# Heroes of the Solar System

There are many Heroes in the Solar System, some are famous, some infamous and others aspire to be. Which one will become the next Mitch Hunter or Alakhai the Cunning?
Creating a Warlord or Lord is easy, just follow the 5 Steps below:

## 1. Give the Hero a name and choose the Stat Line and Warlord/Lord Type:

| | M | CC | RS | ST | CON | WP | LD | W | A | PTS | SPECIAL SKILLS | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Close Combat | 6 | 15 | 12 | 10 | 12 | 16 | 17 | 3 | 14(12) | 75 | Fearless | Ranger | Shielded | Duelist |
| Ranged | 5 | 12 | 16 | 8 | 10 | 16 | 16 | 3 | 12(11) | 75 | Fearless | Crackshot | Shielded | Target Sense |
| Tech | 4 | 13 | 13 | 8 | 12 | 16 | 16 | 3 | 11(10) | 80 | Fearless | Relentless | Shielded | |
| Psychic | 5 | 12 | 12 | 8 | 8 | 17 | 16 | 3 | 12(12) | 80 | Fearless | Psychic (3) | Shielded | |
| LORD | 5 | 12 | 12 | 8 | 8 | 16 | 16 | 2 | 12(10) | 45 | Fearless | | | |

## 2. Modify the Stat Line:

Each increment is worth 5 points (Wounds cost 15pts). You can Add or Remove to maximum numbers shown in the relevant Stats Boxes (i.e. +2/-1 means that the Hero's Stat can be increased by up to +2 for a total of 10 pts or can be reduced by 1 reducing the cost of the Warlord by 5 pts).

| | M | CC | RS | ST | CON | WP | LD | W | A |
|---|---|---|---|---|---|---|---|---|---|
| Close Combat | 0 | +2/-0 | 0 | +2/0 | +1/-1 | 0 | +1/-1 | 0 | +1/-1 |
| Ranged | 0 | +1/-1 | +2/0 | 0/-1 | 0 | 0 | 0 | +1/0 | +1/-1 |
| Tech | 0 | +1/-1 | +1/-1 | +1/-1 | +1/-1 | +1/-1 | +1/-1 | +1/0 | +1/-1 |
| Psychic | 0 | 0 | 0 | 0 | 0 | 0 | 0 | +1/0 | 0 |
| LORD | 0 | +1/-1 | +1/-1 | +1/-1 | +1/-1 | 0 | +1/-1 | +1/0 | 0 |

## 3. Name the Hero's Weapon(s) and note the Weapon Stat Line:

| | RANGED WEAPONS | | | | | CLOSE COMBAT | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| TYPE OF WARLORD | R | ST | ROF | AVV | TYPE | R | ST | ROA | AVV | TYPE |
| Close Combat | 12 | 12 | 1 | 0 | Piercing | 2 | +2 | 3 | 2 | Piercing or Plasma |
| Ranged | 24 | 14 | 3 | 2 | Piercing or Plasma* | 1.5 | +1 | 2 | 0 | Piercing or Plasma |
| Tech | 16 | 12 | 2 | 1 | Plasma | 1.5 | +1 | 2 | 1 | Plasma |
| Psychic | 8 | 10 | 1 | 0 | Piercing | 1.5 | +0 | 2 | 0 | Piercing |
| LORD | 24 | 12 | 1 | 0 | Piercing | 1.5 | +1 | 2 | 1 | Piercing |

## 4. Modify the Weapon Stat line:

Each R or St point cost 5 pts, RoF/RoA cost 10 and AVV points cost 15pts.

| | R | ST | ROF | AVV | CHANGE TYPE FOR: |
|---|---|---|---|---|---|
| Close Combat | 0 | 0 | 0 | 0 | N/A |
| Ranged | +6/-0 | +2/0 | +1/-1 | +2/-2 | Rail (30 Pts), Blast (20pts) |
| Tech | +4/-2 | +2/0 | +1/0 | +1/0 | Blast (20 pts) |
| Psychic | 0 | 0 | 0 | 0 | N/A |
| LORD | +4/0 | +2/0 | +1/0 | +1/0 | Piercing |

| R | ST | ROA | AVV | CHANGE TYPE FOR: |
|---|---|---|---|---|
| 0 | +2/0 | +2/0 | +2/-2 | Blast (20pts), Plasma (5pts) |
| 0 | 0 | 0 | 0 | N/A |
| 0 | +3/0 | +1/0 | +1/0 | Blast (20pts) |
| 0 | 0 | 0 | 0 | N/A |
| 0 | +2/0 | +1/0 | +1/0 | Piercing |

## 5. And finally, select the Hero Special Skills:

Allocate the Hero to a Faction. The Hero uses the Faction General Rules. (Lords can be given any combination of Special Skills). The Hero may not be given the same Special Skill more than once. A Hero may only take Psychic Powers from its own Army list for points cost listed in the relevant Army section.

*For example: A Brotherhood Hero of the Solar System may only take Brotherhood Psychic Powers. A Bauhaus Psychic Warlord is not allowed any Psychic powers, as there are no Bauhaus Psychic powers.*

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Close Combat | CC weapon Critical Force (2) - 10 pts. | Heal (3) - 15 pts | Brutal - 5 pts | Contempt (All) - 10pts | Fear (1) - 10pts | Infiltrate - 10pts | Predator Sense - 10pts |
| Ranged | Heal (3) - 15 pts | Camouflage (2) - 15pts | Gunslinger - 15 Pts | Pathfinder - 5pts | Sniper - 15pts | | |
| Tech | Heal (3) - 15 pts | Espoinage - 5pts | Camouflage (2) -15pts | Contempt (All) - 10pts | Infiltrate - 10pts | Predator Sense - 10pts | |
| Psychic | Heal (3) - 15 pts | Espoinage - 5pts | Fear (2) - 10pts | Pathfinder - 5pts | Stalk - 20 pts | | |

# Offensive Organisation

**Building your Offensive Force:** When planning a game of Warzone Resurrection, players should agree on a point level and the Offensive Organisation Chart they wish to use. For the first few games we recommend using a small Force of 500 Points. We expect that normal Games will be 1000-1500 Points and played on a 4x4 or 6x4 foot Board using the Standard Offensive Organisation Chart. The other Offensive Organisation Charts are great if players want longer games or want to include some of the infamous Warzone Resurrection Heavy vehicles like the Bauhaus Grizzly or the Capitolian Leviathan.

**Points:** Each Model has a Points Value which depends on the Model's likely effectiveness in the game. Building your skirmish force using the points system is a key part of the fun of Warzone Resurrection. It is not unusual for a squad to be given additional gear as part of their initial cost in the form of a variety of upgrades. Once paid for in points, this gear is a constant part of the Squad's characteristics. Gear cards in the decks represent 'special orders', gear found on the battlefield and parachuted in as the battle progresses and as such are not part of the Squad's points cost.

**Cross Faction Reinforcements:** In some cases you may be allowed to include Squads from other factions in your army, Brotherhood for example often bolsters Bauhaus, Capitol and Imperial forces. Squads from other factions included in your OOC use their factions General Special Rules, can purchase Psychic Powers and Squad upgrades from their faction list and you may include Strategy, Tactical and Gear cards exclusive to that squad in your deck when playing the Advanced Game (Valkyries can bring cards for Valkyries but may not bring any general Brotherhood cards from the starter).

**Offensive Organisation Charts (OOC):** To ensure balance in the game, Warzone Resurrection follows an 'Offensive Organisation Chart' approach. There are four Offensive Organisation Charts available depending on size of game wanted. These game sizes are described as Standard, Heavy, Mega and Gargantuan.

**The Standard OOC:** The Standard OOC is likely to be the Tournament version of Warzone Resurrection as well as the normal Game played most of the time. We would expect this type of Game to last between 1 and 3 hours depending on Points Level used. Every Force in Warzone Resurrection must have a Warlord and Standard Games are no exception. In the Standard OOC Game each player must also take two Squads of Troops. All other Slots are optional.

**The Heavy OOC:** The Heavy OOC is very similar to the Standard OOC, but with a couple of variations. Firstly, a Heavy Vehicle can be taken and additionally a second optional 'Light Vehicle/Monster' Slot is available. Secondly, the two 'Light Vehicle/ Monster' Slots can be swopped for one 'Heavy Vehicle' Slot and conversely, the 'Heavy Vehicle' Slot can be swopped for two 'Light Vehicle/ Monster' Slots.

*For Example: Andre and Marshall are playing a Heavy Game and Andre wants to play 4 Orcas, so he has swopped his Heavy Vehicle slot for 2 Light Vehicle/ Monster Slots. Marshall, on the other hand, wants to play two Bauhaus Grizzly Tanks, so he has swopped his 2 Light Vehicle/ Monster Slots for an additional Heavy Vehicle Slot.*

**The Mega OOC:** In the Mega OOC the number of Slots is doubled from that available in the Standard OOC. Still only 1 Warlord must be taken and the compulsory Troop requirement is doubled to four. The maximum Squad size for 'Light Vehicles/Monster' slots is doubled from that stated in the Squad entry.

*For Example: Orcas are listed as maximum Squad size of 1, so in a Mega Game Squads of 2 Orca can be fielded. Equally, Kunshu Dragonriders are listed as maximum Squad size 6, so can be fielded in Squads of up to 12. Minimum Squad size is unaffected so stays at 1 for both the Orca and Kunshu Dragonriders.*

**The Gargantuan OOC:** In the same way that the Mega OOC is the doubling of the Standard OOC, the Gargantuan OOC is double that of the Heavy OOC. Still only 1 Warlord must be taken and the compulsory Troop requirement is doubled to four. Additionally, at least one Heavy Vehicle must be taken. The maximum Squad size for 'Light Vehicle/Monster' slots is doubled from that stated in the Squad entry. Two (or four) 'Light Vehicle/ Monster' Slots can be swopped for one (or two)'Heavy Vehicle' Slot(s) and conversely, the one optional 'Heavy Vehicle' Slot can be swopped for two 'Light Vehicle/ Monster' Slots.

# Missions

To add an extra dimension to Warzone Resurrection, a novel three tier approach to the Missions has been designed and incorporated. There are three types of Missions: Priority, Secondary and Corporate Agenda Missions. The number and type of Missions played in the Game are dependent on the 'Battle Level' chosen.

## Battle Levels

Once the Players have chosen their army and the scenery has been setup the Player with Initiative must roll a D20 to determine Battle Level or in friendly Games the Players can decide this without the use of a D20.

| LEVEL | MISSIONS | D20 ROLL |
|---|---|---|
| Alpha | Priority Mission only | 1-5 |
| Beta | Priority and Secondary Missions | 6-10 |
| Delta | Priority and Corporate Agenda Missions | 11-15 |
| Epsilon | Priority, Secondary and Corporate Agenda Missions | 16-20 |

## Mission Types

### Priority Mission

Before Deployment, the Player without the Initiative rolls a D20 to define the Priority Mission. The Priority Mission is worth up to 10 Mission Points for each Player.

### Secondary Missions

If playing a Beta or Epsilon 'Battle Level' Game and after Deployment, each Player must roll for their Secondary Mission. If the result of the D20 roll is a 1 or a 2 the Player may choose which Mission they play. Each Player should make a note of their Mission and target Model (if appropriate) on a piece of paper to be revealed at the end of the Game. Secondary Missions are worth 5 Mission Points when completed and may have some value if partially completed. Check the Secondary Mission description to confirm.

## Corporate Agenda Missions

If playing a Delta or Epsilon 'Battle Level' Game and after Deployment, each Player must roll for their Corporate Agenda Mission. If the result of the D20 roll is a 1 or a 2 the Player may choose which Mission they play. Each Player should make a note of their Mission and target Model (if appropriate) on a piece of paper to be revealed at the end of the Game. The value of each Mission varies and is listed in the Corporate Agenda Mission description.

*Designer note: If playing for fun or narrative we strongly suggest each Player roll their Secondary and Corporate Agenda Mission secretly. It will add so much more narrative to the Game.*

## Victory Conditions

On the war-torn battlefields of Warzone Resurrection the margins of success or failure can be very subtle to determine. For each Mission completed the Player earns the following **Mission Points:**

| CONDITION: | MISSION POINTS |
|---|---|
| Priority Mission complete: | +10 |
| Partial completion: | +5 |
| Secondary Mission complete: | +5 |
| Corporate Agenda complete: | Variable |
| CoCompleting all 3 Missions | Additional +10 |

The Player with the most Mission Points at the conclusion of the Game wins. In case of a draw the Player with the lowest Body Count Value receives an additional Mission Point. If still a draw the Player who lost his Warlord first loses the Game. If both Warlords are alive the Player who has lost the most Troop Squad Commanders loses the Game. If, in the very unlikely situation that everything is still drawn, the Warlords enter a 'Duel'. Players roll for Initiative as normal and the Warlords are placed in B2B contact in their Front Facing. The Warlords start their Duel with all the Modifiers they had when the Game ended (including remaining Wounds). The Duel begins with the Player with the Initiative and continues until one of the Warlords is dead (reduced to zero or less Wounds). No other Models can take part or affect the Duel and Players may only 'Turn to Burn' the Warlords Resource Cards to use the Warlords Special Skills.

## Table Zones

When the Convergence is not in play a Table Zone is equal to a Quarter of the Battlefield as defined in the Quarters Deployment Section. When the Convergence is included divide the Battlefield as described for Quarters, but consider the Convergence in its entirety as the fifth Table Zone (as such each Quarter loses its centre pointing corner taken by the Convergence).

## Deployment

Deployment is dependent on the Priority Mission being played. There are five possible Deployment set-ups in Warzone Resurrection:

**Quarters:** In Missions using Table Quarter Deployment, the Player with Initiative chooses their Table Quarter first, the opponent has the opposite. For 4x4 foot tables Deployment is allowed in the 18" corner, as shown in the Quarter diagram. For 6x4 foot tables and larger use 24" Deployment Zones. If Squads cannot be deployed hold them in reserve and bring them on in Turn 2 from either board edge of the Deployment Zone. If they cannot be deployed in Turn 2 they count as casualties and add to the Body Count Value.

Quarters Battleline Convergence

**Battle Line:** In Battle Line Missions the Player with the Initiative chooses a long table edge the opposing Player take the opposite table edge. The Player with Initiative deploys first, entirely within 6" from their table edge. Once the Player with Initiative has deployed the opposing Player deploys their Models. If Squads cannot be deployed hold them in reserve and bring them on in Turn 2 from your board edge. If they cannot be deployed in Turn 2 they count as casualties and add to the Body Count Value.

**Escalation:** In Escalation Missions all Models begin the Game off of the table, including Squads that can Infiltrate. The Player with the Initiative chooses their Primary table edge, the opponent takes the opposite table edge. At the beginning of each Turn, roll individually for each Squad in a Force. That Squad will arrive on a D20 roll of 10 or less in Game Turn 1, 15 or less in Game Turn 2 and automatically on Game Turn 3.

Once a Squad becomes available, roll on the following table to determine where they arrive.

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

A Squad must not enter the Game within 10" of an enemy Squad already deployed. If a Squad is unable to enter the Game because of this restriction, it will remain off the table and will roll again in the following Turn. The Squad may be placed up to 6" from the board edge and can be Activated as normal in this and subsequent Game Turns. Squads that can Infiltrate may be placed up to 12" from the determined board edge and can be Activated as normal.

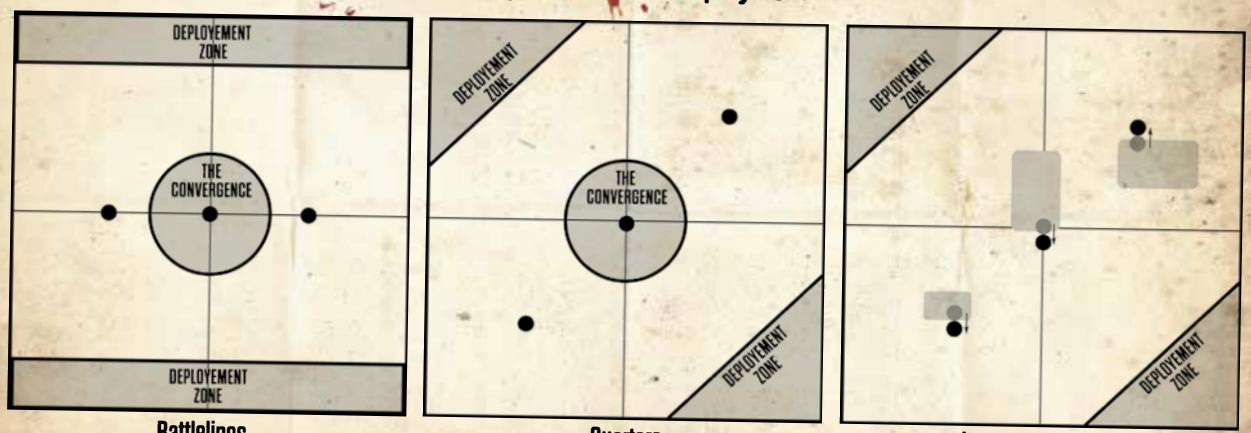
**Ambush:** In Missions where a Player is using Ambush Deployment they must allocate 1 Squad to each table edge and deploy within 5" of it. Extra Squads above the first four Squads are then deployed within 5" of any table edge. Squads that can Infiltrate or use Rapid Deployment may do so as normal.

**The Convergence:** The Convergence is defined from the centre point of the table. Measure 6" from the centre point in all directions and mark the resultant circle, this is the Convergence. The Convergence is also counted as a 'Table Zone' for some Objectives.

In Missions that require the use of Convergence Deployment, each Squad in the Force must have at least 2 Models (in Coherency with the Squad Commander) deployed within the diameter of the Convergence. Squads consisting of only 1 Model must be deployed in the Convergence. The Player with Convergence Deployment may not use the 'Infiltrate' Special Skill. Squads using Rapid Deployment must deploy wholly within 12" of the centre point of the table. or wholly within 6" of the Convergence. Units with the Dispersable special skill may not use that skill in the deployment phase.

## Objective Markers.

After the table has been set up and Deployment decided, place three 30mm Objective markers on the table as follows: One marker will always be situated in the centre of the table, in the middle of the Convergence. The remaining two markers are placed an equal distance from the Convergence marker and the table edge along a central axis measured through the remaining no-man's land (diagonally in a quarter's Deployment or across the centre line in Battle Line Deployment). Markers cannot be placed in Impassable Terrain nor in Terrain where there is no physical access for ground troops; in such cases move the marker to the nearest appropriate position closest to intended position.




*For Example: if Battle Line Deployment is being used, place one marker in the centre of the Convergence, then place the centre of the other two markers equidistance between the table edge and the first marker. In the case of a 4 foot wide board this will be at 12" from the Convergence marker, for a six foot long board this will be at 18".*

## Target Identifying

Often the Warlord's Objective may be small or hard to find, or Control may not have seen it prudent to inform him of its nature. As such and to represent this, the 'Target Identified' rule is used. When a Model is in base contact with an Objective marker a D20 must be rolled. If this is the first marker reached by the Force a roll of 1–10 identifies the marker as the correct target. If not the second marker is correct on a D20 roll of 1–15. If this too is incorrect it is clear that the third and final marker is the Target. If an Objective marker must be 'destroyed' to fulfil a Secondary or Corporate Agenda Objective, it must remain in play (it may be needed for another Mission). Additionally any single Objective marker may only be destroyed once per Game, so if both Players have the same Secondary or Corporate Agenda Mission only the first Player that destroys the marker may claim that Mission a success.

## Objectives

Many Objectives require a Model to be in control of them. A Model counts as in control if it is within its CCWR distance from the Objective marker (or completely within the appropriate table Zone). If there is an enemy Model within 3" the Objective counts as contested (unless the enemy Model cannot claim or interact with Objectives). Heavy Vehicles cannot hold or contest Objectives. Some Objectives may need to be picked up and carried; the holding Model counts as controlling the Objective. Such Objectives cannot be contested. Models that are classified as Light Vehicles/Monsters and Heavy Vehicles cannot carry Objectives, no matter what Offensive Organisation slot they are in.

## Body Count:

Every Model, including Vehicles, has a 'Body Count Value' equal to its Points Value. Add the Points Value together for all Models from a Force that have been removed from play (including destroyed Vehicles). This is the 'Body Count Value'. Models that have fled the table count towards the Body Count Value. The Force with the lowest Body Count Value at the end of the Game wins Body Count Missions and or the extra Mission Point when the Game is drawn.
In some cases a Squad is bought with a minimum number of Models. In this case divide the Squad cost by the number of Models.
*For Example: Kim has a Squad consisting of five Models, which with all upgrades, cost 100 points. So each Model is worth 20 points (100/5=20) for Body Count purposes.*

## Ending the Game:

There are four possible ways to end a Standard Game of Warzone Resurrection:
**The Spoils of War:** At the conclusion of Turn 5 the Game will end if one Player has achieved their Priority Mission Objective. If the Game does not end on Turn 5 it may end at the conclusion of any subsequent Turn as long as a Priority Mission has been achieved.
**Disengage:** The Game will end automatically at the end of Game Turn 8.
**Annihilation**: The Game ends if all your Opponents models have been removed from the tabletop as casualties. Tokens on the tabletop even if they have AV and SP values do not count as models for the purpose of Annihilation. If Annihilation occurs the player with models on the tabletop earns a partial victory points for the Priority Mission automatically, unless they have actually completed the Priority Missions victory conditions.
**Target Achieved:** Some Missions result in ending of the Game at the end of an earlier Game Turn.
*Designer Note: This uncertainty adds another level of excitement to the Game, but means the Players really need to pay attention to their opponent's actions. A good Warlord doesn't get blinded by the fog of war!*

# Priority Missions:

## 1. Kill Them All (D20: 1-2)

**DEPLOYMENT: QUARTERS (D20: 1-10) OR BATTLE LINE (D20: 11-20) (PLAYER WITH INITIATIVE ROLLS)**
**BOTH PLAYERS MUST DESTROY ALL THE ENEMY FORCES IN THE AREA.**

At the end of the Game each Player must work out the percentage of their Point Value that is removed from play. A Player that reduces the enemy force to below one quarter its original Point Value successfully completes this Mission. Partial completion occurs when a Player reduces the enemy to below one half its original Point Value.

*For Example: Steve and Rich are playing a 1000 point Game. At the end of it Rich has lost 751 points of his Army (75.1%) and Steve 520 points (52%). As such Steve has completed his Mission as he has reduced Rich's force by more than 75%, whereas Rich has partially completed his Mission as Steve has lost more than half (50%).*

## 2. Supply Run (D20: 3-4)

**DEPLOYMENT: BATTLE LINE**
**IN THE SUPPLY RUN, EACH PLAYER MUST SEIZE AND RETRIEVE VITAL RESOURCES.**
A 30mm 'Supply Run' token should be placed on each Objective marker. When a Model makes contact with a token the Model may use an Action Point to pick it up. A Model may carry a single token. The Model carrying the token may only complete the Move Action or Run Action (Run receives an additional -3 Modifier). If the Model is eliminated, Broken or Pinned it drops the token in base contact. Tokens cannot be moved by Models on a Large Base or Warlords. Models with the token cannot use any Special Skills, cannot be affected by any Cards in play or equipment that increases Movement or Movement Value in any way (although they can be decreased as normal).
In order to complete this Mission, a Player must have at least two 'Supply Run' tokens completely in their Deployment Zone at the end of any Game Turn from Game Turn 3 onwards. At this point the Game ends. Partial Mission completion occurs if at the end of the Game a Player has one token in their Deployment Zone and another Model in possession of a second token.

## 3. Seize Ground (D20: 5-6)

**DEPLOYMENT: BATTLE LINE**
**EACH PLAYER MUST CAPTURE AND CONTROL A VITAL AREA IN NO MAN'S LAND**

A Player must have at least half their surviving Models, including Vehicles in the Convergence and no enemy Models in the Convergence to successfully complete this Mission. This can occur at the end of any Game Turn from Turn 3 onwards. If the Game ends with 'Disengage' a Player is considered as partially completing the Mission if they do not control the Convergence, but have half of their surviving Models within the Convergence.

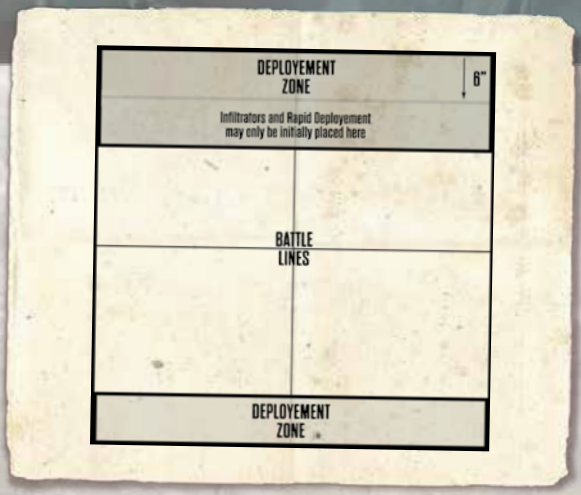
## 4. Reconnaissance (D20: 7-8)

**DEPLOYMENT: QUARTERS (WITH THE CONVERGENCE ZONE IN PLACE)**
**EACH PLAYER HAS BEEN TASKED WITH SCOUTING AHEAD OF THE MAIN FORCE TO CHECK FOR ENEMY PRESENCE. THE MORE RECONNAISSANCE PERFORMED IN THE FIELD, THE BETTER.**

A Player controls a Table Zone (including the Convergence) if they have at least one Model and no enemy Models completely in the particular Zone at the end of the Game. The Zone counts as contested if it contains any Model (except Heavy Vehicles or Models which cannot claim or interact with Objective markers) from more than one Player's force. To complete the Priority Mission a Player must control three of the five Zones at the end of the to 'Game Turn 5'. If the Game ends with 'Disengage', a Player is considered as partially completing the Mission if they control three Zones. Each Squad may only claim up to two Zones.

## 5. Fighting Withdrawal (D20: 9-10)

**DEPLOYMENT: BATTLE LINE**
Squads that can use Infiltrate or Rapid Deployment may not be initially placed beyond the centre line of their half of the table (although they may scatter outside it).
**THE TWO FORCES HAVE FOUND THEMSELVES ON THE WRONG END OF NO-MAN'S LAND AND HAVE BEEN ORDERED TO MAKE A FIGHTING WITHDRAWAL FROM THE AREA.**
A Player must get half of its starting Number of Squads into the enemy's Deployment Zone, if this has occurred for at least one Player at the end of Game Turn 4 (or any subsequent Game Turn) the Game ends. If the Game ends with 'Disengage', a Player with the most Squads in the enemy deployment zone is considered as partially completing the Mission.




## 6. F.U.B.A.R. (D20: 11-12)

**DEPLOYMENT: CONVERGENCE, ESCALATION**
**THE MAJOR HAD THEM IN HIS SIGHTS, BUT JONES TRIPPED A BOOBY TRAP ALERTING THE ENEMY, THE AMBUSH HAS GONE TO HELL! THE COMBAT ZONE HAS JUST TURNED INTO A F.U.B.A.R. MESS AND NOW IMMEDIATE EVAC. IS NEEDED.**

The Player with the Initiative chooses to be the attacking or defending Player. The attacking Player goes first, deploying using 'Escalation' Deployment. The Defending Player deploys second, using a Convergence Deployment. The attacking Player must end the Game with a quarter of their starting Point Value inside the Convergence, ready for extraction. The defending Player must end the Game with a quarter of its starting Point Value within 6" of any table edge. There's nothing for Partial Completion of this Mission, it's all or nothing.

## 7. Take and Hold (D20: 13-14)

**DEPLOYMENT: QUARTERS (D20: 1-10) OR BATTLE LINE (D20: 11-20) (PLAYER WITH INITIATIVE ROLLS)**
**COMMAND HAS DECIDED THAT IT WANTS TO SET UP A NEW FORWARD OPERATING BASE. THE WARLORD HAS BEEN CHOSEN TO TAKE AND HOLD THE AREA READY FOR THE ENGINEERS.**

The Players must capture and hold all 3 Objective markers uncontested at the end of the Game to complete this Mission. If neither Player is doing this at the end of Turn 3 continue the Game until one is. If the Game ends with 'Disengage', a Player is considered as partially completing the Mission if they control two Objective markers.

## 8. Ambush (D20: 15-16)

**DEPLOYMENT: AMBUSH, CONVERGENCE**
**THE ENEMY IS RIGHT WHERE THE WARLORD WANTS THEM; BIVOUACKED JUST OVER THE HILL AND THEIR SENTRIES ARE LACKING. THE ENEMY WILL BE THE PERFECT PREY FOR THE AMBUSH!**

The Player with the Initiative chooses whether to be the attacker or defender. The attacking Player sets-up using Ambush Deployment and will go first. The Defending Player deploys next, using Convergence Deployment. The attacking Player must reduce the enemy to a quarter or less of its starting Number of Squads by the end of Game Turn 4. The Defending Player must end the Game with above a half of its starting Number of Squads to achieve their Objective. If the defending Player is above a third (but below a half) of their starting Number of Squads at the end of Game Turn 4 they win a partial victory. If the defending Player is below a third (but above a quarter) of their starting Number of Squads at the end of Game Turn 4 the attacking Player win a partial victory.

| PLAYER | DEFENDING PLAYER REMAINING ARMY | DEFENDING PLAYER REMAINING ARMY | DEFENDING PLAYER REMAINING ARMY | DEFENDING PLAYER REMAINING ARMY |
|---|---|---|---|---|
| Defending Player remaining army | 50% or above | 25% or below | Between 24.9% - 33% | Between 33.1% - 49.9% |
| Result | Objective Completed for Defender | Objective Completed for Attacker | Objective Partially Completed for Attacker | Objective Partially Completed for Defender |

## 9. Search and Destroy (D20: 17-18)

**DEPLOYMENT: BATTLE LINE (WITH THE TABLE ZONED INTO QUARTERS AND THE CONVERGENCE ZONE IN PLACE)**
**THE WARLORD'S FORCE IS ON A PATROL IN NO MAN'S LAND; HE KNOWS THE ENEMY IS PATROLLING THE AREA TOO. ORDERS ARE TO SEARCH AND DESTROY ANY HOSTILES.**
To Win this Mission a Player must be in control of four of the five table Zones at the end of Turn 4. If neither Player is doing this the Game continues until one is. A Zone is claimed by any Model completely in the Zone (except Models which cannot claim or interact with objectives) if there are no enemy Models also in the Zone at the end of a Game Turn. Each Squad can only control up to 2 Zones. If the Squad is spread over more than two Zones they cannot hold or contest any Zone. Additionally to win the Player must reduce the enemy to less than half of its original Point Value while keeping their own army above a quarter to win this Mission. If the Game ends with Disengage, a partial victory is won if three of the Zones are controlled at the end of the Game.

## 10. Free for All (D20: 19-20)

**DEPLOYMENT: ESCALATION**
**THE BIG ASSAULT ON THE ENEMY FORCES HAS FAILED; THE WARZONE HAS BECOME A TOTAL 'FREE FOR ALL', IT'S EVERY MAN FOR HIMSELF. FRIENDLY TROOPS ARE SCATTERED AND MUST REACH THE RENDEZVOUS POINT. THE ONLY HITCH IS THAT THE ENEMY HAS CHOSEN THE SAME RENDEZVOUS LOCATION.**
Objective markers are set up as normal. At the beginning of the Game each Player secretly chooses andnotes down an Objective marker to be their rendezvous point. Both Players then reveal their choice before the Game starts. To win the Game a Player must have all their surviving Models within 12" of their marker and no enemy Models within 10" at the end of any Game Turn from Game Turn 3 onwards. If the Game ends with Disengage, a partial victory is won if a Player ends the Game with all surviving Models within 12" of their Objective marker, independent of the location of enemy Models. If playing the Free For All Priority Mission with a Secondary Mission and the Communications Relay mission is your result feel free to reroll for a new mission if you would be unable to complete the Communications Relay Mission with your current table set up.

*Vestal Adisa strode into the Cathedral. Her helmet was slung low off her hip, exposing the corded raven braids of her hair and dark ebon features. She advanced, very cognisant of the contrast her appearance set compared to the three alabaster skinned, flaxen-haired Valkyries who walked in step behind her; each the perfect embodiment of the unit's mythological namesake. Often, Adisa wondered where the Brotherhood found so many platinum blonde white girls in this day and age. Fully aware of the spectacle her presence created in the Cathedral, Adisa approached the seat of the Blessed Ethan, knelt, and waited. Ethan was a man with a love of flair and the dramatic, which might well explain his obvious enjoyment whenever Adisa was in his presence.*
*'Rise, my child.' he commanded 'I am glad to see you've returned to us again. Does this mean you have successful news to report?'*
*'Not as much success as I had hoped, Your Grace'. Adisa said with trepidation as she stood.*

*'I...see.' he said, disappointment in his voice, 'How unfortunate. Please explain.'*

*Adisa had her team of Valkyries, Melanie, Dawn, Leia and Kimberley, as well as two units of Troopers supporting her; more than enough to cleanse a coven of filthy Dark Legion worshippers. The cleansing zone was in the shipping district of the Bauhaus controlled Graveton Archipelago on Venus. Adisa's forces had cornered and surrounded the worshippers in a large warehouse and were set to storm, destroy and take prisoners for subsequent information gathering.*

*The silence of the night was broken only by the sound of heavy boots advancing. In a heartbeat, everything that could have gone wrong did! A thunder-crack of weapon fire erupted from the roof and windows of the building, a unified cacophony of calibers. The Valkyries were forced to close the distance across the mostly vacant car park for cover, while actively avoiding the ballistics directed towards them. Communication from her troopers confirmed it was the same on all fronts. The troopers were holding their ground but unable to advance. While the troopers had solid armour to protect them and their Volcano assault carbines to return fire, Adisa and her Valkyrie sisters specialised in close combat. They needed to get closer. A jarring deflection from an unseen projectile to her helmet convinced Adisa both to keep her head down and to say prayers in thanks for its solid construction.*

*In a matter of seconds that felt like an eternity, Adisa and her team reached the building. As one, the Valkyries breached the entrance; Dawn used her Punisher handgun to shatter the locks, and took a stance to the left of the door. Melanie's Castigator spear cleanly sliced the fatigued hinges, which separated with an anguished metal groan as she took position to the right of the doorframe. Adisa planted the ball of her Castigator into the ground and vaulted through the door way. Leia and Kimberley entered, taking flanking positions to either side of Adisa, while Dawn and Melanie swung into the room behind them with practiced precision. What awaited them were no mere cultists. In the warehouse were a dozen well organized necromutants, surrounding a Razide. The red-skinned terror howled as the Valkyries entered, levelling its Nazgaroth at the group. Blasts of necrotech energy erupted around the Valkyries as they quickly closed in on the Razide. The necromutants seemed torn; half of their number continued firing outside, while the rest turned inwards to deal with the new and closer threat.*

*Adisa bolted through the room at a breakneck pace, realising that this threat needed to be eliminated quickly, or not at all. With a diving sweep, she brought the weighted end of the Castigator round, intending to trip the Razide before twirling it around to drop a fatal blow into its chest. The monster parried the sweep away, punching out at Adisa as it did so, but striking nothing but air. Crouched low under its swing, she delivered two quick cuts before it regained its footing. The other members of the Valkyrie team had swept in to engage the necromutants, allowing the troopers to close on the building. Outnumbered a mere three to one, the Valkyries used their superior combat training and weaponry in equal measure to deadly effect. Foul blades dripping with toxins were simply no match for them.*

*The Razide was a brute, but no fool. He took a lucky shot at the back of one of the Valkyries. The blast from the heavy Nazgaroth was too much for her light armour at such a range, and Leia slumped to the ground. Adisa screamed, and plunged the Castigator through the beast's chest. A strange mixture of blood, bile, and hydraulic fluid issued from the wound. Adisa took a step backwards as the creature howled in rage, and delivered a forceful roundhouse with the balled end of the Castigator, causing the transition of force to tear through the side of the Razide. The momentum ripped the weapon free of the monster's torso, leaving a gaping wound even its Dark Technology could not repair. As the creature crashed to the ground, Adisa ran to tend her dying friend, her sisters falling to their knees around her.*

*She fought back a tear. It was not appropriate to mourn in the presence of the Blessed. Ethan was contemplative.*

*'It is with great sadness that we hear of the loss of a Valkyrie, but we are pleased that her death had meaning, and that she died a true Martyr for Humanity.' he proclaimed 'I offer you and your squad my condolences, Vestal Adisa. You may take an hour from your duties to mourn. You are dismissed.' He smiled at her and kissed her forehead before gently wiping the tear from her cheek.*

# Secondary Missions:

## 1. Ammo Dump (D20: 3-5)

**THE AMMO DUMP MARKER MUST BE DESTROYED.**

When the Objective Marker is correctly 'Target Identified' any Model in B2B contact with the marker may use one Action Point to set charges on the ammo dump. When this is done it will explode at the end of the Game Turn. An explosion is centred on the Objective marker: causing a S17 Blast AVV3 Autohit within a range of D20/4" (measured from Objective marker Base edge). The ammo dump must explode before the end of the Game in order to successfully complete this Mission Objective.

## 2. Experimental Tech (D20: 6-8)

**ONE MARKER REPRESENTS AN INVALUABLE PIECE OF EXPERIMENTAL TECH; THE WARLORD HAS A CLEAR OPPORTUNITY TO GAIN FAVOUR WITH THEIR SUPERIORS, FAILURE IS NOT AN OPTION.**

In order to complete this Mission, one Model must end the Game in control of the 'Target Identified' marker. If the Objective is contested, the Mission failed.

## 3. Vital Intelligence (D20: 9-11)

**ONE MARKER REPRESENTS A VITAL INTELLIGENCE WHICH THE WARLORD MUST RECOVER AT ALL COSTS.**

In order to complete this Mission, a Model (which can claim or interact with objective markers) must be in B2B contact with the 'Target Identified' marker and must remain in contact with it for one full Game Turn ('Recovery Turn'). The Model may only perform basic Shooting Actions during this 'Recovery Turn', if Engaged the recovery fails for that Game Turn, but can be reattempted in subsequent Game Turns. Recovery of the vital intelligence completes the Mission Objective.

## 4. Communications Relay (D20: 12-14)

**THE OPTIMUM PLACE FOR A COMMUNICATIONS RELAY IS THE HIGH GROUND.**

When the Game ends, at least one Model must hold the highest non-Impassable level of Terrain on the table with no enemy Models within 2". If two or more pieces of elevated Terrain are of equivalent height, the one with the largest footprint/base is the Objective. If there is still a tie, the piece of Terrain that is closest to the centre of the table is the Objective. If there is still a tie, either one can be chosen as the Objective (Players choose before the Game start). In the case that there is no high ground on the table the Objective must be placed in the centre of the Convergence. To avoid contention the Players should agree on the location before the Game begins.

## 5. Inspiring Leadership (D20: 15-17)

**THERE ARE WHISPERS ABOUT THE WARLORD'S CAPABILITY AND MORALE IS LOW. HE MUST SET AN EXAMPLE: EACH MEMBER OF THE FORCE LOOKS TO HIM FOR AN UNSPOKEN, UNQUANTIFIABLE BOOST. IT IS TIME TO INSPIRE THE TROOPS.**

The Warlord must survive the Game, inflict at least two Wounds on the enemy and end the Game closer to an enemy Model than any friendly Model in order to successfully complete this Mission Objective. If he is Engaged with an enemy Model at the end of the Game the Mission is automatically completed.

## 6. R&D (D20: 18-20)

**SECRETLY IDENTIFY AND RECORD ONE ENEMY SQUAD COMMANDER OR LORD MODEL. COMMAND HAS ISSUED ORDERS TO RECOVER A PIECE OF THEIR GEAR FOR THE RESEARCH AND DEVELOPMENT BOFFINS TO EXAMINE.**

The identified Model must be eliminated in Close Combat to successfully complete this Mission Objective.

# Corporate Agenda Missions:

## 1. The Lamb (3-4)

**SECRETLY RECORD ONE FRIENDLY SQUAD COMMANDER, THIS MODEL IS THE LAMB. THE LAMB MUST DIE; THIS COULD BE FOR ANY REASON, FROM SOMEONE WORTHY OF BACKSTABBING OR JUST TOO INEPT TO LEAD THE SQUAD.**

To complete this Mission the Lamb must die. If he is removed as a casualty in Game Turn 1-4 he is worth 5 Mission points, if he is removed in Game Turn 5 or later he is worth 3 Mission points.

## 2. Corporate Insider (5-6)

**SECRETLY IDENTIFY AND RECORD ONE ENEMY TROOP SQUAD COMMANDER, THIS MODEL IS THE CORPORATE INSIDER; HE IS AN EXTREMELY IMPORTANT SLEEPER AGENT WITHIN THE ENEMY'S RANKS, AND MUST BE KEPT ALIVE AT ALL COSTS.**

The Corporate Insider must survive the Game in order to successfully complete this Mission Objective. This Mission is worth 5 points if completed.

## 3. Glory Hunter (7-8)

**SECRETLY RECORD ONE FRIENDLY TROOP SQUAD COMMANDER, THIS MODEL IS THE GLORY HUNTER. THIS SQUAD COMMANDER HAS DECLARED THAT HE IS THE MOST HARD AS NAILS LEADER IN THE FORCE AND IS PLANNING TO SHOW EVERYONE; EVEN AT THE EXPENSE OF HIS OWN MEN.**

Keep close record of each Wound inflicted by all Troop Squad Commanders in the Force. The 'Glory Hunter' must exceed the tally of Wounds caused by any other friendly Troop Squad Commanders to successfully complete this Mission Objective. This Mission is worth 5 points if completed.

## 4. Blood Feud (9-10)

**SECRETLY RECORD A FRIENDLY SQUAD COMMANDER, THIS MODEL IS HOLDING A PROFOUNDLY PERSONAL GRUDGE AGAINST THE ENEMY FACTION AND WILL STOP AT NOTHING TO GRIND THE INSTIGATORS OF THIS BLOOD FEUD UNDER HIS HEEL.**

Keep close track of the Body Count Value for each enemy Model eliminated by this Squad Commander. The Model must kill three times its own Point Value to successfully complete this Mission Objective. This Mission is worth 5 points if completed.

## 5. Sabotage (11-12)

**SURVEILLANCE HAS BEEN MONITORING ENEMY ACTIVITY AND MAY HAVE FOUND A WAY TO SABOTAGE THEIR COMMUNICATIONS NETWORK.**

In order to successfully complete this Mission, destroy the enemy communications nodes (represented by the three Objective markers) they have the following profile: AV12 SP2. 5 Mission points are achieved if all three Objective markers are successfully destroyed, 3 Mission points if only two are destroyed.

## 6. Rookies (13-14)

**SECRETLY MARK ONE SQUAD FROM YOUR FORCE, THIS IS THE ROOKIE SQUAD.**

More than 50% of the Rookie Squad Models must survive the battle to successfully complete this Mission. This Mission is worth 5 points if completed.

## 7. Corporate Honour (15-16)

**SECRETLY IDENTIFY AND RECORD ONE ENEMY SQUAD COMMANDER, THIS MODEL CARRIES AN IMPORTANT RELIC WHICH RIGHTFULLY BELONGS TO YOUR CORPORATION (OR THE LEGION) AND TO ADD INSULT TO INJURY HE IS DISPLAYING IT PROUDLY IN THE MOST AFFRONTING OF MANNERS. THE MODEL MUST DIE, THERE IS NO DOUBT ABOUT THAT, MOST IMPORTANTLY THE ITEM MUST BE RECOVERED TO RESTORE HONOUR.**

The chosen Squad Commander Model must be eliminated to reclaim the Relic token from the point where he fell. It is claimed automatically when a non-Vehicle or Monster Model removes the target Model from play via a Close Combat Attack. If the Model is eliminated by any other means, place the Relic token in base contact with the eliminated Model before the Model is removed from play. The token can be retrieved by any non-Vehicle or Monster Model from any side for 1 Action Point. When the token is claimed it may be carried without penalty. If during any subsequent Turn the Model carrying the Relic token is eliminated, the Relic token remains in play where the Model was removed and can again be retrieved by any non-Vehicle or Monster Model from any side for 1 Action Point. To complete this Mission, one of your Models must be carrying the Relic token at the end of the Game. This Mission is worth (5) Mission Points.

## 8. Prisoner Grab (17-18)

**THE CORPORATE INTELLIGENCE DIVISION HAS CALLED FOR A PRISONER GRAB TO GAIN INSIGHT INTO THE ENEMY'S FORCES AND MOVEMENTS WITHIN THIS WARZONE.**

An enemy Model from two separate Squads must be caught over the course of the battle. To capture a Model he must be successfully held (using a 'Hold him down!' Close Combat Special Action) and then must be successfully removed from play via a Close Combat Attack. The Model is eliminated in Game terms and counts towards Body Count, but is actually alive for purposes of this Mission. If 2 Models are captured, 5 Mission points are won; if only one, 3 Mission points.

## 9. The Rising Star (19-20)

**SECRETLY IDENTIFY AND RECORD AN ENEMY WARLORD OR LORD; THIS MODEL IS THE RISING STAR, HE MUST BE MAIMED OR PREFERABLY ELIMINATED TO DEMORALISE THE ENEMY FORCES.**

If this Model is eliminated, 5 Mission points are won; if reduced to one Wound, 3 Mission points.

# PLAYING WARZONE RESURRECTION:

## STARTING A GAME!

**1. Decide whether a Basic or Advanced Game is to be played.**

**2. What Offensive Organisation Chart (OOC) is being used**
We would recommend using the Standard Offensive Organisation Chart for normal Games.

**3. The Point Level of the Game.**
We would recommend 1000-1500 Points for a normal Game of approximately 1-2 hours in duration.

**4. Build your Army and Card Deck (for Advanced Games), remembering the OOC, Points allowance and Card Restrictions.**

**5. Decide what board (battlefield) size will be used.**
For a standard Game we recommend a 4'x4' or 6'x4' board.

**6. Add Terrain - as Warzone Resurrection is a skirmish Game and Terrain is important, we would recommend at least 45% Coverage of Terrain, take it in turns to place Terrain onto the board, starting with a randomly chosen player. Agree the footprint, AV and SP (if required) and the type of Cover for each Terrain Piece.**

**7. Roll for Initial Initiative and then Missions.**

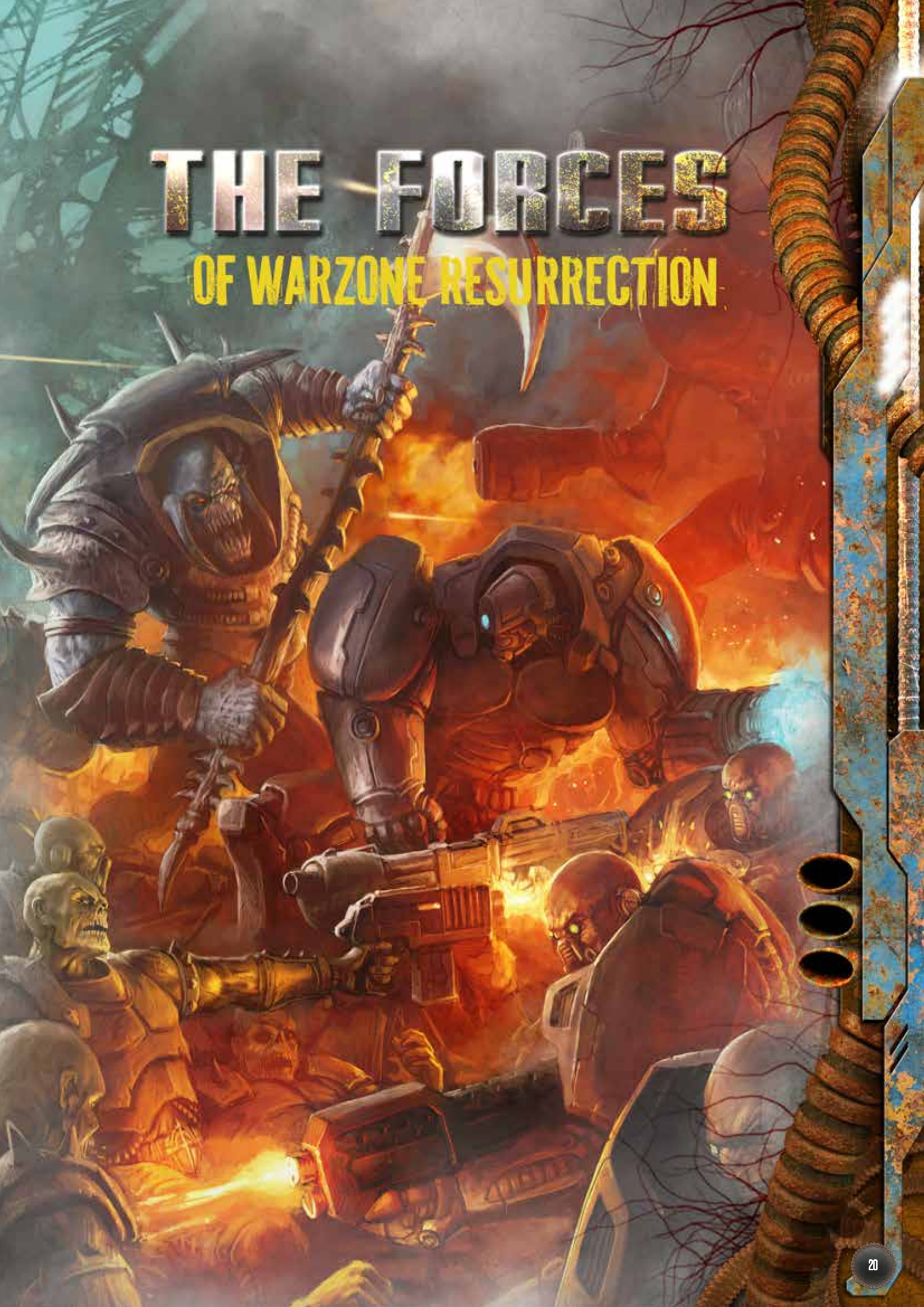
**8. Place Objective markers as ascribed in the appropriate Mission.**

**9. Place the Resource Cards and Deck (for the Advanced Game) on the Table.**

**10. The Players forces are set-up on the board in Squad Coherency, as ascribed by their Squad types and the Mission Rules.**

**11. The Player with the Initiative starts the first Game Turn by Activating their first Squad.**

**12. Once the Player with Initiative has Activated all the Models in the Active Squad, play moves to the opposing Player, who Activates a Squad etc...**

**Designer Note:** For your first Game of Warzone Resurrection we would suggest playing a Standard OOC Game, using a Stater Set each. Points and Force Balance are not so important as you and your friends learn how to play Warzone Resurrection. Maybe in your second Game you could add a Priority Mission and balacne the opposing forces to 500 or maybe 750 Points. As you become more confident in the rules introduce the Advanced Rules and Secondary and Corporate Agenda Misssions and increase to 1000+ Points.

# THE FORCES
## OF WARZONE RESURRECTION