

M U T A N T C H R O N I C L E S

WARZONE

Venus: Bauhaus Forces of War



Venus:

BAUHAUS FORCES OF WAR



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In the Year of the Cardinal 1276

Classified Brotherhood Directive received by secure courier from Cardinal Damante on Venus:

To my beloved Holy Father

I was not surprised to hear that even on Luna you felt the terrible surge of unholy power here, in the crucible of Venus. The resonance is so strong that many of our more sensitive brethren have been incapacitated by the pulse of Dark Symmetry that grows to an almost unbearable pitch. Following your direction I have set in place a number of wards to safeguard the faithful against contamination. However, the blessed agents of the Inquisition report a considerable increase in Heretical activity. This remains a great source of embarrassment for the Bauhaus dukes and their eagerness to disassociate themselves from the servants of the Dark One will serve our designs perfectly. Bauhaus continues to resist the concessions put to them by our brothers from the Mission but if events unfold as you have predicted then we shall find them more willing to cooperate. I agree that it would be unwise to warn them of the impending calamity. They must come to learn just how badly they need our help. It is a shame so many must die but how are we to protect them if they deny us the power to do so.

This brings me to the final matter that I would like to bring to your attention. Several of my brothers here at Heimburg have foreseen a terrible calamity that might have a bearing on the information we release to Bauhaus. Apart from the obvious casualties, they foresee the fall of the Cathedral on the Cardinal Peninsula. I would be grateful if you could give me some assurance that might calm their fears, but I submit to your wisdom in deciding just how much the corporations need to know.

May The Cardinal protect you and keep you.

Your humble servant
Federico Damante

Venus

ASTRONOMICAL DATA:

Diameter:

12,104 km

Circumference:

38,030 km

Mean Distance from sun:

108,200,000 km

Rotational Period:

243 days (retrograde)

Day Length:

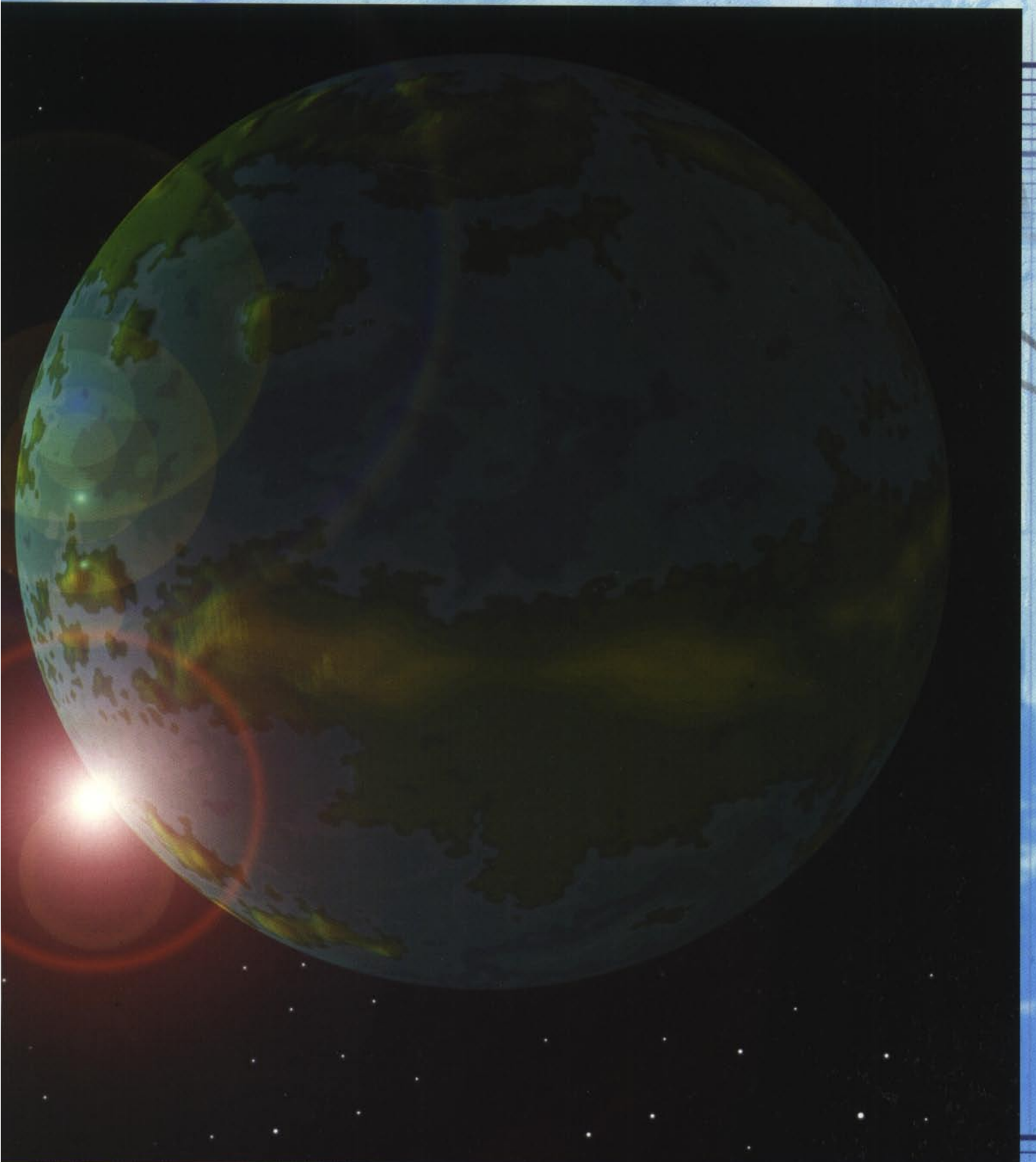
117 days (sunrise to sunrise)

Orbital Period in Earth days:

225

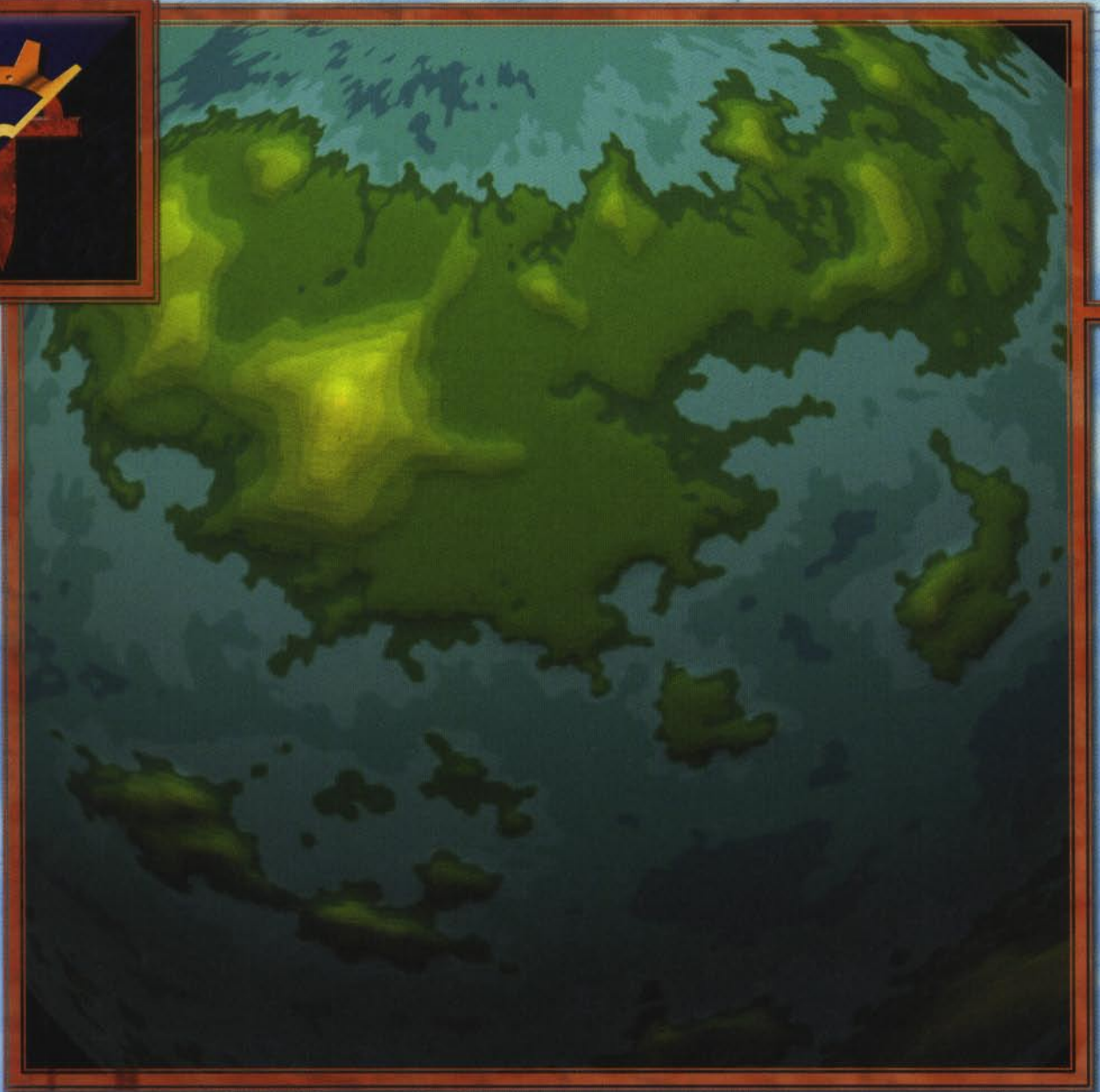


Being only slightly smaller than Earth, Venus is the largest of the newly settled worlds. It is the second planet from the sun after Mercury. Venus orbits the sun every 225 standard days and rotates on its axis once every 243 standard days. It is therefore said that Venus' days are longer than its years but this can be misleading. If we take a day as being sunrise to sunrise then one day on Venus lasts for 117 standard days. This is because Venus spins in the opposite direction to the Earth. On Venus the sun rises in the west and sets in the east. The result is a hot world, where the sun blazes down for over 50 sweltering standard days and night lasts for more than 50 cool and clammy standard days. Only in the last few weeks of darkness does the warm air begin to lose the last of its stored heat giving way to a damp, chill climate that has been likened to the cold sweat of fever.



Solidarity

CAMPAIGN



Year... 1268 YC

1: The home continent of Bauhaus comes under threat when a number of Dark Legion citadels are discovered throughout the territory of Duke Wolfgang Bosch. In keeping with his stubborn reputation Duke Elector Bosch attempts to suppress the Dark Legion with his home defense forces. However, it soon becomes apparent that he can not hope to defeat the horde without assistance and he is forced to seek the support of his fellow Duke Electors. As reigning Grand Duke, Duke Elector Heiss takes command of the situation and draws on the armies of all the Duke Electors in a prolonged campaign to defeat the forces of the Dark Legion and save the heartland of the Bauhaus Corporation.



— Bauhaus Forces

— Enemy Forces

2: Bosch forces set up defenses around the Dark Citadels at Skaard, Glukhov, the Garda Basin, the Grieg Peninsula and the Keivel Morass. Using parachute deployment, Blitzers from Duke Maximillian III become the first reinforcements to arrive at the citadels.



3: Even with the support from Duke Maximillian's Blitzers Bauhaus are unable to contain the growing demonic horde. The Dark Legion begin to break out as the Bosch defenders are stretched to the limit.



4: Finally the preparations are complete and Duke Elector Heiss implements his strategy of field support bases and airship relay systems. Thousands of troops are delivered to the front line by fleets of airships, while supply depots and field hospitals strengthen the Bauhaus defenses.



5: The Dark Citadel on the Grieg Peninsula is subdued while those at Skaard and the Keivel Morass are destroyed. The citadels at Glukhov and the Garda Basin remain standing and new defensive lines are established to contain the forces of the Dark Legion.



Dark Citadels are discovered on Ishtar Terra at the beginning of the Solidarity Campaign

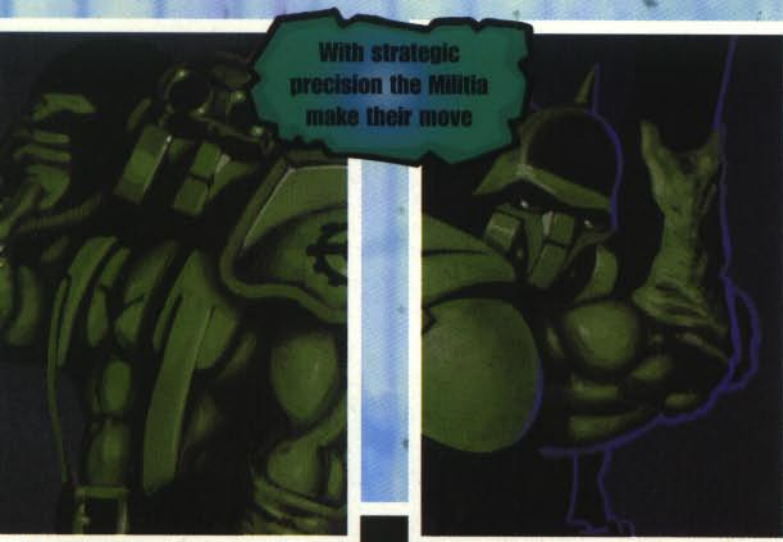
Dawn rises over the Keivel Morass

Bauhaus troops discover the presence of a Dark Citadel and move in to investigate

"HQ...HQ... we are going in for a closer look."

The troops storm the main portal





With strategic precision the Militia make their move



Silence falls beneath the megalithic statues as the troops enter

The only signs of life are bats circling in the vast cavernistic hall, and yet...



Evil lurks in every shadow

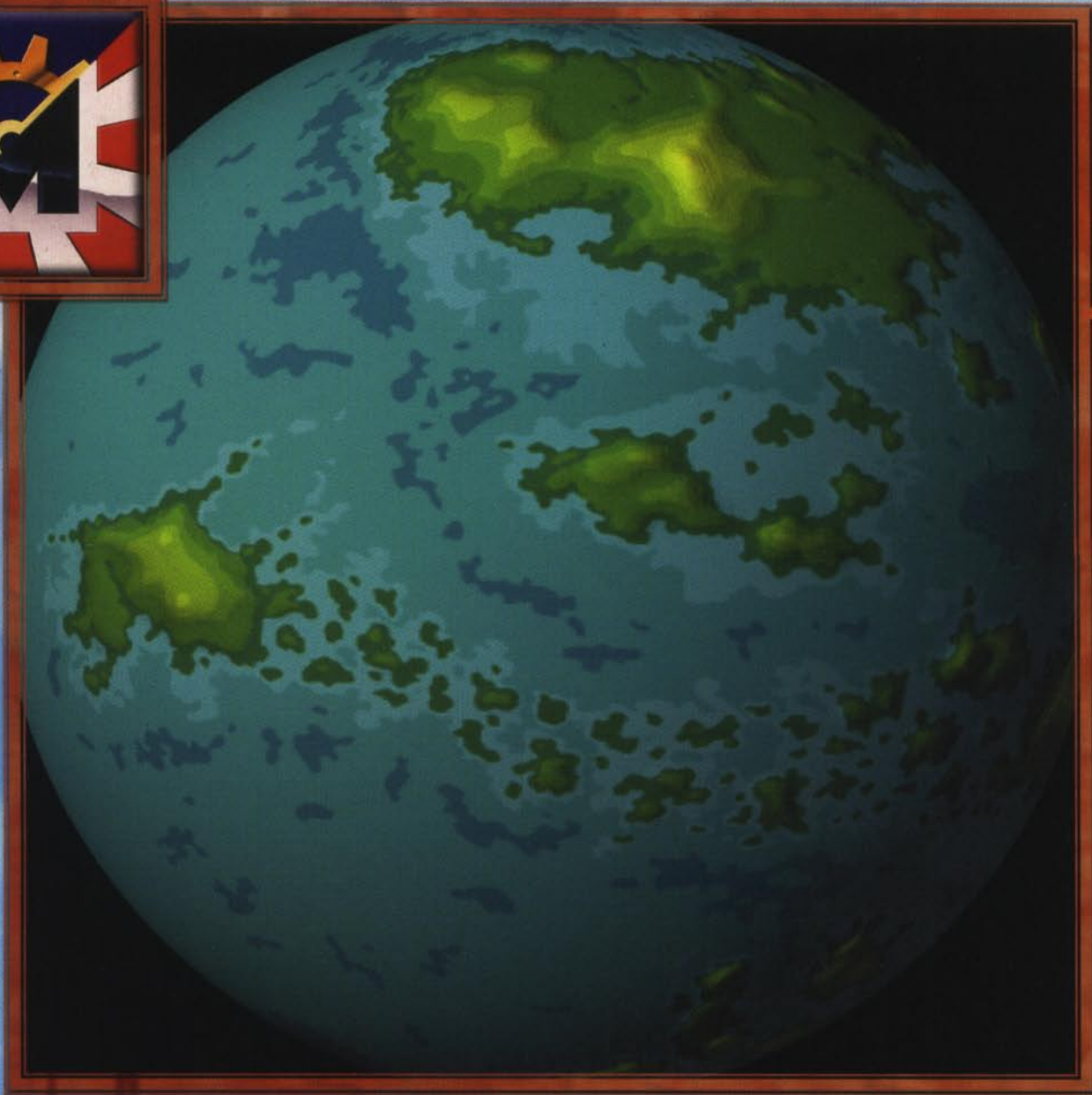


Fear claims the Bauhaus team as the door closes and the citadel comes alive



Bay of Dogs

CAMPAIGN



Year... 1269 YC

1: As Bauhaus struggle to recover from the Solidarity Campaign Mishima have been laying plans to destroy the industrial base in the Bay of Dogs. Bauhaus forces have been reassigned to the numerous warzones around Venus and all areas struggle to maintain their position against the constant threat from the Dark Legion and the other Corporations. Bauhaus are taken by surprise when Mishima launch their attack on the Bay of Dogs and the Bauhaus navy has no additional units available to send to the area. The forces in the Bay of Dogs must find a way of turning disaster into victory without support from the rest of the Bauhaus navy.



2: Mishima set up a forward base on the island of Eisila. Once this is in place they launch a series of suicide missions at ports and docks in the Bay of Dogs. With the Bauhaus navy incapacitated they are now free to establish a beachhead on Damask Point.



3: Bauhaus move troops into the area as they struggle to combat the attacks on their industrial installations but with most of their fleet out of action they are unable to prevent the continual flow of Mishima supplies and reinforcements.



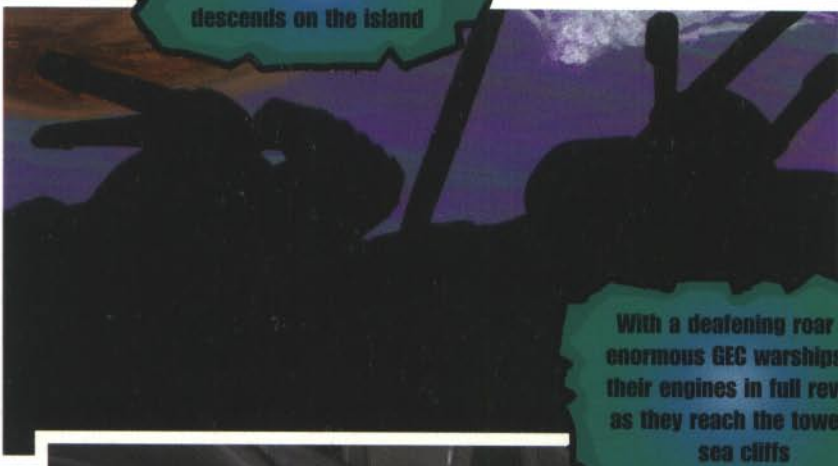
4: Having returned much of their fleet to active service Bauhaus blockade the entrance to the Bay of Dogs and attack the Mishima ports at Hinko and Eisila. Finally their ground forces move in to take the Mishima beachhead on Damask Point.



Bauhaus launch their assault on the island of Eisila during the Bay of Dogs Campaign



On the island of Eisila Mishima troops sound the alarm as a Bauhaus battlefleet descends on the island



With a deafening roar the enormous GEC warships put their engines in full reverse as they reach the towering sea cliffs



"Ok, lets go... Rauss! Rauss!"

The gangplanks crash down and Bauhaus Jaegers storm onto the beaches



Ashigaru keep the Jaegers pinned down from the top of the tall cliffs



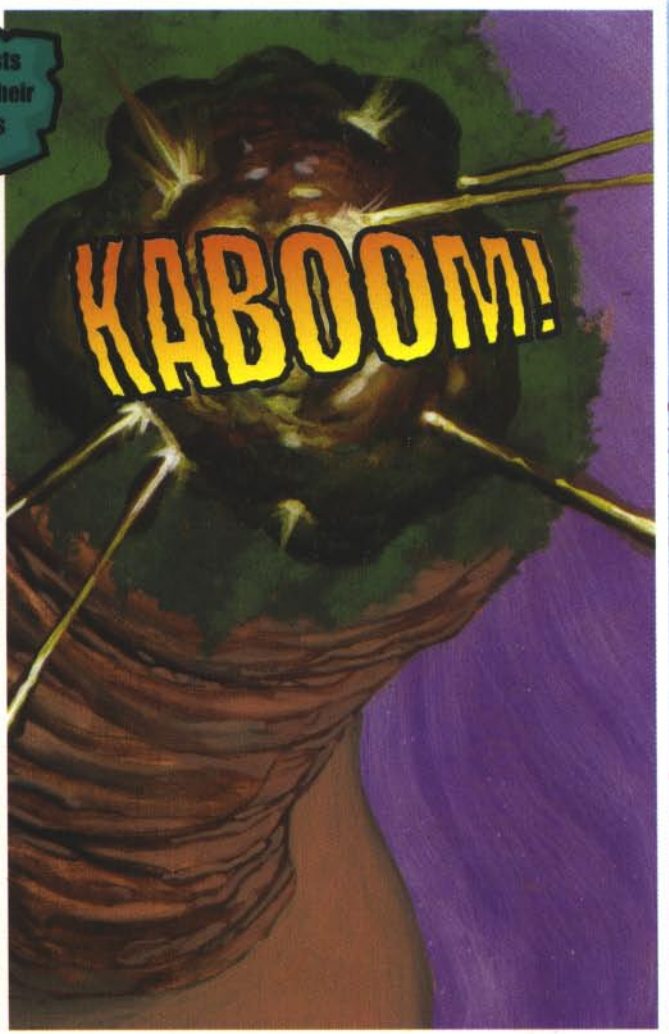
The Sergeant gives the order and Jaegers scale the cliffs, climbing into a hail of bullets



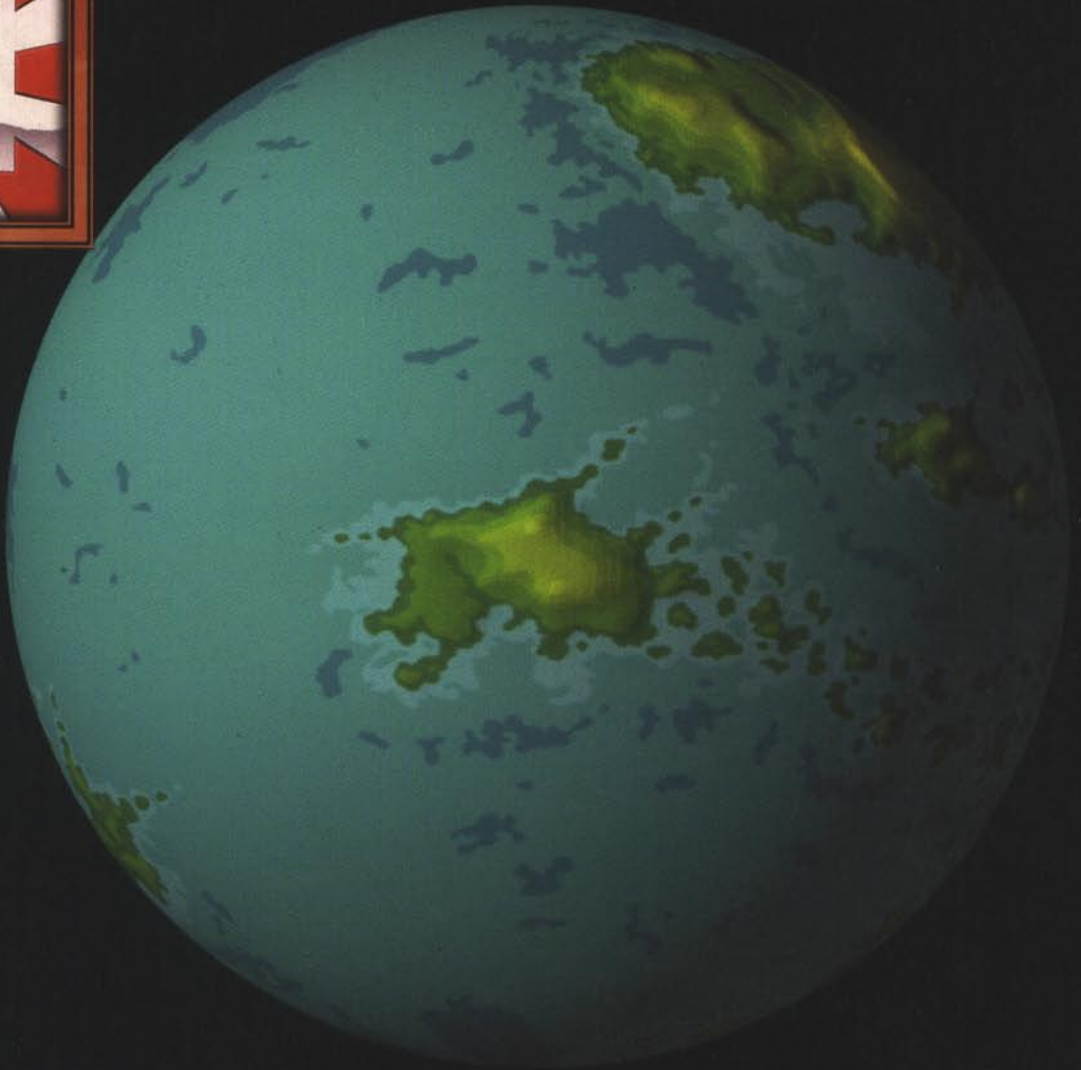
Enough is enough!



Grenade Specialists take aim and loft their deadly grenades



Operation Jackdaw



Year... 1271 YC

1: For years Bauhaus and Mishima have waged war across the islands of the Graveton Archipelago. These ceaseless conflicts often result in the capture of enemy troops as islands are surrounded and defeated forces have no place to go. Although the practice is not widely advertised both sides engage in the exchange of prisoners. POWs are sometimes referred to as the 'currency of war' and captured troops are considered a valuable commodity. Having recovered from the attacks on the Bay of Dogs Bauhaus embark on a dual purpose campaign to attack Mishima targets around the Fluorescent Sea and liberate thousands of POWs from the south coast of Hinko. The campaign was code-named Operation Jackdaw and would strengthen Bauhaus' position in future dealings with Mishima.



2: Bauhaus GECs converge on two rendezvous points, one south of Furstenburg the second off the Cape of Odin. The northern fleet breaks formation and moves to attack the assigned targets.



3: Mishima forces move to intercept the Bauhaus fleet north of Hinko. Using this diversion the Bauhaus rescue force crosses the Sea of Vanir to rendezvous with deep-ocean scout skimmers in Yaku Shima Bay. Once in position the insertion teams disperse to attack their targets.



4: Having achieved their objectives the rescue force retreats back across the Sea of Vanir with Mishima vessels in hot pursuit.



5: Mishima forces reach the Cape of Odin but find the area heavily defended. They are forced to give up the pursuit and return to Hinko. Over 5 thousand POWs are returned to service in the Bauhaus army.



Operation Jackdaw and the Bauhaus troops are closing in on their targets

On the Mishima island of Hiko all seems peaceful and quiet around the notorious Komatzu labor camp... but this is set to change

A Bauhaus insertion team moves stealthily into the camp

Flame-thrower teams sweep the area, turning the terrible prison into a blazing inferno

Prison cells and exquisite Mishima buildings are reduced to ruins by the cleansing flames

PAT 913

Heavy machineguns encircle the camp to make sure that no one escapes the burning buildings alive



A single Mishima officer walks calmly from the fire to meet his destiny with honor and courage

As the camp burns there is plenty of time for sport as Bauhaus troops give the Mishima officers a lesson in brutality...



Imperial

CAMPAIGN



Year... 1272 YC

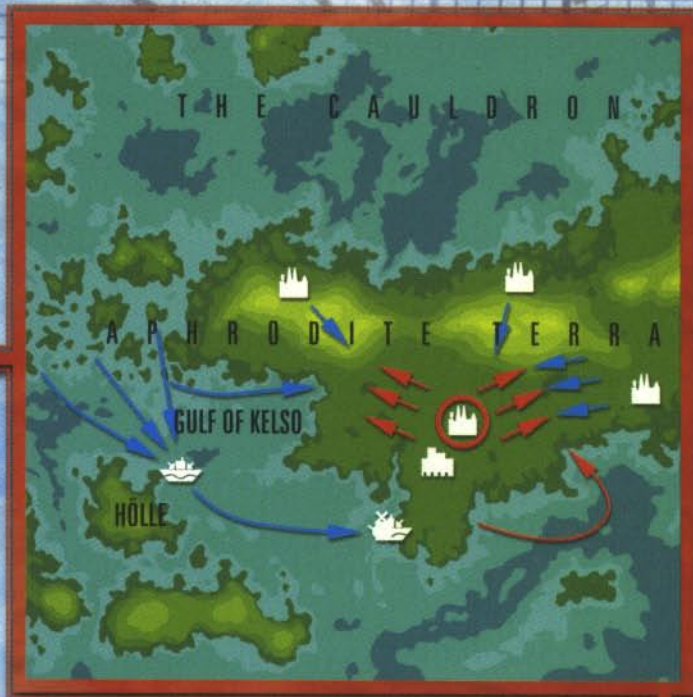
1: Over the years Imperial have managed to carve out territory from the southwest region of Aphrodite Terra but for some time now their borders have remained static. They continued to make forays inland, capturing installations from rival corporations and they were beginning to make their presence known in the Graveton Archipelago. Then without warning they mounted a large campaign to extend their borders on the mainland in every direction. Bauhaus were not prepared for the scale of the operation and it was some time before they could slow the Imperial advance, by which time Imperial had gained control of vast tracts of the jungle.



2: Imperial forces mobilize on all fronts. To the west they march on the river Juno. To the east they cross the Nardik. To the north they close on the mines at Oberstein while the navy transports troops supporting the operation and outflanking Bauhaus positions.



3: By the time Bauhaus can respond Imperial have crossed the Juno and are advancing on the Camara. Bauhaus fortifies the east bank of the Camara and begins massing troops at Grindelwald and Slavenka. A Bauhaus fleet gathers north of Holle before attacking the Imperial ports and delivering troops to the Gulf of Kelso.



4: Bauhaus forces are brought in from all over the Graveton Archipelago and march overland to stop Imperial west of the river Juno. Forces drop behind Imperial lines to cut off supplies and naval units continue to support the troops on the ground.



5: New fronts between Bauhaus and Imperial are established along the banks of the river Juno and the Camara. The mines at Oberstein remain in Bauhaus hands but now lie in Imperial territory. The Imperial Advance is finally halted but they succeeded in expanding their territory on the equatorial continent by a considerable amount.



Bauhaus wins the battle for the river Juno towards the end of the Solidarity Campaign

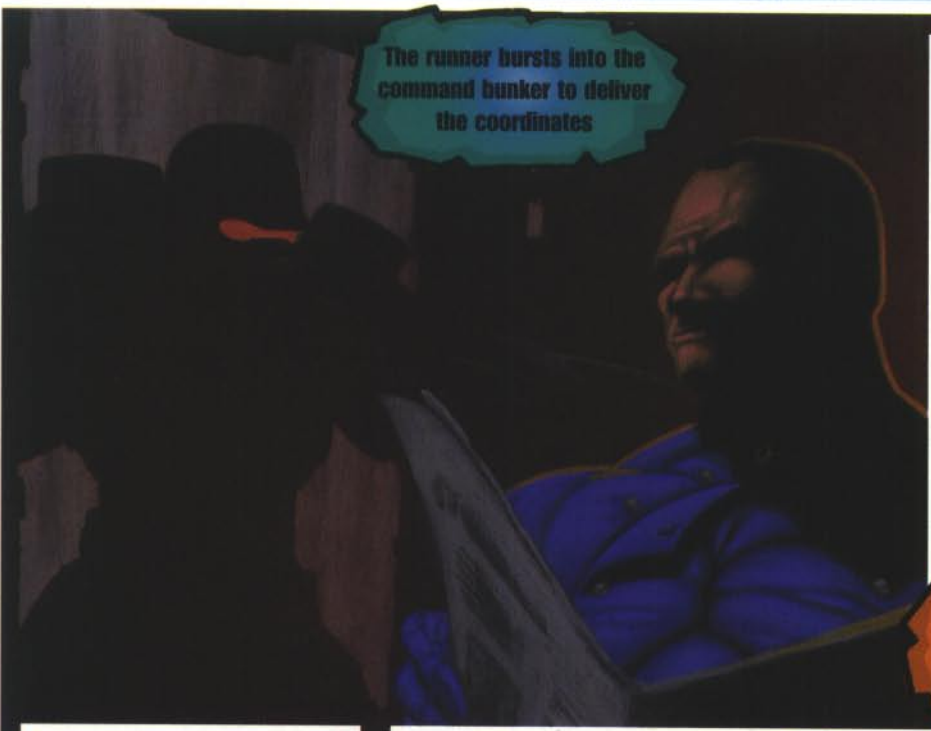
Heavy rain fills the trenches as Bauhaus and Imperial face each other across the River Juno

Spotters pinpoint the location of the Imperial machinegun emplacements

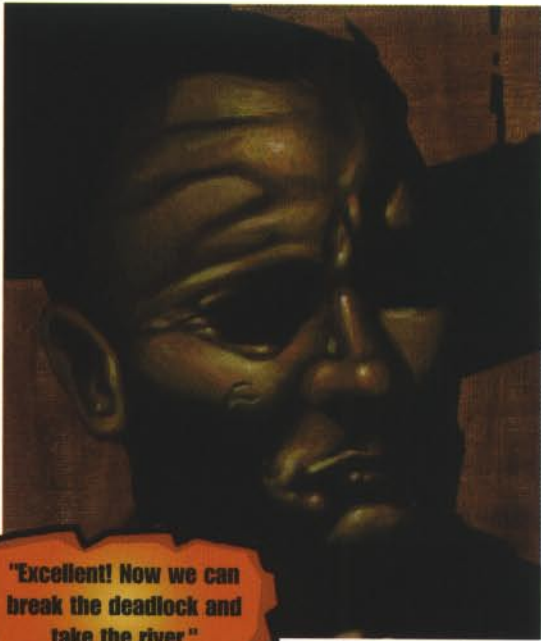
"Ok, I've got the coordinates. Time to call in the Hellfires!"

With no time to lose a runner is dispatched to the command bunker with the coordinates of the Imperial emplacements





The runner bursts into the command bunker to deliver the coordinates



"Excellent! Now we can break the deadlock and take the river."

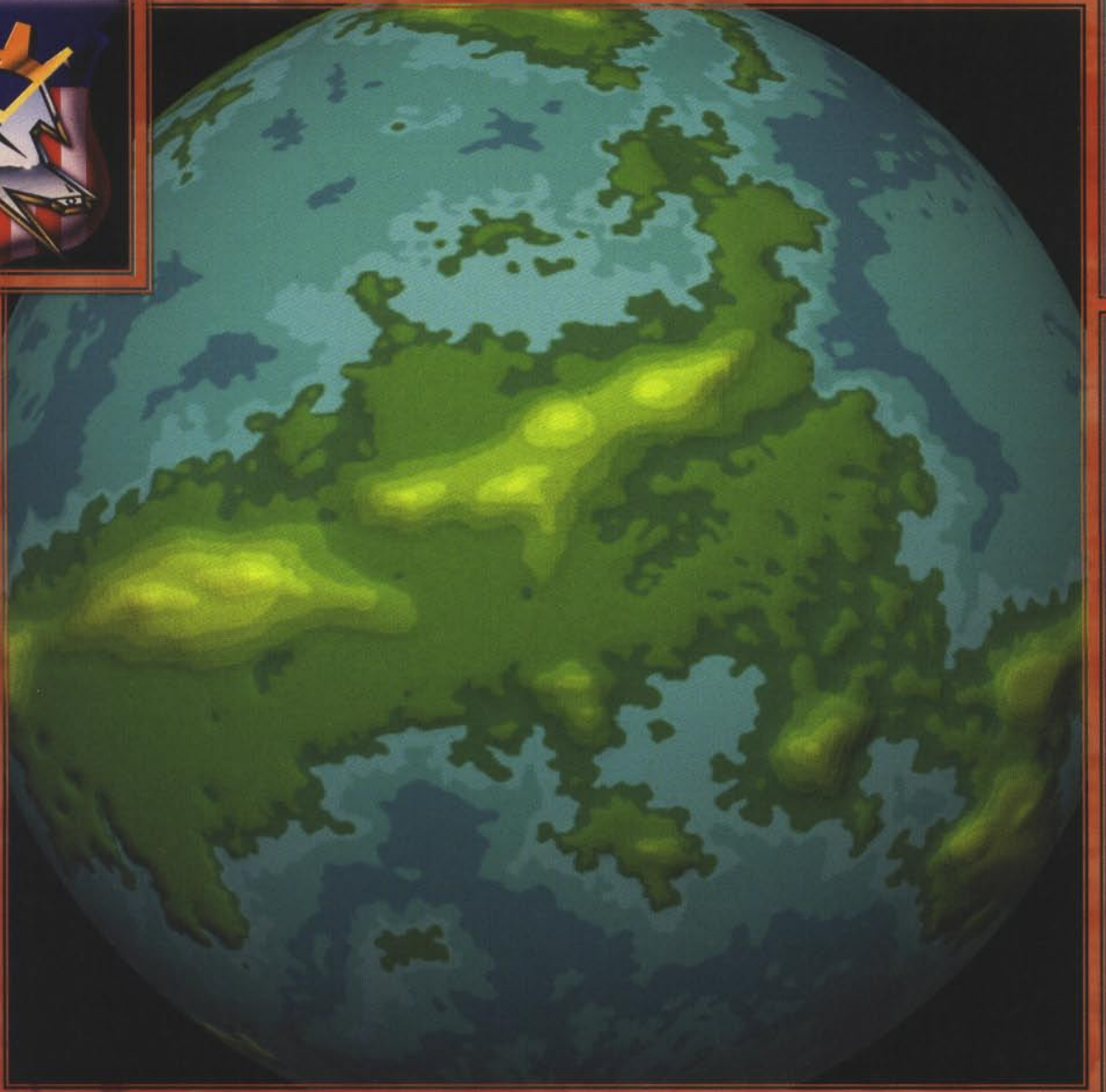


Hellfire rocket launchers unleash their awesome firepower and a new and deadly rain falls on the imperial lines

As the imperial guns are silenced the command rings out and the Bauhaus troops storm out of the trenches



The Singen Retreat



Year... 1273 YC

1: The mines at Singen are situated in a volatile area on the banks of the river Koros. Bauhaus has a strong presence in the area but the close proximity of both Imperial and Capitol results in numerous isolated conflicts that disturb the stability of the area. Dense pockets of jungle are interspersed with more open areas and the river allows access to naval forces from the ocean that can travel for many miles into the interior. After a number of halfhearted assaults by Capitol forces to capture the mines the Bosch high command decided to make a push in the area.



2: Bauhaus use airships to move additional troops into the area from the staging point at Slavenka before launching various assaults across country into Capitol held territory. The highest priority target are the valuable gold mines in Butane Valley.



3: Bauhaus succeed in taking the gold mines in Butane Valley as well as a number of other coastal targets. But before they can consolidate their positions Capitol launch a massive counterstrike from the naval bases of Black Rock, Cobalt and Hammerhead.




4: The counter offensive is overwhelming and Capitol take back all the territory they had lost. They also succeed in capturing the mines at Singen. Bauhaus forces are forced to beat a hasty retreat and fall back to a reserve position nearly 500km northwest of Singen.






Capitol forces move up the river
Koros pushing Bauhaus back
during the Singen Retreat

Capitol forces scream up
the River Koros on the southern
coast of Aphrodite Terra




Purple Sharks spearhead
the attack and move to engage
Bauhaus Strike Skimmers
blocking the river

"Bogies dead ahead...
keep it tight guys!"



The Strike Skimmers open
fire cutting through the air with
a steady stream of bullets



One of the Sharks gets too
close and machinegun fire
rips into the fuel tank...

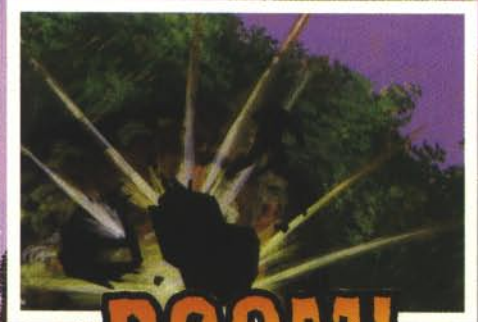
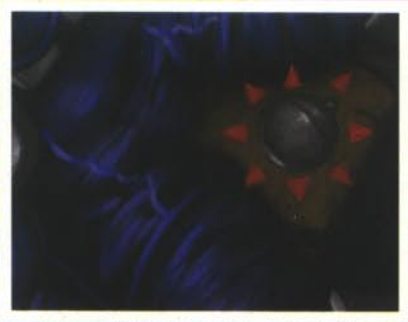


WOOMP!



More Capitol outriders swarm over the area as Bauhaus tracers fill the sky

"This is Mako Leader. I'll draw their fire... Mako two and three, take this sucker out!"

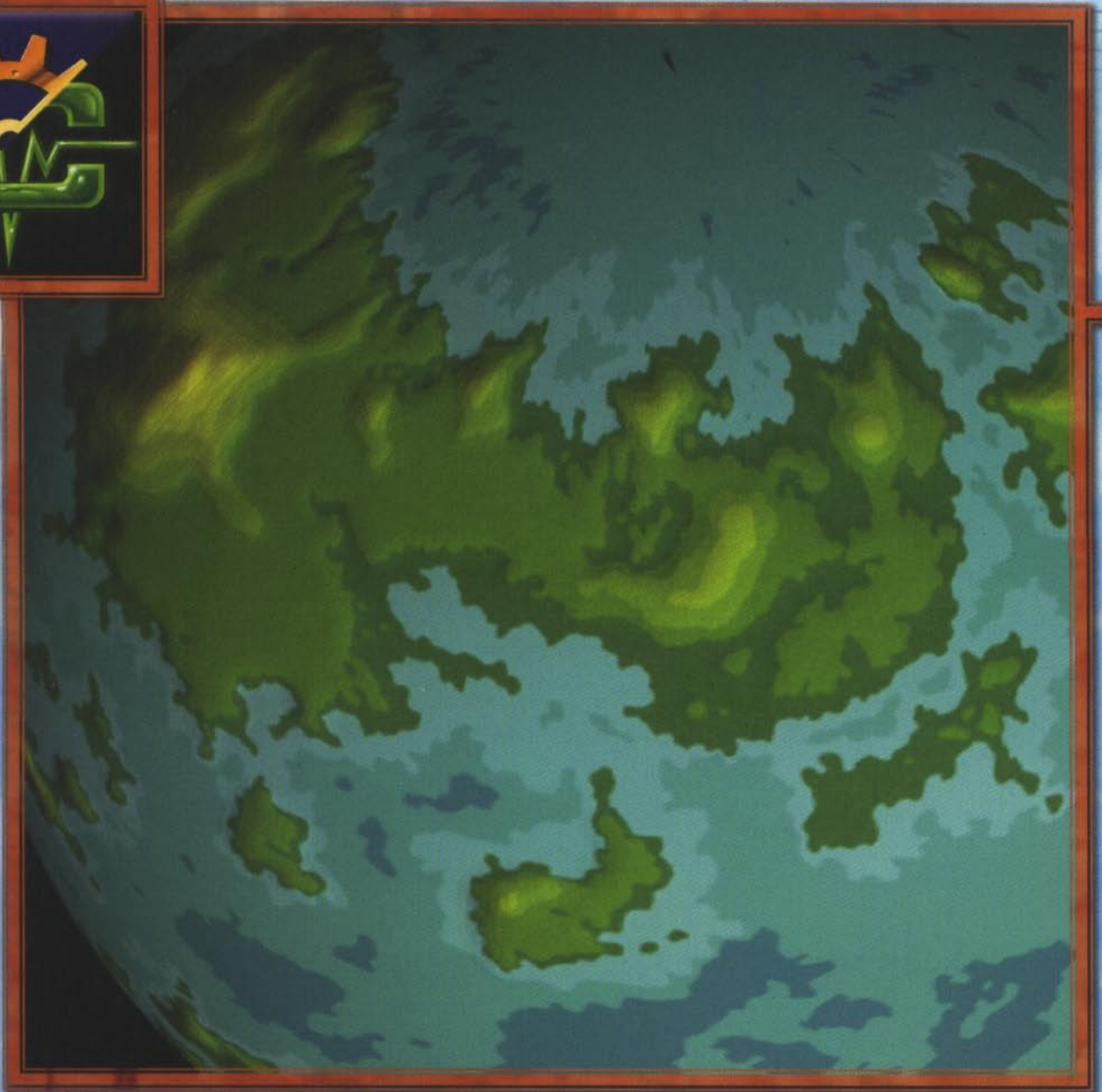


BOOM!

Grenades punch holes in the river and the Strike Skimmers are no more...

Flash-Fire

CAMPAIGN



Year... 1275 YC

1: During the Venusian night of 1275 YC the Bauhaus home continent of Ishtar Terra came under heavy attack from Cybertronic as they launched a large-scale 'scatter campaign'. Cybertronic dreadnoughts emerged above Venus, jettisoned their cargo and hundreds of assault drop-ships streaked through the night sky. Each of the assault drop-ships carried a small raiding force of anything up to a hundred troops. Assault pods dropped all over the continent but the attacks were concentrated around the major cities and industrial sites. Scatter campaigns are notoriously difficult to deal with because the prime objective is simply to cause as much damage and disruption as possible.



2: Countless isolated conflicts break out on Ishtar Terra as the Cybertronic forces close in on Bauhaus targets. Cities and industrial bases are the prime targets. Bauhaus forces move quickly to intercept each Cybertronic force as its position is radioed in to the Bauhaus HQ.



3: On Colonia many industrial sites and the city of Volksburg suffer heavy damage from Cybertronic Shock Troops and Chasseurs. Maximilian III vows to make Cybertronic pay for the assaults.



4: Heimburg comes under threat as a large Cybertronic force converges on the north bank of the Voltaine but before it can inflict any serious damage the forces of Duke Wolfgang Bosch move in and destroy the Cybertronic force.



The Flash-Fire Campaign begins as Cybertronic forces descend on Bauhaus targets

On the dark side of Venus a Cybertronic dreadnought emerges from a rift and moves into geostationary orbit

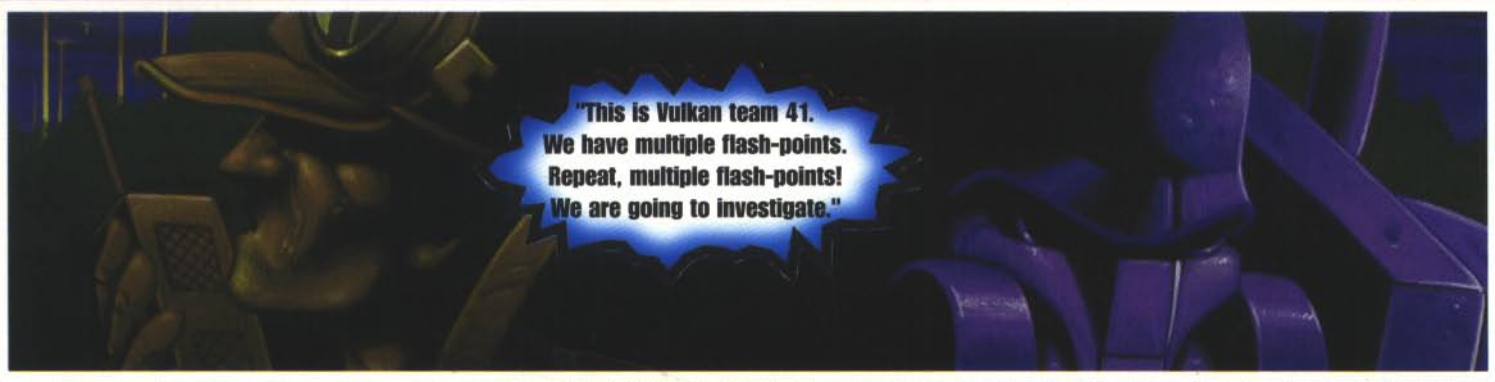
Hundreds of assault dropships burst from the mothership and rain down on Venus

The Dark Venusian night is lit up as hundreds of burning trails drop through the clouds


The dropships slam into the earth and hatches open...

Cybertronic are on the ground


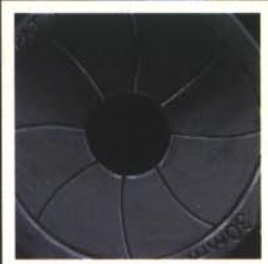




**"This is Vulkan team 41.
We have multiple flash-points.
Repeat, multiple flash-points!
We are going to investigate."**



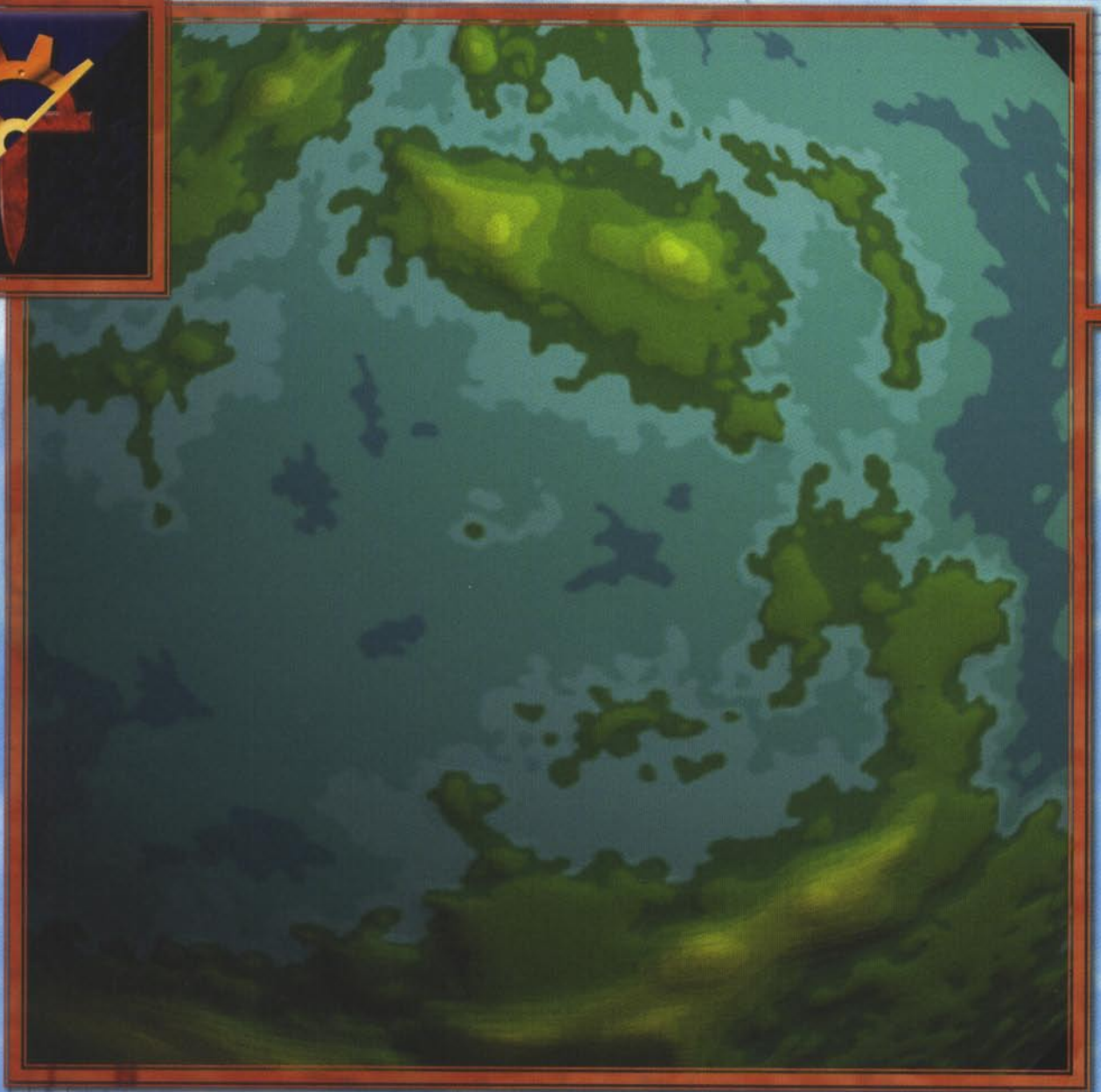
**Vulkan Battlesuits prowl
through the jungle as
Cybertronic zero in**



**Too late for Vulkan team 41,
as the Cybertronic ambush
closes around them!**

Cardinal Peninsula

CAMPAIGN



Year... 1276 YC and still in progress

1: Dark Legion activity had been somewhat reduced since the crisis of the Solidarity Campaign. However, in the last year the power of the Dark Soul has begun to darken the world on Venus once more. Dark Legion attacks have been reported all over the planet and a number of new Dark Citadels have been discovered on Aphrodite Terra. The struggle to control the horde on Ishtar Terra is becoming increasingly difficult but these conflicts pale beside the continuing struggle on and around the Cardinal Peninsula. The campaign began when Bauhaus lost contact with the mining colony at Davos in the foothills of the Nokomis Montes.



2: A vast Dark Legion army sweeps down from the mountains towards the area known as Durand's Fall. Bauhaus mobilizes its forces in the area and throws up a hasty line of defense. The horde decimates the Bauhaus defense and swarms north. Meanwhile Bauhaus armies are massing at Lubeck and Volksburg.



3: After regrouping on the island of Helvetica the first battle group lands on the Cardinal Peninsula and drives across to the opposite coast, cutting the Dark Legion horde in two. As they consolidate their position the second battle group lands on the tip of the peninsula and drives south to meet up with them.



4: As reinforcements continue to arrive from Volksburg and Lubeck Bauhaus reclaim the peninsula and finally drive the Dark Legion back beyond Durand's Fall. The Dark Legion have now retreated into the mountains but the fighting continues on a massive scale. It seems the heart of mankind's struggle against the Dark Legion is beating still.



**The Cardinal Peninsula Campaign
and Bauhaus troops are
ambushed in the dark jungle**

On the main continent of
Aphrodite Terra all contact
is lost with the remote
mines at Davos

Flares push back the
darkness as Jungle Kommandos
move into the area



The jungle is dark
and malevolent



"Stop! I hear something."

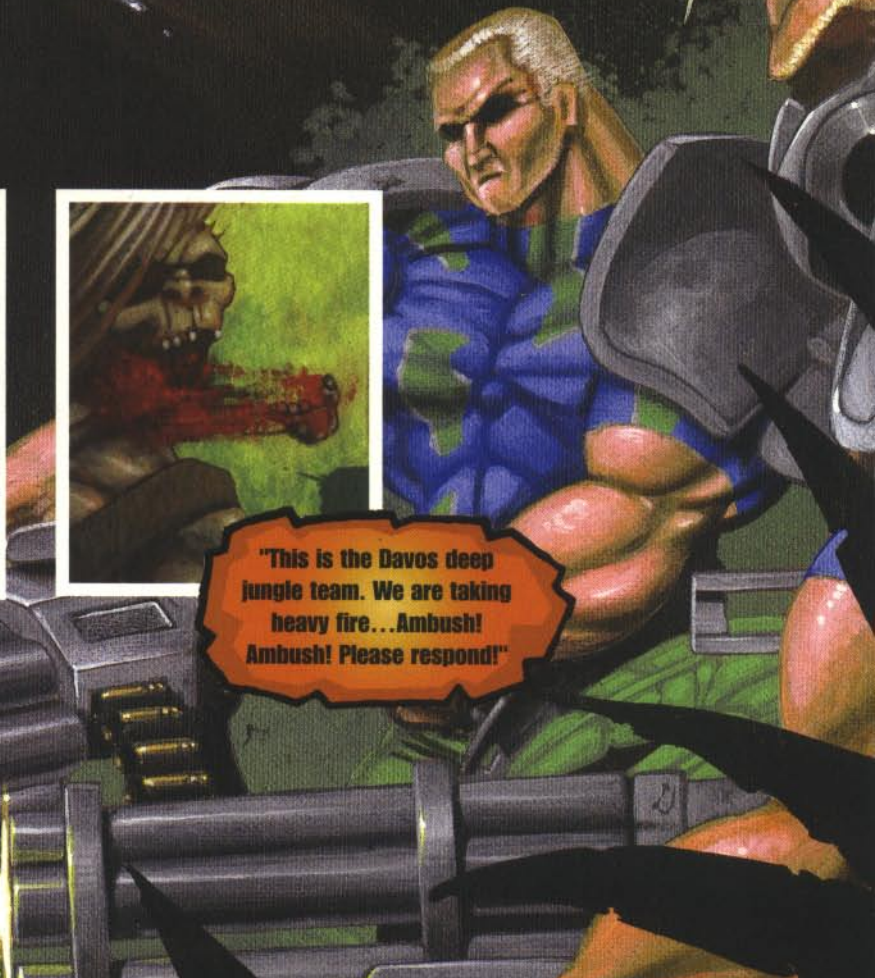


Too late...
the Dark Legion
is upon them

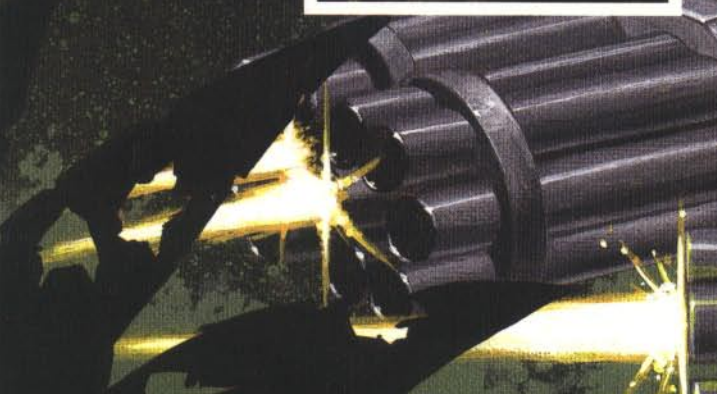




The dark jungle is filled with the staccato sound of gunfire and bright muzzle flashes as the firefight grows in intensity



"This is the Davos deep jungle team. We are taking heavy fire...Ambush! Ambush! Please respond!"



Home Territory of Bauhaus



Wilhelm von Heimburg



Friedrich Heiss



Wolfgang Bosch



Maximilian III



The year is 1276 YC and the home territory of Bauhaus is under constant threat from the hostile forces of the Dark Legion and rival corporations. Despite years of war and countless assaults Bauhaus still dominates the northern hemisphere of Venus.

The continent of Ishtar Terra is divided into three main territories. Duke Elector Heiss controls the western part of the continent where the jungle is dense and particularly inhospitable. This landscape provides the perfect arena for the intensive jungle training that characterizes his armed forces.

The south central region is home to the Bauhaus capital city of Heimburg. This region is under the dominion of Duke Wilhelm von Heimburg who is currently at residence in the ancestral home of Knightsblood in the Von Maxwell mountains.

The western portion of the continent is commanded by Duke Elector Wolfgang Bosch. This is the largest of the territories and also the most heavily guarded due to the concentration of Ducal Militia that are stationed throughout this vast area.

To the east of Ishtar Terra lies the large island of Colonia. This is the home of Duke Maximilian III of the great Habsburg lineage. Maximilian III is the oldest of the Duke Electors but this does nothing to detract from his reputation as a master tactician.

Every year the war on Venus intensifies and if Bauhaus is to survive and maintain its hold on the planet then it will need the to draw on the strengths of all the Duke Electors and the troops that serve in their armies. Only time will tell if they are equal to the task.

Venus



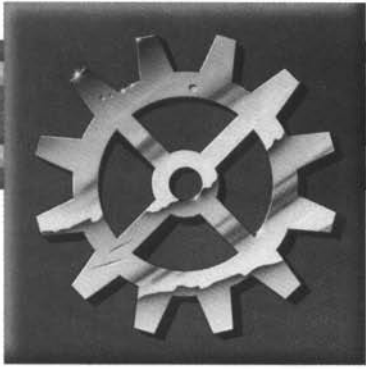
Planetary History

Ah, the irony of life! The planet Venus was named after the Goddess of Love, hardly an appropriate name for one of the most hostile worlds in the solar system. Before it was terraformed Venus was a barren world of sulfuric rain, searing temperatures and violent volcanic activity. The severe conditions on Venus made exploration of the planet difficult so it wasn't until 2102 AD that a human being, a woman by the name of Marian von Heimburg, first set foot on the planet's surface. She was part of an ill-fated mission that ended in disaster. Her crew had died in an explosion following a failure in the ship's thermal shielding. Going against orders to board the escape module and evacuate the planet she donned a damaged environmental suit and limped onto the boiling surface to claim Venus for her family and the powerful Bauhaus Corporation that had funded the mission.

The race to claim Venus had been closely contested and barely three weeks later a mission by the Mishima Corporation successfully landed on the planet but they acknowledged the claim of Bauhaus, an honorable gesture that earned them much respect. By this time space travel was dominated by the four megacorporations of Bauhaus, Mishima, Capitol and Imperial and working together they soon established a number of permanent bases on Venus. The appalling conditions delayed the terraforming program for years as the corporations struggled in the furnace heat and crushing pressures to construct the vast atmospheric processing plants that would begin to tame the hellish world.

Towards the end of the 22nd century AD Bauhaus established the first open-air settlement on the northern continent of Ishtar Terra. They named the settlement Heimburg and it was destined to become one of the largest cities in the solar system.





Climate

The climate of Venus is governed by two things; its close proximity to the sun and the speed with which it spins on its axis. There was a time when Venus boiled in its shroud of deadly greenhouse gases and the temperature at the surface was hot enough to melt lead. Now the dense atmosphere serves to shield Venus from the heat of the sun and the slow turning of the planet produces a stifling world where the air is almost still and the steaming oceans move in sluggish currents around the globe. Even during the long Venusian night the stored heat and warm winds keep the dark side of planet from becoming a frozen wasteland. Only on the high peaks of the Von Maxwell Mountains or the Thetis Massif do temperatures ever drop below freezing.

The average daytime temperature at the equator is around 40 degrees centigrade while in the temperate regions around Heimborg it is a cooler 25 degrees. Much higher temperatures of up to 50 degrees have been recorded in the deep interior of the equatorial continent. Operating in such conditions can be

extremely hazardous as illustrated by the Battle of Camara when two thousand Imperial troops attempted to overrun the Bauhaus line along the banks of the river. Imperial had underestimated the strength of the Bauhaus position and the battle lasted for eight standard days. When they finally gave up the assault the Imperial force was reduced to just six hundred men. Only a third of the casualties had fallen to enemy fire, the rest had died from heat exhaustion as they attempted to do battle in the searing heat of the Venusian jungle.

Temperatures drop suddenly with the setting of the sun but settle at around 10 degrees. Then over the weeks of the long Venusian night the heat slowly dissipates until the last few standard days before dawn when the temperature can drop below 5 degrees.

Venus does not have seasons but such is the nature of its long days and nights that they seem like seasons in themselves. One might say that midday on Venus is the height of summer and midnight the depth of winter.

The weather on Venus is relatively calm. Winds at the surface are generally mild with wind velocities averaging around 4 kph. In the upper atmosphere they are considerably faster reaching speeds in excess of 300kph. This fast jet stream holds in the warmer atmosphere against the surface, insulating the planet during the long night. These high wind-speeds also produce frequent electrical storms high in the atmosphere, which can be spectacular especially when they occur on the dark side of the planet.

There are two main rainy seasons on Venus. One towards the end of the Venusian night when the water vapor in the air

JUNGLE PATROL

Jungle Kommandos were trained to live and fight in the jungle but Heinrich Shultze had never got used to the sensation of soggy warmth. He squatted down in the sweltering jungle and watched his sergeant, waiting for the signal to move out. His boots sank into the mud and all around him the jungle steamed under the relentless heat of the Venusian sun. They were in the middle of the hard rainy season when sudden downpours could soak you to the skin in seconds. For the last three days they had been continually drenched but the rain did little to cool them down. He tried to ignore the discomfort and turned his head, listening for any sounds of the enemy but the noise of dripping water was loud and constant, and the clouds of steam made it even more difficult than normal to see through the jungle. But difficult or not, they would not move out until they were sure it was safe.



condenses and streams down in fine drizzle for weeks at a time. The other towards the end of the Venusian day when the heat of the sun has heated the oceans and saturated the atmosphere to such an extent that the air cannot support it any longer and it is suddenly released in downpours producing unpredictable flash-floods. These savage cloudbursts have been known to demolish buildings and swamp ships with the sheer weight of water that falls from the sky.

Geography

Two-thirds of Venus is covered by the planet's turquoise oceans. These deep oceans move slowly round the planet lapping gently at the rugged coasts. The oceans are extremely calm with no tidal forces and no significant wind to drag the surface into waves. The only area with a significant current is the Lubeck Straits where the Sea of Aesir joins the waters of the Cauldron. The two largest oceans are the Sea of Aesir and the Sea of Vanir. The Cauldron is another large sea lying between the two main continents. Its name is derived from the intense volcanic activity on the ocean floor. Countless active volcanoes lie on the seabed causing the sea to boil with the vaporized water and the immense bubbles of gas that rise up from the planet's crust. This makes the sea very hazardous to traverse. Ocean going craft can find themselves capsized by violent eruptions or even sucked down, as vast sulphurous bubbles rob them of buoyancy causing them to sink with frightening speed. It is still believed that the Ottakar crisis was the result of just such an incident.

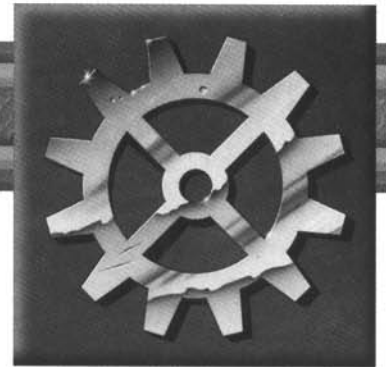
The Ottakar was a ground-effects craft (GEC) from the Bosch Duchy returning to Verhart from the Cardinal Peninsula on a mission of some urgency. Aboard the craft were a number of dignitaries and several members of the Bosch family. The craft was in the middle of a routine radio communication with Verhart when the transmission was suddenly terminated. There was no mayday and no evidence of trouble with the craft, only a sudden explosion of sound and then nothing. Dietrich Bosch, the reigning duke of the time, was convinced that a rival duke had sunk the Ottakar. Tensions rose between the four Duke Electors and civil war loomed dangerously close. It was only

when a respected naval captain filed a report cataloguing a similar event that the diplomats began to find a way of avoiding a war that might have torn Bauhaus apart.

Another notable body of water is the Fluorescent Sea, which lies between the island of Eisila and the Graveton Archipelago. This shallow sea is rich with corals and algae that have a bright luminescence. The sea glows with a pale jade-green light which, during the long night, shimmers beneath the surface and is bright enough to see by.

The majority of the land on Venus is distributed between the two main continents. The largest of the two, Aphrodite Terra, lies across the equator while the smaller continent of Ishtar Terra lies in the northern temperate region. After these two enormous continents the next largest landmass is the island of Colonia closely followed by the Mishima controlled island of Hinko. The Graveton Archipelago consists of thousands of small islands linking the western coast of Aphrodite Terra with Hinko Island. They have seen a great deal of conflict including the famous Graveton Sub-Wars between Bauhaus and Mishima that swept across the islands for many years and even continue to this day.

There are numerous other islands including those in the southern continent where only the Dark Legion can tolerate the environment. These volcanic islands are ashen-black and almost lifeless. They are violent islands of fire, continually reshaped as new craters are born and vast lava-flows spill out from the bowels of Venus pouring down the steep slopes before they meet the ocean in clouds of steam that rise like thunderheads over the islands. These clouds are lit from below by the

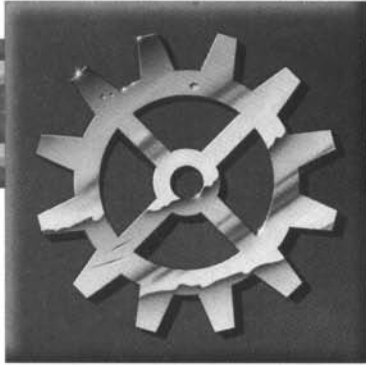


A JUNGLE NIGHTMARE

Gunter Strandberg of the Mounted Hussars hit the ground hard as the sabre vines whipped out and severed the right leg of his saurian mount. As he came to his senses he saw the vines twine round his mount and begin to drag it towards the plant's heart-stem. The least he could do was give his mount a quick death. He noticed his rifle lying nearby and tried to move towards it but found he was unable to move. Turning around he saw that his foot was snared in the jaws of a Venus Mantrap. He began to struggle violently but his foot was held fast, he tried wriggling out of his boot but it was no good. He reached for his knife but he had stowed it in the panniers on his mount and had no chance of reaching it. His hands flailed about in the earth and leaf litter on the jungle floor, looking for anything he might use as a weapon. He found nothing. He was a full day's ride from the base, so no one would hear his cries and he wasn't expected back for four days, so no one was coming to look for him.

Gunter knew the ways of the jungle and his knowledge terrified him.





unceasing volcanic eruptions and help to complete the infernal image that has earned the islands such names as Devil's Island and Hölle, which means Hell in the ancient Germanic language.

The highest mountain on Venus is Mount Thea in the Von Maxwell Mountains. This range of mountains lies to the west of Ishtar Terra and straddles the territories of the three duchies on the continent. The ducal boundaries are defined by features of the terrain such as rivers like the Volga that flows down into the Bay of Dogs and the Voltaine on the banks of which sits the city of Heimburg.

The longest river on Venus is either the Juno or the Tyr, both of which are to be found on the larger continent of Aphrodite Terra. Large parts of this inhospitable continent remain unsurveyed, especially in the jungle choked interior, so it might be some time before the full extent of these rivers is known.

Life on Venus

No other world in the solar system can compare with the proliferation of life to be found on Venus. The scientists that designed the ecology, over a thousand years ago, found that life exploded over the newly conditioned surface of the planet. As with the planet Mercury one of the main challenges for the geneticists was to design living things that could go without sunlight for prolonged periods of time. They succeeded in their difficult task and within only a few years of seeding Venus the surface was covered with bio-engineered life. The accelerated DNA compressed the centuries and evolution worked its miracle of selection spanning countless mutations each striving to dominate the world.

Animal life was introduced and as the ecology began to stabilize DNA inhibitors reigned-in the frantic progression of evolution. The result was a world of dense jungle and oceans thick with life. To the eye the natural world of Venus was pleasing; to those who first explored the jungles, forests and swamps it was considerably less so.





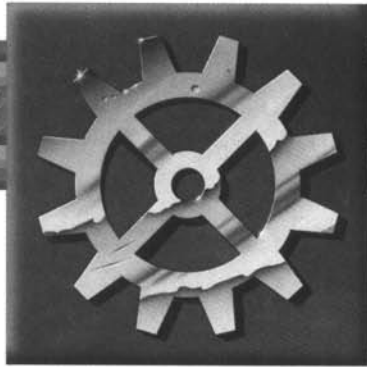
Nature's answer to the extremes of burning hot day and long, dark night was predatory and parasitic. During the day the jungle is like any other, a challenging place to those who were familiar with it, a terrible place for those who weren't. During the night it is a place of nightmare where plants become the predators and parasites reign supreme at the top of the food chain. There are the vicious sabre vines that respond to movement and body temperature. They lash out at passing creatures entangling limbs and slicing flesh before retracting to the heart-stem of the plant where the body will quickly decompose and surrender its nutrients to the plant. There are a myriad of other plants each using its own specialized technique to achieve the same ends. The larger varieties of the Venus mantrap are quite capable of fully enveloping a man. Plants with adhesive sap, soporific spores and barbed leaves all strive to ensnare the sustenance to be found in the flesh of animals that live in the jungle. Many of the plants and animals have developed luminescent features either as an aid to reproduction or as fatal lures to ensnare the inquisitive. But only the foolhardy and the ignorant go to investigate a curious light source without first making a positive identification. Such is the proliferation of these living lights that the jungle is rarely completely dark.

The jungles are densest in the interior of the equatorial continent, becoming sparser towards the coast and around the highland regions. Large areas of the jungle remain unexplored simply because the territory is so hostile and inaccessible. For example, little is known of the lowlands to the south of the mountain range of the Thetis Massif. This is a region of swamps

and interlacing rivers where some of the largest Venusian saurians are known to dwell. The term saurian applies to all the reptile-like creatures of Venus. They are not truly reptilian but have a unique metabolism that makes them perfect for life on Venus. They range in size from small rat-sized creatures to giant leviathans many meters in length. Most are carnivorous and dangerous to humans but others have been tamed and are now used as mounts. Such mounts are perfect for use in the jungles where their natural awareness of the environment provides the rider with a great advantage when navigating the difficult terrain. In particular the Bauhaus Mounted Hussars make use of such saurian mounts and Hellfire rocket launcher teams use them to pull their heavy artillery weapons.

On the northern continent of Ishtar Terra the jungle gives way to large areas of more open rainforest, making it a far more desirable place to live. Not only is it cooler and less humid but the jungle contains fewer of the lethal plants and animals that are to be found elsewhere. But even here the jungle is a hazardous place, which gives Bauhaus the opportunity to train many of their troops in jungle warfare. They are taught jungle tactics and survival techniques, and gain firsthand knowledge of the most serious jungle threats. They learn how to recognize and avoid dangerous areas, how to identify useful plants and to distinguish between those that are edible and those that are poisonous. The Jungle Kommandos of the Steel Duke, Friedrich Heiss are renowned for their expertise in jungle warfare. And their additional training serves them well on a world where all the major landmasses are swathed in dangerous jungles.





Home World:

Venus

Corporate Headquarters:

Heimburg on Venus

Reigning Grand Duke:

Duke Elector Friedrich Heiss

The Bauhaus Corporation

History

The history of Bauhaus can be traced back to the 12th century AD. However, it wasn't until late in the 20th century AD that they first began to emerge as a true financial power. As part of their marketing strategy they named themselves the Bauhaus Corporation after the school of design excellence that sought to combine industrial design with artistic appreciation. The aim was to improve the quality of all manufactured goods, an ideal that is still reflected in the reputation of Bauhaus to this day.

Bauhaus was one of the first corporations to recognize the huge potential of space exploration and they invested heavily in the fields of space travel and the new science of terraforming. They worked in close cooperation with the other fiscal giants of Capitol, Imperial and Mishima and together they crushed all opposition from smaller rival companies. Bauhaus became the first corporation to complete a manned landing on Venus and have never relinquished their claim to this world that is so rich in natural resources.

From the beginning Bauhaus have fought to retain control of Venus. Their position was strengthened after the First Corporate Wars with the signing of the Heimburg Treaty. The signing of this historic treaty at their capital city confirmed their dominance of the planet but also allowed the other corporations to establish their own presence on Venus in the new era of peace and prosperity. Now all the corporations apart from Cybertronic have a firm foothold on the planet and the shadow of the Dark Legion is spreading like a malignant blight.

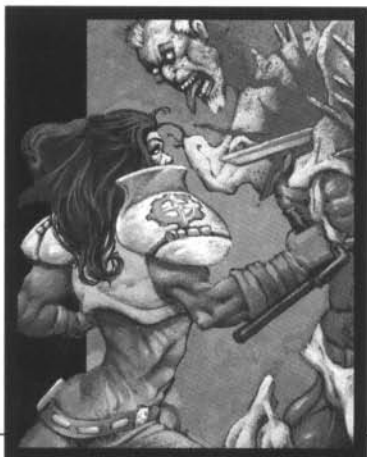
Venus has seen many notable campaigns in its history the greatest of which was the Venusian Crusade when the first Cardinal Nathaniel Durand led the combined forces of humanity in a decisive battle against the Dark Legion. His victory is now the stuff of legend and the monument celebrating his

sacrifice still overlooks the field of battle known as Durand's Fall.

The Bauhaus Throne Wars of the 4th century YC serve to illustrate the internal conflict that exists in the Bauhaus Corporation. These bitter wars weakened Bauhaus considerably and allowed the other corporations to exploit the situation and strengthen their own positions. The conflict continued for nearly thirty years and saw many ancient families lose land and titles as each of the four Duke Electors struggled to assert themselves over their rivals and claim the title of Grand Duke.

The Graveton Sub-Wars of the 5th and 6th century YC saw Bauhaus reunited as they fought a prolonged campaign against Mishima over the islands of the Graveton Archipelago. Despite the strategic advantage of Bauhaus they were unable to overcome Mishima. Taking these island fortresses was very costly and once the attackers had gained the upper hand the defenders would simply withdraw and set up a new position on another island. After nearly forty years of shifting fortunes the war ground to a halt as both factions realized the futility of the conflict. Bauhaus were reluctant to cease hostilities as it would allow Mishima to secure their position on the island of Hinko but the cost of the campaign was becoming increasingly difficult to justify.

Now, in the grip of the Second Corporate Wars, there are few areas on Venus that are not touched by violent conflict. The majority of stable battlefronts exist on the mainland of the equatorial continent while movement across the oceans and islands means that territory is constantly being won and lost. The Dark Legion has returned in force and such is the nature of the landscape that new citadels can go undiscovered for months by which time the Dark Legion position has become too strong to be easily dislodged.



Demography

Bauhaus accounts for over three-quarters of the population on Venus, the majority of which resides on the continent of Ishtar Terra. The most populated areas are around the coast and as one might expect, Heimburg is the largest Bauhaus city with a population of more than 3 million. After Heimburg there are the large cities of Verhart on the east coast of the continent, Furstenburg and Wolfsheim in the southwest and Volksburg on the island of Colonia. There are numerous smaller cities along the coast of the mainland and a growing number in the interior, though most of these tend to be situated on the banks of major rivers like the Voltaine and the Volga.

Other centers of population are either military or industrial. The military base on Wagner Island houses over half a million people including civilian personnel who support the base. The largest industrial population is around the iron and copper mines of Grindelwald, north of the Ovda Massif, that are home to some hundred thousand industrious workers. High in the Von Maxwell Mountains there are the Daimler airship-yards about which a sprawling metropolis has grown up with a large transitory population.

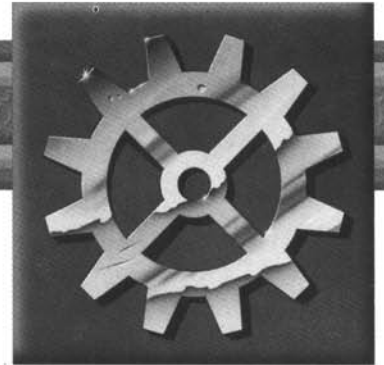
At just over 8 million the Bauhaus army makes up more than one percent of the total population, a ratio that is fairly typical among the corporations. The majority of the Bauhaus army is stationed on Venus with the remainder being distributed between the many areas of conflict on the other inhabited worlds. This leaves a Venusian army of something in the region of 6 million military personnel.

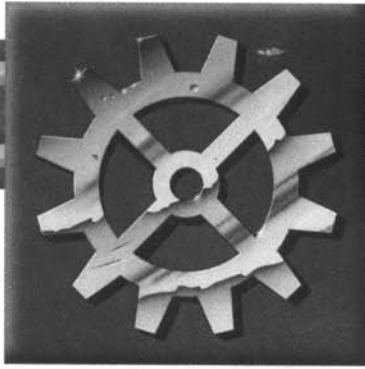
Government

The government of Bauhaus is best described as a confederacy where each of the four Duke Electors supports the reigning Grand Duke at the seat of government in Heimburg. This allows Bauhaus to present a united front in corporate matters while retaining the essential autonomy of each of the Duke Electors. The current system of government was adopted after the Bauhaus Throne Wars and in many ways it has served the corporation well. It permits Bauhaus to orchestrate a corporate strategy and prevents the individual agendas of the Duke Electors from interfering with the progress of Bauhaus as a whole.

The system only works because of the way the office of Grand Duke rotates between the four Duke Electors. Each of the reigning dukes serves a term of office lasting one standard year. This is long enough to provide continuity but not so long that a single duke can begin to monopolize power for his own interests.

The official residence of the Grand Duke is the Hatzfeld Palace in Heimburg, a truly impressive state building in which diplomatic matters can be dealt with in regal surroundings. It is here, for instance, that high-ranking members of the Brotherhood are normally received. And yet for all its grand and beautiful architecture the Hatzfeld Palace is one of the most secure buildings on Venus. So much so, that the Bauhaus government buildings are often referred to as Fortress Hatzfeld.





Social Structure

The structure of Bauhaus society is hierarchical. That is to say that your status in society is governed by the concept of rank, which can take account of your military rank, your family heritage, or outstanding accomplishment in industry. Families that fulfil all these criteria occupy the upper echelons of Bauhaus society. This system has a tendency to perpetuate power within certain families and the four Duke Electors are a prime example of this. They have the greatest influence in society and can therefore afford the best of everything for the members of their family and the families loyal to them.

Military distinction is awarded the highest regard and even families of high standing can find themselves diminished if their name becomes tarnished by a poor record of military service. It is equally true that families of low standing can rise up quickly through society if their military service attracts favorable attention. Such ethics of achievement incline the citizens of Bauhaus to strive for excellence but it also makes them very wary of failure. This combination of determination and caution serves to define Bauhaus in simple but accurate terms. If they were less cautious they might achieve more but if the cost of failure weren't so high, the determination to succeed would not be so important.

Military Structure

Military service lies at the heart of the Bauhaus Corporation. There is no more effective way of advancing your social status than by achieving military success. This results in an army that is both highly motivated and disciplined. Military service is not compulsory it is a way of life. Even people working in industry are very much aware that their efforts make a real contribution to the Bauhaus war effort. Since its inception Bauhaus has possessed a reputation for efficiency and quality, both of which are more than apparent in the Bauhaus army. Even the troops of the Ducal Militia are well trained and well equipped giving Bauhaus one of the best all-round armies in the solar system.

The army of Bauhaus is made up of forces from the four

Duke Electors each of which maintains a contingent of approximately 2 million fighting troops most of which are stationed on Venus. The armies of the Duke Electors are themselves made up of forces drawn from powerful families loyal to the duke. One of the largest of these forces is the 8th army of Duke Wolfgang Bosch, which consists of more than 300,000 troops. Under the command of General Stefan Pretorius this army is primarily concerned with the defense of the duke's home territory. The army is stationed throughout a network of bunkers and barracks that cover the entire coast of the Bosch territory. Consisting mainly of Ducal Militia, with mounted HMG support, they provide a formidable barrier for anyone attempting to land on the coast.

Each of the Duke Electors assigns armies to various campaigns both on Venus and on the other inhabited worlds and while they are all essentially 'Bauhaus armies' they all seek to increase the power and influence of the duke in whose name they fight. There are occasions when strategic decisions have been made purely on the strength of some long running feud between one duke and another. It is the job of the reigning Grand Duke to see that such matters do not weaken the integrity of Bauhaus as a whole. Bauhaus cannot afford to lose ground because of its own internal power-struggles and yet, despite their best efforts, this rivalry between the Duke Electors remains one of the few failings in the Bauhaus army.

Because of the generally high standard of Bauhaus troops they often prove more versatile than those of the other corporations. This allows them to react to a combat situation with troops in the area rather than having to mobilize specialist elite units. Specialist units, such as the Blitzers and Etoiles Mortant are used against specific targets where their training and expertise can be used to maximum effect.

Bauhaus follow a military pattern of well orchestrated attacks followed by immediate consolidation, a strategy that is both reliable and conservative. Because of their dominance on the planet Bauhaus are frequently the target of attacks but the flexibility of their army allows them to regroup quickly and mount effective counter offensives. Consequently Bauhaus tends to expand their territory slowly but in a manner that is



difficult for the enemy to take back what they have lost. Only rarely, when all the Duke Electors have agreed to act together, will Bauhaus embark on large-scale, lightning-fast assaults. However, such is the efficiency of their military machine that when they do occur, these assaults are invariably successful a fact that enemy corporations have learned to their cost.

Natural Resources

Venus is rich in natural resources. Beneath the planet's crust there are vast deposits of metal ores, minerals and gases, some of which are used in the vital production of synthetic fuel. New mineral deposits are being discovered all the time and although there are many productive mines on Ishtar Terra they do not compare with the rich deposits on the equatorial continent. Surveying the hostile territory is extremely difficult and it is often easier to launch an attack on an existing mine rather than undertake the costly and dangerous task of establishing a new one. It is not surprising therefore, to find mines changing hands between the corporations.

In addition to the resources to be found in the planet's crust Venus has a wealth of resources on the surface. Being so rich in life it is by far the largest food-producing world in the solar system. But the jungles of Venus provide much more than just food. They are a great source of exotic chemicals and pharmaceutical products.

The ephemeral Butane Fern is the most highly prized of all plants as the fern's sap can be refined into a powerful fuel that is used in flame-thrower compounds and rocket fuel. However, the lifecycle of the Butane Fern lasts for just one Venusian day after which the plant sheds its spores and decomposes quickly into a useless sludge. Dense copses of the fern can spring up just about anywhere and many small-scale skirmishes are fought between rival corporations fighting to gain control of an area of Butane Fern before it withers and dies.

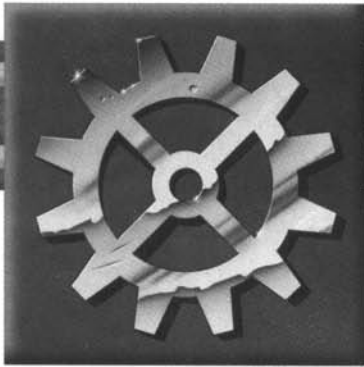
Industrial Base

The main industrial base of Bauhaus is on Ishtar Terra where factories and installations can be more easily defended. However, there are numerous mines, refineries and processing plants on Aphrodite Terra and on many of the islands. The more remote an installation is, the more likely it is to be targeted by hostile forces. The Oberstein mineral mine lies near Imperial territory on Aphrodite Terra and is one of Bauhaus' most remote mining colonies. However, the mine sits at the top of a high escarpment surrounded by dense jungle and swamps making any attempt to capture it very difficult indeed. The open cast mines of Singen are a different matter. These extensive mines and the accompanying steel works are frequently attacked by forces from Capitol and Imperial. The jungle is relatively thin in the area and the Koros River passes close to the mine allowing easy access to landing forces.

In recent years Bauhaus has been forced to abandon a number of mainland equatorial bases due to increased activity from the Dark legion, most notably the gold and silver mines of Davos in the Nokomis Montes. These rich mines were heavily defended and had survived numerous attacks from rival corporations. The speed with which they finally fell is still a source of concern to the Bauhaus tactical command.

Each of the four Duke Electors has their own centers of industry and tend to specialize in particular areas. The northern coast of the Bay of Dogs is dotted with the factories, refineries and metal-works of the Heiss Duchy, while numerous industrial complexes lie along the south bank of the Voltaine producing goods under the von Heimburg name. The north bank of the river hosts a growing number of Bosch factories though most of Bosch industry is centered around the capital of Verhart in the east. The industrial heart of Maximilian III lies far from the duke's capital on the northwest coast of Colonia where the sea cliffs provide a natural fortification.





Religious Structure

Bauhaus has always maintained strong links with the Brotherhood. Even though the glorious cathedral on the Cardinal Peninsula was recently destroyed those at Heimborg and Volksburg provide the Brotherhood with a secure footing on Venus. And such is the universal nature of the Brotherhood's influence that they also have a considerable presence among the corporations of Capitol and Imperial. They even have a number of small churches and seminaries on the Mishima controlled island of Hinko.

Bauhaus is far from happy about this state of affairs as they see the Brotherhood's freedom of movement as a threat to their security. However, in real terms they gain as much information as they lose so they tolerate the situation. They only voice their objections when a particularly sensitive matter is affected by the presence of the Brotherhood, as was the case with the planned invasion of Hawkshead on the southern coast of Imperial

aware that by allowing this they lose many of their best officers for the future but having Bauhaus men and women within the Brotherhood can only add to the spiritual standing of Bauhaus. In addition to this the reemergence of the Dark Legion in such terrifying force means that all the corporations look to the Brotherhood as their most powerful ally. Despite their interference and persistent manipulation they are still the most effective weapon in mankind's battle against the evil of the Dark Legion.

To their continuing shame, and despite their best efforts to eradicate them, Bauhaus still has a significant problem with heretics. These servants of the Dark Soul are a constant thorn in the side of the four Duke Electors who do not welcome the presence of the Brotherhood Inquisition in their territory.

The most controversial case in recent years is that of Erwin Stahler who once held the office of Minister of Defense at the Hatzfeld Palace in Heimborg. His motivation came under scrutiny after a series of suspicious military disasters against the Dark Legion. The Stahler family wields great power in Bauhaus and it was only their intervention that saved Stahler from the Inquisition. He now lives in forced exile on the island of Thann where it is believed he can do no harm. It is something of a puzzle therefore, that reports of him appearing on the battlefields of Aphrodite Terra continue to be submitted to the office of dispatches at Heimborg. Despite the protestations of the Stahler family the Brotherhood are once again beginning to look at his case with interest.

STORMING THE BEACH

The edge of the jungle looked like a solid wall of vegetation as the strike team approached the beach. The first skimmer reached the island and planed up the beach. As the kommandos leapt from the craft Mishima opened fire. Bullets spat up plumes of sand as machine gun fire strafed the area cutting down the kommandos and tearing into the skimmer. The rest of the strike team faced the same deadly fate so strike skimmer pilot Franz Stucha gave the turbines full power and steered his craft directly towards the Mishima position. The kommandos held on tightly as the skimmer shot up the beach and ploughed into the jungle. As leaves and branches whipped past them they saw the Mishima troops trying to dive out of the way. Most made it but some weren't so lucky. The bold maneuver allowed the rest of the strike team to make their landing and take up defensive positions. The battle wasn't over but the first objective had been achieved; Bauhaus were on the island.



territory. Imperial put the base on full alert when several high-ranking members of the Brotherhood left the base without apparent reason. This state of readiness was enough to halt the Bauhaus invasion and put an end to many months of planning.

Like family heritage and good military service, strong ties with the Brotherhood also provide a means for social advancement. Families who court the Brotherhood's favor often find that they benefit directly from the powerful influence of the Brotherhood. This leads many families to place their most promising cadets into Brotherhood academies. Bauhaus is

Planetary Travel

The means of travel and transportation on Venus are determined by two things - distance and terrain. Where large distances are involved then airships or ground-effects craft are used. Airships are ideal on a world with such low wind velocities. Even though they are relatively slow-moving they pass over the dense jungle effortlessly allowing troops and supplies to be carried deep into the interior of the continents. They are also used for the deployment of parachute troops when they climb to high altitudes well out of reach of enemy fire.



The calm, expansive oceans are perfect for the use of the surface-hugging ground-effects craft. These craft are half plane, half boat and are capable of great speeds. They come in a range of sizes from one-man courier craft to the massive liners and battle-transports.

For use in local areas and for fast amphibious assaults the strike skimmers are used. These are basic hovercraft vehicles that often convey small units of strike kommandos to their target area. Wheeled vehicles are not widely used on Venus due to the nature of the terrain. And when it comes to travelling through the jungle troops are forced to move on foot. The Mounted Hussars make use of the Venusian saurians, large bipedal lizards that are native to the jungle and trained as mounts for the troops. The same beasts are used to pull the heavier field weapons of the Bauhaus army.

Orbital Travel

Reaching orbit from Venus is achieved by standard rocket propulsion. Most large cities and bases have a launch pad and landing strip though the cost of launching into space is prohibitively expensive and normally restricted to military use and for transporting materials and provisions to the corporation's other territories in the solar system. Most craft are partially reusable, being fastened to large rockets for launch and returning to the planet surface either by limited flight craft or drop-ship.

The type of drop-ship used depends on the cargo being carried. Delicate cargo is delivered to the surface in drop-ships with parachutes and rocket assisted braking systems for a smoother landing. More robust cargo uses standard wet-landing pods, fitted with radio beacons for retrieval from the ocean. Human transports also come in two categories, civilian and military. Military drop-ships are usually disposable pods launched from orbit and delivered to their target by parachute. They touchdown on the surface with considerable force and it is not uncommon for injuries to occur during a bad landing. Civilian craft provide a far softer landing as they use parachute and rocket assisted braking systems. Such craft are then shuttled back to orbit using conventional rocket systems.

All corporations have fully reusable craft that are capable of reaching orbit and landing back on the planet using winged flight but these are rare and normally reserved for diplomatic and military use. They use technology that is so complex that it is at risk of being corrupted by the Dark Symmetry as illustrated by the Verhart Tragedy, when just such a craft crashed on landing and five thousand people died in the explosion that engulfed a large part of the city. The Bauhaus engineers had developed a new, automated navigation device that had worked flawlessly during trials and only failed when human lives were at stake, which only serves to illustrate further the malignant nature of the Dark Symmetry. The Brotherhood now insist on inspecting any such craft before their use is sanctioned. And if their design is found to be suspect in any way then regardless of cost the corporation is forced to scrap the project.

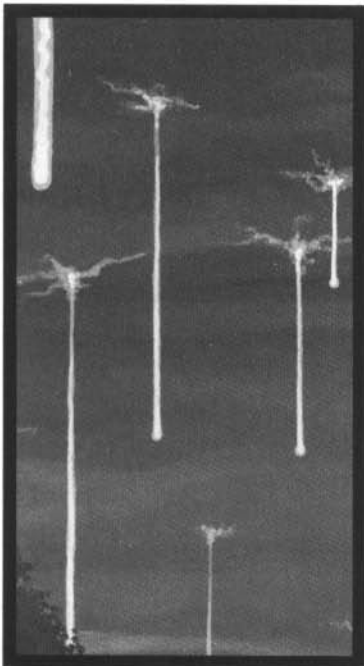
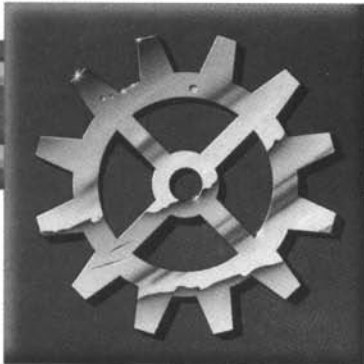


INVINCIBLE LIVES TO FIGHT ANOTHER DAY

Far above the planet of Venus the Imperial dreadnought *Invincible* made a sharp turn to starboard as it blazed away with every one of its guns. The maneuver caught the Bauhaus dreadnoughts by surprise and they adjusted their course but the *Invincible* was able to broadside one of the Bauhaus ships in the stern. The attack tore into the craft's rocket propulsion system, which then exploded in a massive fireball. The ship rolled over and began to fall towards the planet, trailing flames and debris as it entered the atmosphere of Venus. Meanwhile the Bauhaus ships had closed on the *Invincible* and were preparing to open fire. It looked like the *Invincible* had nowhere to go but then the familiar halo of a spatial rift opened up a few kilometers ahead of it. The Bauhaus ships opened fire but they were still too far away to have any great effect. The *Invincible* pitched slightly as the cannon fire slammed into its hull but before Bauhaus could get off another volley the huge vessel reached the rift and shimmered out of existence.

Ships leaving the planet generally dock with larger transport vessels waiting in orbit. Equipped with Harrison Drives for interplanetary travel these ships vary in size but tend to be very large. They are fitted out to carry different types of cargo from troops and civilian colonies to foodstuffs and raw materials. The largest and most valuable ships are known as dreadnoughts. Most of these gigantic space-faring transports were built during the Thousand Years of Apathy when such ambitious engineering projects could be achieved without the threat of rival corporations sabotaging the work in progress. Because of this these ships are incredibly valuable and rarely destroyed. They are very desirable and rival corporations often launch attacks in an attempt to capture a dreadnought. As a result of





this tactic most dreadnoughts have changed hands a number of times between different corporations.

The hull of a dreadnought is built around an artificial gravity generator similar to the devices used to regulate gravity on the inhabited worlds of the solar system. These hulking vessels are incredibly difficult to maneuver and can be quite vulnerable to attack. They are bristling with cannons and rocket batteries and always maintain a substantial garrison to repel any attempt by a rival corporation to board the vessel. As a rule dreadnoughts tend to avoid confrontation but there are occasions when they encounter each other, especially when two ships are attempting to use the same spatial rift. When this occurs the ensuing battle can be seen from the planet surface as the lumbering titans attack each other with fearsome broadsides. These cataclysmic battles possess a ghostly quality because for all the violence and fiery incandescence the battle itself is silent. On board the dreadnoughts the noise is deafening as cannons roar and enemy fire slams into the hull, threatening to breach the armor plating that stands between the crew and the deathly vacuum of space. But for all the violence and awesome firepower, to those observing the battle from a distance there is no noise; no noise at all.

The commanders of Bauhaus dreadnoughts are still under orders to attack on sight the Imperial dreadnought Invincible. This notorious ship outmaneuvered three Bauhaus vessels and even destroyed one before limping through a spatial rift before the remaining Bauhaus craft could finish it off. This battle remains a source of shame to the Bauhaus navy.

TOUCHDOWN ON VENUS

The drop-ship swayed in great sweeping arcs as the parachutes were deployed and Kolonel Hesse took the opportunity to look around the craft. It was more spacious than a military pod but there was the familiar smell of vomit from those whose stomachs couldn't handle the turbulence of reentry. As the drop-ship approached the landing site he felt the thrusters stabilize its movement and heard the mechanical pneumatics as the landing gear was deployed. Finally the braking thrusters fired and the drop-ship was lowered to the ground.

The ship pitched and bumped as it landed and many of the officials grumbled at the hard landing but Kolonel Hesse gave them a hard stare and they grew silent. These office-bound oafs should try landing in an assault drop-ship, when the pod slammed into the planet and came to rest on whichever piece of hostile rock or swamp you'd managed hit. Hesse had seen broken limbs and severe concussions during particularly hard landings.

Space Travel

Once planetary craft have docked with the space-faring transports and transferred their cargo they return to the planet where they are either reused or discarded depending on the design. The interplanetary transports then use rocket thrusters to maneuver into position at a rift before the navigator activates the Harrison Drive and orchestrates the transition. Travel through the spatial rifts has long been commonplace throughout the solar system but it is not without its risks. Even after a thousand years there is precious little known about the nature of the spatial rifts. There was a time when the Brotherhood feared a link between the Dark Symmetry and the bizarre rifts in space. It is now understood that while the release of the Dark Symmetry into human reality was largely responsible for causing the rifts it does not pervade them, they are not part of the Dark Symmetry. The rifts are simply a natural phenomenon like currents of the ocean or the complex patterns of a weather system.

Traversing the spatial rifts, which is also known as dimensional travel, permits the crossing of vast distances in relatively short periods of time. The time taken to traverse a rift depends on the actual distance traversed, the clarity of the rift and the skill of the navigator. The navigator can increase the speed of the transition but this also increases the danger. Most ship captains tend to operate around an optimum transition period that balances speed with safety. Only when their mission is particularly urgent will they press the navigator to speed up the transition. Using the optimum configuration it takes approximately 8 standard days to traverse 1 AU (AU = astronomical unit 150,000,000 km, which is the distance from Luna to the sun). This means that the shortest journeys of the inner planets take approximately a day, while the longest journeys between the outer planets can take as long as eight weeks.

Bauhaus run a number of navigator academies that are designed to foster the talents of promising individuals. The Brotherhood, with its deep knowledge of supernatural powers, tends to attract the finest navigators but Bauhaus is careful not to lose too many of these valuable members of society.



The Duke Electors

Bauhaus Grand Duke

The Last 10 years of office

- 1266 Ferdinand von Heimburg
- 1267 Maximilian III
- 1268 Friedrich Heiss
- 1269 Wolfgang Bosch
- 1270 Wilhelm von Heimburg
- 1271 Maximilian III
- 1272 Friedrich Heiss
- 1273 Wolfgang Bosch
- 1274 Wilhelm von Heimburg
- 1275 Maximilian III
- 1276 Friedrich Heiss (Reigning Grand Duke)

Duke Wilhelm von Heimburg

Ducal Crest : Eagle

Colors: Black on yellow

Ducal Seat: Knightsblood (a fortified palace in the Von Maxwell Mountains)

The duchy of Wilhelm von Heimburg is the most prestigious on Venus. This is no surprise as it was Marian von Heimburg, a distant ancestor of the duke, who first claimed Venus for the Bauhaus Corporation. The capital city of Bauhaus also bears his family name and lies within the borders of his domain. This historical lineage affords Duke Wilhelm considerable influence both in Bauhaus and in their dealings with the Brotherhood and other corporations. Even when he is not holding the office of Grand Duke he is often treated as the senior figurehead of Bauhaus. This is a source of consternation for the other Duke Electors all of whom are older than he and have held their titles for longer.

The home territory of the Heimburg Duchy covers the south central region of Ishtar Terra. Its northern border is defined by the Voltaine River, while to the west it borders the Bosch Duchy

along the banks of the Volga. Mount Thea, the highest mountain on Venus, also lies within its borders.

The Heimburgs have a dynamic reputation. They are known for their decisiveness and prefer direct confrontation rather than more convoluted solutions. This is reflected in the military units for which they are renowned. Their close combat assault troops are the best in the Bauhaus army and many families from other duchies send their sons and daughters to the fencing academy of Heidelberg where the kadets train with live sabres (sharp blades) and wear the scars they receive like badges of honor. The famous Valerie Duval of the Etoiles Mortant was once a kadet of the Heidelberg Academy and the list of her military achievements is a credit to her family.

The armies of Duke Elector Heimburg were among the first to use the new Vulkan Battlesuits. These awesome pieces of military hardware are bulky and expensive to produce but they have proved extremely effective when trying to breach enemy positions where normal close combat troops need some heavier support. They were first used to notable effect in the Bay of Dogs Campaign when they led the final assault against the Mishima positions on the island of Eisila. Following their success production of the Battlesuits more than doubled as Bauhaus recognized the potential of this new piece of equipment. Although all the Duke Electors put in a tender to build the Battlesuits it was the Bosch factories with their expertise in miniaturized valve-mechanics that finally won the contract. However, when it came to training the pilots for the Battlesuits it was the Heimburg close combat academies that received the flood of applications.

The Heimburg Duchy is the only one with an entire army on the planet Mercury. The Heimburg 7th Army contains the Mercury Corps, a specially designed force, perfect for the conditions of battle on Mercury. On Venus its main armies are the 3rd and the 5th. The larger part of the 3rd army is made up of the Ducal Militia Corps, the 9th Hussar Corps and the 12th Mounted Hussar Division. This army is mainly responsible for the defense of their home territory. The 5th army is a large general assault





force but still shows evidence of the Heimburg emphasis on close combat.

Major Valerie Duval is an officer of the 5th Army and often commands close assault forces and as a Major in the 7th Etoiles Mortant regiment there is no mistaking where her expertise is put to best use. In recent years her achievements include the capture of the island Insel Speer from Mishima. This isolated battle has received great acclaim. And to celebrate the troops that gained the victory a new award was introduced to the Bauhaus Role of Honor. The Archipelago Eagle is now the most highly prized award among troops fighting in the ceaseless battles of the Graveton Archipelago.

Other notable medals are the Mercurian Star and the Eagle Order of Merit. The Mercurian Star is awarded for outstanding bravery on Mercury and while the majority of these medals are handed out posthumously, almost eighty percent have gone to soldiers fighting in the service of Duke Elector Heimburg. Rather than discouraging new recruits this mortal reputation seems to inspire young cadets who are eager to prove themselves in some of the most dangerous close combat warzones in the solar system. Those who earn the Mercurian Star and survive to wear it are treated with the greatest respect and often assigned to desperate warzones where their presence serves to raise the morale of the troops. Gustav Meinecke a Blitzzer Kapitan of the Mercury Corps is the only person ever to be awarded the Mercurian Star twice and still he leads a charmed life in the war against Mishima.

The Eagle Order of Merit is a military award that is sometimes awarded to civilians that make outstanding contribution to the war effort. During the Bay of Dogs Campaign the twin ports of Castor and Pollux were badly damaged by Mishima suicide squads and the ground-effects fleets of both Duke Electors Heimburg and Heiss were put out of action. Bauhaus desperately needed the craft to mount a counter offensive and the dockers and shipbuilders rose to the challenge. They returned ninety percent of the GEC fleet to battle-readiness in record time and essentially saved the industrial base of Duke Elector Heiss and many important installations of Duke Elector Heimburg. After the campaign there were twenty seven Eagle Order of Merits handed out to dock workers from both duchies, one of which went to the widow of Chief Engineer Christian Sachs who saved one vessel by leaping overboard with an unexploded device clutched to his chest.

This joint venture did much to improve relations between the two dukes at least until two years later when a collision between two GECs sparked off a fierce and short-lived conflict between the duchies of Heiss and Heimburg. The conflict only ended when the Grand Duke stepped in to end the battle on the grounds that it was interfering with Bauhaus security. This contrast between strong camaraderie and bitter rivalry is expressed time and time again in the dealings of the Duke Electors and the forces that serve them.

Duke Friedrich Heiss 'The Steel Duke'

Ducal Crest: Wolf

Colors: White on blue

Ducal Seat: Drakonsberg Castle at Wolfsheim

Friedrich Heiss is the reigning Grande Duke of Bauhaus. He has been in office for more than eight months and has served his term with customary fortitude. He is known as the Steel Duke for his resolute manner and stern determination. He first earned the name eight years ago during his first term in the office of Grand Duke. It was during that time that a number of Dark Legion citadels appeared on the mainland of Ishtar Terra threatening the very heart of Bauhaus. He was largely responsible for the unity between the Duke Electors in what became known as the Solidarity Campaign. His insistence on taking the fight to the Dark Legion at the cost of other Bauhaus campaigns put him in disfavor with the other Duke Electors. However, when they had finally subdued the Dark Legion it was universally agreed that he had managed the crisis with commendable skill and courage. He was awarded the Bauhaus Order of Command, the first reigning Grand Duke to receive the honor. Now his decisiveness and judgement are being stretched to the limit as he orchestrates the war against the Dark Legion and the other corporations that seek to dominate the solar system.

When not in Heimburg the duke resides at Drakonsberg an imposing castle on the sea-cliffs near Wolfsheim. This ancestral home was built over 800 years ago when Wolfsheim was the capital of the dukedom but now Furstenburg with the army headquarters, vast population and cultural heritage is the capital. The Heiss Duchy occupies the western side of Ishtar Terra and is covered by some of the most inhospitable jungle on the northern continent. This provides the perfect environment for training jungle troops and the Heiss family has always recognized the importance of such specialist forces on a world that is dominated by jungle.

The Heiss Duchy maintains a number of armies on Venus. The 11th Army defends their home territory from the frequent Mishima attacks, Cybertronic spoiling raids and the increasing number of Dark Legion attacks. The 6th and the 22nd Armies are both concentrated on Aphrodite Terra where their jungle training is put to the test. The armies benefit from efficient supply lines established and maintained by the airships from the Daimler airship yards. These supply lines enable the troops to operate deep in the jungle interior and even allow for evacuation when a situation becomes desperate.

Among the jungle troops of Bauhaus none are more famous than the Venusian Rangers. This elite regiment was formed during the Venusian Crusade of YC 53, when the first Cardinal Nathaniel Durand called upon all the corporations to bring their

bravest and best to Venus to defeat the forces of Algoth. The regiment remains as strong as ever and is fiercely proud of its heritage. In addition to the normal insignias of rank there are the Rangers medals, a series of regimental awards that reflect distinguished service. The senior Ranger Kapitan Karl Richter was recently awarded the Rangers Bronze medal in recognition of his 22 years of exemplary service in one of the toughest units in the solar system. The renowned Venusian Ranger Max Steiner plays down the array of medals that grace his dress uniform. He is the only Ranger ever to be awarded the legendary Rangers Black medal and despite the endless stories surrounding the award no one knows what it was he did to achieve this, the highest of accolades. Major Steiner is sometimes called upon to lead the covert units known as Shadow Hunters. These are normally veterans from the Venusian Rangers and their main task is to hunt out and destroy small pockets of Dark Legion troops. If they encounter substantial resistance then the enemy position is reported and an assault force is sent in, often accompanied by forces from the Brotherhood.

The Heiss Duchy led the way in developing units specially trained to operate in the jungle and now all the Duke Electors have jungle troops in their armies. They use rotary shotguns that are perfect weapons for the claustrophobic battles of the dense jungle. These troops showed their true colors at the Battle of the River Juno during the Imperial Campaign. Imperial forces had advanced across the river but failed to capitalize on their advantage. Bauhaus mounted a counter offensive and when they reached the river it was the special training of the jungle troops that proved decisive. A trooper by the name of Christina Brandt took command of her squad after their leader was killed. In a bold move she captured a key position and held open the breach in Imperial's defenses before they could close it and push Bauhaus back. Brandt was raised to Kapitan and awarded the Cross of Honor.

Duke Elector Heiss has little tolerance for casualties. His troops are trained not to overextend their position and to always maintain a line of retreat. There have been those who labeled this as one step short of cowardice. However, such banal mutterings come from those who envy the Steel Duke's reputation for courage and efficiency and were silenced once and for all after the Solidarity Campaign. During this prolonged campaign it was imperative that wounded soldiers were attended to and returned to duty as soon as possible. Even Duke Elector Maximilian III commented on the discipline and effectiveness of the relief support provided by Duke Elector Heiss. The field hospitals and airship relay system allowed Bauhaus to sustain the war effort as wounded troops were quickly patched up and sent back to fight.

For scouting the jungle Duke Heiss uses the Mounted Hussars. These troops ride on the Venusian lizards known as saurians. The saurian's jungle instinct makes them ideal in this

hostile environment when plants, animals and even the ground beneath your feet can turn against you and threaten your life. One of the most flamboyant of these mounted hussars is the Duke of Saxony. He has forsaken the luxury of his ancestral home and foregoes the privilege of command offered to him by Duke Elector Heiss. He enjoys the danger and the excitement to be had from scouting the hazardous jungle. The Steel Duke is said to enjoy the rare visits from his cousin, not only because of his entertaining wit and endless tales of adventure but because the Duke of Saxony provides some of the best intelligence in the Bauhaus army. Lately, however, the Duke of Saxony has grown more somber. The presence of the Dark Legion grows stronger with every sortie and as the Duke of Saxony witnesses one abomination after the other he finds less and less to laugh about. Now when he returns he is invariably wounded and his ammunition supply is disturbingly low. Always a hellish place; the jungles of Venus are slowly becoming hell itself.

Duke Wolfgang Bosch

Ducal Crest: Boar

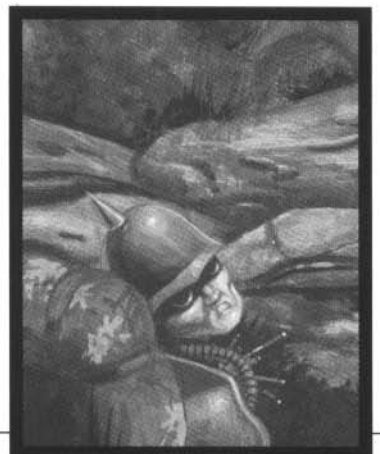
Colors: Black on white

Ducal Seat: The Black Palace in Verhart

Wolfgang Bosch is the oldest of the four Duke Electors and well known for being short tempered and cantankerous. His stubborn nature and brutish leadership have earned him the grudging respect of the other Duke Electors but many of the families that serve under him are resentful of the reputation that rubs off on their family names. Wolfgang Bosch is frequently at odds with the other Duke Electors and makes no attempt to disguise his contempt for Duke Wilhelm von Heimborg. He sees the duke as a young upstart and despises the way he courts the Brotherhood's favor. And yet despite his obstructive manner his loyalty to Bauhaus is beyond question. His family and his people have a well-deserved reputation for resilience.

The duke wields power from the Black Palace in Verhart, which is the most heavily guarded of all the ducal seats. The Bosch lands are the most extensive on Venus covering a large part of the northern continent. They are also considered to be the most secure territory on Venus, which is largely due to the efforts of the 8th Army whose task is to keep the Bosch domain secure. The discovery of the Dark Citadel within his borders was a source of great embarrassment for Wolfgang Bosch and this was reflected in his massive response and full support for the Solidarity Campaign. His troops were largely responsible for containing the Dark Legion allowing time for Duke Friedrich Heiss to orchestrate the combined Bauhaus assault.

The Countess Anna Heisenberg holds the rank of General and commands the military base on Wagner Island. The base has always been of strategic importance to the Bosch Duchy and is now serving a major role in the Cardinal Peninsula





Campaign. As the largest military base on Venus it is accustomed to dealing with large numbers of troops but even their facilities are struggling to deal with the military traffic that is now using the base.

Their reliance on establishing strong and versatile defenses has served the Bosch Duchy well, especially when dealing with the Cybertronic 'scatter campaigns'. During the recent Flash-Fire Campaign they outshone all the other ducal forces in combating the Cybertronic attacks. Not only did they secure their own territory with incredible speed they also crushed the large Cybertronic force that landed north of the Voltaine. This force was intended to strike at Heimborg and might have inflicted serious damage had not the Bosch forces in the area set up one of their famous 'creeping defensive' lines. This tactic, which is unique to the Bosch, involves the intensive use of mounted HMGs. A strong defensive line is established and then, under cover of the heavy firepower, a second line is set up ahead of the first. The mounted HMGs are then brought forward in waves that do not allow the enemy the opportunity to take advantage of a break in the sturdy defense.

The armed forces of the Bosch Duchy are the largest in Bauhaus. The Ducal Militia alone consists of over 1 million troops and they enjoy a higher level of prestige than the militia of other dukes. Apart from the customary Bauhaus medals the Bosch Ducal Militia has its own dedicated award that is held in great esteem by the troops. The Legion of the Oak Crown is a medal awarded to all members of a squad that performs outstanding military service. What is more the duke himself insists on handing out the medals though he carries out the ceremony in a gruff manner that belies the pride he is known to feel for his common fighting troops.

Despite their emphasis on defense the Bosch are equally capable of mounting effective assaults but their reputation for launching offensive campaigns has been somewhat damaged by episodes such as the Singen Retreat. This was an ill-fated operation that ended in costly defeat for the Bosch forces. The Bosch military commanders had decided to expand their territory by capturing a number of targets including the valuable gold mines in Butane Valley. They achieved their objective and wrested the gold mine from Capitol but Capitol retaliated with overwhelming force taking back the gold mine in Butane Valley and going one step further to capture the Singen mines on the river Koros.

The Singen mines were recaptured by Haupt Kapitan Konrad von Juntz, one of the most experienced Dragoons in the Bauhaus army who had first distinguished himself in the defense of the copper mines at Welmbourg. His orders were to retake the mine and establish defenses that would be sufficient to fend off subsequent attacks from Capitol and Imperial. Since then the mines have seen off a number of attacks and it would seem that von Juntz has achieved his objective.

All of the Bauhaus duchies prefer to manufacture their own products, from ground-effects craft and rockets to ammunition and uniforms. However, many families possess a prominent reputation in different areas of industry. The airship yards of the Daimler family are not only renowned for the quality and design of their airships but also for rockets and space-faring craft. The Holstein refineries in the service of Duke Heimborg produce the finest quality fuel and metal alloys in the Bauhaus Corporation. However, when it comes to miniaturized valve-mechanics and finely balanced engineering none can match the engineers of Viktor Alexander. Their firing mechanisms are extremely reliable and they manufacture many high tolerance components for the Bauhaus strike skimmers. The Bosch Duchy makes good use of the mounted HMGs and when the gunners see the letters VA embossed on the gun they know they have a weapon they can rely on.

The company of Viktor Alexander was awarded the War Merit Cross in recognition of the quality and reliability of their products that has saved the lives of countless Bauhaus soldiers. The medal remains on open display at the company's headquarters near Verhart so that workers know their efforts are appreciated and make a valuable contribution to the Bauhaus war effort as a whole.

Duke Maximillian (Habsburg) III

Ducal Crest: Raven

Colors: Black on red

Ducal Seat: Habsburg Castle in Volksburg

Duke Maximillian III has long been the victim of ill health. However, this does not detract from his reputation as a master tactician. He is primarily responsible for orchestrating the Bauhaus off-world campaigns and even the other Duke Electors are not above seeking his advice when mounting campaigns of their own. He is remarkably free with his advice but regardless of the expertise that he shares with his peers it is rare for him to be outwitted strategically. His is the smallest of the Bauhaus armies but when he takes the seat of Grand Duke he adjusts easily to the massive scale of the Corporate Wars delegating troops and resources with uncommon fairness. This is largely due to the fact that his decisions are governed by his shrewd understanding of tactics and logistical requirements. This is not to say that he does not attempt to further his own family's interests but he does so with such subtlety that even when his machinations are discovered they do not rouse the same degree of anger as do those of the other dukes.

The duke resides at Habsburg Castle in Volksburg on the large island of Colonia. Unlike the other dukes he tends to keep a low profile, only attending state events when it is required or when it suits his purpose to do so. There are many ambitious members of the Habsburg family who think that Maximillian is not long for

this world. But he has served three terms of office as Grand Duke and seems no weaker now than he did thirteen years ago when he first took on the mantle of Duke Elector. There are those who believe his frailty is contrived to keep his enemies and rivals guessing as to the fate of the duchy that rests in his hands.

The armed forces of Maximilian III reflect the duke's clarity of thought and mental agility and not the infirmity of his body. The duke keeps his forces in a state of flux, constantly breaking them down and forming them into new army groups to suit the current state of war. More than any other duke he understands the importance of mobility and the ability to outmaneuver one's opponent. He maintains a good balance of troops in his armies but he favors the Bauhaus Blitzers and the small hovercraft know as strike skimmers. Not only can the Blitzers parachute into an area but once on the ground they are able to deal with just about any combat situation imaginable. He uses the strike skimmers with surgical precision proving that a small insertion force can have a devastating effect if it can occupy a key position before the enemy has time to react.

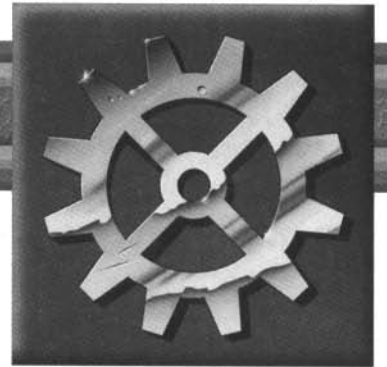
The reigning Grand Duke Heiss made Maximilian III commander in chief of the Cardinal Peninsula Campaign and even though the fighting continues in the area the success of the campaign is primarily due to the battle plan that he devised to push the Dark Legion back. Less reassuring was the official report he submitted to the War Office at Heimburg warning that unless off-world troops were recalled to deal with the growing Dark Legion presence then the continent of Aphrodite Terra would soon be indefensible. The Grand Duke Heiss did not welcome the outspoken report. Firstly because he did not like being lectured and secondly because he knew the ailing duke was correct. He pressed all the Duke Electors to renew their efforts on Venus but he also convened a meeting of the transport fleet kapitans and warzone coordinators. While his term of office endured he was ultimately responsible for Bauhaus and he knew better than to ignore the advice of Maximilian III.

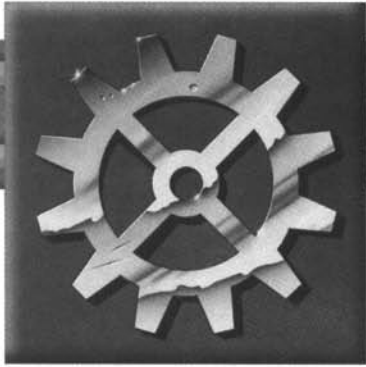
It was also Maximilian III who masterminded Operation Jackdaw to attack Mishima positions and free thousands of prisoners of war being held on the island of Hinko. He enlisted the expertise of Duke Wolfgang Bosch who agreed to cover the rescue's retreat when they reached the Cape of Odin. It was during Operation Jackdaw that Kolonel Hanns Geiger of the 64th Bauhaus Blitzers was awarded the Legion of Honor for the capture of several high ranking Capitol prisoners from a Mishima prison. The success of the rescue missions was further testament to the effectiveness of Maximilian III's intelligence network.

In recent years Volksburg, the capitol of the Maximilian III Duchy has suffered badly from Cybertronic attacks. It would seem that these unpredictable attacks are the only thing that the duke can not anticipate and therefore not defend against. He has recently convened a meeting of his chiefs of staff to design

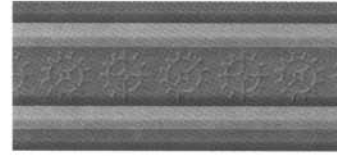
a new force assigned to the task of countering the Cybertronic menace. Those who know the duke anticipate a sharp decline in the damage incurred by Cybertronic spoiling raids. The duke is also thought to be drawing up an exhaustive battle-plan for mounting an offensive against Cybertronic. This is something that Bauhaus and the other corporations have tried before but with little success. Now that the Cybertronic threat is growing so much stronger it might be time to dedicate more effort and resources to dealing them a substantial blow.

Many wonder at the duke's success in military campaigns but no one else spends so much resources on intelligence gathering and planning. The operations center on Falke Insel is the size of a small city and even has its own university and a number of Brotherhood churches. This affinity with the Brotherhood seems to be more than just a matter of convenience. It would seem that even the Brotherhood value the tactical insight of Maximilian III and he is far too shrewd a character to give his knowledge away for free. Bauhaus will no doubt benefit from any bonds he is able to forge but make no mistake it will be his own duchy that will benefit more than most.

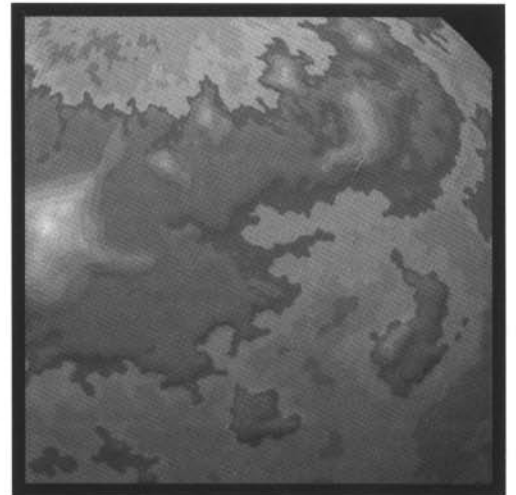




Venusian Campaigns



The Solidarity Campaign



Year... 1268 YC

Location... Eastern region of Ishtar Terra

The Venusian night was drawing to an end when the deep jungle scouting party crested the ridge and gazed in awe at the black citadel dominating the valley below them. They radioed in their position and moved out to reconnoiter the area. There was no sign of Dark Legion activity as they worked their way through the deep shadows of the jungle and down to the massive structure. The citadel dwarfed the surrounding trees and towered over the Bauhaus troops as they approached the intimidating portal. As far as they could tell the citadel was empty but they had to make certain before submitting their report to HQ. Moving in standard 'sweep and clean' formation they passed under the ornate portal. The vaulted hallways were lined with titanic statues but still the citadel looked empty. It looked empty, but it didn't feel empty...

When the forces of Wolfgang Bosch discovered the first Dark Legion citadel on Ishtar Terra he chose to keep its existence a secret. He stubbornly refused to request

support from the other dukes until reports came in that several other citadels had been discovered within his borders. Finally he sent an emissary to Friedrich Heiss, the reigning Grand Duke at the time. The Grand Duke immediately dispatched combat survey teams to assess the situation and he was appalled by what they discovered. The survey teams discovered no less than five Dark Citadels and the Bosch forces were being stretched to the limit. Without immediate support the Dark Legion forces would overrun the Bosch defenses and be free to attack Bauhaus targets all over the continent.

Using the powers granted to him by his office, Duke Elector Heiss mobilized a combined Bauhaus force, demanding that each of the Duke Electors send troops to support the Bosch defense. Making this his top priority he began to coordinate the frontline support procedure that would prove vital as the campaign wore on. Central to this operation were the airships of the Daimler shipyards who suspended production and diverted all their efforts in support of their duke. This was the start of a campaign that saw all the duchies combining their forces into a single Bauhaus army.

The first additional troops to relieve the Bosch defenders were several battalions of Blitzers from the army of Duke Maximillian III. Bauhaus high command issued the coordinates of the Dark Citadels and the Blitzers parachuted into the most hard-pressed areas. The rapid response forces of Maximillian III brought a brief respite and allowed the Bosch troops time to consolidate and shore up their defenses. However, the respite was short-lived and the evil horde began to push out from their dark fortresses.

Bauhaus fought to contain the growing Dark Legion army as it issued forth from the citadels around the continent. On the Grieg Peninsula Maximillian III landed an army to support the Bosch and prevent the Legion from moving inland. At Skaard on the southeast coast the citadel was quickly overcome by a massive attack from the military base on Wagner Island. The Legion had breached the Bosch defenses at Glukhov and were now roaming freely in the jungle. They had also broken out from the Garda Basin and were pushing south to the coast. But nowhere was the fighting fiercer than at the Keivel Morass.

The Bosch defenses at the Keivel Morass had been bolstered by troops arriving from all directions, but by the Venusian midday all the ground troops in the area had reached the battlefield and the steady flow of reinforcements came to an end. This put a great strain on the soldiers surrounding the citadel for there was no break in the relentless onslaught, no opportunity to withdraw and regroup.

As the fighting wore on increasingly powerful Dark Legion minions emerged from the citadel. Hundreds of Razides roamed the field and a number of Pretorian Behemoths succeeded in breaking the Bauhaus line. They crashed into the jungle but the commanders of the battle had set aside mobile

units to deal with just such an eventuality. Mounted Hussars moved in to delay the towering demons while rocket launcher specialists closed in to bring them down. But the troops were tiring and the Bauhaus defense started to crumble.

It was at this point that the planning of Duke Elector Heiss began to pay dividends. It took time to put in place the systems and field stations capable of supporting the campaign and a less disciplined commander in chief might have chosen a speedier response. But insufficient preparation would have doomed the campaign to failure.

Just as the troops at the Keivel Morass thought that they could hold out no longer a massive relief force arrived at the scene. Thirty thousand men and women from all the duchies moved into position to relieve the defenders. Duke Elector Heiss now had in place a system of airship transports and auxiliary bases that could begin to stabilize the situation and each of the dukes was massing an attack force at strategic points around the continent. Many of the wounded or exhausted troops were quickly returned to the battle as the field hospitals and supply depots began to do their job. And finally the Steel Duke made his move.

Airships converged on each of the Dark Citadels carrying heavy assault troops and specialists to augment the Ducal Militia and Hussars on the ground. Mortar teams, flame-

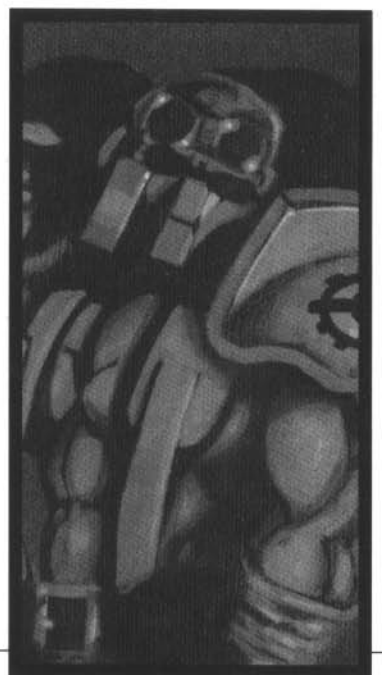
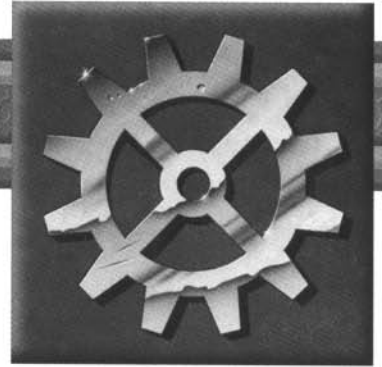
BATTLE AT THE KEIVEL MORASS

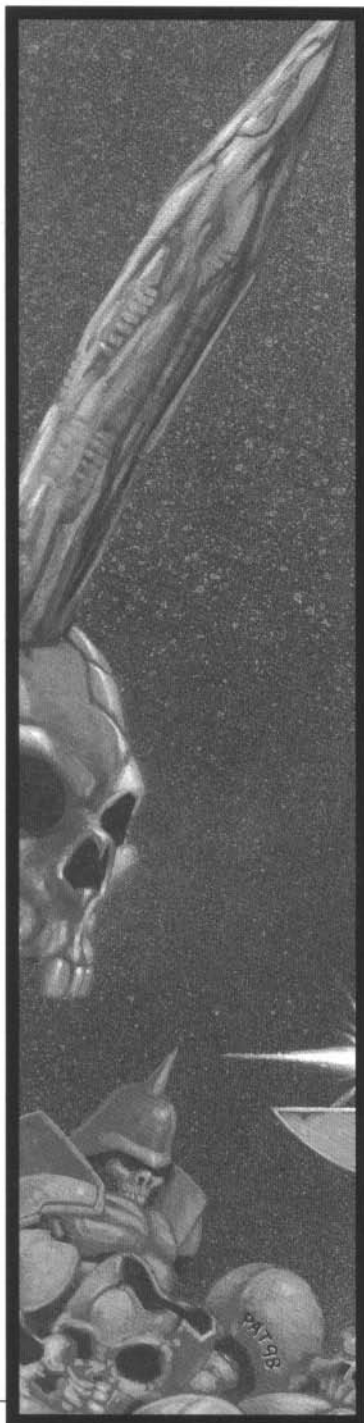
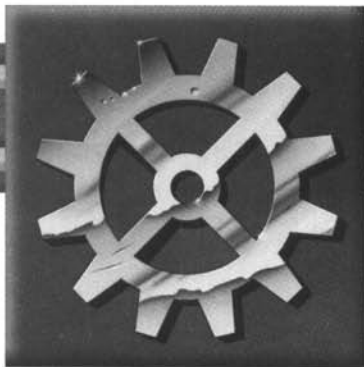
The jungle around the citadel had been reduced to a wasteland of blackened vegetation. The air was thick with mosquitoes and the smell of death. Flies covered the dead in a second skin of writhing insects and when the insects had laid their eggs the corpses could be seen to move as the colonies of maggots surged beneath the misshapen skin. The citadel was over two hundred feet tall. The black, unearthly structure had a crystalline quality that seemed to absorb the sunlight even though much of its surface had the sheen of polished jet.

throwers, grenadiers and rocket launchers disembarked as specially trained units maneuvered their multi-barreled rocket launchers into position. The assault finally came in the last few days of sunlight and although the jungle was growing dim, with the fading light of dusk, it was bright with the fire of battle around the Dark Legion citadels.

All over the continent the Bauhaus army began to establish new battle-lines that would prevent the Dark Legion from reaching their main centers of population and industry. The Grieg Peninsula was cordoned off and declared an official warzone. As was the Garda Basin and the hills around Glukhov. The citadel at Skaard was completely destroyed and the demonic horde routed into the jungle. At the Keivel Morass the fighting persisted for weeks before the Dark Legion was finally subdued and the citadel reduced to rubble.

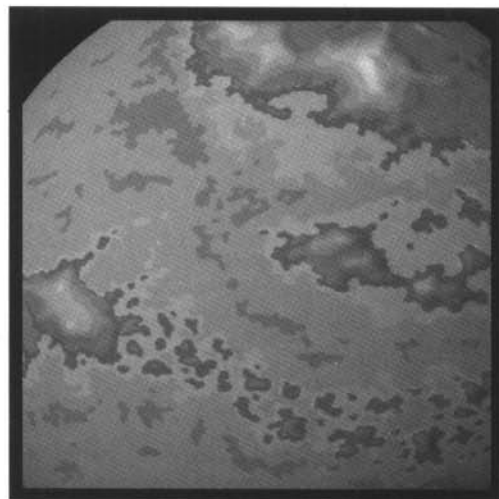
Bauhaus had managed to overcome the Dark Legion's latest attempt to gain a foothold on their home continent. The victory was achieved by the combined efforts of the four Duke Electors and Duke Heiss was awarded the Bauhaus Order of Command in recognition of his leadership during what became known as The Solidarity Campaign.





Now, eight years later the presence of the Dark Legion on Ishtar Terra is stronger than ever. Dark Legion citadels remain standing at Glukhov, the Garda Basin and on the Grieg Peninsula and, as hard as they try, Bauhaus are unable to contain the Legions of the Dark Soul. They keep a constant vigil and wage a constant battle to prevent their home territory from degenerating into the same hellish state that is to be found in so many areas of Venus.

The Bay of Dogs Campaign



Year... 1269 YC

Location... Bay of Dogs southwest coast of Ishtar Terra

The Bay of Dogs Campaign began in the turquoise light of dawn when more than thirty Mishima suicide craft streaked across the Bay. Packed with high explosives the Mishima craft were designed to destroy ocean going vessels and render ports and dockyards immobile. The two main targets were the twin ports of Castor and Pollux. Castor served the Heiss Duchy while Pollux was loyal to Duke Heimburg.

Still recovering from the disruption caused by the Solidarity Campaign Bauhaus was caught completely unawares. At Castor one of the craft was taken out by the cordon of mines that protected the base, while at Pollux another collided with a ground-effects craft leaving the port and both craft were immediately destroyed. But most of the suicide runs were successful, crashing into the docks and exploding in massive fireballs that effectively crippled the Bauhaus fleet in the area.

All around the bay the alarm was sounded and industrial sites were put on full alert. Bauhaus braced itself for more

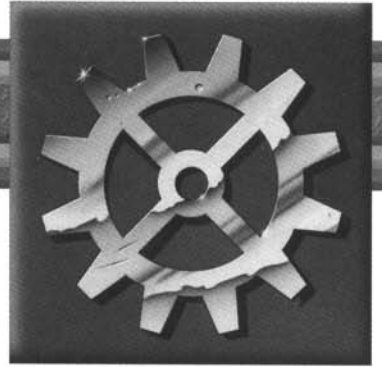
attacks not knowing that this was only the beginning of an assault that would threaten one of the largest areas of Bauhaus industry on the planet. Unaware of Mishima's true intent Bauhaus withdrew their undamaged craft to safety. The distance between Hinko and the Bay of Dogs was considerable and Bauhaus thought it would be some time before Mishima would attack again. They were wrong!

Mishima had used the initial suicide strikes as a diversion to allow them to land forces and set up a beachhead on Damask Point, the eastern peninsula at the mouth of the bay. They used this forward position to begin a series of raids on Bauhaus installations all around the bay, and with the Bauhaus fleet immobilized Mishima was free to strike wherever it chose. The commanders in the Bay of Dogs requested immediate support but the rest of the Bauhaus fleet was committed to other operations as Bauhaus fought to regain the territory it had lost during the Solidarity Campaign. Orders from Heimburg were to repair the damaged fleet to operational status and take out the Mishima position on Damask Point. But as the scale of the Mishima operation became clear this would prove to be no easy task.

The remoteness of Hinko Island served Mishima well in defensive terms but it also made it difficult for them to follow up attacks against Bauhaus targets on the mainland. For this assault Mishima had devised a staged plan that would allow them to sustain the offensive against Bauhaus. They had set up a fortified base on the island of Eisila, halfway between Hinko and the Bay of Dogs. It was from here, and not from Hinko, that they had deployed the suicide craft and the invasion force, and now they could reinforce their position earlier than Bauhaus would normally expect.

It took Bauhaus four costly weeks before they discovered how Mishima was managing to sustain their attack; four weeks that saw industry in the Bay of Dogs slow to a crawl. Raids on factories, refineries and dockyards continued almost constantly. Roving bands of Ashigaru and Ronin Samurai would come ashore and move inland before circling round to attack Bauhaus targets from the rear where their defenses were weakest. Meanwhile, more elite units of Bushido Samurai and Hatamoto attacked head on, using Shadow Walkers and Deathbringers to dispatch Bauhaus guards and sentinels. Bauhaus mounted several counter attacks against the position on Damask Point but with Mishima controlling the sea in the area they could not prevent them from bringing in reinforcements. While the naval base on Eisila remained operational Mishima could hold out on the Point indefinitely. As the forces of Dukes Heiss and Heimburg flooded into the area they began to achieve some success in combating the Mishima raids but if they did not stop them soon there would be little left to defend.

While the military had been fighting to counter the Mishima offensive the engineers and shipbuilders had been working to



patch up the Bauhaus fleet. The chief engineers were called to a briefing at the campaign headquarters in Wolfsheim.

The operation was now under the joint command of General Albert Kaiser and Prince Otto Kleist. After studying their position and the strength of the Mishima beachhead on Damask Point it was clear that they would be foolish to mount an assault on the Point before they had cut the supply lines from Eisila and Hinko. And to do that they needed the fleet operational. All eyes turned to the engineers who knew that the responsibility lay with them. They were Bauhaus engineers, they designed, built and maintained the military machine that others took to war.

The task before the shipbuilders and engineers was enormous but the twin ports of Castor and Pollux worked in competition with each other and the rivalry spurred them on. By the time the agreed date arrived they had restored almost ninety percent of the fleet to battle-readiness despite constant attempts by Mishima to sabotage the work. Finally the day arrived and Bauhaus was ready to strike back.

The first Assault to leave was a strike force of GEC (ground-effects craft) cruisers and battleships. Their only task was to disable the main port on Hinko Island and disrupt the supplies reaching the island of Eisila. Once this strike force was on its way a number of blockade groups were sent to secure the mouth of the bay to prevent more suicide craft from making their damaging attacks. A land force was maneuvered into position ready to assault the beachhead on Damask Point once the base on the island of Eisila was put out of action. And it was on Eisila that the worst of the fighting took place.

Mishima had gone to extreme lengths to make the base secure. GECs descended on the island of Eisila and the renewed Bauhaus fleet captured the port quickly, but taking the base was a different matter. The high sea cliffs surrounding the base provided perfect natural defenses and many Bauhaus troops were killed trying to reach the lofty Mishima gun emplacements. Grenadier specialists were brought in to clear the cliff tops with grenades before the Jaegers could deploy their grappling hooks and scale the cliffs. Mishima had erected a fortress on Eisila and Bauhaus was forced to take the structure room by room. Mishima are renowned for their close-combat skills and they were proving difficult to extract. This seemed like the perfect opportunity for Bauhaus to test the new Vulkan Battlesuits; close combat battle systems that their engineers had been developing.

Several Vulkan squads were brought in to spearhead the Bauhaus assault and they provided the advantage that Bauhaus needed. Not only are the Vulkan Battlesuits extremely efficient close combat units but these hulking, self-powered mechanical suits are very intimidating to the enemy. The hiss of the drive system screams like a banshee and the mechanical grinding of the articulated servos is a most unnerving sound. Combine this

with their considerable firepower and it is no wonder they managed to take the base so quickly.

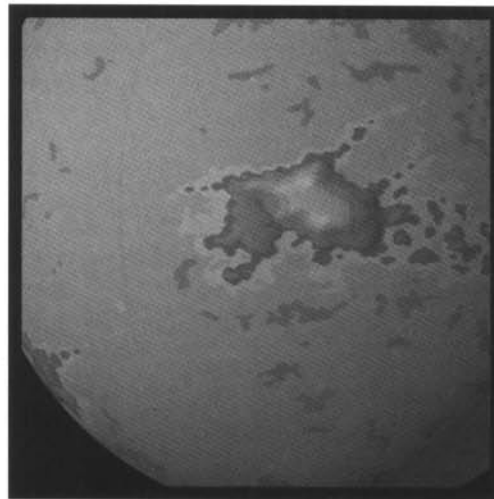
Once Eisila was secured and the supply lines to Damask Point were severed the assault on the Point could commence. Finally Bauhaus were fighting a straightforward battle and

GEIGER'S RAPID RESPONSE TEAM

Geiger heard gunfire break out and knew that the diversion team had failed to withdraw. That was unfortunate but it would buy them more time as the Mishima troops moved in to engage the strike commandos. As they reached the beach Geiger leapt from his skimmer and with curt hand gestures he directed his force to their various targets. The Etoiles Mortant went to deal with the sentries, the Blitzers moved into position at the first of the access points, while the Jaegers set up a defensive position to ensure their escape. The assault transports dropped their gangways ready to receive the POWs while the strike skimmers turned about in preparation for the dash back to the waiting GEC.

without a constant influx of reinforcements the Mishima forces were doomed to fall. The battle was costly but Bauhaus finally regained their territory and work could begin on repairing the damage that Mishima had inflicted. Bauhaus increased their patrols in the Sea of Aesir and began to lay plans to secure the island of Eisila and prevent Mishima from using it as a forward base in the future.

Operation Jackdaw

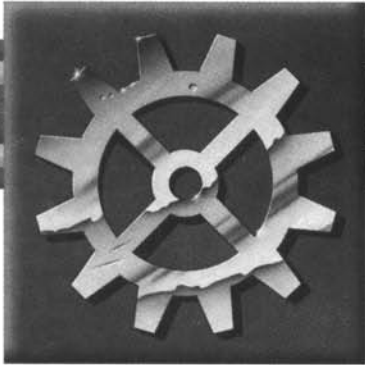


Year... 1271 YC

Location... Eisila, the Graveton Archipelago and Yaku Shima Bay on Hinko

In the year 1271 YC, Maximilian III embarked on a dual purpose campaign to strike at Mishima targets around the Fluorescent Sea and liberate Bauhaus prisoners of war being held on the island of Hinko. Most of the Mishima POW camps were sited along the south coast of the island in the heavily defended area of Yaku Shima Bay. This area contains a number of major ports





and military installations and had been the focus of a great deal of activity following the recent Mishima victory over Capitol forces in the Graveton Archipelago.

The campaign would initially strike at targets on the island of Eisila and several key islands in the Graveton Archipelago. These attacks would draw forces from the south making it easier for the rescue missions to achieve their objectives. Maximillian faced no objections from the other Duke Electors. An offensive in this area was well overdue and they all supported the plan to liberate the POWs.

To avoid unnecessary troop movements that might attract attention Maximillian requested the aid of Bosch forces that were already in place on the Cape of Odin. Duke Elector Bosch agreed to cover the retreat of the rescue mission against Mishima forces that might seek to pursue them. Maximillian thanked him for his support and immediately sent word to the strike forces and battle fleets that were already in place.

There were two main rendezvous points for the fleets, one south of Furstenburg in the Sea of Aesir and the other just off the Cape of Odin. On the appointed day the Aesir battle fleet broke formation and moved to attack their targets drawing the attention of the Mishima fleet. And as night began to fall the second Bauhaus fleet set off across the Sea of Vanir to liberate nearly 6 thousand POWs. Operation Jackdaw was underway.

Maximillian had sent his fastest GECs to execute the rescue mission. Many were fitted out to carry squadrons of strike skimmers and fast assault landing craft, nearly a third were armored troop carriers but a large number were nothing more than refueling ships. They screamed across the ocean to a second rendezvous point just south of Hinko Island. The tankers refueled the other craft and were then transformed into floating booby traps. Then with the Venusian darkness concealing their approach a flotilla of strike skimmers and landing craft were deployed and they struck out for the bases they had been assigned to.

As they approached the busy shipping lanes of Yaku Shima Bay all external lights were killed and the rotary thrusters were baffled to reduce engine noise to a minimum. The rescue missions approached their targets in teams. Strike Skimmers and kommandos to create diversions, assault forces to secure the landing site; infiltration teams to penetrate the camps and landing craft to evacuate the prisoners.

As the teams approached their targets strike skimmers peeled away to instigate the diversions that would give the main teams the opportunity they needed to carry out their objective. The defenses round the bases were not as extensive as the commanders had anticipated. It seemed Mishima did not

believe the area to be vulnerable, after all these camps were designed to keep people in, not to keep them out.

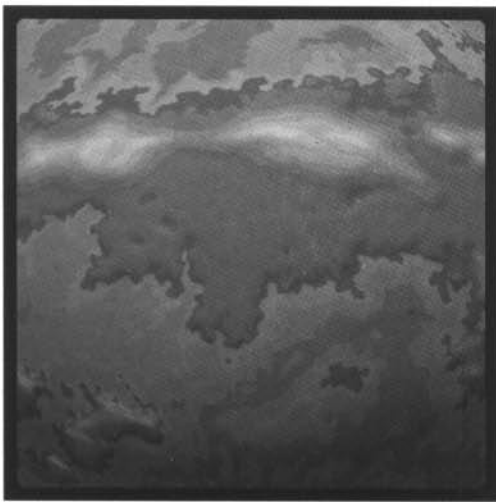
The main battle fleet launched assaults on Tanaga, Eisila and islands in the Graveton Archipelago. Mishima troops and naval vessels moved to intercept the Bauhaus fleet and this allowed the rescue teams in Yaku Shima Bay to reach the shore unmolested. All around the bay Mishima POW camps were raided and the prisoners set free. Among the many attacks there were two of particular note. The first was the capture of two high-ranking Capitol prisoners by Kolonel Hanns Geiger, from the high security complex at Tokumo. The second was the destruction of the notorious Komatzu labor camp.

Komatzu was some miles in from the coast and a special heavy assault force had been assigned to take it out. While insertion teams secured the release of the prisoners flame-thrower units moved in to burn the camp to the ground. The flames burned brightly in the Venusian night and as Mishima guards ran from burning buildings they were cut down by mounted HMGs positioned around the base. The terrible reputation of this camp made the mission a very personal affair and there were even reports of some Bauhaus troops going so far as to challenge Mishima guards in hand to hand combat.

Once the prisoners were secured the teams returned to the landing craft ready for the dash back to the waiting GECs. Most of the missions were successful but many failed to return to the rendezvous point. When they could wait no longer the GEC pilots fired up their engines and raced for the Cape of Odin with a flotilla of Mishima craft in hot pursuit. They reached the mainland ahead of Mishima and quickly moved inland behind the Bosch defenses that were already in position. When the Mishima forces landed only hours later they found themselves facing heavy machine gun fire and substantial defenses that they could not hope to breach. Reluctantly they were forced to fall back and return to Hinko.

Over 5 thousand servicemen were returned to active duty following the success of Operation Jackdaw and Bauhaus were able to extract valuable information from the Capitol prisoners taken by Kolonel Geiger. In the Sea of Aesir Bauhaus had dealt Mishima a heavy blow. They had overrun the island of Eisila and only the stronghold of Taipan had been able to survive the assault. They caused heavy damage to the port of Tanaga and captured a number of islands in the Graveton Archipelago including Maising, Mandai and Kazatin. In recent years Mishima have been able to take back Maising and Kazatin but Bauhaus has held on to Mandai. And as the war between the two corporations continues the prison camps around Yaku Shima Bay are beginning to fill up once again.

The Imperial Campaign



Year...1272 YC

Location...Southwest region of Aphrodite Terra

When Imperial made a push to expand their territory in the southwest region of Aphrodite Terra they took Bauhaus completely by surprise. In a large-scale movement of troops they pushed back their borders on all fronts. Troops began massing on the east bank of the river Juno while a large army advanced towards the river Nardik. A large Imperial force surrounded the Bauhaus enclave of Oberstein cutting off the mining colony from other Bauhaus forces in the area. The navy moved large numbers of troops to outflank the enemy and support the Imperial forces moving overland. To the west Imperial infantry made landings at Black Sands and the Gulf of Kelso, to the east they landed troops at the mouth of the river Nardik.

By the time Bauhaus began to respond Imperial forces had already crossed the river Juno. They had completely encircled the mines at Oberstein and were marching east towards the Camara river. Bauhaus mobilized their forces on the east bank of the Camara and began to draw forces from their position at Singen. Meanwhile Bauhaus troops were massing at Slavenka and Grindelwald where they waited for airships to lift them over the mountains. The Bauhaus navy gathered troops from islands in the Graveton Archipelago and delivered them to a rendezvous point north of Hölle. They also transported troops from the barracks on Skeda to the Gulf of Kelso where they landed to the rear of the Imperial force that was moving inland.

After months of fighting a steady retreat Bauhaus began to hold the Imperial advance. The Bauhaus fleet kept a continual

supply of forces flowing into the Gulf of Kelso, where they landed and moved east to join the army that was trying to push Imperial back to the river Juno. The Bauhaus navy also launched an attack on the Imperial port at Hawkshead to disrupt their supply lines.

Meanwhile to the east Imperial was still pushing Bauhaus back. Bauhaus were finally able to cut off the Imperial reinforcements at the mouth of the river Camara but they were too late to prevent Imperial from claiming the west bank of the river. Bauhaus sent in a raiding force from Slavenka but they were unable to dislodge the Imperial position and were forced to withdraw.

Imperial had succeeded in gaining a considerable amount of territory but despite a sustained effort they were unable to take the mineral mines at Oberstein. The natural defenses of this position enabled Bauhaus to hold out against a prolonged Imperial assault. However, the mines are now completely cut off and the only way for Bauhaus to reach the mines is by airship. The Imperial Campaign continued for many months with heavy casualties on both sides but the worst of the fighting took place in the sweltering and inhospitable area around the river Juno.

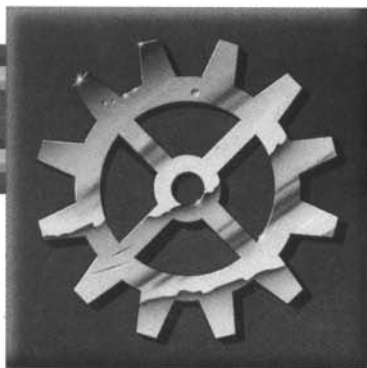
Imperial had gained control of the river with their first initial push. They had brushed aside the Bauhaus defenses but failed to take advantage of their success. Their hesitation allowed Bauhaus to mount a counter offensive flying in troops from Grindelwald and marching overland from the Gulf of Kelso. When Bauhaus had sufficient troops in the area they began to push Imperial back. The Imperial forces fought with customary resilience but Bauhaus had cut their supply lines and they could not hold their position. Slowly they began to give ground until they reached the river Juno. Here they made a stand.

Bauhaus scouts were sent out to assess the Imperial position and they reported heavy defenses along a broad stretch of the river. Bauhaus contrived a standard three-phase attack. The first wave would strike at the center of the Imperial defenses and drive forward until they reached the river. This would allow the second wave to move forward and effectively divide the Imperial force in two. Finally the third wave would advance directly to engage the Imperial position. The battle plan was communicated to all company commanders and within hours the offensive was under way.

Imperial fought hard to hold Bauhaus back but they were unable to prevent Bauhaus from breaking through. The first wave reached the river and struggled to hold their position. A unit of Jungle Kommandos had been ordered to capture a small headland that extended into the river. This position became the focus of the battle and it was imperative that Bauhaus capture it before the second wave could move in to divide the Imperial forces.

Imperial also recognized the significance of the headland and they concentrated their efforts on stopping the kommandos. The





fighting grew incredibly fierce as the two forces battled in heavy rain and steaming trenches. The Jungle Kommandos had almost reached their objective but were pinned down in a shallow trench by Imperial machine gun fire. The Bauhaus spotters reported the enemy positions and the commanders called in artillery strikes from the Hellfire rocket launchers. The multi-barreled weapons bombarded the enemy, taking out a number of their machine gun bunkers. But still the kommandos faced heavy fire.

Knowing that time was of the essence the kapitan of the kommandos began to lead his troops out of the trench but as he raised himself up he was killed by an Imperial bullet that removed half his face. The unit might well have panicked had it not been for the actions of a young kommando specialist by the name of Christina Brandt. She leapt from the trench and unleashed a sustained volley of fire with her twin rotary shotgun. Bullets spat into the earth around her but she stood her ground screaming at the other kommandos to move out.

The Jungle Kommandos succeeded in taking the headland and held it long enough for the second wave to strengthen the position. Finally the third wave began its assault and Bauhaus were able to drive the Imperial forces back across the river Juno. The Bauhaus commanders decided not to over extend their position and a new front was established along the banks of the river.

Bauhaus and Imperial continue to face each other along the river Juno and the Camara. They bombard each other constantly and fierce battles are fought along both fronts. Both corporations are trying to break the deadlock with numerous small-scale skirmishes and large offensives but as yet neither has succeeded. These warzones remain two of the most notorious on Venus and all troops dread the day when they might be called to duty on the Juno or Camara front.

The Singen Retreat



Year . . . 1273 YC

Location . . . Koros River and Butane Valley, south-central region of Ishtar Terra.

The Singen Retreat has long been a source of embarrassment for Duke Elector Wolfgang Bosch because it represents one of the rare failures of a Bauhaus offensive. The Singen mines are a large open cast operation near the river Koros on Aphrodite Terra. The accessibility of the mines makes them vulnerable to attack and Bauhaus is forced to defend them constantly against attacks from both Capitol and Imperial. In the year 1273 YC the Bosch high command decided to make a push in the area, but rather than just securing the Singen mines they chose to extend their territory and take control of a number of Capitol positions including the Capitol gold mine in Butane Valley.

Butane Valley is famous as a rich source of the valuable Butane Fern and is quite inaccessible to anyone other than Capitol because they control the sea in the area. Anyone approaching the valley overland must pass through hundreds of kilometers of dense jungle. But this is exactly what the Bosch high command intended to do. Capitol would not expect an attack coming from inland so a Bauhaus force should be able to take the base with little resistance.

Additional forces were ferried in to the mines at Singen where the overland expeditionary forces were assembled before setting off across country. Bauhaus had scouted the route to Butane Valley but even so it took almost two months for the expeditionary force to reach their objective. Bauhaus had lost a number of troops on route. Most died from contamination by poison plants or insects, others were lost in the sucking mud of swamps while more than a few were taken

by Sickle-Tooth saurians. But considering all this the Bauhaus force was in surprisingly good shape as they crested the ridge and moved down into Butane Valley.

The fight to capture the gold mine was short and decisive. Capitol had been taken completely unawares and lost one of the most valuable mines on the planet. Bauhaus had rounded up the mining personnel and the Light Infantry garrison and secured them in a makeshift stockade. They were preparing to transport them back to Singen when a Capitol mining team arrived to relieve their fellow miners. The workers were accompanied by a standard military escort who immediately assessed the situation at the mine. The Bauhaus troops were unable to prevent some of the relief team from escaping and they knew it would only be a matter of time before Capitol learned of the mine's capture and sent troops to take it back.

The Bauhaus force began to prepare a defense but they had no way of anticipating the scale of the Capitol response. They had over a thousand troops in Butane Valley and were confident that they could hold out until reinforcements arrived from Singen. What they did not know was that Capitol had initiated a 'whiplash campaign'; a massive retaliation designed to overwhelm hostile forces and discourage further incursions. Bauhaus waited in Butane Valley for the counterattack to begin. A week passed and still there was no sign. Then on the eighth day Capitol attacked and simultaneously they struck the open cast mines at Singen.

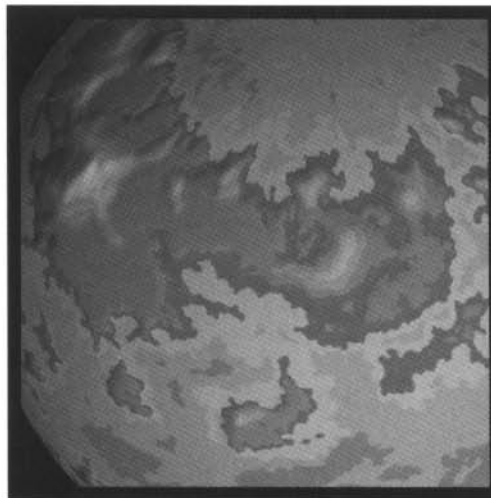
Capitol outriders riding Purple Sharks howled over the valley, surveying the scene and giving the all clear to the main assault. Airborne Rangers had parachuted in above the valley and now descended from the rear. Free Marines revealed their presence as they infiltrated the mine and began targeting key Bauhaus defensive positions. Finally the approach to the valley was filled with gunfire as four thousand Capitol Light Infantry made a frontal assault. It took less than four hours to evict the Bauhaus force and route them into the jungle.

At Singen, Capitol had sent a large invasion force up the river Koros. Once again Purple Sharks were used to scout the approach and spearhead the attack. They swooped down over the river engaging in air to surface dogfights with Bauhaus Strike Skimmers. The size of the invasion completely overwhelmed the Bauhaus defenses so despite some fierce resistance the Capitol flag was soon flying over Singen. The fact that Capitol were able to mount such a large scale operation so quickly is a tribute to their logistical expertise and a warning to Bauhaus not to underestimate their ability to retaliate en masse. The Bosch high command was severely rebuked by Duke Elector Wolfgang Bosch but only one of the generals was executed for incompetence.

The mines at Singen remained in Capitol hands for almost six months and were finally recaptured by Haupt Kapitan Konrad von Juntz. After submitting his initial strategy to the high

command he was provided with the troops and equipment that he had requested. Despite pressure from certain quarters to achieve his objectives quickly von Juntz refused to compromise and slowly but surely the area was returned to Bauhaus control. Von Juntz proceeded to set up defenses at Singen that have repelled several major Capitol assaults and to this day the mines are still operating at full productivity. Meanwhile Bauhaus have begun to advance on Butane Valley once again but this time they are building their advance carefully; pushing forward and consolidating their position before proceeding further.

The Flash-Fire Campaign

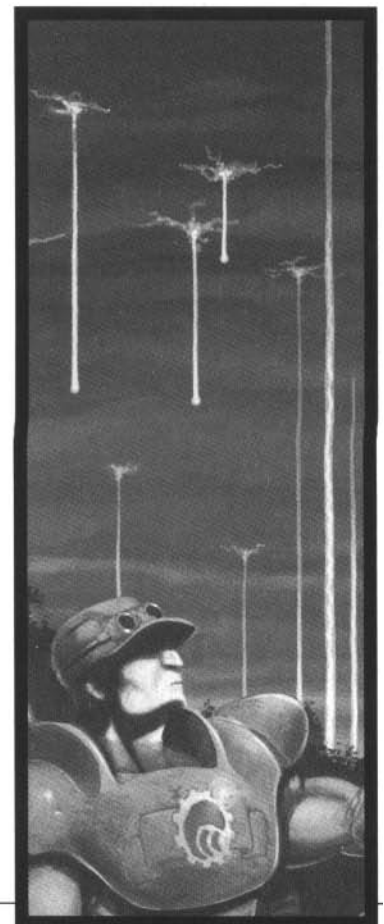
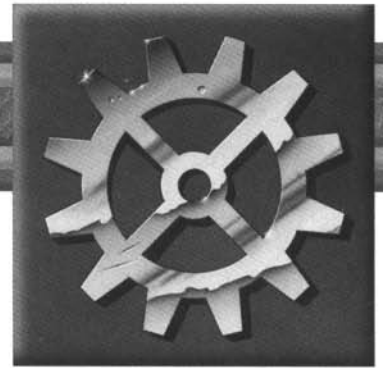


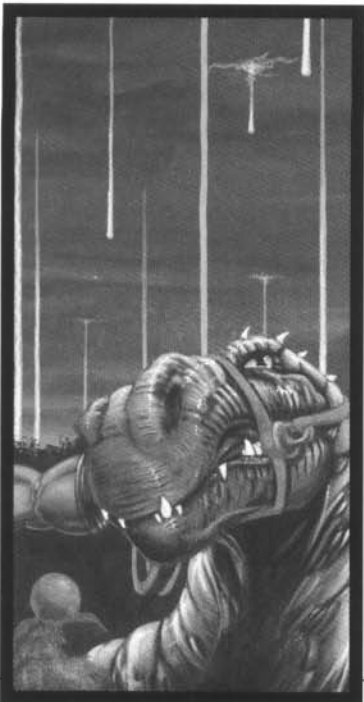
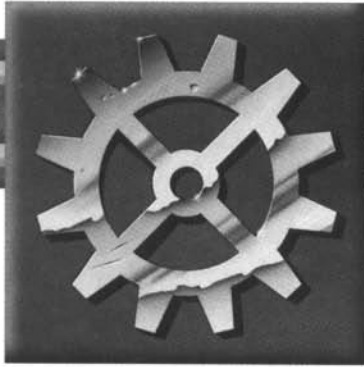
Year... 1275 YC

Location... isolated conflicts in all areas of Ishtar Terra and Colonia

Over recent years there are few things that have caused the Bauhaus Corporation more consternation than the Cybertronic 'scatter campaigns'. These campaigns are unique to Cybertronic and are notoriously difficult to guard against. Unlike the other corporations Cybertronic have not set up permanent bases on Venus. They prefer to initiate their attacks directly from orbit. Bauhaus has discovered a number of Cybertronic launch sites on the planet that were used to lift troops and equipment back to transport ships in orbit. But the fact that such launch sites are so rare says a great deal about the Cybertronic Corporation for they do not seem particularly concerned about recovering their troops after sending them on missions to attack targets on Venus.

Cybertronic use basic assault drop-ships for their attacks. The accuracy of these drop-ships is not particularly precise but





it is sufficient to land an attack force in close proximity to a city or key installation. Orbital radar stations sometimes pick up the transports before they deploy the drop-ships which gives Bauhaus a limited early warning system. But if the transport is not detected then the only warning is the glowing vapor trail of a drop-ship as it enters the atmosphere or the sight of parachutes as it slowly descends towards its target.

In 1275 YC Cybertronic embarked on a massive scatter campaign that became known as the Flash-Fire Campaign. All over the continent troops on guard duty reported seeing hundreds of drop-ship vapor trails dropping through the dark clouds, and over the next few weeks numerous Bauhaus industrial sites and many major cities came under attack from Cybertronic forces. It was called the Flash-Fire Campaign because the attacks flared up without warning and just as one conflict was brought under control another would begin in other parts of the industrial complex or city.

The Cybertronic attacks came in waves as each gigantic transport ship entered orbit above the planet, jettisoned its cargo of assault pods and departed through a rift before Bauhaus warships could intercept them. One Cybertronic transport ship was destroyed before it could retreat and it blazed through the night sky like a cataclysmic comet before crashing into the sea just off the island of Bell Regio.

All across the northern hemisphere Bauhaus forces were being ambushed by Cybertronic forces that descended upon them from the dark Venusian sky. At the Hatzfeld Palace in Heimburg Duke Elector Maximillian III was thrown into an uncharacteristic rage by his inability to prevent the Cybertronic attacks. As reigning Grand Duke he was responsible for Bauhaus security. Heimburg was relatively unscathed but large parts of his home city were in flames and reports were coming in that industrial sites to the north west of Colonia had also been heavily damaged.

It was during the Flash-Fire Campaign that Maximillian III began to direct his thoughts to dealing with the problem of Cybertronic. They were growing stronger every year and unless Bauhaus could find a way of effectively striking back then Cybertronic would be able to command the conditions of battle and the duke knew that this was the first step towards victory.

Cybertronic inflicted heavy damage during the Flash-Fire Campaign but they also drew the attention of one of the greatest strategic minds in the solar system and only time would tell if the campaign had served them well or not.

Following the embarrassing escapade of the Singen Retreat the Flash-Fire Campaign gave the Bosch armed forces the chance to redeem themselves in the eyes of Bauhaus. Their extensive home defense network was extremely effective in combating the Cybertronic attacks and Verhart suffered only minimal damage even though it came under threat from large numbers of Cybertronic Shock Troops and Chasseurs. Bosch forces also defeated the largest Cybertronic force that had landed just north of the Voltaine.

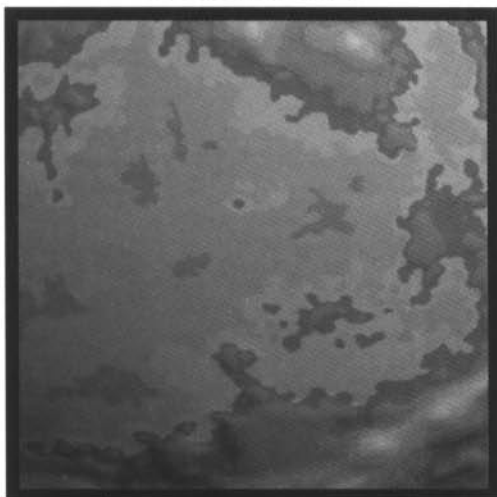
The Cybertronic force had obviously intended to strike at Heimburg but they had landed on the wrong side of the river and were now proving very difficult to dislodge. Cybertronic had over a thousand heavy troops on the banks of the Voltaine and were successfully ferrying small parties across the river. The Heimburg garrison was able to contain the attacks but they were also fighting a number of units attacking the city from the south. When Bosch forces moved in to surround the Cybertronic position the Heimburg garrison knew they could relax.

The Bosch were faced with a large number of Atilla Cuirassiers, Shock Troops, Chasseurs and People's Volunteers. Once their initial cordon was in place the Bosch began their creeping defense strategy. A series of mounted HMG positions maintained a pattern of interlocking fire, allowing Ducal Militia to move forward and set up a forward defensive position. Every time Cybertronic tried to push them back the Ducal Militia would retreat beneath the cover of the mounted HMG. With each foray the Ducal Militia completed more of their work until the mounted HMGs could be dismantled and moved forward one at a time and the whole defensive line advanced towards the enemy. Once the Bosch were in position the Cybertronic force was doomed.

Finally after weeks of frustration and hundreds of independent battles Cybertronic ceased their raids and the Flash-Fire Campaign was over. Much to the annoyance of the Bauhaus high command they continue to use the same tactics but as yet they have not mounted an attack on the same scale as the Flash-Fire Campaign.



Cardinal Peninsula Campaign



Year... 1276 YC and still in progress

Location... the Cardinal Peninsula on the north coast of Aphrodite Terra.

Of all the conflicts in recent years none compares with the Cardinal Peninsula Campaign. This prolonged campaign began eight months ago and the desperate fighting continues to this day. The campaign began when Bauhaus lost contact with their gold and silver mines at Davos in the foothills of the Nokomis Montes. A team of Jungle Kommandos was sent to investigate but they were ambushed during the last few days of darkness by a large Dark Legion force. Bauhaus headquarters picked up a desperate radio communication from the expedition who were caught in a fierce firefight. Gun fire, screams and confused orders mingled with the demonic howling of the Dark Legion and the violence reached a terrible pitch before it was suddenly terminated as the radio operator died screaming.

Troops in the area were immediately ordered to form a line of defenses near Durand's Fall but they had no idea of the scale of the Dark Legion assault, otherwise they would have fled.

A vast Dark Legion army was sweeping down towards them and it seemed that nothing could stand in their way. The horde swept around the monument overlooking Durand's Fall and overwhelmed the inadequate defenses that Bauhaus had hastily put in place. The Dark Legion pushed down the length of the peninsula crushing what little resistance Bauhaus threw at them. Finally they claimed the entire peninsula and pulled down the Brotherhood Cathedral that stood on the coast. The glorious building had been the third cathedral to be raised on Venus and

now it lay in ruins, defiled in every sense by the presence of the Dark Legion.

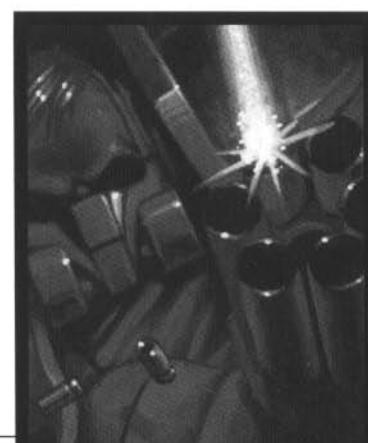
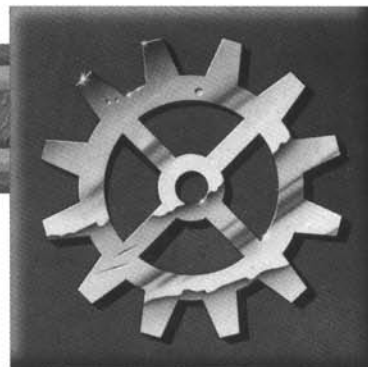
Pressure was mounting on Heimburg to strike back at the Dark Legion but once again it was the turn of the Steel Duke to carry the title of Grand Duke and he would not be rushed into making hasty decisions. With so many warzones demanding attention, both on Venus and on the other inhabited worlds, Duke Heiss made a wise decision and made Maximillian III commander in chief of the Cardinal Peninsula Campaign. Now back at Habsburg Castle in Volksburg Duke Maximillian III accepted the appointment and immediately began to formulate a battle plan to take back the peninsula from the Dark Legion.

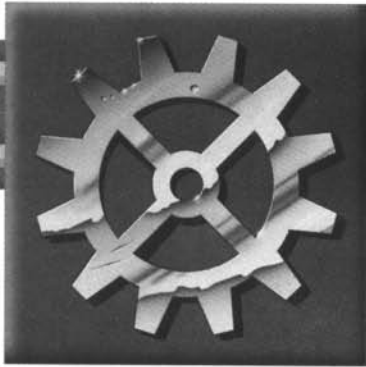
The first month was spent planning and gaining intelligence while the second month saw the largest movement of troops and equipment that Venus had seen since the days of the first Cardinal. From all over Venus the military might of Bauhaus began to converge on strategic points around the Cardinal Peninsula. The Bosch military base on Wagner Island became a major staging point, where troops were assigned to companies and companies were assigned to battle groups. From Wagner Island troops were transported to Volksburg or Lubeck where the two invasion forces were briefed on their objectives.

The first would travel from Lubeck to the island of Helvetica where it would regroup before landing at the narrowest point on the peninsula. This force was code-named battle group Anvil and its objective was to drive across the peninsula to the opposite coast, effectively dividing the Dark Legion force that was now spread out along the full length of the peninsula. Once they were in position the second invasion force, code named Hammer, would land at the tip of the peninsula and push south to join up with battle group Anvil. By the grace of the Cardinal the forces would be sufficient to achieve their objectives and once they joined up they would have enough strength to drive the Dark Legion back beyond Durand's Fall.

GECs were commandeered from all over Venus and when the first invasion force left the island of Helvetica the noise of the fleet's engines shook the air like thunder. This would be no covert operation; the Dark Legion would be ready to meet them in all their hellish strength. As the fleet neared the beaches they could see that the area was crawling with Dark Legion forces. Two large GECs pulled ahead of the rest and the fleet kapitans offered up a prayer for the souls of the brave men piloting the craft. Many had volunteered for the suicide missions but Maximillian III needed only two GECs, packed with high explosives, to clear the beach for the invasion. The GECs screamed towards the shore and the Dark Legion converged on them. The great craft thrust up onto the beach and ploughed into the Dark Legion horde before exploding in massive fireballs. And as the smoke cleared the Bauhaus invasion force hit the beach.

The Dark Legion horde swept forward but Bauhaus had trained well for the assault and they held off the first demonic





wave. The horde was made up of creatures from all the Dark Apostles; Dark Huntsmen wearing the brand of Semai, Karnophages and Immaculate Fury screaming in demented praise of Muawijhe. Vast throngs of Ilian's Children and large units of powerful Templars, vile Cairaths and disgusting Curators working the foul art of Demnogonis, and in the service of Algeroth Carnal Harvesters, Ezoghoul and even Bio-Giants that ploughed into the ocean to sink a number of GECs. But this was not some halfhearted landing force unprepared for the horror that awaited them; this was Bauhaus at their best. The intense training showed its worth as Hussars Dragoons and Ducal Militia carried out their orders and took up formation on the beach, as Blitzers parachuted in behind the Dark Legion to

begin their deadly work. Hellfire rocket launcher teams rained death into the thick of the Dark Legion force while squads of Etoiles Mortant stood between them and the horde. These fearless warriors fought face to face with High Templars and Zenithian Soulslayers and the Hellfire rocket launchers kept firing.

Slowly the frenzy of battle grew less and Bauhaus made a final push to claim the beach. More troops landed as they began the second phase of the invasion, which was to strike across country and gain the opposite shore of the peninsula. It took four weeks of continual battle before battle group Anvil cut the Cardinal Peninsula in two. And then it was time for the Hammer to fall. The second invasion was every bit as large as the first and they drove up the peninsula to join their comrades who were digging in to secure their position against the ceaseless Dark Legion attacks. Another month of fierce fighting and the Hammer met the Anvil. The northern part of the peninsula was now secured and the Bauhaus army began to push south.

The death toll among Bauhaus continued to grow but every day they pushed the hellish army back. Eventually the Bauhaus forces liberated the monument of Durand's Fall and as the Venusian sun began to set they drove the Dark Legion back into the mountains of the Nokomis Montes. Back in Heimburg Grand Duke Heiss wondered if the invasion had been worth the cost, for Bauhaus had lost many other areas while they struggled to take back the Cardinal peninsula. Maximillian III had achieved what many Bauhaus generals had believed was impossible. But all the Duke Electors knew that this was only one victory in a war that had worse horrors to come.

The fighting still continues around Durand's Fall but Bauhaus have been unable to take back their position at Davos and more Dark Legion forces have been reported massing in all areas of Aphrodite Terra. Fortunately for Bauhaus many of these areas threaten the domains of Capitol, Imperial and Mishima. So, even as the Second Corporate Wars continue in all their fury, the burden of resisting the Dark Legion is shared by all the corporations. This is not a duty that any of them would choose but it is one that none of them can deny. The Dark Legion has returned to the world of mankind and the armies of the megacorporations will need all their strength to resist, and only time will tell if that strength is enough.



New Rules

This book introduces new rules to cover the specific conditions that can affect battles on Venus. It also follows on from Warzone to describe the Bauhaus army in far greater depth and detail, introducing new forces and enhancing existing ones. This book takes precedence over the rules and army lists in Warzone. Where differences occur in rules, stats or the structure of armies players should use the information in this book as the authority.

Night Fighting

Because of the slow rotation of the planet, night time on Venus lasts for just over 58 standard days and therefore many conflicts are fought in near total darkness. You and your opponent(s) will need to decide before you choose your armies whether you are going to fight a night battle.

There are two parts to the Night Fighting rules, Deployment and Combat. If you are fighting a night battle you must always use the Combat rules. The Deployment rules are optional and add a lot of the flavor and uncertainty of fighting in the dark, but it is up to you and your opponent(s) whether or not you use them.

Night Time Deployment

In darkness it is often difficult to tell friends from enemies, ambushes and accidental contact with the enemy are common, and nervous soldiers can often mistake oddly shaped plants, terrain and other harmless objects for enemy activity.

We can simulate the characteristics of fighting in darkness by using counters to represent Units and to indicate where they are initially deployed. A further element of uncertainty can also be introduced by the use of dummy counters. Your opponent will only discover whether or not a counter is genuine or a dummy when the Unit represented by the counter reveals itself by some activity, or an enemy Unit moves or fires into close proximity of the counter.

Deployment Counters

Cut up a piece of card into 1 inch squares to use as Deployment Counters. You will need to make up 1 counter to represent each Unit in your army. You can also have 1 dummy counter for every 2 Units in your army. Mark the counters alphabetically (A,B,C etc.) then assign one counter to each Unit and mark the letter on the Unit's squad sheet. Any counters that are not assigned to Units can then be used as dummy counters.

In the Deployment phase of the game deploy all the counters, including the dummies, in exactly the same way as you would deploy Units in a normal game. Certain Units have Special Abilities that allow them to be deployed in different ways, such as Infiltration. You can only deploy counters in the way described by a Special Ability if you have Units with that Special Ability in your army.

Concealed Units

Concealed Units are Units that are currently being represented by Deployment Counters. Your opponent will not know of their presence until they do something to reveal themselves or they are revealed by your opponent's Actions.

Concealed Units are only revealed when one of the following situations occurs:

- Any member of the Unit expends an Action.
- When an enemy model comes within 9 inches and LOS of the counter.
- When an enemy model uses a Special Ability or a Supernatural Power to reveal them.
- When the target point of a template effect weapon, flare or Supernatural Power is targeted or deviates within 6 inches of the counter position.

Activating Units

Players wishing to Activate a concealed Unit simply declare the Unit Active and place all the models in the Unit within 6 inches of the Deployment Counter. They then remove the counter from the tabletop and proceed as normal. Players do not need to Activate concealed Units if they wish them to remain hidden.

Revealing Units

Players forced to reveal concealed Units should place all the models in the Unit anywhere within 6 inches of the Deployment Counter as long as the models are not in base contact with enemy models. Models revealed in this way are considered to be Waiting and Unactivated. Revealed dummy counters are simply removed from the table.

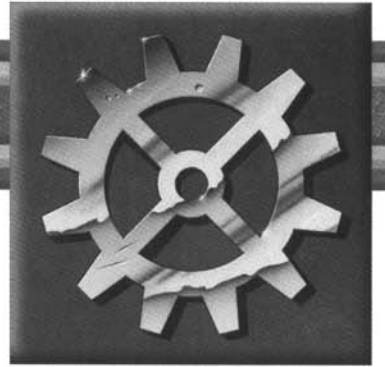
Combat

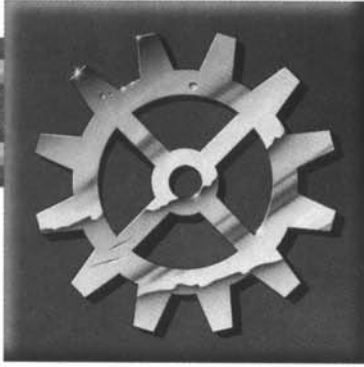
The darkness of night battles severely restricts ranged combat unless troops have equipment designed to aid in the location and targeting of the enemy. The following rules for night fighting apply:

- Line of sight is reduced to 9 inches.
- When firing at models outside Point Blank range there is a -2 RC penalty.

Muzzle Flash

When fired at night, weapons produce a bright muzzle flash thus revealing the position of the firer. When a member of a Unit fires they give away their position and a Muzzle Flash counter is placed beside the Unit. The reduced 9 inches LOS does not apply when trying to shoot at members of a Unit with a Muzzle Flash counter beside it. Any model within weapon range and normal LOS can target them. However, the -2 RC penalty for firing outside Point Blank range at night still applies.





Night Fighting Equipment

Armies fighting on Venus always try to ensure that when the long Venusian night draws in, front line regiments are issued with night fighting equipment. The most widely used types of portable night fighting equipment are tracer rounds and flare guns.

Tracer Rounds

Tracer rounds are special versions of the standard issue rounds fired by all weapons. The ammunition is coated in chemicals that ignite on firing. When the weapon is fired the tracer rounds are visible as streaks of light and allow the firer to trace the accuracy of his shot. Tracer rounds negate the -2 RC penalty for firing outside Point Blank range at night and do exactly the same damage as standard ammunition.

You may buy Tracer Rounds for your Units at a cost of 6 points per model. You must buy Tracer Rounds and apply the point cost for all members of the Unit.

Flare Gun

Cost 25

Flare guns are breach-loaded pistols that fire a fused flare cartridge in a high trajectory. When the flare cartridge reaches the peak of its trajectory a small parachute deploys and the chemical filled body of the cartridge ignites and burns with an intense light, illuminating the surrounding area as the flare slowly descends. They are used extensively in night battles and as communication and distress signals.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	0	-	-2	-	-4	-	-6	-

Type:

One-Handed, Indirect Fire, Ranged Template Weapon

Special Rules:

Flare Guns are targeted in exactly the same way as any other Ranged Template Weapon. If the shot misses its target roll for Deviation as normal. The flare is assumed to ignite and hang above the target point. Place a Flare Template at this point to indicate its position, all models within 6 inches of the Flare Template are illuminated and the night time LOS of 9 inches no longer applies when targeting these models. Any model within weapon range and normal LOS can target them. The light emitted by flares is far from perfect illumination and the -2 RC night time penalty for firing outside Point Blank range still applies. All Flare Templates are removed from play at the end of the Game Turn.

A maximum of one Flare Gun can be purchased for each Squad or Individual. If purchased for a Squad the gun is carried and used by the Leader. If the original Leader is killed assume that the new Leader retrieves the Flare Gun.

Jungle and Swamp Terrain

Venus is a sweltering jungle world. All land-masses and islands are covered in dense jungles and rainforests. The jungle becomes lighter near the polar regions but even here the dense undergrowth makes navigating terrain difficult and can severely limit the visibility of troops on the ground. The jungles are hot and humid and filled with animals and insects that feed on anything that comes within reach. Many of the plants are also dangerous, either because of the poisonous toxins they secrete or because they are actively carnivorous. There are extensive swamps and wetland areas where the ground can give way to pools of sucking mud and some areas of the jungle are so dense with vegetation that they are virtually impenetrable.

The jungles are rich and colorful with exotic flowers and fruits, many of which are deadly poisonous. Vines and creepers twine around the huge trees in twisting masses and giant ferns tower overhead. Glossy leaves with acid sap and reeds with razor sharp edges combine with clouds of mosquitoes and masses of blood sucking leeches to make the jungles of Venus a hellish place in which to do battle.

The following rules cover climate, terrain effects and some of the aggressive plants and animals that reside in the jungles and swamps of Venus. Using them will allow you to fight interesting battles with a unique flavor. You will have to adapt your tactics to take advantage of the Terrain and the reduced visibility common in the depths of the jungle.

Depicting Terrain

You can depict dense jungle areas, by cutting out an irregular shape from a piece of cloth or paper and placing it on the table. Areas of any size can be depicted in this way, from small patches a few inches across, to large areas that take up much of the tabletop. If you wish to depict a patch of trees or jungle you could use a green colored material and place individual model trees on the cloth. A brown colored material with small bushes dotted around could represent swamp. While a dark blue material perhaps with the addition of floating lily pads and plants can be used to represent swamps and pools of water.

Jungle Fighting

We suggest that if you wish to play a game that takes place in the jungles of Venus, you choose one of the following ways to decide how severe the jungle terrain is. You might want to place some individual trees and bushes here and there across the tabletop to give the effect that the entire tabletop is covered in jungle. Whichever, region you choose to play in you should place patches of swamp and jungle on the tabletop to depict particularly dense areas of jungle. See the section on 'Dense Jungle Areas'.



Sparse Jungle Region

For battles in regions of sparsely covered jungle set up the table as normal for your game. Models can move and act as normal over most of the table, with only certain areas being depicted as 'Dense Jungle Areas'.

- Jungle Hazards can only be played in areas of the tabletop depicted as being 'Dense Jungle Areas'.

Deep Jungle Region

For battles in deep jungle regions you should assume that the entire tabletop is covered with dense vegetation and swamps. To simulate this in game terms the following rules apply:

- Line of sight is reduced to 24 inches.
- There is a -2 RC penalty due to obstructing vegetation and mist.
- Random Jungle Hazards can be played in all areas of the tabletop.

In addition to this you should place patches of swamp and jungle around on the tabletop to indicate 'Dense Jungle Areas'.

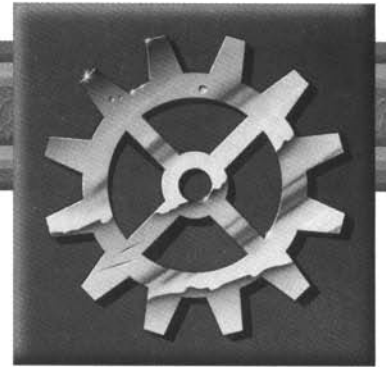
Dense Jungle Areas

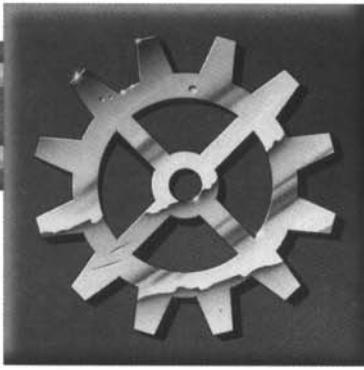
These depict much denser areas of jungle or swamp. These areas are treated as Rough Terrain for any models that do not have the Jungle Fighter Special Ability. See the main Warzone rule book for details on Rough Terrain. The following rules also apply:

- Flying models cannot move through dense areas of jungle.
- Maximum LOS through an area of dense jungle is 3 inches.
- Models inside an area of dense jungle count as Obscured targets.

Jungle Hazards

Even for troops trained to operate in them, the jungles of Venus are full of dangers. The ground can be treacherous and there are many predatory plants and creatures.





At any point during your Turn, you may attempt to gain Jungle Hazards to play on enemy Units. Each player can do this once per Game Turn and the following rules apply:

- You need to roll 10 or less on a d20 to gain a hazard.
- You may make one roll for every 6 enemy Units on the table. For example if there are 1-6 enemy Units you get one roll, if there are 7-12 enemy Units you get two rolls etc.

If successful you can then roll on the Jungle Hazard table to determine what type of effect occurs. This effect must then be played immediately on an enemy Unit.

Targeting Jungle Hazards

To target a Jungle Hazard on an enemy Unit you first choose any one of your own models. You may then target the enemy model nearest to this model.

Avoiding Jungle Hazards

Troops with the Jungle Fighter Special Ability get to make a Leadership Test to see if they can avoid the Jungle Hazard. The test is made using the LD stat of the target model and if it is successful then the Jungle Hazard has no effect.

Jungle Hazards

Score Effect

- 1-3 Giant Venus Mantraps: A member of the Unit has disturbed the sensory tendrils of a patch of giant Venus Mantraps, causing all of the plants to snap shut their lethal jaws. Center the Venus Mantrap Template on the enemy model. All models touched by the template must make a successful Armor Roll against Dam 8 or take a Wound.
- 4-6 Snare Plants: A model has disturbed a semi-sentient Venusian Snare Plant. The flailing tentacles grab and entwine the lower limbs of all members of the Unit. Place a Snare Plant Counter beside the Unit. The Unit

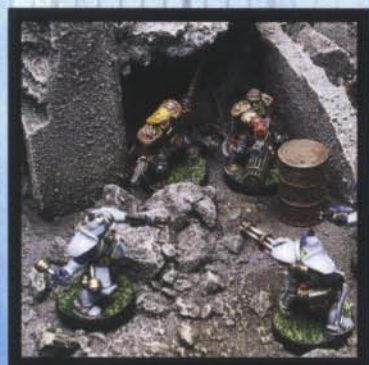
may do nothing until the end of their next Turn as they free themselves from the clutching tentacles, at which point the counter is removed.

- 7-9 Spore Cloud: A member of the Unit has walked into a patch of fungi that burst, filling the air with fine spores. Place a Spore Cloud Counter beside the affected Unit. The Unit is blinded and cannot see further than 3 inches until the end of their next Turn at which point the counter is removed.
- 10-12 Choking Vapors: The target model accidentally crushes the swollen tuber of the Venusian Mandrake releasing clouds of Choking Vapors into the air. Place a Choking Vapors Counter beside the model. All members of the Unit start to choke on the fumes and suffer a penalty of -1 to their CC, RC and A until the end of their next Turn, at which point the counter is removed.
- 13-15 Swamp Horror: The target model has disturbed a small but aggressive denizen of the swamp. The creature shoots out of the jungle at the feet of the enemy model and makes one attack with a CC of 9 and Dam 10(x2) then disappears back into the jungle.
- 16-18 Sabre Vines: Semi-sentient Sabre Vines hanging from the trees or hidden in the undergrowth lash out and attempt to strangle and rend the unfortunate victim with a Dam 10 attack. The target model must make a successful Armor Roll or take a Wound. Models with more than one Wound must continue to make Armor Rolls until they succeed or die. Once a successful Armor Roll is made the vines withdraw into the jungle.
- 19-20 Hail of Thorns: The bulbous head of a giant Thornseed plant rears up and sprays the area with a hail of needle sharp thorns. Center the Hail of Thorns Template along an imaginary line between your model and the target model with the center of the bulbous plant 3 inches from the target model. Any model touched by the template takes a Dam 9 hit.





Bauhaus Army



The Bauhaus Corporate Army is made up of forces drawn from the independent armies of the four Duke Electors. Each duke maintains a full standing army in his own right and is entirely capable of conducting anything from small raids to full scale war on his own behalf.

When the Bauhaus Corporation as a whole needs to mobilize for war each of the dukes can supply anything from a brigade consisting of a few regiments to an entire army containing many divisions and consisting of hundreds of thousands of men. Depending on the scale of a corporate military venture the forces of any or all of the dukes could be actively involved.

The armies of the dukes have fought and trained alongside each other for centuries and operate very effectively in joint operations, although for logistical and organizational reasons the forces supplied by the various dukes for corporate ventures are rarely intermingled. In the case of small-scale actions a ducal force would be allocated specific missions or duties. In the case of large-scale actions entire sectors of the battlefield would be the responsibility of a particular duke's forces.

The armies of the four dukes are broadly similar in make up, and in the training and fighting styles of their troops. However, there are some important differences due in varying degrees to the character of the particular duke, the geography of the lands from which they are drawn, and the history, training and traditions of particular units.

Choosing An Army

When choosing a Bauhaus army you will need to decide from which one of the four Duke Electors' armies your force will be drawn. Although composed of a mixture of the same Unit types each of the dukes' armies contains certain Units that are superior or organized differently to those of the other dukes, or that can be customized or enhanced in some way. The following sections show how to buy your army and detail the differences in the various ducal forces.

Unit Types

Regardless of your choice of duke your army will be made up of a combination of three basic Unit types: Regular Squads, Elite Squads and Individuals.

Regular Squads

Regular Squads are the common soldiery of a Bauhaus army. Well trained and well equipped, Bauhaus Regular regiments have an excellent reputation as good all round fighting units. They are efficient, capable and well disciplined, and form the backbone of any force. A well-rounded army will contain a good proportion of Regular Squads. The various types of Squads you can choose from are as follows:





- Ducal Militia
- Ducal Militia HMG Teams
- Hussars
- Hussar Mortar Teams
- Jungle Kommandos
- Mounted Hussars

Elite Squads

Elite Squads are Units belonging to the various Elite regiments of the Bauhaus armies. They are often veteran troops who have been equipped and trained to an extremely high standard, often for more specific battlefield roles than the regulars. Each of the Duke Electors has their own special forces of Elite Squads representing the finest of their type. The various types of Squads you can choose from are as follows:

- Blitzers
- Dragoons
- Dragoon RK-v36 Hellfire
- Dragoon HMG Teams
- Etoiles Mortant
- Jaegers
- Venusian Rangers
- Vulkan Battlesuits

Individuals

Individuals can be any one of a variety of Unit types. They can be single soldiers operating independently, heroic or famous characters, or vehicles. Examples of Individuals include Kapitans of the various Regular and Elite regiments, Max Steiner and similar well known characters, and the Strike Skimmer vehicle and its crew.

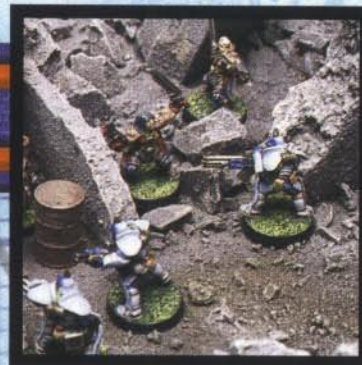
Buying Your Army

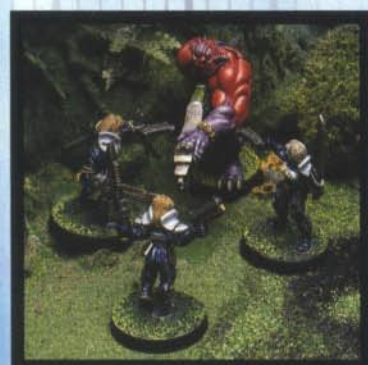
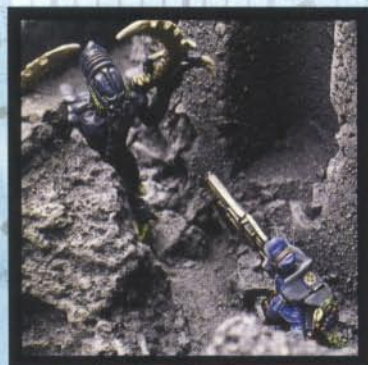
There are some restrictions on the proportions and make up of the various Unit types you may buy for your army. These constraints give armies their own particular style and flavor, and you will need to give some thought to the design and construction of your army.

The rules governing your choice of troops consist of general restrictions that apply to all the armies of the four Duke Electors, and special restrictions and customizations that apply only to certain armies or Units. The general restrictions for buying a force drawn from the armies of any of the four Duke Electors are as follows:

- You may not buy more Elite Squads than you have Regular Squads.
- You may not buy more Individuals than you have Squads.

The special enhancements, customizations and constraints that apply to particular armies and Units take precedence over the general restrictions. They are described in the following sections and in the profiles of the various Units.





Enhancements

There is a range of enhancements that you can apply to certain Units belonging to the different armies of the Duke Electors. Each of the four armies contains different Unit types that you can enhance. These enhancements reflect the character of the particular army and are detailed as follows:

Enhancement	Effect	Point cost
Flak Vests	+1 A	1 pt
Reinforced Armor	+2 A	3 pts
Enhanced Assault	+1 CC	1 pt
Enhanced Weapons	+1 Dam	2 pts
Marksmanship	+1 RC	3 pts
Enhanced Morale	+2 LD to Morale Tests	1 pt

Flak Vests are flexible, multi-layered mesh and padded body protectors. Reinforced Armor usually consists of a combination

of woven, high-tensile, metal mesh and tough plating. Enhanced Assault is a combination of training and fighting spirit in varying degrees. Enhanced Weapons are unusually well made or customized examples of their weapon type. Marksmanship usually indicates specially trained troops. Enhanced Morale shows troops with superb training, excellent morale and a very high opinion of themselves.

When buying enhancements for Units you may only purchase a specific enhancement once for any particular model. You must buy the chosen enhancement and apply the point cost for ALL members of the Unit. When buying enhancements for a vehicle this includes all the crew and any passengers. For example if you wished to buy Reinforced Armor for a Unit of 6 Hussars the total cost would be 6 Hussars x 2pts = 12pts. This cost should be added to the base cost of the Unit.



Duke Wilhelm von Heimbürg

The armies of Duke Wilhelm von Heimbürg tend to favor a direct approach to warfare. High quality close assault troops often make up a large proportion of any force. The Units from this Duke's army that can be customized or enhanced, and the types of enhancements that may be applied to them are as follows.

Troop type	Enhancement
Etoiles Mortant	Enhanced Assault Flak Vests
Jeagers	Enhanced Assault Reinforced Armor
Vulkan Battlesuits	Enhanced Assault Marksmanship

Customization:

One Squad of Etoiles Mortant may contain up to 8 LFT Specialists. The minimum and maximum number of models allowed in the Squad, and the number of other types of model allowed in the Squad remain as shown in the Etoiles Mortant's Profile.

Duke Friedrich Heiss

The armies of Duke Friedrich Heiss are particularly well trained in all aspects of jungle warfare. His jungle combat troops are second to none and often play a leading role in conflicts on Venus. The Units from this duke's army that can be customized or enhanced and the types of enhancements that may be applied to them are as follows.

Troop type	Enhancement
Jungle Kommandos	Enhanced Weapons Flak Vests
Mounted Hussars	Enhanced Morale Flak Vests
Venusian Rangers	Marksmanship Reinforced Armor

Customization

One Squad of Venusian Rangers may contain up to 9 HMG Specialists. The minimum and maximum number of models allowed in the Squad, and the number of other types of model allowed in the Squad remain as shown in the Venusian Rangers' Profile.

Duke Wolfgang Bosch

The armies of Duke Wolfgang Bosch are expert in solid defensive tactics. They are highly trained in the use of interlocking fields of fire to break up enemy advances in preparation for controlled counterattacks. The Units from this duke's army that can be customized or enhanced and the types of enhancements that may be applied to them are as follows.

Troop type	Enhancement
Dragoons	Enhanced Weapons Marksmanship
Ducal Militia	Enhanced Morale Flak Vests
Hussars	Enhanced Morale Reinforced Armor

Customization:

You may buy 2 Dragoon HMG Teams for every Squad of Dragoons you have. The number of models allowed in the Squad remains as shown in the Profile for the Dragoon HMG Team.

Duke Maximilian III

The armies of Duke Maximilian III are extremely adept at fast strike operations and lightning raids. Quick moving ground troops, fast vehicles and parachute-deployed regiments are of primary importance. The Units from this duke's army that can be customized or enhanced and the types of enhancements that may be applied to them are as follows.

Troop type	Enhancement
Blitzers	Enhanced Assault Flak Vests
Mounted Hussars	Enhanced Assault Enhanced Morale
Strike Skimmer	Marksmanship Flak Vests

Customization

One Squad of Blitzers may contain up to 8 Grenadier specialists. The minimum and maximum number of models allowed in the Squad, and the number of other types of model allowed in the Squad remain as shown in the Blitzer's Profile.



Duke Wilhelm von Heimbürg

Duke Friedrich Heiss

Duke Wolfgang Bosch

Maximilian III

Unit roster

Ducal Militia helmet design



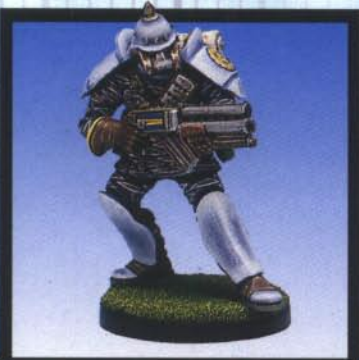
Ducal Militia Sergeant



Ducal Militia HMG Specialist



Ducal Militia



Ducal Militia



Ducal Militia

The Ducal Militia regiments represent the core of planetary defense on Venus. Entry into the army of one of the four Duke Electors usually begins with a first posting to a local garrison. Despite being the lowest echelon of the Bauhaus army, Ducal Militia are well equipped and the militaristic culture of the Bauhaus Corporation means that even the newest recruit is likely to have a sound knowledge of combat techniques.

Ducal Militia Cost 18

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	6	9	3	1	7	3	7	2

HMG Specialist Cost 22

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	6	9	3	1	7	3	7	2

GL Specialist Cost 27

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	6	9	3	1	7	3	7	2

Medic Specialist Cost 20

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	6	9	3	1	7	3	7	2

Sergeant

Cost 21

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	7	11	3	1	7	3	7	2

Structure:

SQUAD

4-12 Models

Up to 12 Ducal Militia

Up to 1 HMG Specialist

Up to 1 GL Specialist

Up to 1 Medic Specialist

Up to 1 Sergeant

May include a maximum of 1 Specialist for every 5 non-specialist models.

Equipment:

Ducal Militia: Assault Rifle**HMG Specialist:** HMG**GL Specialist:** Grenade Launcher, Pistol**Medic Specialist:** Assault Rifle**Sergeant:** Assault Rifle

Special Abilities:

Medic Specialist: Medic**Sergeant:** Tactical Sense

Special Rules:

None



Ducal Militia HMG Team

Cost 54

These two man teams provide support in the form of long-range covering fire from the tripod-mounted MG70 heavy machine guns they transport into battle. Both members of the team receive intensive training in the use and maintenance of the MG70 enabling them not only to fire the gun but to maneuver it and field strip it. This training is essential for the smooth operation of the gun.

Crew

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	6	9	3	1	7	3	7	2

Structure:

SQUAD

2 Crew

Equipment:

Crew: Pistol

1 MG70 Mounted HMG

Special Abilities:

Crew: Tactical Sense

Special Rules:

You may not buy more Ducal Militia HMG Teams than you have Ducal Militia Squads. The crew of the tripod-mounted MG70 must pack the weapon in order to transport it around the battlefield. It takes only one of the crew to move the MG70 but it can be moved more quickly if both crewmembers move it together, and the following rules apply:

- In order to move the MG70 all crew wishing to participate must be Unactivated and in base contact with it at the start of their Turn.
- Before the MG70 can be moved all participating crew must simultaneously expend one Action to pack the weapon ready for transporting.
- While the MG70 is being moved all participating crew expend Actions simultaneously. If both crewmembers are participating the weapon and crew move as a group with

MV 3. This MV is halved if only one of the crew is transporting the weapon.

- After being moved all crew transporting the MG70 must simultaneously expend one Action to unpack the weapon before it can be fired.
- Models transporting the MG70 may not Wait, Charge or Countercharge.

The tripod-mounted MG70 requires a crew of two operators to fire at maximum efficiency, one functioning as gunner, and the other as loader. Either member of the crew may fill either of these roles, but may only perform one of the functions in any one of their Turns. All operators must be in base contact with the weapon to fire it, and must expend their Actions simultaneously. The following rules apply:

- When rolling to hit with the MG70 use the RC stat of the gunner.
- The MG70 has a Firing Arc of 90 degrees. By spending an Action the operators may turn the weapon up to 90 degrees.
- The MG70 provides Hard Cover to the crew from incoming enemy fire originating within its Firing Arc.

If the crew of the tripod-mounted MG70 has taken casualties or you wish to operate the weapon with a reduced crew, then the following rules apply:

- The MG70 cannot be fired if it has no gunner.
- If the MG70 is being fired without a loader the gun will jam on any to hit roll of 19 or 20, and cannot be fired again until the jam has been cleared. Place a Jam Counter next to the gun. The operator may attempt to clear the jam by making a successful Leadership Test. Each attempt requires one Action and if the Leadership Test is successful the jammed mechanism is cleared.

The weapon itself cannot be targeted or damaged. If rammed it is simply knocked to one side causing no damage to the ramming vehicle. When all the crew are killed simply remove the weapon from play.



Ducal Militia with machine gun

Ducal Militia

Ducal Militia Sergeant

Ducal Militia HMG Specialist

Ducal Militia (1) Specialist



Hussar helmet design



Hussar HMG Specialist



Hussar



Hussar Sergeant



Hussar Mortar Team

Hussars

A large proportion of the Bauhaus military machine is composed of Hussar regiments. Superior to the Ducal Militia, these excellent all round soldiers are so well trained and equipped they are a match for most of the other corporations' elite Units. Hussars are undeniably some of the most formidable regular Units in the solar system, and are to be seen in just about every theatre of war involving Bauhaus.

Hussar Cost 21

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	7	11	3	1	7	3	8	2

HMG Specialist Cost 23

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	7	11	3	1	7	3	8	2

GL Specialist Cost 28

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	7	11	3	1	7	3	8	2

RL Specialist Cost 46

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	7	11	3	1	7	3	8	2

Medic Specialist Cost 22

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	7	11	3	1	7	3	8	2

Sergeant Cost 25

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	8	13	3	1	7	3	8	2

Structure:

SQUAD

4-12 Models

Up to 12 Hussars

Up to 1 HMG Specialist

Up to 1 GL Specialist

Up to 1 RL Specialist

Up to 1 Medic Specialist

Up to 1 Sergeant

May include a maximum of 1 Specialist for every 5 non-specialist models.

Equipment:

Hussars: Assault Rifle, Pistol

HMG Specialist: HMG

GL Specialist: Grenade Launcher, Pistol

RL Specialist: Rocket Launcher, Pistol

Medic Specialist: Assault Rifle

Sergeant: Assault Rifle, Shotgun

Special Abilities:

Sergeant: Tactical Sense

Medic Specialist: Medic

Special Rules:

None

Hussar Mortar Team

Cost 54

Supporting the Hussars from behind the lines are mortar teams equipped with Brunner ML5 80mm mortars. They can rain shells on the enemy without ever risking being in the firing line.

Crew

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	7	11	3	1	7	3	8	2

Structure:

SQUAD

2 Crew

Equipment:

Crew: Pistol

1 ML5 Mortar

Special Abilities:

Crew: Tactical Sense

Special Rules:

You may not buy more Hussar Mortar Teams than you have Hussar Squads. The crew of the mortar must pack the weapon in order to transport it around the battlefield. It takes only one of the crew to move the mortar but it can be moved more quickly if both crewmembers move it together, and the following rules apply:

- In order to move the mortar all crew wishing to participate must be Unactivated and in base contact with it at the start of their Turn.
- Before the mortar can be moved all participating crew must simultaneously expend one Action to pack the weapon ready for transporting.
- While the mortar is being moved all participating crew expend Actions simultaneously. If both crewmembers are participating the weapon and crew move as a group with MV 3. This MV is halved if only one of the crew is transporting the weapon.
- After being moved all crew transporting the mortar must simultaneously expend one Action to unpack the weapon before it can be fired.
- Models transporting the mortar may not Wait, Charge or Countercharge.

The mortar requires a crew of two operators to fire at maximum efficiency, one functioning as gunner, and the other as loader. Either member of the crew may fill either of these roles, but may only perform one of the functions in any one of their Turns. All operators must be in base contact with the weapon to fire it, and must expend their Actions simultaneously. The following rules apply:



Hussar

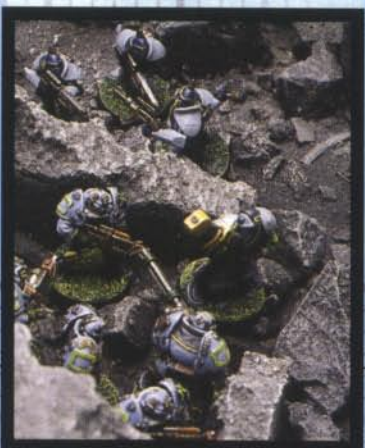


Hussar





Hussar



- When rolling to hit with the mortar use the RC stat of the gunner.
- The mortar has a Firing Arc of 90 degrees. By spending an Action the operators may turn the weapon up to 90 degrees.

If the crew of the mortar has taken casualties or you wish to operate the weapon with a reduced crew, then the following rules apply:

- The mortar cannot be fired if it has no gunner.
- If the mortar is being fired without a loader there is a penalty of -3 when rolling to hit.

The weapon itself cannot be targeted or damaged, if rammed it is simply knocked to one side causing no damage to the ramming vehicle. When all the crew are killed simply remove the weapon from play.

You may buy one sandbag emplacement for each mortar team. The Sandbag Emplacement costs 15 points and provides Hard Hover for the mortar crew. The Sandbag Emplacement is placed around the mortar team when the Unit is deployed.





Hussar Kapitan

Cost 39

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	10	9	14	3	2	8	3	8	2

Structure:

INDIVIDUAL

1 Hussar Kapitan

Equipment:

SMG, Hand Grenades

Special Abilities:

Tactical Sense, Give Orders

Special Rules:

You may purchase Hussar Kapitans as long as you have at least one Squad of Hussars in your army.

Hussar Kapitan HMG

Cost 42

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	10	9	14	3	2	8	3	8	2

Structure:

INDIVIDUAL

1 Hussar Kapitan HMG

Equipment:

HMG

Special Abilities:

Tactical Sense, Give Orders

Special Rules:

You may purchase Hussar Kapitan HMGs as long as you have at least one Squad of Hussars in your army.

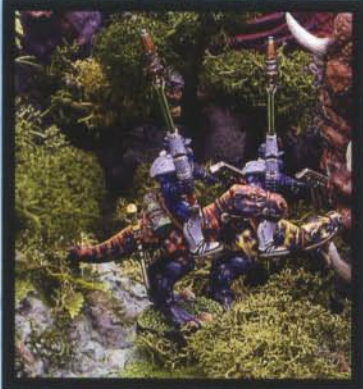
Hussar



Hussar Kapitan



Mounted Hussar



Mounted Hussar

Mounted Hussars

Mounted Hussars ride into battle on the backs of lizard-like saurians trained for battle conditions. Their intensive jungle training, speed and maneuverability make them excellent Venusan reconnaissance troops, gathering intelligence and establishing lines of communication where telephone cables cannot go and radio signals don't reach. The equipment they carry allows them to deal effectively with both personnel and armored threats giving them excellent all round capabilities.

Mounted Hussar

Cost 38

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	7	11	3	1	7	5	10	4

Sergeant

Cost 42

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	8	13	3	1	7	5	10	4

Structure:

SQUAD

3-6 Models

Up to 6 Mounted Hussars

Up to 1 Sergeant

Equipment:

Mounted Hussars: Explosive Tipped Lance, Machine Pistol, Machete

Sergeant: Explosive Tipped Lance, Machine Pistol, Machete

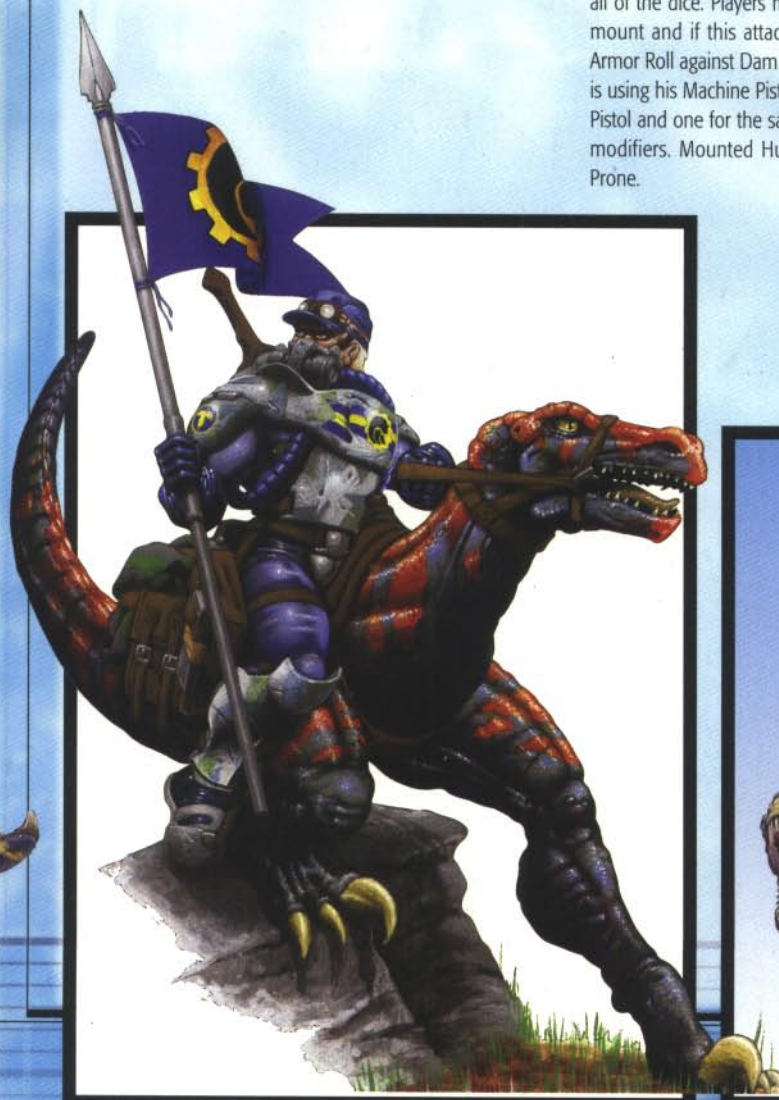
Special Abilities:

Mounted Hussars: Jungle Fighter

Sergeant: Jungle Fighter, Tactical Sense

Special Rules:

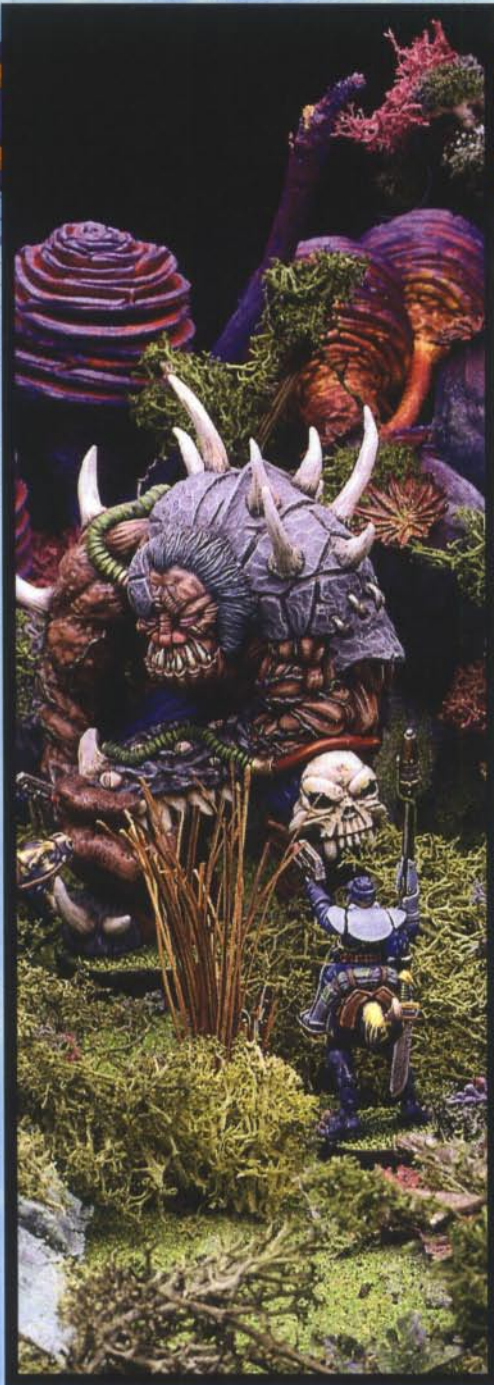
In Close Combat the saurian mount attacks with a combination of kicking, biting and tail lashing. When rolling to hit in Close Combat roll one extra dice in addition to the usual number, using the rider's CC stat and applying his weapon modifiers to all of the dice. Players must indicate which dice applies to the mount and if this attack hits then the target must make an Armor Roll against Dam 9. For example, if the Mounted Hussar is using his Machine Pistol you may roll 2 dice for the Machine Pistol and one for the saurian using the same CC and weapon modifiers. Mounted Hussars may not Dive for Cover or go Prone.



Mounted Hussar



Mounted Hussar



Mounted Hussar Kapitan Cost 61

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	10	9	14	3	2	8	5	11	4

Structure:

INDIVIDUAL

1 Mounted Hussar Kapitan

Equipment:

Explosive Tipped Lance, Machine Pistol, Machete

Special Abilities:

Tactical Sense, Give Orders, Jungle Fighter

Special Rules:

In Close Combat the saurian mount attacks with a combination of kicking, biting and tail lashing. When rolling to hit in Close Combat roll one extra dice in addition to the usual number, using the rider's CC stat and applying his weapon modifiers to all of the dice. Players must indicate which dice applies to the mount and if this attack hits then the target must make an Armor Roll against Dam 9. For example, if the Mounted Hussar Kapitan is using his Machine Pistol you may roll 2 dice for the Machine Pistol and one for the saurian using the same CC and weapon modifiers. Mounted Hussar Kapitan may not Dive for Cover or go Prone.

You may purchase Mounted Hussar Kapitan as long as you have at least one Squad of Mounted Hussars in your army.



Mounted Hussar



Mounted Hussar





Jungle Kommandos

The Jungle Kommando regiments draw a large proportion of their number from those soldiers in the ranks of other Regular regiments who have shown an aptitude for jungle combat. Of course extensive guerilla warfare and jungle survival techniques typify these Units, the best equipped of whom come from the army of Duke Elector Heiss. Their trademark rotary shotguns are the ideal weapons for firefights in the dense Venusian undergrowth.

Jungle Kommando Cost 20

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	7	11	3	1	7	3	7	2

TRS Specialist Cost 22

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	7	11	3	1	7	3	7	2

Grenadier Specialist Cost 22

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	7	11	3	1	7	3	7	2

LFT Specialist Cost 29

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	7	11	3	1	7	3	7	2

Sergeant Cost 23

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	8	13	3	1	7	3	7	2

Structure:

SQUAD

- 4-12 Models
- Up to 12 Jungle Kommandos
- Up to 2 TRS Specialists
- Up to 1 Grenadier Specialist
- Up to 1 LFT Specialist
- Up to 1 Sergeant
- May include a maximum of 1 Specialist for every 5 non-specialist models.

Equipment:

Jungle Kommando: Rotary Shotgun, Machete

TRS Specialist: Twin Rotary Shotgun, Machete

Grenadier Specialist: Hand Grenades, Rotary Shotgun, Machete

LFT Specialist: Light Flame-Thrower, Machete

Sergeant: Rotary Shotgun, Machete

Special Abilities:

Jungle Kommando: Jungle Fighter

TRS Specialist: Jungle Fighter

Grenadier Specialist: Jungle Fighter

LFT Specialist: Jungle Fighter

Sergeant: Jungle Fighter, Tactical Sense

Special Rules:

None

Jungle Kommando Kapitan Cost 42

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	10	9	14	3	2	8	3	8	2

Structure:

INDIVIDUAL

1 Jungle Kommando Kapitan

Equipment:

Twin Rotary Shotgun, Pistol, Machete

Special Abilities:

Jungle Fighter, Tactical Sense, Give Orders

Special Rules:

You may purchase Jungle Kommando Kapitan as long as you have at least one Squad of Jungle Kommandos in your army.



Venusian Rangers

Venusian Rangers are the last word in jungle warfare tactics. For centuries now they have been the Bauhaus Corporation's front line in the offensive against Dark Legion encroachments into the Venusian Jungle. The fact that the enemy remains contained despite having such vast areas in which to fortify and expand unseen is in large part testament to the legendary efficiency of these troops.

Venusian Ranger Cost 22

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	8	12	3	1	7	3	9	2

HMG Specialist Cost 26

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	8	12	3	1	7	3	9	2

RL Specialist Cost 49

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	8	12	3	1	7	3	9	2

FT Specialist Cost 40

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	8	12	3	1	7	3	9	2

Sergeant Cost 28

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	10	9	14	3	1	7	3	9	2

Structure:

SQUAD

- 4-9 Models
- Up to 9 Venusian Rangers
- Up to 3 HMG Specialists
- Up to 1 RL Specialist
- Up to 1 FT Specialist
- Up to 1 Sergeant
- May include a maximum of 1 Specialist for every 2 non-specialist models.

Equipment:

- Venusian Rangers:** Assault Rifle
- HMG Specialist:** HMG
- RL Specialist:** Rocket Launcher, Pistol
- FT Specialist:** Flamer-Thrower, Pistol
- Sergeant:** Assault Rifle, Shotgun

Special Abilities:

- Venusian Rangers:** Jungle Fighter
- HMG Specialist:** Jungle Fighter
- RL Specialist:** Jungle Fighter
- FT Specialist:** Jungle Fighter
- Sergeant:** Jungle Fighter, Tactical Sense

Special Rules:

None

Venusian Ranger Kapitan Cost 46

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	11	10	15	3	2	8	3	9	2

Structure:

INDIVIDUAL

1 Venusian Ranger Kapitan

Equipment:

LMG, Pistol

Special Abilities:

Jungle Fighter, Tactical Sense, Give Orders

Special Rules:

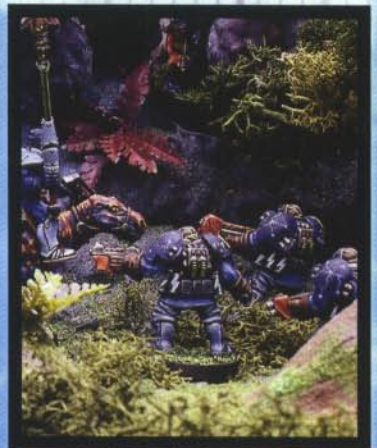
You may purchase Venusian Ranger Kapitans just like any other Individual so long as you have at least one Squad of Venusian Rangers in your army.



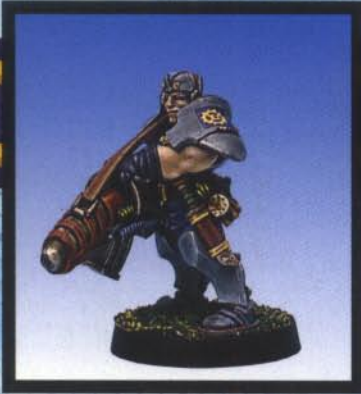
Venusian Ranger



Venusian Ranger Sergeant



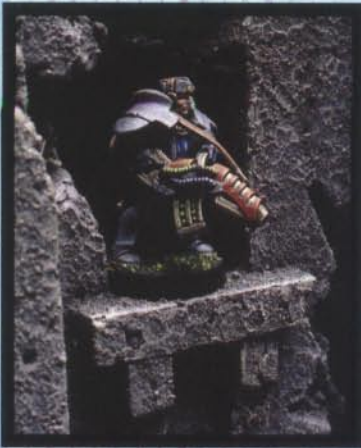
Venusian Ranger Squad



Blitzer Kapitan



Blitzer PLR Specialist



Blitzers

The Blitzer regiments are a classic example of the Bauhaus thinking that every unit should be able to stand alone, with little or no need for support. Despite their specialist training in demolitions, they are more than capable in medium range firefights, and it is a brave soul indeed that would tackle one in close assault. Blitzers are frequently dropped behind enemy lines by parachute, allowing them to strike at the enemy's fortifications and cut off supply lines.

Blitzer Cost 35

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	8	8	12	3	1	7	3	9	2

PLR Specialist Cost 39

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	8	8	12	3	1	7	3	9	2

Grenadier Specialist Cost 34

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	8	8	12	3	1	7	3	9	2

FT Specialist Cost 55

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	8	8	12	3	1	7	3	9	2

Sergeant Cost 39

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	9	9	14	3	1	7	3	9	2

Structure:

SQUAD

4-8 Models

Up to 8 Blitzers

Up to 1 PLR Specialist

Up to 2 Grenadier Specialists

Up to 1 FT Specialist

Up to 1 Sergeant

May include a maximum of 1 Specialist for every 1 non-specialist model.

Equipment:

Blitzers: Machine Pistol, Explosive Charges, Assault Rifle

PLR Specialist: Machine Pistol, Explosive Charges, PLR

Grenadier Specialist: Machine Pistol, Explosive Charges, Hand Grenades

FT Specialist: Machine Pistol, Explosive Charges, Flame-Thrower

Sergeant: Machine Pistol, Explosive Charges, Assault Rifle

Special Abilities:

Blitzers: Parachute Deployment

PLR Specialist: Parachute Deployment

Grenadier Specialist: Parachute Deployment

FT Specialist: Parachute Deployment

Sergeant: Parachute Deployment, Tactical Sense

Special Rules:

None

Blitzer Kapitan Cost 75

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	10	10	15	3	2	8	3	9	2

Structure:

INDIVIDUAL

1 Blitzer Kapitan

Equipment:

Machine Pistol, Explosive Charges, Flame-Thrower

Special Abilities:

Parachute Deployment, Tactical Sense, Rally Others

Special Rules:

You may purchase Blitzer Kapitan just like any other Individual as long as you have at least one Squad of Blitzers in your army.

Jaegers

Jaegers are ambush and infiltration specialists. They are experts in negotiating difficult terrain and are able to get very close to the enemy before their presence is noted. They carry grappling hooks and ropes which they can use to scale daunting cliffs and the like, either to take out cliff-top gun emplacements or descend on enemy positions from the most unexpected direction.



Jaeger

Cost 29

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	8	12	3	1	7	3	8	2

Grenadier Specialist

Cost 32

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	8	12	3	1	7	3	8	2

HMG Specialist

Cost 35

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	8	12	3	1	7	3	8	2

Sergeant

Cost 33

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	10	9	14	3	1	7	3	8	2

Structure:

SQUAD

4-9 Models
Up to 9 Jaegers
Up to 2 Grenadier Specialists
Up to 2 HMG Specialists
Up to 1 Sergeant

May include a maximum of 1 specialist for every 2 non-specialist models.

Equipment:

Jaegers: Assault Rifle, Pistol
Grenadier Specialist: Hand Grenades, Assault Rifle, Pistol
HMG Specialist: HMG, Pistol
Sergeant: Assault Rifle, Pistol

Special Abilities:

Jaeger: Infiltrate, Climb
Grenadier Specialist: Infiltrate, Climb
HMG Specialist: Infiltrate, Climb
Sergeant: Infiltrate, Climb, Tactical Sense

Special Rules:

All the Jaegers are equipped with grappling hook launchers, which allow them to Climb twice the normal distance for each Action spent climbing.

Jaeger Kapitan

Cost 58

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	11	10	15	3	2	8	3	9	2

Structure:

INDIVIDUAL

1 Jaeger Kapitan

Equipment:

Assault Rifle, Hand Grenades, Pistol

Special Abilities:

Infiltrate, Climb, Give Orders, Rally Others, Tactical Sense

Special Rules:

The Jaeger Kapitan is equipped with a grappling hook launcher, which allows him to Climb twice the normal distance for each Action spent climbing. You may purchase Jaeger Kapitan as long as you have at least one Squad of Jaegers in your army.



Jaeger Sergeant's helmet design



Jaeger

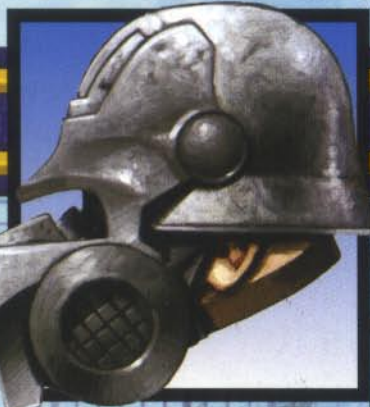


Jaeger

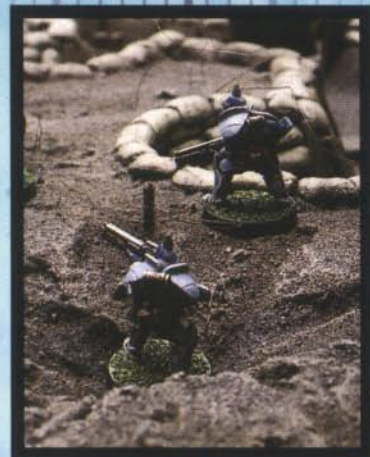
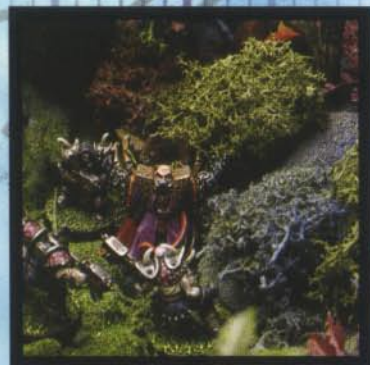


Jaeger Sergeant





Dragoon helmet design



Dragoons

Dragoons are the bastion of Venus' defense against invasion, and in true Bauhaus style they are equipped for just about every eventuality. They make great use of anti-tank weapons such as rocket launchers, tactical support weapons like the RK-v36 Hellfire, and tripod mounted HMGs. This combined with their legendary stoicism in the face of death makes the Dragoons a most resilient force, no matter what is thrown at them.

Dragoon Cost 25

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	8	12	3	1	7	3	10	2

RL Specialist Cost 52

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	8	12	3	1	7	3	10	2

GL Specialist Cost 33

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	8	12	3	1	7	3	10	2

Sergeant Cost 29

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	10	9	14	3	1	7	3	10	2

Structure:

SQUAD

- 4-9 Models
- Up to 9 Dragoons
- Up to 3 RL Specialists
- Up to 1 GL Specialist
- Up to 1 Sergeant

May include a maximum of 1 Specialist for every 2 other models.

Equipment:

- Dragoons:** Assault Rifle, Pistol
- RL Specialist:** Rocket Launcher, Pistol
- GL Specialist:** Grenade Launcher, Pistol
- Sergeant:** Shotgun, Assault Rifle

Special Abilities:

- Dragoons:** High Morale +2
- RL Specialist:** High Morale +2
- GL Specialist:** High Morale +2
- Sergeant:** High Morale +2, Tactical Sense

Special Rules:

None

Dragoon HMG team Cost 64

An excellent anti-personnel support weapon when used offensively, the tripod mounted MG70 HMG also has the range to keep enemies at bay when deployed in a defensive role. Like the Ducal Militia HMG teams the Dragoons are given intensive training so that they can act independently on the battlefield. Even when one of the team is killed the surviving member can still operate the gun albeit at limited efficiency.

Crew

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	8	12	3	1	7	3	10	2

Structure:

SQUAD

2 Crew



Dragoon RK-v36 Hellfire

Equipment:

Crew: Pistol

1 MG70 Mounted HMG

Special Abilities:

Crew: Tactical Sense, High Morale +2

Special Rules:

You may not buy more Dragoon HMG Teams than you have Dragoon Squads. The crew of the tripod-mounted MG70 must pack the weapon in order to transport it around the battlefield. It takes only one of the crew to move the MG70 but it can be moved more quickly if both crewmembers move it together, and the following rules apply:

- In order to move the MG70 all crew wishing to participate must be Unactivated and in base contact with it at the start of their Turn.
- Before the MG70 can be moved all participating crew must simultaneously expend one Action to pack the weapon ready for transporting.
- While the MG70 is being moved all participating crew expend Actions simultaneously. If both crewmembers are participating the weapon and crew move as a group with MV 3. This MV is halved if only one of the crew is transporting the weapon.
- After being moved all crew transporting the MG70 must simultaneously expend one Action to unpack the weapon before it can be fired.
- Models transporting the MG70 may not Wait, Charge or Countercharge.

The tripod-mounted MG70 requires a crew of two operators to fire at maximum efficiency, one functioning as gunner, and the other as loader. Either member of the crew may fill either of these roles, but may only perform one of the functions in any one of their Turns. All operators must be in base contact with the weapon to fire it, and must expend their Actions simultaneously. The following rules apply:

- When rolling to hit with the MG70 use the RC stat of the gunner.
- The MG70 has a Firing Arc of 90 degrees. By spending an Action the operators may turn the weapon up to 90 degrees.
- The MG70 provides Hard Cover to the crew from incoming enemy fire originating within its Firing Arc.

If the crew of the tripod-mounted MG70 has taken casualties or you wish to operate the weapon with a reduced crew, then the following rules apply:

- The MG70 cannot be fired if it has no gunner.
- If the MG70 is being fired without a loader the gun will jam on any to hit roll of 19 or 20, and cannot be fired again until the jam has been cleared. Place a Jam Counter next to the

gun. The operator may attempt to clear the jam by making a successful Leadership Test. Each attempt requires one Action and if the Leadership Test is successful the jammed mechanism is cleared.

The weapon itself cannot be targeted or damaged. If rammed it is simply knocked to one side causing no damage to the ramming vehicle. When all the crew are killed simply remove the weapon from play.

Dragoon RK-v36 Hellfire **Cost 146**

The RK-v36 Hellfire is towed into position by a powerful saurian. The multi-barreled rocket launcher is operated by four Dragoons and fires volley after volley of fragmentation rockets. At long range it is a truly devastating anti-personnel weapon.

Crew

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	8	12	3	1	7	3	10	2

Sergeant

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	10	9	14	3	1	7	3	10	2

Saurian

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	N/A	6	7	3	1	9	5	9	3

Structure:

SQUAD

- 3 Crew
- 1 Sergeant
- 1 Saurian

Equipment:

Crew: Pistol

Sergeant: SMG

1 RK-v36 Hellfire

Special Abilities:

Crew: High Morale +2

Sergeant: High Morale +2, Tactical Sense

Special Rules:

You may not buy more Dragoon RK-v36 Hellfires than you have Dragoon Squads. The RK-v36 Hellfire can be moved in one of two ways, either towed by the saurian under the control of one of the crew, or manhandled by at least two of the crew. The following rules apply:

- To enable the RK-v36 Hellfire to move, either one of the crew and the saurian, or two of the crew must be Unactivated and in base contact with it at the beginning of their Turn.
- Before moving the RK-v36 Hellfire the weapon must be prepared for towing or manhandling. Both models towing or manhandling it must simultaneously expend one Action to do so.



Fire in the Night

Kurt Vanderhoff knew he was badly wounded as he crouched in the dark, rain-soaked jungle. Thirty meters away bright muzzle flashes punched holes in the pitch-blackness and Capitol tracer bullets sped through the darkness as a fierce firefight broke out. He recognized the familiar sound of the Bauhaus AG17 assault rifle and knew that at least some of his fellow Dragoons had survived. He reached round and fumbled in the darkness for his grenade launcher blinking the rain out of his eyes. He brought up the launcher and tried to target the Capitol position using the source of the tracer rounds as a guide. He took a breath, held it, and squeezed the trigger. The explosion snuffed out the tracer rounds and before he passed out he could hear his comrades calling his name.



Etoiles Mortant Sergeant



Etoiles Mortant



Etoiles Mortant Squad

- While the RK-v36 Hellfire is being moved all participating crew expend Actions simultaneously, and the weapon and crew move together as a group. The group has MV 3 if a saurian is towing the weapon with a crewman and MV 2 if two crewmen are manhandling it.
- After being moved, the RK-v36 Hellfire must be set up and prepared before it can be fired. Both models towing or manhandling it must simultaneously expend one Action to do so.
- Models towing or manhandling the RK-v36 Hellfire may not Wait, Charge or Countercharge.

The RK-v36 Hellfire requires a crew of three operators to fire at maximum efficiency, one functioning as gunner, another as loader and the third as spotter. Any member of the crew, including the sergeant may fill any one of the three roles, but may only perform one of the functions in any one of their Turns. All operators must be in base contact with the RK-v36 Hellfire to fire it, and must expend their Actions simultaneously. The following rules apply:

- When rolling to hit with the RK-v36 Hellfire use the RC stat of whichever crewmember is currently functioning as gunner.
- The RK-v36 Hellfire has a Firing Arc of 90 degrees. By spending an Action the operators may turn the weapon up to 90 degrees.
- The RK-v36 Hellfire may not be fired from Wait.

If the crew of the RK-v36 Hellfire has taken casualties or you wish to operate the weapon with a reduced crew, then the following rules apply:

- The RK-v36 Hellfire cannot aim if it has no spotter.
- The RK-v36 Hellfire cannot fire if it has no gunner.
- The RK-v36 Hellfire can only fire once per Turn if it has no loader.

The weapon itself cannot be targeted or damaged, if rammed it is simply knocked to one side causing no damage to the ramming vehicle. When all the crew are killed simply remove the weapon from play.

The saurian may not Wait or initiate Close Combat, however if attacked it will defend itself with a combination of kicking, biting and tail lashing with the following modifiers: to hit +0, Dam ST+0.

Dragoon Kapitan

Cost 47

CC	RC	PW	LD	AG	W	ST	MV	A	S
10	11	10	15	3	2	8	3	10	2

Structure:

INDIVIDUAL

1 Dragoon Kapitan

Equipment:

LMG, Pistol

Special Abilities:

High Morale +2, Tactical Sense, Give Orders

Special Rules:

You may purchase Dragoon Kapitan as long as you have at least one Squad of Dragoons in your army.

Etoiles Mortant

Armed with a combination of sword and pistol, the Etoiles Mortant are specialists in close assault. According to an ancient tradition of the house of Heimberg, the origins of which have now been long forgotten, only women are permitted to join these Elite regiments. Extensively trained in the techniques of camouflage and co-operative close combat fighting, the Etoiles Mortant have an unparalleled reputation for fanaticism and fearlessness.

Etoiles Mortant

Cost 24

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	8	8	12	3	1	8	3	9	2

Grenadier Specialist

Cost 27

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	8	8	12	3	1	8	3	9	2

LFT Specialist

Cost 41

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	8	8	12	3	1	8	3	9	2

Sergeant

Cost 25

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	8	9	14	3	1	8	3	9	2

Structure:

SQUAD

- 4-8 Models
- Up to 8 Etoiles Mortant
- Up to 1 Grenadier Specialist
- Up to 1 LFT Specialist
- Up to 1 Sergeant

May include a maximum of 1 Specialist for every 3 non-specialist models.

Equipment:

- Etoiles Mortant:** Sword, Pistol
- Grenadier Specialist:** Sword, Pistol, Hand Grenades
- LFT Specialist:** Sword, Light Flame-Thrower, Pistol
- Sergeant:** Sword, Pistol

Special Abilities:

- Etoiles Mortant:** Group Attack, Camouflage, Immune to Fear
- Grenadier Specialist:** Group Attack, Camouflage, Immune to Fear
- LFT Specialist:** Group Attack, Camouflage, Immune to Fear
- Sergeant:** Group Attack, Camouflage, Immune to Fear

Special Rules:

None

Etoiles Mortant Hero

Cost 32

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	8	10	15	3	2	8	3	9	2

Structure:

INDIVIDUAL

- 1 Etoiles Mortant Hero

Equipment:

- Sword, Pistol
- Special Abilities:** Group Attack, Camouflage, Immune to Fear

Special Rules:

You may purchase Etoiles Mortant Heroes as long as you have at least one Squad of Etoiles Mortant in your army.

Vulkan Battlesuits

Vulkan Battlesuits are heavily armored, powerful contraptions controlled by a crewman via a system of complex pressure valves and servomotors. It effectively turns the soldier into a mobile weapons platform capable of engaging even Dark Legion monstrosities in close combat. The rank and file soldiers of Vulkan Units are drawn entirely from veterans of other units who have volunteered for service in these specialist and often short-lived forces.

Vulkan

Cost 40

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	9	13	3	1	7	3	13	3

Rocket Specialist

Cost 50

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	9	13	3	1	7	3	13	3

HFT Specialist

Cost 61

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	9	13	3	1	7	3	13	3

Sergeant

Cost 42

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	10	10	15	3	1	7	3	13	3

Structure:

SQUAD

- 3-6 Models
- Up to 6 Vulkans
- Up to 1 Rocket Specialist
- Up to 1 HFT Specialist
- Up to 1 Sergeant
- May include a maximum of 1 Specialist for every 2 non-specialist models.

Equipment:

- Vulkans:** Power Fist, HMG
- Rocket Specialist:** Power Fist, HMG, Rocket Pods
- HFT Specialist:** Power Fist, Heavy Flame-Thrower
- Sergeant:** Power Fist, HMG

Special Abilities:

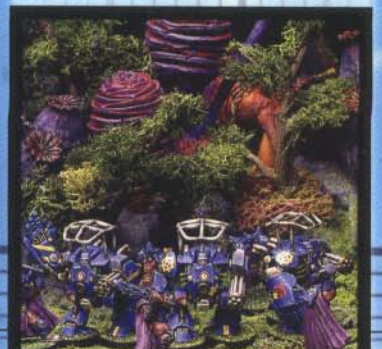
- Vulkans:** Tactical Sense, Immune to Fear
- Rocket Specialist:** Tactical Sense, Immune to Fear
- HFT Specialist:** Tactical Sense, Immune to Fear
- Sergeant:** Tactical Sense, Immune to Fear

Special Rules:

Vulkan Battlesuits have extremely heavy armor. Because of this, if they are hit by a weapon without anti-tank capability you may roll 2 dice when making an Armor Roll, selecting the better of the two scores. HMGs, Heavy Flame-Throwers and Rocket Pods are attached to the Battlesuit and can therefore be used one handed. Vulkans may not Dive for Cover or go Prone.



Vulkan Battlesuit





Strike Kommando

Vulkan Kapitan

Cost 63

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	11	11	16	3	2	8	3	13	3

Structure:

INDIVIDUAL

1 Vulkan Kapitan

Equipment:

Power Fist, HMG

Special Abilities:

Immune to Fear, Tactical Sense, Give Orders, 1 Extra CC Attack

Special Rules:

Vulkan Battlesuits have extremely heavy armor. Because of this, if they are hit by a weapon without anti-tank capability you may roll 2 dice when making an Armor Roll, selecting the better of the two scores. The HMG is attached to the Battlesuit and can therefore be used one handed. Vulkans may not Dive for Cover go Prone. You may purchase Vulkan Kapitan as long as you have at least one Squad of Vulkan Battlesuits in your army.

HMG-85/T

Forward support regiments provide specialized troops and weaponry. They can supply a variety of weapons and crews, from heavy artillery pieces to light support weapons. One of the best all-round light support weapons in the Bauhaus army is the HMG-85/T, so lightweight and easily set up that one man can take it into combat, but with a kick that puts all the other HMGs to shame. It even has armor piercing capabilities, thanks to its 50mm AP rounds, making it a superb defensive tool.

Gunner

Cost 40

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	7	11	3	2	7	3	9	2

Structure:

INDIVIDUAL

Gunner

Equipment:

HMG-85/T, Machine Pistol

Special Abilities:

None

Special Rules:

The HMG-85/T gives the Gunner Hard Cover. The HMG-85/T has a 90 degree Firing Arc to its Front Facing. The Gunner may spend 1 Action to rotate the gun up to 90 degrees. The gun can only be moved when dismantled and it takes one full Turn to dismantle the gun. It also takes one full Turn to reassemble the gun. The HMG-85/T cannot be fired when dismantled.

Strike Skimmer

Some of the Bauhaus army's most effective mobile support comes in the form of the Strike Skimmer hover vehicles drawn from mechanized regiments. Providing rapid attack and reconnaissance for troops on the ground, the Strike Skimmer's hover locomotion allows it to handle a broad range of terrain. Strike Skimmers are often used for the fast deployment of Strike Kommandos to the rear or flanks of enemy forces.

Strike Skimmer

Cost 113

MP	W	MV	A	S
3	5	6	14	5

Pilot

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	7	11	3	1	7	3	8	2

Gunner

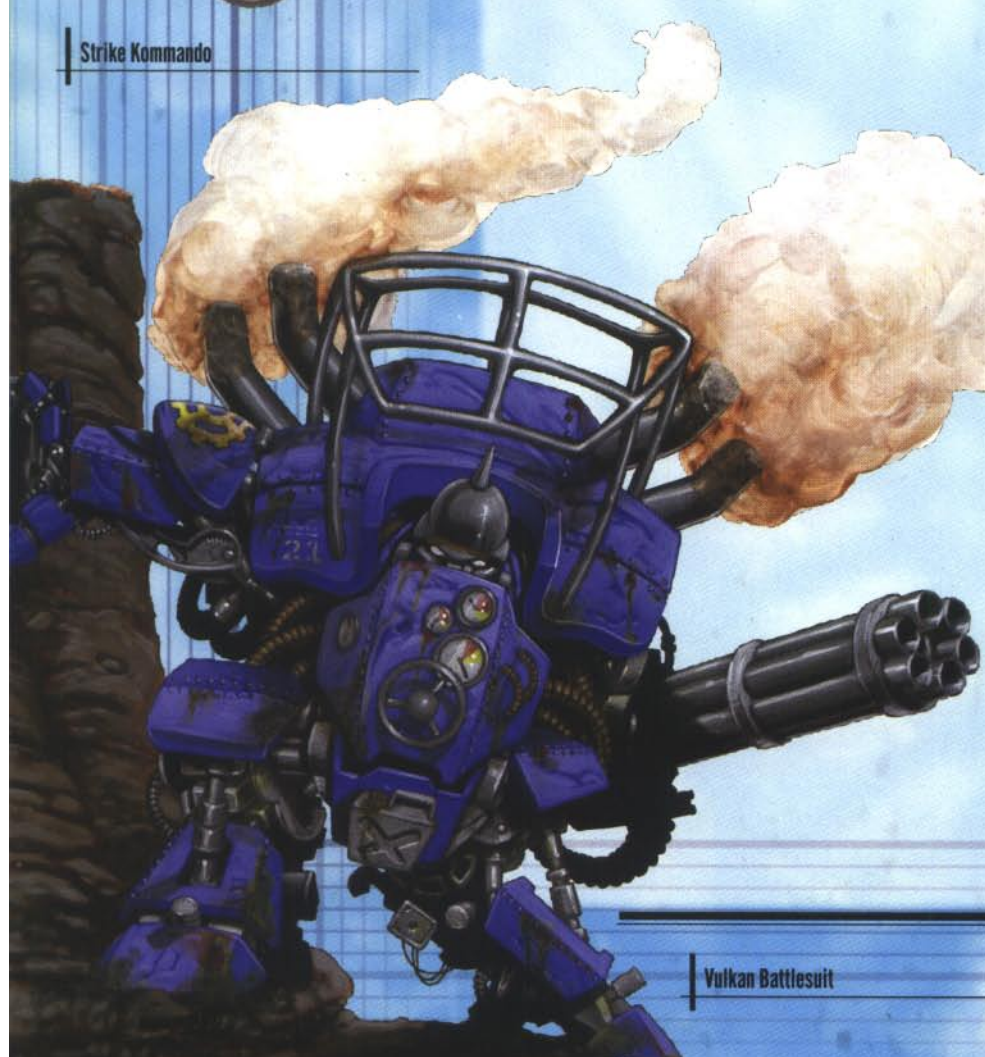
CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	7	11	3	1	7	3	8	2

Strike Kommando

Cost 23

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	8	12	3	1	7	3	9	2

Vulkan Battlesuit



Structure:

INDIVIDUAL

- 1 Strike Skimmer
- 1 Pilot
- 1 Gunner
- Up to 2 Strike Kommando passengers

Vehicle Type:

Open / Hover

Equipment:

Strike Skimmer: MG70 Mounted HMG

Driver: Pistol

Gunner: Pistol

Strike Kommandos: SMG, Hand Grenades

Special Abilities:

Strike Skimmer: Weapon Immunity 10

Hit Allocation:

- 1-13 Vehicle hit
- 14-17 Passenger hit if present, otherwise vehicle hit
- 18-20 Crew hit

If the vehicle itself is hit and damaged, roll a d20 and see below for any additional effects:

- 1-10 No additional damage.
- 11-14 Engine damaged. When attempting to drive the vehicle the pilot must roll 10 or less on a d20. If the roll is failed the pilot still expends an Action in the attempt, but the vehicle remains stationary. A second hit in this location causes the vehicle to explode killing the crew. Center the Large Explosion Template on the vehicle, all models touched by the template, including any passengers, take a Dam 9 hit, and the vehicle is removed from play.
- 15-17 Steering damaged. Whenever it is Activated the vehicle may make only one turn. A second hit in this location immobilizes the vehicle.
- 18-20 Weapon damaged. When attempting to fire a vehicle mounted weapon the gunner must roll 10 or less on a d20. If the roll is failed the gunner still expends an Action in the attempt, but the weapon does not fire. A second hit in this location destroys the weapon.

Special Rules:

If there are Strike Kommando passengers aboard the vehicle they are effectively part of the vehicle crew. In which case, the Strike Skimmer and its passengers function in all respects as described in the section on Vehicles in the main Warzone rulebook. However the following rules also apply:

- At any point during the vehicle's Turn passengers may expend one Action to disembark. When a passenger disembarks from the Strike Skimmer it immediately becomes an Individual and must complete all its Actions before the next passenger can be Activated.
- If passengers disembark part way through the vehicle's Turn then the passengers must complete their Turn before the vehicle completes the remainder of its Turn.

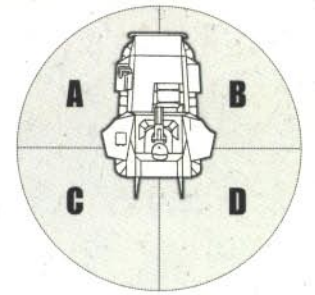
If the Strike Kommandos have disembarked from the Strike Skimmer and are currently operating as Individuals the following rules apply:

- At any point during their Turn any Strike Kommandos in base contact with a Strike Skimmer may expend one Action to climb aboard the vehicle. Passengers boarding in this way must complete all their Actions.
- A vehicle, which is subsequently Activated during the Turn in which passengers have climbed aboard operates in all respects as normal. However the passengers, having already expended all their Actions, may do nothing except defend themselves and the vehicle in Close Combat.

Strike Skimmers may carry a maximum of two Strike Kommando passengers.

If the Strike Skimmer is destroyed or crippled, surviving crewmembers can abandon the wreck and form a small Squad to continue fighting. Use an appropriate model to represent the driver and gunner.

Strike Skimmer



Firing Arcs.

- Areas A and B show the pilot and gunner's 180 degree Fire Arc.
- Areas A and C show the left passenger's 180 degree Fire Arc.
- Areas B and D show the right passenger's 180 degree Fire Arc.



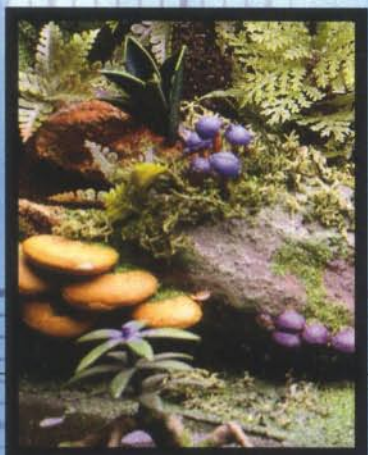
Strike Skimmer



Major Max Steiner



Major Valerie Duval



Major Max Steiner

One of Duke Heiss's most famous military commanders is undoubtedly Major Max Steiner of the 2nd Venusian Rangers. A courageous and respected leader, he is an expert with all types of small arms and prefers to get close up with his Machine Pistols and let rip with both clips. This is a tactic that has won him renown for an inordinately large body count in just about every mission he has been involved in.

Max Steiner

Cost 56

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	12	10	15	3	2	8	3	12	2

Structure:

INDIVIDUAL

Max Steiner

Equipment:

2 Machine Pistols, Assault Rifle

Special Abilities:

Jungle Fighter, Tactical Sense, High Morale +2, Rally Others

Special Rules:

When making a Ranged Combat attack Max Steiner may expend one Action to fire both his Machine Pistols but he may not Aim whilst doing so. Roll to hit separately for each gun. Max Steiner may only be purchased for a force belonging to Duke Friedrich Heiss and you may only have 1 Max Steiner per army.

Major Valerie Duval

Few, if any have not heard the name of Valerie Duval of Duke Wilhelm von Heimburg's 7th Etoiles Mortant regiment. Having developed her own martial art utilizing two night sticks enhanced with vicious steel blades she is perhaps the deadliest close combat fighter the Bauhaus army has outside of a Vulkan Battlesuit. Like all Etoiles Mortant she is totally fanatical and completely fearless.

Valerie Duval

Cost 42

CC	RC	PW	LD	AC	W	ST	MV	A	S
13	8	10	16	3	2	9	3	10	2

Structure:

INDIVIDUAL

Valerie Duval

Equipment:

Two Bladed Nightsticks

Special Abilities:

Camouflage, 2 Extra CC Attacks, First Strike, Killing Stroke, Give Orders, Enhanced Charge, Group Attack, Immune to Fear

Special Rules:

Valerie Duval may only be purchased for a force belonging to Duke Wilhelm von Heimburg and you may only have 1 Valerie Duval per army.



Haupt Kapitan Konrad von Juntz

Wherever Haupt Kapitan von Juntz is assigned, the soldiers under his command go by the name of von Juntz's Stalwarts. The longest serving officer in the 62nd Dragoons of Duke Elector Bosch, he is one of the army's most respected officers with a keen mind that perfectly balances the demands of his superiors with the conservation of the troops under his command. He is expert in resilient and efficient defensive tactics.

Konrad von Juntz **Cost 56**

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	12	11	16	3	2	9	3	11	2

Structure:

INDIVIDUAL

Konrad von Juntz

Equipment:

LMG, Pistol

Special Abilities:

High Morale +2, Tactical Sense, Give Orders, Inspiring Leadership

Special Rules:

Konrad von Juntz may only be purchased for a force belonging to Duke Wolfgang Bosch and you may only have 1 Konrad von Juntz per army.

Major Johan Emigholtz

Johan Emigholtz is something of an enigma to those who serve under him, which has served to enhance his reputation. Mounted on his saurian beast he is a dangerous close combat opponent. He is quite a young man to have achieved the rank of major in the 103rd Mounted Hussars of Duke Maximilian III. He is a driven man and despite his reputation for ruthlessness he is highly respected for his unswerving professionalism.

Johan Emigholtz **Cost 40**

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	11	10	15	3	2	9	5	12	4

Structure:

INDIVIDUAL

Johan Emigholtz

Equipment:

Explosive Tipped Lance, Machine Pistol, Machete

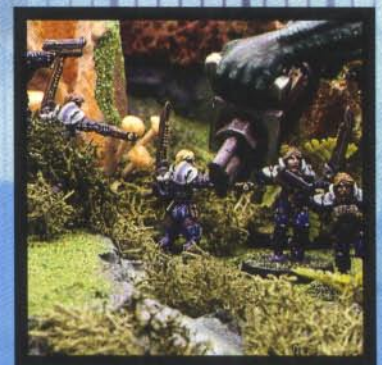
Special Abilities:

Tactical Sense, Give Orders, Jungle Fighter, First Strike, Rally Others

Special Rules:

In Close Combat the saurian mount attacks with a combination of kicking, biting and tail lashing. When rolling to hit in Close Combat roll one extra dice in addition to the usual number, using the rider's CC stat and applying his weapon modifiers to all of the dice. Players must indicate which dice applies to the mount and if this attack hits then the target must make an Armor Roll against Dam 9. For example, if Johan Emigholtz is using his Machine Pistol you may roll 2 dice for the Machine Pistol and one for the saurian using the same CC and weapon modifiers.

Johan Emigholtz may not Dive for Cover or go Prone and may only be purchased for a force belonging to Duke Maximilian III. You may only have 1 Johan Emigholtz per army.





Armory

Sword

One of the most common types of sword seen on the battlefield are those issued as standard equipment to many of the Etoiles Mortant regiments, the razor sharp 0.8 meter blades are precision engineered from high carbon steel by Schmidt & Lyons. Many senior officers own dueling blades from their days at the military academies, but these are mainly ceremonial and are rarely seen on the battlefield.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+0	ST+0	-	-	-	-	-	-	-	-	-	-

Type:

One-Handed, Melee Weapon

Special Rules:

None

Machete

Machetes have a heavy chopping blade and a simple handle and are more frequently used as a necessary tool to hack paths through the dense Venusian undergrowth than a useful weapon on the battlefield. Schmidt & Lyons mass-produce a standard model for the Bauhaus army.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+0	ST+0	-	-	-	-	-	-	-	-	-	-

Type:

One-Handed, Melee Weapon

Special Rules:

None

Bladed NightSticks

An unusual development of the nightsticks commonly used by civilian police for subduing troublemakers, bladed nightsticks are a far more dangerous weapon. They are mainly used for special missions that require stealth and silent killing and extensive training is required before one can master the use of these lethal weapons.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+1	ST+0	-	-	-	-	-	-	-	-	-	-

Type:

One-Handed, Melee Weapon

Special Rules:

None

Power Fist

The massive hydraulic glove commonly mounted on Vulkan Battlesuits is equipped with pistons in which steam or hydraulic pressure can be built up by closing release valves. By re-opening the valves at the optimum moment the Power Fist can deliver a devastating punch or crushing grip capable of tearing through even heavy vehicle armor. Models include the Eichenhof 'Machtfaust V' and Strang Hydraulics' 'Ironhand'.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+0	ST+4	-	-	-	-	-	-	-	-	-	-

Type:

One-Handed, Anti-Tank, Melee Weapon

Special Rules:

A model using this as its primary weapon in Close Combat gets an additional (x1) Wound Modifier for each additional Action spent to increase its chance to hit. For example, if you spend 2 additional Actions you not only get +2 to hit but the Damage becomes ST+4(x3).

Explosive Tipped Lance

Troops like the Mounted Hussars are used as scouts and reconnaissance units and do not carry heavy weapons but they can not afford to be defenseless when faced with a heavily armored adversary. To compensate for this, Steiner Industries have come up with long lances; the tip of which houses an explosive charge that detonates on impact. Armed with this weapon the riders can attack their targets in close combat without having to dismount.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+1	ST+4	-	-	-	-	-	-	-	-	-	-

Type:

One-Handed, Anti-Tank, Melee Weapon

Special Rules:

The Lance may only be used when Charging or Countercharging.

P38 Pistol

The standard issue sidearm for support weapon teams, officers and close assault specialists such as the Etoiles Mortant is the Lubeck Munitions 9mm automatic. This weapon has an eight round clip and standard iron sights. There are other pistols in the Bauhaus army for specialist jobs such as the Gluck 15mm and the PP3 'Whisper' but these are rarely seen on the battlefield.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+2	8	+2	8	+1	8	-	-	-	-	-	-

Type:

One-Handed, Direct Fire, Missile Weapon

Special Rules:

None

MP105 Machine Pistol

Machine pistols are devastatingly effective at close range and compact enough to use in hand to hand fighting. These weapons unleash a hail of 9mm rounds with each squeeze of the trigger making them a close combat favorite. Machine Pistols are the specialty of Heinrich & Krug and the vast majority of the Bauhaus special forces are equipped with the model F version of their H&K MP105.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+2(x2)	8	+2(x2)	8	+1(x2)	8	-	-	-	-	-	-

Type:

One-Handed, Direct Fire, Missile Weapon

Special Rules:

None

MP103 Sub Machine Gun (SMG)

Impractical beyond medium range, the sub machine gun is designed for shooting from the hip at close range and can clear enclosed spaces in bunkers and trenches with ease, spraying the area with 9mm rounds. Like its smaller relative the machine pistol, Heinrich & Krug manufacture this weapon for the Bauhaus military to impressively reliable standards.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	9	+2(x2)	9	+1(x2)	9	-1	8	-	-	-	-

Type:

Two-Handed, Direct Fire, Missile Weapon

Special Rules:

None

AG17 Assault Rifle

This 7.92mm magazine-fed rifle, with a folding stock design, is the standard armament of most Bauhaus infantry throughout the solar system. The body of the gun is constructed from corrosion resistant alloys making it durable and easily field stripped and therefore ideal for the abrasive Venusian environment. It comes in several designs the most common of which is the Sterner AG17.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-2	10	+2	10	+1	10	0	10	-2	8	-	-

Type:

Two-Handed, Direct Fire, Missile Weapon

Special Rules:

None

MG40 Light Machine Gun (LMG)

The Ingerman Group leads the field in the production of this close support weapon. MG40s are little more than assault rifles with belt feed mechanisms and a high rate of fire. Like assault rifles they fire 7.92mm rounds, but their higher rate of fire makes them considerably more effective at close ranges, with a corresponding loss of accuracy at long range due to the recoil. They are clumsy and awkward to use, but lethal at laying down close range suppressive fire.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-3	11	+3(x3)	11	+2(x2)	11	-1	11	-	-	-	-

Type:

Two-Handed, Direct Fire, Missile Weapon

Special Rules:

None

MG80 Heavy Machine Gun (HMG)

This is a stripped-down, portable version of the mounted heavy machine guns often found on vehicles and tripods. There are a number of variants in common usage; single barreled, multi-barreled, drum fed and belt fed. They usually fire 20mm 'full metal jacket' or 'soft nose' rounds. Like their lighter cousins the MG40 they are clumsy and awkward to use, but are truly awesome when used at close range.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-4	13	+3(x3)	13	+2(x2)	13	-1	13	-	-	-	-

Type:

Two-Handed, Direct Fire, Missile Weapon

Special Rules:

None

AZ44 Shotgun

Lacking the range and penetration of the AG17 assault rifle, shotguns are nevertheless popular amongst some infantry as a close range anti-personnel weapon. Most weapons used on the battlefield are of the semi-automatic variety, firing 12 bore XXX cartridges which can fill areas up to close range with a dense pattern of shot.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	9	+2	8(x2)	0	7(x2)	-1	6	-	-	-	-

Type:

Two-Handed, Direct Fire, Missile Weapon

Special Rules:

None

AZ60 Rotary Shotgun

Incorporating the technology used in belt fed HMGs, Steiner Industries introduced the Jungle Assault Weapon System (JAWS). These belt fed multi-barreled shotguns are truly formidable short-range weapons and the AZ60 is the finest model available. With a cyclic rate of fire of two hundred rounds per minute the suppressive capabilities of this weapon are impressive to say the least. They are standard issue for Jungle Kommandos.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	9	+2(x2)	8(x2)	+1(x2)	7(x2)	0	6	-	-	-	-

Type:

Two-Handed, Direct Fire, Missile Weapon

Special Rules:

None

AZ61 Twin Rotary Shotgun (TRS)

The Steiner Industries AZ61 is a larger bore twin-linked version of the AZ60. Sometimes known as the JAWS Mk II they provide Squad support for Jungle Troopers and fire heavier impact 8 bore shells at a lower rate of fire. As yet no other munitions companies have produced versions of the JAWS, but it's only a matter of time with rumors of an H&K model in the pipeline.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	10	+3(x3)	9(x2)	+2(x2)	8(x2)	0	7	-	-	-	-

Type:

Two-Handed, Direct Fire, Missile Weapon

Special Rules:

None

J88 Light Flame-Thrower (LFT)

Flamer-Throwers work by spraying a highly combustible liquid compound over either a hot metal element or a small ignition flame, allowing the user to engulf their target in fearsome flames. The J88 uses a hot element configuration for reliability in its compact design. There are a number of designs produced by most major arms manufacturers.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-	-	-	-	-	-	-	-

Type:

One-Handed, Directly Placed Template Weapon

Special Rules:

The Light Flame-Thrower uses the Light Flamer Template, DAM 12. The Light Flame-Thrower is an incendiary weapon. When a model is hit by an incendiary weapon it is set on fire and must make a successful Armor Roll or take a Wound. If it has more than one Wound it must continue to make Armor Rolls until it succeeds or dies.

J19 Flame-Thrower (FT)

The original model from which the heavy and light versions were developed traditionally has a butane ignition flame, the more modern hot element versions only came about following the development of the Light Flame-Thrower by the Hans Muller Arms Company. The J19 has a larger fuel reservoir and more powerful jet than the light version allowing it to cover a far larger area.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-	-	-	-	-	-	-	-

Type:

Two-Handed, Directly Placed Template Weapon

Special Rules:

The Flame-Thrower uses the Flamer Template, DAM 12. The Flame-Thrower is an incendiary weapon. When a model is hit by an incendiary weapon it is set on fire and must make a successful Armor Roll or take a Wound. If it has more than one Wound it must continue to make Armor Rolls until it succeeds or dies.

JS66 Heavy Flame-Thrower (HFT)

Not in widespread use by Bauhaus Infantry, due to its cumbersome size, the Heavy Flame-Thrower is fed by pipes from a tank usually worn on the back. There is a Strang Industries version code-named the Prometheus, which has been specifically designed to fit over the standard arm of a Vulkan Battlesuit.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-	-	-	-	-	-	-	-

Type:

Two-Handed, Directly Placed Template Weapon

Special Rules:

Uses the Heavy Flamer Template, DAM 13. The Heavy Flame-Thrower is an incendiary weapon. When a model is hit by an incendiary weapon it is set on fire and must make a successful Armor Roll or take a Wound. If it has more than one Wound it must continue to make Armor Rolls until it succeeds or dies.

Explosive Charges

These are very simple devices in principle, incorporating a bundle of plastic explosives attached to a timer, which can be set to provide the required delay. There is a range of upgrades available to the field demolitions kit, such as suction cups, controlled detonation (with a wire and plunger) and magnetic plates. Steiner Industries produce most of the battle field grade demolitions devices on Venus.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-	-	-	-	-	-	-	-

Type:

Special, Anti-Tank

Special Rules:

When in base contact with a Covered vehicle, building or door, a model armed with Explosive Charges may spend one Action to place one Explosive Charge. Place an Explosives Counter beside the target to show that a Charge has been placed. Before rolling for Initiative at the start of the next Turn roll on the following table for each Explosive Charge placed.

- 1-15: Explosives detonate, causing Dam 14(x3) to the target; remove the counter.
- 16-19: Explosives fail to detonate, nothing happens; remove the counter.
- 20: Explosives do not detonate this Turn; leave the counter in place and roll again next Turn.

Hand Grenades

The standard issue model carried by Bauhaus grenadiers is the Steiner Industries Kartoffelbreier. It has a fragmentation cap encasing assorted shrapnel, which is packed around an explosive core and primed by pulling a pin on the cap. The user can set the timer for a limited delay and the device is weighted for throwing, with a wooden handle leading up to the heavy fragmentation cap.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	0	10	-2	10	-	-	-	-	-	-

Type:

One-Handed, Indirect Fire, Ranged Template Weapon

Special Rules:

Uses Small Explosion Template

GL405 Grenade Launcher (GL)

Hand held grenade launchers resemble very basic shotguns, and operate on the same principles for loading and firing. The H&K 40mm Grenade Launcher favored by most Bauhaus forces fires a spin stabilized 40mm grenade, which detonates upon impact. In general the low muzzle velocity and heavy shells fired by these weapons require the use of leaf sights for high trajectory shots.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	0	10	-2	10	-4	10	-6	10

Type:
Two-Handed, Indirect Fire, Ranged Template Weapon

Special Rules:
Uses Small Explosion Template

RK111 Personal Light Rocket Launcher (PLR)

Pioneered by the Heimburg engineer Elke Nordstrom this neat piece of engineering is a development of flare pistol technology in which a battery is used to ignite the self-propelled charge. The warhead is a modified flare designed to spread out on impact, setting fire to the target. Steiner Industries produce the model commonly used by Blitzers.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	10	+1	10	0	10	-1	10	-3	10	-	-

Type:
One-Handed, Direct Fire, Missile Weapon

Special Rules:
The PLR is an incendiary weapon. When a model is hit by an incendiary weapon it is set on fire and must make a successful Armor Roll or take a Wound. If it has more than one Wound it must continue to make Armor Rolls until it succeeds or dies.

AT9 Rocket Launcher (RL)

One of the larger man-portable weapons in the Bauhaus armory, the version of choice has to be Steiner Industries 120mm AT9 Anti-Armor System. 120mm is a very large caliber warhead, but where shaped charges are concerned the bigger the better, and the AT9, consisting of no more than a disposable tube, sights and firing mechanism can deliver a missile capable of knocking out the heaviest vehicle.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-3	14(x3)	-4	14(x3)	-5	14(x3)	-6	14(x3)

Type:
Two-Handed, Direct Fire, Anti-Tank, Missile Weapon

Special Rules:
None

MG70 Mounted HMG (MHMG)

This is the genuine article, from which the man portable MG80 was developed. MG70s are often mounted on vehicle hard points or tripods carried by weapons teams and tend to be a larger caliber than the MG80s. Their main advantage lies in the stable firing platform provided by a mount, allowing effective use at far greater ranges.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	0(x2)	13	+3(x3)	13	+2(x2)	13	0(x2)	13	-2	11

Type:
Mounted, Direct Fire, Missile Weapon

Special Rules:
None

HMG-85/T

This heavy machine gun comes in light, easily assembled modular sections which allows one soldier to maneuver it into battle in parts, then quickly set it up when they find a suitable firing position. Firing massive tungsten tipped 50mm rounds, the only model

on the market is the Viktor Alexander HMG-85/T, commissioned by the Bauhaus Corporation as an all round anti-personnel and anti-tank system.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	0(x2)	14	+3(x3)	14	+2(x3)	14	0(x2)	14	-2	12

Type:
Mounted, Direct Fire, Missile Weapon

Special Rules:
Partial Anti-Tank ability. Deduct 5 from the target's Weapon Immunity (if it has any).

ML5 Mortar

Mortar systems consist of hollow tubes whose firing angle can be adjusted using the rack and pinion mechanism. Dropping the mortar round on to the firing plate triggers the percussion cap in the round's base, whereupon the explosive round is fired into the air with a high angle trajectory. Bauhaus mortar teams mostly use the Brunner 80mm, but mortars commonly range from one man 60mm to the vehicle towed 120mm.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	0	12	-2	12	-3	12	-5	12

Type:
Mounted, Indirect Fire, Ranged Template Weapon

Special Rules:
Uses Small Explosion Template.

RK-v36 Hellfire

The RK-v36 consists of a MLRS (Multi-Launch Rocket System) on a wheeled chassis, which is often towed into its deployment position by a saurian pack beast. It has been designed and marketed exclusively by Steiner Industries with anti-personnel firmly in mind. Capable of delivering a tight pattern of up to eight fragmentation rockets the Hellfire can affect a much larger area than the average mortar or grenade launcher.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-	-	-3	13(x2)	-4	13(x2)	-6	13(x2)

Type:
Mounted, Indirect Fire, Ranged Template Weapon

Special Rules:
Uses Large Explosion Template.

AT-v28 Rocket Pods

This is another Strang Industries innovation, which is currently being used on the Vulkan Battlesuit. AT-v28 Rocket Pods give the Battlesuits a much better chance against armor at range, which is particularly useful when dealing with Dark Legion monstrosities such as the Pretorian Behemoth. AT-v28 Rockets have HEAP (High Explosive Armor Piercing) warheads, unlike the RK-v36 Hellfire's fragmentation rockets.

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-4	14(x3)	-5	14(x3)	-	-	-	-

Type:
Mounted, Direct Fire, Anti-Tank, Missile Weapon

Special Rules:
None

Battle Forces

The forces detailed in this section are drawn from the armies of the four Duke Electors. They are all renowned combat formations and can be used in your battles as they stand or as the basis for an army of your own design and taste. There is a short passage for each of the formations describing the commander of the force and providing some background information. Following this is a breakdown of the Squads and Individuals comprising the formation and the units from which they are drawn.

Feel free to customize them as much as you like so long as you stick to the restrictions on buying Units described at the beginning of the Army Lists.

The Archipelago Eagles

From the army of Duke Wilhelm von Heimbürg

In the protracted stalemate across the entire range of the Graviton Archipelago, virtually every power has a stake but can never hold on to it for very long. Numerous tiny islands change hands constantly and entire armies can lose contact with the outside world for weeks at a time, only to be discovered holed up in a defensive position by allies long after their particular offensive has ended. One such example being hailed by the Bauhaus media as a military triumph for Duke Elector Heimbürg, came about recently when the famous Etoiles Mortant Hero Valerie Duval led a rather hit and miss raid against the small Mishima island stronghold of Insel Speer. Mishima intelligence had somehow anticipated the attack, most of her strike force were killed or captured and Duval barely got away with her life. Stumbling through the hostile equatorial jungle Duval made her way back to the military ground-effects transport upon which she had arrived and made good her escape.

Low on fuel, she headed for the nearest island, which current maps listed as uninhabited. Much to her surprise she discovered the rusting hulk of a stripped down transport much like her own, concealed from casual view by the dense undergrowth. Journeying further inland she found a colony of Bauhaus infantry who had been dug in on the island since the previous year when their transport had been shipwrecked on the island after taking a hit from a Mishima torpedo. To cut a long story short they had fuel and she had a military transport, so as highest-ranking officer Duval commandeered the rag tag army and led them on the mission she had set out to accomplish in the first place.

Not expecting so rapid a response to the failure of the first attack, the defenders of the Mishima stronghold were taken unawares and wiped out to a man. Thereafter, in a name coined by the press, Duval's impromptu army became known as the "Archipelago Eagles", and a badge bearing the Heimbürg Eagle against a background depicting the Graviton Archipelago now distinguishes its troops. They have since achieved widespread renown in a number of high profile offensives across Venus, several of which were led by Major Duval herself.

Unit	Cost
Major Valerie Duval	42
Enhanced Assault	1
Flak Vest	1
Total...	44
Etoiles Mortant "Astra Ferrum"	
4 Etoiles Mortant	96
LFT Specialist	41
Sergeant	25
Flak Vests	6
Total...	168
Jaegers "The Eyes of the Eagle"	
4 Jaegers	116
Grenadier Specialist	32
Sergeant	33
Enhanced Assault	6
Total...	187
Vulkan Battlesuits "12th Tactical Panzer"	
1 Vulkan	40
HFT Specialist	61
Sergeant	42
Marksmanship	9
Total...	152
Ducal Militia "31st Heimbürg Militia"	
6 Ducal Militia	108
HMG Specialist	22
Sergeant	21
Total...	151
Hussars "Reinhart's Roughnecks"	
6 Hussars	126
Medic Specialist	22
Sergeant	25
Total...	173
Jungle Kommandos "Preusen's Prowlers"	
4 Jungle Troopers	80
TRS Specialist	22
Sergeant	23
Total...	125
Total Points Value... 1000	

The Shadow Hunters

From the army of Duke Friedrich Heiss

One soldier in the annals of Bauhaus greatness who needs no introduction is the semi-legendary Venusian Ranger Max Steiner. Less widely known is one of the units that Major Steiner is occasionally called upon to lead missions for. The reason for this is that the Shadow Hunters regularly operate in situations which even the staunchest war correspondent would balk at, and that is probably for the best as far as Bauhaus' guardians of public morality are concerned.

The Shadow Hunters operate on the planet's night side and are experts in engaging and destroying Dark Legion creatures. In this capacity they work closely with the Brotherhood and are often employed as advance scouting forces for Brotherhood extermination squads. Using their superior jungle survival skills and guerilla warfare tactics they can locate and contain Dark Legion

enclaves until a more decisive force can be brought to bear, normally in the form of Inquisitors, Vestals and the like with their powers of Exorcism.

One notable incident involving the Shadow Hunters under the command of Major Steiner was the now infamous "Trail of Woe". The slash and burn agricultural communities of Schreckenwald were packing up for the long journey back to civilization with their tinned cargo of food supplies, and the long Venusian night was drawing in. Schreckenwald had a dangerous reputation so the farmers were not entirely defenseless but they had not bargained for the ghastly events befalling their convoy as night fell. The main road to the port of Thereaux was blocked and as troops moved forward to clear the road the first wave of Demnogonis' legions attacked. There followed a terrible slaughter and a running battle all the way back to the camp at Schreckenwald as the survivors were pursued by the horrors. Arriving back at the area they had recently abandoned the survivors contacted the military base at Zenith Bay using their long-range radio equipment and then came the long, tense wait. As darkness fell over the colony with tropical totality, and the first of the pox-ridden aberrations of the Apostle of Disease battered against the barricades, the jungle came alive with flares, explosions and tracer rounds. The Shadow Hunters had arrived to save the day.

The Shadow Hunters wear dark camouflage for obvious reasons, and the color scheme of gray with slashes of black blends perfectly with jungle leaves in the darkness. The unit is second to none at surviving on the planet's dark side but pay a price for spending months at a time deprived of light in the pitch-black jungle. Heavy doses of vitamin D and iron tablets help, but extended periods of leave are necessary after a long tour of duty. This allows Shadow Hunters to recuperate in the sun before plunging once more into the night, to stalk and kill the Dark Legion.

When the Shadow Hunters are abroad even monsters have cause to fear the dark.

Unit	Cost
Major Max Steiner	56
Venusian Rangers "The Predators"	
7 HMG Specialists	182
Sergeant	28
Enhanced Weapons	16
Total...	226
Jungle Kommandos "The Timber Wolves"	
7 Kommandos	140
TRS Specialist	22
Grenadier Specialist	22
Sergeant	23
Total...	207
Mounted Hussars "The Swift Death"	
5 Mounted Hussars	190
Sergeant	42
Flak Vests	6
Total...	238

Vulkan Battlesuits "The Bavarian Bears"

3 Vulkans	120
1 Rocket Specialist	50
1 HFT Specialist	61
1 Sergeant	42
Total...	273
Total Points Value	1000

Von Juntz's Stalwarts

From the army of Duke Wolfgang Bosch

Haupt Kapitan Konrad von Juntz has the distinction of one of the longest active service careers in the army of Duke Elector Bosch, currently standing at thirty-nine years and still going strong. This feat is doubly remarkable since most of his postings have been either on the hotly contested continent of Aphrodite Terra or in dangerous off-world warzones. Despite his advancing years, von Juntz is a giant of a man; heavily muscled and laced with a patchwork of battle scars. His physical appearance gives the impression of a warrior in the prime of life and not a man approaching his sixtieth year. It was following the destruction of Wembourg, a Bosch copper mining colony, that von Juntz earned his formidable reputation as a first rate defensive tactician.

The year was 1251 YC and Imperial Field Marshall McCoombe was flexing his jingoistic muscles against those Bauhaus concerns that until recently had been under Imperial control. McCoombe's artillery had taken a severe toll on Wembourg and after the first week of hostilities the last of the Bauhaus civilians were evacuated, leaving only military personnel. Bauhaus resources in the area were limited as the distance from Ishtar Terra and the core of Bauhaus civilization made it difficult to sustain a prolonged conflict in the Krugveldt Hills. Nonetheless, von Juntz's imaginative use of the upland terrain slowed the Imperial advance to a crawl. By staggering pill boxes and mortar emplacements along the Imperial route and using heavy weapons teams to secure the mountain flanks, von Juntz managed to hold Wembourg for forty-two days against the much larger force. His delaying tactics allowed time for all of the valuable mineral cargo to be transported away and the mine heads collapsed, leaving nothing of value for the invaders to claim.

Since that campaign von Juntz's specialty has been the establishment of operational HQs in hostile territory and the garrisoning of frontier outposts and colonies. He has become so efficient at this that throughout the Bauhaus armed forces those who serve under his command are known as von Juntz's Stalwarts. To denote this affiliation, his troops have parts of their armor painted in the yellow and black diagonal stripes that indicate heavy-duty machinery. Although such a device might seem frivolous within the demesnes of the ultra-efficient Bauhaus military, Major von Juntz's long career has taught him that such idiosyncrasies provide breaks from the monotony of stern army discipline. As far as the Major is concerned such diversions are good for morale, especially for veterans, who seem to need them more than most.

Unit	Cost
Haupt Kapitan von Juntz	56
Marksmanship	3
Enhanced Weapons	2
Total...	61

Ducal Militia "Richtman's Razorbacks"

9 Ducal Militia	162
GL Specialist	27
Medic Specialist	20
Sergeant	21
Flak Vests	12
Enhanced Morale	12
Total...	254

Ducal Militia HMG Team	54
Flak Vests	2
Total...	56

Hussars "Bauman's Bastion"

9 Hussars	189
HMG Specialist	23
GL Specialist	28
Sergeant	25
Enhanced Morale	12
Total...	277

Dragoons "Teugen's Panzerjaegers"

5 Dragoons	125
1 RL Specialist	52
Sergeant	29
Total...	206
Dragoon RK-v36 Hellfire	146

Total Points Value 1000

The 23rd Deep Strike Team

From the army of Duke Maximillian III

The 23rd Deep Strike Team boasts the unenviable reputation of having one of the highest mortality rates in the Bauhaus army, but this doesn't deter a constant stream of hopeful candidates volunteering their names for assignment. There is a great deal of prestige to be gained, as well as excellent promotion prospects for those who survive a tour of duty in the 23rd. However, the military administration of Duke Maximillian III does not care to broadcast the procedure by which candidates for the Deep Strike Teams are selected. With so many assignments being little more than suicide missions the military selectors must be sure that candidates have the capacity to operate efficiently even in the most hopeless of situations and their psychiatric evaluations are designed to identify just such individuals.

Currently operating under the leadership of Major Johan Emigholtz, an ambitious young Mounted Hussar whose rise through the ranks has been meteoric to say the least, the job of the 23rd is to be on permanent standby in some of the most inhospitable regions of Venus. All of the Deep Strike Teams are constantly shifting positions around those parts of the planet where the Bauhaus Corporation is involved in armed conflict. The logistics of long range support in such environments are nightmarish to say the least, so when problems of a combative nature

arise special ops outfits such as the 23rd provide the solution. Whilst this is considered by some generals to be a costly and flawed answer to the problem, there is an overall consensus that it is far more effective than the "Scoured Landscape" policy of carpet bombing with incendiary and chemical warheads favored by their Capitol rivals on Mars.

Even when facing potentially suicidal missions Emigholtz remains as composed and level headed an officer as one could hope to meet anywhere in the Bauhaus army. His detractors call him soulless, and the 23rd certainly does have a reputation for being clinical in its approach and manner, but those who have served under his command think of him as a consummate professional, stone-hearted maybe but professional nonetheless.

The 23rd are well known for getting the job done and the number of apparently hopeless situations which they have turned into resounding victories for Maximillian III are too numerous to list. Notable examples include "The Liberation of Vandin River Research Station", "The Taking of The De Veer Heights", and the notorious "Badrach Delta Massacre" where the 23rd intercepted an unsuspecting band of Dark Legion marauders torturing personnel at the Badrach Delta Field Hospital. They made Algeroth's minions pay dearly for the havoc they had wreaked that day before too many staff and patients had succumbed to their vile slaughter.

Troopers in the 23rd wear jungle camouflage of black and crimson stripes on an olive background but even out of uniform they can be identified by the famous "23rd DS" tattoos worn on the left forearms.

Unit	Cost
Major Johan Emigholtz	40

103rd Mounted Hussar Regiment

4 Mounted Hussars	152
Sergeant	42
Enhanced Assault	5
Total...	199

16th Mounted Hussar Regiment

4 Mounted Hussars	152
Sergeant	42
Total...	194

9th Blitzer Assault Regiment

4 Blitzers	140
2 Grenadier Specialists	34
1 FT Specialist	55
1 Sergeant	39
Total...	268

256th Mechanized Regiment

Strike Skimmer	113
1 Strike Kommando	23
Strike Skimmer	113
2 Strike Kommandos	46
Flak Vests	4
Total...	299

Total Points Value 1000

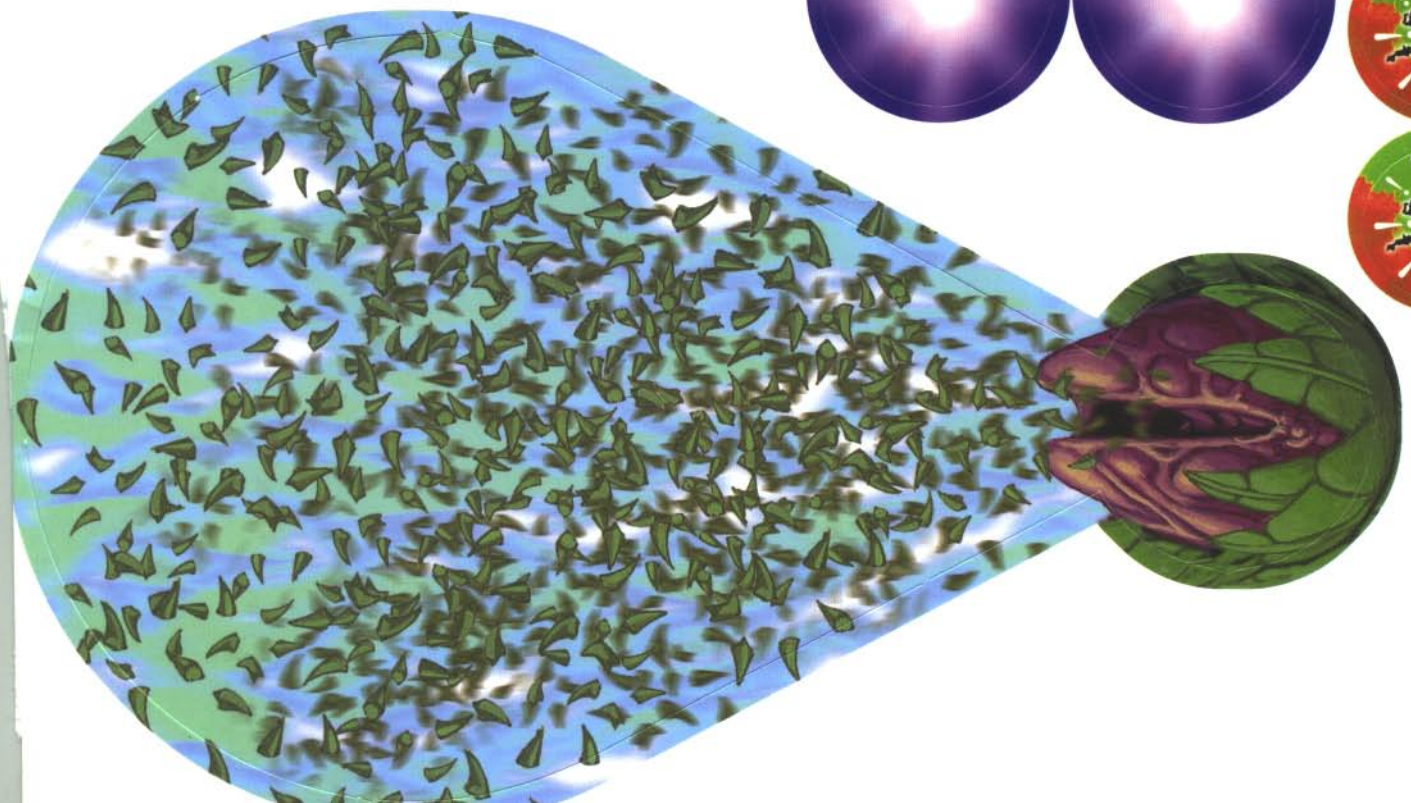
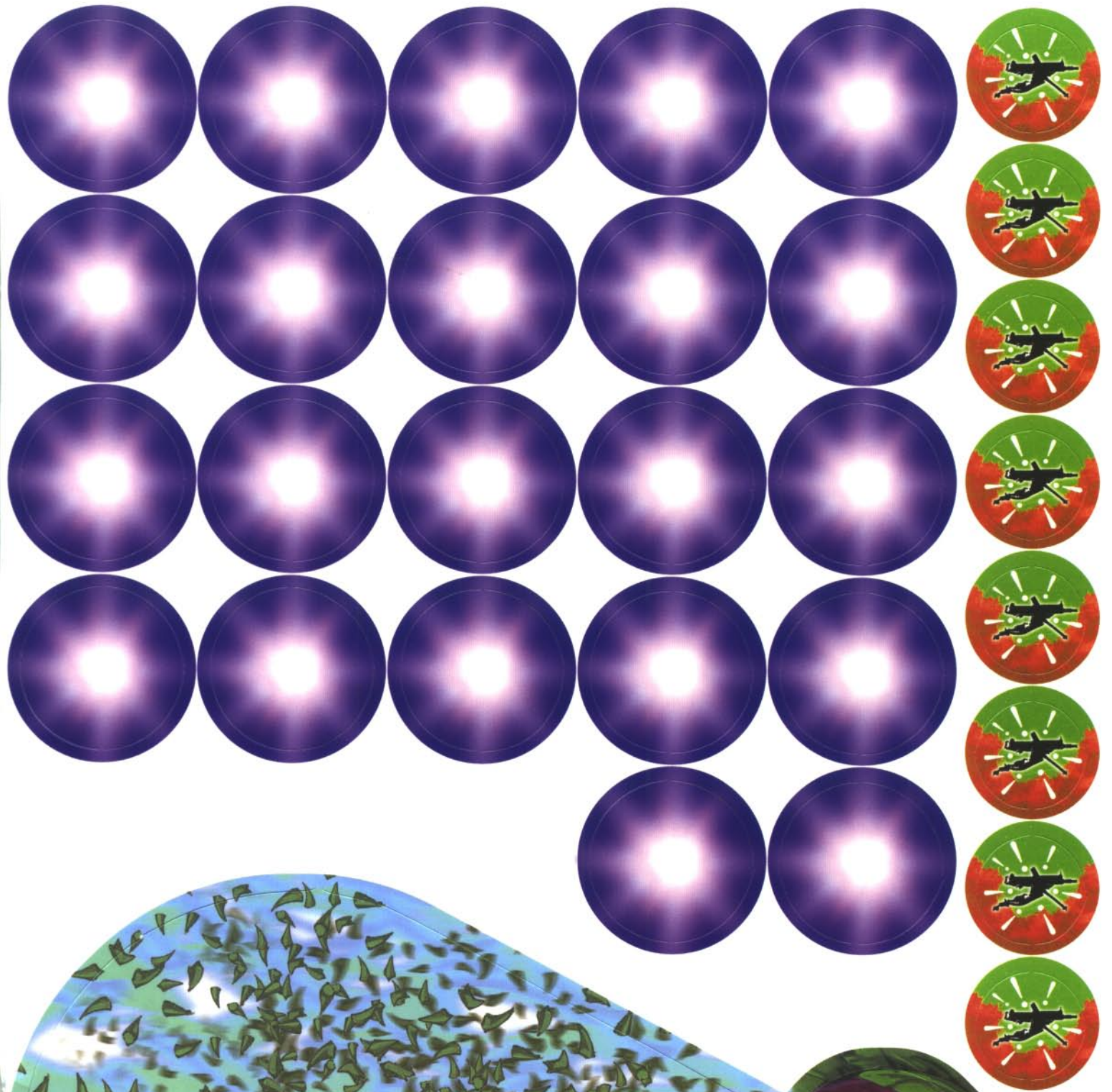
Warzone Miniature box sets

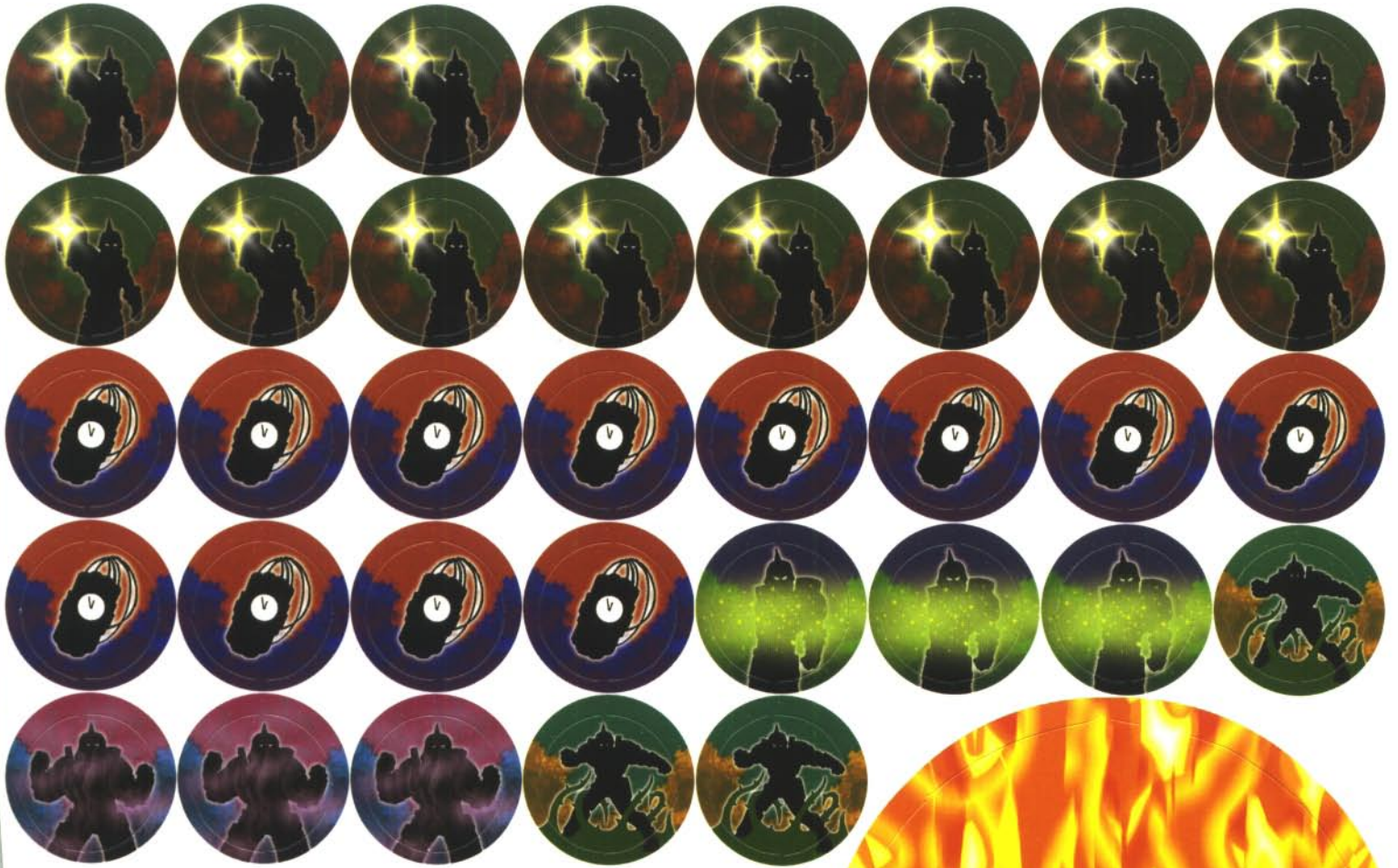
Look out for the full range of exciting products from Target Games. These box sets are perfect for expanding your Warzone armies. Each box set contains a selection of models like the Bauhaus Blitzers or a single giant model like the Dark Legion's Pretorian Behemoth. Ask your local Target Games stockist for details.

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- #10505 Bauhaus Venusian Ranger Squad
- #10512 Bauhaus Etales Mortant Squad
- #10516 Bauhaus Blitzer Squad
- #10511 Brotherhood Troopers Squad
- #10503 Capitol Free Marines Squad
- #10517 Capitol Light Infantry Squad
- #10518 Capitol Heavy Infantry Squad
- #10509 Cybertronic Shock Troop Squad
- #10515 Cybertronic Chasseur Squad
- #10504 Dark Legion Bio Giant
- #10508 Dark Legion Acolytes Squad
- #10510 Dark Legion Pretorian Behemoth
- #10513 Dark Legion Undead Legionnaires Squad
- #10521 Dark Legion Mercurian Maculator
- #10501 Imperial Hurricane Walker
- #10502 Imperial Trencher Squad
- #10514 Imperial Wolfbane Commando Squad
- #10519 Imperial Blood Beret Squad
- #10520 Imperial Mourning Wolves Squad
- #10507 Mishima Ashigaru Squad
- #10522 Bauhaus Hussars Squad
- #10523 Dark Legion Hian Templars Squad
- #10524 Imperial Wolfbairns Squad

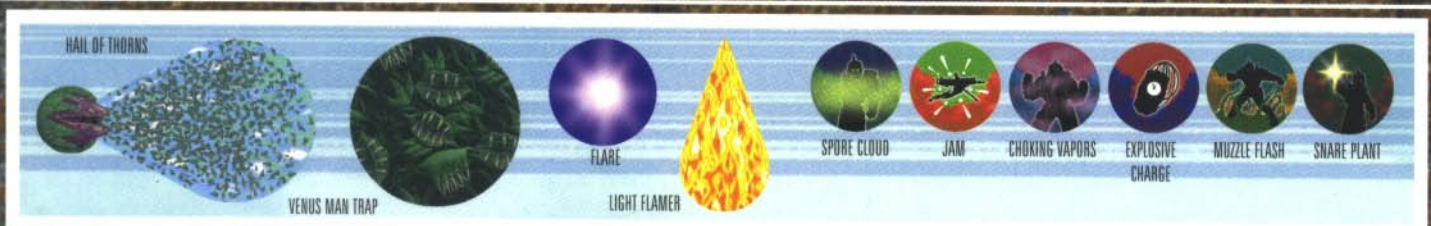


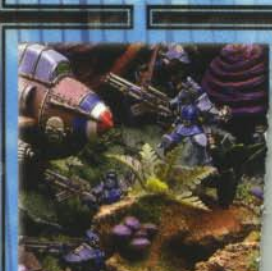






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|----------------------------|--------------------------------------|--------------------------------|--------------------------------|
| 1. Komatzu POW camp | 20. Knightsblood castle | 39. Glukhov | 58. Island of Helvetica |
| 2. Tokumo POW camp | 21. Volano River | 40. Wagner Island | 59. City of Volksburg |
| 3. Yaku Shima Bay | 22. The Keivel Morass | 41. Wagner Military Base | 60. Bauhaus Port of Lubeck |
| 4. Mishima port of Tanaga | 23. Voltaine River | 42. City of Verhart | 61. The Hecate Peninsula |
| 5. Maising Island | 24. Bauhaus capital city of Heimburg | 43. Black Sands | 62. The Lubeck Straits |
| 6. Kazatin Island | 25. Muspell Island | 44. River Juno | 63. Falke Insel |
| 7. Mandai Island | 26. Sutr (The Black Isle) | 45. Imperial port of Hawkshead | 64. The River Tyr |
| 8. City of Furstenburg | 27. Island of Holle Island | 46. Imperial city at Skiddaw | 65. Butane Valley |
| 9. Bauhaus Port of Castor | 28. Teufel Insel | 47. Oberstein mines | 66. Capitol port of Cobalt |
| 10. City of Wolfsheim | 29. Island of Skeda | 48. Thetis Massif | 67. Capitol port of Hammerhead |
| 11. Bay of Dogs | 30. Tendra Peninsula | 49. Slavenka | 68. Capitol port of Black Rock |
| 12. Damask Point | 31. Odessa Bay | 50. River Nardik | 69. Gate of Themis |
| 13. Bauhaus Port of Pollux | 32. The Garda Basin | 51. River Camara | 70. Bay of Fear |
| 14. River Volga | 33. Bell Regio island | 52. Singen mines | 71. Cape of Odin |
| 15. Von Maxwell Mountains | 34. Grindelwald mines | 53. River Koros | 72. Bauhaus Port of Thereaux |
| 16. Mount Thea | 35. The Gulf of Kelso | 54. Davos mines | 73. Zenith Bay |
| 17. Mishima port of Taipan | 36. The Ovda Massif | 55. Durand's Fall | 74. Vandin River |
| 18. Eisila Island | 37. The Grieg Peninsula | 56. The Cardinal Peninsula | 75. Badrach Delta |
| 19. Island of Thann | 38. Skaard | 57. Nokomis Montes | |





Bauhaus Forces of War Venus

For a thousand years the planet Venus has been violated by war. It was here that Nathaniel Durand, the first Cardinal of the Brotherhood, united the forces of mankind and led them to victory against the hellish forces of the Dark Legion.

But now the Dark Legion has returned and once again nightmare demons threaten the very soul of humankind.

Venus is the domain of the Bauhaus Corporation and every day they struggle to maintain their hold on the richest world in the solar system. Wars rage in the depths of the sweltering jungle and fierce battles are fought throughout the darkness of the long Venusian night. But while the armies of humanity fight amongst themselves the power of the Dark Legion is rising once more and its terrible shadow threatens to engulf them all.

Venus: Bauhaus Forces of War is the first supplement to **Warzone 2nd Edition**.
This book includes:

- ✦ Exciting campaigns illustrated with maps and comic strips all in full color.
- ✦ Detailed background on Venus and the Bauhaus Corporation.
- ✦ New rules for jungle fighting and night fighting.
- ✦ New Bauhaus army list detailing the forces of the four Duke Electors.
- ✦ New units such as the Vulkan Battlesuits and the Bauhaus Strike Skimmers.
- ✦ New counters and templates all in full color.



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