

WARZONE™



CASUALTIES OF WAR



MUTANT
CHRONICLES®



WARZONE™

CASUALTIES OF WAR

Welcome to *Casualties of War* – the most extensive new forces tome for WARZONE to date! Whether you're into *The Brotherhood*, *Dark Legion* or any of the Corporations, you'll find a lot within these pages to improve your success rate on the battlefield. We've also included a new empty forcesheet, along with two other inserts that will prove valuable during play. A Quick Reference Sheet with small details you frequently want to look up (if you don't know them by heart...) and Activation Markers to place by a unit that has performed it's actions for the turn. Well, we deliberately kept all non-gaming related text short so we'll let you off the hook now and flip this page. See you in *Dark Eden*, the next extensive Warzone sourcebook – a book destined to bring your opponent down to earth.

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Wolfbane Commando

THE WOLFBANES

The Wolfbanes are among humanity's greatest warriors of all time. Comprised entirely of clansmen and women who have renounced their clan names, these warriors fight for the glory of their Pack and the Imperial corporation. It happens from time to time that they join forces with other corporations as well, if the price and the stakes are right, but never would they fight for money unless it also furthered the causes of Her Serenity. Their reputation as being mercenaries is thus incorrect.

The Wolfbanes are sponsored by Clan MacGuire, but in the spirit of their founding, their service to that clan is in name only. Lady Madeleine MacGuire calls herself ælgænor, or supreme commander, of the Wolfbanes, but they swear true loyalty only to the Elder Wolf of the Winter Den.

Wolfbanes are almost mythic warriors in the Mutant Chronicles universe, and with good reason. They have defeated numerous Dark Legion forces, often single-handedly. They have taken on enemy corporate forces twice their size and emerged victorious. Wolfbane heroes are on every planet occupied by humans.

Their society is a study in extremes. Wolfbane artisans create some of the most intricate and beautiful jewelry, swords and armor – even their vehicles exhibit a personal touch that smacks of perfection. At the other extreme, their bloodthirsty warriors behead their enemies, displaying their oil-preserved heads over doorways and in great halls. Clearly the soul of the Wolfbane is capable of great sensitivity and great violence.



INITIATION RITES

No warrior is born a Wolfbane. Men and women from across space, alienated from their clans yet devoted to a life of service for Imperial, seek the Wolfbanes' Winter Den. Few are selected to join.

The first requirement is that the warrior renounce all clan connections. They must serve only the Wolfbanes, and must do so with a clear conscience. The Wolfbanes often accept missions for reasons individual warriors might not understand. But they must accept the wisdom of the Elders and trust that, ultimately, the Wolfbanes serve themselves, the Imperial Corporation, and the Cardinal Himself.

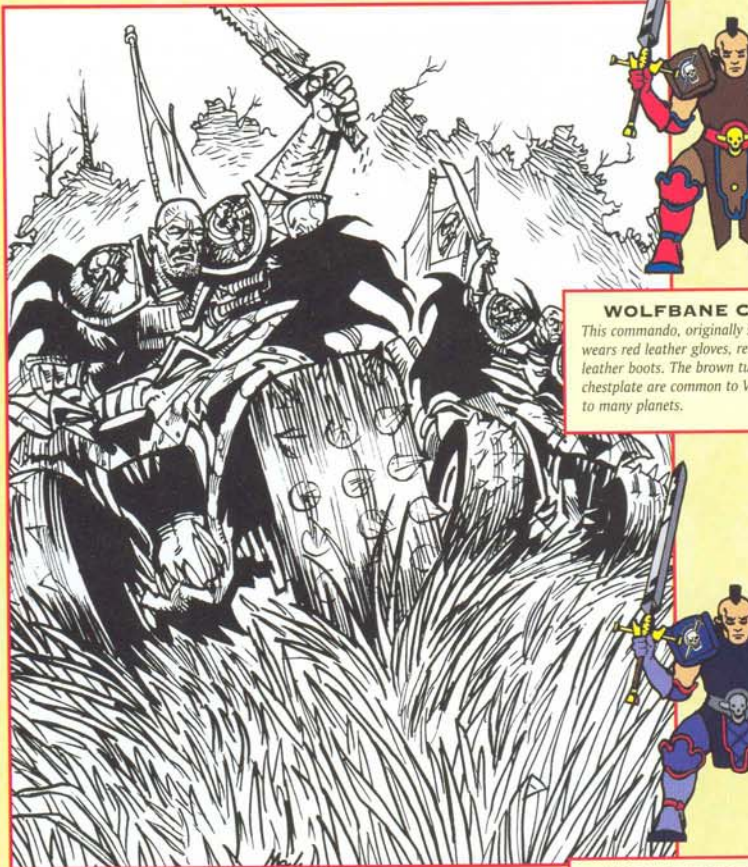
The second requirement is that the warrior must triumph during rigorous physical trials. Whether man or woman, every initiate must be able to run in full battle dress, bench press their own weight, deadlift three other initiates (all of whom are tied together with a thick rope), and withstand the pain of a white-hot brand. All initiates who pass the second requirement receive the first half of the Wolfbane Brand, an image of the Clansman Claymore. Those who eventually are welcomed into the Wolfbanes' ranks receive the second half, the superimposed skull.

Most importantly, they must perform these tasks with no outside help: no drugs, no cybernetics. The Wolfbanes are particularly suspicious of anyone who has allowed his or her body to be implanted with high-tech gizmos. They consider such technology tainted by Darkness and an invitation to disaster.

The third and, to the Wolfbanes, most important requirement is that the initiate swear secrecy to all he or she sees or hears. The Wolfbanes' mystical rites are ancient secrets. Even though they fight in the name of Her Imperial Serenity and the Cardinal, the Brotherhood might consider some Wolfbane practices heresy.

If the initiate passes these requirements, he or she swears fealty to the Pack Elders and becomes a Wolfbairn. The older Wolfbanes call the 'bairns "Cubs," even though they were all cubs once. The Wolfbairn are assigned to a Chieftain who teaches the cubs how to live as Wolfbanes live. Most Chieftains abuse their Wolfbairn, because they don't want their ranks corrupted by weakness.

After a few years as a Wolfbairn (assuming they survive their trials) the initiates become Wolfbanes and are granted the second half of their brand. This time around, it's a great party and the Pack members drink themselves into a stupor. When they wake up, the



WOLFBANE COMMANDO

This commando, originally stationed on Mars, wears red leather gloves, red kneepads and red leather boots. The brown tunic, shoulderpads and chestplate are common to Wolfbanes who travel to many planets.

WOLFBANE COMMANDO

This commando specializes in offshore combat and operations performed in darkness, as indicated by his dark blue chestplate and tunic. Light blue leather gloves and boots suggest his original Clan was based on Venus.

initiates are often surprised to find not only their full Wolfbane brand, but other miscellaneous "graffiti" branded all over their body.

NEW SQUAD ABILITIES

Over the centuries, the Wolfbanes have developed many battle techniques. Some are known to special forces throughout space, while others are closely guarded secrets and part of the Wolfbane warrior culture.

The Wolfbanes are known to be among the best trained special forces in human history. They have more special skills than some other special forces, and are consequently more expensive.

BERSERK. For every foe he kills in close combat, this warrior may immediately gain an extra action for the rest of the current turn. The Berserker may continue gaining extra actions until he stops killing foes, or is killed himself. These extra actions are not mandatory, and any unspent extra actions are lost at the end of the turn. The Berserker may not Hide after gaining any extra actions through Berserking.



WOLFBANE COMMANDO W/HW

This warrior serves with a pack somewhere on Venus' Northern Continent, probably to the far north in the Cold Mountains and Torburg. The blue leather of his gloves and kneepads are stripped from a Venusian ice tiger; this leather is popular with Wolfbanes on all planets for its strength and suppleness.





Example: A Berserker Chieftain is itching for a fight, so he makes a Charge as his first of three actions, making base-to-base contact with an enemy piece and attacking. He kills the enemy with one blow. He now has his normal second and third actions left, and he has one bonus action this turn. So he Charges at a pair of enemy warriors and comes into sweep range with both of them. He makes his sweep attack, killing one enemy but not the other. The

Example: Two War Hounds decide to join a member of their squad who is taking on a Nepharite of Algeroth. The second Commando to join the fray is at +1 CC and +2 DAM (in addition to the normal +2 to CC and DAM for Charging into combat, per Compendium#1:Dawn of War), and the third on the scene is at +2 CC and +4 DAM (again, in addition to Charge bonuses).

Berserker now has another bonus action this turn. On his third and last normal action, the Berserker makes another sweep and kills the enemy, earning him one more bonus action, for a total of three bonus actions for the remainder of the turn. The Berserker doesn't have any more enemies within Charge range, and doesn't feel like running into a Waiting unit's fire arc, so he makes two Move actions and ends the turn behind cover. The remaining bonus action is lost at the end of the turn.

TEAM TRAINING. When multiple warriors from the same unit (normal bonus is awarded for models in other units) engage a single target, you get +2 to your DAM (instead of the normal +1 DAM – you still only get +1 to your CC though) score for every friendly model in close combat with your foe. These bonuses last for the duration of the combat with the target model.

NEW FORCES AND RULES

There are many specialized and unique forces within the Wolfbane warrior culture, but among these varied forces there are many common traits. Wolfbane Chieftains, whether drawn from the Commandos or the Mourning Wolves, must lead their comrades from the front to keep their respect. This means that a Wolfbane Chieftain must always be the front model in a unit in which all models have used their actions.

All units except the Mourning Wolves and Pathfinders can join their heavy weapons soldiers and put them into a support group. This group becomes a separate squad and is activated as such. It can remain in position and

rain hot lead upon the enemy while its compatriots close with their foes and put them to the sword or axe. This support group has no leader and uses the rules for squads that have lost their leader (i.e., every model in the group must stay within six inches of the first model activated each turn). You *can* mix heavy weapons soldiers



Wolfbane Hero



from specialized groups (say, Berserkers, War Hounds and Commandos), because they're all considered Wolfbanes. Each Wolfbane pack has an extensive armory, developed over many years to suit the pack's tactics and style. Wolfbane Special Forces warriors loathe cybernetics, considering them tainted by Darkness and an insult to the path of the true warrior. A Wolfbane warrior may never be equipped with any kind of Cybernetics.

BERSERKER

These war-crazed Clansmen are notable for their disregard for danger and fury in combat. They announce their presence on any battlefield with a terrifying war cry, and shun the infiltration skills of other Wolfbanes.

SPECIAL RULES

- Berserkers naturally have the **BERSERK** and **CLOSE COMBAT TRAINING** special abilities.
- When warriors from this unit **Charge**, they let out a mighty bellow. The unit approached by the Charge must make a Panic test, unless otherwise immune to Panic.
- Berserkers may never Hide.

EQUIPMENT. Berserkers are armed with the standard **AGGRESSOR/PUNISHER BLADE** combination of all Wolfbane Commandos. Their Chieftain can be armed with a traditional **CLAYMORE** or any of the Close Combat weapons (except Tangle Chains) in the Wolfbane Armory.

STRUCTURE. Berserkers operate in squads of 2-4 troopers, plus a Chieftain.

BERSERKER BANNER BEARERS

Unlike the Commandos, Berserkers have no desire to sneak up on the enemy. Instead, they announce their presence on the battlefield with a mighty roar and proceed to scare the living daylights out of their enemies.

SPECIAL RULES

Any Berserker squad may replace one of its regular warriors with a Banner Bearer, a brave warrior who carries the standard of the Pack into battle. In game terms, the Banner Bearer gives the rest of his squad members in line of sight +3 LD. The Banner Bearer, like all Berserkers, may never hide, and may be shot at even if it isn't the closest model (like a Large model).

Designating one of the Berserkers in your force as Banner Bearer gives you +40 points to spend anywhere you want in the force.

EQUIPMENT. The banner is held in one hand, so the Banner Bearer can only be armed with a single one-handed weapon.

WAR HOUNDS

These are the very best warriors the Wolfbanes have to offer. Their services are expensive, and War Hounds are rarely seen on the battlefield. Enemy forces know that Imperial respects them as worthy adversaries when they field War Hounds.

SPECIAL RULES

- War Hounds have the **COMMANDO TRAINING**, **TEAM TRAINING** and **STEALTH** Special Abilities.

EQUIPMENT. War Hounds may be armed with any weapon (except those restricted to the Mourning Wolves) from the Imperial Armory, even heavy weapons. However, all warriors (including the Chieftain) must be identically armed.

STRUCTURE. War Hounds operate in squads of 2-4 troopers, plus a War Hound Chieftain. War Hound Chieftains cost 10 more points than standard Chieftains and receive all the squad powers of the War Hounds.



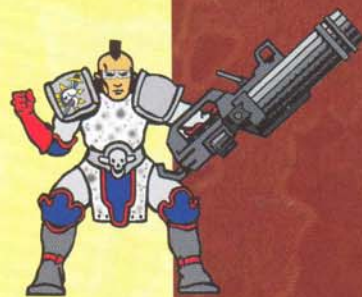
BERSERKER CHIEFTAIN

Like all Berserkers, this warrior has a chrome stripe across his eyes. He also has two stripes across his cheeks, indicating he is a Berserker Chieftain. The speckled brown pattern of his tunic, boots and shoulderpads indicates his service with one of the packs hiding out in Imperial's asteroids.



BERSERKER

The brown chestplate, tunic and shoulderpads indicate this Wolfbane travels a lot between planets. He is from a well-financed pack, as indicated by the high-quality blue ice tiger-skin gloves and kneepads.



BERSERKER W/HW

This Berserker is a member of the Great Pack. His chestplate and tunic are speckled white, the better to provide some camouflage in the snowy Venusian South Pole. The red leather gloves were probably a gift, or perhaps this warrior grew up on Mars before leaving his Clan to join the Wolfbanes.





HEADHUNTER

From among the most bloodthirsty warriors in Wolfbane society come the Headhunters. Headhunters stick to their own, and few would choose to spend time with them anyway. Their practice of beheading their enemies is legendary, and headhunting has reached almost cult proportions among the Wolfbanes.

SPECIAL RULES

- The Headhunter bloodlust verges on psychosis. Headhunters have the CLOSE COMBAT TRAINING and BERSERK special abilities, often using their extra actions to perform Beheading attacks on terrified members of enemy squads.

BEHEADING

- Headhunters are notorious for this attack. Any warrior in the squad armed with a bladed weapon may spend one Use Special Power action to

perform a Beheading attack, either while in base-to-base contact with an enemy model or immediately before making a Charge action. The Beheading is a normal Close Combat or Charge attack at an additional +2 to DAM (bonuses are cumulative with Charge bonuses). If the target is killed, all other warriors in the squad that have not yet used their actions get an additional action this turn. All models engaged in close combat by members of this squad are at -3 LD until the end of the turn. On the turn of a successful Beheading attack, the target's squad must make a Panic test, unless otherwise immune to Panic. All action bonuses and LD penalties are removed after every squad member has made its actions. Only one Beheading action may be performed by the squad each turn.

Example: A squad of three Headhunters closes in on a squad of four Bauhaus Hussars, one of whom is a Chieftain. The Chieftain spends one Use Special Power action to make his next attack a Beheading attack, and spends the next to Charge out of cover and close on the weakest of the Bauhaus flock. The Headhunter Chieftain rolls an 8, well below his CC of 17 (15 + 2 for the Charge), delivering a blow of 19 (15 for the

Battleaxe +2 for the Charge +2 for the Headhunting attack) DAM. The Hussar must roll a 5 or less (24 A - 19 DAM), and fails miserably. Off goes his head! The other three Hussars in the squad, aghast at this brutal slaying, must now roll 13 or less (the Sergeant's LD -3) to avoid Panicking. Meanwhile, the other two members of this Headhunter squad now have 4 actions (3 AC + 1 bonus action) for the rest of the turn, and the Hussar squad will continue to be at -3 LD as long as at least one Headhunter continues engaging one of their squad in close combat. The extra action and the LD penalty goes away at the end of the squad's turn.

EQUIPMENT. Headhunters are armed with AGGRESSOR sidearms and BATTLEAXES (see Wolfbane Armory) or CLAYMORES.

STRUCTURE. Headhunters operate in squads of 2-4 troopers, plus a Chieftain.



**HEADHUNTER CHIEFTAIN**

The speckled brown pattern of this warrior's tunic, boots and shoulderpads indicates his service with one of the packs hiding out somewhere in the rocky areas on Mars. The swirled pattern on his left shoulderpad and kneepads indicates he is a Chieftain.

**HEADHUNTER CHIEFTAIN**

The grey leather gloves and boots and deep grey tunic indicate this warrior serves on Venus, most likely in the snow fields of the far Northern Continent. The pattern on the left shoulderpad indicates he is a Chieftain. However, his unusual braids are the mark of an especially successful Chieftain, indeed a Wolfbane hero.

**WOLFBANE HEROES**

Wolfbane Heroes are mighty warriors in their prime. These veteran Chieftains have distinguished themselves above and beyond the call of duty, and now stalk the battlefields alone in search of their prey. Heroes are drawn from all levels of the Wolfbane warrior society.

SPECIAL RULES

Wolfbane Heroes rise up from all the various Wolfbane groups and specializations.

- When purchasing the Hero, select a squad type from which that Hero came (you must have at least one squad of that type in your force) Commando (per Warzone), Headhunter, Berserker or War Hound. War Hound, Headhunter and Berserker Heroes cost 10 more points than other Heroes because of their special abilities. The Hero has the same special powers as his squad of origin. Once chosen, the Hero is then identified by his squad type: a Headhunter Hero, a Commando Hero, a War Hound Hero, or a Berserker Hero.

EQUIPMENT. Wolfbane Heroes can be armed with any equipment from the Imperial or General armories, except heavy weapons (excluding those for the Mourning Wolves). They always carry a CLAYMORE or other Wolfbane close combat weapon, too.

WOLFBAIRN

The Wolfbairn are the newest members of the Wolfbanes. They aren't "young" soldiers, but are renegades and lost causes from throughout the Imperial military. Wolfbairn must serve a tour of duty among the "cubs" (as the Wolfbanes call them) and prove they are worthy to join the general force.

SPECIAL RULES

- Wolfbairn are new to the warrior's life as lived by the Wolfbanes, so they do not receive the standard Imperial Special Forces ability to fight To The Last Warrior.
- Wolfbairn have the COMMANDO- and TEAM TRAINING special abilities.

EQUIPMENT. Wolfbairn are armed with PUNISHER SHORT SWORD and AGGRESSOR sidearms. One Wolfbairn in the squad may replace these weapons with a heavy weapon. If you wish you may place this HW trooper in a separate leaderless support group with the rest of the heavy weapon-bearing Wolfbanes.

STRUCTURE. Wolfbairn operate in squads of 3-5 troopers lead by a Wolfbane Commando Chieftain.

**HEADHUNTER W/HW**

The dark earth colored chestplate indicates this Headhunter specializes in underground and dark-cover operations. Wolfbanes with tunics and chestplates of this color usually serve in the dark caverns of Mercury. The blank left shoulderpad indicates he has not yet earned a rank within the Wolfbanes.





MOURNING WOLF

The wives and lovers of Imperial warriors fallen in the battlefield, the Mourning Wolves are a terrifying presence. Wielding their Tangle Chains and Claws of the Wolf, a pack of Mourning Wolves can lay waste to even the most notorious enemy heroes.

SPECIAL RULES

- Mourning Wolves have the TEAM TRAINING, COMMANDO TRAINING and STEALTH special abilities and the special Vengeful Whirlwind attack.

EQUIPMENT. Mourning Wolves are armed with TANGLE CHAINS and the CLAWS OF THE WOLF (see Wolfbane armory). Any Mourning Wolf can exchange her Tangle Chain with a load of IRON BOLAS. One Mourning Wolf and the Mourning Wolf Chieftainess may replace any one of these with an INVADER.

THE VENGEFUL WHIRLWIND. Once engaged in close combat, the ambidextrous Mourning Wolves become a blur of chains and blades. When armed with a Tangle Chain and Claws of the Wolf, a Mourning Wolf may make two "free" secondary attacks each turn. These secondary attacks need not be sequential in the turn.

Example: A Mourning Wolf closes with a Capitolian Infantry Captain that commanded the assault in which her husband fell to a sniper's bullet. She chooses her Tangle Chain to be her Primary attack, and her Claws of the Wolf to be her secondary attack. Her first action is to tangle her opponent (see Tangle Chain in the Wolfbane armory). She needs only to roll under her CC of 15, and does so. She immediately makes one of her two free Secondary attacks with the Claws, costing no actions. The Claws only deliver a DAM of 12, so the tangled Captain must roll a 12 or less (24 A - 12 DAM) to avoid the swipe. The first swipe of the Claws doesn't net a success, so she takes another free swipe (all this happens before her second action). This time the Captain isn't so lucky and he dies in a flurry of blades and blood. The Mourning Wolf has two actions left, so she goes in search of new prey.

STRUCTURE. Mourning Wolves operate in squads of 2-5 warriors lead by a Mourning Wolf Chieftainess.

MOURNING WOLF HEROINE

Some Mourning Wolves never find peace on the battlefield and become Heroines, lone haunted warrior women.

SPECIAL RULES.

- These vicious she-wolves have all the special powers of their squad: TEAM TRAINING, COMMANDO TRAINING, STEALTH and the special Vengeful

Whirlwind attack.

EQUIPMENT.

- Mourning Wolf Heroines can be armed with any one weapon from the Imperial, Wolfbane or General armories except heavy weapons. They always carry a TANGLE CHAIN.

STRUCTURE. The Heroines are bought as Individuals. You must have at least one Mourning Wolf squad for each Heroine in your force.



Mourning Wolf with Invader and Tangle Chain

PATHFINDER

Those Wolfbanes who are too unpredictable to become Commandos, and too small to be Berserkers, become Pathfinders. Racing across the battlefield, the lunatic Pathfinders are used by larger forces to spot hidden units and lay down a wall of smoke to hide approaching Commandos.

SPECIAL RULES

- Pathfinders gain +4 to LD for spotting rolls.
- The stealthy Pathfinders are deployed Hidden, after all other units are placed, anywhere on the field except the enemy deployment zone, and no closer than 8" to any enemy unit. If your opponent also deploys hidden units, players must alternate placing figures.

EQUIPMENT. Pathfinders are armed with AGGRESSOR sidearms and IRON BOLAS. Like all Wolfbane units, Pathfinders can also be armed with HOWLER short range grenade launchers. This is one of the Wolfbanes' most potent techniques: deploy the Pathfinders in an extreme forward position and provide smoke and frag cover fire while the better armed Commandos move into close combat. Pathfinders may not be equipped with Heavy Weapons.

STRUCTURE. Pathfinders operate as 2 leaderless troopers. All squads must be bought in units of two Pathfinders each.



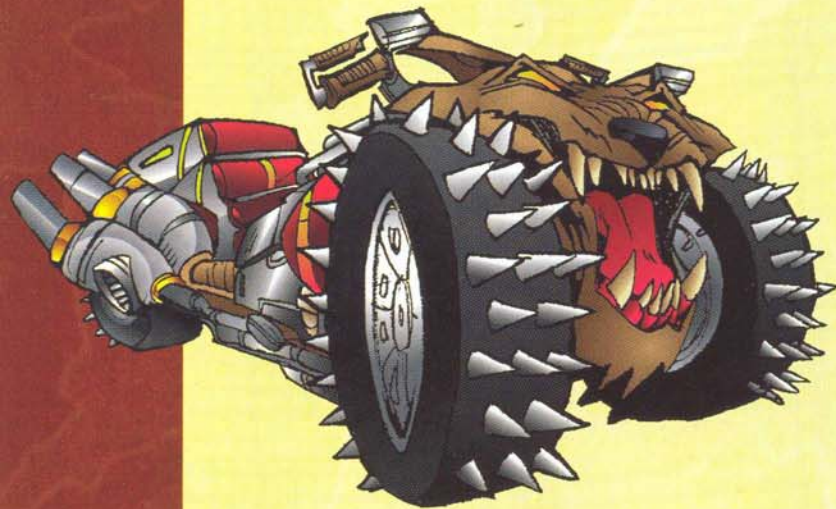
UNIT TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Headhunter Commando	15	11	-	15	3	1	1	3	24	42
Berserker Commando	15	13	-	15	3	1	0	3	24	40
Berserker Banner Bearer	15	13	-	15	3	1	0	3	24	-40
War Hound	13	15	-	15	3	1	0	3	24	39
Wolfbane Hero	17	14	-	16	4	2	3	3	24	40
Wolfbairn	12	12	-	14	3	1	0	3	24	15
Mourning Wolf	15	12	-	15	3	1	0	4	22	27
Mourning Wolf Chieftainess	16	13	-	16	3	1	2	4	22	32
Mourning Wolf Heroine	17	14	-	16	4	2	3	4	22	40
Pathfinder	10	13	-	15	3	1	0	5	18	15





FENRIS BIKE

Noisy and fast, the Wolfbanes' Fenris Bikes scream across the battlefield to quickly engage the enemy and harass hidden forces. Fenris Bikes are small, poorly armored death traps, but their drivers swear by them.



TYPE. Light/Wheeled/Open

SPECIAL RULES

- The Fenris Bike may Charge into close combat. The driver fights from the back of the bike. Charge bonuses apply as normal
- Fenris Bike drivers do not need to make a Breakaway roll to leave close combat.
- The Fenris Bike may make any number of turns of any angle during a Move action.
- Fenris Bikes cannot make a Ram attack.

FENRIS BIKE				
MV	AC	W	A	COST
8	4	2	24	30

WEAPONS. The Fenris Bike is not armed. However, the Bike driver may use one 1-handed weapon and/or a Howler grenade launcher. The driver may be armed with weapons from the Imperial, Wolfbane or General armories.

FIRING ARC. The driver may fire at any target in any direction.

STRUCTURE. Fenris Bikes can operate as individuals or in leaderless squads of 2-4 bikes each. They can be driven by any Wolfbane except Pathfinders, or any Wolfbane Hero or Heroine.

WOLFBANE RANKS AND INSIGNIA

The Wolfbanes aren't as regimented as the Imperial Defense Forces proper. Within each squad there is a Chieftain and his Regulars, called such no matter what specialization. Even the elite War Hounds are comprised of Regulars and Chieftains.

RANK INSIGNIA. The Chieftain is recognizable as such by his torc, a decorative band of metal worn around the neck. There are only 10,000 torcs in existence, and no more will ever be made. They were forged from the smelted remains of weapons and gold claimed when the First Wolfbane, Brannagh, and his men sacked Petragrad.

LEFT SHOULDER PAD. Because the Wolfbanes sometimes fall under the command of the Ministry of War, they also wear standard Imperial insignia on their left shoulder pad: the Imperial corporate logo with superimposed skull. Since there is no rank greater than Chieftain (already signified by the torc) within the squad, additional chevrons aren't added to this basic logo; the Wolfbanes prefer their own heraldry.

RIGHT SHOULDER PAD. The right shoulder pad is used to show the warrior's squad type: Commando, Headhunter, Mourning Wolf, and so on. If the warrior serves some special function within the squad, its squad badge receives additional embellishment.

TATTOOS. The Wolfbanes use monochrome tattoos (usually black, sometimes green or deep blue) to show attachment to their source of mystical power, the Silent Roar. The Pathfinders, for example, cover themselves in ritual tattoos in tight swirling and striped patterns, believing their personal dedication to the Roar will act like armor, defending them against hails of bullets and missile blasts. Unfortunately, the low survival rate for Pathfinders suggests this ritual isn't as effective as they believe.

Other Wolfbanes are also tattooed. Chieftains often receive tattoos on their shoulders, looking like flesh rent by sharp claws, to give them strength. A very few chosen Chieftains receive the Mark of the Wolf, a full-body tattoo of scenes from the warrior's battlefield life, that signifies his or her complete dedication to his path and to his inner animal essence; only the Mark of the Wolf uses more than one color. Shamans are almost black with the multilayered tattoos they have received in their lives.

Each Pack has its own distinct heraldry as well. This is often a frame around their squad type badge on the right shoulder pad.





Wolfbairns have not yet earned the right to wear the skull insignia



Skull seen from the front signifies "regular" Wolfbane Commando



Skull seen in profile signifies the dreaded Berserkers



War Hound Badge; a wolf's head in profile instead of a skull



Headhunters have an axe instead of a sword behind the skull



Fenris Bike drivers have a spoked wheel behind the skull



Necromower drivers' skulls have mohawks, and they're seen over a spiked war hammer



Heavy weapon Wolfbanes have their badges surrounded by six spikes



The Mourning Wolf badge is a goat's head over the Venus Cross



The proudest of scouts in the solar system, the Wolfbane Pathfinders, stand out from other Wolfbanes in that they don't wear any badge resembling to their brethren's. Instead, their right shoulder pad bears a footprint of the most violent and fierce of all carnivores known to mankind, the Venusian Wolverine.



Trencher Captain with Aggressor & Punisher Sword



Regular/Trencher with Destroyer LMG



Regular/Trencher with Invader



BECOMING A TRENCHER



“So you want to join the Defense Forces? Actually, you probably don’t. You think the Defense Forces are your first step toward joining the Special Forces. They are, but you obviously don’t understand the vital role of the Defense Forces. Trencher. Regular. Grunt. All these

descriptions are accurate, and each carries its own meaning in Imperial military thought. All recruits start as grunts, the faceless millions who join the Defense Forces as quickly as the televised adverts can induce them. Imperial homesteads need defending, and if you’re lucky you might be selected to join the Special Forces. It makes for good ad copy, but unless you know somebody in a Clan, you’ll be in the Defense Forces until you quit, are killed, or retire. About five percent

of all soldiers who join the Defense Forces retire in old age. The pension is excellent.

Grunt training takes place at the boot camp of whatever Army is closest. Second Army boot camp, for example, is on the “dark side” of Victoria’s asteroid. Seventh Army’s boot camp is within sight of the Citadel of Saladin, a constant reminder of the task before the young recruits.

Boot camp is a combination of indoctrination, physical conditioning and technical training. As the Second Corporate War grinds on, there is continuously less time in which to properly train new soldiers. Poorly trained soldiers, in turn, die faster. So more recruits are brought in and put on the front line even faster. It’s a nasty downward spiral.

By the time a recruit leaves boot camp, he or she can run five miles fully loaded, perform 25 pushups fully equipped, tear down and reassemble any of a dozen weapons, drive a Vermin APC, splint a compound fracture, dig a hole and not much else. Nonetheless, the patriotic fervor with which most recruits come to the Defense Forces almost makes up for this minimal education.

When they become Regulars, some of that fervor has been trained out of them. Regulars are stationed wherever their Army needs them. There are many cushy tours of duty available all over space, everything from guarding a Clansman’s estate to patrolling a newly acquired city. Regulars aren’t given combat duty for the first year of service. Unless, of course, all the Regulars before them die before the year is up. It happens more than the Imperial media lets on.

In the 7th Army, the deadliest assignment is one of the 25th Division’s Trench Battalions. A few weeks as a



Trencher and any Imperial’s patriotism is pushed beyond its limits. It is extraordinarily difficult work, weeks of drudgery punctuated by hours of sheer terror. There is no rhyme or reason to the Dark Legion’s attacks, but when they attack the battle is all-or-nothing. The Legionnaires never retreat. The survival rate in the trenches for one three-month tour of duty on the Line is anywhere from 90 percent on a slow tour to 10 percent when the Darkness descends. Still want to join?”



Regular/Trencher with Charger HMG

THE 32ND TRENCH BATTALION

Before the start of the Second Corporate War, the 32nd Trench Battalion (then known only as the 32nd Infantry Battalion) was stationed as part of the 6th Army’s defense of newly acquired Imperial properties on Mars. This Battalion, in particular, defended Clan Bartholomew’s weapons manufacturing plant on Southern Mars. The facility, formerly a Capitol car factory, fell under constant attack by Capitolian ground forces. The weapons plant, one of three major Bartholomew-Grendel heavy weapons works, could more than protect itself against air attack and paratroopers; Imperial strategists suggested digging trenches around the major points of entry to the property to provide more cover to the troops and

make more efficient use of the Battalion. This all happened several years before the Citadel of Saladin fiasco, so it could be said that Imperial built the first manned trenches on Mars.

The Trenchers, as they were now known, were a natural choice for one of the 7th Army’s founding forces. Their commanders trained the other battalions in the fine art of trench warfare—both how to defend from a trench and how to raid a trench. When Imperial was ready to assert themselves on the McCraig Line, Capitol was unprepared. The trench raiders, armed only with pistols, grenades and shotguns, took large stretches of the McCraig Line with few casualties.





THE 32ND TODAY

Today, the 32nd Trench Battalion has extended the trench lines closer to the Citadel of Saladin than any other corporation. Imperial strategists believe this gives the Line a jump on intelligence existing satellite surveillance cannot. While life on the Line is dreadfully dull by Second Corporate War standards, a tour of duty in the 32nd inspires both fear and pride in all Imperial Regulars.

REGULAR/TRENCHER

SPECIAL RULES.

- When buying a squad, all squad members must be declared as either Regular or Trencher units. The cost is the same for each.
- Trencher squads come with 9" of trench, in 3, 3" units. Trench squads must be deployed into the trenches at the start of the game (see Trench rules). Additional trench segments may be purchased for 1 point per 3" segment.
- A Trencher Captain can activate all friendly squads in the same trench with a single Give Orders action.

EQUIPMENT. All Regulars and Trenchers (including Sergeants) are equipped with an INVADER Assault Rifle, an AGGRESSOR pistol and a GAS MASK. Up to two Regulars/Trenchers may replace their Invaders with any Heavy Weapon from the General or Imperial Army. Regular/Trencher Captains may be equipped with any weapon from the General or Imperial Army.

STRUCTURE. Regulars/Trenchers are purchased in squads of 6-8 models lead by a Sergeant. Regular/Trencher Captains are purchased as individual models.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Regular/Trencher Trooper	11	11	-	13	3	1	0	3	24	11
Regular/Trencher Sergeant	13	13	-	15	3	1	0	3	24	17
Regular/Trencher Captain	14	14	-	15	4	2	1	3	24	30
Hurricane Walker "Reaper"	12	14	-	14	3	4	8	5	28	180
Hurricane Walker "Hammer"	14	10	-	14	3	4	8	5	30	200
Hurricane Walker "Stinger"	10	15	-	14	3	4	8	5	28	220
Gray Ghost	12	12	-	13	3	1	0	3	24	20
Young Guard	10	12	-	14	3	1	0	3	24	12

HURRICANE WALKERS

Hurricane Walkers are a fairly recent invention of the Fieldhausen Clan. The Hurricane Walker, a large walking artillery piece, existed in prototype in Bauhaus' design labs shortly before House Fieldhausen defected to join Imperial. No great mystery, the prototype Hurricane Walkers failed to operate as expected. They blew up. Today, the fully operational Hurricane Walkers are the favorite armored gunships of trench commanders everywhere. They are extremely well armored, and their walking design lets them navigate the maze of trenches that crisscross the McCraig Line. Hurricane Walkers come in three designs.

THE REAPER

The Reaper is the standard Walker model.

SPECIAL RULES.

- Always considered Braced.
- Driver may never exit the vehicle.
- Considered a Giant model.

EQUIPMENT. Armed with one CHARGER and one DEATHLOCKDRUM (both weapons included in vehicle cost).

STRUCTURE. Purchased as an Individual Model.

THE HAMMER

The Hammer is designed to engage the heavy vehicles of the other megacorporations, like Cybertronic's Eradicator Deathdroid. It has the heaviest armor of all the designs.

SPECIAL RULES.

- Always considered Braced.
- Driver may never exit the vehicle.
- Considered a Giant model.

EQUIPMENT. Armed with a GEHENNA PUKER and a belly-mounted TANKBUSTER (both weapons included in vehicle cost).

STRUCTURE. Purchased as an Individual Model.

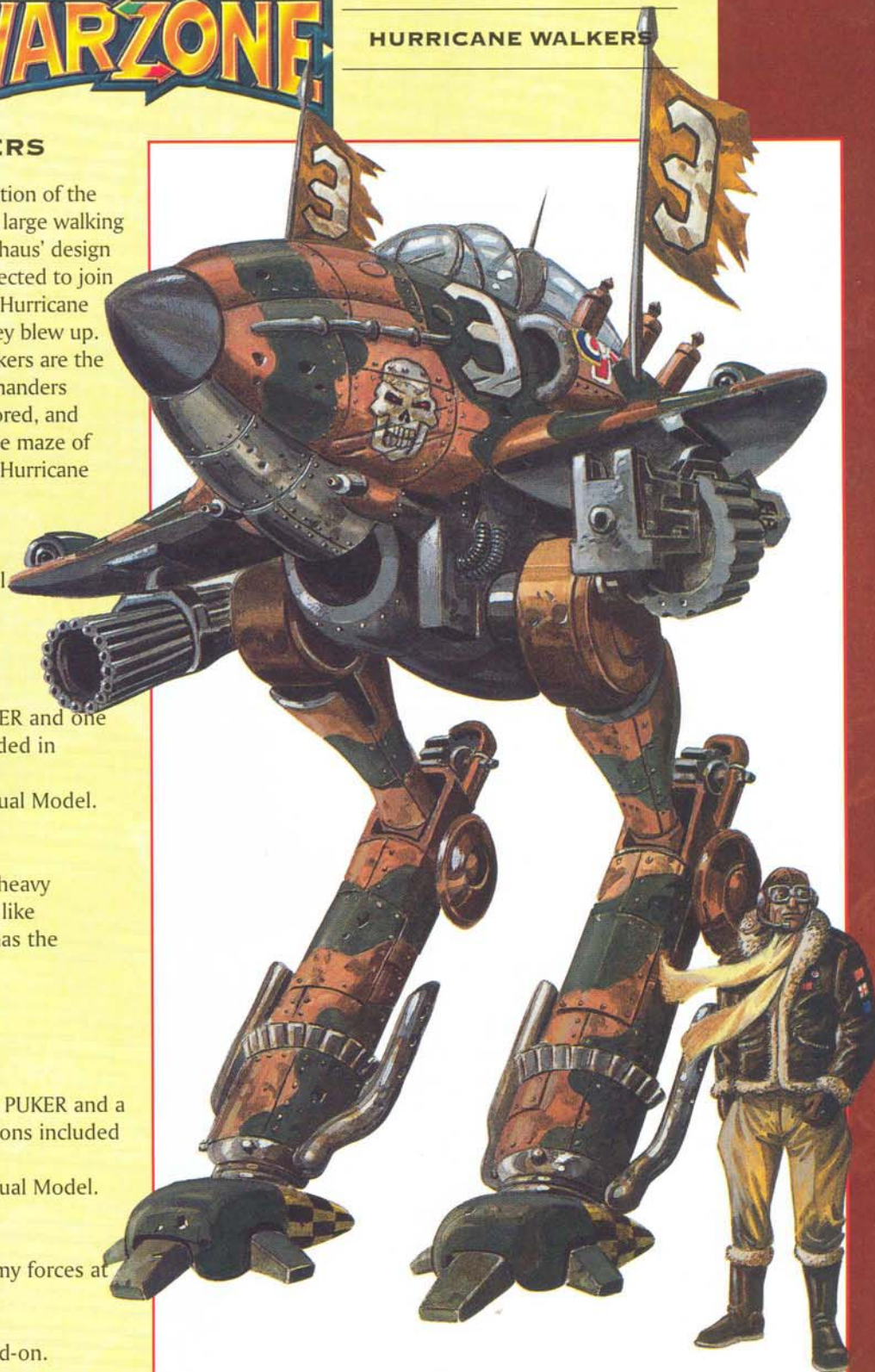
THE STINGER

The Stinger is designed to take out enemy forces at extremely long range.

SPECIAL RULES.

- Always considered Braced and Locked-on.
- Driver may never exit the vehicle.
- Considered a Giant model.
- The Stinger may fire both Southpaws in one single action. Target the first shot as normal, place the second template anywhere next to the first, as long as it touches the first.

EQUIPMENT. Armed with two SOUTHPAW ROCKET LAUNCHERS and a special belly-mounted anti-personnel belt-fed auto MANDIBLE SHOTGUN (all weapons included in vehicle cost).



WEAPON NAME	CR	MX	RM	DAM	COST
Hammer Tankbuster	4	8-	-3	22	-

- May be used in Close combat.

STRUCTURE. Purchased as an Individual Model.





CORPORAL



SERGEANT

SERGEANT
GUNNERYSTAFF
SERGEANTSERGEANT
MAJORBRIGADIER
GENERALMAJOR
GENERALLIEUTENANT
GENERAL

GENERAL

FIELD
MARSHAL

16

GRAY GHOSTS

When recruits first join the Defense Force, they are given an aptitude test. Those who score in the upper ten percent in mechanical aptitude, and show a desire to see actual combat duty, are sometimes transferred to the Gray Ghosts.

Named for their uniform design and known stealth on the field, the Gray Ghosts are Jacks-of-all-Trades when it comes to combat engineering. Gray Ghosts on the front lines maintain the structural integrity of the trenches while expanding the network. When used in offensive operations, they do double-duty as recon forces to determine the best way to cut enemy supply lines and demoralize the troops. Mostly, though, they blow things up: fortresses, bunkers, earthworks, bridges, roads, rails. You name it, they blast it.

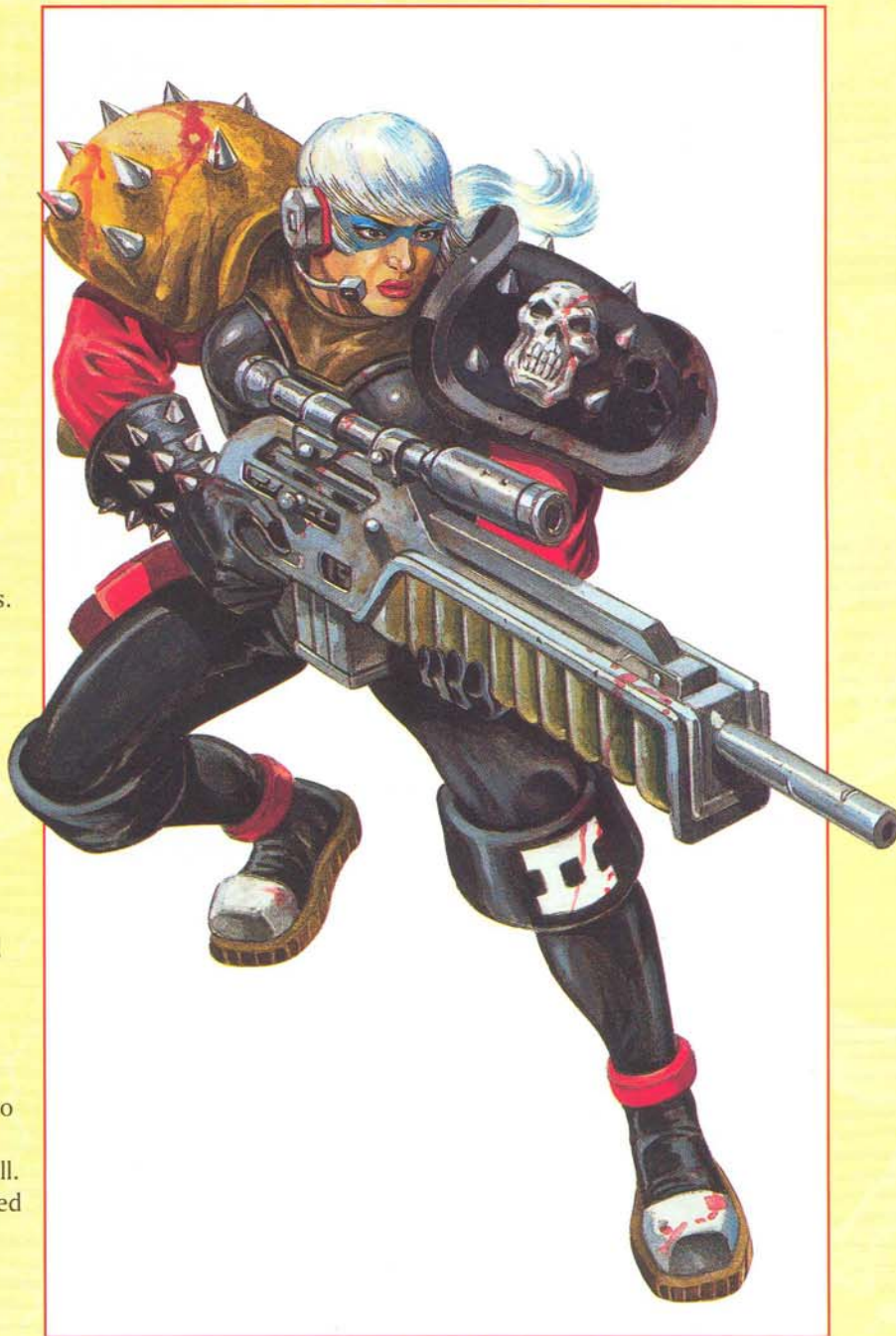
Gray Ghosts are assigned to Engineer Companies within a Division, and then assigned on an as-needed basis to individual battalions.

SPECIAL RULES.

- Has the Battlefield Engineering Special ability. Models with this skill may repair one wound on a vehicle as if the model was a medic (see Compendium#1:Dawn of War). The model may also repair malfunctioning equipment on a model in base to base contact as one Use Special Power action and a successful LD roll.

EQUIPMENT. Grayghosts are equipped with an INVADER Assault Rifle, an AGGRESSOR pistol and a GAS MASK.

STRUCTURE. Purchased as an Individual Model.



HER SERENITY'S LIFE DRAGOONS: THE 2ND YOUNG GUARDS

Trained almost exclusively for urban combat, something they run into often in their stated mission of protecting her Serenity from any and all threats. The division is stationed on Luna, but troops can be found wherever their duties take them. Many are permanently stationed at the Paladine Palace on Victoria, far from the Dragoon's military base on the south side of Luna's Perimeter.

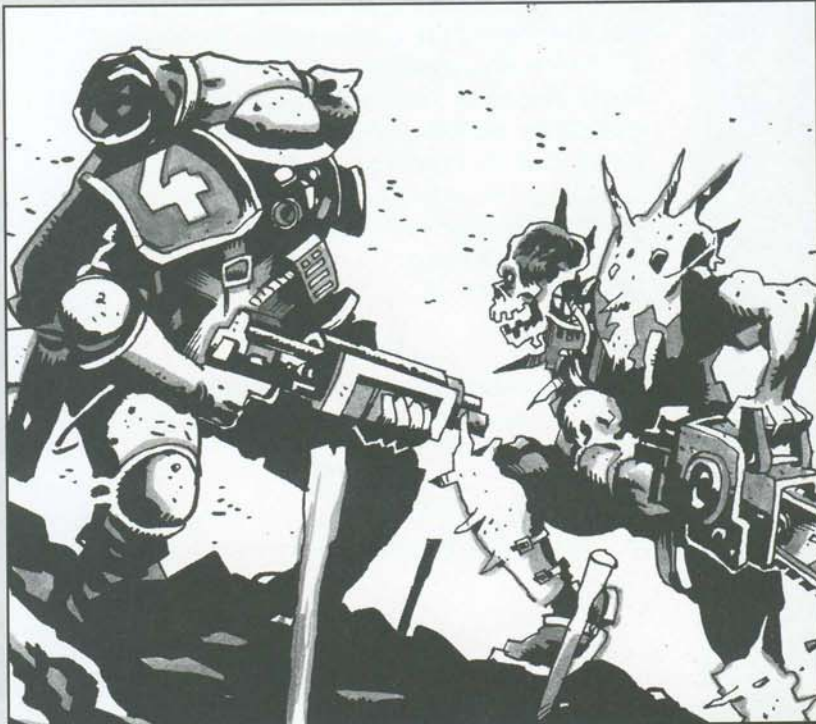
EQUIPMENT. Young Guards are equipped with an INVADER Assault Rifle, an AGGRESSOR pistol and a GAS MASK. Up to two Young Guards may replace their Invaders with any Heavy Weapon from the General or Imperial Armory.

STRUCTURE. Young Guards are purchased in squads of 6-8 models lead by a Regular Sergeant.

TRENCH RULES

All trench segments must be divided up among the Trencher squads (minimum 3 trench segments per squad, does not have to be evenly divided). Deploy trench segments with their respective squads. Additional trench segments may be purchased for 1 point per 3" segment.

- Trenches provide hard cover from fire coming from outside the trench (-4 to hit).
- When hidden in a trench, a unit may move freely along the trench as if it had the Commando Training special ability (i.e. may Infiltrate at full speed).
- Units may never hide from enemy units that are in LOS in the same trench.
- One action to enter/exit the trench. Hidden pieces may enter (not exit) the trench and remain hidden. Units may jump over the trench as one action (2 actions for Small models); place the unit on the other side of the trench, up to half of its MV away.
- Units that can Give Orders may activate all friendly units that are in the same trench with a single Give Orders action, even if the trench turns corners, etc. All trench markers must be contiguous.



NEW EQUIPMENT FOR THE GENERAL ARMORY

MORTAR

Counts as a Heavy Weapon. When in position, considered Braced. Costs 1 action to set up or break down a Mortar. May be loaded with any Grenade ammo; firer may select which ammo type on a case-by-case basis. Cannot be fired closer than 8". Can only be used for Indirect attacks (see Indirect attack rules in Compendium#1:Dawn of War).

MORTAR AMMO



Regular/Trencher with Invader

INCENDIARY. Uses Grenade template to do 14 DAM. Each turn, roll one die for each unit caught under template. On an 11 or more, roll again for damage. On a 10 or less, the incendiary fuel burns out; until then, keep rolling for damage. Cost 4.

WEAPON NAME	CR	MX	RM	DAM	COST
Mortar	10	20	-4	spec	2

GAS. Uses Grenade template. All models caught under template must roll under LD or receive 1 wound. There is no Armor save. Units with gas masks roll 15 or less to avoid being wounded. Does not affect Dark Legion troops. Cost 3.

AGENT RED. Per Gas. Only affects DL troops. Cost 3.

AIRBURST. Uses Explosive template to do 10(x3) DAM to all units under the template. Cost 5.

HEAVY MORTAR

Counts as a Heavy Weapon. Designate any model allowed to use the Heavy Mortar as Firer before the start of the game. Deploy the Mortar at start of game with that model. The Mortar may not be moved from its deployment position (but the unit it deployed with may leave it). Considered Braced. May only be operated by a Firer that is in base to base contact with the Mortar. May only use Heavy Mortar ammo; firer may select which ammo type on a case-by-case basis. Cannot be fired closer than 10". Can only be used for Indirect Fire attacks.

WEAPON NAME	CR	MX	RM	DAM	COST
Heavy Mortar	20	45	-4	spec	8



HEAVY MORTAR AMMO

INCENDIARY. Uses Explosion template to do 16 DAM. Each turn, roll one die for each unit caught under template. On an 11 or more, roll again for damage. On a 10 or less, the incendiary fuel burns out; until then, keep rolling to do additional damage. Cost 6.

CLUSTER BOMB. Place 4 Grenade templates within 4" of any other Grenade Template already placed; roll for each hit, and deviate each template separately. Each template does 12 DAM. Cost 8.

ARMOR-PIERCING. Do not use template. Does 22(x3) DAM. Cost 15.

BIPOD

Attach to any LMG. 1 action to set up or tear down. While set up, weapon is considered Braced. Cost 2.

TRIPOD

Attach to any Heavy Weapon. 2 actions to set up or tear down. While set up, weapon is considered Braced. Cost 2.

BARB WIRE

Deploy at start of game up to halfway into the battlefield. No unit may Infiltrate through barb wire. Any units passing through a barb wire segment must roll equal to or less than its LD; failure entangles the unit – halve all unit's stats except A and W. The model can only spend actions to try breaking out of barb wire while entangled. It gets one roll of equal to or less than its LD (which is now half) per action spent to break out. Ground vehicles are affected by barb wire, but hover/air vehicles and tanks are not; a ground vehicle that passes through a barb wire segment may remove it after it passes through. Any unit that dies while entangled in barb wire is not removed; instead, turn it carefully on its side, and other units may pass over it and not be affected. Barb wire counts as an obstacle, and M is halved while passing through it. Jungle Training overcomes this. Cost 2 per 3" segment (maximum 10 segments per 1.000 points of Force you field).

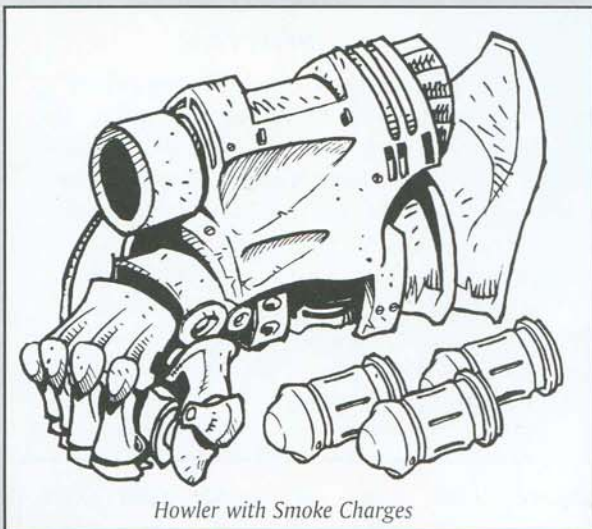
WOLFBANE ARMORY

Any Wolfbane warrior designated as armed with a Clansman Claymore may be armed with any of the close combat weapons in the Wolfbane armory.

HOWLER SHORT RANGE GRENADE LAUNCHER

The Howler GL is basically a launch tube strapped to the warrior's forearm.

- The Howler GL launches only regular frag grenades or Wolfbane smoke charges. The user can buy a load of each, and choose which ammo to use when delivering the shot.



Howler with Smoke Charges

- The Howler has a minimum range of 6". Any closer than this and the grenade will not arm properly.
- Any Wolfbane warrior can be equipped with the Howler GL. As per regular grenade launcher attachments, they may be given to Heroes, Chieftains or entire squads (if one non-Chieftain squad member receives the Howler, they must all receive it).

SMOKE CHARGES

This is special ammunition invented by Wolfbane smiths for use in the Howler and other grenade launchers.

- When the Smoke Charge hits, place an Explosion template to show smoke radius. The innermost circle gives -6 to shoot and spotting rolls in or through the cloud, the next circle is -4, and the outermost circle is -2. Smoke templates that overlap are cumulative to a maximum -6 shoot/spot penalty. Template lasts 2 turns. Cost: 2

WEAPON NAME	CR	MX	RM	DAM	COST
Howler	8	12	-3	per ammo	2



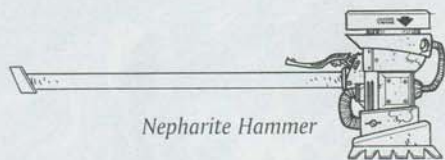
Pick Hammer

PICK HAMMER

This is a terrifying barbed and spiked weapon forged from the smelted remains of enemy weapons claimed by victorious Wolfbanes.

- A 2-handed weapon.
- On a successful hit that wounds the warrior, the warrior's AC is reduced by one the next time it performs any actions.

WEAPON NAME	CR	MX	RM	DAM	COST
Pick Hammer	CC	-	-	15	8



Nepharite Hammer

NEPHARITE HAMMER

This massive hammer, so named for its ability to fell even the Dark Legion's nepharites.

- A 2-handed weapon.
- Capable of Sweep Attacks.
- The Nepharite Hammer has a large, shaped charge fixed to the head. The warrior may choose to trigger the explosive (declare before roll) to do 18(x2) to the target. On a fumble, however, the warrior blows himself up and everyone around him; use the explosion template. All models underneath the template take DAM 18(x2) ignoring all the negative modifiers. The warrior can spend 1 action to reload the charge to DAM 18 or two actions to reload it to DAM 18(x2) (sufficient charges for the duration of the battle are included in the cost).

WEAPON NAME	CR	MX	RM	DAM	COST
Nepharite Hammer	CC	-	-	15/18(x2)	6

CLAWS OF THE WOLF

The Claw, a weapon unique to the Mourning Wolves, is a set of three long blades extending from reinforced gauntlets strapped to the forearm.

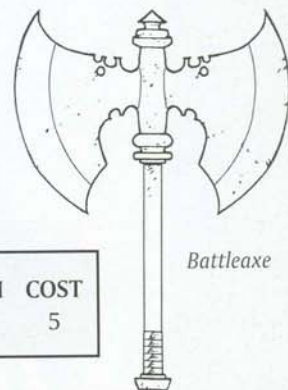
WEAPON NAME	CR	MX	RM	DAM	COST
Claws of the Wolf	CC	-	-	12	1

BATTLEAXE

This is a 2-handed, 2-headed axe, often preferred by Berserkers and Headhunters for the increased damage.

- A 2-handed weapon.
- Capable of Sweep attacks.

WEAPON NAME	CR	MX	RM	DAM	COST
Battleaxe	CC	-	-	16	5



Battleaxe

IRON BOLA

- The Iron Bola is a thrown weapon. On a successful hit, the Bola TANGLES at the target until next time activated (per Tangle Chain below). Buying an Iron Bola assumes a "full load" of bolas sufficient for the duration of the combat. If the Iron Bolas are used, they must be the warrior's Primary weapon. A secondary weapon is allowed for making secondary attacks, but the warrior's strongest arm must be used to effectively ensnare the opponent.

WEAPON NAME	CR	MX	RM	DAM	COST
Iron Bola	6	-	-	special	3



Iron Bola

TANGLE CHAIN

A mass of hooked and barb-wired chains, exclusively used by the Mourning Wolves.

- The Tangle Chain is used to perform a special TANGLE attack on any target within 2" of the model. On a CC success, all of target's stats except A and W are cut in half (round up). Attacker can choose to maintain the TANGLE. The defender must make a successful Breakaway roll to get out of the chain. Warriors cannot move for the duration of the tangle. Warriors cannot TANGLE large or giant models.



Claw of the Wolf and Tangle Chain

WEAPON NAME	CR	MX	RM	DAM	COST
Tangle Chain	CC	-	-	special	2





WOLFBANE HEROIC ABILITIES

Centuries of tradition have helped the Wolfbanes develop many, almost mystical, powers. They are taught only to the most powerful and blessed among their ranks. Wolfbane Heroes may receive any of these special abilities. Like the Heroic Abilities in the Warzone rulebook, these are optional rules and both players should agree in advance whether or not to use them.

MIGHTY BLOW. Every wound successfully inflicted in close combat attack inflicts one additional wound. Cost 5.

FRENZY. This Hero can tap into his primal rage, known to the Wolfbanes as the Soul of the Wolf. For no actions, and once per turn, declare the model is entering a Frenzy to gain 3 extra actions. Roll one die on activation. On a roll of less than 12 the model successfully enters a frenzy. Otherwise the model suffers one wound (but still receives the extra actions); this wound may not be negated or healed by equipment, powers or any other means. May only fight in Close

Combat, and may not Hide on any turn the warrior Frenzies. May activate Frenzy if Waiting; this costs the Wait action but is not considered a Use Special Power action. Cost 10.

RIGHTEOUS FEVER. The Light is strong in this hero. All friendly warriors in command range of this hero inflict an extra wound when they wound Dark Legion warriors in close combat. Cost 4.

BATTLE FURY. This hero is covered in ritual scars and tattooed sigils received from the clan elders. This process strikes fear in the hearts of many enemies. Spend one Use Special Power action to automatically rout all panicked enemy units within 6" (unless immune to routing). Cost 5.

ROAR OF THE WOLF. This hero is a glorious leader among the Wolfbanes, and automatically rallies all friendly panicked units in the model's line of sight for one Use Special Power action. Cost 2.

WOLFBANE RELICS

Wolfbane smiths have been forging enchanted weapons, armor and other items for their clansmen since the early years of the Age of Faith. Guided by the righteous Light of the Cardinal, these smiths discovered how to harmonize these items with the natural Light that is present in the Universe, and in the souls of the righteous.

If you decide to play with heroic abilities, you're also allowed to buy relics. A figure may have only one relic.

RELICS

Relics may be given to any Wolfbane Hero. A force may have no more than one of each kind of Relic.

CLAN SWORDS. These rare and beautiful swords give the Hero any one Heroic Ability for every "slot" purchased when the basic sword is purchased.

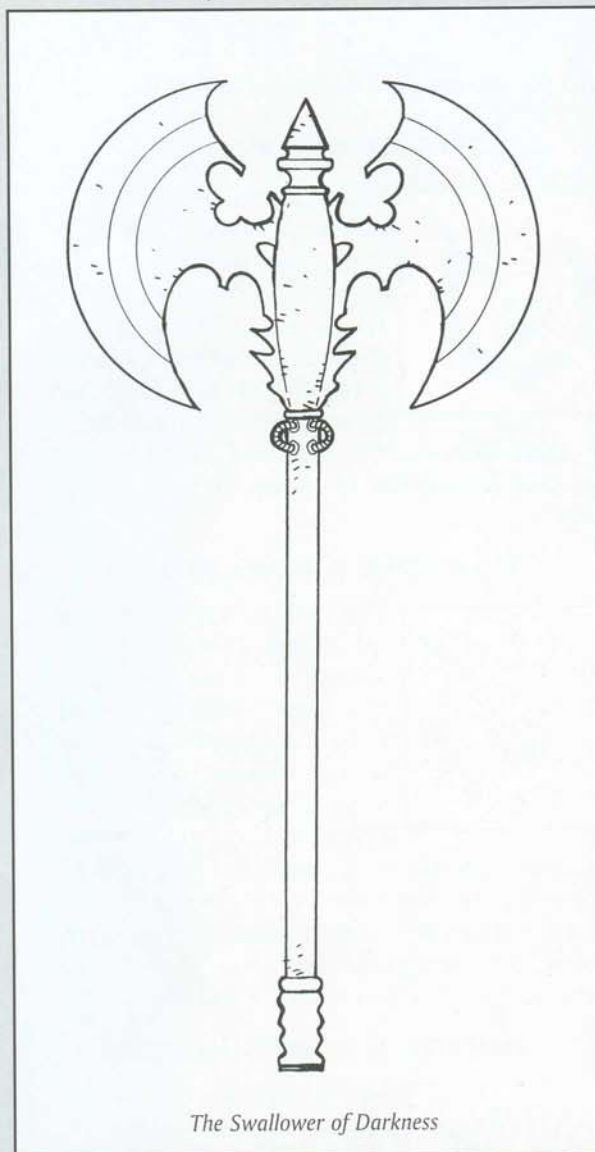
Choose these abilities as one Use Special Power action on the first turn, after the opponent has fielded his forces. A Clan Sword also doubles the Hero's ST. The wielder of a Clan Sword gets +1 AC. Cost 15 + 15/slot (max 2 slots)

SWALLOWER OF DARKNESS

This is a massive, enchanted two-bladed axe (a 2-handed weapon 15(x2) DAM). As one action, the axe may engage all Dark Legion warriors within a Shotgun template (disregard all non-Dark Legion warriors within template). Each warrior receives one attack at its wielder's CC for 15(x2) damage. The Axe may also be thrown and will automatically return to the thrower. Cost 20.

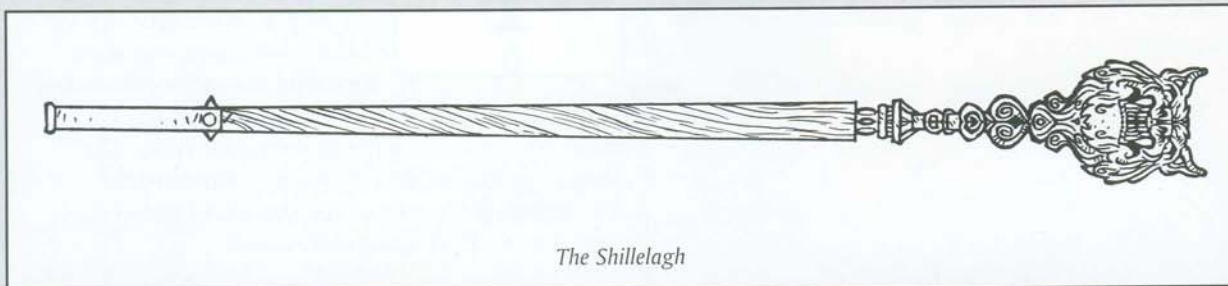
HIDE OF THE ELDER WOLF. This ragged mass of furs and hides gives +4 A to wearer. Every warrior in the wearer's Command Range (including the Hero) may roll after every wound received; on a 5 or less the wound is healed and disregarded. Cost 30.

MARK OF THE WOLF. The Mark of the Wolf is a massive ritual tattoo applied across the chest or back of the model. Each Hero may have one such tattoo. The tattoo grants warriors 1 extra Hero Ability and +1 AC. The Mark does not count against the Hero's one relic limit. Cost 15.



The Swallower of Darkness

THE SHILLELAGH. This mighty oak staff strikes terror into the hearts of those who would oppose this Chieftain's warriors. The hero may perform a Close Combat attack on a target up to 4" away. The weapon doesn't fly away or stretch; the energy of the attack is simply transferred that distance away. The Shillelagh does 16 DAM. Cost: 12"



The Shillelagh

THE WOLF PACKS

There are companies of Wolfbanes, called Packs, scattered throughout human space. Here are a few examples:

THE GREAT PACK



Located in the mysterious Winter Den somewhere in Venus' southern Ring of Winter, the Great Pack is the single largest and most powerful Wolf Pack. 10,000 warriors strong. It is the duty of the Great Pack to protect the Wolfbanes and their ancestral home. The Great Pack's elder is the Great Wolf, Taliesin Mac Dennehey, the ruler of all Wolfbanes.

BAKER'S BRAWLERS



This small Pack is located in a secret, sealed cavern somewhere in the Asteroid Belt. They constantly monitor radio transmissions in the area, and can respond to calls from Victoria, Mars, and Luna. Clayton Baker, a rugged War Hound who survived to old age, is the Pack's elder. The Brawlers are distinctive for their mottled grey furs and subdued grey-leather armor; they are often hired for urban assaults both for their excellent close-combat abilities and their natural camouflage.

DUNKIRK'S DIRTY DOZEN



Led by legendary Headhunter Seamus "Shameless" Dunkirk, the Dirty Dozen's den is deep in the outback of Mars' vast desert. Comprised largely of Necromowers and Fenris Bikes, the Dirty Dozen comes roaring over Martian hilltops at the most unexpected times. There are, naturally, twelve squads in the Dirty Dozen: six squads of Bikes, and an assortment of Pathfinders and Berserkers for the other six squads. Dunkirk's Dirty Dozen wear deep red leather armor, and the red furs of the 300-pound Martian Fox.

LIAM'S WHISPERING WOLFPACK



An unusual Pack, the Whispering Wolfpack is comprised almost entirely of Pathfinders and some heavy weapons squads. Led by brothers Liam and Miles McGuire, the Whispering Wolfpack is very small compared to many packs, its numbers barely breaking 100. Liam's boys usually join another Pack when entering heavy combat; Wolfbanes throughout space know the Whispering Wolfpack is the best recon force money can buy. The Whispering Wolfpack is nomadic, claiming their "liberated" Imperial-built Bulldog model voidship, the Madhouse, as their Den.

MAC CULLOUGH'S FREEBOOTERS



Led by heavy weapons specialist Marcus Mac Cullough, the Freebooters are probably the most mercenary-like bunch among the Wolfbanes. They're also among the deadliest, their hard-earned fees going back into the best weaponry money can buy. The Freebooters are comprised of Commandos and as many heavy weapons-wielding warriors as they can afford to field. Marcus is notoriously tight-fisted, and will only field what the client can afford. If the client cannot afford to field a winning force, they won't take the job. The Freebooters' den is in the Cold Mountains, in Venus' northern Ring of Strife.

DUNSIRN'S MOURNING PACK



Brigit Dunsirn formed this all-female Pack several years ago, pulling members from several other packs. The elders from the other packs were incensed, but Brigit's charismatic call for unified sisterhood was more appealing than the second-class citizen status many Mourning Wolves found themselves in among the more macho Packs. The Mourning Wolves' den is in Venus' Romburg Mountains, just south of Volksburg and within a few days' travel of the Citadel of Alakhai.

WOLFBANE

WARZONE™

WOLF PACKS



ISC FIELD AGENT



The Imperial Security command is mainly responsible for defending the Imperial corporation from exterior threats, both from competing corporations and the Dark Legion. There are several different sections within the ISC, but most work with civilians in the urban parts of the system, leaving slogging across muddy battlefields to the military.

However, there are exceptions to this rule. Occasionally, the Imperial military leaders will call upon most heralded of the ISC members; the ISC field agents are the light of the ISC, they uphold the Imperial way of life both on the streets and on the battlefield. Their presence on the battlefield is so inspiring to fellow Imperial troops, that they rarely feel any form of fear. The Field Agents live by the code "Shoot first and ask questions later".

SPECIAL RULES:

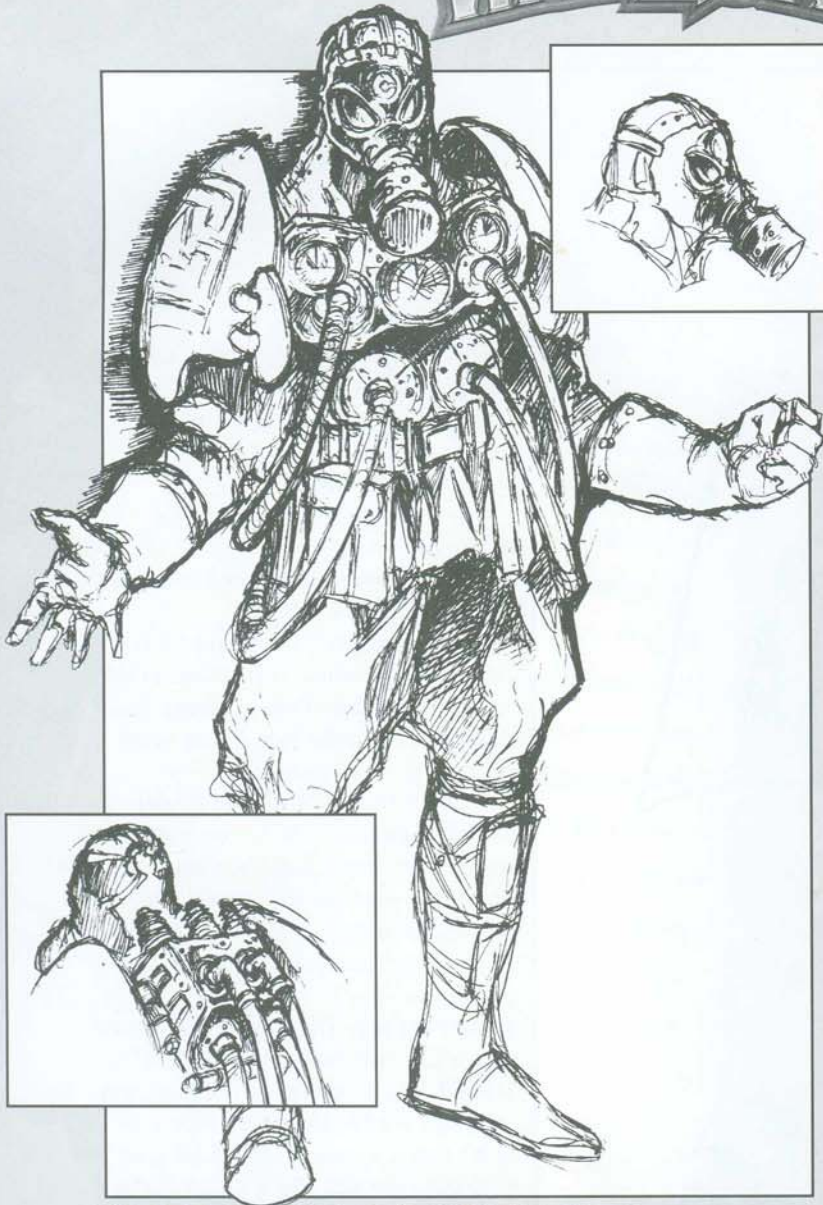
- The ISC Field Agent demands so much respect on the battlefield, that any Imperial unit within command distance is immune to both panic and rout. The Field Agent is immune to these effects also.

EQUIPMENT. The ISC Field Agent is normally armed with the ASSAILANT SNIPER RIFLE with a LASER SIGHT and INTERCEPTOR SMG. You may substitute those weapons for any weapon from the Imperial Army.

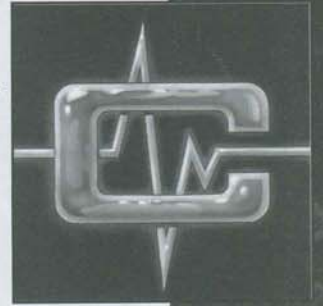
STRUCTURE. The ISC Field Agent is purchased as an individual model. You may only have one ISC field agent per force.



TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
ISC Field Agent	16	16	-	16	4	3	3	4	26	40

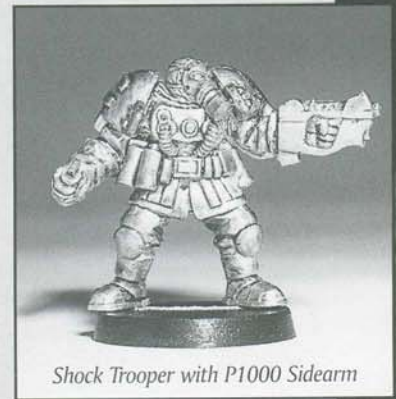


advantage of all available lighting and terrain features, no enemy model or unit may make a spot check against them unless they are within 12 inches (this does not include troops or vehicles that automatically spot troops – Vince Diamond, Pegasus Scout Bike, TA6500 etc.



EQUIPMENT. All Shock Troops are armed with P1000 sidearms. They are also armed with a new experimental FLASH GRENADE Cybertronic has just developed. One Shock Trooper may replace these weapons for any heavy weapon from the Cybertronic armory. The Sergeant is armed with the AR 3000 Assault Rifle and FLASH GRENADES. The Shock Hero may be armed with any one weapon from the Cybertronic or General armory and Flash grenades.

STRUCTURE. The Shock Troops are purchased in squads of 2 to 4 Troopers led by a sergeant. The hero is purchased as a individual model. You may purchase a hero if you have at least one squad of Shock Troopers.



Shock Trooper with P1000 Sidearm

CYBERTRONIC SHOCK TROOPS

The SHOCK troops are Cybertronics elite, well trained human forces. They specialize in covert operations and lightning fast strikes. In some cases, the enemy was eradicated without knowing what struck him. These troops are trained to stand alone on the battlefield and to keep their wits about them in the heat of battle.

SPECIAL RULES

- Shock Troops all have the COMMANDO TRAINING and COMBAT REFLEXES Special Abilities.
- Due to the Shock Troops' ability to take full

FLASH GRENADES

COST:4

When detonated, the flash grenade explodes in a blinding flash of pure white light. Using the Explosion template, any model caught in the flash must make a successful LD test -2 or loses any wait and hide makers it has IMMEDIATELY. Ignore the negative modifiers on the template. All models are effected by this unless stated otherwise.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Shock Trooper	15	13	-	15	3	1	1	4	25	29
Shock Sergeant	15	14	-	15	3	2	1	4	25	35
Shock Hero	16	15	-	16	4	3	3	4	26	52

CYBERTRONIC SCORPION

The Scorpion's mission on the battlefield is to eliminate all enemy existence before they get in range with their weapons. It does this with perfection. Its sleek design and hardy limbs allow it to easily traverse seemingly impassable terrain. It's equipped with long range grenade launchers which blast holes in the enemy defense.

SPECIAL RULES.

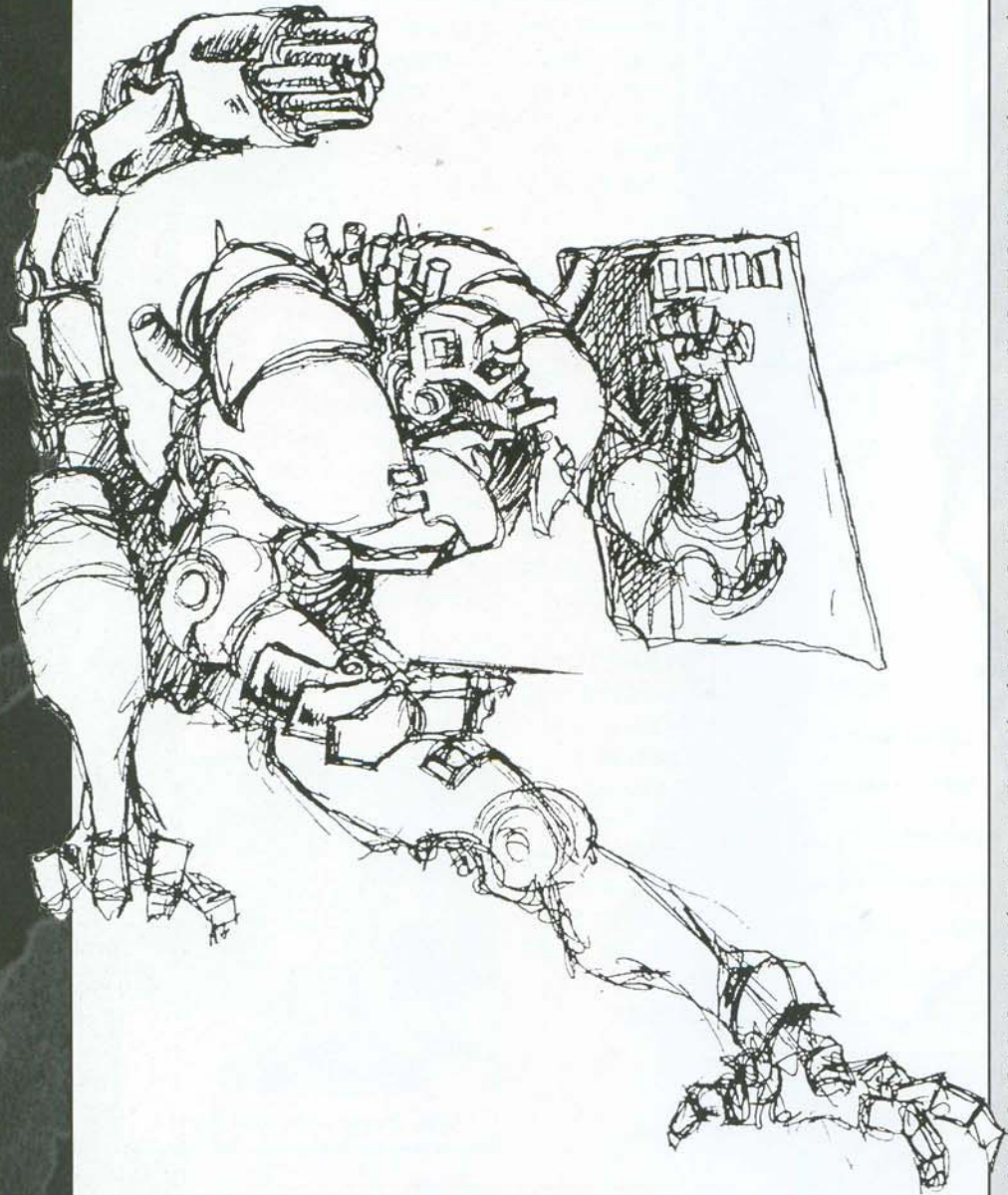
- The Scorpion is a Large model
- The Scorpion is an A.I.
- The Scorpion is equipped with the UNBLINKING EYE (see A.I.

Enhancements in Compendium# 1: Dawn of War) which is included in its cost and uses one Enhancement slot.

- With it powerful legs it may jump over any Large, Normal, or Small model. Treat the model being jumped as if it wasn't even there. i.e. The Scorpion may jump over the first two models in the squad to engage the third model.
- The Scorpion ignores all Movement penalties.

EQUIPMENT. The Scorpion is armed with a CSA 404 and a ANTI-BALLISTIC SHIELD. The shield gives the Scorpion +2 to all it's PARRY rolls. At the end of it's tail is a massive STINGER anti-personal dart gun. On it's back is the OBLITERATOR grenade launcher. The cost for the Obliterator, CSA 404, Anti-ballistic shield and the Stinger are already figured into the Scorpion's point cost.

STRUCTURE. The Scorpion is purchased as a individual model.



OBLITERATOR

CR	MX	RM	DAM	COST
10	15	-2	13	-

- Has a 90 degree firing arc to the front.
- Uses the explosion template instead of the normal grenade template. Ignore the negative modifiers on the template.
- No other type of grenade may be purchased for the Obliterator.

STINGER

CR	MX	RM	DAM	COST
10	20	-2	12(x4)	-

- Capable of Burst Fire.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Scorpion	16	16	-	14	4	2	3	5	27	125

MIRRORMEN

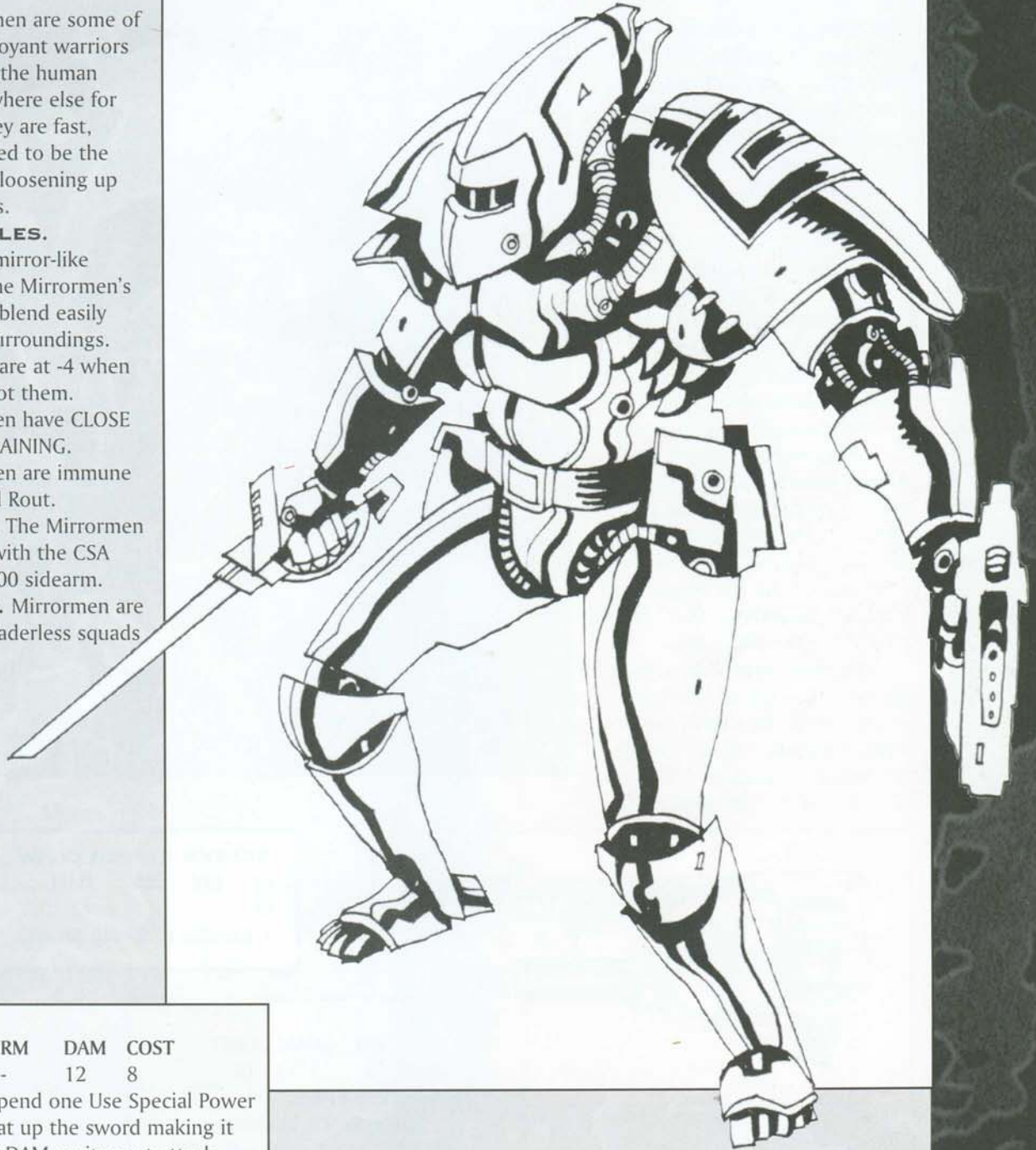
The Mirrormen are some of the more flamboyant warriors to be found on the human worlds, or anywhere else for that matter. They are fast, smart and trained to be the best there is in loosening up sticky situations.

SPECIAL RULES.

- Due to the mirror-like surface of the Mirrormen's armor, they blend easily with their surroundings. Other units are at -4 when trying to spot them.
- All Mirrormen have CLOSE COMBAT TRAINING.
- All Mirrormen are immune to Panic and Rout.

EQUIPMENT. The Mirrormen are armed with the CSA 404 and the P100 sidearm.

STRUCTURE. Mirrormen are purchased in leaderless squads of 2 to 4.

**CSA 404**

CR	MX	RM	DAM	COST
CC	-	-	12	8

- You may spend one Use Special Power action to heat up the sword making it cause 12(x3) DAM on its next attack. After it has been used once it is cooled and must be heated again to get this bonus. The sword causes normal damage if not heated.
- Capable of Sweep attacks.

P100 SIDEARM

CR	MX	RM	DAM	COST
3	6	-4	15	8

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Mirrormen	15	10	-	15	3	3	3	5	30	45

CYBERTRONIC REAVER

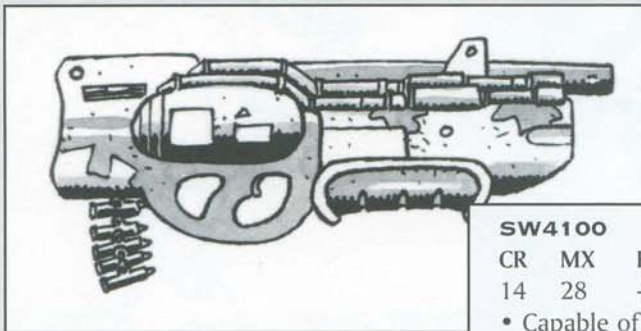
The Reavers are a unit specially developed for carrying out missions against the Brotherhood. They have a unique unexplained resistance against the mystic forces of the Art, making them well suited for the job.

SPECIAL RULES.

- The Reavers have Total immunity to the Art (i.e. you don't even have to roll to resist the Art – you automatically resist). Unfortunately the Reavers lack Cybertronic's special immunity to Dark Symmetry (i.e. they don't get a roll under 10 to resist).

EQUIPMENT. Reavers are armed with a SW4100 and the deadly RIPPER CLAW which is grafted on as an extension of the soldier's arm. The cost for the Ripper Claw is already figured into the Reaver's point cost. The SW4100 is a nitrogen-based fluid cooled Light machinegun – one of the few water-cooled weapons available.

STRUCTURE. The Reavers are purchased in squads of 7 to 9 Troopers led by a Sergeant.



REAVR RIPPER CLAW

CR	MX	RM	DAM
CC	-	-	12

- Capable of Sweep Attacks.

SW4100

CR	MX	RM	DAM	COST
14	28	-3	12x2	15

- Capable of Burst-fire.
- The cooling fluid is extremely inflammable. On a fumble roll a d20 – a result of 11 or more means the cooling hydrant catches fire and explodes. Every model within 3 inches are subject to a DAM 12 attack.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Reaver Trooper	12	11	-	13	3	1	1	3	26	12
Reaver Sergeant	12	12	-	14	3	1	1	3	26	14



DESERT SCORPIONS

The Desert Scorpions are troops specialized for combat in the harsh Martian deserts. Their main objective is to keep the ground forces of the Dark Legion and Saladin shackled in the domains around the

citadel, but they are also used in special missions involving harsh environmental conditions.

SPECIAL RULES.

- Desert Scorpions are immune to Panic and Rout.
- Desert Scorpions may deploy hidden anywhere on the board (except the enemies deployment zone).

EQUIPMENT. Desert Scorpions are armed with silenced versions of the M50 ASSAULT RIFLE (works like the Mortificator's Silenced Nemesis) and a PUNISHER BLADE. You must add 2 points to the cost of the M50 ASSAULT RIFLE due to the silencer. The Desert Scorpion hero may be armed with anything from the Capitol or General Armory.

STRUCTURE. Desert Scorpions are purchased in squads of 2 to 4 lead by a Sergeant. You may purchase a Desert Scorpion hero if you have at least one squad of Desert Scorpions. The hero is purchased as a Individual model.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Desert Scorpion	10	15	-	13	3	1	0	3	25	23
Desert Scorpion Srg.	11	15	-	14	3	1	0	3	25	25
Desert Scorpion Hero	12	16	-	15	4	2	1	3	26	31



AIRBORNE RANGERS

This is a rapid deployment force, usually dispatched by helicopter, airship or airplane to a spot where it is needed. The Airborne Rangers unit is massive, and if there is such a thing as a standard Capitol special unit – this is it. They are well disciplined and well trained. Rangers wear polished tortoise MK2 armor – usually in a light blue color but occasionally altered to fit the situation. They bear a winged dagger insignia on their right shoulder pads.

SPECIAL RULES.

- Airborne Rangers are Parachuted onto the battlefield. Place the Sergeant anywhere on the table (except the enemy's deployment zone). Everyone

else in the squad deviates from the Sergeant's landing point. Roll a D20 for each trooper and use the diagram on page 33 in Compendium#2:Beasts of War. Then roll another D20 to see how far from the Sergeant the trooper deviated.

EQUIPMENT.

Airborne Rangers are armed with M50 Assault Rifles and M13 BOLTERS. Up to two Troopers may substitute these weapons for a M606 LMG. Sergeants are armed with M50 Assault Rifles and M13 BOLTERS.

STRUCTURE.

Airborne Rangers are purchased in squads of 6 to 9 Troopers led by a Sergeant.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Airborne Trooper	11	13	-	14	3	1	1	3	24	17
Airborne Sergeant	11	14	-	15	3	1	1	3	24	19



DOG SOLDIERS

Dog Soldiers are an irregular unit which specializes in warfare against the Dark Legion in the Rust Deserts of Mars. The unit is unique in that it's raised from the Nomads of the Great Rust desert abutting the McCraig Line.

Dog Soldiers are all people who have been displaced or whose ancestors were displaced from their home territories by the Dark Legion. Dog Soldiers spend much time in the warped and twisted Doughpits, and all that time spent there has done something to their minds. They are often very superstitious, with their own rituals to protect them against the Dark. Many have taken Battlehounds as partners, gigantic, cybernetically enhanced war dogs which they use to track down Dark Legion infiltrators.

SPECIAL RULES.

- All dog soldiers receive a +1 to their CC and MW when fighting Dark Legion troops.
- When you purchase a squad of Dog Soldiers, they receive three Battlehounds.

- The Battlehounds do not need to stay within command distance of the Dog Soldiers.
- The Battlehounds has a bite attack of DAM 11.
- The Battlehound may attack any Dark Huntsman models without making an identification roll.
- No enemy model within 15" may Hide from the Battlehounds, due to their superb sense of smell. Immediately remove any Hidden markers on enemy models in range.
- Once an enemy model is engaged in Close Combat with a Battlehound the enemy may not break away.

EQUIPMENT. All Dog Soldiers are armed with a PUNISHER SWORD and PUNISHER HANDGUN. Two Dog Soldiers may substitute these weapons for any weapon chosen from the Capitol or General Armories.

STRUCTURE. Dog Soldiers are purchased in leaderless squads of 4 to 8.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Dog Soldier	12	14	-	14	3	1	1	3	26	27
Battlehound	14	-	-	13	4	1	0	6	21	-

ADMIRAL COLBY'S GUARD

Admiral Colby's Guard was created by the famous Admiral for the express purpose of long-range sabotage and recon missions behind enemy lines. These troopers are famous for their ability to sneak through the jungle. The Admiral himself used to lead these missions until he went missing in action. The unit now consists of one company of soldiers recruited from the NMC and specially trained on Colby's Island. During the final days of their training, the Guards are dropped off in the jungle, armed with only a knife, expected to make their way back to the training compound across fifty kilometers of the most dangerous terrain known to humanity.

SPECIAL RULES.

- All Colby's Guards have the CLOSE COMBAT TRAINING, JUNGLE TRAINING, COMMANDO TRAINING and STEALTH Special Abilities.

EQUIPMENT. Colby's Guards are armed with M516 SHOTGUNS and a COLBY BLADE. One Trooper may substitute these weapons for a M606 LMG. Sergeants are armed with M516 SHOTGUNS and a COLBY BLADE. The cost for the Colby Blade is already figured into the unit's point cost.

STRUCTURE. Colby's Guards are purchased in squads of 4 Troopers led by a Sergeant.

COLBY BLADE

CR	MX	RM	DAM
CC	-	-	11

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Guard Trooper	14	12	-	13	3	1	2	3	24	25
Guard Sergeant	16	14	-	15	3	1	2	3	24	33

BARKING SPYDERS

The Barking Spyderys are somewhat of an enigma. Even other Capitol troops know little or nothing about them. They originated as the Spider platoon, so nick-named for their web like stalking patterns. On a rust desert field operation, the platoon was out of contact for 6 months. Believed to be dead, memorial services were held and they were forgotten. One year later, a Capitol munitions depot was attacked by a large Bauhaus force.

The small Capitol garrison was slowly but surely losing the battle. With no hope in sight the troops said a prayer to the Cardinal and awaited the inevitable. Just as the Bauhaus army closed in for the kill, a small elite group of soldiers attacked the Hussars from behind. Whoever they were, they were flying Capitol colors. Rallied, the garrison force fought back and in a short time the Hussars were destroyed. The troops who saved the day said nothing as they looted the dead Hussars. They wore the insignia of the Spider platoon on the tattered remains of Capitol uniforms, and a crazed look in their eyes.

On more than one occasion tales like this surface, stories of last minute reinforcements toting custom made grenade launchers. The poison grenades are unique to the Spyderys, being a mix of caustic fluids and noxious gases, quickly eroding unprotected flesh and creeping past a soldier's defenses with every breath.

SPECIAL RULES.

- Arachna Souls are immune to Panic and Rout.

EQUIPMENT. All Spyderys (including the Hero) are armed with TYPE II GRENADE LAUNCHERS and PUNISHER BLADES. The grenade launchers hurl FRAG GRENADES (per the Warzone rulebook) and POISON GAS GRENADES at the enemy as the Spyderys take aim from behind their protective GAS MASKS (All of the Spyderys' equipment cost are figured into their point cost).

POISON GAS GRENADES

- A gas grenade uses the explosion template. Any model under the missile template must make a successful LD test or take 1 wound from the powerful poison the grenade emits. This gas enters via the skin meaning that it effects EVERYONE (including A.I.'s (as it distorts their digital circuits) and troops with gas masks etc.).



STRUCTURE. Barking Spyderys are purchased in squads of 2 to 4 with a Sergeant. Barking Spydery Heroes may only be purchased if you have a squad of Barking Spyderys.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Spyder Trooper	10	14	-	14	3	1	0	3	25	27
Spyder Sergeant	11	15	-	15	3	1	0	3	25	31
Spyder Hero	12	16	-	16	4	2	1	3	26	41

CRIMSON DEVILS

These colorful and ornately dressed warriors are trained and destined to bring fear and respect into the enemy from the front rank.

SPECIAL RULES.

- Crimson Devils have CLOSE COMBAT TRAINING.
- Crimson Devils are immune to Panic and rout.
- Crimson Devils cause FEAR (per Compendium#1:Dawn of War).

EQUIPMENT. The Crimson Devils are armed with a RAIDER ASSAULT RIFLE and CEREMONIAL BLADES. One Devil may substitute his Raider assault rifle for a DRAGONFIRE HMG from the Mishima Army. The Leader is always armed with a Raider assault rifle and two Ceremonial Blades.

STRUCTURE. The Crimson Devils are purchased in squads of 3 to 5 led by a Crimson Devil Leader.

RAIDER ASSAULT RIFLE

CR	MX	RM	DAM	COST
14	24	-3	14	7



TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Crimson Trooper	12	14	-	14	3	1	1	3	26	30
Crimson Leader	13	15	-	15	3	1	1	3	26	33



TIGER DRAGON

The Mishima Tiger Dragon unit is comprised of tall, muscular, resilient members of the Mishiman armed forces. Experts on using their physical stature to their advantage in close combat, they are deployed on special sabotage missions behind enemy lines in the dense Venusian Jungle.

SPECIAL RULES.

- All Tiger Dragons are immune to Panic and Rout.
- All Tiger Dragons have the STEALTH, CLOSE COMBAT- and COMMANDO TRAINING Special abilities.

- Tiger Dragons Leaders and Heroes may have up to 2 Ki Powers (see Ki Powers in Compendium#2:Beasts of War)

EQUIPMENT. The Tiger Dragons are armed with the DUSKDEALER SPEAR and WINDRIDER SMG.

STRUCTURE. Tiger Dragons are purchased in squads of 3 to 4 lead by a Leader. The Hero is purchased as an individual model and may only be purchased if you have at least one squad of Tiger Dragons in your force.

DUSKDEALER SPEAR

CR	MX	RM	DAM	COST
CC	-	-	12(x3)	11

- Capable of Sweep Attacks.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Tiger Trooper	15	9	-	15	4	1	1	4	25	27
Tiger Leader	15	10	-	15	4	1	1	4	25	29
Tiger Hero	17	11	-	16	4	2	2	4	25	39



SHINOBI

The Shinobi warriors are the arrowhead unit and pride of Lord Heir Mariko, specially used for covert operations against Capitol and Imperial on the Martian Battlefields. Honed for their exceptional Infiltrating ability, notorious and feared for their mystical powers.

SPECIAL RULES.

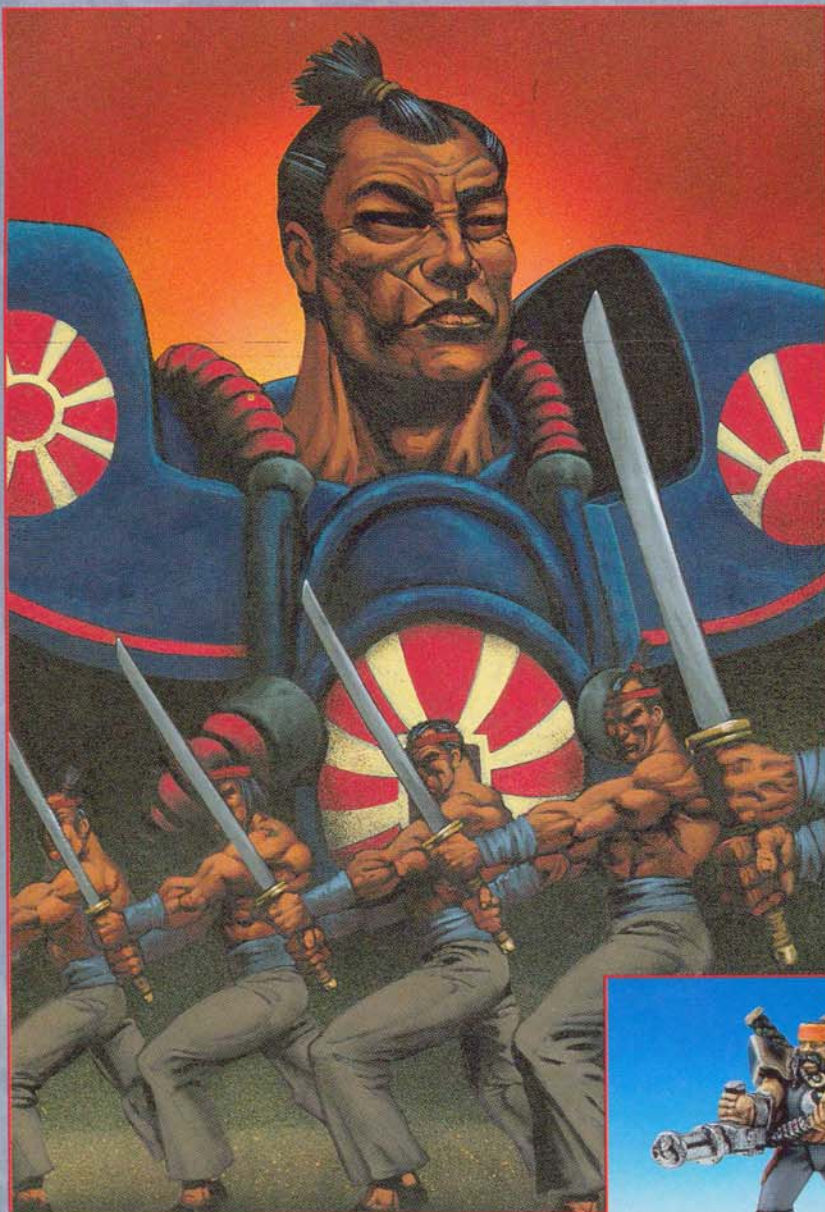
- All Shinobi have an innate ability to Teleport short distances. Any Shinobi may take a Use Special Power action as its **first** action to Teleport up to 10 inches in any direction from where it stands. If one member in a squad Teleports all other must as well.
- All Shinobi have CLOSE COMBAT TRAINING.

EQUIPMENT. The Shinobi are armed with a SHOGUN Assault Rifle and CEREMONIAL BLADES. One Shinobi may substitute his Shogun Assault Rifle for a DRAGONFIRE HMG from the Mishima Armory. The Leader is always armed with a Shogun Assault Rifle and Ceremonial Blades.

STRUCTURE. Shinobi are purchased in squads of 3 to 4 led by a Leader. The Hero is purchased as an individual model and may only be purchased if you have at least one squad of Shinobi in your force.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Shinobi Trooper	12	12	-	13	3	1	0	4	23	19
Shinobi Leader	12	13	-	14	3	1	0	4	23	21
Shinobi Hero	14	15	-	15	4	2	1	4	23	31

LORD MOYA'S GUARD



Under the direct control of Lord Moya, the Guard numbers slightly less than 1000 warriors and its members are specially trained in tunnel fighting. The regiment, all Mishima Samurai with extensive additional training, is stationed on Mercury. In the undercities and mines of Mercury the Guard's special training is of obvious use, and the skills carry over to sewer fighting beneath other cities in the solar system.

Squads of Lord Moya's Guard stay in the tunnels beneath Mercury for weeks or even months at a time. They often travel in nearly complete darkness, for any light underground will immediately give away their

position. The dismal, cramped quarters are sometimes so tight that a man cannot stand upright, and members of the Guard may be required to fight entire campaigns on their haunches. Spending months without stretching or seeing any light other than a rifle's flash is enough to drive any man insane, so the guards are put to trial to determine their mental endurance.

Eligibility for Lord Moya's Guard is on a volunteer basis. Any Samurai can volunteer to undergo the tests that must be passed to join the regiment. In one test, the aspiring Samurai is locked in a room devoid of all light. The Samurai is given the key that will open the door and allow him to leave. To pass the test the Samurai must sit in the room, blinded, with no stimulation and no interaction with the outside world, for at least one month before choosing to come out. The longest recorded stay in the room was 67 days, by Lord Moya himself, but even he had to leave lest he go crazy.

If a Samurai passes all of the tests, many of them far too grueling to be described here, he begins training with the Guard. Most training revolves around simulated life in the close underground quarters, fighting with no room to

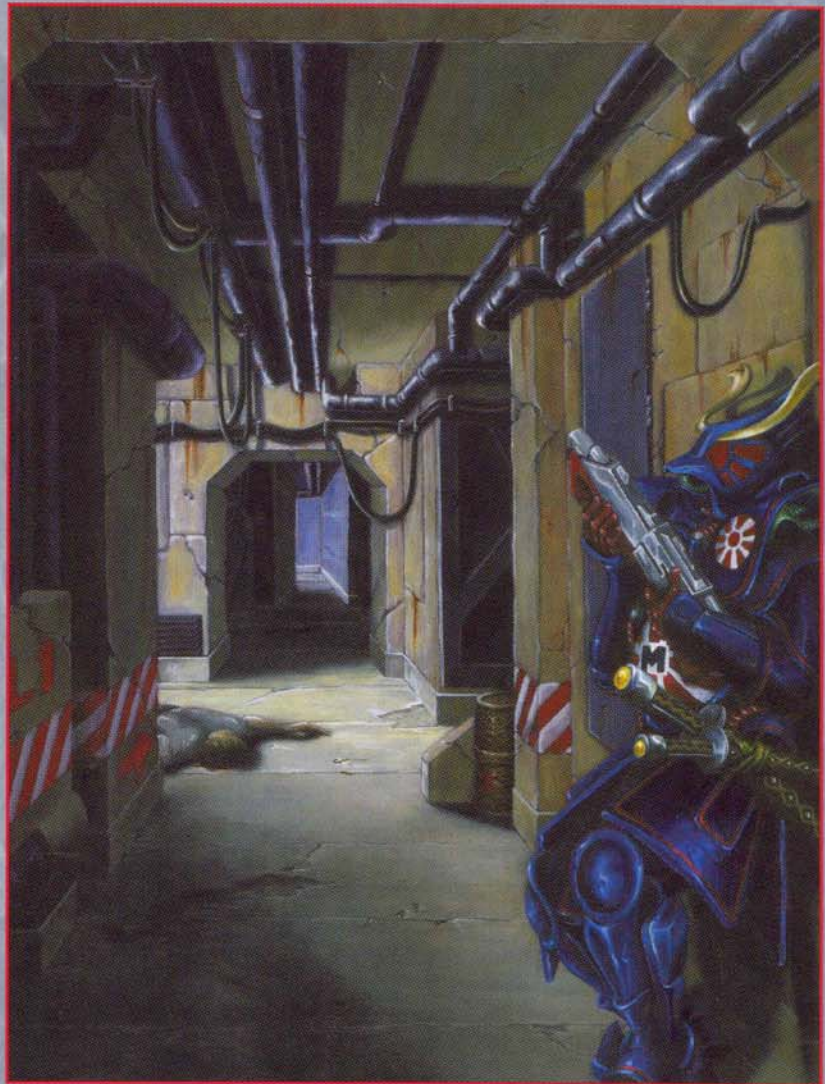


Converted Samurai with Dragonfire HMG

maneuver, moving rapidly through small tunnels, and taking cover when there is no cover to be taken. A thorough indoctrination follows the physical training, to prepare the Samurai mentally for what he will encounter in tunnel warfare. The entire training regimen lasts for several months, after which the Samurai must pass a final battery of tests before he is allowed to formally join Lord Moya's Guard in battle.

Lord Moya's Guard undergoes missions far more strenuous than what a normal Samurai encounters. They are often deployed against unknown enemies. When a mining expedition is slaughtered in the tunnels, or a tube train ambushed and destroyed, it is Lord Moya's guard that is sent in to track the attackers through the tunnels and deal out retribution as necessary. Dark Legion activity in the sewers beneath large cities is common and provides another front where Lord Moya's Guard must fight.

Warfare on Mercury often sees Lord Moya's Guard used in sabotage and flanking maneuvers. Its members' special training allows them to navigate their way through long winding passageways into the rear of enemy forces or to sensitive areas of enemy encampments. This unseen access can prove invaluable. One of the most famous battles fought by the Guard was one where Lord Moya's right-hand man, Makazagi, led two squads of the Guard behind an advancing Bauhaus armored brigade. Guiding themselves through unmapped and previously unknown passageways, the squads found their way to the front of the



A squad of Lord Moya's Guard (some conversions)

brigade without being detected. At one point the armored column, 26 tanks in all, would have to pass single file through the tunnels, and it is there that the squads struck. Flurries of armor-piercing grenades and Dragonfire shots stopped the first two vehicles in

their tracks, blocking the entire column and ending its advance. The squads of Lord Moya's Guard sank back into the tunnels before infantry could reach them, returning to their own camp with only two casualties.

UNIFORM.

Lord Moya's Guard wears the typical Mishiman colors when on parade or not in combat. When deployed for combat, however, they adopt a darker color scheme than is common in Mishiman forces. Shoulder pads and armored areas are usually a brown or black color, while less armored parts are lighter shades of grey or brown. The whole effect is intended to blend in with the dim light of the underground areas where the Guard fights.

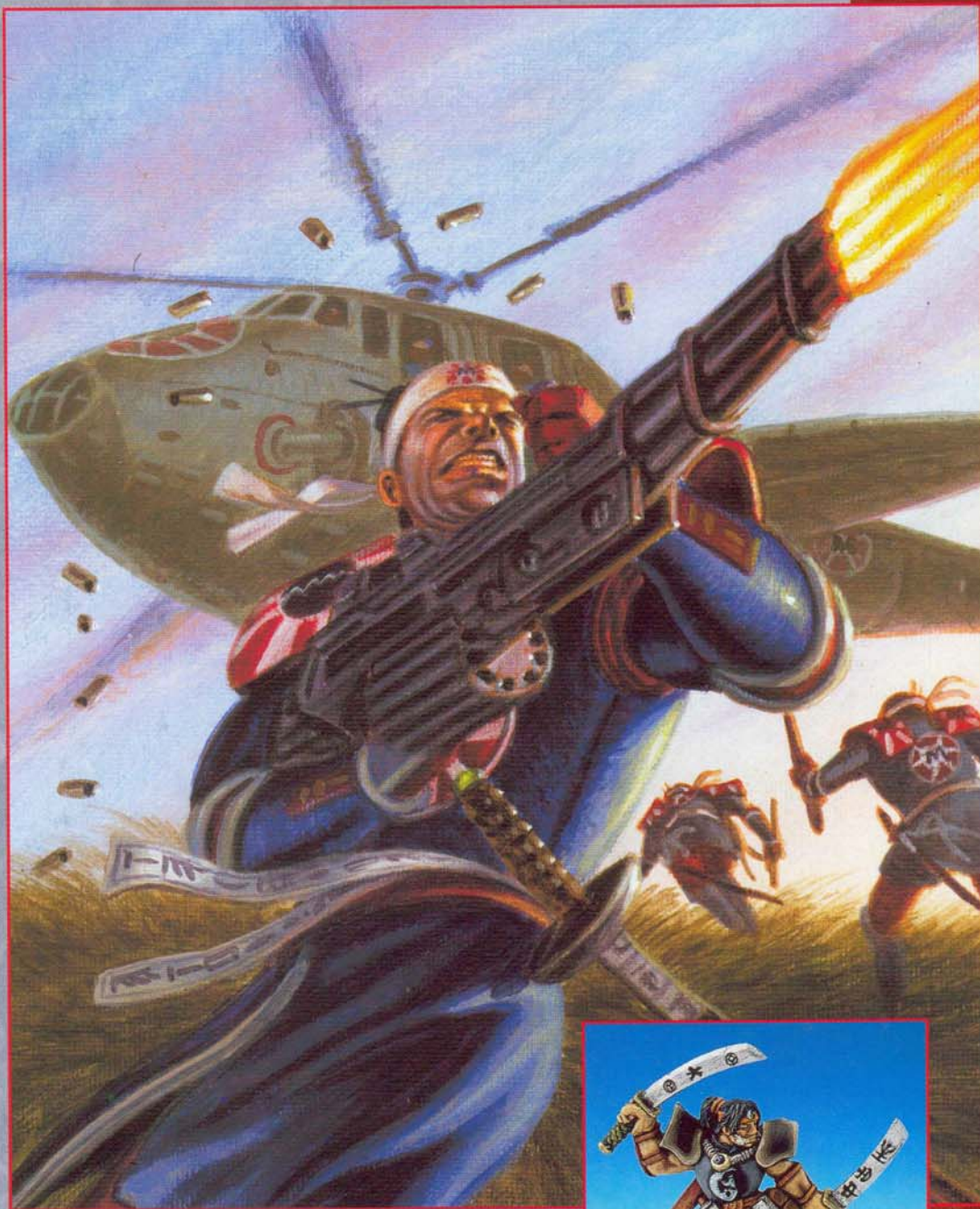
SPECIAL RULES.

Units of Lord Moya's Guard rarely see combat above ground, although it has been known to happen. When not in the tunnels they fight like any other troops. In tunnels, sewers, airlocks, and other crowded passageways, however, they fight with a style of their own.

Lord Moya's Guard is trained to fight in closed quarters. They are equipped with special goggles to enhance what little light they find in the tunnels, and their armor is covered with special hooks to let them maintain their footing in difficult areas. Any penalty normally applied to movement, shooting ranges, close combat ability, visibility, or any other effect of combat in tunnels, sewers, or other close quarters is ignored by Lord Moya's Guard.

Lord Moya's Guard is accustomed to fighting enemies it cannot see. A mysterious, unknown foe is the one the Guard fights the most. Being willing to chase anything and fight what you do not know requires nerves of steel, which renders Lord Moya's Guard immune to Fear. The Guard may still panic normally.

Lord Moya's Guard is subject to the usual rules for Samurai: Banzai Charge and Close Combat Training.



Lord Moya Hero with Ceremonial Blades

EQUIPMENT. Lord Moya's Guard is equipped exactly as are normal Samurai squads.

STRUCTURE. A squad of Lord Moya's Guard is just like a squad of Samurai, as are its heroes. Lord Moya's Guard models cost the same as the equivalent Samurai profile plus 4 points.



VENUSIAN MARSHAL



The Venusian Marshals are sent out on missions too harsh or difficult to take on by foot or vehicle. They ride the sturdiest of mounts – bred to endure these harsh of conditions. If it is your dream to wear the legendary white

skull facemask of the Rangers – service as a Marshal is sure to wake you up.

SPECIAL RULES:

- The Venusian Marshal Rides a Horse. There is one stat line for the horse and the rider to show how hard it is to discern the two on the battlefield.

The Marshal and his horse are considered one, he may never dismount his horse.

- The Venusian Marshal is considered a Large model.
- The Venusian Marshal has the TERRAIN JUMPING special ability. This ability allows the Marshal to move with no penalty in terrain up to 2 inches high. This reflect how the horse jumps obstacles in the terrain.

EQUIPMENT. The Venusian Marshal is armed with a KAMPFKANONE and a VIOLATOR BLADE.

STRUCTURE. The Venusian Marshal is purchased as a Individual Model.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Venusian Marshal	13	16	-	16	4	3	2	5	27	67

THE ORDER OF STAFF AND HAND

Bauhaus is the one corporation that has the highest number of believers in the word of the Cardinal. That comes as no surprise because Cardinal Durand, the first Cardinal, came from Bauhaus. Every year masses of people leave Bauhaus for a two year trip, so they can visit all of the Cathedrals in the solar system. To protect these citizens, an order was founded. The order was titled the Order of Staff and Hand, as these men and women protect the pilgrims on their travels, wielding the ebony staff and the art against the threat from the legions of darkness and other corporations.

BACKGROUND

The Order of Staff and Hand was actually founded by the Council of Electors, not only to protect the pilgrims from danger during their travels, but to shield them from the influence of the other corporations. The Order aims to banish thoughts of deflection from Bauhaus to rival Corporations.

The men and women in the Order are handpicked from the best of the special units within Bauhaus. Most of them actually come from either the Venusian Rangers or the Etoiles Mortants. With the skills they already have there is not much that has to be taught to these men and women. When they come to the order, each hopeful must pass a test to show that they have the spirit needed to become a member. Most of the soldiers make the test; the ones who don't return to their normal lives.

Once on duty, the guardians travel in groups of two to four, lead by a guardian who always has the knowledge of the art. They travel on the roads most often used by pilgrims, and are frequently seen in the cities if they have no traveller to follow. Sometimes it happens that the guardians come to fight, side by side, with other forces from Bauhaus when aid is needed.

APPEARANCE

The guardians of the Order of Staff and Hand are dressed in whitish-grey Hussar armor, wearing cresthelmets molded to the soldier's face. On their backs they pin great purple cloaks that cover a large part of their torso. The cloak is the common sign of a guardian. The helmet is purple as well, but of a darker shade. If the guardian is an art user there is a

smiling blue star on the right shoulderpad.

All guardians are equipped with the reputed heavy EBONY IRONSHOD staff and some kind of firearm, most often a sidearm or the PANZERKNACKER.

THE ART

As the Brotherhood considers the Order of Staff and Hand to be one of the most important in Bauhaus, they show their full support. They even teach the art to the guardians requesting instruction.

SPECIAL RULES

- You can choose to pay an additional 23 points, and paint a smiling blue star on the right shoulderpad to let a Guardian have a PW of 10 and knowledge of one aspect of the Art. If you choose to give your Guardian this power, all Guardians (including the leader) in the squad must have the same Art aspect (you must pay 23 points for each regular Guardian).
- The Guardian Leader can choose one Art aspect (for no point cost).
- Members of the Order of Staff and Hand may never cast Art spells at a level higher than 4.
- Members of the Order of Staff have the Reliability and Close Combat training special abilities.

EQUIPMENT. All Guardians are armed with the EBONY STAFF and a fireweapon, possibly a Handgun from the Bauhaus or General armories, or a PANZERKNACKER.

STRUCTURE. For every part of 500 pts (to be able to buy the first unit of Guardians you need to play for at least 450 pts) of Bauhaus force you have you may field one unit of Guardians. *Example: If you play a 750 pts force, you may have one squad of Guardians, and one Guardian individual. If you play a 1200 pts force, you may have two squads and one individual.*



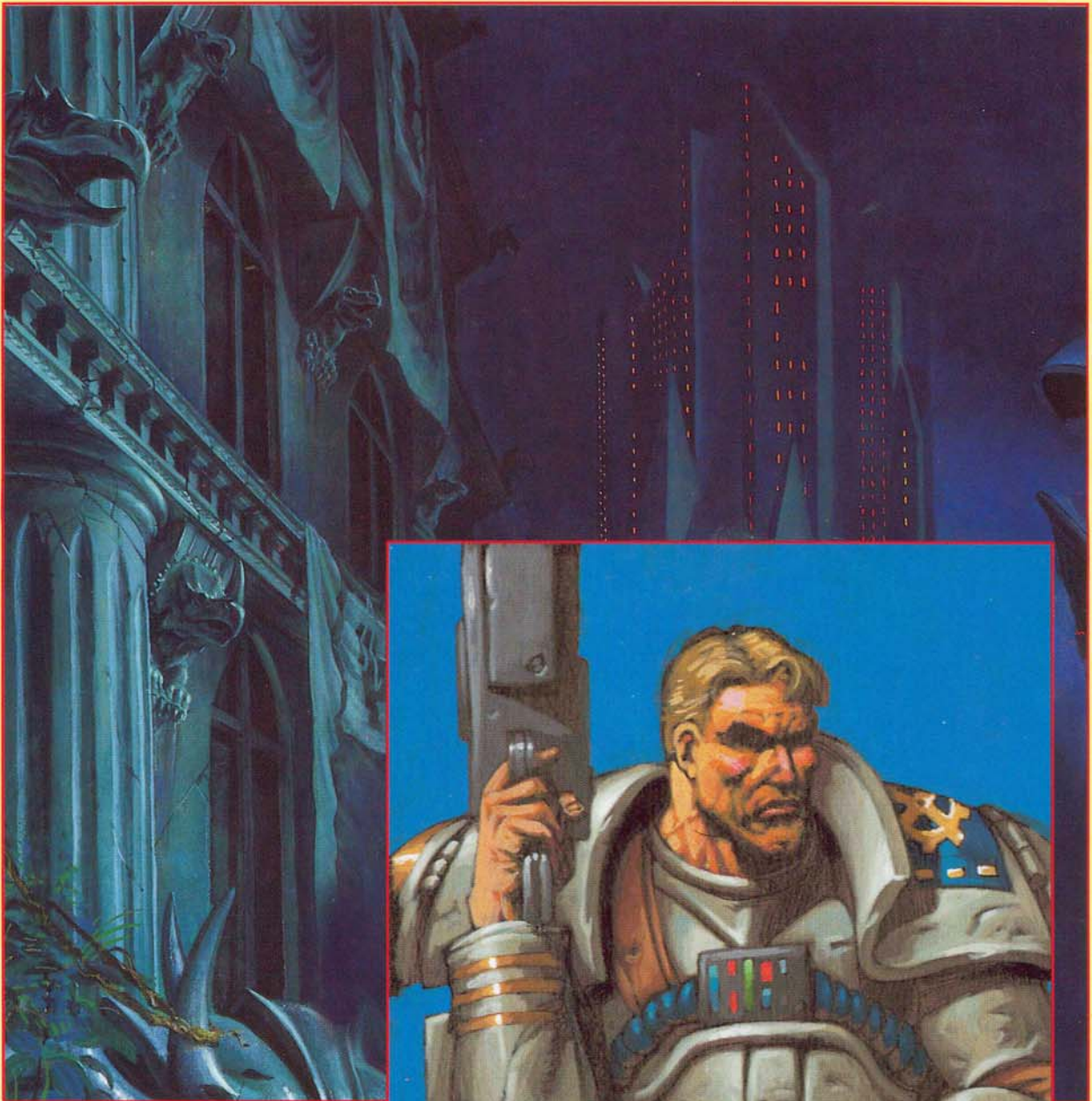
Regular Guardian (conversion)



Guardian Hero (conversion)

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Guardian	15	12	-10*	11	3	1	1	4	24	22/45
Leader	16	14	14	14	3	2	3	4	24	60

* see special rule.



A standard squad from the Order of Staff and Hand consists of 2-4 Guardians and 1 Leader.

Guardian Leaders may also be bought as individual models, in which case you may only purchase one Guardian Leader individual for each Guardian squad in your force.

EBONY STAFF

CR	MX	RM	DAM	COST
CC	-	-	13	3

- Capable of Sweep Attacks.
- Only available to the Members of Staff and Hand



HG-25 EQUALIZER

CR	MX	RM	DAM	COST
4	8	-1	12	4



ORDER OF THE WOLF

This is the House Guard of the Elector Duke Romanov. It is said to be the finest body of warriors on the planet, as you would expect from those who serve the head of the Supreme Ministry of War. Its Black uniforms and the Leader's Silver Wolf cresthelms are famous throughout the system.

SPECIAL RULES.

- All members of the Order of the Wolf have CLOSE COMBAT TRAINING.
- All members of the Order of the Wolf are Immune to Panic and Rout.
- Members of the Order of the Wolf may never be in the same force as members of the Order of the Dragon.

EQUIPMENT. Members of the Order of the Wolf are armed with the PANZERKNACKER AG-17 Assault Rifle and MP-103 HELLBLAZER SMG. Up to two Troopers in a squad may substitute these weapons for a MG-80 HMG. The Kapitan may be armed with anything from either the Bauhaus or General Armory.

STRUCTURE. Members of the Order of the Wolf are purchased in squads of 6 to 8 lead by a Sergeant. The Kapitan is purchased as an individual model and may only be purchased if you have at least one squad of the Order of the Wolf in your force.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Wolf Trooper	12	13	-	15	3	1	0	3	25	21
Wolf Sergeant	13	13	-	16	3	1	0	3	25	23
Wolf Kapitan	14	16	-	16	3	2	1	3	25	34

ORDER OF THE BEAR

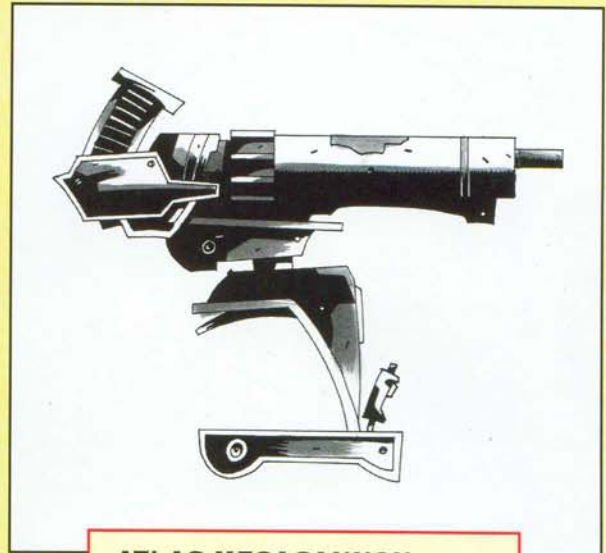
The Grizzlies are the elite troops of House Bernheim. They are all huge men and women, chosen for their size, strength and, prowess in close combat. They wear brown armor, the leaders set apart by a Bear Cresthelm and a bearskin cloak.

SPECIAL RULES:

- All members of the Order of the Bear have the Bear Rage ability. When in Close Combat they may Rage as one action. When Raged, a model may perform two attacks per action and gains +1 to ST. Rage may only be used in Close Combat. The Rage lasts until either the opponent or Raging model is dead.

EQUIPMENT: Members of the Order of the Bear are armed with the PANZERKNACKER AG-17 Assault Rifle and a BAYONET. One Trooper may substitute this weapon for a ATLAS MEGACANNON. The Kapitan may be armed with anything from either the Bauhaus or General Armory.

STRUCTURE. Members of the Order of the Bear are purchased in squads of 4 to 5 lead by a Sergeant. The Kapitan is purchased as an individual model and may only be purchased if you have at least one squad of the Order of the Bear in your force.



ATLAS MEGACANNON

CR	MX	RM	DAM	COST
45	65	-3	16(x3)	45

- Capable of Burst-fire.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Bear Trooper	12	14	-	14	3	1	2	3	27	26
Bear Sergeant	13	14	-	15	3	1	2	3	27	29
Bear Kapitan	15	15	-	16	4	3	3	3	27	49

ORDER OF THE CONDOR

Elector House Sagielli's order is famed for its savagery on the field of battle, and its very un-Homebuilder-like habit of showing no mercy to its enemies. Perhaps this is because they are usually fielded against the Dark Legion. The soldiers wear Jet black armor, and the leaders a Condor Cresthelm.

SPECIAL RULES.

- All members of the Order of the Condor have the ability to spot disguised Dark Legion Models (like the Dark Huntsman, Metropolitan Prophet etc.) as one Special Power Action. Your opponent MUST (if his force has one) immediately place the Model (even though its your turn) as normal but since it is your turn he cannot be activated.

EQUIPMENT. Members of the Order of the Condor are armed with the PANZERKNACKER AG-17 Assault Rifle and MP-105 Handgun. One Trooper of the squad may substitute these weapons for a MG-40 LMG. The Sergeant is armed with a PSG-99 Sniper Rifle.

STRUCTURE. Members of the Order of the Condor are purchased in squads of 2 to 5 lead by a Sergeant.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Condor Trooper	13	13	-	16	3	1	0	3	25	26
Condor Sergeant	14	14	-	16	3	2	1	3	25	32

ORDER OF THE DRAGON

This order serves the Richthausen family and is noted for its honor, precision and deadliness. In many ways, it is seen as an exemplary order. Its members follow the Articles of Battle to the letter. They have a considerable rivalry with the Order of the Wolf. They wear grey armor, and the leaders a Dragon Cresthelm.

SPECIAL RULES.

- All members of the Order of the Dragon have CLOSE COMBAT TRAINING.
- All members of the Order of the Dragon are Immune to Rout.
- Members of the Order of the Dragon may never be in the same force as members of the Order of the Wolf.

EQUIPMENT. Members of the Order of the Dragon are armed with the MP-103 HELLBLAZER SMG and a VIOLATOR Blade. The Sergeant is armed in the same way as the Troopers.

STRUCTURE. Members of the Order of the Dragon are purchased in squads of 6 to 8 lead by a Sergeant.



TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Dragon Trooper	15	11	-	15	3	1	1	3	24	25
Dragon Sergeant	15	12	-	16	3	1	1	3	24	28

ORDER OF THE SPIDER

This sinister and feared order is often called upon to lead assaults into the warzones surrounding Citadels. Its members are often eccentric or quite mad, having been subjected to strange experimental processes by their masters at House Salvatore. Because of their reputation for insane cruelty, they tend to be shunned by members of the other orders.

SPECIAL RULES.

- All members of the Order of the Spider are Immune to Panic and Rout.
- All members of the Order of the Spider are Immune to all Gas/Poison attacks.
- Members of the Order of the Spider may never be in the same force as members of any other Bauhaus Order.

EQUIPMENT. Members of the Order of the Spider are armed with the PANZERKNACKER AG-17 Assault Rifle and MP-103 HELLBLAZER SMG. Up to two Troopers of the squad may substitute these weapons for a MG-80 HMG. The Kapitan may be armed with anything from either the Bauhaus or General Army.

STRUCTURE. Members of the Order of the Spider are purchased in squads of 6 to 8 lead by a Sergeant. The Kapitan is purchased as an individual model and may only be purchased if you have at least one squad of the Order of the Spider in your force.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Spider Trooper	14	14	-	14	3	1	1	3	26	26
Spider Sergeant	15	14	-	14	3	1	1	3	26	26
Spider Kapitan	15	15	-	16	4	3	2	3	26	39

NIKODEMUS' SACRED CRUSADERS



Born the youngest son of a commoner Bauhaus family, the man who would become Salvatore Nikodemus showed signs of power in the Art as a youngster. Having great faith in the Cardinal, his family promptly turned him over to the Brotherhood where rose steadily through the ranks, christening himself "Nikodemus" after an early martyr.

With his efficiency and skill in the Art, Nikodemus found ways to make himself useful and was quickly promoted to the Second Directorate. After his initial Directorate training, he was put under the tutelage of Archinquisitor Gabriel Victorios, who taught him all he knows today. By the time he had prove himself on a dozen battlefields, Inquisitor Nikodemus was Victorios' second-in-command.

Then the fateful day arose when the Dark Legion attacked the Venusian city of Kanark. When Victorios was killed in the initial stages of the attack, Nikodemus was left to lead 96 warriors — Valkyries, Mortificators, Sacred Warriors, and regular troopers — against an enemy force consisting of over 2000 undead legionnaires, 500 Necromutants, several Nepharites, and various other creatures from the hellholes of Venus. Somehow, he managed to defeat the inhuman army, earning himself not only a promotion to Archinquisitor but the undying loyalty of a certain backwater village near Kanark (see "The Deathspears").

Today Archinquisitor Salvatore Nikodemus is one of the most famous men in the Solar System. The Brotherhood cannot send him on none but the most difficult missions, and keeps him on a loose rein when he is fighting Darkness. Few know that the secret behind his success is his own personal force of Sacred Crusaders. Consisting mainly of the survivors from Kanark, the Crusaders also include more mystical units which Nikodemus trains in his own estates high in the mountains of the Firing.



SACRED CRUSADERS	CC	MW	PW	LD	AC	W	ST	MV	A
Nikodemus	14	15	15	17	4	3	3	3	28
Skullbearers	16	14	—	16	4	1	3	3	26
Black Mantis Guard	16	14	—	15	4	1	1	3	22
Nathaniel's Flame Crusaders	13	13	—	13	3	1	0	3	23
Nathaniel's Flame Decurions	15	15	—	15	3	1	0	3	23
Christos the Repentant	13	14	19	16	4	3	0	3	26
Deathspears Crusaders	15	14	13	14	4	1	0	4	25
Deathspears Decurions	17	16	14	16	4	3	1	4	25
The Cleansing Flame Cadets	13	14	—	14	3	1	1	3	25
Archangel	11	16	12	14	4	2	0	4	22

APPEARANCE

With the exception of the elite Black Mantis Guard, the Sacred Crusader uniform is a purple helmet and armored leggings, a blue tunic, and blue shoulder pads with red insignia. Crusader weapons are often gilded.

RANKS, INSIGNIA AND CHAIN OF COMMAND

Despite his force's diverse troop types, Nikodemus keeps a strict hierarchy within the Crusaders. Every soldier, whether he is a Skullbearer or a regular trooper, bears the title of Crusader. Among the warriors themselves, a Skullbearer is worth more than a Nathaniel's Flame, but to Nikodemus, every warrior is equally important.

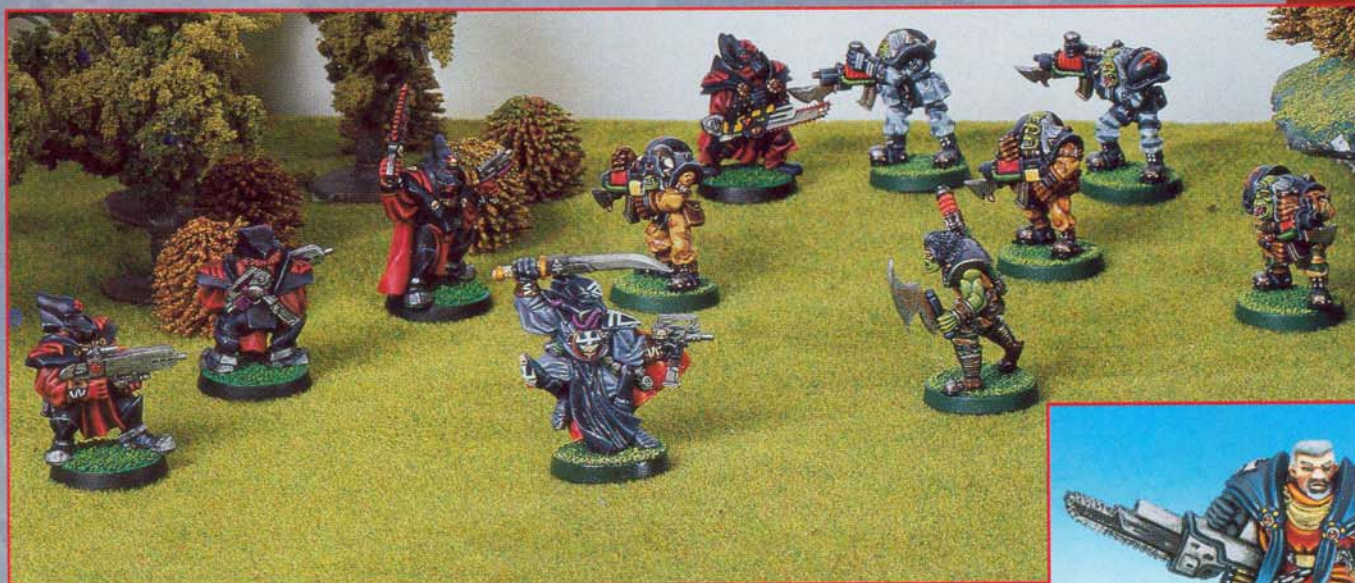
His squad leaders are called Decurions. Each Decurion is directly subordinate to Nikodemus and Julios Christos, Nikodemus' aide-de-camp. Only

Nikodemus' own disciples, the Inquisitor Cadets of the Cleansing Flame, are exempt from this chain of command, as Nikodemus commands them directly. (This has no affect on the game rules.)

Each unit type within the Sacred Crusaders has its own distinctive insignia based on the standard Brotherhood logo. Decurions have an extra stripe beneath the insignia on their left shoulder pad.

THE FORCE LIST

Nikodemus' Sacred Crusaders are a bit different from regular Warzone forces. The Crusaders consist of two pre-made forces, each of which must be bought separately. The Sacred Guard, Nikodemus' personal bodyguard, is worth 1000 points. The Holy Crusaders, Nikodemus' fighting force, is an expansion to The Sacred Guard and worth 1200 points. The Holy Crusaders can never be fielded without fielding The Sacred Guard as well (for a total of 2200 points).



THE SACRED GUARD

ARCHINQUISITOR SALVATORE NIKODEMUS

Salvatore's graying hair accents his stern blue eyes. He is seldom seen without his battledress, and never appears on the field without Gabriel.

SPECIAL RULES.

- Nikodemus is immune to panic and rout
- He has CLOSE COMBAT TRAINING
- He is trained in all aspects of the Art.
- Treat him as always possessing Lucky Fate.
- Nikodemus inspires his troops. While he is alive, all Brotherhood troopers are partially immune to

the Dark Symmetry. Any time a Brotherhood warrior of any kind is affected by a Dark Symmetry spell, roll 1d20. On a roll of a 1-10 the spell does not affect the model. On a roll of 11-20 it works normally.

EQUIPMENT. Gabriel (see Sacred Crusader's Equipment).

STRUCTURE. Nikodemus is a personality, so all rules for personalities apply. He is an individual model.



Salvatore Nikodemus

THE SKULLBEARERS



As Sacred Warriors who have single-handedly killed Nepharites in combat, Skullbearers are the best of the best. Their helmets are painted a bluish tint to mock the Nepharites of Algeroth defeated in their first battle.

SPECIAL RULES.

Skullbearers organize themselves on the battlefield with the sole purpose of hunting down any Nepharites present. Skullbearer models maintain squad coherency of 6" from any member of their squad, rather than from the Decurion. This allows them to string themselves across the battlefield as they search for Nepharites.

As long as there is a Nepharite alive on the battlefield and the Skullbearers can attack it, they must spend two full move actions every turn to move against the

closest nepharite, until the nepharite is within range of the Skullbearers' missile or close combat weapons.

- Skullbearers can never Panic or Rout, and also follow all special rules for Sacred Warriors.

EQUIPMENT. Skullbearers are equipped exactly like regular Sacred Warriors.

STRUCTURE. One Skullbearer squad of 5 Skullbearers. One of the models is ostensibly the Decurion, though his profile is the same as the others.



Skullbearer Decurion



Skullbearer



Skullbearer



THE BLACK MANTIS GUARD



Once hopefuls for the Etoiles Mortant, these women showed a great talent for the Art at an early age. They were handed over to the Brotherhood by Bauhaus and received training as Mortificators under the tutelage of Crenshaw himself.

After learning the art of mortification, they were picked by Nikodemus for his personal bodyguard.

SPECIAL RULES.

Black Mantis follow the Warzone special rules for both Mortificators and Assassins.

EQUIPMENT. Every Black Mantis Guard is armed with a silenced NEMESIS handgun, MORTIS SWORD (same as Punisher sword) and the MANTIS' STING (see "Sacred Crusader's Equipment").

STRUCTURE. One Black Mantis Guard squad consisting of 4 female Mortificators and 1 female Assassin squad leader (same stats and rules as the normal Assassin in the Warzone rules book). The Female Assassin squadleader is counted against the number of individuals in a Brotherhood force, but because the Black Mantis guard is counted as a squad, they take each other out (i.e. The Black Mantis Guard is a Squad, with an individual model included).

NATHANIEL'S FLAME

These "regular" elite troopers have been attached to Nikodemus' personal force for some time, serving with honor.

SPECIAL RULES.

The same as Brotherhood Elite Troopers.

EQUIPMENT. Nathaniel's Flame soldiers are armed with Volcano Assault carbines and Nemesis sidearms. One Crusader per squad will have a HAC-20 instead of the Volcano, and the Decurions have Punisher handguns and Chainrippers.

STRUCTURE. 2 squads, each consisting of 5 Crusaders and 1 Decurion.



Nathaniel's Flame - Crusader



Black Mantis Guard

THE HOLY CRUSADERS

CHRISTOS THE REPENTANT

Julius Christos was a disillusioned Bauhaus youth with no interest in the family publishing business. Instead, he leaned toward the playboy lifestyle of fast cars, fine clothing, and easy women. Saying he preferred private prayer, he even neglected daily worship at the Heimbürg Cathedral.

All that changed when he befriended a group of teens who tried to recruit him into the cult of Semai. When Christos refused, the cultists slaughtered his family. He himself was only saved by Archinquisitor Gabriel Victorios, who instructed him to repent his sloth and carefree life and do penance by studying and serving the Art. Remorseful at causing his family's doom, he sold the Christos estates and donated everything to the Brotherhood.

Christos is still trying to repent for his mistakes today. He feels that the only way to ensure his family's forgiveness in the afterlife is to prevent other innocents from joining them in death. Christos now serves as Nikodemus' friend and aide-de-camp, going to great lengths to protect him and his men.

SPECIAL RULES.

Christos knows the arts of CHANGELING, EXORCISM, and KINETICS.

EQUIPMENT. Christos carries a specially modified POWER STABILIZER, an old relic once owned by Victorios. With it, he can perform two Use Special Power actions per turn, at least one of which must be an Art spell. For the second spell Christos casts in a round, roll 1d20. If the roll is 5 or less, the Power Stabilizer has temporarily broken down and cannot be used again during this battle. Otherwise, the Power Stabilizer works normally. With the exception of Exorcise Wound (Art of Exorcism), Christos cannot use the same spell twice per round.

Because Christos acts as the Sacred Crusader's medic, if there are wounded (not dead) models on the table (including himself) and he has LOS to them, he must spend one action using the Art of Exorcism: Exorcise Wound.



Christos the Repentant

Christos carries a PUNISHER COMBO but prefers to use his spells.

STRUCTURE. Christos is an individual model and a personality.

NATHANIEL'S WRATH

The original Death Angel design was one of Archinquisitor Nikodemus' own ideas. Naturally, he insisted that the Imperial Military Design Artisans make a special Death Angel for his own use, complete with additional components, an extra powerful Deathlockdrum, and a statue of Nathaniel at the rear. When he fields his complete force, he brings along this custom Death Angel for additional mobility.

WEAPONS. Modified Deathlockdrum — DEATHLOCKDRUM MK. III EXPLOSIVE AMMUNITION. Place the Grenade template on models hit by this weapon. All models under the template take DAM 16(x3).



NATHANIEL'S WRATH

VEHICLE PROFILE	MV	AC	W	A
	8	4	4	30

TYPE. Wheeled/Open/Normal

SPECIAL RULES.

Once during the course of a game, the owner of the Death Angel may declare that any one shot that hits the Death Angel has been "caught" by the ornamental statue of Nathaniel mounted on the Wrath. When this happens, the Death Angel and its driver take no damage whatsoever, although template weapons will affect the surroundings. This effect must be declared before the Hit Location roll is made.

STRUCTURE. The only model that may enter the Death Angel is Nikodemus. If he leaves the Death Angel or is killed, no other model may enter it.

THE DEATHSPEARS



In the jungle surrounding Kanark lives a warlike tribe known for its Amazonian warriors. When Nikodemus saved them from the Dark Legion, they showed their gratitude by sending a squad of warriors to serve him for as

long as he deemed fit, with additional recruits in the event of casualties. Nikodemus immediately put the she-warriors into Valkyrie training at his personal estate and training facility, and they have served ever since.

SPECIAL RULES

The Deathspears are trained in the Art of Mentalism, but since most are not adept in the Art, they can only use two spells: Flight and Strength. Only the Deathspear Decurion is not subject to this restriction.

The Deathspears train in loose formation, without needing a squad leader. Each model must be within 6" of any other squad member to be within command distance, with the sniper needing to be within 12" of any other Deathspear.

As long as the Decurion is within command distance of the entire squad, she can act as a regular squad leader.

EQUIPMENT. The Deathspears, including the Decurion, are all armed with CASTIGATOR COMBOS (see Warzone, p.107). The sniper is armed with a MEPHISTO (see "Sacred Crusader's Equipment").

STRUCTURE. A squad of 5 Deathspears, one of which is a sniper. The squad is "lead" by 1 Decurion, profiled by an individual model.

THE CLEANSING FLAME



Every Inquisitor teaches cadets for the Second Directorate, and Nikodemus is no exception. He trains his cadets on his remote estates, mustering them into the Cleansing Flame squad when he feels they are ready for battle. Only after trial by

combat does he allow his cadets to enter the Second Directorate.

The cadets of the Cleansing Flame know almost no fear. They are fanatical warriors, eager to show their prowess and either gain entrance into the Second Directorate or die in the attempt.

SPECIAL RULES

The Cleansing Flame may re-roll all panic and rout tests once due to their fanaticism. However, they are also so eager to show their prowess that they will always close with the enemy. The cadets must charge

into close combat if they are within one move of an enemy model, or else at least spend one Move action to close with the enemy.

EQUIPMENT. The Cleansing Flame are armed with the Inquisition's standard issue AC-40.

STRUCTURE. The Cadets act in a leaderless squad of 4 models.

THE FIREBREATH



Nikodemus has his own wing of Icarus planes — the Firebreath. Once per turn, either Nikodemus or Christos can spend a Use Special Power action ordering the Firebreath to make an air strike. Each strike allows the Firebreath to

drop three DAM 15(x3) bombs (grande template). The player controlling the Firebreath must declare the impact point of the first bomb (which must be within LOS of the model calling in the attack) and the attack trajectory, then roll against the Firebreath's MW value. A successful attack places the first Bomb template on the declared point of impact.

Next, roll 1d20 and count this number of inches along the declared attack vector. This is the point of impact for the second bomb; repeat this procedure for the third bomb. If the MW roll is failed, the first bomb deviates up to 10" from the declared target, and is placed using normal rules for deviation. The other bombs are placed as normal.

PERFECT The first bomb hits its point of impact perfectly. Instead of rolling 1d20 to determine the point of impact for the 2nd and 3rd bombs, roll each die twice and choose a result.

FUMBLE The bomb release mechanism fails and the Firebreath cannot be used again this game.

SHOOTING DOWN A FIREBREATH

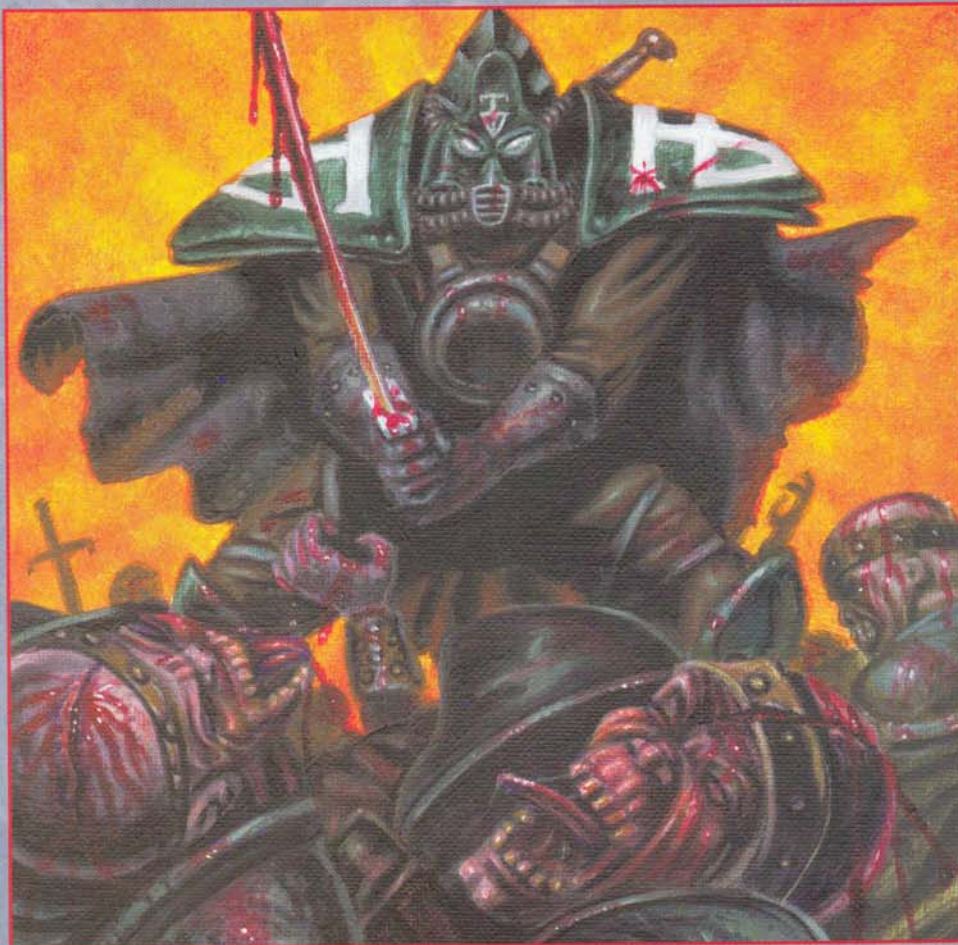
Use the rules for shooting down helicopters (see the Capitol rules in the main rulebook). If a Firebreath is shot down, roll 1d20. If the roll is 8 or less, the Archangel Pilot successfully bailed out and drops onto the battlefield. Randomly determine which player will declare where the Archangel will land. The other player then rolls on the deviation table and may move the Archangel up to 12" from the declared landing point. This deviation may take the Archangel off the table.

Archangels are armed with a Nemesis handgun and have the ability to use the Art of Mentalism. If the Firebreath is shot down no more Firebreath attacks can be performed.

NATHANIEL'S FLAME



The Holy Crusaders includes two additional Nathaniel's Flame squads. Their Special Rules, Equipment and Structure are the same as their counterparts in the Sacred Guard.



SACRED CRUSADER'S EQUIPMENT



During the Archinquisitor's career he has instituted many reforms and ideas that will last for hundreds of years. The new equipment below was made by Nikodemus for special use in his personal force.

THE MANTIS STING

The helmets of the Black Mantis are equipped with built-in taser weapons. Whenever a Mantis is engaged in close combat, she may take a Use Special Power action to fire the Sting at her opponent, sending a high voltage electrical charge into the enemy, causing temporary paralysis. A model hit by the Sting must make a Leadership test (with Small models getting -2 on

MANTIS' STING

CR	MX	RM	DAM
CC	-	-	Special



Mephisto

MEPHISTO

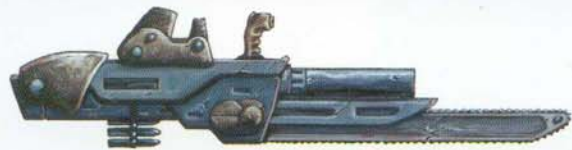
CR	MX	RM	DAM
40	80	-3	15

their LD, Large ones getting +2, and Giants getting +4) or else be unable to take any actions for the rest of the turn. Place a Hide template upside down next to a paralyzed model. If paralyzed enemies are hit again, they still get Armor rolls, but no other actions.

MEPHISTO

The Mephisto sniper rifle is one of the best sniper rifles in the whole solar system, used by both Brotherhood Mortificators and the famous Doomtroopers. From time to time, the Mephisto has seen use in the hands of other Brotherhood units, but this is rare.

- The Mephisto belongs to the General Army



Gabriel

GABRIEL	CR	MX	RM	DAM
Justifier	8	15	-2	13
Flamethrower	Template	-	-	14
Chain Bayonet*	CC	-	-	13(x2)

- * Capable of Sweep attacks.

GABRIEL

Nikodemus carries a deadly artifact based on the AC-40. Named Gabriel, this weapon was the personal armament of the first Inquisitor and has since been carried into battle by many other great Inquisitors. In addition to its chain bayonet, Gabriel includes an integrated flamethrower.



TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Pilgrim	13	14	-	14	3	1	1	3	24	22

PILGRIM

The Pilgrims are mainly used as escorts or recon units on missionary expeditions in territories unknown. They are well-known for their dedication to the light and obliteration of all affiliated with the dark.

SPECIAL RULES.

- All Pilgrims are immune to Rout.

EQUIPMENT. The Pilgrims are armed with the CONVERTER Assault Rifle and the MP-21 NEMESIS Handgun.

CONVERTER

CR	MX	RM	DAM	COST
10	20	-2	14	5

STRUCTURE. Pilgrims are purchased in leaderless squads 3 to 5.

PILGRIM EXECUTIONER

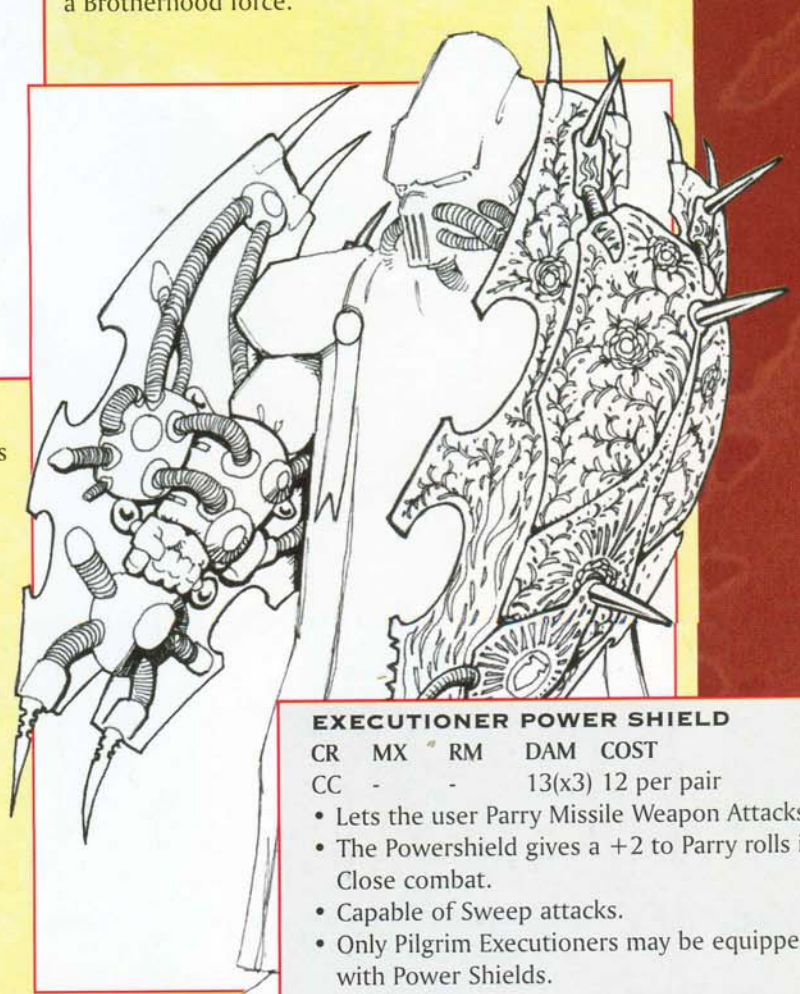
The Pilgrim Executioners are a very small elite unit within the Pilgrims that have specialized in brutal ritualistic Cardinal sanctioned assassinations.

SPECIAL RULES.

- Pilgrim Executioners are immune to Panic and Rout.
- Pilgrims Executioners may have One Aspect of the Art.

EQUIPMENT. Pilgrim Executioners are armed with a pair of EXECUTIONER POWER SHIELDS and may attack with both as one single action.

STRUCTURE. Pilgrim Executioners are purchased as individual models and may only be purchased for a Brotherhood force.



EXECUTIONER POWER SHIELD

CR MX RM DAM COST

CC - - 13(x3) 12 per pair

- Lets the user Parry Missile Weapon Attacks.
- The Powershield gives a +2 to Parry rolls in Close combat.
- Capable of Sweep attacks.
- Only Pilgrim Executioners may be equipped with Power Shields.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Pilgrim Executioner	16	10	13	15	4	3	2	3	27	55



ARCH PRIMATES

The Arch Primates are the veteran troops of the Brotherhood, hand picked from proven outstanding warriors originating from all different Brotherhood troops. Some may once have been Fury Elite Guards other Sacred Warriors. Of course well past their prime, they are still a powerful adversary.

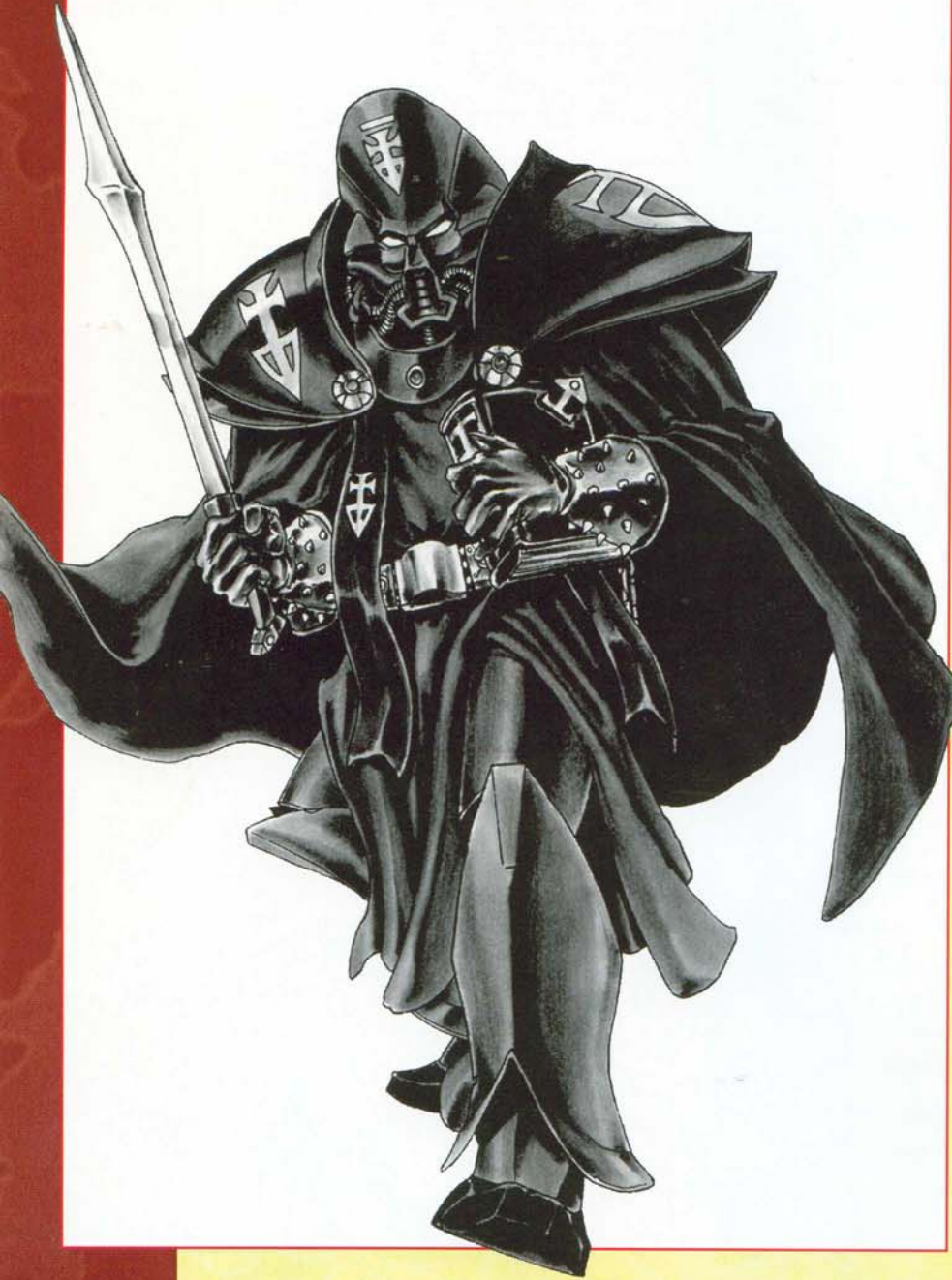
The Arch Primates dress in heavy antique armor that is a conglomeration of old and new pieces. Some of their own regalia is also mixed in.

SPECIAL RULES.

- All Arch Primates are immune to Rout.
- All Arch Primate Sergeants posses the Art of Kinetics.

EQUIPMENT. Arch Primates are armed with a AC-19 VOLCANO and a NEMESIS SIDEARM. Arch Primate Heavies are armed with the AC-41 PURIFIER. Arch Primate Sergeants are armed with an AC-19 and a NEMESIS SIDEARM.

STRUCTURE. Arch Primates are purchased in squads of 2 to 4 and one Heavy led by a Sergeant.



TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Arch Primate	14	14	-	15	3	2	1	3	30	38
Arch Heavy	12	15	-	15	3	2	1	3	30	39
Arch Primate Srg.15	14	14	14	16	3	2	1	3	30	55

NEW ART

KINETICS

PHANTASM

Range: Personal

Level: 3

Effect: The user creates a true illusion that allows him or her to adopt the appearance of another humanoid being. For the rest of the turn, any model wishing to target the user must first pass a leadership test, in order to identify the true being of their target.

LEVITATION

Range: Personal

Level: 5

Effect: The model levitates just above the surface of the ground and gains +2 to its MV. At the beginning of every turn, the model may roll equal to or lower than its LD score to see if it maintains the Levitation. If you do not wish to levitate you do not need to roll, otherwise the effect lasts until you fail the LD test. Any levitating model cannot hide, under any circumstances.

PREMONITION

PRESENCE

Range: 12 inches

Level: 2

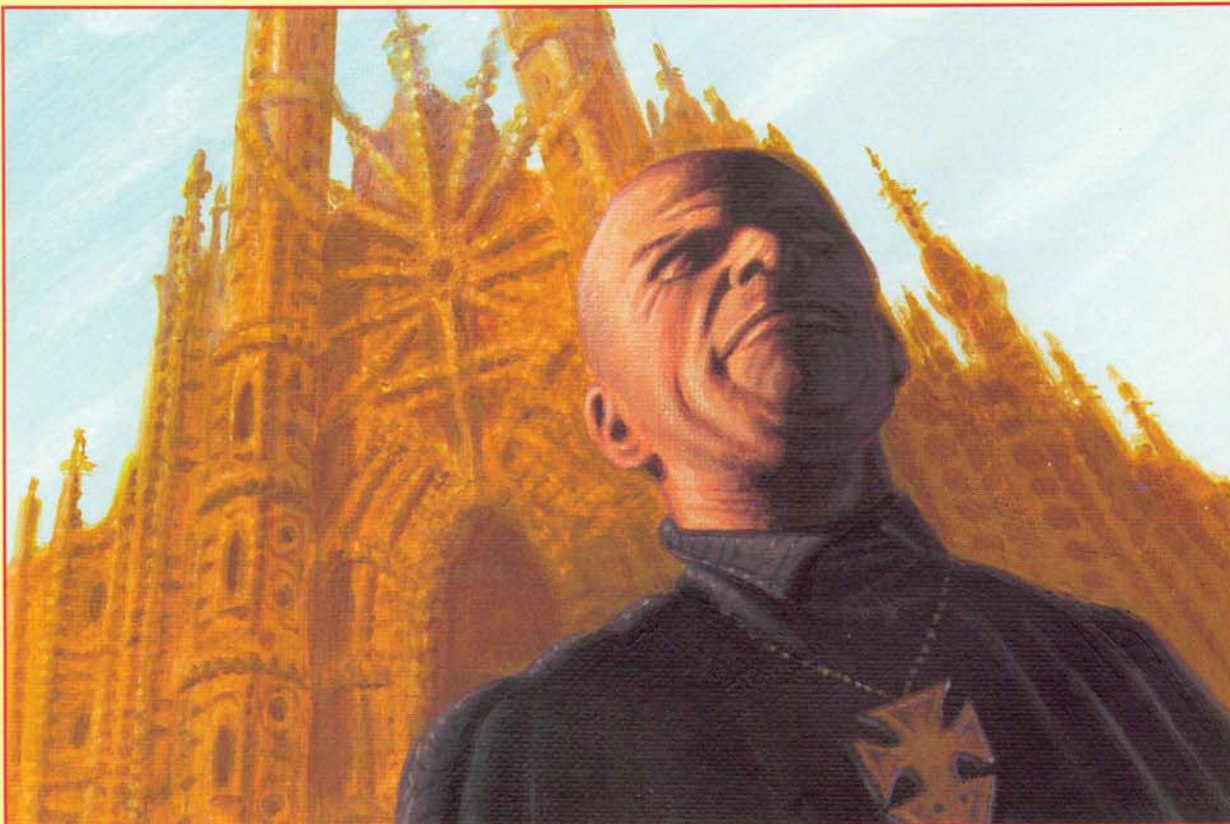
Effect: The user of this art will immediately spot every model within a 12 diameter. Unless able to resist, all hidden models within its range automatically lose their hidden status.

GAZE

Range: 24 inches

Level: 3

Effect: This allows the user to see through solid walls, hills, or any other obstruction that would prevent it having LOS to a given target. The effect lasts for the rest of the turn.



CHANGELING

HYPNOSIS

Range: LOS

Level: 5

Effect: This must be cast on any unit that hasn't been activated this turn. Unless able to resist, the caster can spend actions to perform move actions with the target. The model that is Hypnotized must move towards the caster.

EXORCISM

Range: 6 inch radius

Level: 2

Effect: The user of this gift can make any Dark Legion Undead Legionnaire remember a little bit about it's life when it was still human. Unless the model can resist, it can not attack the caster for the remainder of this turn.

MIND WALL

Range: Self

Level: 6

Effect: The user of this art can build a "wall" around his or her mind, that gives them partial protection from any Dark Symmetry. When symmetry is cast upon himself or herself, roll a d20. On a roll of 10 or less the Mind Wall has protected the user from the symmetry. Once cast, the wall can stay up as long as the user declares that he or she is keeping it up. This costs 1 action to maintain, and must be declared at the beginning of each turn, before any unit has been activated.

EXORCISM

EXORCISE DISEASE

Range: Touch

Level: 3

Effect: This art allows the user to cause one piece of Necrobionic technology ((Dark Legion special equipment) as found in Compendium#1:Dawn Of War), to stop working for the rest of the game. When in base to base contact, the user must spend an action to lay his or hands upon the target. This is considered an attack, and therefore can be parried.

EXORCISE INFECTION

Range: Touch

Level: 4

Effect: This art allows the user to remove ANY kind of natural (not mechanical like f.ex. a Combat Medic unit) regeneration ability (abilities that heal a wound)

from any model. Once in base to base contact with the target, the user spends an action to lay his or her hands upon the target, then casts the spell as normal. Unless able to resist, the targets' natural ability to regenerate wounds is removed for the rest of the game. The act of touching the target is considered an attack, and can be parried.

EXORCISE DARK INFLUENCE

Range: Touch

Level: 3

Effect: This art allows the user to remove any Dark Symmetry effect that has altered any model in any way, except on weapons or equipment. It can only reverse the effects of symmetry that alter the person's being, and not anything else. Once in base to base contact, the user spends an action to touch the target, if successfully cast, the user is back to normal, the way he or she was before the Dark Symmetry had a negative effect on him or her.

EXORCISE EVIL THOUGHTS

Range: Touch

Level: 4

Effect: This art allows the user to alter the mind of any enemy model, including A.I.'s. Once in base to base contact with an enemy model, the user spends an action to lay his or her hands upon the target. This counts as an attack and can therefore be parried. Unless the victim resists, it cannot attack any model that is part of the same army as the model who cast this art spell. The effect lasts for the rest of this turn.

ELEMENTS

ELEMENTAL WALL

Range: LOS

Level: Variable

Effect: This art produces a wall of air that travels upwards, continuing beyond ones imagination. The length of the wall in inches is equal to the level at which the spell was cast. No model may shoot through or pass through this wall. Place a marker down on the battlefield to signify where the wall starts and ends. The wall must be a straight line, but can go over hills and uneven terrain. The wall is transparent, but unbreakable and lasts for the rest of the turn.

ELEMENTAL BALL

Range: LOS

Level: twice the target's ST

Effect: This art produces a ball of energy that can

knock an enemy off his or her feet. If the target is unable to resist it is laid down on the battlefield. It must spend an action to stand up. Any model attacking the knocked down model receives a +4 to hit in either hand to hand or ranged attacks. The minimum level of this art is 2.

ELEMENTAL BOLT

Range: LOS

Level: 5

Effect: This art allows the user to strike the target with an invisible bolt of elemental energy. The damage of the bolt is 14. Unless the target can resist, the attack will automatically hit.

RESIST ELEMENTS

Range: Self

Level: 2

Effect: This art renders the caster immune to all attacks that do damage via heat/fire and cold/ice. The effect lasts for the remainder of the turn.



MANIPULATION

SUGGESTION

Range: LOS

Level: 4

Effect: This art allows the caster to suggest to the target who the enemy really is. Unless the target can resist, his next action will be to attack the model who he believes is his enemy. After the attack, the effect wears off.

DISCERN TRUTH

Range: LOS

Level: 4

Effect: Unless the target resists, its true alliance is known to all models on the battlefield. This spell is especially useful against the Dark Legions' Dark Huntsmen.

TELEPATHIC MESSAGE

Range: LOS

Level: 4

Effect: This art may ONLY be used by a waiting model even though you may not normally take a Use Special Power action as a wait action. The user can either give a +4 bonus to a model who is attempting to use an art spell, or give a -4 modifier to a model that is attempting to invoke any Dark Symmetry spell, from any Apostles list of available spells. As soon as the target declares he or she is casting a spell, the user immediately uses his or her wait counter, and unless the target resists, the +4 or -4 modifier takes effect. If you wait into a new turn and use the Use Special Power action, you may still take your normal Use Special Power action that turn.

BLESSED VESTAL LAURA



A Leading example of trueness to the Light – Blessed Vestal Laura leads parts of the 2nd Directorates Sisterhood in victory after victory. Her swiftness and skill on the battlefield is legend and its of great merit to have fought side

by side with her on the eternal quest of shedding light over the dark. Laura is also esteemed by the



CASTIGATOR SPEAR

CR MX RM DAM
CC - - 14(x2)

- Capable of Sweep attacks.

Corporations for her stainless track record in Cartel organized operations against the forces of Darkness.

SPECIAL RULES.

- She has All Aspects of the Art.
- When Blessed Vestal Laura is on the battlefield all Valkyries and Vestals may use all Aspects of the Art. As soon as Laura is removed form the board (killed) all the

BLESSED VESTAL LAURA

CC	MW	PW	LD	AC	W	ST	M	A	COST
17	16	16	17	5	3	3	4	27	115

Valkyries and Vestals must go back to their normal limit of Aspects (which is one).

- She has the CLOSE COMBAT TRAINING Special Ability .

EQUIPMENT. Blessed Vestal Laura is armed with a special CASTIGATOR SPEAR that she has made herself and a PUNISHER HANDGUN.

STRUCTURE. Blessed Vestal Laura is purchased as a personality and a individual model.

SERGEANT CARTER



Sergeant Carter was decorated with the Freedom Eagle after rushing into a horde of Necromutants that had cut-off one of his squads. He tore the heads from quite a few of them with his bare hands in a berzerker rage, while getting

half of his squad back to the main force unscathed. Sergeant Carter is well-known for his complete lack of fear and his lead-star motto "When it's a man's



time to go, he gotta go" clearly has influence on the troopers under his command as they also follow him blindly into fierce brutal close-combat.

SPECIAL RULES.

- Sergeant Carter is immune to Panic and Rout.
- Sergeant Carter has the CLOSE COMBAT Special Ability.
- Sergeant Carter may spend a Use Special Power action to Rally any Capitol trooper or squad in your force.

SERGEANT CARTER

CC	MW	PW	LD	AC	W	ST	M	A	COST
18	13	-	18	4	3	3	3	24	100

- Sergeant Carter prefers to take on his enemy one-on-one in hand-to-hand combat. Carter must use his fists fighting hand to hand. His punch causes DAM 13 because of the special steel knuckle dusters he has sewn into his gloves. He may take two attacks with his fists per action in close combat.

EQUIPMENT. Sergeant Carter is armed with a rifle creation he devised himself – the PPX Assault Rifle. The cost for this weapon is already figured into Carter's cost.

STRUCTURE. Sergeant Carter is purchased as a Personality.

PPX ASSAULT RIFLE

CR	MX	RM	DAM
10	20	-3	14



PIRANHA HANDGUN

CR	MX	RM	DAM
15	20	-3	14

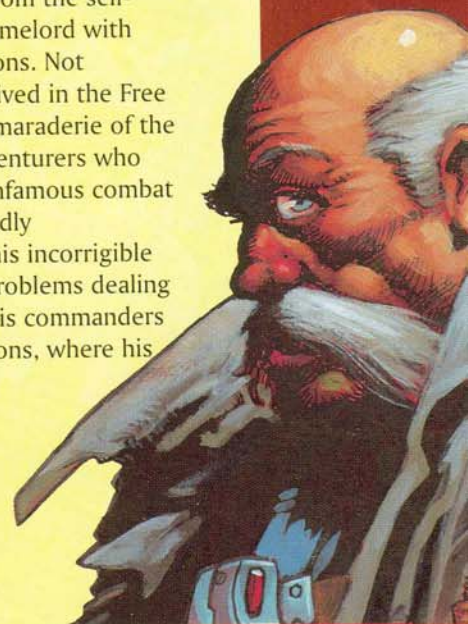
- May be used in Close Combat.

JAKE KRAMER

The corpulent Jake Kramer is a Capitol veteran of countless battles and numerous secret operations. Seemingly born with a natural talent for attracting trouble, Jake joined the Free Marines while a teenager, compelled to make this career choice in order to avoid a life sentence at hard labor in a penal colony – this dire fate stemming from the self-

defense killing of a local crimelord with powerful political connections. Not surprisingly, young Jake thrived in the Free Marines, welcoming the camaraderie of the thieves, murderers and adventurers who comprised Capitol's most infamous combat unit. Although Jake repeatedly

distinguished himself in combat, his incorrigible independent spirit and inherent problems dealing with authority figures prompted his commanders to transfer him to Special Operations, where his considerable fighting skills could be utilized in a less structured environment. Initially Jake loved the excitement and danger of covert actions, but as all the decades passed he realized that for all his risks and hard work, nothing ever really changed, no



JAKE KRAMER

CC	MW	PW	LD	AC	W	ST	M	A	COST
15	15	-	15	4	3	2	3	24	110

one truly cared about anything except themselves. Jake Kramer is now quite bitter about his experiences, but he realizes that he's too old and set in his ways to change now (and perhaps still addicted to the excitement of the mission, his last genuine pleasure in life).

SPECIAL RULES.

- Jake has the STEALTH, COMMANDO TRAINING, JUNGLE TRAINING and CLOSE COMBAT TRAINING Special Abilities.
- Jake is immune to Panic and Rout.
- Jake can be deployed Hidden and Waiting anywhere on the board before the battle starts. He may not be deployed in the enemies' deployment zone.

EQUIPMENT.

Jake Kramer is armed with a GEHENNA PUKER and a PIRANHA HANDGUN. The cost for these weapons are already figured into Jake's Point Cost.

STRUCTURE.

Jake is purchased as a Personality.

CORAL BEACH



Coral Beach is a man of silence and silencing. Coral usually works with a squad of hand-picked Chasseurs and is sent on missions requiring extra discipline and ruthlessness. Coral is well known for his ultimate dedication to fulfilling

his mission, using all methods available – even if it means sacrificing numerous friendly troops or innocent bystanders. Coral has developed a special mental resistance to things supernatural after being subject to things and events beyond belief while locked up in a Cybertronic testchamber during his childhood. He also has some prototype cybernetics installed to strengthen his mental ability.



EQUIPMENT. Coral Beach is armed with two P1000:s and may fire both of them as one action. The Cost for these weapons are already figured into Coral's Point Cost.

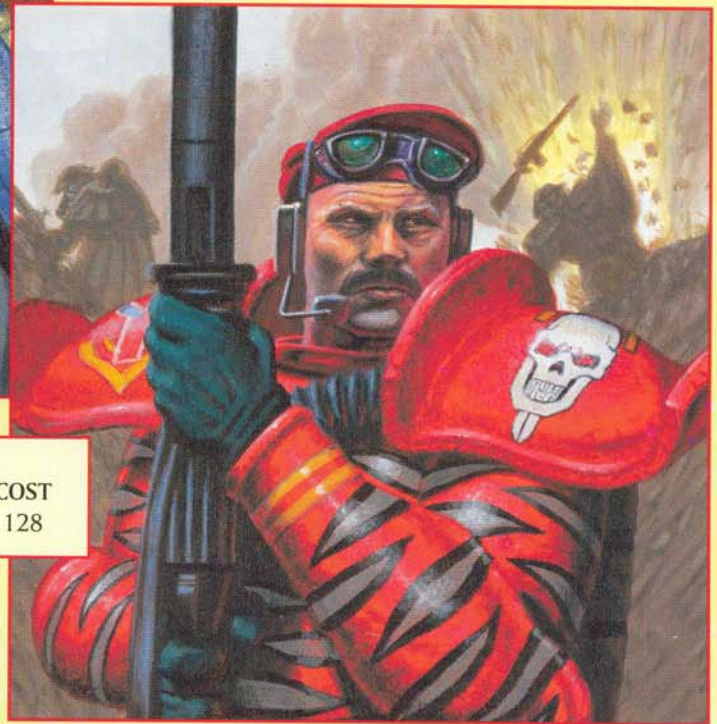
STRUCTURE. Coral Beach is purchased as a Personality. He may only be purchased if you have at least one squad of Chasseurs in your force.

TIMOTHY MACGUIRE



After proving himself in numerous battles against the Bauhaus forces in the Venusian Jungles Macguire was promoted Lietenant Colonel and transferred to strengthen the Lion's Authority on battling Cybertronic. Macguire's

strength lies in his leadership abilities and power to instill courage into the men under his command. He like to take risks – calculated risks, therefore his reputation of performing operations with a minimum of casualties has made more than one Golden Lion trooper ask for transfer to perform under his command.



CORAL BEACH

CC	MW	PW	LD	AC	W	ST	M	A	COST
13	16	-	17	4	3	2	3	28	128

SPECIAL RULES.

- Coral Beach is immune to Panic and Rout.
- When Coral Beach is in play all friendly Chasseuers are immune to Panic.
- Coral Beach has Cybertronic's immunity to the Art and the Dark Symmetry.
- Coral is considered a Chasseur. Rules that apply to Chasseurs apply to Coral.

TIMOTHY MACGUIRE

CC	MW	PW	LD	AC	W	ST	M	A	COST
14	16	-	16	4	3	2	3	26	110

SPECIAL RULES.

- Timothy Macguire is immune to Panic and Rout.
- Timothy has the MARKSMANSHIP and COMBAT REFLEXES Special Abilities.
- He does not gain any benefit from Edward S. Murdoch for being a Golden Lion because he is a Personality.

EQUIPMENT. Timothy is armed with a special gun of his own design that also carries his name – the MACGUIRE. The cost for this weapon is already figured into Timothy’s point cost.

MACGUIRE ASSAULT RIFLE				
CR	MX	RM	DAM	
10	20	-5	18	

STRUCTURE.

Timothy Macguire is purchased as a Personality. He may only be purchased if you have at least one squad of Golden Lions in your force.

TOSHIRO



Toshiro is one of the most notorious Shadow Walkers – feared even among his own ranks as he is used for internal affair matters requiring, how should it be said – delicacy. Toshiro is a ruthless and brutal assassin completely lacking

empathy. He is loyal beyond belief and “earning” that reputation at young age when he brutally assassinated his own corrupt father. For Toshiro, honor and loyalty to his grand heir is all.

SPECIAL RULES.

- Toshiro is considered a Shadow Walker and all rules that apply to Shadow Walkers apply to Toshiro.
- Toshiro is immune to Panic and Rout.
- Toshiro may never take Extra Cover.
- Toshiro is a Master of Stealth. Enemy models

trying to spot him get -8 to their roll in addition to any other modifications.

EQUIPMENT.

Toshiro is armed in the same way as the Shadow Walkers – a special modified PUNISHER COMBO. The Cost for the weapon is already figured into Toshiro’s Point Cost.

STRUCTURE.

Toshiro is purchased as a Personality. He may only be purchased if you have at least one squad of Shadow Walkers in your force.



TOSHIRO										
CC	MW	PW	LD	AC	W	ST	M	A	COST	
16	16	-	16	4	2	3	4	22	117	

GOLGOTHA



Golgotha is a Nepharite in the service of Algeroth, the Apostle of War. She is in charge of a Dark Legion Citadel hidden in a remote region of Venus. Like all Nepharites, Golgotha is extremely ambitious, constantly striving to acquire personal fame and power while serving Algeroth and the Dark forces. So while she is actively pursuing the destruction of mankind, she is just as actively plotting and scheming against other Nepharites, especially Overlord Alakhai, Algeroth's chief rival.



Standing almost 10 feet tall, Golgotha is an impressive sight. She has a brutish yet feminine body, its eerie paleness suggesting both high-born aristocracy and diseased death. Golgotha usually wears a spiderlike Dark Symmetry power stabilizer on her back, a device that allows her to channel the magic of the Dark Legion and utilize its dark gifts to their maximum advantage. The daunting arachnid shape of the stabilizer only adds to her image of authority and power. Little is known of Golgotha's true origin, but one theory suggests that she was once a human Valkyrie, member of an elite Brotherhood troop consisting only of women, and that she was wounded and captured in the Brotherhood's first battle against Algeroth. (This hypothesis also explains Golgotha's evil attraction towards human men, which has earned her nickname "The Mistress of Pain".)

SPECIAL RULES:

- Golgotha is a Large Model.
- She causes FEAR in all troops that oppose her (see Compendium#1:Dawn of War).
- Golgotha has a immunity to the art. Whenever targeted by any art spell roll a d20. if the result is 10 or less the spell does not affect her.

GOLGOTHA

CC	MW	PW	LD	AC	W	ST	M	A	COST
15	-	15	16	5	4	4	5	28	135



- **LUST** - once per activation Golgotha may target any male model on the opposing players force, this model must make a LD test, if the model fails it can do nothing until Golgotha is activated again next turn (if Golgotha dies before her next activation the targeted model snaps out of the lust towards Golgotha). Golgotha herself can do nothing to else to the this model for the remainder of the turn. This does not cost an action.
- She may posses 10 dark gifts from either the Dark Symmetry list or Algeroth list.
- If Golgotha is on the same battlefield as Alakhai and they are activated within 20 inches of each other, a LD test must be made. If Golgotha fails she will attack Alakhai. To show this the opposing player takes control of Golgotha for the entire turn and **MUST** use her to Attack Alakhai (with whatever means the opposing player finds suitable). If Alakhai is activated within 20 inches of Golgotha he is subject to the same Procedure.

EQUIPMENT.

HORITSA'S SPINE

This artifact is eons old and has never been used to its fullest extent. It is symbiotic in nature and has chosen Golgotha as it's permanent residence.

- It allows her to take two Use Special Power actions per turn provided at least one is to use the Dark Symmetry or both for the special Heal ability below (she may not use the same Gift twice per turn).

- The Spine adds +3 to Golgotha's parry in close combat, it also enables her to parry any strength model, but any strength that she would not be able to normally parry will incur a +3 modifier to the Parry roll.
- Once per turn she may spend both of her Use special power actions to heal one wound that she has lost.
- The points for this weapon are already figured into Golgotha's point cost.



NECROTECH CLAW

Golgotha has a claw that has been grafted to her arm for combat. This is a fierce weapon.

- The points for this weapon are already figured into Golgotha's point cost.

STRUCTURE.

Golgotha is purchased as a Personality and individual model. She may only be purchased as part of a Dark Legion force.

NECROTECH CLAW

CR	MX	RM	DAM
CC	-	-	12(x3)

- Capable of Sweep attacks.



STAHLER



Erwin Stahler is a man with some of Bauhaus' most noble blood running through his veins. He holds the office of Minister of Defense and Grand Master of "the High Order of Merit of the Templar Knights of Venus". His

fortress, the Stahler palace, is situated in the middle of Heimburg, at the heart of the Bauhaus empire. It is Stahler's powerful political and social connections that make him a man to be reckoned with. Yet as ruthless and feared as Stahler is, even his fellow Bauhaus ministers cannot guess his secret nature, not only are there generations of blue blood pumping through Stahler's heart, but also the infectious poison of Dark Legion heresy. A fully developed heretic with the gifts of Dark Technology, Stahler has used this unholy advantage to further his career and crush his enemies.

Lord Marshal Erwin Stahler was a man that had his career staked out for him even before he was born. With the right lineage, schooling, and contacts, he was destined for high position within the Bauhaus corporate aristocracy. However, life did not fulfill its promise to Stahler; he proved to be a poor excuse for an executive, and a disaster as a soldier. Stahler's short career seemed to have concluded when his combat unit was destroyed in a battle on Venus. Assumed to be killed in action, Stahler reappeared a month later, the miraculous sole survivor of the massacre. From that

day onward, Stahler's luck changed; he aggressively and daringly reached higher and higher positions within the Bauhaus Ministry.

It was during his mysterious missing month that Stahler met Golgotha and made the pact with the Dark Legion that would forever change his life, and those unfortunate enough around him. With high Cheekbones, a noble profile, and the classic Romanov

STAHLER BAUHAUS MARSHAL

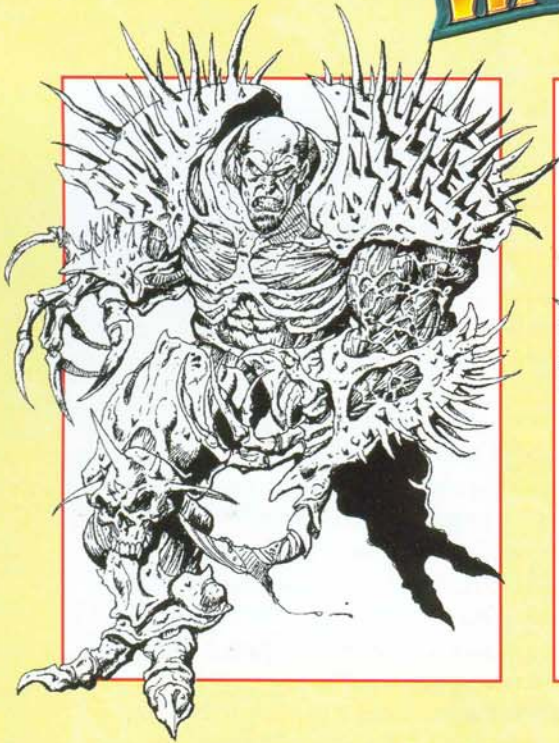
CC	MW	PW	LD	AC	W	ST	M	A	COST
12	12	12	14	3	2	2	3	26	100

STAHLER TRUE FORM (CARCASS SUIT)

CC	MW	PW	LD	AC	W	ST	M	A
16	-	12	15	5	6	4	5	30



WARZONE™



beard, Stahler looks the very ideal of a Bauhaus aristocratic ruler. But should the situation warrant it, Stahler's true nature will explode, transforming him into a Dark Legion beast with NecroTech claws and a body filled with corrupted metal and pulsing tubes.

SPECIAL RULES.

- Stahler starts the game as the Bauhaus Marshal, in this form corporate models have to make a successful LD test to shoot or do any harmful action to him. Bauhaus troops cannot shoot or do anything at all to harm him. For Stahler to transform into his true form (Carcass Suit), an enemy corporate model must actually shoot at him. Once he is shot at he may spend a Use

Special Power action to transform (if Stahler took any wounds when fired at, the wounds carry over when he transforms). Once he is transformed or performs an attack any model may shoot him.

- Stahler has the CLOSE COMBAT TRAINING special ability.
- Stahler does not gain the special Bauhaus Reliability since he is a Dark Legion model.

EQUIPMENT. When Stahler is in his Bauhaus Marshal form he is armed with a MG 40 LMG, but once he transforms he is armed only with his NECROBIONIC CLAWS. Both of these weapon are already figured into Stahler's point cost.

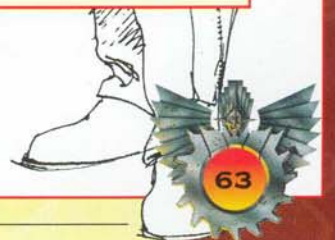
STRUCTURE. Stahler is purchased as a Personality and a individual model. Stahler may only be purchased for a Dark Legion force.



NECROBIONIC CLAWS

CR	MX	RM	DAM
CC	-	-	12(x3)

- Capable of Sweep attacks.



RAGATHOL



Ragathol is a huge creature by human standards, towering a full 13 feet tall and weighing over 500 pounds. Ragathol is one of the Dark Legion's lesser Nepharites, serving Algeroth, the Apostle of War. Unlike Golgotha, Ragathol does not

have his own Citadel, a situation he plans to rectify at the first opportunity. His scheming nature provides him with one goal, to become the only warlord of Algeroth.

Ragathol is even more devious than Golgotha, but he has a great disadvantage. He's a total coward and is backs down immediately if one of his plots threatens to be revealed.

Nothing is currently known as to where Ragathol came from, but there is evidence hinting about previous actions on Luna and Mars.

SPECIAL RULES.

- Ragathol is a Large Model.
- Ragathol may possess up to 5 Dark Gifts from either the Dark Symmetry or Algeroth list.
- He cause FEAR in his Opponents.
- POWERFUL - Ragathol can parry any strength model.
- Once per turn Ragathol can invoke a red dust cloud around any squad in his force. That squad automatically becomes hidden and will act as if they normally have COMMANDO TRAINING and STEALTH until Ragathol is next activated. This does not cost an action to perform.

EQUIPMENT. Ragathol has a BLADE OF LOST SOULS which he keeps with him at all times. It is imbedded with certain dark powers. The point cost for this weapon is already included in Ragathol's point cost.

BLADE OF LOST SOULS

- If Ragathol is down to his last wound, and inflicts a wound with his sword, he must make a successful LD test, if he makes the LD test he will gain on wound. This ONLY takes place if he is down to his last wound.
- Soul Song - Once per turn Ragathol may spend a Use Special Power action and reanimate a number of Undead Legionnaires killed in the current battle. When performing this action roll on the following table.

ROLL EFFECT

1-5	up to 3 undead legionnaires are reanimated
5-10	up to 2 undead legionnaires are reanimated
11-15	1 undead legionnaire is reanimated
16-20	no effect

When reanimated, place the Undead Legionnaires within 3 inches of Ragathol. They are now forming a squad.

STRUCTURE. Ragathol is purchased as a Personality and an Individual model. He may only be purchased for a Dark Legion Force.



BLADE OF LOST SOULS

CR	MX	RM	DAM
CC	-	-	10(x2)

- Capable of Sweep attacks

RAGATHOL

CC	MW	PW	LD	AC	W	ST	M	A	COST
16	-	14	15	5	6	6	5	30	130

ALGEROTH

NEPHARITE WARLORD



Nepharite Warlords are Nepharites that passed the series of tests in order to become a Nepharite although they are not ready. After being sacrificed on a great altar in a Citadel's sanctum, and then having its body cast into the

lava pits, a Nepharite Warlord is born. There is no way to know before hand if the heretic is ready for the tests to become a Nepharite until the tests have been taken and the Nepharite is pulled from the lava. When the test has failed one of two things can happen. First the heretic performing the test could die or when it is pulled from the lava it will resemble a Nepharite, but look much weaker and lack all of a Nepharite's fighting abilities. When a Nepharite Warlord is around Undead Legionnaires it's true power is revealed – they seem to have an astounding influence over Legionnaires who follow their slightest command.

SPECIAL RULES.

- The Warlord has the unusual power to increase the fighting capabilities of Undead Legionnaires. Undead Legionnaires in a squad led by a Nepharite Warlord gain +3 to CC and MW.
- The Warlord is a Large Model.
- Nepharite Warlords may possess up to 3 Gifts.
- The Warlord may – due to his unlimited ability to control – include any number of leaderless



Undead Legionnaires on the battlefield. Provided they are within Command distance they'll automatically join his squad.

EQUIPMENT. The Warlord is armed with one hand-held version of the AZOGAR. The stats for the weapon remain the same with the exceptions that it may not perform Sweep Attacks and the wielder does not gain +2 to CC. The Warlord is also armed with the VORICHE handgun.

STRUCTURE. Nepharite Warlords are purchased as Squadleaders for squads of Undead Legionnaires.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Nepharite Warlord	14	14	10	17	4	3	3	4	24	74

IMMACULATE SPAWN

Immaculate Spawns are actually creatures on the verge of becoming Immaculate Furies. In the final stage of their evolutionary process, they must absorb the fear, screams, pain and agony of their first victim of war. Once accomplished the Spawn will transform into an Immaculate Fury.

SPECIAL RULES.

- The Spawn Evolves after experience on the battlefield. Once the Spawn has killed a total of 4 enemy models the Spawn transforms. Replace the Spawn model with an Immaculate Fury model.

The Spawn is now considered an Immaculate Fury in all aspects and uses its statistics and special abilities.

- The Immaculate Spawn is a Large model.

EQUIPMENT. The Spawn may be armed with any weapon from the Necrotech armory list. When the Spawn transforms into a Fury it still carries this weapon.

STRUCTURE. The Immaculate Spawn is purchased as an individual model.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Immaculate Spawn	10	12	-	13	3	1	3	3	26	34





PRETORIAN BEHEMOTH

Pretorian Behemoths are used primarily to shed Corporate blood in the sandy Martian deserts but can also be transported through the musty ritual chambers of the Citadel to other Warzones. Once there, they feast on any Corporate soldiers with strength enough to withstand the assault of the normal hordes of darkness.

SPECIAL RULES.

- The Pretorian Behemoth cause FEAR (per Compendium# 1: Dawn of War).
- The Pretorian Behemoth is a Giant sized model. All rules for Giant sized models apply to the Behemoth.
- The Pretorian Behemoth may perform two attacks per action due to his two set of arms.
- The Pretorian Behemoth may use a Special Power action AND one regular action (i.e. it costs 2 actions and may only be performed once per turn) to perform it's special THROW attack. He may pick up any model within 5 inches and throw it away. He can throw small models up to 20 inches, normal models up to 15 inches and Large models up to 10 inches. He can NOT throw Giant sized models. The Behemoth must Throw the model immediately after he has picked it up, he may not "carry" it around. He may throw a model off-board – meaning that it is removed from play. He may also Throw the model on other models. When Throwing a model on other models roll to hit against the Behemoth's MW. If he hits both models suffer a DAM 13 attack and are placed on their sides (they must spend one action to stand up the next time they are activated. Models that are Knocked over suffer a -3 penalty to armor).

- The Pretorian Behemoth also has a Special STOMP attack. The Behemoth may spend one action to Stomp. Any model within 12 inches of the Behemoth must make a successful LD test or fall over. Any models that are knocked over lose all of their Hidden, Wait, and Extra Cover Markers. Models that are knocked over must spend one action to stand up the next time they are activated.

EQUIPMENT. The Behemoth is armed with an oversized version of the AZOGAR and the DECIMATOR HANDCANNON. these weapons are already figured into the Behemoth's Point Cost.

STRUCTURE. The Pretorian Behemoth is purchased as an individual model.

DECIMATOR

CR	MX	RM	DAM
20	-	-	14(x4)

OVERSIZED AZOGAR

CR	MX	RM	DAM
CC	-	-	15(x3)

- Capable of Sweep Attacks.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Pretorian Behemoth	17	14	-	16	5	6	8	5	30	210

KADAVERS



Kadavers are mindless, lumbering monsters, the ultimate product of the terrible process of Degeneration that so many Cultists suffer. Their brains are so rotted that they can

no longer think for themselves. They are capable only of obeying the simplest of commands and of telling friend from foe. If they once understood their Dark Gifts, they do not any longer. They are fit only to work as Guardians in the Temples of Destruction or as cannon fodder in the battles of the Dark Legion. Kadavers are immensely

strong and tough, but slow in both thought and act.

Every Kadaver looks different. Their stigmata are obscenely pronounced and warp their entire appearance. The only thing they have in common is the hideous look of terminal disintegration and the awful reek of corruption that emerges from them. Flies caked the open sores on their bodies, and green pus emerges from their cracked skin.

SPECIAL RULES.

- Kadavers are hard to kill because they are so degenerated. If a Kadaver loses its last wound roll a d20 – if the result is a 5 or less the Kadaver remain in play with 1 wound.

EQUIPMENT. Kadavers may purchase any Sidearm and Close Combat weapon from ANY armory. The entire squad must be armed the same way.

STRUCTURE. Kadavers are purchased in leaderless squads of 2 to 4.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Kadaver	12	10	-	13	3	2	2	3	22	13

NECROMUTANT TORMENTORS

There is a specially trained Necromutant force within the Dark Legion that is well equipped to spread fear and carnage on the battlefield. Belonging to no squad of their own, Necromutant Tormentors join and swell the ranks of Necromutant squads. They come equipped with Tormentor Flamers, flamethrowers

that come in various ornate forms, but hold true to one basic design. The user has a tank strapped to his back, from which runs a long hose. The tank contains foul, unidentifiable brew which ignites on contact with air. The user guides the flame by pointing the nozzle of the hose, which is usually carved to resemble some sort of demonic head. Those who use the Tormentor must wear special gear to protect them from the heat and backblast that always accompanies a Tormentor's use.

SPECIAL RULES.

- A Necromutant Tormentor may be purchased and added to a squad of Necromutants, thus increasing the squad structure by 1. i.e. 4 to 6 instead of the stated 3 to 5.

EQUIPMENT. A Necromutant Tormentor is armed with a TORMENTOR FLAMER.

STRUCTURE. Necromutant Tormentors are purchased individually (but are not individuals) for squads of Necromutants. They are considered to be part of the squad and must obey the command structure rules.



Necromutant with Tormentor

TORMENTOR FLAMER	CR	MX	RM	DAM	COST
F	-	-	-	16	25

- Uses the Flamer Template.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Tormentor	12	13	-	12	3	1	2	3	25	32



DEMNOGONIS



LAST RITESMAN



Stitched together from the rotting remains of Corporate soldiers and stenching Necrotechnology, the Last Ritesmen have proven incredibly successful in battle, despite uncountable casualties. They are completely

self-sacrificial and lunatic as they are under constant torment and pain from the numerous infected mechanical screws, bolts and pistons that help operate their decaying flesh.

SPECIAL RULES.

- A Last Ritesman must stay within 3 inches of another Ritesman in the same squad.

EQUIPMENT. The Last Ritesmen have assorted spikes, blades and screws replacing their hands. They cause DAM 12 in Close Combat. The cost for these weapons is already included in the Last Ritesman's Point Cost.

STRUCTURE. The Last Ritesmen are purchased in leaderless squads of 10 to 14.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Last Ritesman	13	-	-	11	3	1	2	3	23	8

CAIRATH

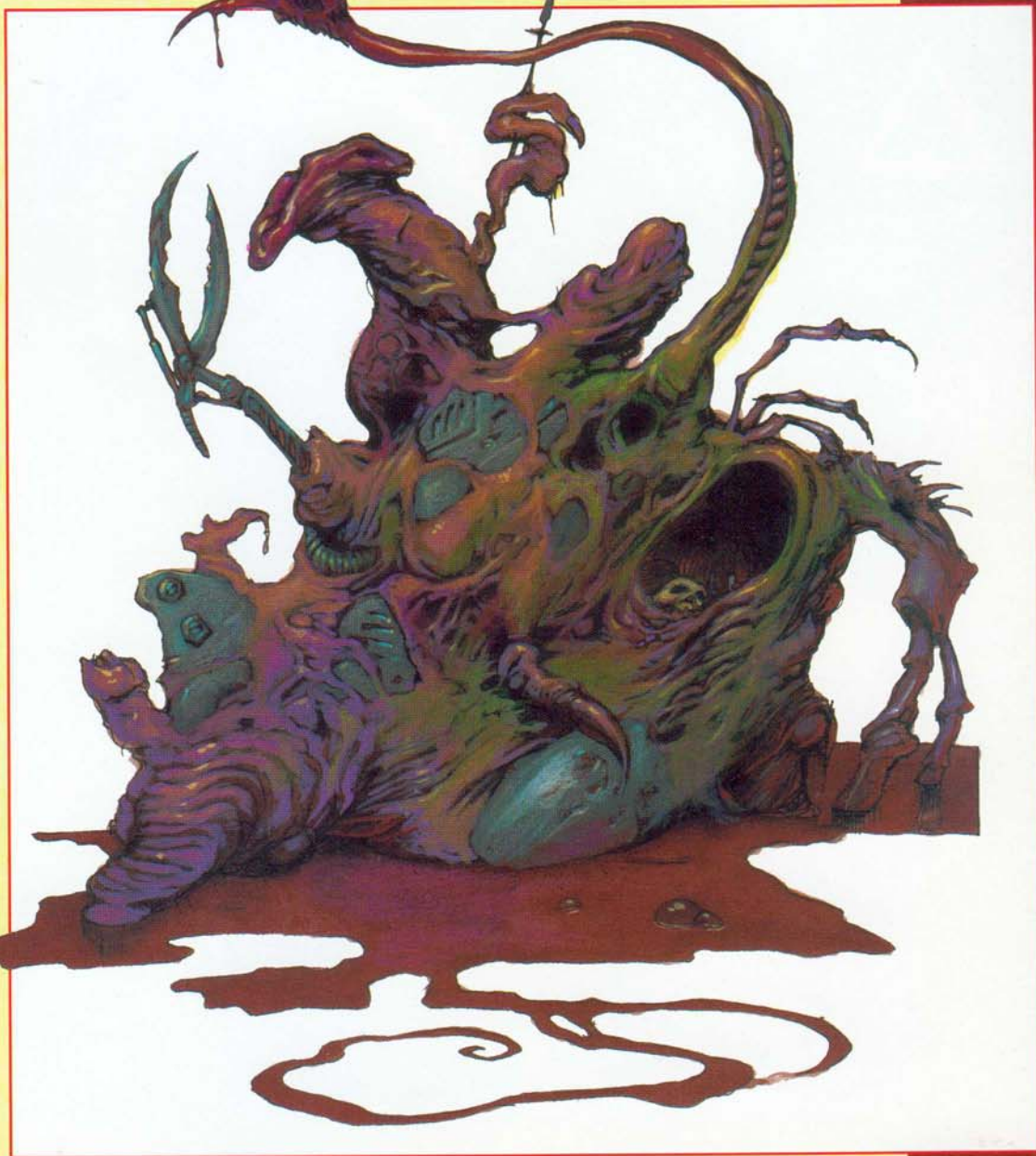
The Cairath was created in the most terrible of birth chambers of the Dark Legions. Devised by the Nepharites of Demnogonis, it is used as a token of the Befouler's might and is given to cults all over the solar system.

This blind creature is constructed on a frame of living metal and rotting flesh. To this frame the Cairath adds other material, both organic and inorganic. It has no mouth and lacks all senses but touch, which it uses for navigation and locating prey.

A Cairath does not devour its victim but incapacitates it and absorbs it into its own hideous body. It then draws energy and sustenance from its victim. Intelligence reports indicate that the absorbed victim sometimes survives in a symbiotic state within the Cairath. This process is very painful as the individual is slowly metabolized, losing their senses, and being reduced to a pile of screaming flesh.

SPECIAL RULES:

- All Cairaths are immune to panic and rout.
- Cairaths are considered large models.
- If any model is hit by the Cairath, several things can happen, instant death, being wounded, or even being turned into one of the Blessed. The way you determine what happens to the hit model is to consult the chart below. Whenever any model is struck by the Cairath, the owner of that model must roll a D20.



ROLL	EFFECT
1 to 5	nothing happens.
6 to 10	model takes a wound.
11 to 15	model automatically dies.
16 to 20	model is turned into a Blessed Legionnaire and starts a new squad (or joins one already started) with the Cairath. The Cairath may still use actions restricted to individual models.

EQUIPMENT. None.

STRUCTURE. The Cairath is purchased as an individual model.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Cairath	16	-	-	15	4	3	4	3	26	55



ILIAN THE TRIANGLED WHEEL

Deep within the cold void lies an area of endless sleep. In the womb of this darkness lie the troops of the wheel. The wheel is one of Ilian's many frozen creations. It resembles an old spoked wheel with Ilian's symbol as the hub. The wheel is only called out in times of mass destruction and devastation.

The wheel houses the most deadly of the Templars, those that have no comprehension of anything but war. It keeps them in a stasis so they can be deployed into specific battles. If they were free to roam, they would probably destroy everything they saw, including themselves. When Ilian calls the Triangled Wheel will show its black carapace above the battlefield. It then beams squad after squad to the ground in a magnificent display of light, leaving behind scorched ground, shaped like a symbol of Ilian.

BACKGROUND

The first Templar brought through the portal to our plane was a mysterious creature known as Karak. Standing 10 feet tall, he was the perfect cross between man and machine, cool and calculating yet savage and unrefined. Ilian looked at this abomination and saw it as a thing of beauty. Since

then, the Templars have been a valuable asset in Ilian's crusade. Karak has seen many battles and visited many warzones. As time passed, age and existence in our plane wrought its effects on Karak and the first signs of the curse began to surface.

The curse of the Templars is a degenerate effect which manifests only if a Templar has lasted in our plane for many years. First their minds become so attuned to battle that nothing else matters. They become entranced, fixated on war. In their berzerker-like rage, their bodies start to mutate, the machine grows into contraptions more suitable for war.

Berzerkers are not the most ideal guards, mostly because they will kill each other if left with no other opponents — but they do make for great shock troops. So Ilian constructed "the wheel". This housing is multi-purposed. First, it puts the Templars in a stasis so their bodies do not continue to degenerate. Next, the wheel is used strategically to place the berzerkers into the mass of the fray without risking heavy losses on the Dark Legion's side.

THE TROOPS OF THE WHEEL

The vast majority of the wheel are Karak's original troops, plus a few of the later crossing. The central hub is the chamber of Karak the Keeper. It is only fitting that the first berzerker is also the keeper of his cursed brothers.

APPEARANCE

The troops of the wheel are old and unkempt. Their original colors were red and black. Some of them look much different due to the mutating process of their disease. Many have the symbol of the wheel inscribed in their armor.



Wheeled Templars

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Wheel Templar	14	13	-	12	3	2	2	3	24	29
Wheel High Templar	15	13	-	15	3	2	2	3	24	36



SPECIAL RULES.

All rules for Templars still exist, in addition to the new ones listed below.

- The troops of the wheel must always spend at least one action each round moving toward the enemy unless they are in close combat.
- The wheeled troops never take cover.
- The wheeled troops never panic or rout.
- The troops of the wheel do not count as squads for purposes of purchasing individual models — you may not purchase individual models for them.

EQUIPMENT. They are armed with KRATACHS and TEMPLAR MACES. The High Templar has a KRATACH and a TEMPLAR BLADE. One Templar may substitute its weapon for a heavy weapon; if there are 7 or more models in the squad, another model may also carry a heavy weapon.

STRUCTURE. The wheeled troops are purchased in units of 4 to 8 led by a High Templar.



KARAK THE KEEPER

Karak has lost most of his mind over the years, but his cunning and coolness still show through. Karak possesses the ability to use the Dark Symmetry, although it pales in comparison to his former self. His war-like nature has spawned unique mutations. No matter what, Karak is still extremely impressive on the battlefield.

APPEARANCE

Karak is an intimidating adversary. His massive spiked shoulder pads make him look almost as wide as he is tall. His body is covered in heavy robes hiding most of his deformities. From his back protrude 6 large tubes that bellow smoke. His left arm has been replaced with a large weapon, and a smaller one protrudes from his right forearm.

SPECIAL RULES

All rules for Templars apply.

- Karak is a large model.
- Karak must always spend at least one action per round moving towards the enemy, unless he is in close combat.
- Karak may possess up to 5 Dark Gifts from the Ilian list or Dark Symmetry list.
- Karak never panics or routs.
- Karak may only be purchased if you have at least one squad of wheeled troops, and he may not be purchased as an individual in any other way.

SPECIAL FOR ALL WHEELED TROOPS

THE BEAM. Karak or any wheeled squad may be beamed down to any open air area on the battlefield. This costs 10 points per squad, or 10 points for Karak. When you beam down a unit it works as Capitol's helicopter deployment. Once the Templars has been beamed, they start on the board waiting. To do this, nominate a point on the table, any place – except the enemy's Deployment Zone. The point will automatically deviate 6 inches – the player should roll on the deviation table to determine in which direction, and then the opposing player may place the unit. Any model caught under this will take a strength 10 hit and will be thrown 5 inches randomly from its position. Even though the Templars deviate when they are beamed, the central point indicates the location of the High Templar of the unit, with the rest of the unit placed within command radius. The Templar's owner still decides the model's facing.

KARAK'S WEAPONS	CR	MX	RM	DAM
Blastmaker Hand Cannon*	15	30	-2	12(x3)
Heavyfire Autocannon**	20	40	-3	16(x3)
Claw	CC	-	-	14(x2)

* Uses explosion template.

** Capable of burst fire.

- These weapons are already figured into Karak's cost.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Karak the Keeper	13	15	14	16	6	5	5	4	30	150

CHILDREN OF ILIAN

Small and twisted abominations from planes of the unknown these creatures form a lesser but respected part of the Ilian armed force – not so much for their skill in the arts of war but for their skill in items of the spectacular and wicked.

SPECIAL RULES:

- The Children of Ilian are considered Small Models.
- The Children of Ilian may do a combined attack with their rattles. Instead of taking any actions the entire squad uses a combined rattle attack, the Children can do nothing else this turn. When the Children make this special attack, they have to do so against the closest enemy model within LOS. It is an automatic hit and the target model must roll against a DAM equal to the number of Children of Ilian in the squad (excluding the Scion of Ilian). If the armor roll fails, roll on the following table



TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Scion of Ilian	13	13	-	14	4	4	1	3	24	24

SCION OF ILIAN

Retrieved through bloodstained rituals from the under realms, the Scion of Ilian was created to lead the Children of Ilian in a crusade for domination.

SPECIAL RULES.

- The Scions Of Ilian have CLOSE COMBAT training.

EQUIPMENT.

Scions have a couple of different weapons they enjoy killing with. You may pick two of the following three weapons to arm your Scion with: THE VORICHE HANDGUN, THE HAND SCYTHE or THE CHOPPER.

THE CHOPPER

CR	MX	RM	DAM	COST
CC	-	-	14	4

THE HAND SCYTHE

CR	MX	RM	DAM	COST
CC	-	-	12	4

- Capable of Sweep attacks.

STRUCTURE. Scions of Ilian can be found leading squads of Children of Ilian or can be purchased in Leaderless squads of 3 to 5.

ROLL EFFECT

- 1 The Target model dies.
- 2-9 Inflicts 2 wounds to the target model.
- 10-19 Inflicts 1 wound to the target model.
- 20 No effect.

When the Children of Ilian don't use their rattles for combined attacks, they may use them individually, and then the following statistics are used:

THE RATTLE

CR	MX	RM	DAM
6	-	-	10

- The Rattle is considered a Sidearm.
- The cost for the Rattle is counted into the Children of Ilian's cost.

EQUIPMENT:

All Children of Ilian are armed with THE RATTLE. The cost for the rattle is already figured into each Child's point cost.

STRUCTURE. Children of Ilian are purchased in squads of 10 to 14 led by a Scion of Ilian.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Children of Ilian	Spec	Spec	-	9	3	1	0	3	20	7

MUAWIJHE



DOOMSDAY PROCLAIMER



The Doomsday Proclaimer carries out the most heinous visions of Muawijhe, Ruler of the utterly insane and weak-minded. Nothing is sacred and no one untouchable for a Proclaimer. You'll know when it's your day – to be doomed.

SPECIAL RULES.

- The Proclaimer can purchase up to 10 Dark Symmetry gifts from either the Muawijhe or Dark Symmetry List.
- If the Proclaimer comes within 12 inches of a Hidden model that model is no longer Hidden. Remove the Hidden marker from the model.
- The Proclaimer is a Large model.
- The Proclaimer levitates through the air when

moving, therefore he is subject to the Hovercraft rules (see Compendium#2:Beasts of War) while moving.

- The Proclaimer may fire both of his weapons as one action.

EQUIPMENT. The Proclaimer is armed with two DOOMSDAY AUTOSHOTGUNS.

STRUCTURE. The Doomsday Proclaimer is purchased as an individual model.

DOOMSDAY AUTOSHOTGUN

CR	MX	RM	DAM	COST
T	-	-	13	10

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Doomsday Proclaimer	-	14	14	14	5	2	3	5	24	45



SEMAI



CALLISTONIAN SUNDANCER



Although the Lord of Spite usually carries out his dirty deeds from the shadows, this dweller of the dark is frequently used for spotlight operations in his eternal quest for corruption of humanity.

The Sundancer is notorious for draining its victims of blood – transfusing it to itself to instill new vitality.

SPECIAL RULES.

- The Sundancer has the CRACK SHOT Special Ability.
- The Sundancer is immune to Panic and Rout.

- The Sundancer may purchase up to 5 Dark Gifts from the Dark Symmetry and Semai Lists.
- The Sundancer may spend a Use Special Power action to drink blood from a slain victim that is base-to-base with it. This allows the Sundancer to perform 3 actions immediately.

EQUIPMENT. The Sundancer is armed with the ZRACTH Sniper Rifle.

STRUCTURE. The Callistonian Sundancer is purchased as an individual model.

ZRACTH SNIPER RIFLE

CR	MX	RM	DAM	COST
50	110	-3	13	19

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Callistonian Sundancer	10	15	13	14	4	1	0	4	25	41



METROPOLITAN PROPHET

The Metropolitan Prophet is the Infiltrator carnified. Numerous are the surprised foes left gasping for breath as their supposedly easy prey transforms into a stenching creature with a taste for blood – their blood. No fewer are those who seconds after watch their own entrails spill into the dirt as the beast wreaks havoc with its corroded blades.

SPECIAL RULES.

- **Transformation** - The Prophet is a master infiltrator. When positioning troops at the start of the battle, do not place the Prophet. At any time in the game (during your turn) choose any non-vehicle model (the model has to be part of a squad and one that can't be purchased as an

individual) on the board and replace the chosen model with the Prophet model. The model that was chosen is now considered dead and removed from the board. After placing the Prophet, it is considered activated and the Prophet performs as normal.

EQUIPMENT. The Prophet is armed with whatever weapon/s the target model was armed with. This means that the Prophet may NOT purchase any weapons or equipment.

STRUCTURE. The Metropolitan Prophet is purchased as an individual model.

TROOP TYPE	CC	MW	PW	LD	AC	W	ST	M	A	COST
Metropolitan Prophet	17	13	13	16	4	4	3	3	27	85



NEW SYMMETRY

DARK SYMMETRY

BLINDNESS (VARIABLE) This must be cast on a model in LOS. If unable to resist, the victim's MW and CC are reduced by the level of this spell. This effect lasts until the model is activated on the next turn.

DARK FIRE (5) As this power is invoked, black fire spews from the caster's hands, engulfing all models under either of the two flame-thrower templates (one from each hand). The damage of the Dark Fire is 13. A model continues to take damage until it either saves or dies.

INVOKE PAIN (3) This gift invokes terrible pain in the victim. While it does not cause wounds, it completely immobilizes the victim until its activation on the next turn. The victim loses all actions for this turn. This requires LOS to be cast.

RESIST PAIN (6) This gift will allow whatever model it was cast on to automatically ignore the first wound it takes. The caster must have LOS to the intended receiver.

TERROR (6) Using this gift invokes a terrible fear among all models within its range. Place the explosion template directly over the caster. Any model under the template must make a leadership test at -6. If the model fails, it turns directly away from the caster and moves 1 action away at full movement. The model is not panicked, and will regain its senses at the end of its movement.

DANCING ON THE VOID'S RAZORED EDGE (5) The road to power is paved with needles and bordered by razored railings. Risk is the only way to move forward, and those that never gamble find that they quickly lose what little they had. Upon successful invocation, the caster's PW is increased by +2 for the rest of the game. If the attempt fails, it's PW is reduced permanently by 1. This can only be used once per game. You cannot increase a model's PW above 18 with this Gift.

DISTORT FOE (4) This gift allows the caster to distort a victim's (within LOS) internal being. Whether it is animate or inanimate doesn't matter, if the victim does not resist it will be struck with a damage 12 blast of symmetry.

DISTORT MIND (4) This gift allows the caster to distort the mind of a victim by merely touching him or her (with a successful CC attack). Unless the victim resists, for the rest of the game it must pass a LD test before attacking any enemy with a higher leadership than itself. If you fail the LD test the attack action is lost.

DISTORT OBJECT (4) When this gift is cast upon any weapon, the weapon will fumble on a roll of 18+, rather than the usual roll of a 20. The range is 24 inches, and the caster must have LOS to the victim's weapon. The bearer of the weapon cannot resist since it is the weapon that is affected.

DISTORT SELF (4) This gift enables the invoker to use the power of the dark soul to envelop him in a wave of darkness. This darkness hardens into protective armor, giving the caster a +2 to his armor for the rest of the game. Several Distort Selves will not have any cumulative effects. You may never raise A above 30.

EARTHSHOCK (12) This gift allows the caster to cause the earth to shake violently within a 12 inch radius. Every model, including followers of the Dark Legion who fail to resist will lose all wait, hidden, and extra cover markers. If the caster fails to invoke this gift, he loses all remaining actions due to the sheer power needed to generate this effect.

FLOW OF ASYMMETRY (6) This gift opens a hole of negative symmetry. Place the explosion template over any model capable of using the art. Unless the models under the template resist, each must roll under his LD every time he attempts to cast an art spell. If he fails the action is wasted. This effect lasts for the rest of the game. The caster must have LOS to the victim he is targeting.

NECROVISUAL LINK (2) This gift creates a small invisible flaw in the fabric of space-time, just over the target's eyes. Inside, the invoker of the gift can see whatever the target is seeing. This enables the invoker to make spot checks, and is also useful for indirect fire.

FOUL LUST (7) This gift allows the invoker to dictate to the victim who his enemy is. If the victim fails his or her resistance roll, they will lust for the death of their false enemy, making that model the sole target of all hostile actions. Individual models are immune to this gift.

ILIAN

CLARION OF THE LEGIONNAIRE

(10) This gift allows the invoker to summon a Templar that will act as a personal body guard for the rest of the game. The Templar and the caster must stay within base to base contact at all times. The Templar creates a squad with the invoker, and is armed with a Templar mace. The Templar will do nothing but attack any foe who engages its master in hand to hand combat, else it may only use its actions to move with after its master. If its master is charged, the Templar will meet the charge. If the Templar is slain, its master will suffer 1 wound with no chance to prevent it. You may only have One Templar bodyguard per caster on the board at one time.

DARK GATEWAY OF DEMONIC DELIGHTS (7)

The shortest path between two points pierces space and time. Upon successful invocation, the user steps through a rift in time and reappears somewhere else on the battlefield. For every Move action spent after succeeding with this gift, the caster may move 6 inches in any direction, through ANY terrain. The caster must reappear in a place where he or she had LOS to at the time of invocation. The rift closes at the end of the caster's turn.

THE DARK MASQUERADE (2) Deception is one of the greatest tools of the cult of Ilian. This gift allows the caster to look like a model on the opponent's side. For the rest of the turn, any model wishing to attack the invoker must first pass an LD test (the action is lost if it fails).

DARK REMOVAL (6) Due to this gift, many things have disappeared from top secret areas, even in the most secure vaults of the megacorporations. To use it, the invoker must first cast it, and then move into base to base contact with another model. Then, by making a successful CC strike, the invoker can elect to use this power, rather than attack. If the victim is unable to resist, the invoker can make one piece of the victim's special equipment or weapon, vanish for the rest of the game.

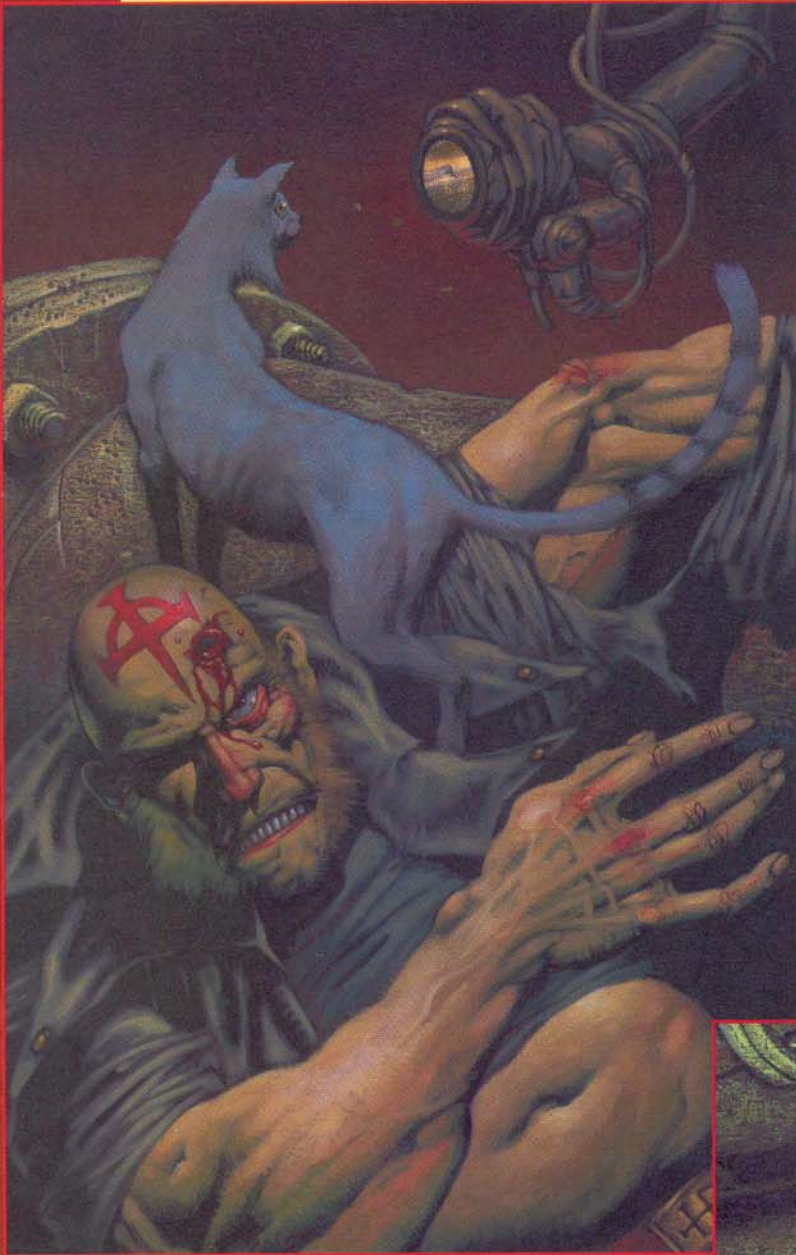


FROZEN BY THE CHILL OF THE VOID (2)

This gift allows the invoker to render a victim, who fails his or her resistance roll, frozen in time. Leave the frozen model on the board (the model cannot be affected in ANY way). It cannot perform any other actions than an LD test, until it succeeds. A Frozen model may make as many LD test attempts as it has actions per turn.

ILIAN'S FLAMING FIST OF DESTRUCTION (7)

Sometimes subtlety must be left behind. Unless the victim resists, a large ball of green and purple fire descends upon the victim's head. The blast does a damage 12 hit to all models within a 5 inch radius of the victim. If the invoker fumbles the invocation, the flames will land on the caster. This can be done once per game.



REQUISITION A FOUL FAVOR (12) It takes a brave soul to invoke this gift. Upon a successful invocation, the caster is momentarily transported to, the throne of one of the Dark Apostles. Roll a D20 and consult the chart below. If the model makes an unsuccessful attempt, it takes a DAM 20 hit, and continues to do so until a save is made, or the model dies. The different apostles will grant you different unique gifts.

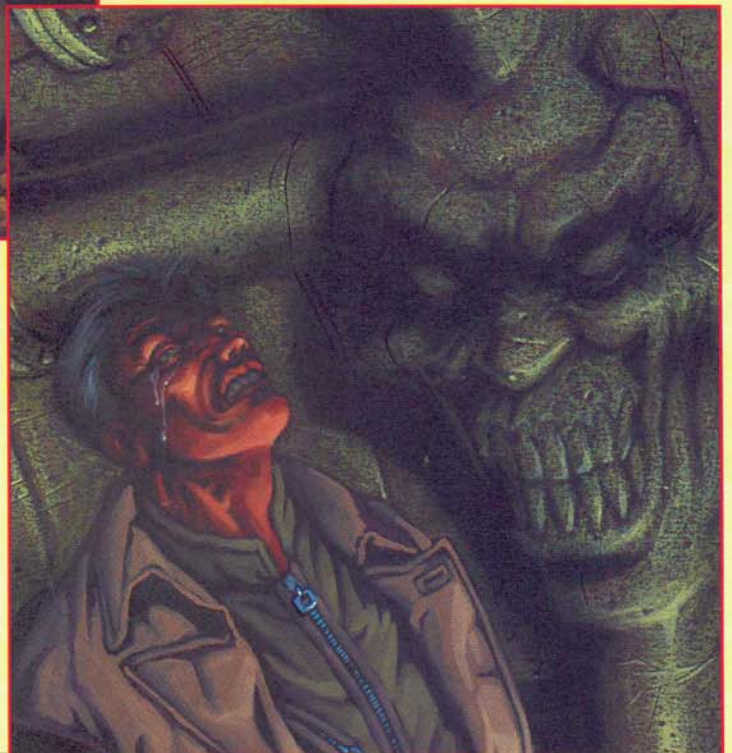
ROLL EFFECT

- 1-3 Ilian. Gain the ability of FLIGHT (works as the Art of Mentalism Flight) until next turn.
- 4-7 Algoth. Gain +5 ST and CC until next turn.
- 8-11 Semai. Gain +2 AC this turn.
- 12-15 Muawijhe. Gain +4 to MW and CC until next turn.
- 16-19 Demnogonis. Gain +5 to all weapon DAM until next turn.
- 20 Not a Good Choice, meet the Dark Soul Itself and DIE! Remove the model from the board.

RETURN TO DARKNESS (5) Those of great power can make a place their own and return to it through the very fabric of time. On a successful invocation, the caster places a marker on the battlefield where the gift was invoked. Until the model is next activated, the invoker can use a wait action to instantly teleport him or herself back to the spot that is marked.

ILIAN'S FOUL FAVOR (6) Sometimes even Dark Apostles have to help their minions. Ilian created this gift so that one follower may give some of his life force to another. The model casting this moves into base-to-base contact with another allied model. Upon a successful invocation, the caster gives an extra wound to the other model, and loses one wound in the process.

PATH THROUGH THE VOID (8) This gift allows the invoker to Teleport himself and another model in base to base contact anywhere with LOS on the battlefield.



REVERSAL OF DARK FORTUNE (6) This gift affects time like a rewind button. If the caster successfully invokes this gift, he or she gets to re-take all actions and act as if the model was activated for the first time. If the invocation is failed, all remaining actions are lost. This Gift may only be used once per game and model.

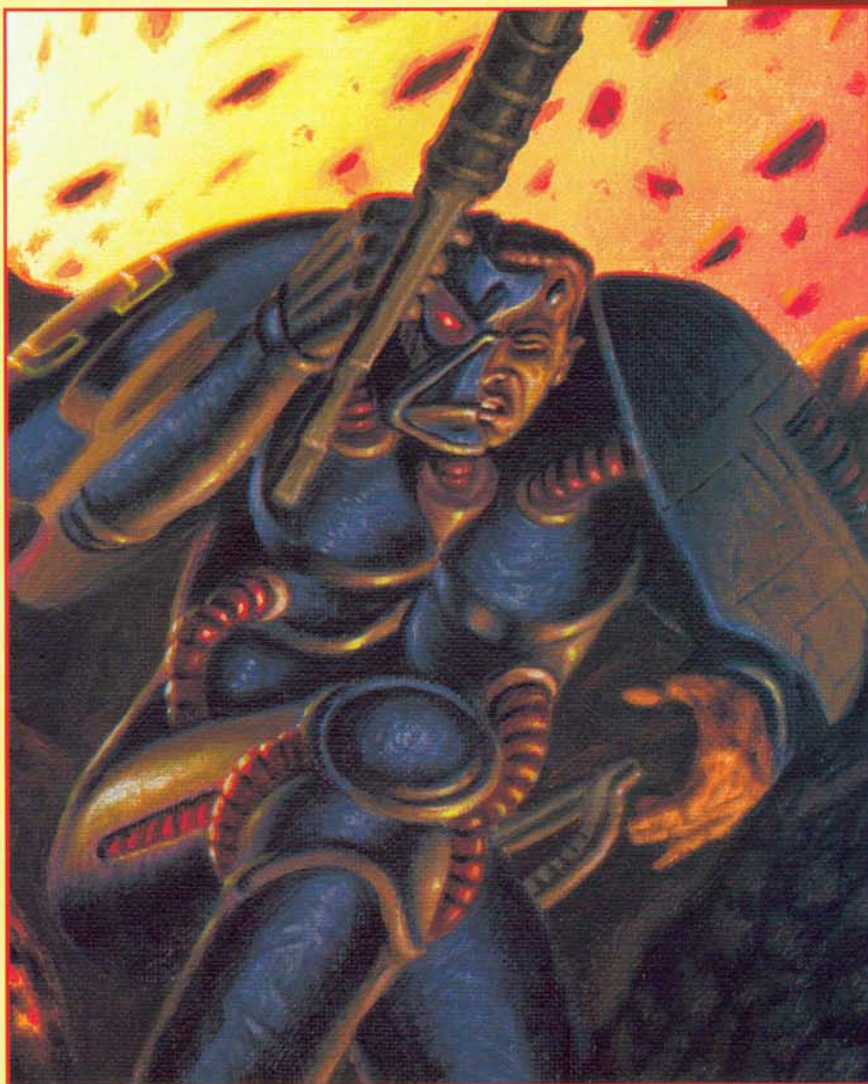
SOULWITHER (7) The followers of Ilian are able to touch the very souls of humanity, turning them slowly toward the Darkness. When the invoker gets into base to base contact with an enemy model, he may invoke this gift. Unless the victim is able to resist, his or her leadership is reduced to half of its normal statistic for the rest of the game.

TIMESLIP (8) The followers of Ilian have learned to manipulate time and space, enable them to timeslip. Upon a successful invocation, the caster may perform all move actions this turn as if they were invisible. Nobody may attack, parry, counter charge, or spot this model until it's finished all actions.

VENTURE INTO THE VOID (6) Unless the victim resists this gift, he is instantly teleported into hand-to-hand combat with any enemy model other than those from the force that invoked this gift. This gift is only usable in a multi-player game.

THE VACUUM OF THE VOID (4) It is not enough to simply destroy another person's power. The truly ambitious make that power their own. A model may use this gift when it is in base-to-base contact with another model that has a PW rating. When the gift is invoked, each player rolls a d20 and adds the roll to their PW score. The winner steals 2 points of PW which lasts for the rest of the game. If a model's PW drops to zero, it immediately receives one wound. A model can not gain more than PW 18 with this gift.

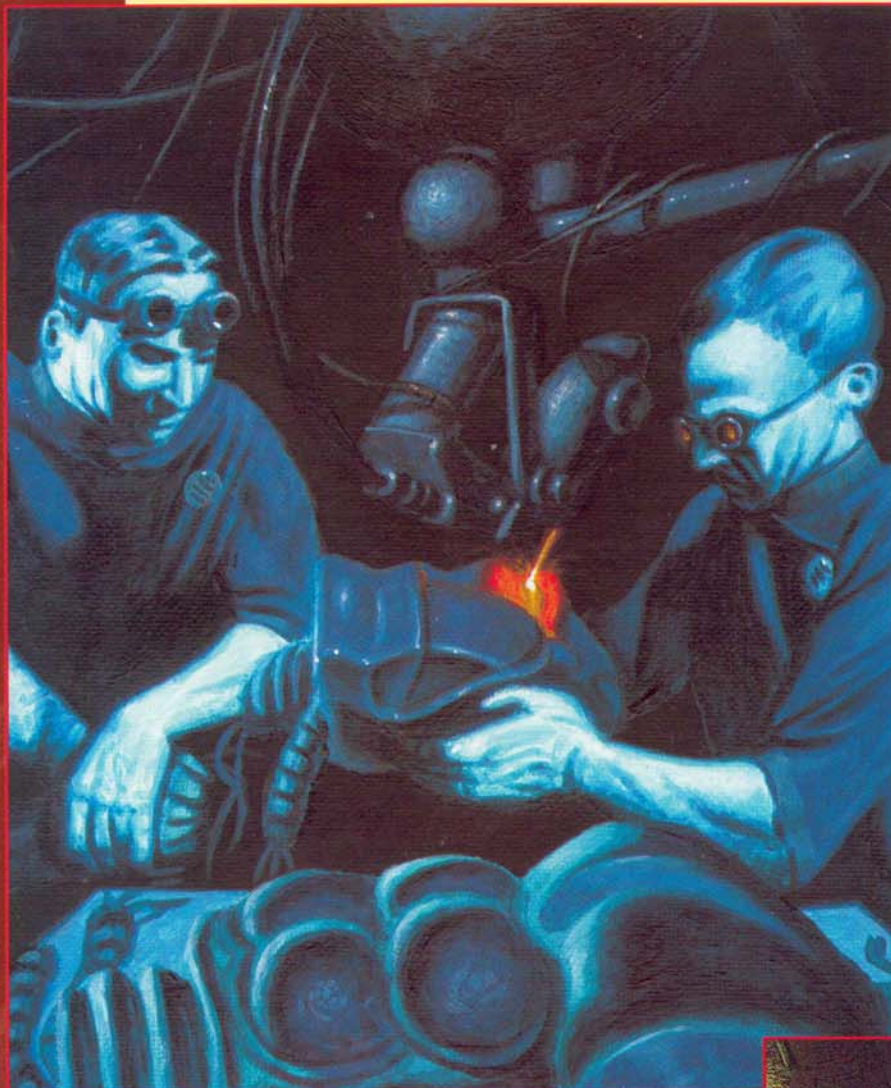
VORTEX OF THE MULTIVERSE (8) Drastic times call for drastic measures. To use this gift, the invoker must be in base-to-base contact with the victim. Unless the victim resists, the invoker can inflict as many wounds as he or she desires, but the invoker must cause the same amount to him or herself. These wounds may not be prevented in any way, and can never be healed. If the invoker fumble when casting this gift, he or she will automatically take a damage 20 hit.



MUAWIJHE

SLEEP (6) This gift causes the victim to fall asleep. He will not rise until he is activated on the next turn. The model may perform no actions while asleep, is immune to fear, and can not panic or rout for ANY reason while asleep. The caster must have LOS to the victim. The victim gets to resist.

SEND DREAMS (6) This gift may only be performed on a model that has had the dark gift of SLEEP cast on it. If the sleeping victim fails its resistance roll, the caster may take control of the sleeping model the moment it or its unit is activated. The caster forfeits its own remaining actions in exchange for the same amount of actions which he performs with the newly awakened model. The caster must have LOS to the victim in order to cast Send Dreams.



FROTHING MADNESS The victim howls, screams and is rendered completely immobile by the forces of madness. He will throw down all weapons and do nothing for his first three actions when next activated.

TERROR The victim will flee from the caster. Turn the victim face away from the caster. That model must use his next two available actions to move in the opposite direction of the caster. This happens immediately upon an unsuccessful resistance roll.

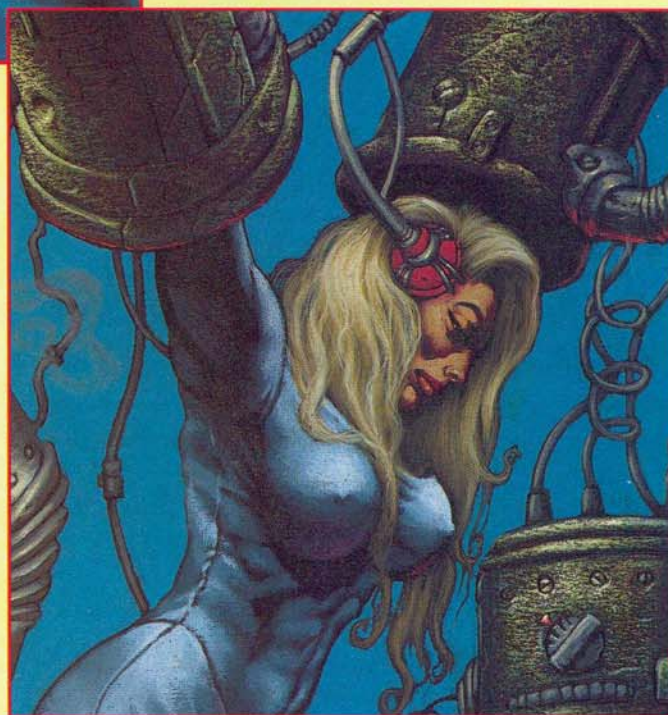
ECSTATIC The victim momentarily retreats from reality. He or she stops dead with a happy smile upon his or her face, gazing beautifully into space, filled with contemplation of the wonder of it all. The invoker gets to immediately activate and control the victim for 2 actions. The model may still be activated as usual this turn if it hasn't been activated.

INVOKE TERROR (6) This invocation causes the target to be overwhelmed by fear unless he or she is able to resist. The target will turn its most powerful weapon on itself, and try to take its own life using all available actions for this turn. If the victim is not able to kill itself, the caster will try to end its own life in the same way, for as many actions as he or she has left.

FLOW OF MADNESS (8) This gift has an array of effects. Unless the victim can resist, roll on the chart below to determine the effect of the madness.

ROLL	EFFECT
1-5	Paranoia
6-10	Frothing Madness
11-15	Terror
16-20	Ecstatic

PARANOIA The victim is surrounded by angry foes. He must immediately be activated and spend all his actions attacking the closest model. This breaks the normal rule of activating units. You decide which of his available attack options he should use. If there is no model within range of any of the available attack options, the model must use all actions to move in the direction of the closest enemy until it comes within range of any of its weapons.



SEMAI

ILLUSION (8) This gift allows the caster to cause an enemy model or unit to see an illusion near their position. The illusion must be of a model that was fielded at the start of the game, and be placed within 6 inches of an enemy model or unit within LOS. Unless the victim resists, each model within the unit must make a leadership test for any action in which they wish to do anything other than attack the illusionary foe. The illusion has the same armor and wounds of the authentic model, but has no actions, as it is not real. The illusion remains on the table until it is slain.

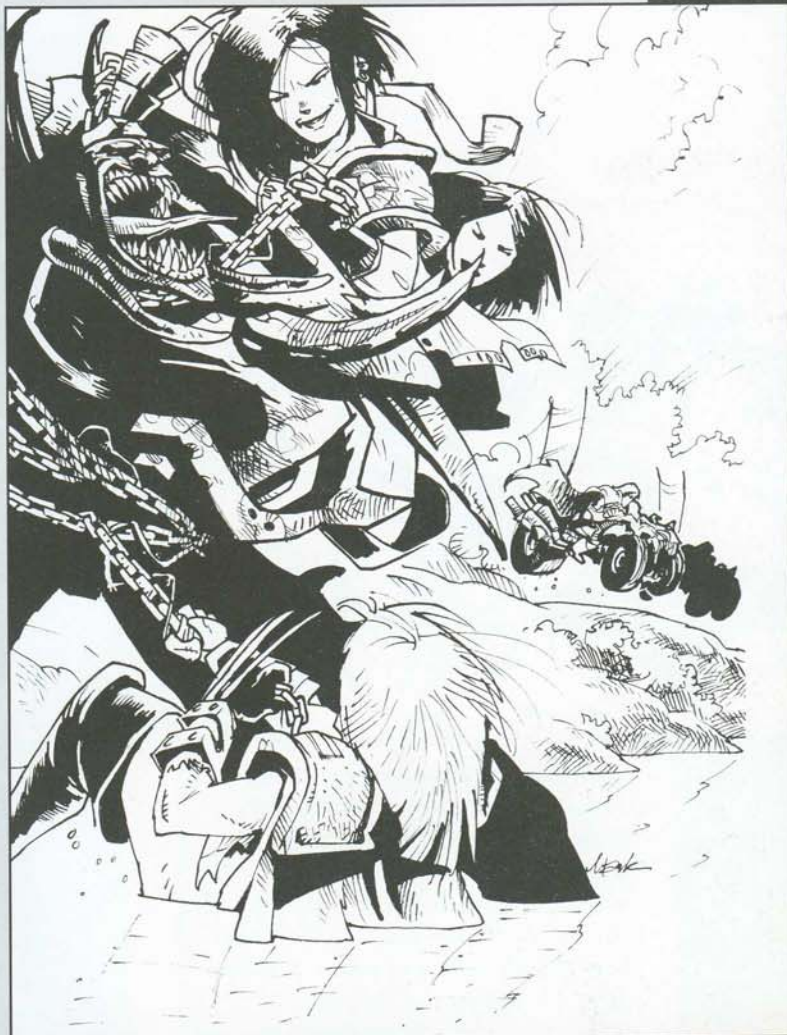
INVOKE APATHY (5) Unless the victim can resist, he or she will become listless and uncaring, not attacking any enemy for as many actions as the invoker forfeits in casting the spell. The effect of this spell takes place upon the next activation of the victim.

INVOKE LOYALTY (8) To the victim, the invoker is the greatest and most trustworthy leader in the world. If the victim fails to resist, he must pass a leadership test in order to attack the invoker. This effect lasts for the rest of the game.

PORTAL OF DREAD (9) When this portal is opened, a cobwebbed archway appears in front of the invoker. All squads and all individual models that have LOS to the invoker must make a panic test. The intense pity that is felt from just a glance at the eternally plagued souls who reside in this realm is enough to make even the most legendary of heroes panic. Only A.I.s are immune to the effects. If the caster fails in the invocation, he must himself make a panic test even if he is normally immune to panic. The thought of Algeroth himself being angry at the failure is too much for even a Nehparite to bear.

DEMNOGONIS

ANIMATE DEAD (8) This gift allows the caster to animate a dead body (not dead for more than one turn) into a Blessed Legionnaire. When a non-vehicle trooper is slain, the caster may try to animate the body. Unless the model resists (it gets to roll even if its dead...), it will immediately arise on the spot it was slain in the form of a Blessed Legionnaire, controlled by the caster. Its weapons and equipment will be transformed into a Kratach. It can not be activated until the following turn. The caster must have LOS to the intended victim.



DEFORM (6) This gift allows the caster to deform the victim's legs into a bubbling mound of syrupy gel. Unless the victim can resist, its movement is reduced by 1 inch for the remainder of the battle. The effects of this are cumulative, the more times the victim has Deform cast upon him, the more immobile it will become. The caster needs LOS to the intended victim.

TIME ROT (6) This gift allows the caster to prematurely age the victim. When the caster touches the victim in base-to-base contact (succeeds with a CC attack), he may attempt to cast Time Rot. Unless the victim resists, he will age between 20 and 30 years almost instantaneously. This halves the victim's CC and MW skill for the rest of the game.

ALGEROTH



FLOW OF DEATH (7) This flow opens up portals to an area of anti-life, the very presence of which drains the life-force of all who step within the zone. Place the explosion template over the targeted model. Unless he can resist, every model under the template has its strength reduced by one. When a models strength falls below zero, it must brace even to fire a weapon with no damage modifier, or else suffer the -4 modifier to their MW skill. This spell also lowers the damage of hand-to-hand weapons as a result of the loss of strength, and the effects last for the rest of the game.

DARK GATEWAY (VARIABLE)

This gift allows the caster to open a shimmering, mirror-like gateway to the other side of whatever inanimate object he touches. For every point paid to invoke the gateway, the caster may step through and appear 3 inches away. For instance, a wall that is 3 inches thick could be traversed by spending 1 point to invoke the dark gateway.

FLOW OF COLD (6) This gift opens up a portal into a place of eternal chill. Place the explosion template on the victim. That model and any others caught under the blast will take a damage 12 hit, unless the model on whom it was cast on can resist. Additionally, the frozen ground under the template is very slippery. For the rest of the turn, any model attempting to move across the area covered in ice must make a leadership test for each action spent moving. A failed test leaves the model flat on its back, unable to move until the next turn.



FLOW OF FIRE (6) This flow opens up portals to an area of pure heat, bathed in flames. If the victim is unable to resist, place the explosion template over him or her. Any model caught under the template will continue to take DAM 10 hits until he or she makes a successful save or dies.

IMPRISON (6) This powerful gift allows the invoker to banish the victim to a lost dimension. Unless the victim resists, it will immediately vanish from the battlefield for the rest of the current turn. When the model is activated on the following turn, it must attempt a leadership test for every action available to it.



Upon completing a successful leadership test, it reappears in the exact spot it vanished, with whatever unused actions remaining. If the invoker fails in its attempt to cast Imprison, it will fall under the same conditions and will vanish.

INDIGESTION (2+VARIABLE)

This gift opens up portals into a dimension of pestilence. The victim's innards start heating up and boil due to the friction of the different dimensions existing within the same body. If the victim is unable to resist, he or she takes a number of DAM 10 hits equal to the power level of the spell, up to no more than 5.

VOKE DEATH (15) This powerful spell is the Great Apostle's favorite, because whether the invoker succeeds or not, someone will die. Choose a victim in LOS. If the victim is unable to resist, he or she will die immediately. However, if the invoker fails its attempt to invoke death, he or she will fall prey to the same dreadful demise.



VOKE PAIN (5) This gift stimulates pain centers, causing excruciating agony. If the victim is unable to resist, the invoker may ask the victim to tell what his actions will be when the victim is next activated. For every action the victim takes contrary to what he told the invoker, the victim takes a DAM 16 hit. The actions must be performed in the order they were told. If the invoker fumbles to cast Invoke Pain, he will take a DAM 16 hit.

PORTAL OF DARK HEALING (6) When this gift is used, the invoker opens a portal of soothing Dark Symmetry that totally encompasses the invoker's body, healing the wounds of battle. If the invoker succeeds, roll a D20. On a roll of 10 or less, 1 wound is restored. If the caster fails, roll a D20. On a roll of 11 or more, the caster receives one wound.

PORTAL OF THE GREAT CONQUEROR (14) Only a Nepharite or a Supreme Necromagus may attempt to open this portal. On a successful invocation, Algeroth himself will manifest, infusing all followers with a sense of urgency for battle that no human could fathom. All Dark Legion followers on

the battlefield must make a leadership test. If passed, the models MV, CC, and MW increase by 1 for the remainder of the battle. If the leadership test is failed, its MV, CC, and MW are decreased by 1 for the remainder of the battle.

PORTAL OF UNDEAD (5) This portal opens a gateway to a plane of malevolent spirits. Cast during the same turn as a non A.I., non vehicle trooper is slain. The spirits infuse the body, turning it into an Undead Legionnaire. Its weapon converts to a Kratach with attached razor edges. Place the Legionnaire on the spot it was slain. It will activate immediately, spending the rest of the game trying to kill the closest enemy model. When it completes this task, the body decays into a pile of rotting flesh and maggots, permanently staining the ground.

SUMMON (6) This gift allows the caster to summon any weapon except a HMG from the Algeroth armory. It is commonly used to summon an Azogar at an opportune time. The weapon will disappear from the caster's grasp at the end of the turn, but can be re-summoned on the models next activation.

TELEPORT (3) This gift allows the caster to teleport him or herself to anywhere on the battlefield within LOS. Only the caster and the caster's clothes will be teleported. Place a marker to show where the weapons and equipment are dropped. If the caster goes back to the original spot of teleportation, he or she can spend a Use Special Power action to re-arm themselves with all original weapons and equipment.

WARP OF THE JESTERS (4) This gift allows the caster to warp all things such as bullets and grenades into non functional pieces of metal. Unless the victim is able to resist, he or she must spend one action to dump the useless ammo from their weapon and reload it with fresh ammo. They can no longer shoot any weapon or throw any grenade until they spend an action reloading.

NEW AND/OR UPDATED RULES

INDIVIDUAL MODELS & PANIC TESTS

In Compendium#1:Dawn Of War, we incorrectly stated that individual models never need to take panic tests. What we meant to say was that they never need to make panic tests due to WOUNDS inflicted upon them. Individual models have reached their rank because they have been shot, stabbed, and even trampled so many times that a simple gunshot is not enough to panic them. But there are such things in the universe that may cause them to panic. As an example, let's look at the Dark Legion's Blessed Legionnaires. The odor that they emit is a foreign, inhuman stench that even an individual model can't seem to stomach. Because the panic test caused by the Blessed's stench is not caused by wounds inflicted onto a model, individual models would need to take a panic test, just as any other troop type would.

WHAT QUALIFIES A "HEAVY" WEAPON.

A heavy weapon is ANY missile weapon that has a damage modifier. As far as light machine guns go, they are considered heavy weapons, as long as they have a damage modifier. As an exception, flame throwers do not have damage modifiers but are considered heavy weapons.

NEW BRACE RULE.

Any model whose ST is less than the damage modifier of the weapon being fired needs to spend an action to brace, or suffer a -4 penalty to its MW. This does not apply to any weapon that can be used in close combat, or for grenade launchers.

CAN I HAVE A HEAVY WEAPON AND A CLOSE COMBAT WEAPON?

Yes!



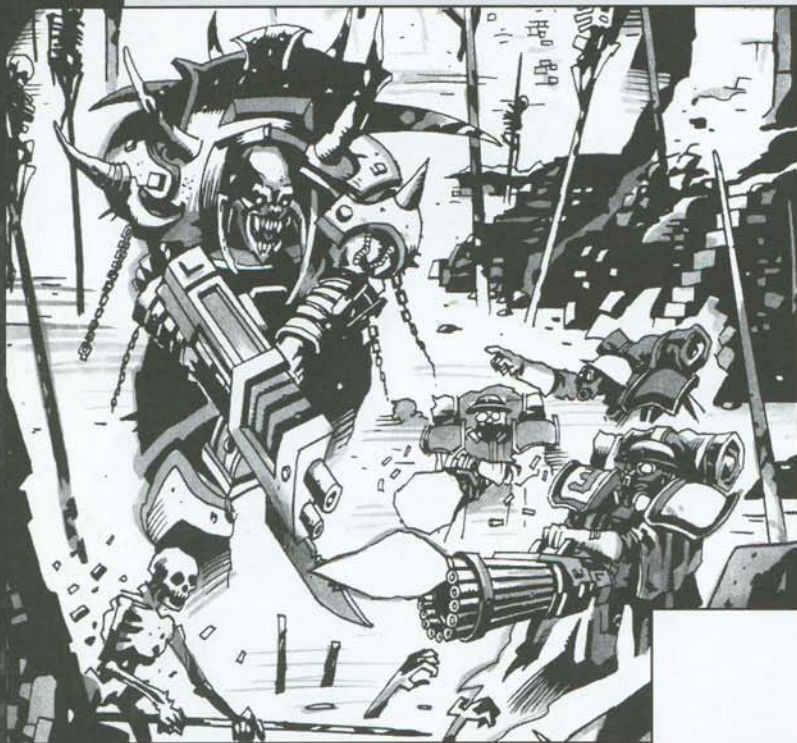
TELEPORTATION: THE SURVIVORS GUIDE!

ANY Art or Symmetry that involves ANY form of teleporting (removing a model from the table and placing it somewhere else) has a new rule. The caster must have LOS to the model(s) being teleported, and LOS to the position on the battlefield where the model(s) is being teleported to.

AIMING WITH A SHAKY HAND.

Any model that has a ST less than the damage modifier of its weapon cannot aim or receive the benefits of a Laser Sight unless it spends an action to Brace. A Laser Sight is a precision tool, and needs a steady hand in order for it to do its job well.





VALKYRIES NOW AVAILABLE IN SQUADS.

Valkyries can now be purchased as individual models or in squads of 3 to 5 led by a Vestal. Vestals can be bought as a Sergeant leader of a unit of Valkyries, or as an individual model.

ACTIVATE WHO?

There are two different forms of activating units or models; basic and advanced. While the basic form is good for beginner players and quick, simple games, the advanced activation (optional rule) is geared for the more advanced player. Advanced activation requires a far more strategic approach because you never know who might be activated next.

BASIC ACTIVATION: On your turn, you may only activate models or units that you control, and that have yet to be activated on the current turn. The only exception is when a player has won the initiative, starting at the beginning of the next turn. That player may activate which ever model or squad he or she wishes.

ADVANCED ACTIVATION: On your turn, you may activate ANY model or squad that has yet to be activated this turn. You may activate your opponent's models

using this advanced form. We recommend that you place a marker (like the one enclosed at the back of this book) next to a unit or model that has finished performing his or her actions for the turn, so that all players know who can or can't be activated this turn. At the beginning of each turn, remove all markers to show that the model(s) have not been activated yet.

IMPROVED HERETIC LEGIONNAIRES.

Heretic Legionnaires can now both Hide and make spot checks.

DO TEMPLARS REALLY HAVE TWO CLOSE COMBAT WEAPONS?

They may be armed with both if they like, but they only need to be armed with one.



THE DARK HUNTSMEN AND HIS CHOICE OF WEAPONS.

The Dark Huntsmen can only be armed with weapons from Corporate armories.

THE ZENITHIAN SOULSLAYER.

The Zenithian Soulslayer may be purchased as an individual model.

WHY IS THAT SCREAMING LEGIONNAIRE YIELDING A TZOTETH?

One Screaming Legionnaire may exchange his weapon for a Tzoteth, a heavy weapon found in the Muawijhe army.



ENHANCED CHASSUERS.

There are two typos in the description of the Enhanced Chassuers. Their point cost is only 64 instead of the 84 listed, plus they may fire both their P1000 and Plasma Carbine as one action.

MACHINATOR HEAVY.

Machinator Heavies do not need to brace their SSW4100 because it is actually connected to their arm.

MAX STEINER

Max may fire both of his Plasma Handcannons as one action.



TOURNAMENT PLAY

In Tournament play you must win with victory points. The player with the most victory points at the end of the battle will win. This is how you gain victory points.

- If you break a squad (50% or more casualties) you gain 1 victory point.
- If you destroy an entire squad you gain an additional 1 victory point (1 for breaking the squad and 1 for destroying the squad)
- If you kill an individual model you gain 1 victory point
- If you kill a personality you gain 2 victory points.

Have fun and I hope you enjoy!



LEAGUE PLAY

As your troops go to war with their enemies they start to learn what they should and shouldn't do in the WARZONE. To show this, your troops will start to earn Experience for killing enemy troops and for just staying alive! Here is our system for doing this.

- Everytime any of your models kills any enemy model, that trooper gains 1 experience point.
- Everytime any of your models live through the entire battle they gain 1 experience point.
- If any of your models stay alive for the entire battle and are on the winning side they gain 2 experience in addition to the one above.

SPENDING EXPERIENCE

Once you start gaining experience points, you may spend them to improve a model's character profile.

- With 3 experience points, you can increase a model's CC, MW, or LD by one (These stats may never exceed 18).
- With 6 experience points, you can increase a models Wounds or Actions by one (These stats may never exceed 5).
- Any model that has a Power rating may spend 2 to increase the rating by 1 (maximum 18).

These improved characteristics can be used the next time you enter battle.

CASUALTIES

If a model that has experience and/or improved characteristics is killed, the model must start with a basic profile (no modifications) and no experience, at the start of the game.

HEROIC ABILITIES

For every 500 points worth of troops that are played, the player may have a total of 3 heroic abilities for their force. If you decide that you want Heroic abilities for your force you may NOT have any duplicate abilities.

SPECIAL EQUIPMENT, ENHANCEMENTS, NECROTECHNOLOGY

Troops may be issued Special Equipment that will greatly enhance their combat ability. If you decide you would like to purchase any Special equipment, you may only buy 1 item per individual model in your force. Individual models are the only models that may be equipped with Special Equipment.

DARK SYMMETRY

When fielding the Dark Legion, no duplicate Dark Symmetry is allowed – you may NOT have two Malfunction gifts in the same force.

GENERAL

- Any rule changes in any compendium are official and should be used.
- When possible, all players must have the proper figure representations. In a tournament, you must have the proper figure representation at all times.
- Any house rules should be stated and agreed upon before the tournament begins.
- All squads must be armed according to the weapon restrictions listed in these rules.

WEAPON RESTRICTIONS

Another frequently asked question in WARZONE is which weapons certain troop types can be armed with. Below you will find all of the troop types found in the WARZONE rulebook with the weapons they are allowed to use. Any troops in this book or supplements after this book will be specific with which weapons that certain troop type will be armed with. Remember that this is an optional list. As long as both players agree not to use this list you don't have to, but if there are any tournaments or official WARZONE games, this will be the list you will have to use.

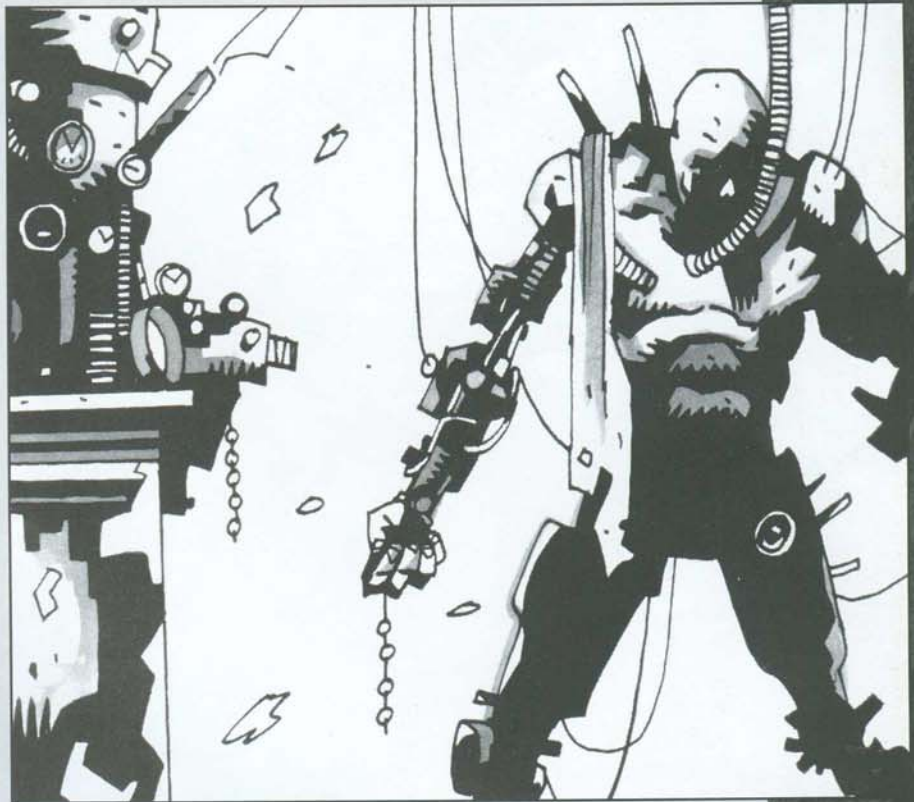
CAPITOL

INFANTRY TROOPERS. Armed with M50 Assault Rifles, and M15 Sidearms. One Trooper may be issued a Heavy Weapon chosen from either the Capitol or General Armory lists.

INFANTRY SERGEANTS. Armed with a Chainripper, and your choice of either a M50 assault rifle or a M15 sidearm.

INFANTRY CAPTAIN. May be issued any weapons from the Capitol or General Armory lists.

HEAVY INFANTRY TROOPERS. Armed with M50 Assault Rifles and M15 Sidearms. One Trooper may be issued a Heavy Weapon chosen from either the Capitol or General Armory lists.



HEAVY INFANTRY SERGEANT. Armed with a Chainripper, and your choice of either a M50 Assault Rifle or a M15 Sidearm.

HEAVY INFANTRY CAPTAIN. May be issued any weapons from the Capitol or General Armory lists.

SUNSET STRIKERS. Armed with M50 Assault Rifles and Mishiman Ceremonial Blades.

SUNSET STRIKER SERGEANTS. Are armed with M50 Assault Rifles and Mishiman Ceremonial Blades.

SUNSET STRIKER HEROES. May be issued any weapons from the Capitol or General Armory lists and Mishiman Ceremonial Blades.

MARTIAN BANSHEES. Armed with M50 Assault Rifles and M15 Sidearms.



MARTIAN BANSHEE SERGEANTS. Armed with M50 Assault Rifles and M15 Sidearms.

MARTIAN BANSHEE HEROES. May be issued any weapons from the Capitol or General Armory lists.

SEA LIONS. Armed with M50 Assault Rifles and Punisher Blades.

SEA LION SERGEANTS. Armed with M50 Assault Rifles and Punisher Blades.

SEA LION HEROES. May be issued any weapons from the Capitol or General Armory lists and a Punisher Blade.

FREE MARINES. Armed with M50 Assault Rifles and Punisher Blades.

FREE MARINE SERGEANTS. Armed with M50 Assault Rifles and Punisher Blades.

FREE MARINE HEROES. May be issued any weapons from the Capitol or General Armory lists and a Punisher Blade.

BAUHAUS

HUSSARS. Armed with AG-17 Assault Rifles and MP-105 Sidearms. One Hussar may be issued a Heavy Weapon chosen from either the Bauhaus or General Armory lists.

HUSSAR SERGEANTS. Armed with the HG-14 Shotgun.

HUSSAR KAPITANS. May be issued any weapon from the Bauhaus or General Armory lists.

VENUSIAN RANGERS. Armed with AG-17 Assault Rifles and MP-105 Sidearms. One Ranger may be issued a Heavy Weapon chosen from either the Bauhaus or General Armory lists.

VENUSIAN RANGER SERGEANTS. Armed with the HG-14 Shotgun.

VENUSIAN RANGER KAPITANS. May be issued any weapon from the Bauhaus or General Armory lists.

ETOILES MORTANTS. All types of Etoiles Mortants are armed with a Punisher Handgun and a Punisher Short Sword.



MISHIMA

SAMURAI. Armed with Shogun Assault Rifles and Ceremonial Blades. One Samurai may be issued a Heavy Weapon chosen from either the Mishima or General Armory lists.

SAMURAI LEADERS. Armed with Shogun Assault Rifles and Ceremonial Blades.

SAMURAI HEROES. May be issued any weapon from the Mishima or General Armory lists and Mishiman Ceremonial Blades.

HATAMOTO. Armed with Shogun Assault Rifles and Ceremonial Blades.

HATAMOTO LEADERS. Armed with Shogun Assault Rifles and Ceremonial Blades.

HATAMOTO HEROES. May be issued any weapon from the Mishima or General Armory lists and Mishiman Ceremonial Blades.



SHADOW WALKERS. Armed with a specially modified Punisher Handgun and a specially modified Punisher Blade. (See WARZONE rule book for details)

DEATHBRINGERS. Armed with a specially modified Punisher Handgun and a specially modified Punisher Blade. (See WARZONE rule book for details)

IMPERIAL

REGULAR TROOPERS. Armed with Invader Assault Rifles and Aggressor Pistols. Up to two Regulars may be issued a Heavy Weapon from the Imperial or General Armory Lists.

REGULAR SERGEANTS. Armed with Invader Assault Rifles and Aggressor Pistols.

REGULAR CAPTAINS. May be issued any weapons from either the Imperial or General Armory lists.

BLOOD BERETS. Armed with Invader Assault Rifles and Aggressor Pistols. One Blood Beret may be issued a Heavy Weapon from the Imperial or General Armory Lists.

BLOOD BERET SERGEANTS. Armed with an Interceptor Assault Rifle and a Chainripper.

BLOOD BERET CAPTAINS. May be issued any weapons from the Imperial or General Armory lists.



WOLFBANE COMMANDOS. Armed with Punisher Blades and Aggressor Sidearms. One Wolfbane may be issued a Heavy Weapon from the Imperial or General Armory Lists.

WOLFBANE CHIEFTAIN. Armed with a Claymore.

WOLFBANE HERO. Armed with Claymores, and may also be issued any weapons from either the Imperial or General Armory lists, excluding Heavy Weapons.

CYBERTRONIC

CHASSEURS. Armed with AR3000 Assault Rifles. One Chasseur may be armed with a Heavy Weapon from either Cybertronic or General Armory lists.

CHASSEUR SERGEANTS. Armed with AR3000 Assault Rifles.

CHASSEUR HEROES. May be issued any weapons from either Cybertronic or General Armory lists. (Except for the Eradicator's armory)

CUIRASSIERS. May be issued any weapons from either Cybertronic or General Armory lists. (Except for the Eradicator's armory)

ERADICATOR DEATHDROIDS. Are armed with three of the six weapons from the Eradicator's personal armory.

CARTEL

WARRIOR & MARKSMAN. May be issued any weapons from their own Corporation's Armory list and General Armory lists.

AGENTS & SPECIAL AGENTS. May be issued any weapon from any Armory list except Dark Legion.

BROTHERHOOD

TROOPER. Armed with Volcano Assault Carbines and Nemesis Sidearms. One Trooper may be issued a HAC-20 instead of the Volcano.

TROOPER SERGEANTS. Armed with Punisher Handguns and Chainrippers.

ELITE TROOPERS. Armed with Volcano Assault Carbines and Nemesis Sidearms. One Trooper may be issued a HAC-20 instead of the Volcano.

ELITE TROOPER SERGEANT. Armed with Punisher Handguns and Chainrippers.

SACRED WARRIOR. Armed with Retributor carbines and Avenger swords.

SACRED WARRIOR SERGEANT.

Armed with Retributor Carbines and Avenger Swords.

FURY ELITE GUARD. Armed with Punisher Handguns and Deliverer Battleblades.

FURY ELITE GUARD SERGEANT. Are armed with Punisher Handguns, and Deliverer Battleblades.

MORTIFICATORS. Armed with a silenced version of the Nemesis Handgun and a Mortis Sword.

ASSASSINS. Armed with a silenced version of the Nemesis Handgun and a Mortis Sword.

VALKYRIES. Armed with a Castigator and a Punisher Handgun.

VESTAL. Armed with a Castigator and a Punisher Handgun.

INQUISITOR MAJORES. May be issued any weapons from the Brotherhood or General Armory lists.

MYSTIC. May be issued any weapons from the Brotherhood or General Armory lists.

KEEPER OF THE ART. May be issued any weapons from the Brotherhood or General Armory lists.

ALGEROTH

UNDEAD LEGIONNAIRES. Armed with Kratachs.

NECROMUTANTS. Armed with Belzarachs.

CENTURIONS. Armed with Voriche Handguns and Skalac Blades.

IMMACULATE FURIES. May be armed with any weapons from the Necrotech Armory list.

RAZIDES. Armed with Nazgaroths.

EZOHOULS. Armed with Blutarch Handcannons and Ashreketh Blades.

PRETORIAN STALKERS. Armed with the Scythe of Semai.

DARK HUNTSMEN. May be armed with any weapons from any Corporation Armory.

NEPHARITE OF ALGEROTH. May be armed with any weapons from the Necrotech Armory list.

ILIAN

TEMPLAR. Armed with Templar Blades, Templar Maces and Kratachs. One Templar may be issued a Heavy Weapon from the Necrotech Armory list.

HIGH TEMPLAR. Armed with Templar Blades, Templar Maces and Kratachs.

NEPHARITE OF ILIAN. May be armed with any weapons from the Ilian or Necrotech Armory list.

MUAWIJHE

SCREAMING LEGIONNAIRE. Armed with Kratachs or Shriekeths.

ZENITHIAN SOULSLAYER. None.

NEPHARITE OF MUAWIJHE. May be armed with any weapons from the Muawijhe or Necrotech Armory list.

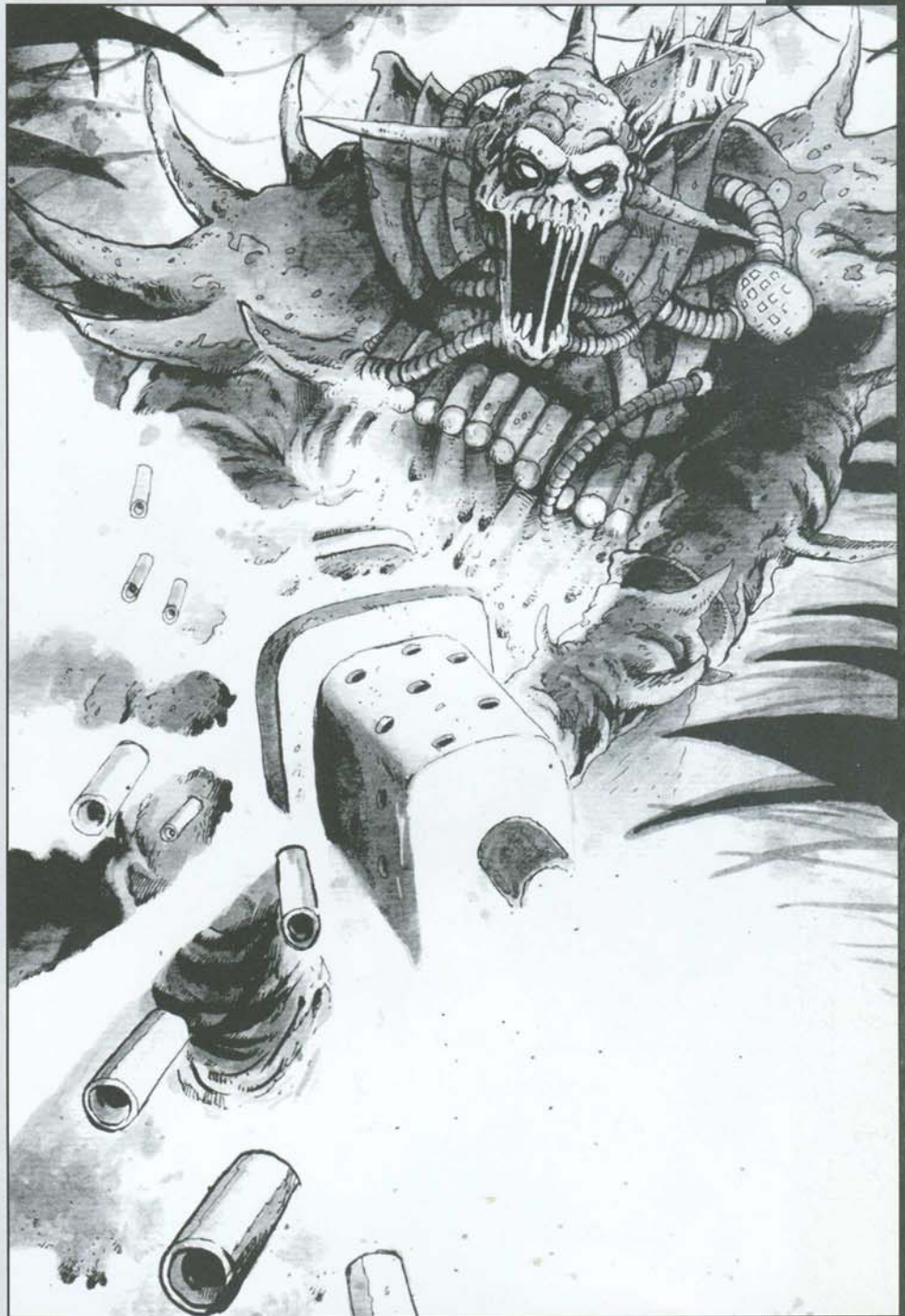
SEMAI

HERETIC LEGIONNAIRE. Armed with Kratachs.

HERETIC. May be armed with any weapons from the Necrotech Armory list.

CALLISTONIAN INTRUDER. Armed with Jakht and Vassht. They also carry a silenced version of the Kratach.

NEPHARITE OF SEMAI. May be armed with any weapons from the Semai or Necrotech Armory list.



DEMNOGONIS

BLESSED LEGIONNAIRE. Armed with Kratachs.

CURATOR. Armed with Curator Swords. They may also be armed with any weapons from the Demnogonis or Necrotech Armory list.

NEPHARITE OF DEMNOGONIS. May be armed with any weapons from the Demnogonis or Necrotech Armory list.

VAE VICTIS

Welcome to the Winter Den, young Wolfbanes. Warm yourself by our fire.

Listen now as I tell you a story of the Wolfbane's ancient past, in the final days of the Venusian Crusade when the first Cardinal was at the height of His power. It is the story of how the Wolfbanes came to be, and of how we got our battle cry.



Our people were the proudest and bravest of the Serenity's warriors on the green planet of Venus. Our pride and bravery did not earn for us a home among the planet's lush valleys. Instead, we founded our home upon a snow-swept mountain in the southern Ring of Winter. And we thanked the Serenity for His generosity.

Among our forefathers in that snowy waste was a leader and master swordsman named Brannagh. This great man stood half a dozen hands above even the largest of Imperial's greatest heroes, his hair a wild mane. It was the clans Brannagh and Gallagher and Dunsirn and Mac Cullough who had proven hardy enough to take up the Serenity's challenge.

In those days, the Serenity's soldiers had carved a verdant paradise out of the McGuire Crater. Gardens and grasses grew in that warm oasis in the desert of snow. Brannagh and his fellow Clansmen could not live in this guarded comfort, such were their wild souls. Instead they

chose to live like wolves, at the fringes of civilization.

In those days before the Corporations staked their claims and declared their territories, there was a beautiful city called Petragrad, just a few hundred miles away from McGuire Crater on the coast of the Southern Continent. Warm waters made Petragrad the most glorious city on the Southern Continent, equaled only by the McGuire

Crater. But, alas, Petragrad was a city founded by the wealthy merchants of Bauhaus.

Hush, hush. Silence, I say! The Home builders were wealthy then, as they are now. This is how it is, and this is how it always shall be. But Brannagh and his men were about to make them a little less wealthy.

Shall I continue? That's better.

Brannagh and his Clansmen lived like wolves in the wilderness of the icy Southern Continent. Their packs were the first to discover the forces of the Dark Legion, so long a pox only upon the Northern Continent, had finally come to the icy wastes. The horrible creatures poured out of the South Pole's Helstrom Mountains with no end in sight.

Brannagh's wolves swore to protect all of humanity, and especially their beautiful McGuire Crater, from this new evil.

Brannagh himself was scavenging in the pine forests when he heard the cry for help come over his radio. The city of Petragrad was beset by the Dark Legion and the effete Bauhausers were unable to defend themselves. The wily Brannagh had watched the Legionnaires for many months and knew how to defeat them, so he returned the plea for help and said, "My men are but a fortnight

away. Pay us a pound of gold for every dead Legionnaire we deliver to your palace steps and we will save your city."

The Bauhausers readily accepted the offer, desperate to protect their cowardly hides. They believed Brannagh to be only a nameless mercenary.

Brannagh and the deadliest swordsmen among his Clans rode at top speed to Petragrad. They arrived well before a fortnight had passed.

The wolven warriors came upon a scene of great destruction. The walls of the city had not yet fallen, but many Bauhausers lay dead all about the perimeter of the city. Among the corpses were encamped a thousand – nay, ten thousand – foul Legionnaires, led by the evil Nepharite Colzras.

Brannagh waited until the Legionnaires gathered around Colzras to receive their orders, as he knew they must do every day, for Legionnaires lack human

intelligence. As the Legionnaires gathered in preparation for one last assault against Petragrad, Brannagh and his men stormed forth from the surrounding wood, mighty weapons blazing. It took only three Clansmen to fell the Nepharite, leaving the Legionnaires in disarray.

Brannagh's wolves tore into the Legionnaires, rending heads and limbs with their flashing blades. The battle is said to have lasted until sunset, such was the great quantity of death that had to be dealt. If these early Wolfbanes were anything like our fine warriors today, the battle surely would have been won within the hour.

The field ankle-deep with the corrupted blood of the Legionnaires, Brannagh and his men went forth into the city. As they entered, they saw much destruction had been dealt prior to their arrival. Petragrad would have surely fallen that very morning. What haunted Brannagh the most, it has been said, was the complete absence of even a cursory guard in the city.

And they came upon the Richthausen Eyrie, the palace of the Bauhauser family charged with guarding the city. They entered unhindered and discovered the cowardly Home builders had locked themselves in the palace's highest tower.

"We have saved your city," Brannagh stated as he rapped at the tower door.

"Then we shall pay you, mercenary," came a voice from beyond the door. The cowards let Brannagh and his men into their inner sanctum.

Now you must understand that the Bauhaus merchants were none too excited about paying such a great sum as had been promised in their hour of greatest need. Reluctantly, Richthausen moneylenders brought forth their scales and tables. Time passed, but the Bauhausers did not produce the gold that Brannagh was owed. He demanded an explanation.

"You wish to be paid one pound of gold for every Legionnaire you deliver to our doorstep, yet you have brought no bodies to us," said the moneylenders. "How are we to know precisely how much to pay?"

Rage welled up within Brannagh, but he knew that Bauhausers were not trustworthy. "You can look out your city gate and count them yourself, Bauhauser," he growled. "Perhaps you could send your city guard to count for you."

The Richthausen moneylender shook his head. "Nay, we cannot do that, for our forces are this very day storming the McGuire Crater. It shall be ours by nightfall, and then we can pay you ten times over with Imperial booty. But you would have no understanding of such things, mercenary."

Brannagh at that moment discovered the true soul of



the wolf within. "We are not mercenaries, you fool. We are Imperial's finest warriors!"

And Brannagh grabbed the moneylender by the collar, barely able to control the animal rage behind his eyes. "Now it's time to pay up, you bastard," he uttered, throwing his mighty Claymore upon the scales.

"Vae Victis!" Brannagh bellowed to his men. "Woe to the defeated!"

The Wolfbanes burned Petragrad to the ground that day, taking all the loot they could carry. To this day, the gold torcs worn by our Chieftains are still made from the gold rightfully paid to the Wolfbanes, scarcely repaying the blood and death they would find upon returning to the McGuire Crater.

This is the story as told to me by the Elder Wolf, and as told by his Elder Wolf, and by Elder Wolves since the first Year of the Cardinal. Carry it with you and let it warm you at night.

— told by Taliesin Mac Dennehey, formerly of Clan Mac Dennehey, now Elder Wolf of the Great Wolfbane Pack, speaking to the Pack in the Winter Den, somewhere in the Ring of Winter, Venus.

SQUAD

NAME:		FORCE:			TYPE:			PLAYER:					
MODEL	WEAPONS			CC	MW	PW	LD	AC	W	ST	MV	A	COST
SQUADLEADER	WEAPONS			CC	MW	PW	LD	AC	W	ST	MV	A	COST
WEAPON/EQUIPMENT	CR	MX	RM	DAM	SPECIAL		COST	ART/SYMMETRY, ABILITIES, SKILLS, NOTES, ETC:					
								TOTAL POINTS:					

INDIVIDUAL MODEL

NAME:		FORCE:			TYPE:			PLAYER:					
MODEL	PROFILE			CC	MW	PW	LD	AC	W	ST	MV	A	COST
	BASIC												
	BONUSES												
	TOTAL												
WEAPON/EQUIPMENT	CR	MX	RM	DAM	SPECIAL		COST	ABILITIES, SKILLS, ETC:					
NOTES:								TOTAL POINTS:					

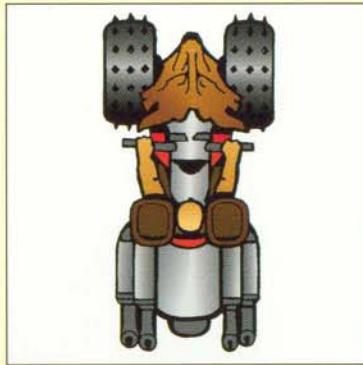
FENRIS BIKE

VEHICLE	MV	AC	W	A	Cost
Fenris Bike	8	4	2	24	30

TYPE: Open Wheeled

SIZE: Light

OTHER RULES: The Fenris Bike may Charge into close combat, with the driver fighting from the back of the bike. Fenris Bike drivers do not need to make a Breakaway roll in order to leave close combat. The Fenris Bike may make any number of turns of any angle during a Move action. Fenris Bikes cannot make Ram attacks.



VEHICLE WEAPON	CR	MX	RM	DAM	Notes
None.					

CREW MEMBER(S)	CC	MW	PW	LD	AC	W	ST	MV	A	Cost

CREW WEAPON(S)	CR	MX	RM	DAM	Cost	Notes

ACTIVATION MARKERS



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