

DATA DUMP 6



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Plotting the Future

Welcome to Data Dump 6, the latest issue of Aberrant's free online magazine.

2009 has been a busy year so far. Over the past months, we have been frantically working on Warlands, our new 20mm full throttle vehicular combat game, due to be released in June. Back in February, we released a limited number of black box copies of the Warlands Battle Box and they sold out in days. Since then, pre-orders of the Warlands Battle Box have far exceeded our expectations and we have been frantically ramping up production to meet this demand. It's been a long road, with a lot a bumps along the way, but we are finally ready for release and we know you will like it!

While producing the initial Battle Box, we have also been working on future products for both Rezolution and Warlands as well as launching a brand new website. We have not been idle!

This is a packed issue of Data Dump. With the imminent release of Warlands, we have included an insight into its conception. Also to get you in the mood, a piece of Warlands fiction as well as a three-way battle report featuring a lot of rams, crashes and explosions. There is a special sneak peak at another Warlands vehicle we are currently working on, and for those players who like to tweak their models, there is *The Body Shop*, a small taste of some of the items that will be included in the Warlands Core Rulebook for the building and customization of your own vehicles. *The Body Shop* is where all

the denizens of the wastelands go to get, if the price is right, those extra gadgets and gizmos for their vehicles that could mean the difference between death and survival!

Also in this issue, for players of Aberrant's flagship product Rezolution, there is an interesting new assignment for you to play through as well as Chapter 3 of the *Legend of the 61st*. For those Rezolution players attending Origins in June, take note of the tournaments that are taking place. Aberrant will have a very special prize for the winner of the main tournament - an unreleased model that we know many players have been waiting for.

There is a feeling of sadness as I write this particular editorial as it is the first one we have worked on since a very dear friend passed away. Chris Passeno has been a friend of ours since we met him at Origins a number of years ago. Chris had been working with us on layout for the past 18 months, originally on Data Dump, but also on our advertising and marketing material and, more recently, on the Warlands rulebook for the Battle Box.

Chris, this issue is dedicated to you. Thanks for everything.

Tony Kenealy
June 2009



WARLANDS: THE BEGINNING

BY SIMON MACKENZIE

"I do not know with what weapons World War 3 will be fought, but World War 4 will be fought with sticks and stones." – Albert Einstein

I wanted to put some words down about Warlands and how we got here so if you'd like a peek at our thought processes, here it is...

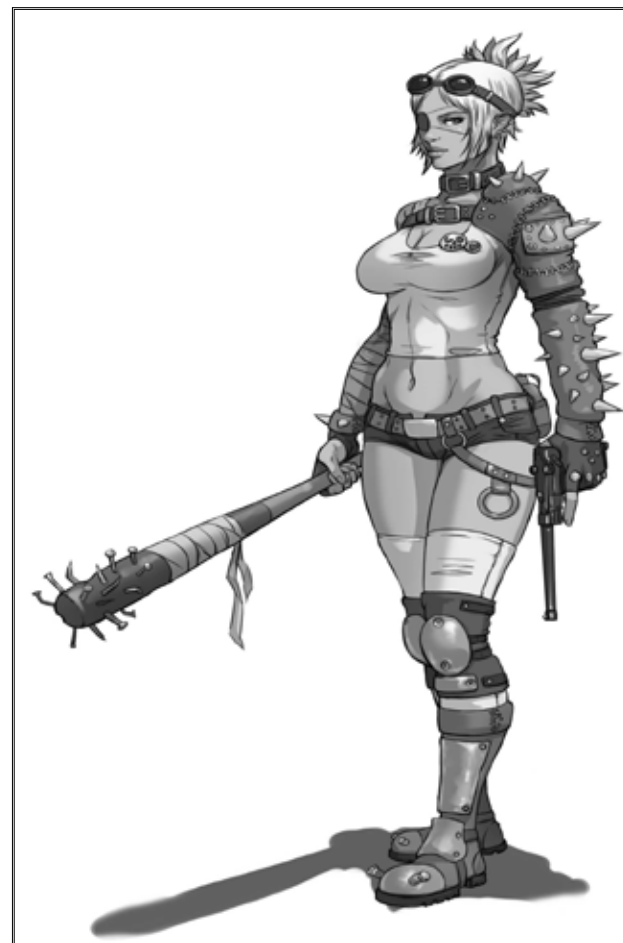
At the beginning, I had a number of genres that I wanted to use for production of miniature games with cyberpunk and post-apocalyptic at the top of my list. Cyberpunk seemed the least daunting, with only roleplaying games touching on this exciting genre. It made the perfect setting for a tabletop action / adventure miniatures game, but I wanted it to be more than just a wargame. After much playtesting, the SAG System emerged victorious, and the fast and furious action of Rezolution that we know and love was born. I'm rightly proud of Rezolution, as not only is it a great game, but also our first as a manufacturer.

After Rezolution, we had intended to bring out SAGA, an original fantasy miniatures wargame, but it soon became clear this was not to be. With increasing metal and production costs, to do SAGA as I envisioned was not only going to be costly for us, but also for the consumer, so the very hard decision was made to stop work and put SAGA on ice (for the moment...!)

But even as the dust settled on SAGA, a turbo-charged monster was racing out of the darkness and looking back now, I'm glad the

events turned out as they did. There are always a number of ideas on my drawing board and one of these was an as-yet unnamed post-apocalyptic vehicle game. It was still in its early stages along with that perennial favorite - my horror survival game! I had adapted the combat rules from my little horror game to add pedestrians to a vehicle game. As the rules developed, the vehicle game gradually became a regular throw-down game before everyone turned up for our usual Wednesday gaming night (usually just using a bunch of Hot Wheels on the kitchen counter!) Then, at the beginning of 2008, Tony and I began to seriously consider moving forward with the now-named Warlands. As always, we spent a lot of time talking about it, and the more we talked, the more we realized this just had to be next. Previews for the movie Doomsday only helped get us excited about the whole genre, and as I had been watching Mad Max 2: The Road Warrior almost weekly since the previous December, the time seemed right.

Two images I kept in my mind throughout the design process were the scene in The Road Warrior where the army of Lord Humungus attacked the settlement, and the final chase scene. If you've seen the movie, you know where Warlands is coming from and where we intend to take it. We still play games every week with just what you'll be getting in the Warlands Battle Box. The joy of accelerating into your friends while at the same time shooting them to pieces just doesn't get old!



The great thing about the Battle Box, much like the Rezolution Crew starters is that you play multiple games in a couple of hours and it doesn't have to be limited to just two people - it's just as easy with three, four or even five players! In fact, the more people playing in 'Patrol' level games, the more entertaining and chaotic it becomes as everyone scrambles for dominance and survival.

The Warlands Battle Box contains the complete vehicle rules, rather than a cut-down quickstart version, and the rules for pedestrians (infantry), flyers and (yes!) custom vehicles will appear in the core rulebook later this year. For models, the Battle Box contains 2 Weasel Scout Buggies and 1 Utility Truck; the buggies come with Spud autoguns plus the option to upgrade one to a missile launcher. The vehicles also represent the core choices from the Nomad and Lotek faction force list that will also appear in the rulebook, so players need not be afraid to pick up multiple sets. We will be introducing other assorted vehicles to the game later in the year. As always, we are concerned with cost, and so we are doing the vehicles in resin and thus dramatically cutting the cost to the consumer. We also wanted to offer early adopters something special, so the first 500 sets will include the stats for and details of how to get hold of a special limited-time offer truck. The exclusive Rattler Truck is a more heavily armored version of the utility truck that comes in the Battle Box, complete with linked LMGs and an armored ram for ploughing through the opposition!

Warlands really is FUN and I haven't even touched on mutants, zombies and, of course Deathraces! This is just the start and we have some amazing and unique things in the pipeline for 2009 and beyond.



For those of you who are interested, here are some movies to get you in the mood for the world of Warlands.

Mad Max 2: The Road Warrior	(1981)
Death Race	(2008)
Doomsday	(2008)
Resident Evil: Extinction	(2007)
Jericho	(TV 2006-2008)
Land of the Dead	(2005)
Dawn of the Dead	(2004)
28 Days Later	(2002)
The Atomic Café	(1982)
Escape from New York	(1981)
George A. Romero's Dawn of the Dead	(1978)



A TALE OF TWO BUGGIES

BY TONY KENEALY

A spray of gravel filled the hot desert air as the two buggies screeched to a halt on a small ridge overlooking the hollow. A cloud of dust swirled around, hiding them for a few short seconds. Duke looked through the broken lens of his spyglass at the distorted view in front of him. Tumbleweeds and dust, picked up by the gusting wind, distorted the view even more.

“Damn it, I can’t see through this crap!” He threw the spyglass behind his seat, where it flipped over and lodged between the battered fuel can and the rolled-up canvas sheet he used for a shelter. Squinting, he looked down into the hollow at the old gas station, long since abandoned, and its couple of deserted workshops. There were piles of old wrecks dumped all around and the place was eerily quiet.

“What can you see, boss? Is it safe? Is there salvage there?” His long-haired companion wore a torn leather jacket, camouflage pants and a diving mask, and he nudged Duke in a manner that would have got him killed if Duke wasn’t so fond of his annoying sidekick.



Flipping away the nudging hand, Duke looked up at Jake who was hanging from the rollcage.

“I can’t tell if it’s safe you idiot so we have to go and take a look. We’re running low on supplies.” Duke turned and called across to the driver of the other buggy who had removed his flying helmet and goggles and was smiling at him through the gaps in his teeth. “Jekyll, you go in first, an’ I’ll stay here and watch your back.”

“You got it, Boss, but I gets first taste of anything we find down there, them’s the rules.” Jekyll slammed his buggy into gear and screeched away, scattering gravel as he went.

“One of these days...” Duke muttered under his breath.

#

Jekyll drove slowly down the slope, his eyes scanning the area in front of him. The buggy engine purred, its potential power a mere rumble although at a moment’s notice, he knew he could kick it into life and roar out of danger. He reached the first building, driving cautiously around it and then inching over to the workshops. There seemed to be no sign of life, but you never knew what might be hiding behind the boarded-up facades. As he reached a door that was hanging off its hinges, Jekyll slowed even more to peer into the darkness.

Nothing. No movement; no noise. Nothing

jumped out at him.

It all looked good for scavenging, not that there appeared to be much there. Looking over his shoulder through the rear hole in the armor plating, he saw Duke up on the ridge. Jekyll shoved his arm out through the side webbing and signaled for Duke to come on down. He saw Duke’s buggy leap forward, lose control on the gravel, and then nearly spin out. Jekyll smiled. It was good to see that even Duke sometimes nearly lost it.

Jekyll put the buggy into neutral and climbed out to wait for Duke. As Duke’s buggy rolled closer, Jekyll suddenly thought he saw movement out of the corner of his eye. He swung round, but all he could see was some dense tangles of brush straggling over the sand. There was something wrong, but what... as he watched, the brush exploded and the ground literally reared up in front of him. From the space below, out roared three vehicles.

At that moment, Jekyll realized that this was a trap and that he had given it the all clear. Vaulting back into his buggy, he yelled at Duke as the buggies were now heading straight for him. As he landed in the driver’s seat, Jekyll was already gunning the engine and activating the twin hood-mounted mini-guns.

Suddenly, another Lotek buggy shot out from between the workshops and headed straight towards Jekyll, guns blazing. Bullets pinged off the metal armor fitted to the front of the buggy.



One bullet whizzed past Jekyll's ear, hitting the back of the rear armor, dangerously close to the spare fuel can. Knowing he was more vulnerable from the front, Jekyll floored the gas pedal and spun a 180-degree turn. He was moving forward before the turn was completed, his rear end fish-tailing on the loose gravel

as he struggled to regain control. Fighting the steering wheel with one hand, with the other he desperately tried to switch on the rear flame cannon. Fire finally surged out in a swathe of flames that engulfed the trailing buggy, sending it careering out of control into the side of the building in a ball of flame.

Meanwhile Duke, having performed an emergency 180, was swerving left and right trying to avoid the fire from the three buggies that were roaring up the slope behind him. Jake was firing his autogun, trying to stay behind the armor

plating as much as possible. He shot blindly, but still managed to shoot one of the drivers in the face causing that buggy to spin out of control, flip over, and throw the passenger out into the path of the buggy behind. The body bounced like a pinball over the hood, off the rollcage and down onto the back where it caught on the webbing and dangled off the end like a rag doll.

Duke still needed to take care of the other two buggies. Even though he was confident his armor would stand up to the attack, having anyone on his tail was a real challenge. He swerved to the right, then immediately pulled the steering wheel to the left and flung the buggy into a spin, guns blazing as he turned.

The bullets from Duke's gun cut a swathe through the pursuing buggies. One lucky shot severed a fuel line and that buggy exploded in a ball of flame, scrap flying off in all directions. Duke disengaged his guns and took control of the spin, guiding his buggy around the exploded wreck, swerving to avoid the large pieces of debris that were lying around. He frantically looked for his last pursuer. The explosion had caused the other driver to veer away from the blast, but as the smoke cleared, it was still behind him.

Duke couldn't see Jekyll anywhere, but that was the least of his troubles.

"Jake, do we still have that half empty can of nitro in the back?"

Jake reached down and pulled out a large red can. "Sure do Boss, what's on your mind."

"We need to get rid of our annoying friend. Let's leave him with a farewell gift. On my mark, drop the can out behind us, climb in and grab the wheel, but keep it straight you hear me, straight. OK, on my mark. 3-2-1-Mark!"

Jake lobbed the can out of the back of the buggy and clambered in to take control of the wheel. Duke jumped up and released a hatch in the roof plating. Grabbing his rifle, he aimed at the can rolling on the ground behind them.

The Lotek saw the can too late. Duke fired just as the pursuing buggy rolled over it. The resulting explosion sent the buggy, its driver and contents up into the air, crashing in a spray of dust and gravel onto its roof.

Duke sat back down and took the wheel. Screeching to a stop, he jumped out and ran over to the upturned buggy. The bloodied driver looked up at him, his hand groping for his weapon. Duke was in no mood to give him that chance. He fired. The bullet tore through the driver's skull and he was still.

There would be no salvage now. Duke had hoped to salvage gas, but there was not much of anything left. He looked around, not convinced he was alone. Not taking any more chances, he sprinted back to his buggy, gunned the engine and pulled away in a squeal of tires and gravel.

"Let's get out of here and find Jekyll!"

Jake adjusted his divers mask. "Sounds like a plan to me, boss."



DEATHRACE

Lost Vegas 2009

Sponsored by Aberrant / Race Master: Bryan "Stratos" Borgman

Saturday, May 16, 2009

AnCon

Hudson, OH

www.AnotherGameCon.com

Saturday, June 27, 2009

Origins Game Fair

Columbus, OH

www.OriginsGameFair.com



Saturday, August 15, 2009

Gen Con

Indianapolis, IN

www.GenCon.com

Saturday, October 17, 2009

Con on the Cob

Hudson, OH

www.ConOnTheCob.com

DEATHRACE : ANCON

On Saturday 16th May, the Deathrace table (with some areas still in progress) made its first appearance at AnCon in Hudson, Ohio. Below are some photos to wet your appetite. The Deathrace table will next be seen in all its glory at the Origins Game Fair in Columbus Ohio, 25th-28th June.



THE BODY SHOP

BY SIMON MACKENZIE

Welcome to Mac's Autos & Ammo. Your one-stop-shop for all your vehicular needs. Make sure you're the one spreadin' the carnage rather than takin' it!

We're just movin' into our permanent location and then our range of products is going to be huge. But as I know you hombres are eager to start spending, I personally picked a few things from storage to get you going and give you the edge out their in the Warlands.

Spikes:

The vehicle has been heavily customized and is covered with welded-on spikes, barb and razor wire making its surface deadly to both vehicles and pedestrians.

3 points – additional +1d6 damage in assaults on pedestrians and rams

Cattle-bars:

Sturdy steel bars have been welded to the front of the vehicle.

3 points - additional +1d6 damage from front arc during rams. +1 AM for rams only.



Nitro:

Injecting nitrous oxide into a vehicle's engine burns more guz, but also increases the power of combustion, propelling the vehicle forward with an intense burst of speed.

2 points - 1d10" additional movement in a straight line. One use per game. Player may declare use at any time, even during his opponent's turn. On the result of a 1, roll on the Devastating Damage Table and follow the instructions. If the vehicle hits anything while traveling under Nitro, it is considered going at Fast Speed

Defender MKI:

The Defender range of products consists of very simple defensive mechanisms usually rigged to the front of a vehicle. The MKI is really no more than a simple large bore shotgun.

2 Points – Range: 3", 1d6 damage to models that attempt to ram or assault from the front arc. Automatic hit.



Defender MKII:

The latest development in the Defender line charges from the engine and works much like a tazer. It does no actual damage, but the brief scrambling of the wiring and the shock to the driver can mean the difference between life and death.

3 Points – Range: 3" Target cars speed is reduced by 1 level. Roll to hit as normal; can be used during opponent's turn if the vehicle is going to be rammed from the front arc. Player must pass a cool test to use. Driver must make a control test. Can be fired at vehicles in front arc as per shooting rules or automatic if model is going to be rammed during opponent's turn. One use per turn.

Fire Extinguisher:

Perfect for small fires. A pressurized drive chemical expellant is common, though in some cases a bucket of sand or a large container of water can also come in handy!

1 point - puts out fire on the d6 roll of a 5 or 6.



Roof-Mounted Spud Autogun:

Ideal for clearing the path ahead, the roof mounted Spud autogun, gives your passenger more range and power with a 180° front facing firing arc.

7 points – The roof-mounted Spud autogun replaces the Utility Truck passenger's shotgun. The gun has a 180° front facing firing arc. The passenger stands up through a hatch in the roof to operate this weapon.

Spud autogun - Range: 16" Power: 4d6 ROF:2 AP:2

The Body Shop is a sneak peek at a small number of customization options that will be available in the Warlands Core Rulebook - there will be many more!

For the purpose of this Data Dump there are no restrictions on how many options from the Body Shop you can use on your vehicles. However, in the Warlands Core Rulebook, the rules will change to allocate specific allowances for each vehicle. With this in mind, the basic Car stats shown here only allow for up to three options from the Body Shop to be chosen.

CAR

Points: 25

Speed	MV (inches)	45° Turns	CMV	TN	AM	DM
Stationary	0	0	0	6	7	5
Slow	1-4	2	2"	8		
Cruising	5-9	4	3"	10		
Fast	9-15	3	3"	12		

UNIT TYPE: Vehicle

Special Rules:

- Ram damage: AP 2 (front only)

Options:

- May choose up to 3 items from the Body Shop

Crew: 1 Driver w/automatic pistol and 1 Gunner w/shotgun

MV	RC	CC	TN	DM	CL	AM
3	3	4	10	1	4	4

Automatic Pistol - Range: Close combat 5" Power: 1d6 ROF: 2

Shotgun - Range: Close combat 4" Power: 3d6 ROF: 2

Special Rules;

- Up to two additional passenger/gunners may be carried in the rear for +3 points per passenger/gunner. Each is armed with an automatic pistol.

Options:

- Passengers may purchase Rifles at 1 point per model.

Rifle - Range: 14" Power: 1d6 ROF: 1 AP:1

WARLANDS - THE SOUNDTRACK BY STRATOS



01. Prelude to Armageddon - 01:20
02. This is Warlands - 04:17
03. Snakes on the Playground - 02:53
04. Alone and On the Run - 04:5
05. Surviving the Wastes - 03:52
06. Get da Guzz - 03:11
07. Cruising the Old 66 - 03:40
08. Monkey Wrenchin' - 04:36
09. Nomads and Road Runners - 02:33
10. Escape from Lost Vegas - 03:08
11. This Cursed Earth - 04:39
12. The End is Extremely Nigh - 01:45
13. Zombie Nation - 03:16
14. The Streets of Despair - 05:34
15. The Zombies Are Taking Over - 00:15
16. They're Everywhere! - 05:52
17. Undead Walking - 04:34
18. Left Coast Lingo - 03:17
19. Look to Tomorrow - 05:28
20. Bailey Records Fanfare / Age of Apocalypse - 01:00

Total Running Time : 70:52



Releasing April 21, 2009

CD available at CDBaby.com - Mp3 downloads available at WargameVault.com, CDBaby.com, iTunes.com and elsewhere
Hear six songs from the soundtrack at www.myspace.com/Warlandsmusic

All Songs by Stratos - Copyright 2009 Winged Warrior Publishing (ASCAP) - BaileyRecords.com
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SNEAK PEAK...

**LOTEK
SCORPION**



THE MEETING OF THE METAL

A WARLANDS BATTLE REPORT

BY TONY KENEALY

The silence was broken by the roar of engines and the rasping of metal on metal as oil-deprived machines struggled to turn over. Two Weasel buggies appeared around the hill, lurching over the many tire tracks crossing the trail that clung to its side. They skidded to a stop as the drivers surveyed the devastation that lay ahead. Wrecks, old and new, were sprawled everywhere as one word sprung simultaneously into two minds. Salvage!

They watched and waited for the telltale signs of a trap. The faint roar of engines drifted in from the east, and more responded from the west. They knew they were not alone. This prize salvage was going to be a hard fought fight, with winner-takes-all. This was the way of the Warlands, and both drivers were ready for it. Behind them a truck rolled to a stop, one of their own, ready to join in the fight.

On the other side of the wreckage, their competitors were moving into position, each side waiting for the other to make the first move. The burning sun moved across sky. Time was irrelevant in the Warlands; no one really knew or cared about schedules or clocks. Why watch a clock when there was nowhere to go, no place to be. All that mattered was the here and now. The drivers sat watching, waiting for that first move, the one that would give them the edge and the advantage over their opponents. Shadows lengthened as tumbleweeds rolled across the expanse of vehicular tombstones. There was movement; a truck rolled forward. The first move had been made. The Meeting of the Metal had begun...

The Meeting of the Metal was played as a three-way game between Simon, Rene and Tony. Each player had a Warlands Battle Box starter set consisting of 1 Utility Truck (UT), 1 Weasel Scout Class Buggy armed with a Spud autogun (WSA) and 1 Weasel Scout Class Buggy armed with a Rocket Launcher (WRL).

The playing area consisted of a 4'x 4' open field, with a hill at the north, several rocks and a scattering of wrecks including a school bus. Rene won the roll for who sets up first and he chose to set up his models in the center of the northern table edge. Tony was next and chose the southeast corner, which left Simon with the southwest corner.

The objective – destroy the opposition and gain the prize: salvage!





Round 1.

Each player rolled 2d6, adding the highest Cool (CL) characteristic to see who got to go first. Simon won the roll, and took a tactical decision and nominated Rene to move first. Simon would now move last in the move sequence for this round. A gamble, yes, but one worth taking - only time would tell!

Rene activated his Utility truck (UT) first and made a defensive move, cruising forward its minimum distance and opting to stay at Cruising speed. Tony activated his Weasel buggy with the Rocket Launcher (RL), cruised 10" forward, and navigated to the south of a pile of rocks, accelerating up to Fast. (This was another defensive move that gave nothing away) Simon now had a choice. Both Tony and Rene had given no indication as to who they were going to attack so Simon activated his UT, moved 8" towards the middle, and accelerated to Fast.

The next turn, the order stayed the same so Simon was still relegated to moving last. Each player was still cautious, moving vehicles into position for an assault on their opponents. Rene opted to move his Weasel with the Spud

autogun (WSA) only 5" and remained at Cruising speed. Both Tony and Simon then moved their WSA and WRL respectively and accelerated to Fast speed. The next turn was much the same with each player still maneuvering into position. The round ended with Rene's force moving in unison towards the middle of the table; Tony's force was split to the north and south of a pile of rocks; and Simon was positioned with the WRL moving towards Tony and the WSA heading towards Rene, using the school bus for cover. His UT was bringing up the rear, not yet committed to a specific direction.

Round 2

Rene won the initiative roll and chose to move first, leaving Tony second and Simon third. This was the outcome Rene had wanted as he turned his WRL towards Simon's WRL, firing when he got close. He rolled snake eyes, the rocket launcher jams and the missile does not go off. Not the outcome he had hoped for as it left his WRL exposed.



Tony decided to join the fight and moved his UT towards Simon's WRL, accelerating to Fast speed level, but not managing to find a shooting target for its passenger. Simon now had a choice - does he attack Rene's WRL or Tony's UT? Both had already activated, but Tony's UT was closer. He moved his WRL towards the UT, firing when they were side by side. This was a risk with a template weapon because if he missed, the deviation could affect his own vehicle. He fired and the missile missed, but scattered harmlessly away. The fight had begun, but so far no damage to anyone other than a jammed rocket launcher.

The next turn, Rene continued to take the fight to Simon as he swung his WSA round the school bus to attack Simon's WSA. He fired - snake eyes! Another jammed gun so he loses his second shot (ROF2). Things were not going well for Rene as he now had 2 jammed weapons. He decided to accelerate to Fast, getting some protection from speed. Tony, seeing the attack on his UT, decided to bring

his WRL into the fight. Swinging it around, he raced towards Simon, but decided a shot on Rene's WRL was too tempting to miss. He fired, missed and deviated, narrowly missing Simon's WRL. An unlucky miss that very nearly paid off!

Simon, seeing the threat from Tony's WRL, needed to take decisive action. Gunning his WSA into motion, he turned and raced towards the rapidly approaching WRL, opening fire when they were side by side. Two shots within 2", this was going to hurt! The first shot amazingly missed even with the +2 bonus to RC. The second shot was not so lucky for Tony - it was a hit! Simon rolled 4d6 damage dice with a TN4 to do damage (AM6 -2AP = TN4). He rolled a 4, 2 x 5s and a 3. Tony's WRL took 3 damage, but luckily no devastating damage. It was still going, but one more hit like that and the WRL would be just a pile of broken metal. The next turn, and Rene moved his UT forward, still staying out of the main fight. With both Simon's WRL and Tony's UT, and Tony's WRL and Simon's WSA shooting it out, side by side, the middle of the table was getting congested and maneuvering becoming difficult. Tony decided to bring his WSA to the north of Simon's WSA and took two shots. The first missed, but the second was a hit causing 2 damage. It was not enough to disable, but a result all the same.

Simon now saw an opportunity to bring his truck round and ram Rene's WRL. He moved forward, and contact was made. Damage was worked out accordingly: Simon was the ramming vehicle so he got 1d6 + 1d6 for every point of armor above the target + speed



bonus. This translated to $1d6 + 1d6 + 4d6 = 6d6$ damage dice to roll on Rene's WRL. Rene was the rammed vehicle so he got 1d6 for every point of armor above the target + speed bonus as he was not rammed from the rear. This translated to $0d6 + 4d6 = 4d6$ damage. Rene's AM was 6, but because Simon rammed from the front, he got AP2 for his truck. He rolled 6 damage dice and scored over the TN4 on each roll. One roll was a 6 so he rolled it again, needing 10 to see if he got to roll on the Devastating Damage Table. He rolled a 5, and got a total for that roll of 11, easily the 10 or above to qualify for devastating damage. He rolled a 2, and the driver took 1 damage point, killing the driver. Rene's WRL goes out of control. Even though his buggy had been destroyed (it took 6 damage points) and his driver has been killed, he still had to roll on the Out of Control Table to determine which direction the wreck ended up. He had to roll 1d6 for each speed level he was traveling above Stationary for how far the wreck would travel. Luckily for the others, Rene's WRL did not

Round 3

A new round, and winning the initiative roll was critical. With so many vehicles in close range of each other, any shot could take out a vehicle. Rene won the roll, Simon was second and Tony third. This was a real bonus for Rene after his jammed weapon rolls had taken his firepower out of the game. Now it was time for him to bring his UT into the middle of the action. After holding his UT back for most of the game, Rene's patience would now be rewarded. In the middle of the table were 3 prime targets for ramming - 2 WSAs and a WRL. Rene put his UT into gear and slammed it into Simon's WSA. Tony breathed a sigh of relief as he realized he was not the target, but in the Warlands anything could happen. Making contact with Simon's WSA, the UT had 6d6 damage dice with an AP2 value for the front ram. The already damaged WSA took a further 4 damage, 2 of them qualifying for devastating damage that resulted in a lucky escape and being on fire. Rene passed his control roll, but the WSA was destroyed. Using the Deviation

Dice as 1d6 with the directional arrow inside, Simon rolled 3d6 to determine where the wreck of his WSA went. The wreck flipped over and crashed initially into Rene's UT before finally hitting Tony's WSA, both impacts causing ram damage. The ram on Rene's UT caused 1 point of damage, but damaged the engine (devastating damage) reducing its maximum speed level by one for the rest of the game. The second ram from the wreck of Simon's WSA caused 3 points of damage on Tony's WSA. Tony failed his control roll and spun 45 degrees to the right. The fight was getting chaotic and frantic as flying wrecks crashed into each other and debris shot into the air. Rene's UT, the instigator of all the chaos was still moving and pushed through, ramming into Tony's WRL. Although it had suffered engine damage, Rene's truck was still traveling Fast as the speed level reduction would not take effect until the end of the turn. He rolled 6d6 damage dice resulting in 3 damage and a lucky escape on the Devastating Damage Table for Tony's WRL. In return, Tony managed to inflict 1 damage point on Rene's truck. Both players were successful in their control rolls. In just one activation, Rene had managed to change the face of the game. Tony's UT surged forward and rammed Simon's UT, rolled 5d6 damage dice and with a TN5 caused 1 point of damage. He then failed a control roll and spun into a dangerous position facing the wreck of Rene's WRL. Simon's control roll was a success, but he failed to do any damage. He then activated his WRL and turned away from the wrecks trying to loop around towards Rene's WSA. Rene revs up his WSA towards Tony's UT with

guns blazing. The first shot caused 2 points of damage and took out the passenger while the second caused a further 2 damage. Things were getting messy out there; the Warlands was taking its toll on everyone's force! Tony's WSA opened fire on Rene's UT. The first shot caused 2 damage points and killed the driver and the second shot destroyed the truck. The truck spun out of control, crashed into Tony's WSA and destroyed it. The wreck then spun out and crashed into Tony's WRL, also destroying it. Close proximity fighting with hulks of metal does have its risks as we were beginning to realize!

Round 4

There was not much left to use now. Both of Tony's buggies were destroyed and his UT was heading straight for disaster. Rene only had his WSA surviving, but Simon still had his UT and his WRL. Things were looking good for Simon. Rene tried to make a difference and decided to split his shots from his WSA. Firstly, he took a shot at Tony's UT, but unfortunately failed to do any damage even with 4d6 damage dice. He then moved forward towards Simon's WRL

and tried his second shot (ROF2). Missed! Rene was definitely not making any difference this turn.

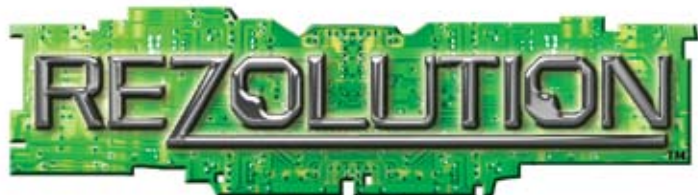
Tony activated his only remaining vehicle, but could not avoid the crash with Rene's wrecked WRL as his compulsory move (CMV) forced contact before a turn could be made. The ram was the end for the UT as Tony's force bowed out of the game with all vehicles destroyed. Now Simon had a chance to end this as he turned his WRL onto Rene's WSA. It was a hit and caused 4d10 damage with a -2AM modifier for an open-top vehicle. The buggy sustained 4 damage points, one of which was devastating damage. KABOOOOOM!!! The buggy exploded and victory went to Simon.

Conclusion

A fun game that highlights the chaotic nature of close quarter vehicular combat. You can never tell where a wreck is going to end up, but that is all part of the Warlands experience.

Did Simon's decision to force Rene to go first, pay off? Well, he did win and maybe, just maybe, the gods of the open road were smiling on him that day!





The Origins Game Fair is being held in Columbus, Ohio, June 24th - 28th. Matt Lemke (aremis@neo.rr.com) of GameQuest Gamers is running a number of Rezolution Events, including The Rezolution Origins Cup. For more information please email Matt at the email address above.

Event Name	Description	Start Date/Time	Duration	Max Players
Rezolution Assignment: Toxin Underground	The Dravani have stolen some Vatacina technology and are hiding in the sewers. Players need a non-Dravani team of 500 points.	WED 24th 8:00 PM	3:45	6
Rezolution Assignment: Toxin Underground	The Dravani have stolen some Vatacina technology and are hiding in the sewers. Players need a non-Dravani team of 500 points.	THU 25th 9:00 AM	3:45	6
Rezolution 500 Point tournament	500 point swiss tournament for Rezolution skirmish game	THU 25th 1:00 PM	3:45	10
Rezolution Assignment: Lock-Down	The penal colony is on lock-down due to inmate riots, and the CSO will use any means necessary to quell the rebellion. All miniatures provided.	THU 25th 6:00 PM	3:45	10
Rezolution Origins Cup 750 pts	This is a 750-point tournament featuring swiss rounds. Players need a well-balanced team that expects the unexpected.	FRI 26th 6:00 PM	3:45	16
Rezolution Campaign	Email for details	FRI 26th 10:00 PM	1:45	8
Rezolution Assignment: Lock-Down	The penal colony is on lock-down due to inmate riots, and the CSO will use any means necessary to quell the rebellion. All miniatures provided.	SUN 28th 9:00 AM	3:45	10

THE REZOLUTION BIG BASH AT ORIGINS

Aberrant will once again be hosting the annual Origins Big Bash on Saturday night. This is an informal event, where you get to compete with Aberrant personnel and is not for the faint-hearted. Location and time still to be determined, but check in with either Bryan Borgman or Tony Kenealy on the day. Come prepared for a long night with approximately 400 - 600 point Rezolution force.

Aberrant products will be on sale at Origins at the Iron Wind Metals booth #221

MERCURY SUNRISE

A REZOLUTION ASSIGNMENT

BY LINES

Briefing:

Two feuding forces are deployed on Mercury's surface attempting to collect valuable rock samples. They are under extreme pressure because the sun is about to rise, threatening to burn everyone who is exposed to its melting rays. They are both trying to get their hands on as many samples as possible, no matter what the price. There is also the added problem that no one knows exactly when the evacuation transport ship will show up and how long it will stay.

Objectives:

The aim is to bring as many rock samples as possible on board the transport before it leaves Mercury.

Mission Specs:

Play on a 4'x 4' surface.

Mercury terrain - rifts, boulders, spacecraft debris, calderas, etc.

Recommended crew size: 500 points.

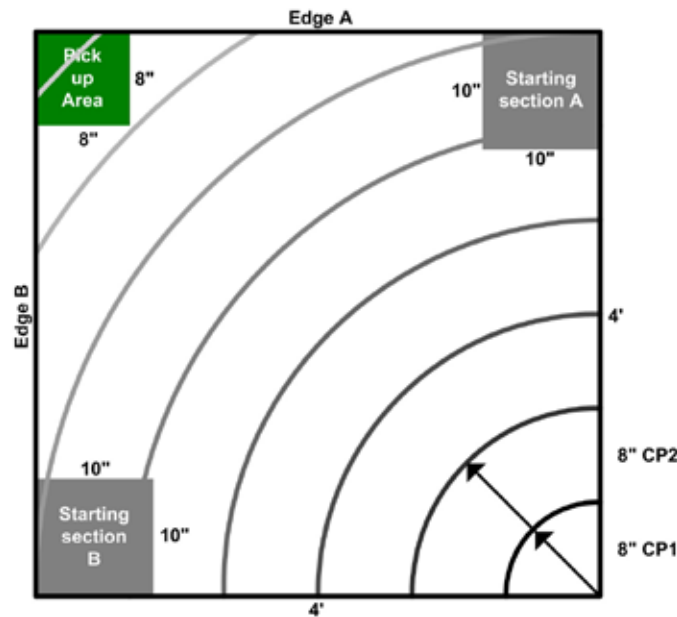
Set-Up:

The two forces each start in one of the starting sections (A or B). The sections are in opposite corners and have a size of 10"x 10".

The pick-up area is a flat area without terrain with a size of 8"x 8" (see diagram)

Sunrise will begin in the corner opposite to the pick-up area.

15 rock samples will be placed randomly on the table. Use the Deviation Dice from the center of the table with a deviation distance of 3d6.



Special Rules:

The rock samples: A model in base contact may pick up a rock sample. It can also be passed on to a crewmember. Picking up and passing on a sample uses a model's action. Receiving a passed-on sample from a crewmember happens automatically and does not count as an action or activation for the receiving model. Bombots may not carry or pick up samples. A model is allowed to carry more than one sample and carrying samples does not give any disadvantages to the model. If a model dies (even if it is then healed by a Medic) the samples it carried are dropped at the place the model stood.

Picking up and receiving samples discards the

disguise of a model with Second Glance.

Sunrise: The sunrise starts at the corner opposite to the pick-up area and will continue to extend over the whole area. At the beginning of each Control Phase (including the first!) it will extend another 8" towards the opposite corner. All models that are touched by the rays will immediately receive a damage of 6d6, ignoring armor. Only models with Sealed Suit may subtract their armor from the amount of damage dice. Models in cover on the opposite side to the sunrise corner may add the cover's armor bonus.

In general, treat the sun as a template weapon. Models ending their movement touching the sun's rays during a turn, or after any kind of movement in the Control Phase also have to roll for damage. Models that do not move in a turn (stunned,





suppressed, or forfeiting activation) still have to roll.

The sun's rays do not block line of sight and have infinite height.

Panicked models will never flee towards the sunrise. They will take the shortest way to the nearest of the two edges marked with A or B.

Pick-up Area: An evacuation transport ship will be sent to pick up all models (regardless of their faction) that are within the pick-up area. Roll 1d6 at the beginning of Control Phase 5. On a roll of 4+ the transport ship will show up. On a 1, 2 or 3, it will arrive at the beginning of Control Phase 6.

Roll 1d6 to determine the amount of rounds the transport ship will stay and pick up models. On a roll of 1, 2, or 3, it stays 2 rounds; on a roll of 4, 5, or 6, it stays for 3 rounds.

At the end of a round (before the next Control Phase) the transport ship will automatically pick up every model that has its full base within the pick-up area. Close combat will be aborted without any free strikes if an engaged model is not fully inside the pick-up area. After the last pick-up, the transport ship will leave Mercury and the game ends. Remaining models and rock samples on the planet's surface are lost.

Winner:

The crew that manages to collect the most samples is the winner of the assignment.

Lines (aka Niko)

I'm a 38 years old Sound Engineer from Germany. I started playing board and tabletop games very late, when I was around 30. My favorite games are Blood Bowl, Space Hulk (yes, its still alive!) and of course Rezolution. What I love about Rezolution is its cinematic atmosphere, the sci-fi side, the easy-to-learn rules and the three "levels" - combat, hacking and Craft attacks. My aim is to create assignments that take the focus away from pure shooting and killing to a more cinematic experience.

On the Rezolution forum, I'm known as Nico.



THE LEGEND OF THE 61ST

BY TONY KENEALY

Chapter 3 – February 27th 2175

Bullets ricocheted off the wall, sending slithers of concrete arcing through the air, as Dave Dixon and his cameraman cowered behind the low concrete wall. Dave's face was splattered with blood - not his own, but that of his assistant who had joined him on what he now realized was a foolish mission. He thought he could get close enough to Aero Tech Labs to get the lead story, the exclusive footage that would get him out of the cheap two-bit digital news channel who paid him a meager salary and into the big league like Global Nine News.

He was so wrong. Now he was trapped, pinned down behind a rapidly disappearing wall as round after round of bullets tore into the concrete from the active security system. Any movement, any attempt to escape, was met by more sustained firepower from other parts of



the building. They had this building sewn up tight; no living thing could get through this.

At that moment, out the corner of his eye, Dave saw movement. He turned to see the huge bulk of a CSO warbot bearing down on his position followed closely by three troopers.

"It's about time you got here. Get us out of here!" Dave yelled above the noise as more bullets smashed into his diminishing protection.

"I think sir, you need protecting from yourself." Knuckles voice boomed above the background noise. He was not one to keep his feelings to himself. He turned to Payback and Sherlock. "You guys take the left and right flanks. We need to draw the system's firepower away from this area, to split the fire, so I can get in and get those monkeys out."

"We can't draw it all away, you will still be under fire." Tiny looked though his viewer at the building ahead of them. "There are four cannon housings that I can see, and there's no knowing how many hidden ones there may be. This place is a fortress."

"Well, rather my metal body than your flesh and bones." Knuckles tone was upbeat, "at least I don't have that weakness. OK, let's do this before Tiny here gets all sentimental."

"Do we know how these babies target? Is it by heat source or movement?" Tiny switched

channels on his communicator, "Sarge, is the MO heat or movement? I have an idea that might save Knuckles another paint job, especially as the last one sucked so badly."

Sarge's voice cut through the airwaves. "Nothing definite, but from the limited intel we have it looks like both, as well as radar. These buggers can see through all kinds of smoke and fog. What's your plan?"

"Maybe a full spread of frag and blast grenades in the direct area in front of the building will confuse them long enough to allow Knuckles to get close and rescue the monkeys. Worth a try unless Gertrude can do her stuff in the next few clicks?"

"Gertrude is still burrowing, no joy there yet. I like the idea. Let's go with it. We'll give you some covering fire from the building opposite. We already have men in place. Knuckles, go for the burn and bring that thick hide of yours back in workable order."

"Yes, Sarge, I'll do my best. I'll give the go signal when I'm in place, I just need to pick up something that may come in handy."

Never one to hang around, Knuckles moved over to the Stratos Cab parked across the street. Effortlessly, he leaned over and picked up the cab, holding it out in front of him. Payback and Sherlock moved off to the left and right respectively, keeping their heads down behind

more parked cars. Tiny stayed behind Knuckles, ready to throw the frag and blast grenades to cause the distraction.

Knuckles clunked forward, his communication channel to all the 61st operatives open, ready to give the signal.

With 'ready' signals received and everyone in place, "OK guys, this is it. Lets rescue some monkeys. 3-2-1-Go!"

As his words reverberated in everyone's ears, all hell broke loose! Grenades rained from all sides. As they exploded, fragments of hot metal sliced through the air. Smoke billowed around the void between the journalists and the building. Bullets flew, ricocheting off suspected targets as the building's computer targeting system tried to make sense of the conflicting signals.

Knuckles charged forward, the Stratos Cab eating up bullet after bullet as pieces of chassis flew off. The vehicular shield was not going to last long, and Knuckles knew it. He pushed forward as fast as he could, his metal legs pounding on the pavement. A semi-circular chunk of metal fell off the bottom of his makeshift shield and the next bullet hit his leg. It dented the exterior shell, but did not penetrate to the electronics inside. More and more bullets pinged off Knuckles' exoskeleton.

As Knuckles approached the journalist and his cameraman, he launched the cab over their heads towards the building. The Aero Tech



targeting systems followed the movement of the vehicle and determined the threat level. All guns swung out of the housings in the wall and opened fire. The cab was cut to pieces before it hit the ground.

Reaching down, Knuckles grabbed the journalist and his cameraman, holding them tightly to his chest. Turning his back on the building, he started to run to where Tiny was waiting to receive the monkeys. Bullets now ripped into Knuckles' back, slicing through control cables like they were string. His fire control systems went offline followed by all hydraulic power, making it harder for him to run. His hydraulic fluid level was down to below 50% and Knuckles could feel the joints in his hands seizing up, and he knew his arms and legs would soon follow.

With a final push, he threw himself forward. As he fell to the ground, he tossed the rescued monkeys towards Tiny, who managed to get out of the way in time to see the two projectiles

land on the soft grass bank.

Knuckles lay on the ground, sparks arcing from his damaged systems. He did not move.

The Aero Tech targeting system assessed the threat. Zero percent. Knuckles had been neutralized.

The radio crackled into life. "Status report, Knuckles?"

Tiny's voice cut in. "Monkeys are safe, but Knuckles looks badly damaged..."

"Don't count me out just yet, buddy!" Knuckles' metallic voice cut through the static as he struggled to push himself up and crawl out of range of the deadly building. His right leg was not moving and his left had limited mobility. "Looks like I need another paint job. Maybe I'll go for another color this time, blue is so outdated!"

#

Marshal Tyler smiled. "Knuckles, get your sorry hide back to the transport. I'll get Doc to patch you up. And Knuckles, this time you can choose any color you like, as long as it's blue." She turned to Sarge who was looking at a screen in front of the prone form of Chips. "Sarge, how is Gertrude coming along?"

"She's in, we should be good to go in about 5 clicks."

"Ok. 61st, tool up, we're going in!"

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