

FUTURE WARRIORS

All the latest releases and a preview of the new Sci-Fi game KILLZONE

1510 Future savages with guns.

1) A mohawk stood astride ready to fire a crude looking, here's one I made earlier, Blue Peter flame thrower.

2) Another mohawk sporting a dust mask over his nose and mouth, body armour, and kevlar posing pouch. He is equipped with a machine pistol, knife and deck.

3) Mr T type with short mohawk, ponytail and feathers, cool shades, a chain running from his nose to his ear, carrying an assault rifle, a grenade and a knife.

4) Jason from the Halloween films has re-emerged in the future wearing the traditional hockey mask carrying a handgun by his side in his right hand, a knife raised rather menacingly in his left hand, a grenade hung round his neck, and another knife hanging on his belt.

5) This is my favourite figure. He is stood astride ready to fire a double barrelled shotgun and carrying an oxygen tank on his back, a knife slung from his belt, and a harness holding a pole on his back which is topped by a skull with very long hair. Superb leader for your savages.

1511 Trooper Command

All are kitted out with full combat gear, body armour, comms, and pistols; 4 of them are carrying military assault rifles with grenade launchers, and three of them are wearing helmets with cameras mounted on them.

1) He is helmeted stood astride aiming his assault rifle.

2) Another figure wearing a helmet, stood astride with gun in both hands pointing towards the ground, shouting into his comms.

3) A bald man has his helmet slung on the back of his belt carrying a handgun by his side in his right hand and has a grenade ready to lob in his left.

4) This man wearing no helmet is stood signalling for someone to stop with his left hand. In his right he is carrying his assault rifle by its top mounted-carrying handle, and he has a pair of binoculars slung round his neck.

5) The final figure in the pack wearing a helmet and shades has his assault rifle slung over his shoulder while he works intently on his deck.

1512 Bike riders and Drivers

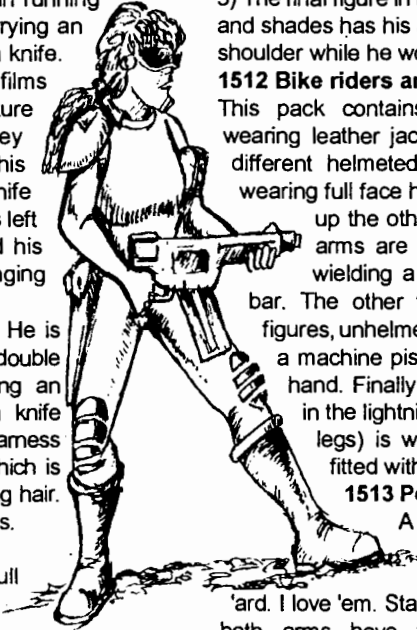
This pack contains a selection of bikers wearing leather jackets or racing leathers 2 different helmeted motorcycle riders, both wearing full face helmets, one with the visor up the other with it down. Both their arms are to be assembled, one is wielding a sword, the other an iron bar. The other two riders were identical figures, unhelmeted, sitting upright, holding a machine pistol outstretched in the left hand. Finally the driver, designed to fit in the lightning strike buggy (hence no legs) is wearing a full face helmet fitted with oxygen.

1513 Power armoured troopers

A couple of real mech type power armoured troopers. They look well 'ard. I love 'em. Standing just over 40mm high both arms have to be assembled. Both shoulders are fitted with triple grenade/chaff launchers, and the choice of arms include open fist, closed fist, a mini-gun, and a rocket launcher. If your armed with a meat cleaver and fancy taking either of these on; forget it! You need to have a very, very large weapon to hand to sort these guys out.

1514. Troopers in NBC suits

The pack contains one leader with three



troopers all carrying military assault rifles, the other is equipped with a laser. A typical two piece full protective suit with traditional gas mask. The three troopers are all stood astride firing their weapons from the hip. The trooper with the laser is stood in a similar pose, but his face mask is fitted with a sighting aid. The leader is stood astride looking and pointing to

the right while his left hand rests his weapon on his shoulder.

Another nice selection of figures from Mark. The best of this month have to be the excellent Power Armoured Troopers, who sport a very different style of power armour than we are used to, and are big enough to strike fear into your most stalwart opponent. A must buy.

KILLZONE

In the past, if you wanted to play out a cyperpunk style scenario it would entail gathering loads of friends and role-playing the night away. Not the easiest thing to do on the spur of the moment. Well no more. Now all you have to do is find one friend and an hour or so free and you can have a game. Fancy taking on the cops, corporations, hired assassins, or protecting your turf from a rival gang? Then read on!

Killzone is the latest game from Nick Lund complementing the Future Warriors range of figures. It is a D6 based skirmish game that can be played with just 5 figures per player. Ideal for people who don't want to paint loads of figures or don't have the space to play a full size battle. It will be released in an A5 sized box containing a 26 page A5 rulebook, 10 metal figures, 5 troopers with helmets and 5 troopers with berets, a counter sheet and quick reference sheet.

Your figures are grouped together in the form of squads or gangs. A squad is made up of professional fighters usually well equipped and organised and generally contains 5 troopers, Law Enforcers or Rebels including a Squad leader and Sergeant. A gang is a loose knit group of fighters under the control of a gang leader. Although they usually contain more figures than squads, they tend to be less well equipped. You can additionally employ the help of some individuals either heroes, heroines or cyborgs. There are full points tables for all the figure types and equipment at the back of the book. So once you have set up and equipped your squads and gangs you are ready to play.

You begin the game by issuing orders of which there are 5 to choose from.

1. Shoot. This allows the group to use its

maximum firepower while remaining fairly mobile.

2. Stay Sharp. This allows you to double your score on the initiative and gives you a good chance of keeping one jump ahead of your enemy.

3. Keep Down. Using this order makes your group more difficult to target by the enemy.

4. Assault. If you anticipate your group getting into hand to hand combat then this is the order to use.

5. Snipe. If you need to hit a target at all costs.

Each game turn is made up of 3 events.

1. Roll dice to determine initiative by group.

2. Group action.

3. Changing group orders.

Event 1 Initiative

Each player rolls for initiative, the winner having first choice of a numbered counter. Each player then picks a number in turn and places it next to their group leader. Gaining the initiative plays a crucial part in this game as at certain times in the game it is crucial you dictate when you move. It takes a clever leader to pick the right time to issue those stay sharp orders.

Event 2. Group Action

Four actions are available, move, shoot, hand to hand combat, or remove suppression. A

figure is suppressed when he is under heavy fire or in hand to hand and is close to being killed. He is shaken up and frantically digging a hole in the ground for himself in order to present the smallest target possible to the enemy. All combat is decided by D6 rolls and adding or subtracting various modifiers. Shooting consists of a targeting roll which if successful will lead to a hit roll leaving the figure either dead or suppressed.

A vast array of weaponry is available to you; handguns, shotguns, assault rifles, grenade launchers, assault cannons, lasers, scatter guns, hand grenades, flame throwers, and missile launchers. With hand to hand combat a figure can only attack if he has assault orders. D6 rolls are made by both attacker and defender with modifiers for hand weapons such as razor claws, swords, chains, and daggers. The result will leave the loser either dead or suppressed.

Event 3. Changing group orders.

The success of this action is determined by a D6 roll and whether your leaders and sergeants are still alive and whether any figures in the group are suppressed. All Squads can be equipped with headsets and are therefore free to change orders no matter how far apart they are. However gangs have to rely on shouting or hand signals to change orders therefore they have to remain closer together ready for that all important change of order.

The rulebook then goes on to detail full points costs for all figures, weapons and equipment and special rules for different gangs, squads, heroes and cyborgs. For example Rebels get to use a hit and run order, Scavengers get reduced movement penalties, Savages gain benefits when on assault orders.

Three scenario types are then detailed; encounter, raid and capture, and

assassination, with special rules for captives, non lethal combat, and assassin's targets.

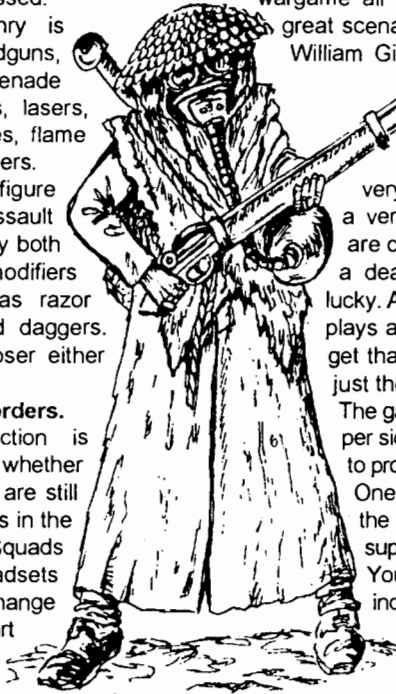
Optional rules are included for rolling for Day or Night at the beginning of the game. If a game takes place at night, Scavenger gangs benefit with reduced movement penalties, but other squads or gangs can buy night sights to counteract this.

So at last a rules system to allow you to wargame all those ideas you've had for great scenarios since reading your first William Gibson Cyberpunk book, and they work very well. In true Nick Lund style they are very simple and quick to play. The game flows very well. Tactically, cover plays a very important part, for if you are caught out in the open you're a dead man unless you're very lucky. Also gaining the initiative also plays a critical part as you want to get that jump on your opponent at just the right moment.

The game plays well with 10 figures per side. Ideally you want one gang to provide support fire for the other.

One can then go in and assault the squad or gang currently suppressed by your allied gang. You could alternatively use an individual like a hero to move around finishing off any gang or squad pinned down by suppressing fire.

The Killzone rules all in all provide a system for a quick and simple Sci-fi game, however the game has a lot of scope for expansion which could be achieved without over complicating the rules. Nick already has some ideas for expanding the game with supplemental rules covering electronic warfare, electronic counter measures and vehicles rules. I think these would be a welcome addition, what do you think? Why not drop me a line at the address on the back page and tell me what you'd like to see included in Killzone.



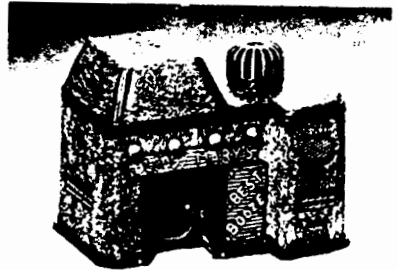
Frontier World

To coincide with the release of Killzone, Grenadier have released the first of many buildings planned for this year.

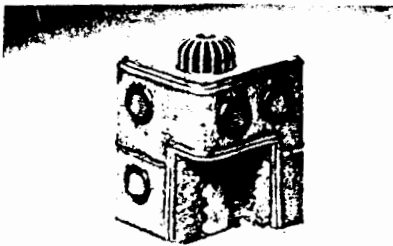
No sooner have I mentioned that Grenadier are planning to launch a whole range of resin buildings this year, than the first of them are released on an unsuspecting world. Frontier world has been built by your average pioneer type, who worry less about the look, and literally throw them up as quickly as possible. There were certainly no architects or builders in this bunch, as you can tell by the lack of straight lines. Of course noone would own up to forgetting the spirit level. This is the first in the range which is to be followed by the Dark City, and the Corporate Fringe. Each set will initially consist of 6 buildings. All the buildings are cast in ICM which is an ultra strong compound used in industry for making finely detailed, long lasting and wearing mouldings.



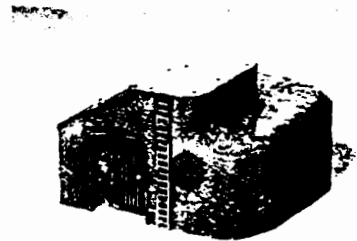
2001 - The Trading Post. £11.99



2002 - Bloody Mary's Cantina. £11.99



2005 - Lux-Module. £7.99



2006 - Desert Refuge £6.99

A further set available now is **The Dark City** Comprising 2101 - Trooper Precinct House
2102 - Cromwell Block 2103 - Washington Block. 2104 - Che Guevara Block 2105 - Lafayette
Block 2106 - Garibaldi Block.

Anyone wishing to take a closer look, and see them in action, should make a date for Eurogencon at Camber Sands in May, where we will be unveiling our very first Killzone Participation game

KILLZONE

Sci-Fi has always been a popular area of the hobby, however various rules released over the years have always fallen short of the mark. At last Nick Lund and Grenadier have come to the rescue with this very simple, but highly playable Sci-Fi skirmish game.

This month sees the release of the much awaited Killzone. Last issue I covered the basic mechanics of how the game worked. This issue we'll have a look in the box and see what you get for your £19.99.

Along with the rulebook you get 10 figures exclusive to the game. The figures could be used as a trooper or rebel squad leader, sub-leader, trooper, all helmeted, military assault rifles. A trooper with a camouflaged helmet carrying an assault rifle with sighting aid (get those snipe orders ready), and an unhelmeted trooper with a light laser. Squad B are all wearing berets. The leader is carrying a machine pistol, while the sub-leader and two of the troopers are equipped with military assault rifles. The sub-leader is working away furiously on the deck in his hand. The final trooper has a missile launcher perched on his shoulder. All the figures are light armoured. Also in the box is a quick reference sheet, 5 x D6, a Future Warriors update (a complete list of Future Warriors products), and of course it wouldn't be complete without a copy of Warrior. So everything's there to get stuck in and have a game.

To start off with, it's best to stick with the type of figures provided, even if you have collected

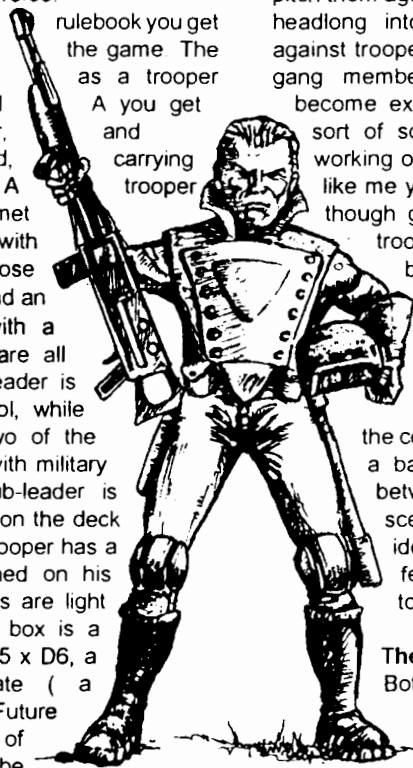
other figures in the range. The troopers are quite easy to use tactically and will give you a lot of fun in your first few games. If you've collected other gangs and want to use them, pitch them against each other first. If you rush headlong into fighting unarmoured gangs against troopers you could see a lot of dead gang members lying around. Once you become experienced at the game, these sort of scenarios, will have your brain working overtime, and if you're any thing like me your vocal chords as well. Even though gangs will normally outnumber troopers quite heavily, they have to be used properly. The slightest mistake made, will cost you dearly, especially with unarmoured gangs.

To give you an idea of the type of game that can be played with the contents of the box alone, here is a battle report of a game played between myself and Steve. No scenario, just a straight firefight, an ideal first game, just to get the feel of the rules. The whole thing took just under an hour to play.

The Game

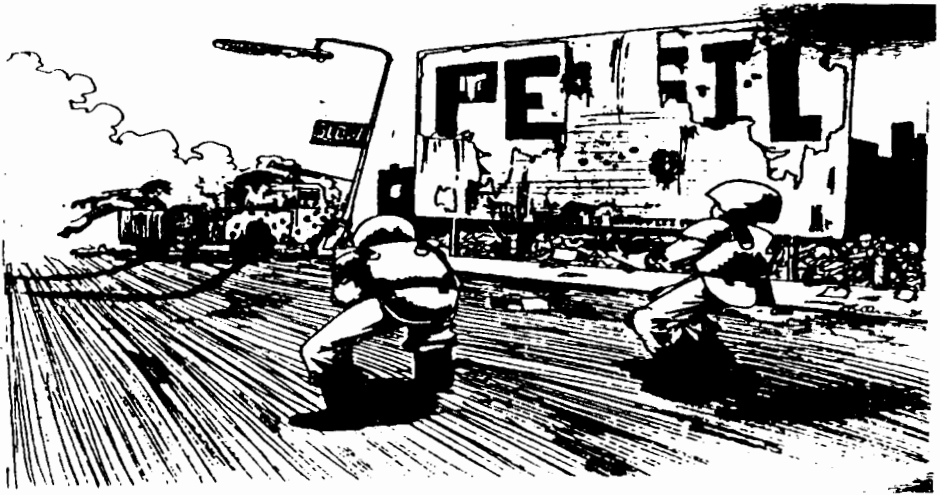
Both Steve and myself have by now played many games of Killzone, play-testing like mad, and are already seasoned veterans. I took a bit of a hammering in the last game against Steve and was eager to even the score.

We put our men on Run orders immediately



getting them into a position affording us cover. My missile man remained hidden, I was hoping to draw Steve's men into his line of sight, then move him out of cover and fire. Steve started to whinge almost immediately. "Where is he then?" He scoured the table for my missile launcher to no avail. He was safely hidden in the ruins of a building, well out of sight. Immediately I had an advantage. He was quaking in his shoes over that one figure.

reprieve, while I became even more resolved to make the next shots count. Two of my men were in an elevated position behind a wall. An excellent position for laying down a suppressing fire and pinning men down. This also meant they were under fire themselves a fair bit. One of them was the leader, and this meant they were pretty hard to suppress. Meanwhile my man with the Auto-shotgun was making good progress in



"You'll find out soon enough," I replied smugly. My men split up in order to cover various sections of the complex. One man was positioned at the corner of a building, ready to run to an adjacent building for more cover. Unfortunately he left his back exposed to one of Steve's men, who appeared from nowhere. The man fell in a hail of bullets. Curses! First blood to Steve. It was now five against five. Steve immediately cheered up. However he left two men in the open. I gained the initiative and with my men on snipe orders readied to make him pay dearly for his mistake. Incredibly they both survived. An unusual occurrence in Killzone. Any figure caught in the open usually pays dearly with his life. Steve became very chirpy at this lucky

his efforts to get behind the Troopers. He sneaked out from another ruined building and shot a trooper point blank in the back. What a dirty trick, but that's the kind of guy I am. The odds were once again in my favour. My boys remained with orders to shoot. My light assault cannon got a bead on another of Steve's guys, and riddled him with lead. I accompanied all this with the appropriate sound effects. DAKKA DAKKA DAK. I cried a huge grin plastered across my face. I was really enjoying this bloodletting now. Especially as it wasn't my lots blood. Steve winced. Ah ha, I'm starting to get to him. My two men in the elevated position were coming under some heavy fire from another couple of troopers who had got behind a wall

below them. My leader took one in the chest, and breathed his last. Oops, heavy bumper, got to do something quick. The man at his side was pinned down and with the body of his leader sprawled next to him had little incentive but to squirm around and wait for those nasty bullets to stop flying around him. And then appeared the hero of the day, having dispatched matey boy with his auto shotgun he dived for cover behind an adjacent wall and lobbed a grenade at the two guys. If the grenade missed, I wasn't too sure of his chances, but the gamble paid off.

KABOOM!!! I cried at the top of my voice. GAME OVER MAN! I was laughing uncontrollably as Steve's shoulders slumped. At this point I revealed my man with the missile launcher, and just to rub it in locked on to his last remaining man. I was showing no mercy to these corporate scum.

PHTMPH-WHEEE-BRKK. I shouted in triumph. Well it sounded something like that anyway. You had to be there and hear it to really appreciate it.

And so it came to pass that Steve was well

and truly stuffed. He had made some costly mistakes, some he got away with and others he paid dearly for. He blamed these lapses on the fact that the kids had kept him up all night, and he was really tired, etc...etc...etc. Need I go on. At the end of the day I just won't let him forget it. Lets just hope he doesn't win the next game or I'm in for a severe ear bashing. When I approached Steve about writing his side of the story, he declined on the grounds he had a cr*p game that he would rather forget about. There's nothing like a sore loser. Tee Hee.

As you can see you've got everything in the box to have a good game. However one thing Grenadier couldn't quite cram into the box was scenery. Killzone does not lend itself to desert type scenarios, due to the obvious killing power of the weapons in use. So once you've opened the box it's time to raid the house for scenic items, upturned plastic cups or beakers, or your brothers / children's lego. Anything will do at this stage, because you need plenty of cover on the table to have a good game.

Take Cover

Robin explains how to make that all important scenery for Killzone cheaply and in minutes rather than hours.

Darvis looked out from behind the cover of a ruined building. He could clearly see the marines resting in the shade of their personnel carrier. He knew that there was no hope of rushing across the open ground that lay between him and the marines without them spotting him. If only there was some cover.....

I'm sure that something like that has happened to most gamers. So in any wargame, scenery can be an important feature which can make the difference between victory or defeat. This is doubly more important in a game like **KILLZONE** where the loss of one or two troopers can be fatal. A lack of suitable terrain is a common problem. So

this article is aimed at making scenery which will get your troops onto the battlefield as soon as possible.

To get enough scenery to cover a games table can cost as much as half an infantry battalion to buy and take longer than the Severn Bridge to paint. So cheap scenery that is quick to make and looks reasonable is a must. It will also stop your gang of knife wielding scavies from being gunned down by a lone marine with an assault cannon!

All types of terrain can be made with a little thought and imagination. With this in mind, it seemed like a good idea to produce a short list to show how to make the most common items of scenery.

1. Walls, Buildings and Rubble.

Cork, polystyrene and card are materials commonly used to make walls, buildings and rubble. Each has its own advantages and disadvantages.

Cork

Cork floor tiles have the advantage of being reasonably inexpensive, easily available from most DIY stores, durable, versatile, and look visually attractive. The cork floor tiles are more suitable than cork wall tiles. Because they are generally thicker (approx 10mm) which means that they will withstand more handling and usually stand without any support. Cork tiles can be quickly cut for walls and buildings. Alternatively they can be broken by hand to give a 'ruined' effect to buildings or made into rubble. I suggest the use of glue, pins or 'Blu-Tack' (or similar) to insure that they do not collapse in the heat of battle. Cork buildings and walls also have the advantage that they may be 'battle damaged' during a game.

Polystyrene

Buildings and walls etc made from polystyrene ceiling tiles have many of the advantages of the cork floor tiles. They are even cheaper than cork tiles. However there are several points that should be kept in mind whilst using polystyrene tiles.

They are much less durable than cork tiles. Once broken they make a lot of mess, which can be impractical if you have to use a tidy area such as a dining room table.

Unpainted polystyrene tiles do not look very good. Painting them will improve their visual appeal and make them more durable. But does mean it will take a lot more time to get them ready. Many paints and glues do melt polystyrene so experimentation is important before starting. PVA woodworking glue and acrylic paints are examples of materials that will not damage polystyrene.

Cardboard

Although it is perhaps not the most suitable

material when compared to the other two it does have one big advantage which is its availability. Thin cardboard tends to be too flimsy and doesn't look real enough for gaming. Thick cardboard does look better but takes much longer to cut. As a last resort it can be worth using.

2. Vegetation

Vegetation can be bought cheaply in the form of Lichen which is available from most hobby shops. A reasonable sized bag of various colours can be bought for a few pounds. More unusual vegetation can be provided by dried seed pods or shells. Alternatively 'magic mushrooms' and the like can be made using modelling putty.

3. Fences And Razor Wire.

Wooden fences can be made from scraps of balsa wood or matchsticks whichever you prefer. To make wire fences or razor wire aluminum car repair mesh is needed. This wire mesh can be bought from most DIY or car shops.

To make the razor wire cut the wire mesh (which can be done easily with scissors) into strips of about 15mm wide. Then wrap the strip round a pen, to give a tube of mesh. Wire fences are simply made by cutting a strip of mesh about 40mm wide and attaching fence posts made from balsa wood or matchsticks.

4. Shell Craters.

Plastercine, if it can be nicked away from the kids, is ideal for making items such as sandbags or bomb craters. For a more permanent effect modelling putty is probably a better bet. It will harden once dry and will paint up quite readily.

Hopefully this article has given you some new ideas about making terrain for your games. Although these scenery ideas will never win awards for architecture, they should however give you more time to play **KILLZONE** without having to play on a desert world

FUTURE WARRIORS.

Two new blisters of figures from that very talented Mark Copplestone chappy.

1515 Biker Gang - £4.99

Consisting of 3 men and 2 women. These are some thoroughly unpleasant type bikers with their bimbo's (sorry ladies, but there is no other word to describe them) in tow

The first biker has a beard and ponytail, denim waistcoat worn open to show off his hairy chest to the girls' jeans and boots. with a knife stuck in it (just in case) He wears the obligatory overly large belt buckle, on the belt is a handgun, grenades and deck. In his right hand he carries a machine pistol raised with his finger on the trigger. In his left hand is dangling a rather fearsome looking bike chain.



The second one may not look quite so psychotic as the first, but is certainly giving

him a run for his money. He's got long hair and a beard and is wearing a rather fetching German style helmet, and shades. He is dressed similarly to the other in waistcoat, and jeans, and is armed with an assault rifle, handgun, grenades, and a knife. Enough to make a start anyway.

The last one looks like a failed member of ZZ Top with a long beard, long hair and head scarf. Once again in waistcoat and jeans, he's traded in his guitar for a light flame thrower. He too has a full complement of standby weapons. handgun, grenades and knife.

Now on to the two girls, and what very nice girls they look too. I will apologise to any particularly feminist readers now as these are two very stereotyped female biker companions. Nothing to do with me it's that Copplestone feller's fault.

The first one has lovely long hair, shades, and a great tan (can a lead figure have a tan? Well it sounds better than a greyish complexion doesn't it) A very tight halter top with huge, um, er, very large, um I mean they're only just staying in there, you just sit their waiting for them to fall out.....Take a long, cold shower Copplestone. What must the missus think? Anyway on with the review, where was I. Oh yes, she has on very, very tight hot pant's, you know the sort, the ones that crawl up every nook and cranny, with rear cheeky bits hanging out. Hold on my turn for the cold shower. Bbbrrrr..... thats better, oh yeah and knee length boots. By the way she's armed with a machine pistol, as if you really care.

Now on to the second one, can I take much more. more to the point can you? Well lets have a go. This ones got long hair and is

wearing shades and's got a lovely ta ... woah hold on deja vu, lets try again. She's wearing a tight halter top, (steady), with not quite so large boobs (phew) and a jacket with the tassels on the sleeves, you know the sort. Very tight jeans, nice bum, and once again armed with a machine pistol. That was much better wasn't it.

All in all a nice mixed bag, you've got a lot to answer for Mark. All feminist hate male should be directed straight to him, care of Naughty Nina's Massage Parlour.

1516 Future Female Warriors - £4.99

I've had several letters asking for more female figures in the future warriors range. So you've certainly got them this month. In this pack are 5 very different females.

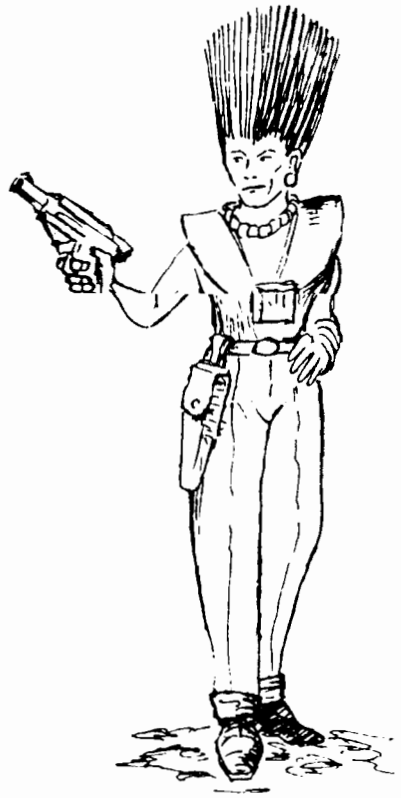
First off is the female savage in bikini top, loin cloth and knee boots, bet she's popular down the disco. She has very long hair with a feather sticking out the top and carries a wooden handled flint pick by her side. In her other hand she carries a handgun.

The next one could be a Law Enforcer or Rebel. She is stood firing a machine pistol with both hands. On her belt she carries a night-stick and handgun.

The female scavenger is a very nicely sculpted figure, brimming with detail, my personal favourite. Adorned with everything but the kitchen sink, she is wearing hooded rags, which are open at the top, revealing her feminine charms. (your at it again Mark) a Gabrielle style eye patch (quite sexy), a gas mask (not quite so sexy) hanging on her belt, along with a handgun and several bags and pouches. She carries a rucksack and canteen on her back and machine pistol in her right hand. She is finished off with a single knee pad and well worn boots, with toes peeking out of one, obviously on the way to a hit and run on the local branch of Stead and Simpsons

A weird one this. A female cyborg, looks a bit like the robot in Metropolis. What do you mean you don't remember that one. It was

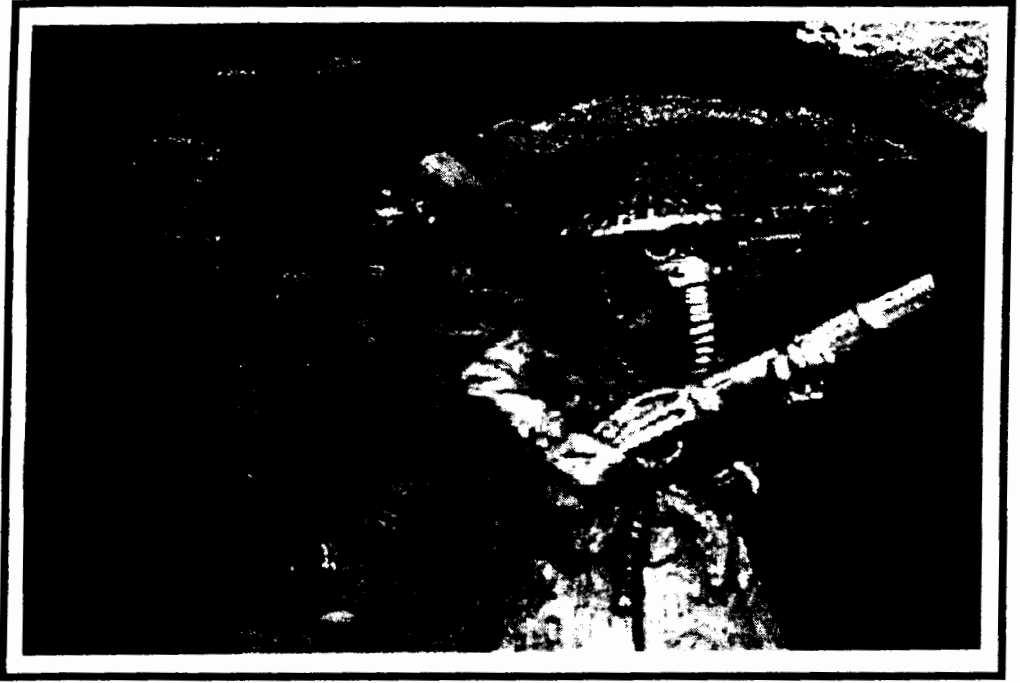
only shown down the local cinema 70 odd years ago. She is stood pointing a very large chain gun from where her hand should be. Most disconcerting.



The last one is a female Vasquez type trooper with a light assault cannon. I think?... Well I'm not really sure 'cos I can't find the figure anywhere. I've checked the cat litter tray every day in case the cat ate it, but it hasn't shown up yet. Any way I can't wait any longer so if the cat dies of lead poisoning I'll disembowel it and tell you about it (the figure not the disembowelling) next issue. Failing that I'll ask Mal to send me another one. On the other hand it's probably easier to disembowel the cat.....

THE B7 OPERATION

A Killzone Scenario by Derek Mugridge



Background

A consignment of a new experimental drug has been stolen. The drug, a stimulant code named B7, was developed to enhance the fighting ability of the government troops. It was designed to give the users a huge rush of adrenaline, make them oblivious to pain, and give them such a high as to turn them into the ultimate killing machines. The drug had been tested on two squads of troopers who were sent to cleanse an area of a particularly violent gang of scavengers who had resisted every other attempt to drive them off their turf. However the test failed abysmally. The troops did turn into the ultimate killing machines as planned. However they had been unable to discern who they were supposed to be killing. Consequently a blood bath ensued with a

mad killing spree from which nobody was safe, whether they were gang members, or civilians, and when no one else was available to kill, they turned on each other. Those surviving towards the end then suffered the side affects. The body temperature of the user was raised so high, so quickly, it fried their brain in minutes.

The drug was quickly secured and any traces of the incident covered up.

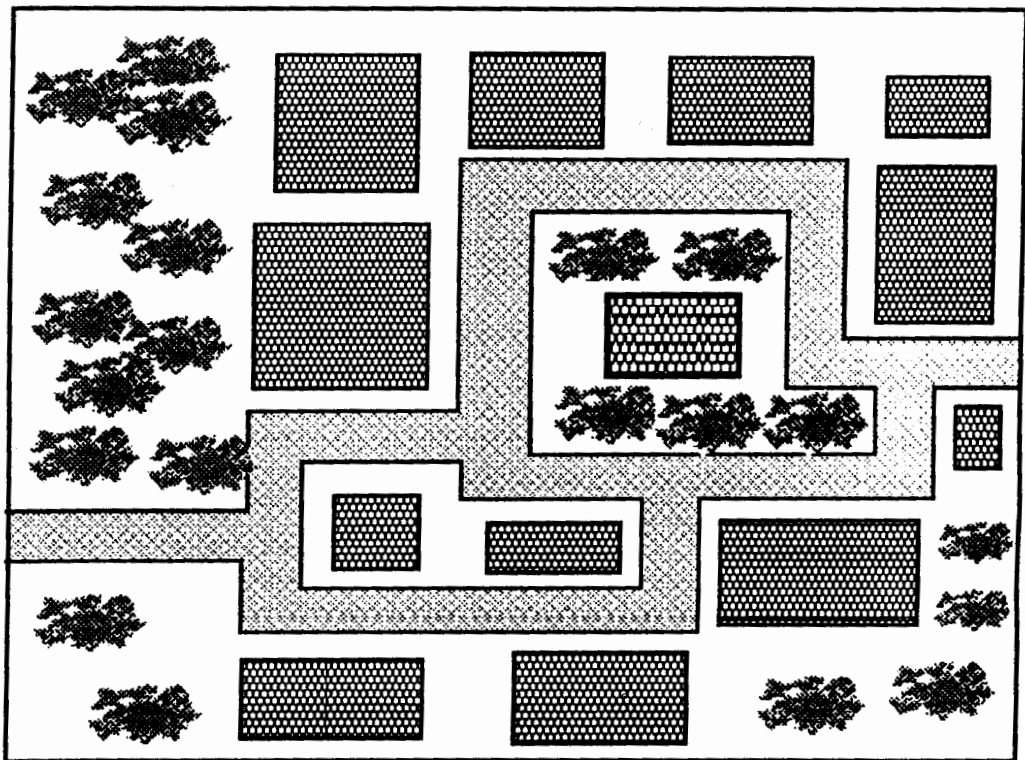
Thoughts then turned to its uses. Continued development time would get the results that had been originally planned. However with some slight refinements the drug would also make an excellent bio-weapon. The drug had to be introduced directly into the bloodstream to be effective, so while work began on developing effective needle guns, the drug

was to be transported to the governments maximum security bio-weapons lab. Troopers were dispatched to retrieve the drugs from the relatively low security labs that at present housed them. However this information was leaked and a gang of scavengers led by a man called Sturn managed to get to the consignment before the troopers. With drugs forming an everyday part of the majority of the population's life, the consequence of this drug falling into the wrong hands was unthinkable. Sturn was finally tracked down and flushed

out, and several squads of troopers were in pursuit.

Mission 1

Your brief is to block off Sturn's exit route. Your 2 squads of troopers have been airlifted and dropped into position. However Sturn suddenly changed course and you have got to move fast in order to head him off. The only way you can get into position quick enough is to take your chances crossing the turf of a gang of savages.



Terrain

The map below is an indication of how you should organise the terrain. Basically it's a case of raiding your entire scenic collection for as much cover as you can muster. You don't want the streets much longer than eight inches without a turn and they want to be about 3 inches wide. Put staggered junctions in to cut down on line of sight. For buildings, just use

ruined walls which you can make out of cork tiles as explained in Robin's Take Cover article last issue, or paint pieces of polystyrene black and grey. Have little alleyways running around the sides of the buildings. If there are any large clear areas once all your buildings are in position, scenic flock or trees can be used to provide soft cover.

Personnel Rosters

Trooper Squad 1

Name	Rank	Equipment	Points	Total
Sgt Quaid	Leader	Lt armour, Mil ass rifle, headset	49	49
Cpl Petrovski	Sub Leader	Lt armour, Mil ass rifle, headset	44	93
Trp Laws	Trooper	Lt armour, Mil ass rifle, headset	39	132
Trp LePlant	Trooper	Lt armour, Mil ass rifle, headset	39	171
Trp Kerns	Trooper	Lt armour, Mil ass rifle, headset	39	210

Trooper Squad 2

Name	Rank	Equipment	Points	Total
Sgt Forge	Leader	Lt armour, Mil ass rifle, headset	49	49
Cpl Zimmerman	Sub Leader	Lt armour, Mil ass rifle, headset	44	93
Trp Sharpe	Trooper	Lt armour, Mil ass rifle, headset	39	132
Trp Miguel	Trooper	Lt armour, Mil ass rifle, headset	39	171
Trp Fraser	Trooper	Lt armour, Mil ass rifle, headset	39	210

The Dead Heads

Name	Rank	Equipment	Points	Total
Cleaver	Leader	Sword and Dagger	21	21
Razor	-	Razor Claws and Sword	12	33
Shaka	-	Scatter gun and Sword	14	47
Stumpy	-	Crossbow and Dagger	12	59
Sheela	-	Handgun and Pick	13	72

Name	Rank	Equipment	Points	Total
Dr Death	Leader	Shotgun and Dagger	20	92
Friday	-	Handgun, Dagger, Grenade	18	110
Mr T	-	Assault Rifle, Dagger, Grenade	34	144
Flame	-	Flamer and Dagger	33	177
Mohawk	-	Assault rifle and Dagger	28	205

Name	Rank	Equipment	Points	Total
Gorgo	Hero	Chain and Dagger	109	314

Deployment

The Savages should set up all the Terrain. The Savages deploy first and must be within 12" of the centre of the table no more than 6" from their leader.

The troopers deploy second and must be within 12" of the road and within 6" of the table edge.

Special Rules

For this scenario use the handgun profile for the crossbow.

The pick has a hand to hand modifier of +2

Victory conditions

If the troopers get half or more of their troops off the opposite edge they have won.

Any other result is a win for the Savages.

TRICKS AND TACTICS

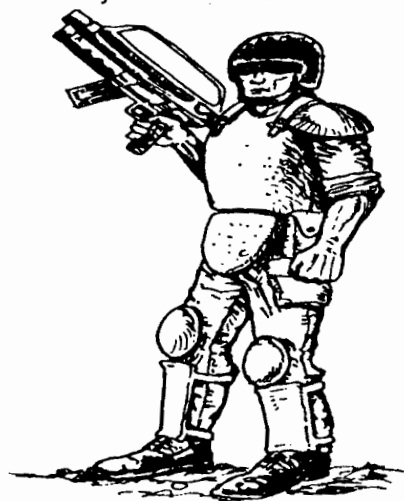
By Robin Dear

Trooper Squad Alpha-14

Name	Rank	Equipment	Points	Total
Darvin	Leader	Lt armour, Mil ass rifle, headset	49	49
Nikkas	Sub Leader	Lt armour, Mil ass rifle, headset	44	93
Balo	Trooper	Lt armour, Mil ass rifle, headset	39	132
Deans	Trooper	Lt armour, Mil ass rifle, headset	39	171
Hillian	Trooper	Lt armour, Lt ass cannon, headset	39	212

General Information

Trooper squad Alpha-14 of A Company has fought in several military and counter terrorist operations. Notably the Defence of Industrial Complexes on Sentari-61 against suicidal scavenger gangs and the cleansing of rebel forces in the cities of the home world. Both Squad leader Darvin and Trooper Balo currently have recommendations for valour.



Tactics

Trooper squads are better armed and armoured than most of their opponents. They

also have the bonus of being in headset contact. However they will generally be outnumbered by any enemy and do not fair well when brought into close combat without extra equipment.

Trooper squads should try and keep the enemy as far away as possible. The combination of military assault rifles and light assault cannon should give enough firepower to outgun any opposition. Spread out your squad to cover as much of your baseline as possible. Try to place your troopers where they can give covering fire to other members in the squad. If you can place your troopers in cover even better. Let your enemy come to you so that will have more time to shoot at them.

These tactics are only guidelines so if you come up with better ideas, use them!!

Upgrades

Replace a light assault cannon with a light laser +11pts

Replace a military assault rifle with a machine pistol -11pts

Equip 1 squad member with a handgun +4 pts

Equip 1 squad member with a grenade +6 pts

Equip 1 squad member with a sighting aid +10 pts

Black Ace Biker Gang

Background

Although the Black Ace Biker Gang has only operated for a short time now they have

already gained a formidable reputation. This gang has been wanted by the law

Name	Rank	Equipment	Points	Total
Travis	Leader	Machine Pistol and Chain	30	30
Tina	-	Machine Pistol	19	49
Big Eddie	-	Military Assault Rifle	30	79
Match	-	Flamer and Handgun	36	115
Tall Sally	-	Auto Shotgun	10	125

enforcement agencies on several charges for some time now. They have been linked to three bank robberies and the deaths of several law enforcers in the wastes at the edge of the city. Travis and Tina were both members of the rebel special forces unit before they quit and took up crime. Both are now on the run from both the rebels and the government.

Tactics

This biker gang has a good selection of long range firepower and close combat weapons. Your tactics will depend on the type of enemy that you are facing. If you are facing an enemy with little in the way of firepower. For example a savage gang try to stand off and use your machine pistols and assault rifle before they close in on you. If on the other hand you are facing enemy with more firepower such as a law enforcer squad. Get in close and finish them with your flamer and shotguns. Special thought should be given to your flame thrower. It is one of the few weapons that can effect a wide area. Try to advance to a position were you shoot several of the enemy at once because even if you miss you still have a chance of killing them.

Upgrades

- Equip 1 Biker with a handgun +4pts
- Equip 1 Biker with a grenade +6pts
- Equip 1 Biker with a shotgun +2pts
- Replace 1 auto shotgun with a machine pistol +9pts
- Replace 1 military assault rifle with a machine pistol -11pts



Note

This gang uses the figures in the Biker Gang blister.

Kill Zone Review

By Steve Gill

A review sent in by a Warrior reader. Steve Gill is the Chairman of the Camberley Area Wargames Society.

Nick Lund has done it again. The system is simple yet effective.

As with Fantasy Warriors the current orders of a group is the most important factor. A group with the wrong orders will likely be in big trouble fast, while a group with the right orders is likely to do well, regardless of the dice rolled.

Perfect for demos, anyone can pick up the game within minutes. As an example: before Gen Con none of us had even played with the area effect weapons, though we had read the rules. We had no problems with them in play.

I had only one problem when reading the rules. The example of movement doesn't seem to add up, I'm sure the trooper leader will be a little further than that away at the end of his turn.

The rules given are exceptionally playable, easy to learn and elegant in their simplicity. The only problems seem to be those of omission. There are no vehicle rules (ground or flight), no heavy armour and no powered armour.

For armour I would like to suggest a simple points system. The square of the protection offered is the cost. Light armour adds two to the kill number and costs four points, medium armour would add three to the kill and cost nine points, and heavy armour adds four to the kill number (making it 11) and costs sixteen points.

The presentation of the game needs improving. It needs more illustrations,

especially for the examples. There again we had the same problem with Fantasy Warriors: the original rulebook looked cheap but the Compendium was beautifully put together, maybe we can hope for more from the expansions.

One thing that was noticeably missing was the style that came with Fantasy Warriors. Those little comments in the margins, often humorous, from various characters made a big difference to the flavour of the game. Kill Zone has the rules sorted out, it needs the flavour adding to get people hooked.

My only real complaint about the game is the price. Removing the figures from the calculation, customers are paying £10 for a box containing the rule booklet, the counter sheet and the reference sheet. It just doesn't look like value for money, which is a big pity because the game is great.

That's about it. A great little game all skirmish gamers should have, but I feel many will be put off by the price.

D.M. I must agree with most of Steves points:-

Firstly he is correct about the incorrect movement example, I make it that the figure would be left 6" away from the trooper.

With regard to the armour, we have been discussing this ourselves. Steve mentioned to us at Gencon that the troopers had no special abilities like the savages or scavengers, which put them at a disadvantage when faced with well armed and armoured gangs. What we decided was

that it should cost the gangs more in points to get this equipment. We have taken note of Steve's ideas and are working on a costing for the more elaborate equipment to gangs. This will appear in a future issue.

As for the omissions Nick is still working on the game, so hopefully by the time he is finished, all the extra rules you are after will be in there. However in the meantime if anyone wants to send any house rules in for inclusion in the melting pot column then we'd like to see them.

Finally to Steves points on presentation. He is absolutely right, there is certainly plenty of room for improvement both in presentation and style. Unfortunately this was not possible in the time scale in which Grenadier wanted to release Killzone. I played a very early version of the game and thought the rules so good that they didn't deserve to gather dust while some flashy graphics and a cover were done. This could have delayed the release of the game for some considerable months. The question of presentation is being taken seriously by Grenadier and hopefully with some assistance from Nick Lund, Mark Copplestone and myself future releases may be of the quality you desire. All I can say is watch this space.

As for the price of Killzone, I for one brought the original box set of Fantasy Warriors for £25, having read some favourable reviews. I had no use for the figures as I already had an army in excess of 200 figures. Therefore I paid £25 for the counter sheet and A4 rulebook. More fool you, you may say, but at the time I was a very very bored Warhammer player and very close to packing up fantasy wargaming altogether. Fantasy Warriors made wargaming fun again and kept me in the hobby, so for my part I've had more than my money's worth. I feel the same about Killzone. No other Sci-Fi wargame has come close to the feel this one attains, and believe me I've tried a fair few, Laserburn, Stargrunt,

Kryomek,etc. Dark Winter was the only one that came close, but for sheer playability and downright good fun Killzone wins hands down. From the word go Killzone grabs you and you can't get enough of it. No one at Gencon who played the game questioned the price because they had had so much fun and it was worth it for that alone. Besides many of them had poured £20 worth of booze down their throat in one session at the bar, and they were certain to get many more hours of entertainment from Killzone than that. Surely it's better to pay £20 for something that you're going to play over and over again than the same for a very glossy game thats going to sit on your shelf and gather dust. Many companies merely fill up the box with what is essentially very glossy adverts or expensive gimmicks. For an example of this take a look at two of TSR's latest releases both priced about £30. Dragonstrike came with a very nice video and their latest game First Quest comes with an audio CD. These are both very basic D&D games, very glossy and well presented, but the video you are only going to watch a couple of times and the CD covers just 2 quests and then it can be consigned to the shelf. Can this be called value for money? I'd rather pay for playability than pretty packaging, wouldn't you?

**Anyone interested in joining the
Camberley Area Wargames
Society should write to:-**

**Steve Gill
38 Carshalton Road
Camberley
Surrey
GU15 4AQ**

**Look out in the next issue for
Steve's excellent Predator
scenario for Killzone.**

Someone's Kiboshed the Kaisers Karzy

A Killzone Scenario

by Steve White



"Get me the Chief of Police I want atrocities committed, multiple deaths, and if he can't deliver I want his ass on a platter."

Roll Call: 07-45

Officer Briefing: Sergeant Turncoat.

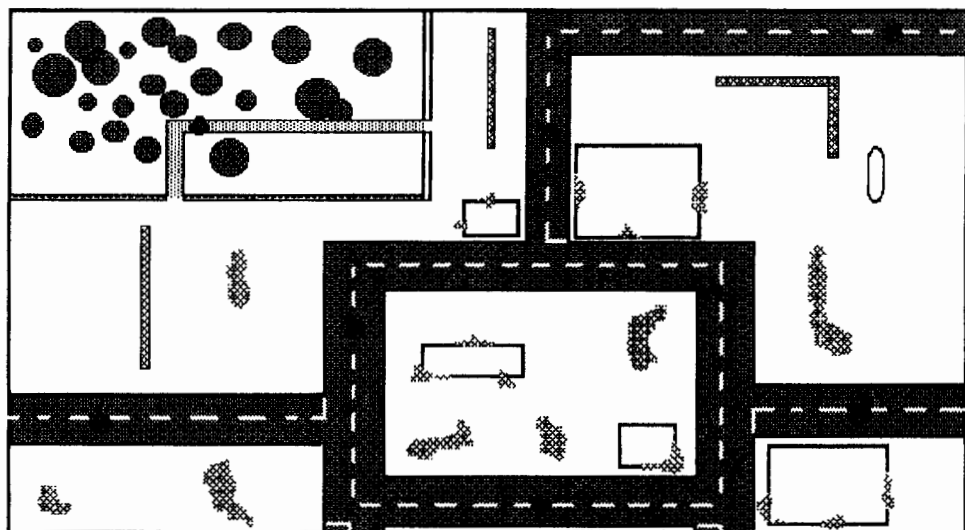
"It appears that the gang known locally as the Dung-bungers have bricked up the town's main sewer and are now living underground. This has caused one or two nasty side effects; Typhoid, Cholera, but the real problem is the Kaiser's Karzy is blocked up. The Chief has been suspended, rumour has it, by his thumbs? He has likewise threatened to do the same unto us but by a slightly more sensitive part of our anatomy if this matter isn't resolved as soon as possible. He also sends his congratulations to the cook, apparently it's her 25th wedding anniversary."

"What about the mass murder on 27th Avenue"; interrupted a rookie cop.

The Sergeant dipped his head for a second; "we'll put a traffic warden on that. These sewer rats have maximum priority. Take his name Lieutenant."

"Right, now listen carefully. This is the plan. I don't want any mistakes, our jobs are on the line. We'll go in by squads, and use CS gas on the sewer outlets. Lieutenant Krakow will lead squad A and I'll lead squad B, and remember; someone who's got nothing has got nothing to lose. So let's be careful out there."

Scene of Operations



Special rules

Gang members pre-designate which part of the sewer they are in, and can only appear from that outlet. Write their names or designate a letter or number to each figure and place it on the underside of the figure and relevant manhole cover. The figure can then be deployed from that particular manhole at the beginning of any game turn. The order they arrive on table with is the same as the Gang leader's current order. If the Gang leader wishes to change orders, only those already on the table must be within 8 inches.

They can appear from outlets at full speed. Gang members firing from sewer outlets count soft cover on the grounds that their head, arms and chest need to be above ground to fire.

Cops can fire CS Gas canisters from their shotguns. 1 canister is issued to each man. The maximum range of a canister is 12 inches. Short range is up to 6 inches. A 6 is

required to hit at long range, and a 5 or 6 for short range.

All figures within 3 inches of the target spot immediately become suppressed. Anyone caught in the gas, must attempt to escape from it.

They cannot attempt to remove suppression if they fail to escape and remain within the gas cloud.

If the gas cloud lands in the open, figures in buildings within the target area remain unaffected by the gas.

Gas landing in the open lasts for one turn.

Gas fired into a building lasts for two turns.

Gang members gassed underground must immediately surface and are suppressed (unless they wear gas masks).

At the beginning of each turn each gang member above ground, and within 8" of Sergeant Turncoat throws a dice, if it's a 1 they surrender. Read 'em their rights and lock 'em up.

Victory Conditions

Cops

The object of the game is to clear the sewers and once again allow the Kaiser to settle down with his newspaper for his morning constitutional. Without this luxury in his life he is miserable to the point of being totally unbearable. While this situation continues any cop who even vaguely irritates him could find the Kaiser's boot up his ass, and end up adding to the unemployment statistics. Therefore clearing the sewers of the perpetrators, arresting them so the Kaiser can vent his spleen upon them, and allowing a maintenance crew down there to unblock the system, should be your sole aim in life.

Dung-bungers

Your aim is much simpler. Hold the cops off as long as you can, kill a couple if you like, stop them gassing the sewer, and get right up the Kaiser's nose.

Victory Points

Dung-bungers Victory Points		Cops Victory Points	
Each cop killed	3	Each gang member arrested	3
Each sewer manhole held	3	Each sewer manhole gassed	3
Each cop suppressed	2	Each gang member killed	2
Each round after round six that the Gang members fight.	2	Each gang member suppressed	1

Cops Personnel Roster

Cops Squad 1	Cops Squad 1
1Cop, Leader, Lt Ass Cannon, HS, Nstk.	1Cop, Leader, Machine Pistol, HS, Nstk.
1Cop, Subleader, Hvy Handgun, HS, Nstk.	1Cop, Subleader, Hvy Handgun, HS, Nstk.
1Cop, Machine Pistol, HS, Nstk.	1Cop, Machine Pistol, HS, Nstk.
1Cop, Auto Shotgun, Handgun, HS, Nstk.	1Cop, Auto Shotgun, Handgun, HS, Nstk.
1Cop, Auto Shotgun, Handgun, HS, Nstk.	1Cop, Auto Shotgun, Handgun, HS, Nstk.

The nightstick counts the same as a chain in combat.

Dung-bungers Membership List

Gang 1 Members	Gang 2 Members
Leader, Autoshotgun, Hdgn.	Leader, Shotgun, Hdgn.
No.2, Shotgun, Sword, Gasmask.	No.2, Machine Pistol, Hdgn.
No.3, Hvy Hdgn.	No.3, Autoshotgun, Gasmask.
No.4, Hdgn, Razorclaws, Grenade.	No.4, Shotgun, Dagger, Gasmask
No.5, Umbrella, Gasmask, Hndgn, Grenade.	No.5, Chain, Dagger, Gasmask.
No.6, Sword, Dagger.	No.6, Scattergun, Sword.

The umbrella conceals a sword, so use these modifiers in combat.

PREDATOR

A Killzone scenario

by
Steve Gill

Steve's been running this scenario at various shows around the country. We saw it at Eurogencon and were well impressed. So for those of you unable to get to a show to play it, Steve has kindly provided it for you to enjoy in the comfort of your own home or club.



The Predator and the Gang

Location:

Urban Zone near park

Groups:

Predator Hero

Trooper Hero

Trooper Squad

Gang (poss multiple groups)

Scavengers

Law Enforcers

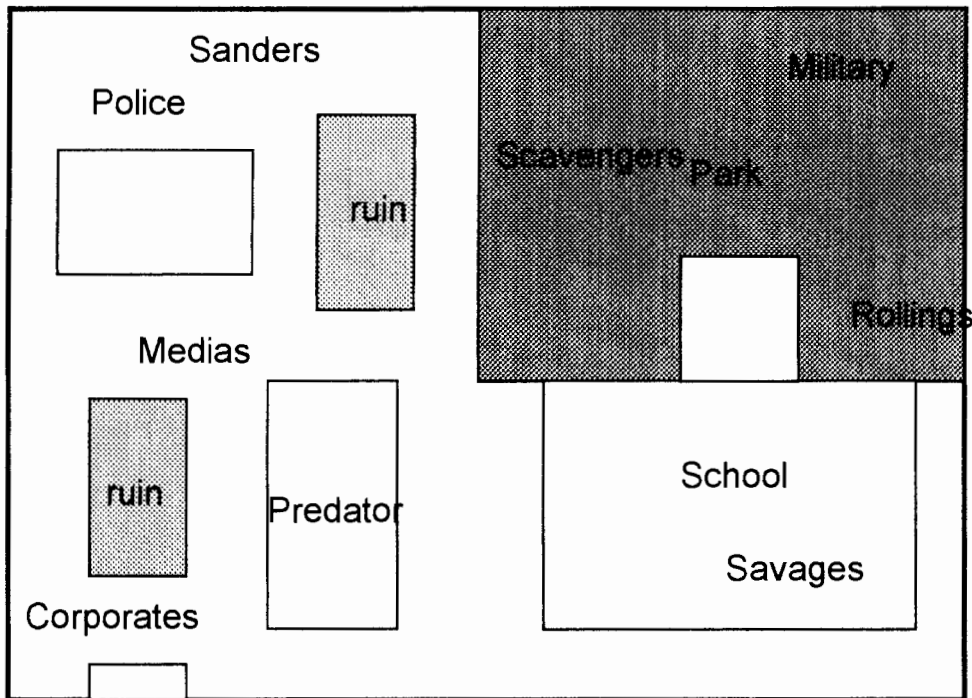
poss Cop Hero

poss Corporate team

poss Media group

Scene:

A single Predator is in the city hunting for John Rollings, an experienced combat veteran. It has moved into a disused building in the same block as the local combat gang, the Cut Crew. Three of Rollings' friends have been killed in this area, the remains have been found in the park, and he has decided to investigate. At the same time both the army and the police have decided to send people in. The Scavengers live in the park.



Predator:

Briefing:

Hunting for John Rollings the local military commander, you spent the past two weeks trying to get his attention. He has finally decided to come into the area, so at last his skull shall be yours. Typically it has now started to rain so your stealth suit doesn't work properly. There seems to be some kind of peace between the gang in the area and the local authorities.

Name	Rank	Equipment	Points
Predator	Hero	Light Armour, Stealth Suit, Sighting Aid, Night Sight, Razor Claws on both hands, Dagger, Light Laser, Disc, Spear.	214

Special Rules:

The Predator receives the same reduced movement penalties as the Scavengers. Use the Machine Pistol profile for the Disc and the Auto Shotgun profile for the Spear.

The Stealth Suit gives a -1 to all targetting attempts against the Predator on top of other modifiers.

All groups should have equal points with the exception of the Predator.

D.M The rules for the Laser are in the process of being amended, due to the fact that in it's present form it's not powerful enough. The amendments being playtested at present are:- Lasers can pass through light armour very easily, so ignore armour. Therefore all kills are +7. Targetting is always counted as close range.

John Rollings: Trooper Hero.

Briefing: As the local military commander it is your job to stamp on any armed uprisings or violence in the area. In the past two weeks 3 of your team have been killed in the region of Memorial Park and their remains found there. You suspect the local gang, the Cut Crew even though there is a truce between you, but it is possible that the City Ramblers, a scavenger group based in the park, are involved. The Ramblers live in the park near the memorial, the Crew live in the old school (the large building adjacent to the park).

Name	Rank	Equipment	Points
John Rollings	Hero	Light Armour, Machine Pistol, Heavy Handgun, 4 Grenades	154

Sgt Cooper: Trooper Squad.

Briefing: The local military team. In the past two weeks 3 of your team have been killed in the region of Memorial Park and their remains found there. Your Captain, John Rollings, suspects the local gang, the Cut Crew, who live in the old school (the large building adjacent to the park). He has gone off on his own to check out the area. You have decided that it might be useful for one of your patrols to 'just happen' to be in the neighbourhood in case he needs support.

Name	Rank	Equipment	Points
Sgt Cooper	Squad Leader	Light Armour, Military Assault Rifle, Handgun, Headset Contact, 1 Grenade	59
Cpl Jones	Sub Leader	Light Armour, Military Assault Rifle, Handgun, Headset Contact	48
Trooper 1	Trooper	Light Armour, Military Assault Rifle, Handgun, Headset Contact	43
Trooper 2	Sniper	Light Armour, Assault Rifle, Handgun, Headset Contact, Sighting Aid	50
Total			200

Jim Bryant: Corporate Trooper Squad.

Briefing: You work for a military technology corporation. In the past two weeks there have been many deaths in the region of Memorial Park. In the same time period there have been strange signals detected by the company's detectors. It seems the military and police have decided it's time to investigate. Your company has decided that it might be useful for one of your patrols to 'just happen' to be in the neighbourhood in case there is any technology that needs looking at.

Name	Rank	Equipment	Points
Sgt Bryant	Squad Leader	Light Armour, Military Assault Rifle, Handgun, Headset Contact, 1 Grenade	59
Cpl Laves	Sub Leader	Light Armour, Military Assault Rifle, Handgun, Headset Contact	48
Trooper 1	Trooper	Light Armour, Military Assault Rifle, Handgun, Headset Contact	43
Trooper 2	Sniper	Light Armour, Assault Rifle, Handgun, Headset Contact, Sighting Aid	50
Total			200

Cut Crew: Savages.

Briefing: Lately there has been a lot of deaths in your area, though luckily none of the Crew have died. The Authorities have been paying a lot of attention to the area and you suspect that soon they will break the truce between you by entering your area. They should not be allowed to enter any of the buildings on your side of the park.

Name	Rank	Equipment	Points
Death's Head	Leader	Shotgun, Dagger	20
Dragon	Sub Leader	Sword, Dagger	16
Wolf	Member	Auto Shotgun	10
Wolf Cub 1	"	Machine Pistol, Dagger	20
Wolf Cub 2	"	Heavy Handgun	14
Wolf Cub 3	"	Tonfa	9
Mama's Boy	"	Assault Rifle, Dagger	28
Green Mamba	"	Machine Pistol, Dagger	20
Teddy Bear	"	Sword, Dagger	11
Jason	"	Handgun, Dagger	12
Barbie	"	Crossbow, Sword	14
Red	"	Chain, Dagger	9
Vixen	"	Handgun, Axe	13
Trashman	"	Club, Shield	10
Total			206

Special Rules:

Profiles for the following weapons do not yet exist. These should be exchanged for the following existing ones:-

- For the Tonfa - Daggers
- For the Crossbow - Handgun
- For the Axe - Claws
- For the Club - Claws
- For the Shield - Dagger

Flame: Savages Hero.

Briefing: Lately there has been a lot of deaths in your area, though luckily none of the Crew have died. The Authorities have been paying a lot of attention to the area and you suspect that soon they will break the truce between you by entering your area. They should not be allowed to enter any of the buildings on your side of the park.

Name	Rank	Equipment	Points
Flame	Hero	Flame Thrower, Assault Rifle, Dagger	153

City Ramblers: Scavengers.

Briefing: Lately there has been a lot of deaths in your bit of the park, though luckily none of the Ramblers have died. The Authorities have been paying a lot of attention to the area and you suspect that they will soon decide to dig around your area. They should not be allowed to enter any of the copses in your area of the park.

Name	Rank	Equipment	Points
Country Joe	Leader	Assault Rifle, Sighting Aid, Dagger	48
Patch	Sub Leader	Auto Shotgun, Handgun	19
Bald Eagle	Member	Auto Shotgun, Handgun	14
Tophat	"	Scatter Gun, Sword	14
Gent	"	Handgun, Grenade	17
Cowl	"	Assault Rifle, Handgun	31
Chinaman	"	Shotgun, Sword	12
Flyboy	"	Machine Pistol, Handgun	23
Outlaw	"	Machine Pistol, Handgun	23
Total			201

Drifter: Scavengers Hero.

Briefing: Lately there has been a lot of deaths in your bit of the park, though luckily none of the Ramblers have died. The Authorities have been paying a lot of attention to the area and you suspect that they will soon decide to dig around your area. They should not be allowed to enter any of the copses in your area of the park.

Name	Rank	Equipment	Points
Drifter	Hero	Assault Rifle, Handgun	131

Dave Sanders: Law Enforcer Hero.

Briefing: As the local police commander it is your job to uphold the law in the area. In the past two weeks there have been many deaths in the region of Memorial Park. You suspect the local gang, the Cut Crew, are being set up by someone.

Name	Rank	Equipment	Points
Dave Sanders	Hero	Light Armour, Light Assault Cannon, Handgun	140

Sgt Williams: Law Enforcer Squad.

Briefing: The local cops. In the past two weeks 3 of the local military support have been killed in the region of Memorial Park and their remains found there. Your Lieutenant, Dave Sanders, suspects the local gang, the Cut Crew, who live in the old school (the large building adjacent to the park) are being used as a dummy by person(s) unknown. He has gone off on his own to check out the area. You have decided that it might be useful for one of your patrols to 'just happen' to be in the neighbourhood in case he needs support.

Name	Rank	Equipment	Points
Sgt Williams	Squad Leader	Light Armour, Machine Pistol, Handgun, Headset Contact	42
Officer Timms	Sub Leader	Light Armour, Machine Pistol, Handgun, Headset Contact	37
Officer 1	Enforcer	Light Armour, Machine Pistol, Handgun, Headset Contact	32
Officer 2	"	Light Armour, Auto Shotgun, Handgun, Headset Contact	23
Officer 3	"	Light Armour, Auto Shotgun, Handgun, Headset Contact	23
Total			157

Mary Kelly: Media Team

Briefing: You work for a media and communications corporation. In the past two weeks there have been many deaths in the region of Memorial Park. In the same time period there have been strange rumours on the streets of 'unnatural creatures'. It seems the military and police have decided it's time to investigate. Sounds like a good time to be around, might be a good story here.

Name	Rank	Equipment	Points
Mary Kelly	Reporter (Leader)	Light Armour, Handgun	25
Dick	Cameraman (Sub Leader)	Light Armour, Handgun	20
Haircut	Bodyguard	Light Armour, Handgun, Machine Pistol	27
Johnny	"	Light Armour, Handgun, Auto Shotgun	18
Jenny	"	Light Armour, Handgun, Assault Rifle	35
Louiza	"	Light Armour, Handgun, Military Assault Rifle	38
Total			163

CAWS House Rules for Kill Zone

Totally UNOFFICIAL rules drawn up by C.A.W.S., The Camberley Area Wargames Society, for use in the Predator scenario.

Individual Orders

Special ability only available to Troopers or Law Enforcers to cover their superior training (and the fact they are the only ones with no special ability). Only available if in headset contact. During Change Orders they can issue a new order to some or all of the group. Only one new order may be given in a turn and the player must decide in advance which figures it will apply to. The figures getting the new order do not need to be currently on the same order. This will permit the trooper with the missile launcher to be on Snipe orders while the rest are on Shoot.

Falling damage

A figure takes 1Dice damage for every 10' (roughly 2") or part thereof fallen (includes jumping down). Obviously there's no need to roll for the first foot as 1Dice can't kill.

Picking things up

A character can pick up items so long as it has movement available. It costs 2" movement per item to be picked up.

Detonating Ammo

Explosive ammunition such as grenades, flame throwers and missiles will explode on a roll of 1 or 2 if the character is killed by an explosive or flame attack.

Exploding Vehicles

Vehicles will explode on a roll of 1 or 2 if the fuel tank is killed by an explosive or flame attack (normal attack modifiers, kill as unarmoured).

Detonating Ammo

Hollywood Style

Explosive ammunition such as grenades, flame throwers and missiles will explode on a roll of 1 or 2 if the character is hit by an explosive or flame attack, killed or falls more than 10'.

Exploding Vehicles

Hollywood Style

Vehicles will explode on a roll of 1 or 2 if the fuel tank is killed by bullets or any explosive or flame attack (normal attack modifiers, kill as unarmoured).

Optional Rules ideas

Easy Shots

My understanding of the situation is that every figure is doing it's best not to get shot. Although the figure is standing next to some bushes the chances are the character would be dodging around and trying to keep low. I have to disagree with any bonus for 'point blank', but would suggest a special +2 to hit for unaware targets. This would only apply for the first round of combat in an ambush type situation where the attacker is in preplaced positions and the defender is unaware of their existence.

Vehicles

Vehicles will generally move at human walking speeds in a combat area. I would suggest 10" normally and 20" if on Run orders. A vehicle exceeding 20" will continue accelerating and leave the table.

Anyone wishing to contact Steve Gill and the Camberley Area Wargames Society should write to the following address:-

38, Carshalton Road,
Camberley,
Surrey
GU15 4AQ

Kill Zone at Euro Gen Con '94 by Steve Gill

A couple of weeks before Salute I had this idea: seeing that we were already going to Gen Con wouldn't it be an idea to run our own demos, a mix of roleplaying and figure gaming? I spoke to everyone at CAWS, Mal at Grenadier and nobody told me how stupid I was!

The week after Salute we had finished the Cyberpunk tournament scenarios and at the same time decided on the roleplaying groups to take. Kill Zone had already arrived in the post, we had raided the Ground Zero Games stall for interesting looking vehicles, we had about twenty Future Warriors painted and the rest of the range ready to go and Mal had sent us some extra counters. Yeah, we were ready to start.

My philosophy of demos is simple: people like them to be visual, the more so the better, and this is what we aimed for. By the weekend the design for the wall sections had been determined. We wanted two storey buildings (to scale with the figures, roughly 5mm to a foot) of modular construction so we didn't have to do it all again for the next demo. It would also make it easier to incorporate them into our role-playing games as 3D floorplans, the original reason (excuse) for getting the Future Warrior figures. The roofs and first floor walkways would be one piece and specific to each building layout. We had decided to use foamcard, it's easy to work with yet thick enough to look right.

The following week the production line started. Shanine, Christine and Chris were on figure and vehicle painting; I was on building and terrain production; and Liese and Daniel were on terrain painting. It really helped that most had never done anything like this before as inexperience was more than made up for by the excitement of doing something new.

The next three weeks consisted of work, build, paint, sleep, work, build... Nerves frayed as deadlines sailed by, bank balances

plummeted as the local art shop was raided repeatedly and every games store around was searched for civilian figures, but gradually things were beginning to take shape. A lot of the stuff we intended to make never made it, but the majority was there in some shape or form. We even had time for a couple of simple runs through the system. Wednesday evening we were off to Camber Sands, only slightly delayed by some last minute painting and varnishing and a total inability to get everything in the car. What a trip! TSR must have gone to a lot of effort to find a venue so difficult to get to.

Thursday morning was a real downer for a short while: we couldn't use our base pieces as they were too warped (large pieces of 3mm foamcard warp far too easily it turns out), we had our terrain set up and no-one was interested. Then Ingo and Klaus from Welt der Spiele in Germany showed up, they wanted to play and not only that they'd played before, they could teach us the game! From that point on it was plain sailing. Every time we were ready to put on a game we were swamped with players, it was great! There was rarely a need for an umpire and when there was it was usually simple to decide on the answer (Derek helped a lot there, good thing we were close). The games were self-supporting enough that there weren't even problems when Shanine was left on her own while the rest of us umpired Cyberpunk. We even had time to eat and chat with other delegates.

What more can I say? We all had a great time, and just to prove we are total masochists we are now actively looking to put on demos at every convention that will take us and we can get to.

D.M If any of you want to know more about how to run participation games of Killzone at your local club or wargames show, then drop me a line at the usual address on the back page and I'll give you as much info as I can.

KILLZONE

A Battle Report

by

Robin Dear & Jason Humphreys



In the Beginning

With a usual lack of planning, a pile of figures, and a copy of KILLZONE landed on my doorstep a fortnight before our little jolly to Camber Sands for the EuroGencon games convention. This meant besides painting a whole horde of figures, I would also have to learn how to play the game.

With this in mind it was time to call on Jason as a likely victim, sorry I mean opponent. So we set a time and I set the scenery.

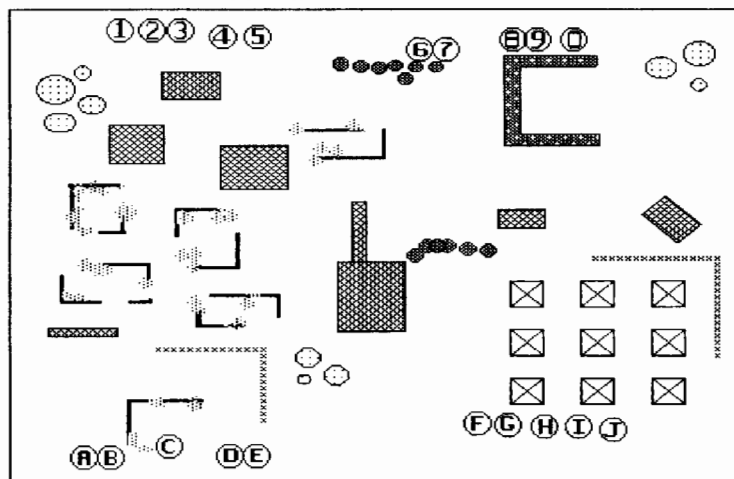
Scenery

All the scenery used for this game was prepared in the 20 minutes before the

battle. The ruined buildings were made from cork tiles held together with drawing pins. The vegetation was a mixture of lichen and commercially available model trees. The fences were made from car repair mesh held together by plastercine! Small paint tins were piled together as discarded oil drums. All the other terrain were cardboard and polystyrene containers raided from cupboards around the house while my fiancée was'n't looking!

For more scenery ideas see my article in Warrior 8.

Law Enforcers Baseline



Biker Gang Baseline



Biker Gang	Key
1 Biker Gang Leader, Machine Pistol, Knife	1
1 Biker Babe Subleader, Assault Rifle, Knife	2
1 Biker, Heavy Handgun	3
1 Biker Babe, Auto Shotgun, Knife	4
1 Biker, Military Assault Rifle	5

Biker Gang	Key
1 Biker Gang Leader, Machine Pistol, Chain	6
1 Biker Babe Subleader, Machine Pistol	7
1 Biker Babe, Auto Shotgun	8
1 Biker, Flame Thrower, Handgun	9
1 Biker, Military Assault Rifle	0

Law Enforcer Squad	Key
1 Law Enforcer Leader, Light Assault Cannon, Headset	A
1 Law Enforcer Subleader, Machine Pistol, Headset	B
1 Law Enforcer, Machine Pistol, Headset	C
1 Law Enforcer, Auto Shotgun, Headset	D
1 Law Enforcer, Auto Shotgun, Headset	E

Law Enforcer Squad	Key
1 Law Enforcer Leader, Light Assault Cannon, Sighting Aid	F
1 Law Enforcer Subleader, Machine Pistol,	G
1 Law Enforcer, Machine Pistol,	H
1 Law Enforcer, Auto Shotgun,	I
1 Law Enforcer, Auto Shotgun,	J

Robin's Battle Report

"It was time for a master plan. I would send my two biker gangs on either flank to surround and destroy the law enforcers. The plan was a stroke of Guinness (You know, PURE Genius). I couldn't lose."

Both gangs ran with ease to reach the cover of the ruined buildings and the solar generators. They then slowed their advance so that they would not be ambushed. By now the law enforcers could be seen sneaking through the ruins and hiding behind bushes. All of a sudden, a pair of law enforcers rushed from behind the large bush on the right flank. They charged my surprised bikers by the solar generators. In hail of shots my babe with the auto shotgun along with the guy with the flamer were both gunned down. My remaining bikers returned fire and killed both the law enforcers. See how they liked my justice!

Meanwhile on the other flank. A bitter firefight had developed around the ruined houses. With two more casualties on each side.

"It was the end of the fourth turn. We stopped to gather our wits. Up until now neither side had even fired a shot, now four were dead on each side. Jason's luck began to kick in as he won the initiative for the beginning of the 5th turn."

There could be no respite, the another two law enforcers charged from behind the hedge. This time they were not as lucky. In the hail of fire they could only manage to kill my gang's leader. In return my babe with the machine pistol shot both of them.

Things on the right flank, however were quickly falling apart. With the law enforcers killing my Leader, subleader and both the remaining gang members without a single loss to their side.

This left me with my last gang member, the sub leader babe with a machine pistol. She retaliated and shot both law enforcer

leaders in an amazing display of skill.

"I couldn't believe it, my babe with the machine pistol had managed to roll a double 6 to kill the second law enforcer leader behind medium cover with her last shot. I was still in with a chance. Jason only had one law enforcer with a machine pistol. If I could only win initiative."

Before my babe could run for cover, she was gunned down by a law enforcer with a machine pistol. I shall remember her always. It was game over for me. But I shall return.....



Jason's Battle Report

"After getting a copy of KILLZONE, Robin and I were eager to have a game. A quick read through the rules showed them to be very quick and easy to understand. We both chose 250 pts, with two squads of Law Enforcers for me and a two biker gangs for Robin."

The first three turns were used to get into position. I advanced on shoot orders while Robin used run orders followed by shoot orders to close the range.

On the fourth turn things got bloody. Two of my enforcers rushed forward to engage the bikers, dropping a shotgun armed biker and Robin's flame thrower guy. They were now left in the open. Robin easily kills one of my enforcers with a shot from an assault rifle. My other squad picks on a babe with a pistol. An auto shotgun roars but she still refuses to fall. A machine pistol chatters but misses her completely. Trust me to find the heavy handgun babe from Hell! Meanwhile my leader who is leading from the back finally comes into range. His light assault cannon rips through one of the gang leaders and another biker with an auto shotgun.

"I rather like these light assault cannons."

It is now Robin's second bike gang's move. He is chuckling horribly to himself at the sight of all those coppers out in the open.



His gang moved into firing positions. Three machine pistols open up, dropping three law enforcers; a shotgunner and two machine pistoliers. With both sides equally shot up we begin

the 5th turn. Luckily I win the initiative for both my squads and immediately go on the offensive. A machine pistol from the first squad finally kills the Biker babe from Hell. The leader picks off a biker armed with an assault rifle at long range.

"I definitely like light assault cannons."

My other squad is also doing well. By killing the other gang leader and assault rifle biker the gang is wiped out.

Robin looks forlornly at his last gang, all two of them!!

He moves them deeper into cover, while still keeping up a hail of bullets. His sub babe with a machine pistol blats (technical term) one of my machine pistol enforcers and my last auto shot gunner.

Its the 7th turn and definitely looking the last. I have both leaders left and a sergeant while Robin has his machine pistol babe and an assault rifle biker. Things can go either way so its going to depend on the initiative roll. Again I win the initiative so I am first and third leaving Robin second. My leader kills Robin's guy with the assault rifle. One down and one to go. Robin's last babe shoots at my leader and kills him in the first shot. Oh no Bad Karma. She turns her sights on my other leader and kills him too!! Mega bad karma. Things are looking grim until I remember its my sergeant who is left. He opens up with his machine pistol and does what all good sergeants don't. They don't let you down.

The game was excitingly close with me down to my last man. It was very easy to play once ranges and such like were memorised. One thing we found that was cover was vital. We had lots of scenery, much more than in different games we would play. It actually became part of the game instead of something to walk around. The classic example being when I tried to hide an enforcer behind some stacked pipes and a biker appeared on other side and shot through the pipes to kill him.

Turf War

A Killzone Scenario

by Robin Dear



Outline

This is a KILL ZONE game for 4 to 9 experienced players. Unlike a normal skirmish game of KILL ZONE each player has a different set of objectives and victory points. If only 4 people are playing then the groups should be divided as shown below:

Player 1; Both Warrior gangs and Gorgo

Player 2; Law Enforcer squad and Travis

Player 3; Billy's Booster Boyz and the West City Bikers

Player 4; The Nomads and the News Crew

Scenery

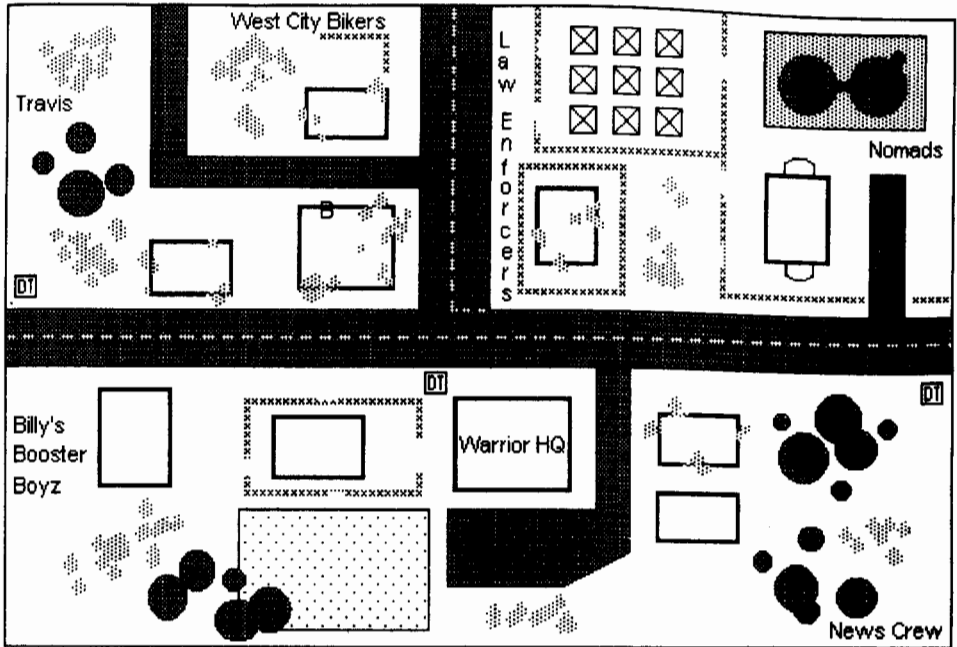
The map on the next page only shows the main items of scenery. It does not show scenic items such as crates, waste drums, abandoned cars etc. Feel free to adjust the battlefield to suit your scenery collection.

Background

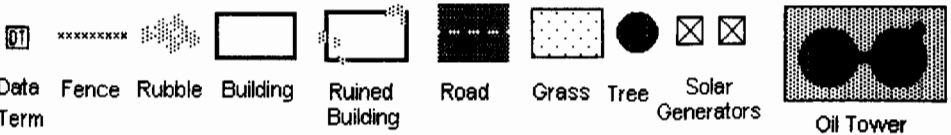
About three months ago a new gang called the Warriors was formed from the ashes of two smaller savage gangs. Since the formation of the Warriors, they have grown to become the biggest gang in the area. Now that the Warriors have had time to grow, they are ready to spread out. With this purpose they have started to challenge the neighbouring gangs for turf. Something the neighbouring gangs aren't too keen on ! So while the other gangs have been conducting business as normal. The Warriors have been preparing for a turf war.

To add to this a Warrior gang member named Gorgo has killed the brother of one of the Law Enforcer's most important special agents. Travis, the special agent now plans revenge against Gorgo and the Warriors. With all these rumours spreading around the infonet it was not long before a media crew picked up the story and decided to investigate further.

Turf War



Key



Player 1 - West City Bikers, (Biker Gang)

Name	Status	Equipment	Points	
Total				
Macey	Leader	Machine pistol & chain	30	30
Tina	SubLeader	Machine pistol	19	49
Big Eddie	Biker	Machine pistol	19	68
Match	"	Flame thrower & handgun	36	104
Tall Sally	"	Auto shotgun	10	114

Your leader Marlon has been killed by one of 'The Warriors' (a local savage gang). It's now time for you and the West City Bikers to get even. By slipping a few creds to your friends on the infonet, you have found that the Warriors will be meeting at the old schoolhouse tonight. Don't get mad get even!!

Mission:

Kill all the members of the Warriors gang if you can.

Victory Points:

- +5VP for each Warrior gang hero killed
- +3VP for each Warrior gang leader killed.
- +1VP for each Warrior gang member killed.
- 1VP for each one your bikers that is killed.

Player 2 - Billy's Booster Boyz, (Edgerunners Gang)

Name	Status	Equipment	Points	Total
Billy	Leader	Heavy handgun & razor claws	28	28
Mazz	Subleader	Handgun	16	44
Little Tina	Ganger	Handgun , auto shotgun	14	58
Blaster	"	Machine pistol	19	77
Eddie	"	Heavy handgun	14	91

The bank job went sweet as a nut, all that's left to do is hide the stash. But where was the big press coverage you were expecting for your daring bank robbery. Don't these media types know you and the boyz are famous! The only people who turned up were the law enforcers and they arrived late. Now its time to get rid of any law enforcers so you can plan your next publicity stunt in peace.

Mission:

At least 2 members of the gang must enter building B to hide the money from the bank raid. The gang must then escape from the law enforcers and get even with any media types.

Victory points;

- +4VP if Billy escapes from the law enforcers (leaves table via opposite side).
- +2VP if Mazz escapes from the law enforcers (leaves table via opposite side).
- +1VP if any other Booster Boyz escape from the law enforcers (leaves table via opposite side).
- +1VP for each law enforcer killed.
- +1VP for each member of the media team killed.

Player 3-Squad Marlin, (Law Enforcer Squad)

Name	Status	Equipment	Points	Total
Capt Marlin	Leader	Machine pistol, nightstick & handgun	42	42
Sgt Pye	SubLeader	Machine Pistol, nightstick & handgun	37	79
Off Ferrando	Officer	Machine Pistol, nightstick & handgun	32	111
Off Smith	"	Auto Shotgun, nightstick & handgun	19	130
Off Chang	"	Auto Shotgun, nightstick & handgun	19	149

Your squad was just on its way to pick up several members of the Nomads gang wanted in connection with the deaths of three of your fellow officers, when Squad HQ instructed you to intercept and arrest Billy's Booster Boyz. This gang is wanted in connection with a robbery earlier today.

You and your squad are to form a perimeter along the 16th East Street and arrest Billy and his gang when they try to pass.



Mission:

Capture the Billy's Booster Boyz alive if possible and dead if necessary. Arrest any Nomads if you get time.

Victory Points:

- +5VP for capturing Billy alive.
- +3VP for capturing Mazz alive.
- +2VP for capturing any other of the Booster Boyz alive.
- +1VP for capturing any Nomads alive.
- +1VP for killing any of the Booster Boyz or the Nomads.
- 1VP for each Law enforcer killed.

Player 4-The Nomads, (Scavenger Gang)

Name	Status	Equipment	Points	Total
Darr	Leader	Auto shotgun & handgun	24	24
Brigitte	Scavenger	Auto shotgun & knife	11	35
Eric	"	Shotgun & knife	10	45
Trask	"	Machine pistol	19	64
Jimmy	"	Handgun & shotgun	13	77

You are 'The Nomads' a gang that has the reputation as one of the toughest gangs on the east side. Until now no other gang has dared to invade your turf, not even the cops. One or two cops have tried and FAILED. That is until about three months ago when the Warriors showed up. Tonight your going to take down the Warriors a notch or two.

Mission:

Protect your turf (starting baseline) and kill as many members of the Warriors gang as possible.

Victory Points:

- +4VP if nobody crosses your turf (starting baseline).
- +3VP for each Warrior's gang leader killed.
- +1VP for each Warrior's gang member killed.
- +1/2VP for each law enforcer killed.
- 1VP for each member of your gang that is killed.

Player 5-Big Jake & His Boys. (The Warriors, Savage Gang)

Name	Status	Equipment	Points	Total
Big Jake	Leader	Shotgun & knife	20	20
XXX	Savage	Machine pistol	19	39
Boris	"	Sword & knuckleduster	11	50
Match	"	Flame thrower & handgun	36	86
Ox	"	Scatter gun & sword	11	97

The 'Warriors' are the hardest gang in town and you and your boys will prove it to anybody. Not even the cops would dare to try and take your lot. All the people that have tried have been nailed to the wall. A rumour on the infonet tells you that the West City Bikers and The Nomads will try a raid tonight but you'll be ready.

Mission:

Kill any Bikers or Nomads and protect your turf.

Victory points:

- +3VP For each Biker or Nomad gang leader killed.
- +1VP For each Biker or Nomad gang member killed.
- +5VP If no other gangs are within 6" of the old schoolhouse (your Base) at the end of the battle.
- 1VP For each member of your gang that are killed.

Player 6-DeeDee & Her Crew (The Warriors, Savage Gang)

Name	Status	Equipment	Points	Total
DeeDee	Leader	Handgun & pick	23	23
Billy the kid	Savage	Machine pistol	19	42
Cutter	"	Razor claws & knife	10	52
Fat Sam	"	Crossbow & sword	14	66
Dev	"	Chain, handgun & knife	13	79

The 'Warriors' are the hardest gang in town and you and your boys will prove it to anybody. Not even the cops would dare to try and take your lot. All the people that have tried have been nailed to the wall. A rumour on the infonet tells you that the West City Bikers and The Nomads will try a raid tonight but you'll be ready.

Mission:

Kill any Bikers or Nomads and protect your turf.

Victory points:

+3VP For each Biker or Nomad gang leader killed.

+1VP For each Biker or Nomad gang member killed.

+5VP If no other gangs are within 6" of the old schoolhouse (your Base) at the end of the battle.

-1VP For each member of your gang that are killed.

Player 7-Gorgo The Cop Killer, (Savage Hero)

Name	Status	Equipment	Points	Total
Gorgo	Hero	Handgun & dagger	105	105

Rumour has it that some renegade cop is gunning for you after you killed his brother. If he comes looking you'll be ready. Also some news reporter is digging up the dirt about your past with the rebels. When she comes looking as she will, you'll have to kill her too.

Mission:

Kill any reporters that come snooping around and the renegade cop if he shows his face. Help your gang the Warriors if they get in a tight corner.

Victory points:

+5VP if you kill the news reporter.

+5VP if you kill the renegade cop.

+1VP for each member of the media team that you kill.

+1/2VP for Biker or Nomad that you kill.

-5VP if you are killed.

Player 8-Undercover Law Enforcer, (Law Enforcer Hero)

Name	Status	Equipment	Points	Total
Travis	Hero	Auto shotgun & handgun	107	107

Ever since the death of your brother you have been looking for revenge. You have now found out that Gorgo, a member of the 'Warriors' (a local savage gang) is responsible. Using the police infonet you have found the Warriors have their headquarters in a old deserted school building on the east side. Tonight you take Gorgo down.

Mission:

Kill Gorgo and as many of the 'Warriors' as possible.

Victory Points:

+9VP if you kill Gorgo.

+1VP for each member of the Warriors gang that you kill.

-5VP if you are killed.

Player 9-The News Crew, (Media Team)

Name	Status	Equipment	Points Total	
Diana Rigby*	Leader	Handgun	21	21
Al Capino	SubLeader	Handgun & camera	16	36
Arnold	Bodyguard	Machine pistol & knuckleduster	20	56
Alice	"	Machine pistol	19	75
Colin Mulley	"	Handgun	11	86

*Although Diana Rigby is NOT classed as a heroine, she does receive the hero's save because of her special talents for staying alive. See page 13 of the rulebook for the hero's save rule.

You have found through your sources that Officer Travis (Special undercover cop) plans to assassinate a prominent local gang member called Gorgo for the murder of his brother. If he does it would be an exclusive. If Gorgo is killed there is bound to be some riots which will be a great news story. Your boss has had some run ins with Gorgo so keep clear of him until Travis shows up. If some crank called Billy Booster or his gang turns up get Arnold and the bodyguards to deal with him. He has been trying everything to get his name in the news but he is a loser so don't waste the film on him.

Mission:

Film the death of Travis or Gorgo, and any good street battle. Get any film back to a dataterm. If Billy Booster or his gang turns up get Arnold and Co to deal with him.

Victory Points:

- +7VP for filming the death of Travis or Gorgo.
- +2VP for filming the death of each law enforcer (max of 2).
- +1VP for filming the death of each gang member (except Billy's Booster Boyz, max of 3).
- +1VP for each of Billy Booster Boyz that are killed.
- 3VP if Diana Rigby is killed.
- 2VP if Al Capino is killed.

Special Rules

Filming can only be done if both Diana and the camera man are within 8" of the subject. If the cameraman is not Al Capino then the camera man and Diana must be within 6" of the subject. The camera man must have a clear line of sight to the subject. To collect VP's for filming the camera man must take the camera to a dataterm while on 'stay sharp' orders. Al Capino will not give up his camera unless he is killed. If he is killed then another member of the media team may use the camera.

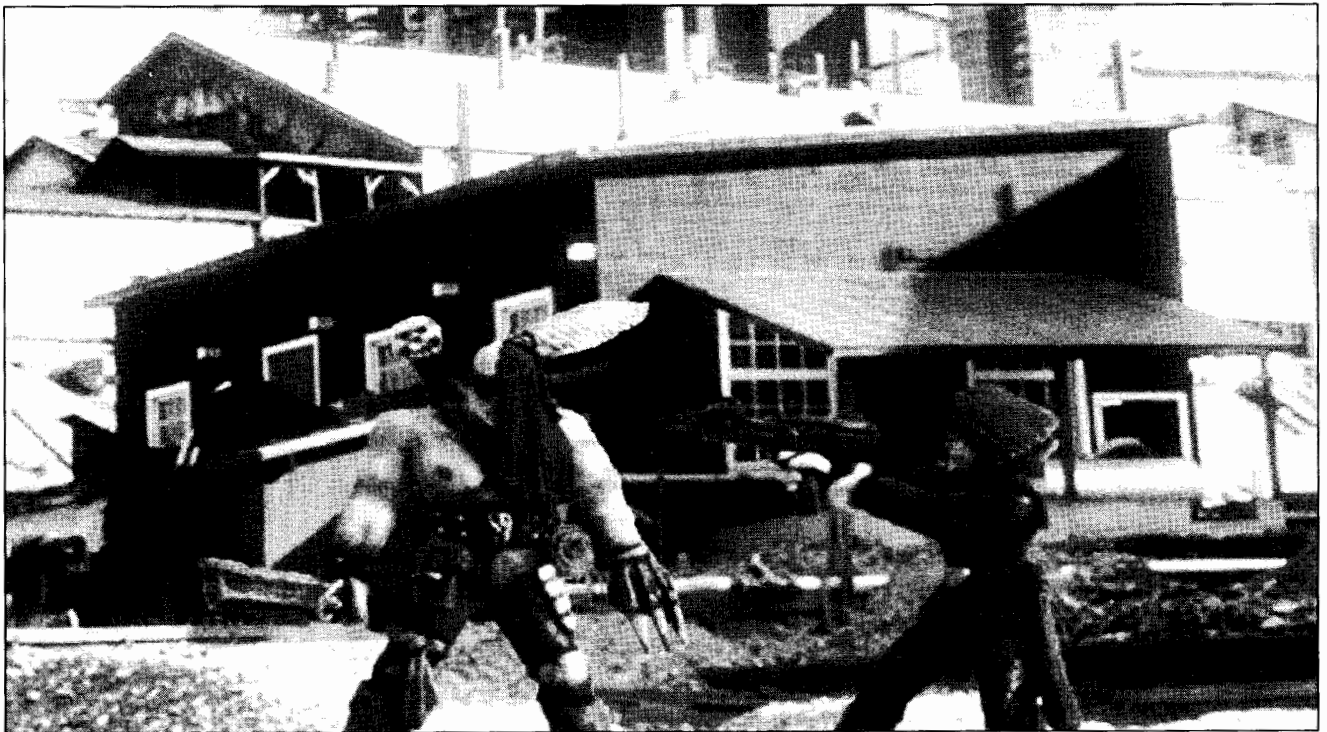
I would like to thank every one at Fun & Games, Woking who acted as our guinea pigs for the day playing out this scenario. A special thank you must go to William and James Duff who certainly made sure I didn't slack during the day, and their father Andrew who wrote in with some useful advice regarding improvements that could be made to the scenario. Also in his letter he asked for hints and tips on running games at local clubs, which we thought would make an interesting article so look out for that in the next issue. ED

THE B7 OPERATION

Part 2. The Friday Night Fry-Up

By Derek Mugridge

The continuation of the Killzone scenario from Issue 9



Above: Lieutenant Ramova captures Spider

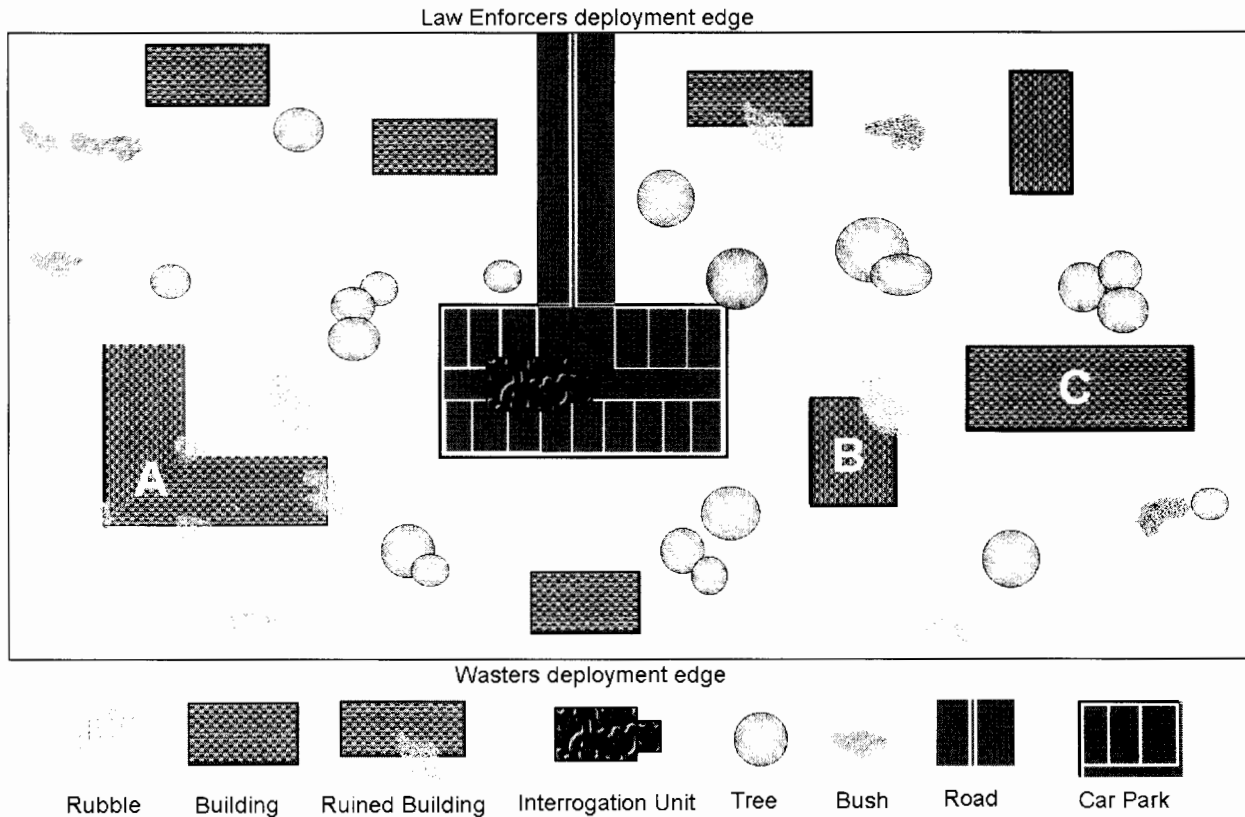
B7 was an experiment gone wrong. A drug developed to enhance the fighting potential of Government troops had instead, left some in a state of permanent psychosis, or the lucky one's dead with their brains fried. In the meantime before them lay a massacre of not only the gang members whom they had sought, but also any man, woman or child who had got in the way. The operation had been hushed up, and the drug was returned to high security labs for continued development. Unfortunately it was now in the hands of a maniac scavenger known as Sturn, and the operation was about to take another twist.

The B7 Operation was escalating. Sturn had managed to escape the pursuing Government troops and had gone underground. The Government had enlisted the help of the Law Enforcement Agency to track him down, and they

were now getting close to his current location.

Sturn meanwhile was busily experimenting with the drug's potential. His earlier attempts had led to brain-fry in just seconds, so he was now varying very small doses of the drug to see its effect. With the Law closing in, now seemed like as good a time as any to give it a full test. He had enlisted the help of a gang known as the Wasters. A gang of dope fiends to whom life itself had no meaning. They lived their short lives in a drug induced nightmare world, from which death was a pleasant release. The chance to try out a new fix was too good an opportunity to miss. The consequences to themselves were of no importance. Sturn enlisted twenty gang members and gave groups of 5 varying doses. Then he let them loose on the Law and sat back to watch the fun.

THE B7 OPERATION



Deployment

All Squads and gangs deploy up to 6" from their respective table edge.

Objectives

Law Enforcers

The Law Enforcers must capture and interrogate the members of the gang to ascertain the whereabouts of Sturn. When they have his location they must attempt to capture him or can settle for a draw by killing him.

Sturn and the Wasters.

The Wasters' objective is simple, don't let Sturn get captured. This is of paramount importance to them because if they lose Sturn, they lose their next fix of B7.

Both sides have a maximum of fifteen game turns in which to achieve their objective.

Playing the game.

This scenario requires the Law Enforcers to employ a method of non-lethal combat in order to capture and interrogate the perpetrators (or perps as they are known in the precinct) to discover Sturn's hideout. For this we have developed some rules for stun weapons, cuffing and interrogating. For the wasters we have developed drug rules to simulate the effect of B7 on them.

Special Rules

These special rules are at present unofficial rules developed specifically for this scenario.

Law Enforcers

Stun Guns

This weapon was developed as a means to suppress the enemy without killing them.

Weapon	Short Range	Rapid Shots	Damage
Stun Gun	0-6"	2	3 Dice

- ◆ Apply targetting as normal.
- ◆ During the Hit roll all cover modifiers are applied.
- ◆ Armour offers no protection to a stun weapon. Therefore all figures are stunned on a roll of 7 or more.
- ◆ No figure can be killed with a stun weapon, no matter what the kill score.
- ◆ If the kill score is less than 7 then the weapon has had no effect on the target.
- ◆ No close range modifier is available.
- ◆ The weapon cannot be fitted with a sighting aid.
- ◆ The weapon can be fired in close combat. This qualifies for an automatic hit. No targetting roll is required.
- ◆ On a successful hit a figure becomes stunned.

Stun Grenades

This is an area effect suppression weapon, working exactly the same as a normal grenade, but without killing anyone.

- ◆ All the general rules for hand grenades apply to stun grenades the only difference being the following:-
- ◆ On a successful hit with a stun grenade all figures within 2" will be automatically stunned.
- ◆ On a miss all figures within 1" will be stunned.
- ◆ If a stun grenade is thrown through an opening into an enclosed space such as a room, then these distances should be doubled. i.e 4" for a hit, and 2" for a miss.
- ◆ A solid wall will protect a figure from a stun grenade. e.g If there is a solid wall between the figure and the landing point of the stun grenade, then the figure will not be stunned.
- ◆ A figure will not throw a stun grenade when there is a chance he will suffer from the effects. Therefore he must throw it from more than the effect distance or throw it from behind a wall



Stunned Figures

- ◆ All figures stunned become immediately suppressed.
- ◆ Figures remained stunned until the end of the game turn on which they were fired at.
- ◆ In their next turn the stunned figure may automatically remove their stunned counter.

However this still counts as one action. Leaving only one other action open to them that turn.

- ◆ If a stunned figure is hit by another stun weapon then the figure is deemed unconscious and is placed on its side and becomes immobilised for the rest of the game. e.g A figure is hit by a stun gun, and has a suppression counter placed next to him, however before he has a chance to remove it he is hit by a stun grenade. He is now immobilised for the rest of the game.
- ◆ If the group leader is immobilised he does not gain the modifiers for being alive in the Initiative and Changing Orders phase. Also the modifier for being in base to base contact with a leader in the Remove Suppression action no longer applies if the leader is immobilised.
- ◆ If more than half the unit is stunned it cannot change orders
- ◆ If more than half the unit is stunned, then that unit moves last. If more than one unit is stunned then they roll to see who goes last and who goes second to last and so on.

Interrogation

A captured figure can be interrogated. To do this the following rules should be applied:-

- ◆ The law enforcer must be in base to base contact with the stunned figure and then follows the rules for captives on page 28 of the Killzone rules.
- ◆ The Law enforcer can move into base to base contact and capture a stunned figure on any order except Snipe and Run.
- ◆ Interrogation can be used as an action under any orders except Run.
- ◆ Interrogation is the only action available to that figure that turn. The figure may not move or shoot during the same turn.
- ◆ There is no limit to how many times a single figure may be interrogated.
- ◆ A stunned or unconscious figure cannot be interrogated. i.e With a stunned figure you must capture him while he is stunned and then interrogate him during the following game turn when he has come round.

Interrogation Method

Interrogator rolls 1 x D6
Add any modifiers.

Score: 1 - 5 The perp resisted interrogation.

Score: 6. The perp turns into a supergrass, and reveals all.

THE B7 OPERATION

Interrogation Modifiers

More than one Law enforcer in base to base with captive.	+1
Law Enforcer armed with nightstick.	+1
Captive placed in interrogation unit.	+4

Interrogation Unit

- ◆ To place a captive into the interrogation unit he should be moved into base to base contact with the unit, at which point he is placed at the side of the table in a holding point with any other captives. The interrogation unit is heavily armoured, and has many security features, therefore once in the unit the captives cannot be rescued.
- ◆ If a captive is interrogated in the unit only the +4 modifier applies, no other modifier may be added.



Above: Sturn (right) and his long time companion, Leon.

The Perp Reveals All

So one of the wasters blabs, and spills the beans on Sturn's hideout. All that's left to do now, is go in and get them.

On revealing their whereabouts, the waster player immediately rolls 1 x D6.

Score: 1-2	Building A
Score: 3-4	Building B
Score: 5-6	Building C

Sturn and Leon are immediately placed in the relevant building with Run orders. However they

cannot move until a Law Enforcer enters their line of sight. Once they can move they can choose to fight it out or run. They are free to exit from anywhere along the Wasters deployment edge.

The Wasters

B7

B7 is a stimulant designed to give the user a huge rush of adrenaline, make them oblivious to pain, and give them such a high as to turn them into the ultimate killing machines. Unfortunately the consequences of taking too high a dose are severe. The user becomes psychotic, killing anything in sight. This state of psychosis can remain permanent even after the effects of the drug have worn off. Even worse in some individuals the body temperature is raised so high, so quickly, that their brain literally fries.

Using B7

Each gang can take whatever dose level it likes. Level 1, 2 or 3. The higher the dose the more likely you boys are likely to fry their brains. Sturn's not worried as long as they keep the cops away from him.

At the beginning of the game decide what dose level each gang is going to have and place a counter next to the gang leader. You can make counters numbered from one to three to do this (make sure they are different from initiative counters or confusion will reign).

The effects

A dose of B7 has the following effect on its user:-

- ◆ The user becomes more aggressive; add an additional +2 modifier to his hand to hand combat score.
- ◆ The user moves much more quickly due to the increased adrenaline; add +2 inches to all moves.
- ◆ The user loses all fear; he cannot be suppressed by anything other than stun weapons, and cannot use keep down orders.
- ◆ The fires his weapon more erratically. Targetting is done as normal, but all hits are subject to a further -2 modifier.

Multiple doses

The effects of multiple doses are cumulative. So the modifiers are multiplied by 2 or 3 depending how many doses the gang takes.

Therefore a gang on level 3 B7 gets a +6 modifier in hand to hand combat and move an extra +6 inches.

Overdose

At the beginning of every game turn following the initiative phase, gangs **must** test for an overdose.

Overdose Method

Roll 1 x D6
Add modifiers

Score: 1 - 4 No effect.

Score: 5 Overdose. Psychosis sets in. The gang immediately go on Assault orders. They cannot change orders for the remainder of the game. Each member of the gang must move by the shortest route towards the nearest figure whether friend or enemy. When they contact that figure they must attack it.

Score: 6 Brain Fry. As above. However they now have a total disregard for their own safety, running around screaming in agony as their brain slowly boils. At the end of each figure's move, your opponent may move the figure a further 2" in any direction.

To assist the flow of the game, it is advisable to make some overdose and Brain fry counters. Once a gang has overdosed it no longer makes a drug roll.

Overdose Modifiers

Level 2 dose taken +1
Level 3 dose taken +2

Victory Conditions

After ten game turns are completed a victory is awarded to whichever side meets the conditions

Law Enforcers

Major Victory: Capture Stum Alive and return him to the Interrogation Unit.

Minor Victory: Capture Stum.

Draw: Stum killed or not found.

Any other outcome is a victory for the Wasters.

Tactics

Law Enforcers

You guys have got to stun and interrogate as many Wasters as you can. If you can secure a protected route to the Interrogation Unit then even better. But you must provide covering fire for those with captured Wasters at all times.

When Stum is discovered drop everything and move in for the big bust. From now on you can waste as many of these guys as you like, but get Stum alive if you can. Once he's dead you may never find the stolen B7 until it's too late.

Wasters

Hey, Stum a pretty cool guy and this B7 stuff of his is the best kick you've had in a long time. Who cares if it fries your brain. Now is all that matters. Just waste any cop that comes near, and keep your mouth shut. If they capture one of your own you may have to waste him as well. Just in case he decides to grass on Stum. It don' matter much, this stuff will probably kill him pretty soon anyway. The main thing is, you need Stum alive or you'll never see B7 again.

Squad and Gang Lists

Law Enforcers

Squad 1

Lieutenant Ramova (Leader)	Machine Pistol
Officer Sinclair (Subleader)	Machine Pistol
Officer Kurnow	Machine Pistol
Officer Trent	Auto Shotgun
Officer Winston	Auto Shotgun
Officer Robins	Auto Shotgun

Squad 2

Sergeant Tasker (Leader)	Auto Shotgun
Officer Ives (Subleader)	Machine Pistol
Officer Ferman	Machine Pistol
Officer Sukov	Machine Pistol
Officer Klinger	Machine Pistol
Officer Kane	Auto Shotgun

All Law Enforcers carry the following items:-

Stun Guns, Nightsticks, Heavy Handguns, Headsets, Handcuffs and 1 x Stun Grenade.

Wasters

Gang 1

Kahn (Leader)	Shotgun
Kleenex	Sword, Razor Claws
Strange	Chain
Fingers	Machine Pistol, Lt Armour
Ice	Assault Rifle

Gang 2

Shark	Sword
Klecko	Scattergun, Sword
Slick	Flamethrower
Treen	Stone Club, Handgun
Screamer	Heavy Handgun

All gang members carry daggers.
The Stone Club gives +2 in combat.

Individuals

Stum	Auto Shotgun, Handgun
Leon	Auto Shotgun

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