadow Walkers, the being known as Saigo is a ghost. There are no records, pictures, audio, or video of them. No gender or identity has ever been established, in fact it is rumored that Saigo may actually be a small cabal of individuals working to further the mystique of this persona. Only wild speculation and unconfirmed stories exist.

Where the Deathbringers of the cult wreak brutal havoc and chaos within the enemy's ranks, Saigo eliminates their targets with silence and ruthless efficiency. Those that claim to have seen the assassin never seem to have their accounts match up. Some say Saigo wears all black and carries a pair of ebon black blades. Others swear this person wears a blood red suit of body armour and wields a custom set of pistols. Whatever the truth may actually be, what is known is that Saigo leaves a trail of bodies where it walks.

						N. (519)			100	
SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
6	17/4	13	12	12	14	16	3	22	n	95

TYPE: Character, Infantry, Shadow Walker, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular, Infiltrate, Stalk

EQUIPMENT: 2 Tambu No.7 Tengu Handguns, Katana "Shi No Tenshi" and Wakizashi, Shinobi Robes and Implants

OPTIONS: None







ABILITIES: Genjutsu, Hidden Agenda, Lone Walker, Master of Shadow, Paired Weapon (HG); As Shadow Walkers: Dodge (8), Duelist, Espionage, Follow Up, Hard to Hit (2), Leap (4), Legacy of the First Master, Predator Senses, Ranger, Unbreakable

Genjutsu: RES(1): All models must pass a WP test to attack this model with a Ranged attack. If failed, the model may not perform the action. The AP is lost.

Lone Walker: This model may not join any squads other than Shadow Walkers.

Master of Shadows: At the start of this squad's activation, you may place a 30mm 'Shadow' marker on this model's position. Recall all Shadow Walkers from this squad. In the next Control Phase, declare if they will stay in 'Shadow' or reappear.

If they reappear, activate them as normal in the Activation Phase. Place the squad commander, or acting squad commander, within 9" of the 'Shadow' marker, then deploy the rest of the squad within 3" of him. The models count as having moved a distance equal to their SP value, but not as having performed any movement action.



Screaming Devil

The exact origin of the Screaming Devil is a mystery to all but herself. Some say she was once the beautiful daughter of a wealthy merchant who angered the Triads; that she was framed by the Triads and arrested by

corrupt recruiters, then given the choice of a quick dishonourable death or join the Crimson Devils. Others say she was once a master-thief caught red handed by her Lord and forced to don the mask as repentance. Whichever tale is true, the fact is that she excelled in her new role and was promoted quickly.

During the battle for the Dragon Peninsula, her squad was wiped out by Imperial Wolfbanes while defending a fallen Kunshu Dragonrider. She stood alone, mask shattered by a glancing blow from a Warhound's hammer. Blinded by her own blood she knew the finishing salvo was soon to follow. Her only option was to remove her mask, the one thing a Crimson Devil should never do. Grasping its edge she wrenched it away, ripping the flesh of her entire face with it. In such unbearable pain, she involuntarily unleashed a bloodcurdling scream, which coupled with her horrific appearance, stunned the Wolfbane for a moment; that split second was all she needed. A pain-fueled rage overcame her as she shredded her stunned opponent. Then she charged towards the fallen Kunshu, all the while shrieking an otherworldly scream of pain and anguish. Any who came near her in those moments paid a heavy price for their stupidity. As she defended the fallen lord, the Imperial faction learned a new found respect for the Crimson Devils and specifically the bloodied, faceless, Screaming Devil. Yet, however valiant and well-meaning her defense of the lord was, she had committed a most dishonourable act in removing her mask; an action for which she must be punished, as is the Mishiman way. Dragonrider and Devil looked at each other, and an acknowledgement passed wordlessly between them. She picked up the Lord's fallen sword and turned the blade towards herself as she bowed her head. He raised his hand, stopping her. They struck a deal, his life for hers, but hers was not to be a happy ending. She now leads her Devils on a never-ending search for honour, an honour she can never achieve. She wears no mask, her faceless visage is enough. When she fights, her wounds re-open and blood pumps from her ruptured face, she channels the excruciating pain, using it to strengthen herself...and she screams.

	STATI	STICS =				100 P 171		115	HEI	
SP	CC/DEF	RS	ST	CON	WP	A HITH		A S	SZ	PTS
5	15/3					16	3	24	0	50
	_				The same		-	- Inches		

TYPE: Character, Infantry, Crimson Devil, Unique, Small Base **DEPLOYMENT OPTIONS:** Regular, Infiltrate, Preemptive Strike

EQUIPMENT: Tambu No.1 Shogun Assault Rifle, Kunshu Ceremonial Blade, Demonsbreath Gas Grenades, Gas Trap, Ki

Mirror Generator, Oni Rebreather Mask, Mishiman Retainer Battlesuit

OPTIONS: May not purchase Ki





ABILITIES: Faceless Protectors, Leader (2/Crimson Devils), Oath of Shame, Scream of the Devil; as Crimson Devils: Dissention (2), Dishonourable Methods

Faceless Protectors: If this model is attached to a Crimson Devil squad, the squad gains the Infiltrate Deployment Option. The squad may be deployed within 3" of the squad commander when Infiltrating, even within open terrain.

Oath of Shame: If this model is not the army commander, she gains Bodyguard. If the army commander is killed, she immediately gains Unbreakable, ST(+2), and CC(+1), but her DEF becomes(0).

Scream of the Devil: RES(1): Fear (5). Any model of SZ(2) and lower failing the Fear test receives a Stun effect.





Lieutenant Masaru

As a teen, Kou Masaru's family defected from the Mishima Megacorporation to join one of the small Imperial companies.

His father had explained to him that it was an opportunity to rise far higher than they would have been able to in their own small keiretsu. They would be rich beyond their wildest dreams. Kou was furious, calling them traitors. That night, he grabbed the Masaru ancestral katana and fled his family's holdings. In the morning, the entire compound lay dead by the hand of an unknown force. Kou made his way to his master's seat and offered him his life. The lord declined, but would not accept him back into his ranks. Lost and aimless, Masaru found other disgraced samurai and learned their ways of fighting. While considered dishonorable among the more purist Mishimans, the ronin found a new lease on life, offering his services to whatever lord would take him. He mastered the art of Iaijutsu, or the Quick Draw, and used the Masaru blade to dispatch his enemies swiftly in hand to hand combat.

Serving as a corporal in the ranks of the Takeda Keiretsu, Kou's squad was ambushed by an Imperial Golden Lion kill team while patrolling one of the company's holdings. The Lions were brutal, toying with the Ronin. They hunted the mishimans down one by one until they made the mistake of crossing Masaru. He cleaved through them like a man possessed, even their power armour unable to withstand the blows. For his service in defending the Takeda facility, the lord awarded him a Tambu No. 11 Kami, a powerful assault rifle able to punch through light infantry with ease.

Now a seasoned lieutenant, Kou has fought along side every kind of disgraced force within the Mishiman heirarchy, from lowly peasant Ashigaru to the despicable Crimson Devils, garnering a measure of respect from each of them. He would have it no other way.

7/	STAT	ISTICS							105-001	-
						- KIM				
SP	CC/DEF	RS	ST	CON	WP	LO	W	A	SZ	PTS
5	16/3	13	9	12	12	15	3	23	0	55

IYPE: Character, Infantry, Ronin Samurai, Unique, Medium Base

DEPLOYMENT OPTIONS: Regular

EQUIPMENT: Tambu No.11 Kami Assault Rifle, Masaru Ancestral Blade, Mishiman Samurai Battlesuit

OPTIONS: None

TAMBU NO.11 KAMI ASSAULT RIFLE R ST ROR TYPE 24 10 2 A Precision (3)



ABILITIES: Down and Dirty, Fearless (2), Iaijutsu, Koso, The One That Got Away; as Ronin Samurai: Disposable, Martial Prowess, Ranger

Down and Dirty: If attached to a Crimson Devil squad, he gains Preemptive Strike and the Oni Rebreather Mask. **Iaijutsu:** After this model performs a Charge Action, one enemy model in CCWR suffers a ST(10) autohit.

Koso: If Masaru has LOS to any Imperial: MOW Golden Lions, he gains CC(+2), ST(+2), and his Close Combat Weapon gains ROA(+1).

The One That Got Away: The first time Masaru is removed as a casualty he may be redeployed according to the mission setup at the start of the next turn. He still counts against Body Count (but not the second time).

Hamasaki Taro

Raised from a small child on the Forbidden Isle, Taro was unlike many of the other children. Constantly making jokes, his stern instructors would often punish him severly for his comedic

antics. As he grew, he learned to temper his humor but it has never left him. Now a skilled swordsman and slayer of the Dark Legion, Hamasaki is known for his upbeat demeanor and quick wit, a trait that is not shared by his Demon Hunter peers.

Despite his joking, he is also a fervent student of the great Toranaga. While in battle, he will often quote the fabled master, driving his fellow Demon Hunters to fight even against horrific wounds. Like most Demon Hunters, he wields a pair of Demontooth Katanas as well as a powerful Kanabo. He has also been gifted with a very deadly prototype Dragonfire HMG called the Fire Breath by his mentors.

						0.00			1101	
SP	CC/DEF	RS	ST	CON	WP	LD	U	A	SZ	PTS
5	16/4	15	10	13	15	16	3	26(11)	1	85

IYPE: Character, Infantry, Demon Hunter Unique, Medium Base

DEPLOYMENT OPTIONS: Regular, Flank

EQUIPMENT: Fire Breath HMG, 2 Demontooth Katanas, Kanabo, Gas Mask, Modified Demon Hunter Armour

OPTIONS: None

RANGED WEAPON:

YPE
H

CLOSE COMBAT WEAPON:

	KANABO	
R ST	ROA	TYPE
1.5 +2	1	CC

150	DE	МОМТООТН	KATANA
R	ST	ROA	TYPE
1	+3	2	CC

ABILITIES: Chant of Fujimi, Duelist, Toranaga's Commandment; as Demon Hunters: Demon Hunter, Fear (2), Fearless (2), Guardsmen, Heal (4), Paired Weapons (CC)

Chant of Fujimi: All Demon Hunters gain Heal (+2) for every friendly Demon Hunter in play.

Toranaga's Commandment: If reduced to W(0) while engaged, he may immediately make a Close Combat action before being removed as a casualty.



Bushido Master

Amongst the Bushido Samurai in a Keiretsu, the best and most respected warriors may someday rise to the exalted rank of Bushido Master. The path is long and hard, but the

honour in being offered the position is enough that many will make it their life goal to achieve this. Each Keiretsu only maintains a handful of these exalted warriors, depending on the size of their forces. Some small ones will have only a single Bushido Master, while the largest will have a dozen or more.

The Bushido Masters of a Keiretsu are the guardians of its martial secrets and skills, refining and passing on the sword, rifle and Ki techniques that were passed down to them. Bushido Masters become the embodiment of these skills, wielding Ki energy like an ordinary man might wield chopsticks and making their weapons an extension of their body.

They are responsible for the training of all of the Samurai within the Keiretsu's forces, supervising the senior Samurai as they drill their subordinates. Often, the children of the most senior Samurai will be trained directly by the Bushido Masters. Doing this ensures the line of succession—the better–trained nobles will rarely lose a duel against a lower rank. However, any good Bushido Master will still keep the best techniques to themselves, ready for the moment that they need to defend their own honour or kill an enemy infiltrator.

The term Bushido Master harks back to pre-sage periods of Mishiman history, when the Keiretsu were far more homogenous in culture. Many warriors were students of the Bushido Master school of swordsmanship, and many Samurai coveted the title of Master from this school. In modern times, the term is used to describe an individual that has achieved unparalleled mastery of a particular form of combat, not necessarily that of a sword.

Bushido Masters are not directly employed within the command structure of a Keiretsu's military might, but whenever the Keiretsu's fortunes at home or abroad are threatened, these deadly warriors will go forward to defend it in person. Any Samurai will gladly hand over the leadership of a small force of men to a Bushido Master. Indeed, most commanders will still defer to their old trainers out of reflex. However, a Bushido Master does not always seek to lead a force.

Bushido Masters will take to the battlefield in custom-made, well-engineered armour and wield weapons forged by the best smiths available. They will only wield the weapons that have their signature style and reputation, for to do any less would be a dishonour. Their true skills, though, lie with their spirit. They wield Ki powers with devastating effect on the battlefield, using them to bolster their own forces and themselves, as well as to devastate the enemy.

-	STAT	ISTICS				1000			(9:5)	ACC N
SP	CC/DEF	RS	ST	CON	WP	LD		A	SZ	PTS
5	16/4	14	10	12	18	16	3	24(11)	0	90
								-	-	

TYPE: Character, Infantry, Medium Base

DEPLOYMENT OPTIONS: Regular

EQUIPMENT: Tambu No.4 Windrider SMG, Kensai Blade, Mishiman Bushido Battlesuit

OPTIONS: None





ABILITES: Aura of Calm, Boost (1/3), Execution, Fearless (3), Heal (4), Master Teacher, Psychic Expertise (B/D), Psychic Mastery (B), Pure Focus, Spiritual Ward, Target Identifier (3), Target Sense, Unbreakable

Aura of Calm: Friendly models within 6" (12" if this model is the army commander) gain WP(+2).

Pure Focus: This model may cast up to 3 Ki Powers per turn.

Master Teacher: This model may cast any Ki Power that any model in the army has as if it he has it himself.

Spiritual Ward: Any enemy model targeting this model with a (D) or (S) type Psychic Power suffers WP(-6) to the roll.

Ronin Samurai

The culture of the Mishima Corporation is founded on honour and martial pride. Mishiman citizens are fanatical about their status within society and the honour it brings; it is core to their

being and sense of self. If one falls from grace or loses status they may find themselves a Ronin Samurai. Such occurrences are frequent and are often beyond the control of the individual in question. For example, if a liege-lord and his entire fiefdom are destroyed in war or by the actions of a rival lord, the surviving, but masterless Samurai are scattered. Some commit ritual suicide, an act known as seppuku to keep their honour intact, while others become Ronin Samurai. Sometimes a Bushido Samurai may be dismissed from service for acting dishonourably, with cowardice or with disregard to the procedures of war.

A Ronin has no master, but they are still Samurai, and accorded a position of respect. They are entitled to use the ceremonial weapons and wargear of the Samurai. They are permitted to continue ownership of a battle-suit, which for many is a great privilege, a source of familial pride, and a mark of honour. The wargear is passed from one generation to the next; each owner ensures the highest level of maintenance and respect is afforded to the suit. Like all Samurai, the Ronin often carry ceremonial swords; these are usually given to a Samurai when he joins the patronage of a particular lord. The Ronin have several paths laid out in front of them, but often find themselves lost and confused without the leadership they have been trained from infancy to expect. Most choose a path of service under a new lord as warriors or enforcers, forever retaining their disreputable status as a Ronin and living until an honourable death is found. Others follow an even less honourable route; those of a less ignominious ilk fall into banditry, become sell-swords, or act as freelance spies for rival corporations. It is because of such behaviour that Ronin are treated with suspicion by the Mishiman authorities and with contempt by other Samurai.

Constant fighting often finds a liege-lord short of a coin or two. As such, the Ronin are frequently expected to act as less than Samurai. They are expected to become foot soldiers, guards and the like. They are often furnished with cheap firepower in the form of an assault rifle or LMG; a weapon that an honourable Bushido Samurai would not dream of using without losing face; After all, when one has lost their honour already, there can be no dishonour in using ranged weaponry. The Ronin Samurai are considered by the liege-lords to be a cheap and disposable asset; they are only Ronin and death for them is honour.

	O I A I I	91109								-
						1 H				
SP	CC/DEF	RS	ST	CON	ШР	LD	Ш	A	SZ	PTS
5	14/2	12	8	8	12	13	1	20	0	13

TYPE: Troop, Infantry, Small Bases

COHERENCY: 10"

DEPLOYMENT OPTIONS: Regular

SQUAD COMPOSITION: 5-10 Ronin Samurai

EQUIPMENT: Tambu No.1 Shogun Assault Rifle, Samurai Sword, Mishiman Samurai Battlesuit **SQUAD OPTIONS:** The entire squad may be upgraded with WP(+2) for (+2) PTS per model.

RANGED WEAPON:

1:40		-611		4
	TAMBU NO.	1 SHOGUN AS	SAULT RIFLE	
R	ST	ROA	TYPE	
24	9	1	A	

ABILITIES: Disposable, Martial Prowess, Ranger

Martial Prowess: RES(2): Ronin Samurai in this squad gain SP(+2) and Frenzy until the end of the turn.

CLOSE COMBAT WEAPON:

	S	AMURAI SWOF	RD .
R	ST	ROA	TYPE
1	+2	2	CC
1	+2	2	CC

Ashigaru

The feudal system of Mishima is built upon the ambition and martial skill of its Samurai. These fierce warriors will work for a lord within a standing army, or as a leader and manager in the clan's business dealings; more often both.

However, a curious new form of warrior has taken to the field in more recent times. These are commoners who have been armed by their Lords and sent into battle to support the efforts of the Samurai. They are known as Ashigaru, or 'light-feet', a reference as much to their role as to their lack of equipment. As their lords attempt to out-shine each other, they are outfitted in ornate armour, a Shogun assault rifle, and a pair of swords. Despite the appearance, these are for show. The armour and swords are cheaply made and do not afford much in the way of combat effectiveness.

The majority of the Ashigaru in the Solar System are employed by Keiretsu aligned to either Lord Heir Maru across Venus' many warzones, or Lord Heiress Mariko in her ongoing battle with Capitol in the Freedom Lands and sand rivers of southern Mars. Lord Heir Moya, on the other hand, has a lack of fixed enemies and an abundance of Samurai, and is not known to employ the commoners in battle very often.

Just like the Samurai armies that the Keiretsu keep, the Ashigaru are employed in wildly different fashions. The Ryu-do Clan value training, and teach their Ashigaru to fight with everything except the forbidden secrets of Ki. The Gediggo clan, on the other hand, view service in their Ashigaru hosts as a means of atonement for mistakes for both commoners and Samurai. This means their forces are fanatical

but woefully under-equipped. Ashigaru come from all parts of commoner society- male, female, young, old, tall, short... even petty criminals are not turned away when they express a sincere desire to serve. The only people unable to join the Ashigaru are members of the Triads and technicians with skills too valuable to risk. Ashigaru are employed in most of the roles that Samurai would

rather not perform. They crew heavy weapons, perform guard duty, and provide security for flanks and rear areas during a campaign. Despite this, they view their jobs on the battlefield as a great honour and are fanatically committed to both their Lord and their immediate superiors, the Samurai. There have even been a few cases where battlefield glory has led to elevation to the ranks of Samurai.

Ashigaru are usually not left to their own devices, and instead a Samurai is often appointed to lead them. Depending on the task that they are to perform, this Samurai could be anyone in their Lord's employ- hotheaded but inexperienced nobles, low-ranking Ronin, trusted disciplinarians or those who have committed an offence in their Lord's presence. In many cases, these Samurai will not speak to the Ashigaru except to issue stern orders, and the Ashigaru are beholden to not speak to the Samurai unless directed to. This results in the Ashigaru following their Samurai like schools of small fish, earning their leaders the derogatory term

'mother koi'. There have

There have been grumblings from many traditionalists that these commoner warriors are another step in the decline of the Mishima Megacorporation and the spirit of Bushido, but the Ashigaru give Mishima a powerful new edge. It allows them to mobilise a cheap, disposable source of combat power, and they provide essential fire support as the Samurai seek their opponents at the point of a sword.



STATISTICS Ashigaru Infantry

						10.01				
SP	CC/DEF	RS	ST	CON	ШР	LD	Ш	A	SZ	PTS
5	10/0	10	8	8	10	10	1	19	0	8

Ashigaru Mortar Team

	III''					100			(Bill	
SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	10/0	10	8	8	10	10	2	19	1	20

TYPE: INFANTRY: Troops, Infantry, Small Base

MORTAR TEAMS: Troops, Infantry, Large Base

COHERENCY: 10"

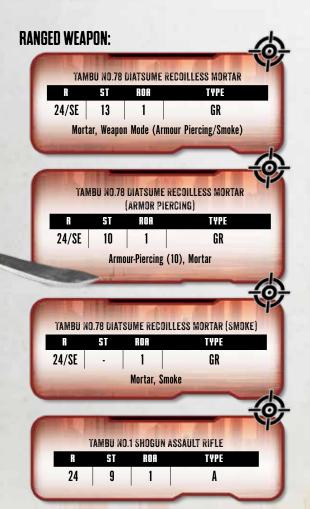
DEPLOYMENT OPTIONS: Regular

SQUAD COMPOSITION: 5–15 Ashigaru Infantry, 0–3 Ashigaru Mortar Teams.

EQUIPMENT: Infantry: Tambu No.1 Shogun Assault Rifle, Mass-Produced Blades, Ashigaru Body Armour

Mortar Teams: Tambu No.78 Daitsume Recoilless Mortar, Mass-Produced Blades, Ashigaru Body Armour

SQUAD OPTIONS: A Ronin Samurai may be added as the Squad Commander for (+13) PTS.





ABILITIES: Cannon Fodder, Loyal Followers, Kajiya, Peasants, Still a Samurai

Loyal Followers: RES(1): At the beginning of the squad's activation, if a Ronin Samurai is part of the squad, you may choose up to one of the following bonuses to affect all Ashigaru Infantry models in the squad: RS(+1), CC(+1), CON(+2), or WP(+2). May only benefit from this once a turn.

Kajiya: Any Ronin Samurai in this squad may spend AP(1) to place a temporary token within LOS. Any Ashigaru Mortar Team firing at a target within 4" of this token will only scatter D20/4.

Peasants: Ashigaru do not benefit from Death Before Dishonour or provide a Resource unless Ronin Samurai squad commander is added. Ashigaru may never use Ki Powers

Still a Samurai: Any Ronin Samurai or character attached to this squad gains Execution, which may be used at any time for free on Ashigaru.

Hatamoto

It is a great honour for any Mishiman warrior to be chosen by their Liege-Lord for service as an elite guard. As a Hatamoto, the warrior is instated as a guard to the higher echelons of the Mishima elite, including the Lord Heirs themselves. Trusted and honoured to an equal

extent, this is the highest position any Samurai could ever hope for. These troops are the best infantry that the Mishima Corporation has to offer, with a perfect skill balance of traditional close combat training, as well as a high proficiency in firearm use. The Hatamoto represent the absolute, unequivocal masters of warfare in the Mishiman domain.

Life with honour means everything, life without death means nothing', is just one of the many mantras repeated by the Hatamoto, it is arguably the most descriptive of their mottos. Reflecting upon this statement, one develops a clear understanding of the nature of the Hatamoto. It also explains why they use the equipment they do; they wear deceptively lightweight armour with incredibly dense layers of Mercurian steel folded plate, manufactured with incredible resistance and an enhanced strength in mind. Their typical armament is for them to be armed with Shogun Assault Rifles and Ceremonial Blades. The Hatamoto are unusual in that they are allowed to bear firearms without losing honour. This is because they are corporate bodyguards; it is understood by all Mishimans that firearms are a useful and essential tool to protect their corporation's most influential individuals. A Hatamoto must be ready to rebuff any dangers thrust upon them and their charge. It is a fatal dishonour to fail at this task; any means to succeed are seen as worthwhile and therefore honourable.

Hatamoto are often called to enter the fields of war. Their duty as bodyguards is set aside temporarily in such situations. Instead, these elite guardians act as naught but the most elite of all foot soldiers that Mishima has to offer. They are often supported in this role by a host of Samurai kinsmen from both Bushido and Ronin backgrounds. As well as entire divisions of Ashigaru. The Hatamoto, with no direction required, will act as an inspiring example by spearheading Samurai charges with intrepid fervour, heedlessly attempting to complete this task regardless of its end result, knowing that it is the honourable thing to do. For above all else, what is a Mishiman without honour?

_		STATIS	TICS							Hal	alliulu
r	SP	CC/DEF	RS	ST	CON	WP	K (III)		A	SZ	PTS
	5	15/2	13	11	10	13	15	1	25	0	17

						STATE OF THE PARTY.				
SP	CC/DEF	RS	ST	CON	WP	LD	Ш	A	SZ	PTS
5	16/2	13	11	11	16	16	1	26	0	

TYPE: Troop, Infantry, Small Bases

COHERENCY: 8"

DEPLOYMENT OPTIONS: Regular **SQUAD COMPOSITION:** 5-10 Hatamoto

EQUIPMENT: Tambu No.1 Shogun Assault Rifle, Samurai Sword, Mishiman Kote Powersuit **SOUAD OPTIONS:** The entire squad may be upgraded with WP(+1) for (+1) PTS per model.

One squad of exactly 5 Hatamoto may be upgraded to Ebon Guard for (+20) PTS. They gain Bodyguard, Duelist and Relentless.





Ebon Guard

ABILITES: Fear (1), Fearless (3), Heal (5), Unbreakable, Frenzy, Ferocity (1)

Crimson Devils

The underground streets of Mercury are riddled with secret societies; most prominent of all are the Triads, a criminal organisation of great power. They are responsible for almost all of the gambling,

prostitution, smuggling and extortion rackets in Mishiman society. Although these honourless gangsters are supposedly outlawed by the Mishiman Samurai Warrior Castes, they are often used by the said castes to handle missions and objectives perceived as dishonourable. When a Triad gang—member is sentenced for a dishonourable crime, they are sentenced to death. If it is judged that the offender may be able to redeem themselves, they will be forced into the service of a Liege–Lord as a member of the Crimson Devils and so avoid the grim punishment of seppuku. Crimson Devils are an unusual military regiment that is not considered to be a part of the Mishiman armed forces. Instead they are 'officially' classed a military–triads hybrid. Their battlefield role centres on ruthless surgical strikes where they sow death, terror and confusion.

Only the Ronin Samurai, who have already lost their own honour, are allowed to train Crimson Devils. The Crimson Devils favour close combat and the use of the katana, but are also trained to use standard-issue Mishiman firearms. Crimson Devils are ornately dressed in shades of red, with masks that bear the twisted and unsettling faces of mythical Oni–Demons. The surgically attached mask seals the unscarred faces of the wearer behind specially designed breathing apparatus, protecting them from even the most polluted air of the Solar System. The masks may only be removed by experts on the request of the Liege–Lords and to attempt removal otherwise would rip flesh from the face of its bearer in an agonising and mutilating wound. Such an act will only happen if the Liege–Lord considers the service of the Crimson Devil to be of a high enough calibre to restore their full honour. This, unfortunately for the warrior in question, is an incredibly rare occurrence; hoping beyond hope that they will be the noticeable exception to the rule, each and every Crimson Devil fights with a rampant fervour.

	STAT	STICS			1 1 1 2 2 2	PE 175		1117	DESI NO		
					and the	10.00			180		
SP	CC/DEF	RS	ST	CON	WP	LD	Ш	A	SZ	PTS	
5	13/1	13	9	9	13	15	1	21	0	16	
	10,1		-	-	445			-			

TYPE: Support, Infantry, Small Bases

COHERENCY: 8"

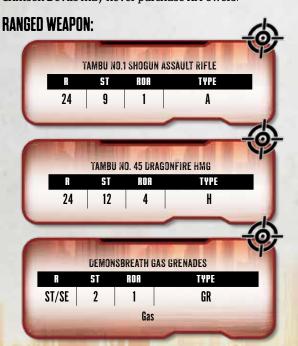
DEPLOYMENT OPTIONS: Regular, Preemptive Strike

SOUAD COMPOSITION: 5-10 Crimson Devils

EQUIPMENT: Tambu No.1 Shogun Assault Rifle, Samurai Sword, Demonsbreath Gas Grenades, Gas Traps, Mishiman Retainer Battlesuit, Oni Rebreather Masks

SQUAD OPTIONS: The Squad Commander may be upgraded with a Ki Mirror Generator for (+10) PTS.

1 in 5 models may replace their Tambu No.1 Shogun Assault Rifle with a Tambu No.45 Dragonfire HMG for (+15) PTS each. Crimson Devils may never purchase Ki Powers.



CLOSE COMBAT WEAPON:

		-0.0	- CE 10	4
	S	AMURAI SWOI	RD	
R	ST	ROA	TYPE	
1	+2	2	CC	

ABILITIES: Dissention (2), Dishonourable Methods, Ki Mirror Generator, Oni Rebreather Masks, Stay Frosty

Dishonourable Methods: RES(3): All Crimson Devil models in this squad suffer RS(-1) until the end of the turn. Their (A) and (H) type weapons gain ROA(+1)

Gas Traps: 1/5"/2 Gas trap.

Ki Mirror Generator: The Squad Commander may use one Ki Power of any (even enemy) Troop squad within 12".

Oni Rebreather Masks: Ignore the effects of 'Demonsbreath Gas Grenades'. Count as Gas Masks.

As far as the Brotherhood are concerned, Mishima is a Megacorporation teetering on a knife edge; its trustworthiness is in the balance.

The closely-forged partnership with Cybertronic

is known all too well and the Mishiman use of their technology is considered a mere step away from heresy. They only aid the Cartel when it suits them, and even then, their interactions with the Cartel are rare indeed. Mishima has other methods in place to deal with the forces of the Dark Soul. Means which, unlike the Doomtroopers supplied by the other Megacorporations, have honour. Whenever the Dark Legion rears its pestilent head in Mishiman society, the Demon Hunters are the first to answer.

The Order of Demon Hunters is an organisation like no other within the reclusive Megacorporation. It was founded soon after the Neronian Schism and has stood firmly against the tide of Darkness ever since. Inquisitor Toranaga left the Brotherhood soon after this event and created this order. He was intent on developing a new sect, with his corporation's interests at the fore and a set of traditions, methods and goals more representative of the Mercurian way. His Demon Hunters would be honoured above all, the highest order of fighters in all of Mishima. Their fanaticism, brutality and successes would be matched only by the Inquisition of the Brotherhood.

The path of a Demon Hunter often begins in childhood; many orphaned Mishiman children make a difficult pilgrimage across the dark and gloomy depths of the underground Mercurian Ocean to a place perpetually shrouded by a thick mist and known as 'The Forbidden Isle'; to set foot upon its shores uninvited would ensure one's doom. Driven by their loss, many citizens of Mishima seek to join the Order, for any who have lost someone to the Dark Legion may attempt to claim a position as a Demon Hunter. Few though, endure the agonizing training and tests, which if failed, lead to death.

When deemed ready by the sages of the Forbidden Isles, the Demon Hunters leave the shrouded isle, returning there only when they are called to do so. It is said of the Demon Hunters that the only way they can be dishonoured is by turning to the Dark Symmetry. They are gifted beyond any in the corporation, supplied the best equipment the Samurai Castes can bequeath, and entitled to the best experimental technology Mishima has to offer. Prized above all is the ubiquitous Demon Hunter power armour, the newest design adding in significant Cybertronic technology which gives the wearer resistance to the Dark Symmetry. The two extra mechanical arms built into the armour often hold a pair of Demontooth Katanas. The blades are beautifully crafted swords with a perfect balance, ending in a monomolecular edge capable of shearing through the thickest armour.

It is a Demon Hunter's nature to be aloof loners, seeking out the forces of the Dark Soul throughout the entire Solar System. Some even become trusted advisors to one of the three of Liege-Lords, counselling in matters where the Legion is at work; a Demon Hunter's barely audible whisper is often enough to start wars or level cities. When the Demon Hunters take to the battlefield they tend to fight alone, but on rare occasion a fellowship of these warrior-elites will work together, united by their shared cause. As they cross the warzone, their guns will blaze and their katanas are held in the defensive position of 'Shubi'. Once the enemy is engaged, a whirling death-dance is unleashed from their tireless, mechanical arms.



STATISTICS CC/DEF CON SP RS ST WP LD **SZ** PTS 26(11) 5 14 10 16 2 16/4 11 16 1 50

TYPE: Support, Infantry, Medium Bases

COHERENCY: 18"

DEPLOYMENT OPTIONS: Regular, Flank **SQUAD COMPOSITION:** 1-4 Demon Hunters

EQUIPMENT: Tambu No.22F Dragonbreath Flamethrower, 2 Demontooth Katanas, Tetsubo, Gas Masks, Demon Hunter

Armour

SQUAD OPTIONS: 1-4 Demon Hunters

Any Demon Hunter may replace their Tambu No.22F Dragonbreath Flamethrower with a Tambu No.45 Dragonfire HMG for (+10) PTS per model.

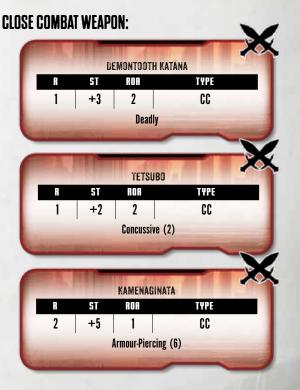
Any Demon Hunter may replace their Tetsubo for a Kamenaginata for (+5) PTS per model.



ABILITIES: Demon Hunter, Fear (2), Fearless (2), Guardsmen, Heal (4), Paired Weapons (CC), Soryo, Stay Frosty

Demon Hunter: When targeted by a Dark Symmetry Psychic (D) Power, this model may make a test using half of its WP. If passed, the power fails.

Soryo: One Demon Hunter per turn may cast Ki as if he was the squad commander.





Tiger Dragons

Many centuries have passed since the Kakusa Temple was founded, and its connections to the Soshomara Temple of Enlightenment have been all but forgotten, but to this day, the immeasurable impact of the Tiger

Dragons the Kakusa Temple has spawned is clear. They are the key to almost every Liege–Lord's retinue, favoured for their renowned close combat capabilities and specialist training. Tiger Dragons are able to pass unseen through even the most barren of environments, ready to strike at the heart of their foes with precise devastation. Ki training is a critical and constant part of their preparation from the moment they follow the path of enlightenment in the ways of the Tiger Dragon.

The Kakusa Exo-Armour Battlesuit is synonymous with the Tiger Dragon. Each hand-crafted suit manufactured by its wearer and considered the pinnacle of Mishiman exo-armour production as the joints of the Battlesuit perfectly mimic the Tiger Dragon's movements. A diesel-driven engine-core electrically powers the suit, allowing the wearer to perform near-silent, superhuman acts of motion and agility. The precision trained Mishiman warriors stalk the enemy like a predator would stalk their prey, wielding the seemingly cumbersome Duskdealer Naginata as if armed with a finely balanced and master-crafted Mushashi Blade. The Duskdealer is as long as a man is tall and ends in a sharpened blade, inside which electrical coils can be charged with the press of a button to assist in the destruction of biological or mechanical foes in equal measure. The attack of the Tiger Dragons strikes fear in the armoured opponents of Mishima; Capitolians call the Duskdealer Naginata the 'Orca-bane', Bauhausians the 'Metall-Mörder', the name used by Imperial Trenchers is of a similar vein, but not repeatable in polite conversation.

The Tiger Dragons are led by the masters of their order, the 'Yari Gochi'. Few of these masters remain, especially since the most recent incursions of the Dark Legion. Those that still live are capable of wielding the Ki Powers taught by the Soshomara Temple of Enlightenment like no other. They are skilled beyond all others in the use of the Duskdealer Naginata and never question the wishes of their Liege-Lord. There are precious few of the 'Yari Gochi' alive, but among them is Tatsumoto, the only Tiger Dragon to serve in the Doomtroopers; an oddity as The Brotherhood frowns upon the use of Ki Powers for fear of Mishima falling into the grasping hands of the Dark Soul. Despite this, Tatsumoto is known to be among the most devoted of Cartel Agents.

STATISTICS CC/DEF ST CON WP LD RS 25(10) 5 13 10 10 13 15 1 1 20 15/3

TYPE: Support, Infantry, Medium Bases

COHERENCY: 17"

DEPLOYMENT OPTIONS: Regular, Rapid Deployment

SQUAD COMPOSITION: 3-6 Tiger Dragons

EQUIPMENT: Tambu No.4 Windrider SMG, Duskdealer Power Naginata, Kakusa Exo-Armour

SQUAD OPTIONS: 1 in 3 Tiger dragons may replace their Tambu No.4 Windrider SMG and Duskdealer Power Naginata

with a Tambu No.45 Dragonfire HMG and Samurai Sword for (+15) PTS each.





ABILITIES: Flesh to Stone, Frenzy, Hurricane of Destruction, Predator Senses, Striking Dragon

Flesh to Stone: At the beginning of the squad's activation, if no member of the squad is engaged, you may place a 'Flesh to Stone' marker next to it. Every Tiger Dragon in this squad gains A(31), DEF(5) and starts its activation with AP(1). If any model from this squad takes an action other than Shooting, Sentry, or Cast, the effect ends on the entire squad immediately. Otherwise remove the marker at the

Striking Dragon: The squad treats a 20 during a Rapid Deployment test as a 19.



Shadow Walkers A rumour persists across the Solar System of a group of black clad assassins who dwell in the shadows. These Shadow

Walkers hunt down their targets silently

and without mercy before disappearing back into the darkness. Only death is left in their wake. Some say there is more to this rumour than myth alone.

The terrible truth is that the Shadow Walkers do exist. They have been a key, yet secret, part of the Mishima arsenal for hundreds of years. Some believe they are agents of the Mishiman government, tasked with eliminating the enemies literally via cloak and daggers, while others believe them to be a secret order that has infiltrated every level of Mishiman society. The truth is further obscured as no Shadow Walker has ever been taken alive. In the rare case of a Shadow Walker being captured or killed, a special enzyme distributed across every cell in their body is activated, dissolving it to a pool of protoplasmic slime. Shadow Walker recruits are stolen from their parents as babies and taken to a secret fortress monastery where training and conditioning is immediately initiated. Early on, the infants are inoculated with steroids and growth hormones which enhance muscles and nervous system growth. A cocktail of drugs numb the nervous system and boost their immunity making them oblivious to both pain and poison. At the age of five, the near adult sized trainees are taught the art of death dealing and subsequently indoctrinated into the cult. Loyalty is always absolute.

While the rumours contain a great deal of truth, the origins of the Shadow Walkers is even more sinister. The dread secret of the Shadow Walkers is that they were actually born of a Cult of Algeroth. Hundreds of years ago, during the time of the Neronian Schism, a Mishiman belonging to an ancient Samurai family pledged his allegiance to Algeroth. He rose quickly through the ranks of heretics to become a Technomancer, a cultist with a deep knowledge of Algeroth's Dark Technology. However a rival clan rose quicker and wiped out his entire family. Feelings of betrayal festered quickly and the Technomancer denounced his oath of allegiance to Algeroth, and turned his back on the dark lord. After destroying the Temple he belonged to, he stole its equipment and fled deep into Mercury's underworld. The Technomancer would become known only as the First Master. He took the secrets of bio-technology and Dark Symmetry and combined them with his vast knowledge of martial arts and Ki. As a renegade himself now, he had no true family, so he renamed those few that followed him the Shadow Walkers.

The new Mishiman cult annihilated the rival heretic cell with ease, but found themselves hunted by Algeroth and the Brotherhood alike. The First Master hid for a while, using his time to perfect the art of silent death dealing. When he re-emerged, the cult of the Shadow Walkers hired themselves out to those who could afford them, but over time they formed pacts of protection with the Lord Heirs. Now, and regardless of one's belief in them, it is always best to hope their attention is not focused on you.

		M 40		18,649			151	
F RS	ST	CON	ШP	LD	Ш	A	SZ	PTS
12	10	12	14	16	1	21	0	23
								F RS ST CON WP LD W R SZ B 12 10 12 14 16 1 21 0

TYPE: Support, Infantry, Small Bases

COHERENCY: 10"

DEPLOYMENT OPTIONS: Regular, Infiltrate, Stalk **SQUAD COMPOSITION:** 2-4 Shadow Walkers

EQUIPMENT: Razor Shuriken, Katana and Wakizashi, Shinobi Robes **SQUAD OPTIONS:** Shadow Walkers may never purchase Ki Powers.





ABILITIES: Dodge (8), Duelist, Espionage, Follow Up, Hard to Hit (2), Hidden Agenda, Leap (4), Legacy of the First Master, Predator Senses, Ranger, Unbreakable

Legacy of the First Master: Immune to the effects of Ki Powers. May only be joined by other Shadow Walkers.

The Kunshu Dragons of Mercury are majestic beasts indeed, borne aloft by great leathery wings of multifarious tones and hues. In contrast to their appearance, they are bestial hunters of the highest order; their diamond-hard talons can rip through flesh with ease and a blazing fiery exhalation from a fanglined maw will incinerate a human morsel to a cinder

in mere seconds. These animals hunt in packs where their familial ties and sense of hierarchy are near unbreakable. To gaze upon their cavernous dwellings is to see rows upon rows of colossal stalactites, bejewelled with hundreds of the iridescent raptors, hanging like the chiropterans of old Earth.

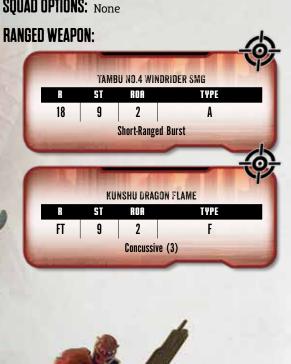
The Densetsu Whisperers have told superstitious and terrifying legends of these creatures since the planet was first terraformed. In more recent years, the legends have fallen way to truth, as the Mishiman population has swelled and the paths of human and dragon have more and more frequently crossed. The great tunnels of Mercury are vast, but nowhere near large enough to house the growing Megacorporation comfortably. When the Mishimans dug deep, they broke the very walls separating, but also protecting them, from the Kunshu Dragons. The unfortunate excavators were incinerated in an inferno of bestial anger. The cautious dragons gradually investigated their new tunnels, ripping asunder any unfortunate human they fell upon.

The release of the dragons gave the Mishimans a dilemma; destroy the beautiful beasts of legend without honour, or honour them and the legends of old they represent by recognising their majesty and incorporating them into their rightful place in society. The decision was simple; the lower levels of the tunnel complexes were resealed and an honourable role of Dragonrider was introduced into the military ranks. Over generations the dragons learned to trust their human neighbours and count on them for food and protection.

The Kunshu Dragons seem to know their place in Mishima society, physically bowing to the higher echelons, while devouring the lower classes foolish enough to get too close. It appears they are themselves able to recognise the level of honour a Mishiman deserves. An emphatic bond of subservience from the Kunshu Dragons toward the higher-class society of Mishima has now been forged. As such the offspring of the Liege-Lords often ride the magnificent creatures into battle with pure confidence and mutual assurance. The rider's armour is enamelled in the colours and symbols of their family status and liege position. To see a flock of the Kunshu Dragons swoop into battle is to witness a vivid spectrum of reptilian flesh rain down from the skies, trailing fire and death wherever they attack. If you are on the receiving end, it will probably be one of the last things you will ever see.







CLOSE COMBAT WEAPON:



ABILITIES: Fear (3), Paired Weapons (Tambu No.4, Kunshu Dragon Flame), Predator Senses, Stay Frosty, Swooping Death

Swooping Death: RES(1): When making a Charge action, both the Samurai Sword and the Kunshu Dragon Teeth gain ROA(+1).



The Meka are truly unique weapons among the Mishima Corporation's varied arsenal. These machines of war are manned by a lone Bushido Samurai, who is encased within the hulking metal armoured suit. Thus he is able to enact feats of great strength. These impressive pieces of engineering were once a rarity, only the largest and wealthiest of the keiretsu able to afford to include the support of a single Meka. In recent years, the incorporation of Cybertronic components has allowed many smaller keiretsu the ability to manufacture them, though the cost is still astoundingly high.

The armour of the Meka is reinforced with several layers of folded steel, building up to a nigh impenetrable half foot of armour. The most common model of Meka, the Meka Mk2, stands at a towering 15 feet and weighs a staggering two and a half tonnes. The vast bulk of this machine is put into motion via an ingenious system of micro-mechanics and complex hydraulics; all of which act as an extension of the controlling Samurai's body. When the Samurai moves, the Meka mimics it as closely as its piston-driven hydraulics will allow. The intuitive manner of moving allows the crewman to fire the array of weaponry mounted upon the Meka as if he was not wearing the gargantuan suit of steel at all. The Meka is a bristling armoury of weapons, generally following one of three specified patterns set out by the Liege-Lords years ago. Each pattern is designated for specific warzones; deviation from one of the three ascribed patterns is seen as unnecessary and potentially dishonourable.

Due to their prohibitive cost, a Meka is often kept in use for generations. Each owner is seen as a custodian who is expected to maintain it for future generations. Destruction in battle or failure to repair it is seen as a great dishonour not only for the crewman, but also the keiretsu in question. As a result, Meka quite often become a mascot for a keiretsu, acquiring names and significant infamy; often more than the keiretsu itself. The 'Slayer of Beasts', is one such example; a Meka that is said to have single-handedly halted the advance of a Dark Legion offensive against the province of Quanto. The Meka went on to topple the lofty Dark Citadel of the Nepharite Halek using its mighty Storm Sledge. Tales are told of 'The Render of Faceless Outsiders', a Meka that has forever been immortalised in Mercurian Marble. The statue of this Meka now resides within the city state of Shoa. Icons are made only for the most legendary heroics in Mishima and this is no exception; it is recorded that the 'The Render' put two-hundred and ninety-six Bauhaus Battletanks out of action during the Siege of Shoa. So life-like is this statue that it is whispered to children that it wakes up at night and fights the Oni-demons that haunt their nightmares.



STATISTICS

						WPNS A/W					
5	15/2	14	15	16	29/4	27/4	28/4	28/4	-4	3	150

TYPE: Light Vehicle, Walker, Large Base

COHERENCY: 10"

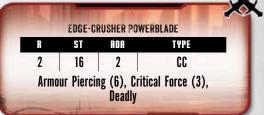
DEPLOYMENT OPTIONS: Regular **SQUAD COMPOSITION:** 1-3 Meka

EQUIPMENT: Tambu No.66 Dragonfang Autocannon, Edge-Crusher Powerblade, Layered Mercurian Alloy Armour **SQUAD OPTIONS:** Any Meka may swap the Tambu No.66 Dragonfang Autocannon for a Tambu No.86A Daimyo

Rocket Launcher for free.







ABILITIES: Beacon of Inspiration, Brutal, Fear (3), Ranger

Beacon of Inspiration: RES(1): When making a Charge Action, the Meka gains ST(+1) and ROA(+1) to its Close Combat Weapon. Any friendly model within 6" gains this bonus as well when making a Charge Action.



Tatsu Gigamek

Mishiman prowess in the construction of battlesuits and other piloted exoskeletons is well-known. While other corporations may employ walking war engines, Mishima's

grasp of the technology is nearly unparalleled, and the corporation uses Meka for a range of activities-construction, mining, hostile environment exploration, security... and of course, war.

On the battlefields of Venus, Lord Heir Maru has taken the concept of the armoured walking warrior a step further. Beset by opponents on all sides and unable to call for aid from any other planet, the Prince of Oceans ordered the development of a scaled-up engine of war.

The prototype was fashioned in the form of a towering Samurai, three times the height of a standard combat Meka. It was crewed by a Samurai pilot and a handful of technicians to monitor and maintain the myriad systems o the walker.

After the prototype, Lord Heir Maru's Keiretsu were quick to create their own war machines as symbols of their wealth, power and technical expertise. The machines were classed as Tatsu Gigameks, and in those early days they were all created unique—no two shapes, colours or weapons loadouts were identical. Keiretsu were known to experiment with the machine's capabilities, including carpet—bombing mortars, vast spiked chains that were spun at high speed to cut through infantry and armour alike, and even transport pods with armoured Samurai ready to take the battlefield.

Typical Gigamek were equipped in a manner similar to Mishiman samurai, with a shooting weapon in one arm and a blade or other close combat weapon in the other. The body of the walker often houses other weapons or support systems. Their battlefield exploits were terrifying to watch, as they would send platoons of enemy running from the battlefield and cut entire tanks in half. Towering over the battlefield, their impact on the morale of both sides was almost as great as the physical impact of their weapons. Favourable deals were soon reached with the other Lord Heirs, and Tatsu Gigameks were soon in production across the Solar System.

In more recent times, Cybertronic and Mishima have entered into a number of profitable joint business ventures. These trading alliances have allowed Mishima to standardise many of their Meka designs, and the Gigamek was not immune to these changes—instead of highly individual machines that reflected the individual Keiretsu that built them, they instead began to standardise components and design. A single, highly modular Raiden—class chassis was developed and approved by Lord Heir Maru, before the plans were stolen by Lady Mariko and then traded to Lord Heir Moya. Questions about the nature of the trading alliance with Cybertronic soon started to be asked by the Brotherhood on Mars, although Lord Heir Maru flatly denies any involvement.

Using new tech gained from Cybertronic, the refitted control systems are more reliable and responsive, needing only a single pilot. Both arms are equipped with primary weapons, and numerous points around the body are available for secondary weapons or other equipment (smoke launchers, towing winches and searchlights are some of the most popular).

Older Gigameks are still in service, as the Keiretsu that built them are unwilling to take a loss on the investment they made into the machines in the first place. Most of the time they function more as ceremonial devices and public demonstrations of power, but from time to time these lovingly-maintained Gigameks are known to set foot upon the battlefield again.

Raiden-Class Tatsu Gigamek

STATISTICS

ı	SP	CC/DEF	RS	WP	LD	HULL A/W	WPNS A/W	LEGS A/W	ENG R/W	A-REAR	SZ	PTS
	6	16/2	14	17	16	31/6	30/5	30/5	30/5	-3	5	310

TYPE: Heavy Vehicle, Heavy Walker, Giant Base

DEPLOYMENT OPTIONS: Regular

SQUAD COMPOSITION: 1 Raiden-Class Tatsu Gigamek

EQUIPMENT: Tambu No.31 Spitting Cobra Autocannon, Zanshato, Layered Mercurian Alloy Armour

SQUAD OPTIONS: May replace the Tambu No.31 Spitting Cobra Autocannon with the Tambu No.64 Iwakiru Railcannon

for free.

May replace the Smoke Launchers with Cluster Munitions for (+15) PTS.

May be fielded as a Fujin-Class Tatsu Gigamek (Light Vehicle variant). See the respective entry for details.



CLOSE COMBAT WEAPON:



ABILITIES: Brutal, Cluster Munitions, Daikigo, Duelist, Fear (5), Gunslinger, Horizontal Cut, Just an Irritation, Ranger, Smoke Launchers

Cluster Munitions: RES(2): Roll a die for every other model within 4" of the Gigamek. On a 1-13, the model suffers a ST(13) Pinning autohit. Use only at the start of the Gigamek's activation.

RES(1): Critical Force (+2), may not fire next turn

Diakigo: If this model is engaged, any friendly Troop type model within 18" that can draw LOS to this it gains Ranger and Ferocity (1).

Horizontal Cut: RES (1): If this model is only engaged with models of SZ(2) and lower, it may make a single attack with its Zanshato against each model within the front arc.

Just an Irritation: If engaged against only SZ(2) or lower models, this model may make ranged attacks despite being engaged.

Smoke Launchers: RES(1-3): For every RES spent, place a temporary 'Smoke Screen' token anywhere within 10" of this model and scatter them 20/4". Any ranged attack drawing LOS within 3" of the Smoke token suffers RS(-4). Effects of Smoke tokens are not cumulative. This does not count as a shooting action.

Fujin-Class Tatsu Gigamek

STATISTICS

SP	CC/DEF	RS	WP	LD	HULL A/W	WPNS A/W	LEGS A/W	ENG A/W	A-REAR	SZ	PTS
6	15/2	14	16	16	28/4	26/4	27/4	27/4	-3	5	150

TYPE: Light Vehicle, Light Walker, Giant Base

DEPLOYMENT OPTIONS: Regular

SQUAD COMPOSITION: 1 Raiden-Class Tatsu Gigamek

EQUIPMENT: Tambu No.31 Spitting Cobra Autocannon, Zanshato, Layered Mercurian Alloy Armour

SQUAD OPTIONS: None

MAIN WEAPONS:



CLOSE COMBAT WEAPON:

	li i	411	A 10 10	
		ZANSHATO		40
H	ST	ROA	TYPE	
2	18	3	CC	
	Deadly	, Critical Fo	rce (2)	

ABILITIES: Brutal, Daikigo, Duelist, Fear (5), Gunslinger, Horizontal Cut, Just an Irritation, Ranger, Smoke Launchers

Diakigo: If this model is engaged, any friendly Troop type model within 18" that can draw LOS to this it gains Ranger and Ferocity (1).

Horizontal Cut: RES (1): If this model is only engaged with models of SZ(2) and lower, it may make a single attack with its Zanshato against each model within the front arc.

Just an Irritation: If engaged against only SZ(2) or lower models, this model may make ranged attacks despite being engaged.

Smoke Launchers: RES(1-3): For every RES spent, place a temporary 'Smoke Screen' token anywhere within 10" of this model and scatter them 20/4". Any ranged attack drawing LOS within 3" of the Smoke token suffers RS(-4). Effects of Smoke tokens are not cumulative. This does not count as a shooting action.





This is not a complete army list. These units are designed to be used with a parent army. If used in an army other than their parent faction, Cartel Agents can never be your army commander, regardless of their LD value.

Doomtrooper:

One Doomtrooper Pair can be used in an army of any faction, except Dark Legion. Unless playing in a tournament, they may not be fielded against their parent megacorporation.

A Doomtrooper Pair consists of two models with the Doomtrooper type. They only use 1 character slot on the Offensive Organization Chart. These models cannot join other squads during the game, nor can they leave their squad. If used in their parent faction, a model with Doomtrooper may be the army commander. If it is, it loses the Doomtrooper type. If used as Doomtroopers, the characters do not have to move in coherency (i.e. they have an infinite coherency value).

This is the list of Doomtroopers that can be fielded in any army according to the Doomtrooper rules:

Name	Faction	Point Value
Max Steiner	Bauhaus	110
Valerie Duval	Bauhaus	110
Dominik Kaspernov	Bauhaus	55
Colonel Mitch Hunter	Capitol	130
'Big' Bob Watts	Capitol	125
Lt. Col. Mike Sanders (Infantry)	Capitol	70
Captain Vince 'Fell' Harland	Capitol	70
Vince Diamond	Cybertronic	120
Andrew Drougan	Imperial — MOW	85
Isaac Alfreds	Imperial — MOW	80
Sean Gallagher	Imperial — Wolfbanes	120
Gordon Slythe	Imperial — Wolfbanes	70
Sheila McGregor	Imperial — Wolfbanes	70
Shiryo-X	Mishima	115
Tatsumoto	Mishima	85

This is the list of Cartel Agents that can be fielded in any army according to the Cartel Agent rules:

	DATA	
Name	Faction	Point Value
Detective Nathan Castle	Capitol	40
'Big' Bob Watts	Capitol	125
Sergeant Michael McBride	Imperial MOW	70
Sean Gallagher	Imperial Wolfbanes	120
Simon Darius	Cartel	55

Originally hailing from the Imperial Megacorporation, Simon Darius was offered a very lucrative deal with the Cartel to work as one of their operatives. Never one to look a gift-horse in the Originally hailing from the Imperial Megacorporation, Simon mouth, he took them up on their offer and has since become one

of their most famous agents. His only stipulation was that he never be assigned to work with Cybertronic, as even his loose morals could not abide by such an affront to his home Megacorp. Darius is trained in seven different styles of martial arts, from Mishima's deadly Jun Sa Do to the brutal hand to hand taught by Capitol's Free Marines. A handsome man by any standard, he is also quite a charmer, able to get in close to his target and eliminate them without anyone being the wiser. He also dresses the part, from tuxedos at gala events to full body armour if he is needed on the battlefield. The Cartel has given him sanction to do what is necessary to complete the missions that are assigned to him.

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	16/4	15	9	10	14	14	3	21	0	55

TYPE: Character, Infantry, Cartel Agent, Corporate Security Agent, Unique, Medium Base

Deployment: Regular, Preemptive Strike

Equipment: PSA Mk.XIV Aggressor Handgun, Titanium-Woven Suit

Uptions: This model may be joined by an Imperial Iron Mastiff (see Imperial: MOW) for free. When used in an Imperial: Ministry of War Army, he may be joined by up to 3 Corporate Agents for 13 points per model.

He may not be fielded in an army which includes any Cybertronic models.





Close Combat Weapon:

RTIAL ARTS TRA	INING
ROA	TYPE
4	CC
	RTIAL ARTS TRA

Abilities: Assassin's Training, Master Sentry, Offensive Perimeter ; As Corporate Security Agents: Awareness, Bug Sweep, For the Corporation, Guardsmen, Hidden Agenda, Target Sense

Assassin's Training: This model's first close combat attack in a game turn has Critical Force (2)

Master Sentry: This model provides a cover penalty of -6 instead of -4 and may perform the Sentry action for AP(0). Once per turn, he may perform one action during sentry without losing his sentry status.

Offensive Perimeter: When an enemy model declares a charge action against any other character within 4" of this model, the charging model instantly receives a ST(6) autohit.

Simon Darius strolled into the Cybertronic Medal reception like he owned the place. Mingling among the guests, he scanned the officers; his false robotic eye sending feedback to command. In the corner he spied his target. Taking note, he sauntered over to the bar, picking a random loose thread from the cuff of his razor pressed tuxedo (bullet proof of course) nonchalantly as he walked. At the bar next to him sat a young blond scientist-type in a small black dress, sipping Vodka though painted red lips. She held up an empty glass in a smooth metal hand. "Buy me another?" she said seductively.

"Perhaps later." he whispered into her ear, while placing a calling card in her garter. Sadly, Simon was here for work, not pleasure.

Pleasure would come later, especially for this young lady. Time was critical. Any second now, one of the Cybertronic scanners could register that he was not what he at first seemed. In reality, he was an ISC agent; charming, fearless, deadly and on mission. Darius ordered two Scotches from the robotic bartender. Pushing through the crowd, he walked up to his target, pausing only to drop a small pill in one of the two glasses he held. 'Congratulations on your promotion, Major O'Neil...cheers!' he said, handing his target the glass.

'Yes, smashing isn't it?' responded the half-cut Major. They chinked glasses before downing them. O'Neil looked up from his glass as he spoke to his benefactor: 'So what do you do?...' Darius was gone, before the Major hit the ground.

Corporate Security Agents

Each of the Megacorporations have trained bodyguards to protect their most valuable people. From the Bodigado of Mishima to the CS-625 Asset Management units of Cybertronic, these highly-trained guards will lay down their lives to keep those under their watch safe. Many are former soldiers or mercenaries, having been trained on the battlefields of warzones across the Solar System. Each is an expert in close

quarters combat, and are trained in discovering and disarming explosives and other traps. They are paid handsomely for their expertise and knowledge, and most have enough money to retire ten times over. They often stay with the job, however, because they wouldn't know what to do with themselves if they weren't on the job.

Agents will often employ Guard Dogs to help them sniff out and determine threats to their charge. These animals are highly trained and often genetically or cybernetically altered to enhance their already formidable fighting abilities.

SP	CC/DEF	RS	ST	CON	WP	LD	U	A	SZ	PTS
5	13/1	13	8	8	12	13	1	19	0	13

TYPE: Support, Infantry, Cartel Agents, Small Base

Coherency: 16"

Deployment Options: Regular, Preemptive Strike

Squad Composition: 3-6 Corporate Agents, 0-4 Guard Dogs Equipment: Mongoose SMG, Combat Knife, Titanium-woven Suits

Squad Options: None





Close Combat Weapon:

		COMBAT KNIFE		<
R	ST	HOA INDIN	TYPE	
B2B	+1	1	CC	

Abilities: Awareness, Bodyguard, Bug Sweep, For the Corporation, Guardsmen, Hidden Agenda, Target Sense

Awareness: All models in this squad may perform a Sentry action.

Bug Sweep: RES(1): This model may spend AP(1) to remove any token within 2" and then takes a ST(13) autohit.

For the Corporation: This squad uses the army rules of their army commander.

Guard Dogs

Statistics SP CC/DEF ST CONШP $L \mathbb{D}$ Ш H **57** PTS 15/1 10 8 13 16 18

IVDE: Infantry, Small Base

Coherency: N/A

Deployment Options: Regular, Preemptive Strike

Equipment: Surgically Enhanced Jaws, Titanium Bone Plating

Squad Options: None

Abilities: Hard to Hit (2), Leap (3), Ranger

Close Combat Weapon:



CTL-422 Mule Armoured Carrier

Within the armies of the various Megacorporations, there is one go-to vehicle that all of them swear by to get their troops into the thick of combat. The CLT-422, or Mule as it has been nicknamed, was designed by a conglomeration of engineers that was assembled from across the Megacorps to create a vehicle able to withstand several hits by anti-armour weaponry. It is a very simple machine to build and is able to be easily modified. Mishiman mechanics overcharge their engines with high-octane fuel, Capitol tread-heads reinforce the tracks to allow it to rumble through terrain, and even the Brotherhood's Mystics have been seen writing scriptures on it to ward against enemy spells. Unfortunately, even the Algeroth's Tekrons have corrupted the design, turning into a rolling sacrificial altar.

		Sta	atistic	S					- 224		
SP	CC/DEF	RS	WP	LO	HULL A/W	WPNS A/W	TRACKS A/W	ENG A/W	A-REAR	SZ	PTS
5		12	13	15	28/3	24/2	27/3	28/3	-3	4	45
	-	5	-		-	_	Name and Address of the Owner, where			_	

Type: Light Vehicle, Tank, Cartel Agent, Legion Operative, Enclosed Transport (10), No Base

Deployment Options: Regular

Squad Composition: 1 CTL-422 Mule Armoured Carrier

Coherency: -

Equipment: MG-40 LMG, Durasteel Armour Plating

Squad Options: None

Main Weapon:



Abilities: Corporate Modifications, Durable

Corporate Modifications: Each Mule gains a particular ability based on the army it is taken in:

- Bauhaus: RS(+2) and no A-Rear penalty
- **Brotherhood**: If a psychic power cast against it fails, the caster takes a ST(10) autohit
- · Capitol: Ranger
- · **Cybertronic**: Repair (5)
- Dark Legion: Regeneration (3) and Dissension (1)
- Imperial MOW: Friendly squads within 6" gain Heal (3)
- Imperial Wolfbanes: MG-40 LMG is replaced by a Howler Grenade Launcher (Frag/Smoke)
- Mishima: Boost (1/2)