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Cover

Our cover for this issue features art from the *Mutant Chronicles™ Role Playing Game*. It appears courtesy of Target Games AB. Our thanks to Patric Backlund of Target Games AB and the artist, Paul Bonner.

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MARS

ADVENTURES IN MINIATURE™

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OLD EARTH: THE ORPHANS



Background, Army List and Scenarios by John Hart

THE FALL

With great power often comes blinding arrogance. When the Megacorporations finally left Earth all those years ago, it never occurred to them that she would continue to exist without them. But continue she did. Mother nature still had a few tricks up her sleeve.

In a way it was provident that the great despoilers left when they did. Sometimes when rats leave a sinking ship, the hulk is lightened just enough that she doesn't sink after all. So it was on Earth.

Naturally, the departure of all the great industrialists at once resulted in the immediate and complete collapse of society; for a very long while civilization had lived well beyond its means. The great majority of Earth's teeming billions were fed on genetically engineered yeast that metabolized hydrocarbons. This system failed shortly after the exodus; the departed did not necessarily intend this, although they might have: more likely they simply forgot to leave any spare parts, or any of the rest of the infrastructure.

With mass starvation in full swing, the fact that the communication and power grids went down too was almost

inconsequential. It is fairly certain that this *was* intentional.

Cannibalism; unimaginable savagery; the survivors might be forgiven for harboring a certain fanatical hatred of those who abandoned them. Evolution finally got a chance at humanity again after several thousand years of technology keeping it at bay.

MAGNIFICENT OVERSIGHT

Almost two thousand years have passed since Earth was abandoned. Now, no one gives her more than a passing thought should they see her in the night sky. Not even those on Luna have proper knowledge of what passes there; it might have been otherwise, but with the loss of the thinking machines, reconnaissance satellites have become impossible. Certainly there are substantial intelligence resources available to Capitol, from their unique vantage point, but those are directed towards much more fruitful targets.

There is another reason, completely unknown to humanity at large—the Fourth Edict of Toth: *None shall touch Earth*. The motivation for this was known only to him and to his successors: The Megacorporations befouled Earth

when they possessed her, and abandoned her when they thought her rape complete. What right had they to a second chance at violating the birth place of mankind? Toth was foresighted enough to see that one day, the race would have both the wisdom and the need for their mother again. Until that day, the brotherhood would see to it that the subject simply never arose.

Until the rise of Cybertronic, The Brotherhood's control was complete enough to ensure this state of affairs. Cybertronic, quite beyond their control, has clearly violated the first edict: *No human shall make a man that thinks like*



Mutant Chronicles: WarZone is the 25mm scale skirmish warfare games set in the techno-fantasy Mutant Chronicles universe. The background and rules presented here are unofficial.

WarZone, Mutant Chronicles and Doom Trooper are trademarks of Target Games AB, of Sweden. The official Mutant Chronicles and WarZone miniatures are manufactured by Heartbreaker Hobbies.



a man. Imperial followed shortly thereafter, violating the second by travelling beyond Jupiter. And there are whispered rumors that somewhere, in some hidden place, members of one of Bauhaus' secret societies are researching Dark technology in violation of the third. But who would dare to violate the fourth?

THE ORPHANS

Almost two thousand years have passed since the Orphans, as they call themselves, were abandoned. Their fall into savagery was shockingly swift: so swift that just five years later the abandoned thirteen billion were less than one billion. In another five years, they were five hundred million. They were the hardest, the most resourceful, the most intelligent of those left behind; still, they were a wretched few in a blighted land.

Even with such a reduced population, the following years were not easy: indeed not, for death came swiftly and easily, or slowly and hard; Earth was sorely wounded, and even these few were almost more than she could support. But support them she did. With all heavy industry gone, she began to cleanse herself: a slow process that would not be visibly underway until the Dark Legion arrived to turn the rapacious eyes of the departed elsewhere. Could this have been intentional? Does mother Earth have a conscious cunning?

The scientists and accountants of the departed would have said no. The Orphans know better. Two thousand years have taught them the proper reverence for mother Earth, and a cold and calculating hatred for the departed.

EARTH NOW

Today The Orphans live a natural life-style, one that leaves no scars on the breast of their mother. They do not mine, nor pollute, nor waste. When they farm, it is in harmony with nature, and farms are moved often to avoid damaging or changing the local ecology.

This is done in conscious contrast to the departed.

Life is tribal in nature, truly democratic, and usually nomadic except at harvest time, and during harsh winter. This too is in intentional contrast with those who departed. In many ways, life on Earth is lived with the past as an example of how not to live, for remarkably little has been forgotten.

Ironically, of all of the artifacts to survive, books have been the longest lived, and the most carefully preserved. The synthetic papers of the twenty third century have proved to be almost immune to time, due no doubt to the fact that books had become so little used that only the most important of texts warranted being printed.

So, The Orphans remember The Departed far better than they are remembered, and they have long expected their return. For just as long, they have been determined that this blasphemous re-violation of mother Earth shall not occur.

CULTURAL FORCES

For many generations after the exodus, mortality was tremendously high among The Orphans. Those whose descendants now populate the Earth were the toughest, the smartest, or the luckiest. The typical orphan is substantially tougher and smarter than his departed counterpart, and not simply by upbringing, but by nature as well.

Orphan society has been evolving for millennia on several lines, with only two outside sources of influence: one covert, and ancient; the other overt, and relatively recent.

As previously mentioned, Orphan society is organized on tribal lines, with substantial trade and migration maintaining a surprisingly high level of long distance communication. By and large, the population of Earth speak their own regional languages, and a planet wide trade talk as well. This common tongue is a descendant of English.

Several concepts are universal among

the orphans, wherever they may dwell. First and foremost is a reverence for "Mother Earth". Second is a hatred of those who left. "The Departed" have grown to a stature of evil in legend that can only compare to Satan and his minions in medieval Christianity. This reverence, and this hatred, form the structure for much of Earth culture.

Another universal concept is the cynical realization that "The Return" is inevitable. The determination to resist is the third truly universal concept.

The fourth, and the most surprising, is that while the dignity of a person must not be violated, their life is not sacred. Conditions on Earth have been, and still are, too hard to value life too highly. As a result of this belief small scale warfare, as well as raiding and skirmishes, are a constant part of Orphan life. All conflict is carried out according to a strict code of honor which ensures that while a person may die, it will be with dignity.

As a result of these guiding forces, much is done that is remarkable, or otherwise unexplainable. Several institutions exist over the entire planet, save in only a few utterly barbarous areas. A system of messengers crisscross the globe. These hardy travellers, known as Post Runners, travel on continent wide journeys, carrying news from place to place, allowing the tribes to meet, or to avoid one another, or to negotiate or fight for resources as they wish. They are organized and housed at the only permanent structures allowed: Stone towers known as Posts.

In every community, when a member becomes too old or is crippled by accident, they assume certain duties: Skywatchers watch the sky from dusk to dawn, for it is known that the departed were prone to making lights in the sky. Just Dreamers learn the oral histories of "The Orphans". They also learn to read the books kept at the Posts. Frequently what they read therein is used to bolster or support something in their tribal lore.

When a person feels a great restlessness come over them, they



sometimes abandon tribal life to become a Paladin. This involves a great quest to find an almost mythical place known as "Camelot". The source of this name is often accidentally learned by Just Dreamers at the Posts. Just Dreamers understand the power and value of myth, and so far, have not chosen to reveal the origins of the name.

PALADINS OF CAMELOT

At Camelot, the adventurer is received well, if guardedly, for to have even arrived there means the adventurer has already passed through many tests, most of which they were unaware.

New trials are administered, though these are largely to determine the adventurer's character. Those who are unsuited somehow simply elect to wander away. Afterward they can never again find Camelot, regardless of how well they remember the way. The keepers have touched their minds.

Those who are judged suitable are set on one of two paths, or rarely on both. Most follow the Path of the Paladin, and enter a remarkable training process that they may follow for a few years, or for the rest of their lives. Those on this path become incredible warriors, capable of fantastic feats of fieldcraft and stealth, as well as deadly fighters.

The second path is much the harder; this is the Path of Light. Those on the Path of Light learn an incredible secret, one only the wisest of people can hope to carry in their hearts: "The Return" is not a distant and mythical event, but one that has already occurred in a small way, and might occur in all of its mythical horror some day soon. For the keepers of Camelot are members of an organization called "The Brotherhood", and they come from space.

It is a testament to the wisdom to the keepers of Camelot that in the last thousand years they have been forced to damage the minds of only two persons on the Path of Light. All others have been wise enough, and self confident enough, to let their hearts show them that the Keepers of Camelot are not the

rapacious monsters of the legends. Those on the Path of Light are taught The Art, and are called Paladins of Light.

There is another remarkable aspect of the two paths. To those of Earth ancestry, mother Earth lends strength to those who have knowledge to take it.

All who achieve mastery of the Path of the Paladin, or the Path of Light, are initiated into the Path of Antaeus. This path has several advantages, not the



Undead Legionnaires, metal 25mm models from the Heartbreaker Hobbies WarZone line.

least of which is functional immortality. It is a bitter disappointment to those members of The Brotherhood that have given their lives to Earth, that not one of them has yet learned to follow this path.

When the day comes that a member successfully reaches the Path of Antaeus, or finds that they cannot, they leave Camelot to return to society. Some become Post Runners, spreading the sorts of tales that will make for a stronger, purer society, as well as listening for other sorts of tales, and investigating any hint of dark influences. Others return to the tribes as teachers, there to carefully nudge promising youths towards Camelot. Still others follow their own paths toward the common goal.

At its last internal census, the Brotherhood estimated the population of Earth at about three hundred million, of which perhaps one in a thousand are actually immortals on the Path of Antaeus.

THE BROTHERHOOD

When Cardinal Toth issued his three edicts, he secretly formulated a fourth, and established a secret fifth directorate to enforce it. Shortly before his death, he gave the orders which resulted in a secret mission to Earth. This mission exerted the influences which have formed the unified society of Earth. It guided the formation of the Posts, reinforced a hatred of the departed, and nurtured an already

growing reverence for the Earth. And it established Camelot.

During the time in which the Brotherhood became corrupt and decadent, those members of the fifth directorate recognized the growing danger, and did much to preserve what they could of the true worth of the Brotherhood. For a time they were forced to sever all connections between the brotherhood and Earth, just to protect their secret.

Not long ago the members on Earth reestablished contact with the fifth directorate, when a Citadel of Algeroth appeared on the great plains of central North America. Before the fifth directorate's hastily dispatched force of Sacred Warriors could do more than enter Earth orbit, the fortress had been utterly destroyed by an astonishingly quickly raised force of Orphans. Even now, the Brothers of the Fifth Directorate are struggling to learn what influence their fellows on the Path of



Antaeus had over this force, if only to gauge what influence *they* have, if any, over the populace of Earth.

And in the boardrooms of the Megacorporations, there is a great deal of speculation as to the implications of the sudden movement of Sacred Warriors to Earth, and back again. Now that their eyes have turned to Earth, their next actions may have greater repercussions than they guess.

ORPHAN ARMY LIST

There are a number of different sorts of forces a Megacorporation claiming party could encounter: most likely is a force of warriors and scouts from whatever tribe first finds them. Since this tribe would immediately spread the word by way of the Post Runners, forces from Camelot should not be far behind. These would be followed, only hours or days later, by a massive force raised, organized, and lead by those on the Path of Antaeus. Of course there would also be observers from The Brotherhood, standing by, preparing their reports from hiding.

It was four days between the first stones of a citadel of Algeroth being laid, and the last stones between powdered by a massive force raised from seven regional tribes, and hundreds of agents of Camelot who rushed to the region.

DESCRIPTION

The people of Earth are outwardly similar to the departed, but their nature and their environment have made some differences in them. By nature, they are all Long Legged, giving them a move of 4; and they are Keen Eyed, allowing them a +4 to their attempts to spot Hidden units.

Their harsh lives in the wilderness have given them all the equivalent of Commando Training, allowing them infiltrate at their normal move; and Jungle Training, allowing them to ignore movement penalties for trees and hills.

Their organization will depend

largely on how long the agents of Camelot have had to raise a force, as well as local resources, but will typically follow the standard pattern of one individual per squad.

The Orphans' technology is roughly equivalent to medieval Europe's, in that they have metal weapons and armor, if they want it, but they do not build any sort of fortifications whatsoever. They are perfectly capable of building large catapults and the like to assault invader fortifications. Unlike their technology, their strategy and tactics are easily the equal of anything they are likely to meet. They are cool, calculating, and often brilliant; and they are absolutely adamant that no one from space shall touch the soil of mother Earth and live. Any distinction between the Megacorporations and the Dark Legion is of absolutely no interest.

THE PATH OF ANTEUS

Those on the Path of Antaeus receive several benefits. The first, and most impressive is apparent immortality. They do not age, nor suffer from disease. Poisons usually will not kill them.

The second is manifest in combat; Sons (or Daughters) of Antaeus draw strength from the touch of mother Earth. When a Son of Antaeus is wounded, they may heal a wound by taking a special action to do so, so long as they are in contact with the surface of the Earth. They may heal an unlimited number of wounds this way, though no more than one a turn. If their wounds fall to zero, they are dead, just like anyone else. So long as a Son of Antaeus is in contact with Mother Earth (or in the air, if a Paladin of Light with the Flight ability), their ST is at +1.

SCOUTS

These are the infiltrators, the ambushers, the snipers. Scouts are used to follow and count enemy forces by day, to remove their sentries by night, and to pick off loners, stragglers, and

leaders whenever such targets present themselves.

SPECIAL RULES

In addition to those abilities common to all Orphans, Scouts have Scout training, which subtracts four from other's chances of spotting them while they are hidden. Some old scouts, veterans of hundreds of actions and ambushes, have honed their skills to unimaginable levels, to the point where they can shoot an enemy through the eye-slit of his helmet. These heroes have the Crack Shot ability, adding +2 to their MW (included in stats) and +2 to DAM.

As the acknowledged masters of camouflage and stealth, Scouts are not automatically spotted by units coming into base to base contact with them. Instead, the unit gets a free attempt to Spot them, at +4 for proximity. This will cancel the Scout's -4. If they are not spotted, the enemy unit may not attack the Scout in any way.

EQUIPMENT

Scouts wear light leather armor, and often some sort of camouflaging cloak over it, though these may be shed during action. They bear mighty longbows of Yew, and some sort of close combat weapon; usually a hand axe or short sword.

STRUCTURE

Scouts form squads of two pairs. The members of a pair must stay within 6" of each other, but the pairs may separate by up to 12". There are no Scout sergeants. Scout heroes are individuals, and may only be taken if other scouts are present.

WARRIORS

Depending on their tribe, warriors may be members of a specialized military group, but more often they are simply healthy adult members who have excelled in matters martial. Since most tribes experience frequent conflict at some level or other, these warriors are often extremely skilled.



SPECIAL RULES

In addition to those advantages common to all Orphans, all warriors have Close Combat training.

EQUIPMENT

Warriors wear armor suited to the situation, i.e. heavy plate for a set piece battle, or studded leather for a night time raid. Like Scouts they often wear concealing cloaks over their armor.

During their attacks on the Algeth fortress, the Orphans learned that their broadswords had little effect on their enemies. Since then they have taken to using two handed axes and swords, which they wield to frightful effect.

Warriors are often armed with a secondary weapon, such as a throwing axe, javelin, or shortsword.

STRUCTURE

Warriors are formed into shield-groups of four to ten, with a sergeant. Warriors may form groups without sergeants.

Warrior heroes are individuals.

PALADINS OF ARMS

Those who begin the path of the Paladin will have been either Scout Heroes, or Warrior Heroes. Use the appropriate template, with the additions listed.

SPECIAL RULES

A Paladin will be taught any martial skills he does not possess. Warriors learn the Scout's special abilities, while Scouts learn the Warrior's Close Combat Training. All Paladins, of either origin are trained to develop Combat Reflexes, which reduces all enemies chances of hitting them with an attack by 2.

EQUIPMENT

Paladins may bear any Orphan armor or weapons.

STRUCTURE

Paladins are individuals.

PALADINS OF LIGHT

Paladins of light, like their brethren, the Paladins of Arms, came as Warrior Heroes, or Scout Heroes. Use the appropriate template, with the given additions.

SPECIAL RULES

Paladins of Light have very powerful wills, as reflected by their PW. They do however specialize. A Paladin of Light will only learn one Art, like a Mystic.

EQUIPMENT

Paladins may bear any Orphan armor or weapons.

STRUCTURE

Paladins of Light are individuals.

SONS OF ANTEUS

Sons of Antaeus may be as much as a thousand years old. Their skills are probably immeasurable, but use these templates.

SPECIAL RULES

Having completed the Path of a Paladin the Son of Antaeus will have the appropriate special abilities, as well as those advantages listed under The Path of Antaeus.

STRUCTURE

Sons of Antaeus are extremely individual. No more than one per two other individuals will be present in any one force.

SCENARIOS

#1: RETREAT!

A raiding party from one of the Megacorporations has landed on Mother Earth. The Orphans' response was predictable. Now the Blood Berets only want to get home alive.

Forces: Equal

Set-Up: Megacorporation as normal. Orphan anywhere. Orphans start hidden.

Victory: Orphans - normal for Megacorp units eliminated or broken. Megacorporation - normal for Megacorporation units that exit through opposite deployment zone. None for Orphan casualties.

#2 FOUL GROUND

A dark apostle is establishing a beach head on Earth. Naturally, the Orphans protest.

Forces: Equal

Set-Up: Orphans - as normal. Orphans are hidden at start. Dark Legion - within 12" square on prominent terrain feature. This feature is the foundation of their new citadel.

Victory: Orphans - take that 12" square. Dark Legion - keep it.

#3 NIGHT RAID

After a hard day's work, the raiding party has set up camp and gone to sleep. In the dark, the scouts move in to cut throats.

Forces: Megacorporation player gets twice as many points as Orphan player.

Set-Up: Megacorporation - Forces start within a 10" square. Orphans - anywhere 4" from Megacorporation units.

Victory: Standard casualty victory points.

Special Rules: All Megacorp units are "asleep", except one sentry from each squad. Individuals and Sergeants do not pull sentry duty. Sentries may only attempt to Spot once per turn, and when an orphan makes an attack. Orphans kill silently, but individuals wounded but living may give the alarm. It's a very dark night. All spotting at -3. The sentries may give the alarm when they have spotted someone. This is a Give Orders action. To wake and take up arms is another.



CHARACTERS

SCOUT

Cc	Mw	Pw	Ld	Ac	W	St	MV	A	Cst
12	14	-	13	3	1	1	4	20	16

SCOUT HERO

Cc	Mw	Pw	Ld	Ac	W	St	MV	A	Cst
13	17	-	15	4	2	2	4	20	39

WARRIOR

Cc	Mw	Pw	Ld	Ac	W	St	MV	A	Cst
14	11	-	14	3	1	2	4	22	30

WARRIOR SARGEANT

Cc	Mw	Pw	Ld	Ac	W	St	MV	A	Cst
15	12	-	15	4	2	3	4	24	48

WARRIOR HERO

Cc	Mw	Pw	Ld	Ac	W	St	MV	A	Cst
16	13	-	16	4	3	4	4	26	60

PALADIN (SCOUT)

Cc	Mw	Pw	Ld	Ac	W	St	MV	A	Cst
+1	+1	-	+1	-	+1	-	-	-	54

PALADIN (WARRIOR)

Cc	Mw	Pw	Ld	Ac	W	St	MV	A	Cst
+1	+2	-	-	-	-	-	-	-	74

PALADIN OF LIGHT (SCOUT)

Cc	Mw	Pw	Ld	Ac	W	St	MV	A	Cst
-	-	18	+1	-	-	-	-	-	69

PALADIN OF LIGHT (WARRIOR)

Cc	Mw	Pw	Ld	Ac	W	St	MV	A	Cst
-	-	18	-	-	-	-	-	-	99

SON OF ANTAEUS

Cc	Mw	Pw	Ld	Ac	W	St	MV	A	Cst
18	18	-	16	5	3	5	4	28	82

SON OF ANTEUS (P. OF L.)

Cc	Mw	Pw	Ld	Ac	W	St	MV	A	Cst
16	16	18	16	4	3	4	4	26	112



Imperial Regulars, metal 25mm models from the Heartbreaker Hobbies Mutant Chronicles line.

WEAPONS

BOW

Cr	Mx	Rm	Dm	Cst
6	12	-2	11	1

Archer add his ST to DAM.

SWORD, AXE OR MACE

Cr	Mx	Rm	Dm	Cst
CC	-	-	10	1

GREAT AXE, HALBERD

Cr	Mx	Rm	Dm	Cst
Cc	-	-	13	1

Great Axes are huge, two handed axes. These weapons came into common usage when it was found that Algoth Praetorian Stalkers are mostly indifferent to daggers and shortswords.

GREAT SWORDS

Cr	Mx	Rm	Dm	Cst
Cc	-	-	12	1

Great Swords came into common use for the same reason Great Axes did. They may make sweep attacks.

THROWN WEAPON

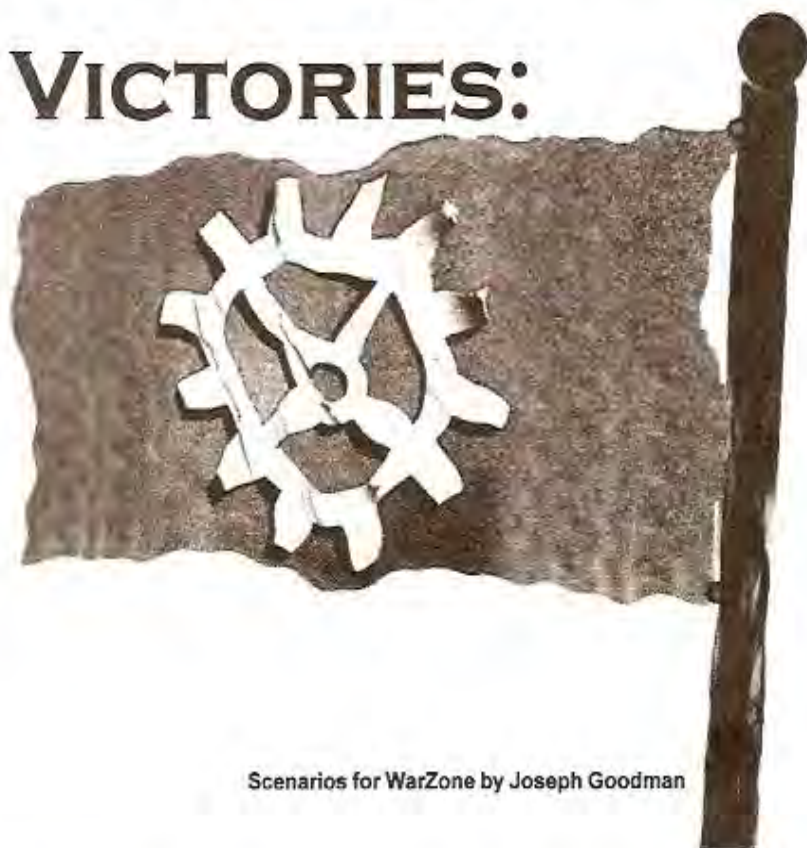
Cr	Mx	Rm	Dm	Cst
36	-	4	10	1

As with bows, these weapons add ST to DAM.



SYMBOLIC VICTORIES:

POLITICAL SCENARIOS IN WARZONE



Scenarios for WarZone by Joseph Goodman

The twisting loyalties of the megacorporations are never steady. They are continuously redefined, allegiances constantly formed and broken to further the convoluted goals of each corporation's profit margins. Battles fought between the corporations are not always titanic clashes for a military advantage; subtle political objectives are often involved. Defending and emphasizing the honor of a corporation, gaining prestige or political standing among other corporations, bringing diplomatic pressure to bear upon a rival corporation, currying favor in the eyes of the Brotherhood: all of these and more comprise the politics of the megacorporations.

Determining political motivations to explain a Warzone battle isn't hard. You can lift plots and situations from books and movies for inspiration, or use the motivations from the Mutant Chronicles role-playing game and board games. If you're really stuck, though, it helps to have a way to randomly determine objectives before a battle. In this article

I'll try to describe a few simple scenarios that can be used as the backdrop for any Warzone battle between feuding corporations. Throwing the Dark Legion, the Cartel, or the Brotherhood into the game provides a completely new set of motivations, so none of the scenarios here include them.

You can determine the motivations for a battle by choosing from the scenarios that follow, or by rolling a d20 and consulting the table below.

Following the table is a more detailed description of each scenario. You should determine the scenario before setting up terrain and choosing forces, as the scenario may affect the tabletop and force composition.

Remember that this system is totally optional! Feel free to alter the specifics if you think it will yield a better game. The scenarios that follow are not set in stone and are not meant to be played exactly as listed—you should take them and modify them as needed to fit your own forces and playing areas. These are

ideas to spark your imagination and enliven your battles, not "official dictates"!

Roll	Scenario
1-4	Border Dispute
5-8	Heretical Evidence
9-12	Informant
13-16	Diplomatic Immunity
17-20	The Honor of the Homeland

BORDER DISPUTE

Corporate colonial interests collide frequently; two (or more) sides claiming land rights to the same territory is fairly common. The disputes usually involve disagreements over the specific length or shape of a border. Imperial colonizing forces are often the instigators of these border disputes, though resolving the disputes is never as easy as starting them. The first corporation to violate a long-standing and well established border can be subject to condemnation by other corporations, the Cartel, and even the Brotherhood - not a pleasant experience



for any corporation, no matter how powerful.

Garrisons and wandering patrols are always present along disputed borders. Careful diplomacy and subtle tactical maneuvering is required for a corporation to control the areas around its own territory. Although conflicts often arise along borders, neither side in the battle can cross the line of the demarcation into enemy territory without risking dire political

consequences. If a unit crosses the border into enemy territory, the controlling player loses a number of VP equal to half the full value of the unit crossing the border, rounding down. This represents the diplomatic fallout following any blatant violation of territorial treaty.

For example, an Imperial patrol group, made up of Wolfbanes, encounters a squad of Bauhaus Hussars on the opposite side of a fortified border. A prolonged firefight follows, in

through the no-man's land and into enemy territory, but forces can engage each other in the no-man's land as normal.

Including a Gamemaster: A GM can add in an element of geographical confusion. Perhaps neither side has accurate maps, so no one knows exactly where the border is...only that it lies somewhere near the middle of the table. Or perhaps one force is lost, having stumbled disoriented through unfamiliar territory for the past week. They are on one side of the table, faced by their enemies on the other side of the table...but they have no idea where the border is. It may be all the way on the other side of the table, or it may be directly in the middle, or it may be already behind them...

HERETICAL EVIDENCE

Pleasing the Brotherhood is an unwilling objective of most corporate executives: while they would rather not have to appease a religious faction at all, they recognize that they must, so they go to great lengths to make that faction happy. The constant search for heretics and the taint of the Dark Legion is often lacking in scapegoats, so new scapegoats must be created regularly. Who shall they be, of course, but the servants of another corporation? The force you command has been ordered to attack another corporate force, with the sole objective of eliminating one of its troops who has been branded a heretic by your commander. Your mission is to curry favor in the eyes of the Cardinal. Whether or not the "heretic" is indeed a heretic is not important.

Special Rules: Forces and tabletop setup are determined as usual, with one special circumstance. You should randomly choose one of the opposing player's individual models to be the heretic. (If your opponent's force doesn't include an individual model, choose randomly among squad leaders.) A normal foot trooper is not so visible as to have attracted enough attention to be branded a heretic, so foot troopers



Centurion, Necromutant and Undead Legionnaires, Plastic models from the Mutant Chronicles: Siege of the Citadel boardgame.

repercussions. Long-ranged firefights erupt, where close combat is impossible without crossing the border.

Forces: The battle can be of any size. There is no limit to the size of the forces. However, read the rules for Tabletop Setup and Victory below before creating your army, as those rules will determine how your forces can be used.

Tabletop Setup: The center of the tabletop marks the border, the line between the territories of the two conflicting corporations. The first soldier to cross this line brings immense diplomatic criticism upon his superiors, so both sides will try to avoid crossing the line.

Victory: The game represents one of the many regular engagements that occur between patrols along disputed borders, so there is no time limit to the battle. The standard Warzone victory point system (as defined on page 44 of Warzone) is used, with one exception. For each unit (or portion of a unit) that

which the Hussars demonstrate considerable superiority due to the range of their Panzerknackers. The Wolfbanes, realizing the only possible way to eliminate the Hussars is to engage them in close combat, charge across the border to attack the Bauhaus position.

The squad of Wolfbanes is valued at 346 points, so the Imperial player loses 4 VP ($346/2 = 173$, which is equivalent to 4 VP). Even if only one of the Wolfbanes crossed the border, the Imperial player would lose the full 4 VP. He must hope that his Wolfbanes can kill enough Hussars to compensate for the loss.

Variations: The border doesn't have to be a straight line. It could be a river, the edge of a forest, or a ravine.

You can also play with a "no-man's land" between the two territories, which counts as neither side's territory and lies between the edges of the two territories. In this variation, a force would lose VP's only if it crossed all the way



will not be subject to suspicion. The opposing player should not be told who the suspected heretic is.

Victory: Your opponent's objective is only to defend his forces while repelling your assault, so he receives VP as normal. You, on the other hand, are trying to kill the heretic! You receive only half the normal VP for all enemy troops, except for the heretic - for whose death you receive 5 extra VP in addition to the normal VP for the heretic. (Note: This is meant to be played in small battles, of no more than 600 or so points. If you enlarge the size of the battle, you should correspondingly enlarge the VP bonus for killing the heretic.) Including a Gamemaster: If you have a GM available, you can arrange the battle such that the GM chooses the identity of the heretic, without either side knowing. In this case the attacker has been ordered to destroy the heretic, but he doesn't know his identity any more specifically than "an officer amongst the enemy force." Or perhaps you've been misinformed as to the identity of the heretic, and only the GM knows his true face...

INFORMANT

"Knowledge is power," to quote the cliché, and this is true even in the age of the Art. A well-placed informer with valuable technical data or political ammunition of some sort can engineer precious advantages in any diplomatic situation, and spies and double agents are highly valued commodities amongst the corporations.

One of the soldiers in your command is a traitor. You know that, but you don't know which soldier. A routine patrol has brought your force under attack by an enemy corporation, the same corporation that you suspect the traitor is loyal to. Even while fighting off the enemy assault, you must watch your own troops to make sure one doesn't sneak through the underbrush and past enemy lines...

Note that this particular scenario

requires a gamemaster.

Special Rules: Both forces are constructed as normal. The defending force has a traitor in its midst, while the attacking force is trying to secure that traitor. The table should be arranged as you would any Warzone tabletop. The real intrigue of the battle is in the secrecy surrounding the identity of the traitor. The gamemaster should secretly choose the identity of the informant before the game begins, and the



Mishima Samurai and Valpurgius, Nepharite Magus painted by J.C. Giardino
Metal 25mm models from the Heartbreaker Hobbies WarZone line.

particular model should be noted on a piece of paper (to prove the identity should there be any dispute). The informant must be a rank-and-file soldier, and cannot be an individual or heavy weapon trooper. Neither side is to know who the informant is.

The traitor will only reveal his true loyalties when surrounded by "enemy" troops ("enemy" troops are in this case friendly to the traitor but not to his supposed allies). The moment that an "enemy" soldier comes within the traitor's MV score in inches, the traitor's identity is revealed by the gamemaster. The traitorous model immediately switches sides; beginning with the next time the model is activated, it is under the control of the opposing player.

Victory: The objective of the attackers is to escort the traitor to safety. If the traitor is never revealed, victory is determined by counting VP as usual, but the attackers lose 5 VP from their total for not having located (and possibly

killed) their ally. This makes it very difficult for the attacker to win without finding the traitor. If the traitor is located, the tables are turned. At this point, the defenders want only to kill the traitor, while the attackers want to escort him off the table to safety. Victory is determined by victory points, with an exception: the attackers gain an extra 5 VP if the traitor makes it off of any table edge, while the defenders gain an extra 5 VP if the traitor is killed

before escaping.

Variations: You can change this scenario in a number of ways to make it even more difficult. Adding a second (or third) informant makes the job of the defender all the more difficult. Or there could be a second informant who is actually a double-agent - the attacker thinks he's another traitor but the gamemaster knows that he will revert to his original loyalties once he is near a table edge.

DIPLOMATIC IMMUNITY

Easing tensions between feuding corporations almost always requires outside help. When tempers rise over disputed land or slighted honor, avoiding outright bloodshed is possible only with the help of a foreign diplomat: an official from another corporation, the Cartel, or the Brotherhood who has offered his services to resolve the conflict. Such peacemakers are accorded the standard courtesies of diplomatic immunity, which are respected by



warmakers everywhere: the diplomats are not to be harmed in any way, even if they venture onto a battlefield. Causing harm to a diplomat is a sure way to lose much political standing.

In much the same way, pinning the blame for a diplomat's harm upon another corporation is a great way to hurt your enemy. An unexpected ambush where a diplomat is wiped out with the weapons of his protectors is indeed an insidious trap...

Forces: There are two opposing armies. The defending army is 750 points strong and is accompanied by a diplomat of some kind. The diplomat is unarmed and lightly armored. He will not go into combat, and will not make any Fire or Close Combat actions at all. If attacked he will try to run and/or take cover. Treat his profile as that of a regular Imperial Trooper.

The attacking army has 600 points of troops. One, and only one, squad of the attacking army is equipped with weapons drawn solely from the force list of the defending army. This squad must pick all of its weapons from the defending army's force lists, and should be equipped approximately as it would be if it had its own weapons - i.e. troops who normally carry rifles cannot be given heavy machine guns, but an Imperial soldier who would have a Charger could be given the equivalent heavy machine gun of the opposing corporation. The squad to be thus equipped is most likely to be a special forces squad of some kind, but that is not required. The weapons represent stolen and captured equipment that has been repaired and refitted by the attacking force.

The attacking player does not have to reveal which of his squads is specially equipped until the squad attacks with the special weapons. The weapons are camouflaged to look like the standard armament of the squad, so normal models may be used. The squad equipped with the special weaponry is specifically ordered to take out the diplomat, and is thus known as the "assassin squad."

Tabletop Setup: The tabletop is a

rectangle, at least 6'x4', and covered in dense terrain. A thin road, 4" thick at its widest point, winds lengthwise through the center of the table. The defenders are deployed at the base of one end of the road, up to 8" from the table edge on the road. The attackers may be deployed anywhere on the table that is at least 4" from the road and 8" from the defenders' deployment zone. The attackers may be deployed hidden and in cover, though not waiting (it is assumed that they just

received, the assassin squad receives a +4 bonus to its Leadership whenever it attempts to shoot at the diplomat when another visible enemy model is within six inches of the shooter. This bonus applies only for the required Leadership test to shoot at a distant target, as detailed on page 47 of Warzone. Even so, don't forget that an individual model (such as the diplomat) who is within three inches of a model in a squad counts as being in that squad. Both players should be very



Imperial Wolfbanes painted by J.C. Giardino
Metal 25mm models from the Heartbreaker Hobbies WarZone line.

Figure Name	: WolfBane Commandos	Sculpting:	XXX
Manufacturer	: Heartbreaker Hobbies	Casting:	XXX
Stock #	: 9815	Usability:	XXXX
Game	: WarZone	Paintability:	XXXX

Real Scotsmen here, just look up their kilts! Casting is nice, and although the figures are a little boring, I enjoyed painting these guys. Out of the four commandos that come in the blister only one had to be worked over. If you're looking bang for the buck, these guys are the tops. I had a fun time painting the tartan on their shoulder pads. As one piece models, they're pretty good. I've rated them out of five in each of the categories above.

Mini-review by J.C.

infiltrated into their hiding places).

Initiative: The attacker automatically receives initiative on the first turn. Thereafter it is rolled as usual.

Special Rules: The attacking player is trying to kill the diplomat. However, the proper political repercussions will only occur if the diplomat is killed with the enemy's weapons, so only the assassin squad can make the kill.

Due to the special training it has

familiar with the targeting rules on page 47 of Warzone before the battle begins.

The diplomat must stay with the defending force. He must be within six inches of one of the defending soldiers at all time. He is under the care and protection of the defenders, after all, and they need his help to resolve whatever dispute he has been brought in to deal with.

The defending force is not allowed to harm the diplomat in any way.



Victory: The only purpose of the ambush is to take out the diplomat. The attacker wins if the diplomat is killed with one of the special weapons used by the assassin squad. That way the death will look like treachery on the part of the defender. If the diplomat exits the table edge opposite the one where the defending army started, or is killed by an attacker's bullet other than one from the assassin squad, the defender wins the battle.

Including a Gamemaster: The gamemaster could control the diplomat. The diplomat might be a coward; he could try to run, requiring the defender to corral him and physically drag him to safety while at the same time trying to protect him. Or perhaps the defending force has been tipped off as to the identity of the assassin squad, but the attacker doesn't know that.

THE HONOR OF THE HOMELAND

Through some inexplicable act of pure malice, a rival corporation has slighted the honor of your own corporation! A small island, insignificant in any military or economic sense, stands in the midst of a great lake along the border between corporate territories. Your corporation has held the island for as long as anyone can remember. The island, fewer than three miles square, is inhabited only by wild pigs and a few stray goats; fisherman sometimes use it as a place to eat lunch, but it is otherwise irrelevant.

Except as a matter of honor. Two fisherman recently reported that a military patrol under the banner of the corporation on the other side of the lake booted them off of the island (at lunch time, no less!) and planted the enemy flag on the island. Your own troops were dispatched, only to find the island empty with the enemy flag flying high. After removing and destroying that flag, your own corporate emblem was raised to the sky.

The whole affair has spiraled out of control. After the enemy flag was removed, an enemy corporate executive commented on the virtue of your own corporation, and several rounds of corporate mud-slinging ensued. With short notice both corporations dispatched forces to patrol the areas around the island. A massive military buildup followed, certainly not deserved by the insignificance of the island.

The forces have been eyeing each other nervously for a week now. An aerial strafing by the enemy has just destroyed your flag, and your scouts have observed an enemy patrol on the island, bearing a flag of the enemy corporation. You must stop them and keep your own flag flying high, lest the honor of your homeland be sullied...

Forces and Tabletop Setup: Forces are of equal size and determined normally. The tabletop represents the highest point on the island, the area where a flag would be placed. The center of the table should be a large hill, tall enough to block most line of sight from one end of the table to another. There are other smaller hills scattered around the table.

Special Rules: The flag of your corporation must be planted firmly in the center of the table, atop the great hill. Both you and your opponent should designate one trooper as the flagbearer. (If possible, convert a model to carry a flag, and use this model as the flagbearer.) The flags themselves are built to be in battle. They are constructed of painted chain mail draped with fabric. They may be targeted by area effect weapons, but they are probably too resilient to be damaged by any weapon carried by a soldier. Part of that is due to their construction, and part is due to the fact that the symbolism of a flag is only enhanced when it is damaged and battle-torn, and flying a shred of blue fabric in the sky is just as honorable as flying a fully intact flag. In the event that a flag is targeted, treat it as having an Armor of 30 with 5 wounds. (Yeah, I know that's a bit high, but how much fun would the

battle be if both guys just blew up each others' flags from halfway across the table? Let's just call it "creative license"...) A model must be adjacent to or carrying a flag to make any action with it.

It takes one action to pick up a flag or knock a planted flag to the ground. It also takes one action to plant a flag in the ground. (Planting a fallen flag requires two actions: one to pick the flag up, and one to plant it.) A flag may be passed off to an adjacent model at the cost of one action on the part of the model initially carrying the flag. There is no movement or shooting penalty associated with carrying a flag, but because the flag is cumbersome and difficult to carry, a model wielding the flag suffers a -4 penalty to its CC score.

It is perfectly legal for a model to pick up the flag of the opposing corporation and run off with it. A model killed while carrying a flag will leave the flag lying on the ground where he was killed.

Victory: Each corporation wants only for its flag to fly high, designating the territory as its own. The flag is only visible from the top of the hill, however, so it is not acceptable if it flies from any lower area.

Victory points are determined as usual. In addition, each corporation receives +2 VP for each initiative phase where its flag is planted and flying on the center hill while the enemy flag is not planted at the same time. If both flags are flying at the same time, or if neither flag is flying, neither side gains any bonus VPs. In addition, the side that has the flag standing at the end of the battle gains an additional +5 VPs. The winner is the army with the most VPs when only one army is left standing.

(Note that it is possible for an army to win even though the enemy flag is standing at the end of the battle. In this case the honor of the corporation was upheld during the fighting and their symbolic martyrdom is enough to dampen their opponents' apparent victory.)



ARMS & TREACHERY

Scenario by D. Rider and J. Walker

Arms & Treachery is an adventure for Mutant Chronicles and WarZone. The adventure can be played as a Mutant Chronicles role-playing scenario using WarZone for the battles or simply as a narrative for a short WarZone campaign. Material from the Mutant Chronicles source books Bauhaus and Algoth is used in the adventure and it ties into The Black Gate scenario in the Algoth source book. The guidelines for converting Mutant Chronicles characters to WarZone are found in the back of the WarZone rule book.

Arms & Treachery may be played as an RPG scenario with any veteran or new characters who share the Freelancer mentality. A character should not have strong ties to the Brotherhood. The scenario will take several sessions because of the number of WarZone battles. Arms & Treachery is a highly political adventure, forcing PCs to stake their own freedom against both the Brotherhood and the Megacorps.

WHERE IT ALL BEGINS

The adventure takes place on Venus, in the Bauhaus city of Heimburg and surrounding jungles. There, a secret organization within the Bauhaus nobility, The Ancient Hermetic Order of the Secret Crusade, wages a covert battle against the corruption of the Dark Legion and the alleged apathy of the Brotherhood. Many of the higher ranking members of the Nobility know of The Crusaders and are sympathetic to their cause, though they dare not admit it for fear of persecution by the Brotherhood.

THE CRUSADERS

The Crusaders' primary goal is to overthrow the Dark Legion. The organization is made up of members from the Bauhaus military who are dissatisfied with the Brotherhood's actions towards the Dark Legion's threats. They train their members secretly in the use of Mystic powers and seek to recover Dark technology from dead mutants. However, this weapons research proceeds slowly because of the guns' evil taint. Currently The Crusaders' base of operations is in Heimburg on Venus.

STREETS OF BLOOD

The adventure starts in the lower city of Heimburg, where the worker class lives. The PCs are following leads or

searching for a contact unrelated to the adventure.

They hear screaming and a short gun burst from an automatic gun from a nearby residential building. A woman stumbles out of the door, falling down the short flight of stairs. A helmeted figure in long red robes calmly exits the building carrying a AC 40 Justifier. He is an Inquisitor. He approaches the female, activating the chain bayonet. Unless the PC's intervene, he finishes off the woman. At this moment, the PC's notice a man escaping out a side window of the same building. He is unarmed and wears a pair of blue coveralls common to the Bauhaus Thrall class. He puts his finger to his lips begging the PCs to be silent. If the PCs do not give him away, he acknowledges them with a "thumbs up" and sneaks away down an alley.

If the PCs leave the scene quietly and follow him, proceed to the "Against the Church" scene.

If the PCs try to distract the Inquisitor or loudly pursue the fleeing man, the Inquisitor intervenes to stop and question them—the man in the coveralls sneaks away, unseen. After questioning, the PCs are arrested whether they cooperate or not. If guns are drawn and things get out of hand, Brotherhood troopers appear on the scene—begin with two per PC and add more until all are subdued. Proceed to "Cathedral of Blood."

AGAINST THE CHURCH

The fleeing man eventually allows the PCs to catch up. He pretends to be a political dissident, but is actually a corrupt heretic. He is working on a covert operation for the dark forces of Algoth. He hopes to employ the PCs to help, even though he does not plan to tell them his true plan. The man introduces himself as Sargatanas.

He tells the PCs they are to attack a weapons plant so he may arm defenseless Thralls against the unjust attacks of the Brotherhood. He explains the Brotherhood killed his family because they witnessed a Mortificator exterminate a whole Thrall family. The Brotherhood has been executing Thralls for the last three months, and now it is time to fight back. With these weapons, the Thralls will have some form of defense.

Sargatanas' actual plan is to steal weapon machinery from a Bauhaus arms factory. The top secret weapons plant lies outside of Heimburg's city limits. Not even the Brotherhood knows about it. The weapons facility is attempting to combine



Dark tech with the latest Bauhaus weapons design. The factory has been somewhat successful, but the Dark taint makes the weapons very dangerous to wield.

If the PCs offer to help, Sargatanas drives them to a warehouse to meet the other members of his group. Inside the main entrance of the warehouse, he tells the PCs to wait as he finds his associates. He claims he will have to brief the other rebels and convince them that the PCs are trustworthy. He then leaves the room. If the PCs sneak after him, they see Sargatanas hand over some papers to someone standing in the shadows. Then a thundering boom of a gun is heard. At that point, if the PCs stick around they see a Razide step out from behind some boxes carrying a large smoking gun. Proceed to the “Warehouse WarZone” scene.

If the PCs do not agree to help, Sargatanas will leave right away. If the PCs try to detain him he will fight to the death, or kill himself if captured. Don't worry if Sargatanas dies in this scene for the story will continue without him. Now the only problem is getting the PCs back into the story. To get them back on track, have them picked up by the Brotherhood for questioning. Once they have been captured go to the “Cathedral of Blood” scene.

CATHEDRAL OF BLOOD

The PCs have been captured by the Brotherhood and are being questioned. The Brotherhood wishes to know why the PCs were on that street. They are also interested to see if the PCs seem trustworthy, so they may employ them. The PCs treatment depends upon the severity of their actions in the first scene.

The Inquisitors are very suspicious, and question everything the PCs say. This an opportunity for individual Player's roleplaying. Interrogate each PC separately—split your PCs up so they cannot collaborate stories. Once the PCs have told their story, the interrogating Inquisitor will bring the PCs together and confront them with their story flaws, if any.

If any PC mentions seeing the man in the coveralls escape, the Inquisitors lock all of them up for a few days. If the PCs fired on the Brotherhood, they may be imprisoned or scheduled for execution. The objective, however, is to get the PCs employed by the Brotherhood. Whether guilty of anything or not, the Brotherhood eventually offers forgiveness in exchange for the PCs service. As penance, the PCs are now working for the Brotherhood. If a PC seems to be getting along with the Brotherhood, the PC is treated as an associate instead of just a mercenary. Once a good relationship is established, the Brotherhood tells the PCs they have been receiving information from the Imperials about Bauhaus doing “strange things”. That is the reason for the Brotherhood's brutal crackdown on the Bauhaus Thrall community.

The PCs first job of penance is to infiltrate a warehouse.



Dark Legion Ezoghoul ally.

Plastic model from the *Mutant Chronicles: Seige of the Citadel* board game.

SARGATANAS

STR 13
INT 15
COR 14
PHY 10
MST 12
PER 12
MOVEMENT: 3/225
OB: +1
ACT/CR: 3
DB: +4
PB: +3

<u>BPS</u>	<u>ARMOR</u>	<u>[AV]</u>
HEAD	3	-
ARM	6	1
STOMACH	6	1
LEGS	7	-
CHEST	7	1

ATTACKS: P60 Punisher hand gun

FIELDS OF EXPERTISE:

Avoid 7, Combat 11, Communication 7,
Firearms 13, Movement 9, Perception 5,
Technical 6.



The Brotherhood is unsure of exactly what the details are so the PCs are to sent in to investigate. Backup will be provided if the Brotherhood deems it necessary. The PCs are to stay in radio contact.

The PCs should be able to sneak into the Warehouse with little difficulty. Once inside they will see a man pacing back and forth. The man is actually the man in the coveralls from the first scene [if this character died earlier simply make the character someone else]. Seconds later a raspy voice comes from the shadows,

"Sargatanas, do you have it."

The man [Sargatanas] replies, "uh, master, uh, yes its right here."

"Good," the voice from the dark replies.

A large gray hand appears out of the darkness to accept the papers. Then the thundering sound of gunfire disturbs the uneasy silence of the Warehouse. Sargatanas stomach explodes and he falls dead to the ground. At this point, the PCs notice movement near their position. It is eight Undead Legionnaires closing in. Perceptive PCs will notice a Razide step out of the darkness, carrying a smoking gun. Proceed to "Warehouse WarZone."

WAREHOUSE WARZONE

This scene is to be played with the WarZone rules on a tabletop set up as a warehouse.

The scene contains extreme violence, PC discretion is advised. No matter where the PCs start this scene [whether in the waiting area or in the warehouse] deploy the forces of Algoth inside the warehouse. After the PCs have seen what they are up against [let them sweat a bit] bring in the Bauhaus reinforcements. Let the PCs play the Venesian Rangers and their own characters vs. the Dark Legion. If the PCs die in this fight, just say they are unconscious and require medical attention [but don't let them know this till the end of the fight]. The Bauhaus objective is to kill all Dark Legion models. For this adventure to continue the Nephrite must die. At the end of the fight a piece of paper can be found on the Nephrite. The paper has listed three unusual names: *Belzarach*, *Nazgaroth*, and *Ashreketh*.

THE BAUHAUS FORCES:

- ✗ 5 Venesian Rangers: one ranger carries a MG-80 Heavy Weapon
- ✗ 1 Ranger Kapitan: Carries a MG-40
- ✗ + PC's

THE DARK LEGION FORCES:

- † 16 Undead Legionnaires: broken down into two squads
- † 2 Necromutants: Leading the Undead Legionnaires
- † 1 Razide: Armed with Nazgaroth
- † 1 Nephrite Armed with Ashreketh

TYING UP THE ENDS

After the Warehouse WarZone scene, the PCs are left with a new clue—the piece of paper left behind by the Nephrite. It contains a list of names, cryptic specifications and quantities. The Bauhaus Rangers, actually operatives of The Crusaders, take the PCs into their confidence if they appear trustworthy. The weapons listed are captured Dark Legion arms. They are being sent tonight for testing at a top secret weapons facility in the Venesian jungles. If found out, The Brotherhood will label the Crusaders heretics. And, it appears that the Dark forces already know something of the Crusaders' effort.

The Ranger Kapitan grimly states, "We cannot allow the Brotherhood or the Dark Legion to stop us."

If some or all the PCs want to escape and report back to the Brotherhood, offer them the opportunity. These PCs will deploy with the Brotherhood in the coming battle. Allied PCs will accompany the Bauhaus forces' weapons convoy. Proceed to "The Convoy".

THE CONVOY

PCs allied with Bauhaus are deployed with the weapons convoy. The caravan consists of 1 MBT -42 Wolf MK 2 jungle variant tank and the D1- Voodoo jungle variant transport. The transport carries the same Bauhaus troops detailed in the Warehouse WarZone scene, as well as the PCs. The Wolf tank is described on page 77 of the Bauhaus source book.

THE AMBUSH

The route of the caravan takes it deep into the Venesian jungles, towards a secret Bauhaus base. Roads are impossible to maintain in the Venesian jungles. To pass some sections, the tanks must bulldoze the foliage or use their flamers. The journey takes three day to complete. On day two the convoy is ambushed by Algoth troops.

The attack starts as the leading wolf tank disappears up to its turret in what appeared to be a shallow puddle. The PCs are thrown forward as the Voodoo slams to a halt at the edge of the concealed pit—a massive tree falls behind the APC blocking its escape. Smoke grenades explode all around, creating a thick black cloud that blocks out the sun. A Necromek armored vehicle hoves into view and exchanges shot with the mired Wolf—both are disabled. Through the darkness and the smoke, PCs in the convoy hear the inhuman cries of Dark Legion ground troops slaughtering the dismounted Bauhaus tankers.

This scene can be run using the Mutant Chronicles combat rules or WarZone. If using Mutant Chronicles, the attributes for the vehicles can be found in the Bauhaus and Algoth source books (if the referee prefers, the duel between the Wolf and Necromek can be played out). For WarZone, set up the battle field as shown in the Jungle map.



Since WarZone is a skirmish game it does not cover vehicles in detail. Treat each according to the notes on the army lists. Assume that any PC foolish enough to draw the Annihilator's fire is killed.

The action should have a very chaotic feel to it. The PCs should be confused as to where the attack is coming from, and who is dead and who is alive. Another deadly added element is the availability of the experimental weapons. When the caravan is first attacked, one of the crates breaks open as the transport comes to a sudden halt. All the strange weapons come spilling out.

REVERSE ENGINEERED DARK LEGION WEAPONS
Though unmistakably Bauhaus in manufacture and appearance, these weapons are strangely formed and unpleasantly organic looking. They perform exactly like the original Dark Legion versions. Stats and descriptions for these weapons can be found in the Algeroth source book for Mutant Chronicles or the Algeroth Army List for WarZone.

- 4 Belzarach, corruption 4**
- 1 Nazgaroth, corruption 9**
- 1 Ashreketh Sword, corruption 14**

Any PC who touches one of these weapons must make a Corruption check (as in the Algeroth source book). There are four levels of corruption: 1 Doubting—the victim is susceptible to the preaching of the Dark Apostles; 2 Obsessed—the victim wants to commit mindless acts of violence, also paranoia; 3 Corrupted—the victim has no remorse for their actions, and they attempt to seek out the Dark Apostles; 4 Damned—the victim is a complete follower of the Dark Powers. If a PC fails a check, they move to the next level of Corruption.

THE AMBUSHING FORCE

- † 1 Necromek [WZ-Disables the Wolf and then retreats]
- † 15 Necromutants
- † 1 Annihilator [WZ-Appears at end of battle. Immune to personal weapons, carries enough fire power to kill any PC.]

THE DEFENDERS

- ✗ 1 D1 Voodoo Transport [WZ- immobile. Gehenna pukers firing forward, left and right.]
- ✗ 1 MBT-42 WOLF MK 2 Tank [disabled, and flooding]
- ✗ 5 Venusian Rangers
- ✗ 1 Kapitan
- ✗ + PC's [If allied with Bauhaus]

THREE'S A CROWD

The Brotherhood, including any allied PCs, shadow the convoy with a stealth air vehicle. When the fighting breaks out, an Inquisitor and five Brotherhood troops (and any allied PCs) land in a clearing near the fighting. From here let

the PCs decide what actions they take, if the Inquisitor agrees. [The GM will play the Inquisitor.]

THE BROTHERHOOD

- ✗ 1 Inquisitor
- ✗ 5 Brotherhood Troopers
- ✗ + PC's

After the PCs have had the chance to get into some heavy combat, hide, or attempt to save the tank, an Annihilator [an Annihilator is an Algeroth vehicle] will appear over a close by hill. When the Bauhaus Rangers see the Annihilator, they will abandon their immobilized APC for the jungle. Prudent PCs and Brotherhood forces will do the same.

The giant vehicle slowly moves toward the abandoned vehicles, tearing up the jungle floor. It will stop once it reaches the Voodoo transport.

Only one Annihilator has ever been seen before, so make this a very scary and serious event. An Annihilator has the power to spearhead attacks and lead a Kohort into battle. Such a giant machine should not be taken lightly. Any PC foolish enough to challenge the Annihilator should get what they deserve.

Upon seeing the Annihilator, all troops of Algeroth fall back to the vehicles. If the PCs are smart, they stay hidden. The Algeroth troops collect the remaining weapons and board the Annihilator. Once loaded, the Annihilator turns around and heads back the way it came.

TECKRON TABLE
ROLL 1 D6

- 1-4 No harm
 - 5-6 Roll again
 - 1 Mild shock 1D6 damage
 - 2-3 Blinded by steam for one round
 - 4 Severe Shock stunned for one round plus 1D6 damage.
 - 5-6 Sever shock, same as 4 but make a resistance roll to any electronic equipment including weapons.
- Use the STR of the weapon or if no STR is provided assume it is STR twelve. Compare the STR to resistance of seven. If the item fails its resistance it is inoperative for one to two rounds.



The Rangers insist on following the Annihilator. The Brotherhood insists on first executing the Ranger's as heretics for trafficking in Dark technology. The outcome is largely up to the PCs. In either case, the Annihilator leaves a swath of destruction visible for several days before the Venusian jungles can reclaim it. The Annihilator stops late the day after the battle at an unfinished citadel in the remotest part of the Venusian jungle.

WHAT NOW?

The surviving PCs are told to hold their position by the either the commanding Inquisitor or a Bauhaus Colonel, whomever they chose to contact. The PCs and any remaining troopers are picked up a safe distance from the Citadel and returned to Heimborg for debriefing.

SIEGE OF THE CITADEL

The PCs have seen what they are up against. News arrives that the Bauhaus lab has been sacked—the tracks lead back to the same Citadel. Now the Dark Legion has the Bauhaus prototypes and the lab's research equipment. Each side has their separate motives for attacking the Citadel. Bauhaus knows that the Brotherhood is onto them, so they wish to have the weapons destroyed. The Brotherhood wants hard evidence that these weapons were manufactured by Bauhaus, so they wish to recover this evidence from the citadel. Both sides want the citadel destroyed because it is in the early stages of construction. Both sides expect the heroic PCs to do their duty and infiltrate the Algeroth Citadel.

Use the adventure **THE BLACK GATE** provided in the Algeroth source book. Run the adventure with all the same objectives but add in the following:

BAUHAUS

Destroy the stolen weapons and any stolen weapon machinery.

BROTHERHOOD

Recover any Bauhaus weapons or any items that would link Bauhaus to the Dark legion.

CHANGES TO THE BLACK GATE SCENARIO:

Level Four, Room One. Teckron Room: Upon entering the room the PCs are greeted with a burnt metal smell.

Machines of enormous size line the walls, all marked with the Bauhaus insignia. Small metal cables run every which way along the floors, roof and walls. Inside is a Teckron busy at work. This is clearly the room where the stolen Bauhaus equipment is kept. Any shots that are fired inside this room will sever the metal cables. All shots of Damage 1D6+1 or more will sever a cable. If any PC is within five feet of the severed cable, then roll on the Teckron Table. These problems do not affect the Teckron, because he

would only feel pleasure from the steam or electrical shock from the cables.

Also add the following encounters:

FOR BAUHAUS

After the encounter in the weapons room the PCs will be attacked by a Brotherhood Mortificator. He is here to gather evidence against Bauhaus that will link Bauhaus with the Dark Legion and their strange experiments. The Mortificator thinks the PCs heads would make perfect pieces of evidence. He will attack until every PCs is dead.

FOR THE BROTHERHOOD

During the encounter in the weapons room, a group of four Venusian Rangers break into the room. The Rangers will attempt to kill everyone in the room. They view the Teckron as an enemy and the PCs as a threat that might break their secret.

Escaping the Citadel should be handled just as the Black Gate scenario suggests.

CONCLUSION

ESCAPE

If the PCs escape they will be picked up by whomever they are allied with. They will then be debriefed.

REPERCUSSIONS

If the Brotherhood manages to complete its task and gather evidence against Bauhaus, this could completely change the balance of power on Venus. The Brotherhood will distrust the Bauhaus corporation. Bauhaus will wash their hands of any involvement with the Crusaders. If the Crusaders managed to destroy the equipment, the Brotherhood has no evidence and will not continue to pursue investigations.

ALLEGIANCES

By the end of this scenario, the PCs will probably have made some friends and enemies. If the PCs allied with the Brotherhood succeeded in gathering evidence against Bauhaus and destroying the citadel, their penance will be considered complete. This also leaves the PCs in good favor with the Brotherhood down the road. If their mission was a failure, they still owe the Brotherhood a favor. If the PCs allied with the Crusaders succeeded in destroying the equipment and the citadel, they become a valuable ally. The PCs also fall into great favor with the Bauhaus Corporation. If they did not succeed in destroying the equipment, Bauhaus sends the Ministry of Faith to kill the PCs or banish them from Venus.