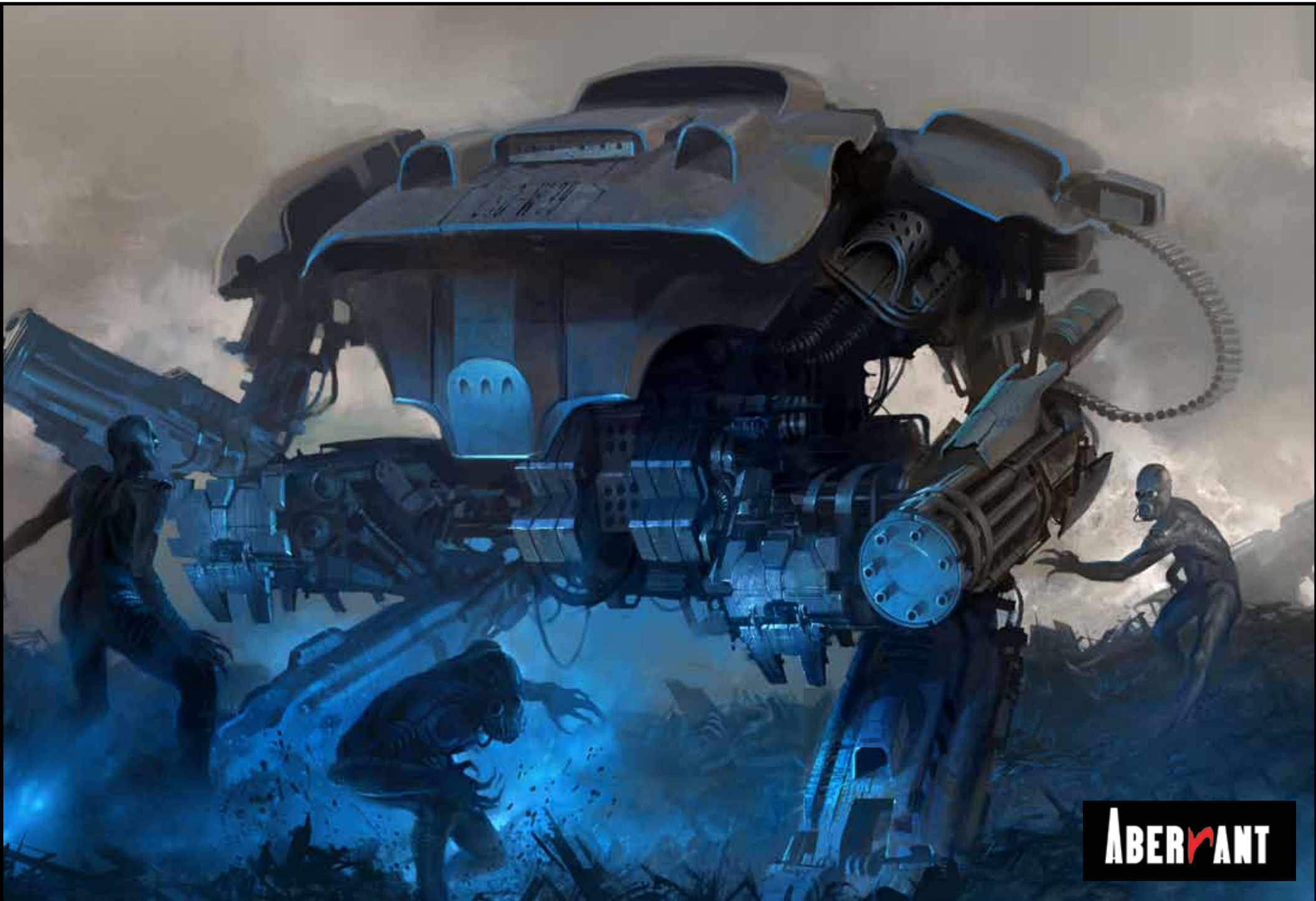


DATA DUMP 7



ABERVANT

CONTENTS

PLOTTING THE FUTURE	3
REZOLUTION: CSO MECHANIZED INFANTRY UNIT	4
REZOLUTION: SEWER RATS	22
REZOLUTION: A ENHANCEMENT TOO FAR	24
REZOLUTION MISSION: LIFE ON MARS	27
REZOLUTION: WARBOT CONVERSION	30
REZOLUTION AND WARLANDS: A NEWBIE POINT OF VIEW	31
WARLANDS: LIBERATION ALPHA	32
WARLANDS: CONVERTING A HOT WHEELS BUGGY TO A WARLAND BUGGY	34
IMAGES OF THE FUTURE: YOUR PHOTO GALLERY	37
ABERRANT PRODUCT CATALOG	39

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Plotting the Future.

Welcome to Data Dump #7 - the biggest Data Dump yet!

We know it has been a while since the last issue, but here at Aberrant we have not been idle. We will admit to being guilty of underestimating how long things take to get completed, but with the Warlands Core Rulebook now complete, in both digital and print format, and the production pipeline for new Warlands models on a more stable footing, it was time to turn our attention to Rezolution.

It has been seven years since the release of Rezolution, but with having to concentrate all our resources to get Warlands off the ground, the loyal Rez fans could be forgiven if they feel neglected. We have certainly never forgotten about Rezolution and we wanted to reward our Rezolution players with something new.

With that in mind, Data Dump #7 sees the launch of the CSO Mechanized Infantry Unit (MIU). With full background history and new model stats, the CSO MIU has come to life – and the best thing is you don't need to purchase new models to play an MIU crew as you can use all of your existing CSO models! With some new Rezolution fiction, the introduction of sewer rats, a CSO Warbot conversion and an assignment on Mars, this is definitely an issue with a lot to interest the Rezolution players.

We have not forgotten Warlands in this issue either – hence it's a whopping 43 pages! Inside you will find an article on converting a toy car to a Warlands buggy as well as converting a Rezolution Iron Man into a Warlands Scrapmech. Along with our new regular feature, Images of the Future, that spotlights submitted photos of your Rezolution and Warlands models, it is no surprise that this issue is nearly twice as big as any previous Data Dump. And we already have content for the next Data Dump planned for release before the end of the year.

Coming up, we have releases for Rezolution of the Vatacina Confessor and a new Ronin Ghost along with a Warlands Quad Bike and a Loner Character pack. We have many more models in various stages of production for both games as we continue to plot the future of the corporate controlled universe of Rezolution and the war-torn roadways of the Warlands.

May the dice roll with you!

Tony Kenealy
August 2012

REZOLUTION: CSO MECHANIZED INFANTRY UNIT (MIU)

BY TONY KENEALY

Throughout our history, mankind is differentiated from other life on earth by our ingenuity and resourcefulness to create machines to make life easier. From the early days of the industrial revolution and mechanical manufacturing machines, to the AI controlled robots of the 22nd century, for every task that needs to be done, mankind strives to create a machine to do it.

The origins of the Mechanized Infantry Unit (MIU) lies deep within the history of the Central Security Organization. The CSO and Unipol were formed as a result of the signing of the Heiwa Accord in 2052, and both organizations soon relied heavily on machines as important parts of their operations. Mechanical loaders installed payloads on Barracudas and Armadillo troop carriers, carrying loads that no human could lift at increasingly super fast speeds. On the Arks and in the CSO precincts, MediBots swarmed around the sick and injured, dispensing treatment as needed. However, mankind's ingenuity to create life-enhancing machines has only been surpassed by his desire to build machines to destroy his enemies. But, as the AI systems developed into killing machines, the CSO was slow to react. They preferred their machines to remain in support roles and not out in the front line where they believed the human factor was essential.

During the turbulent years of 2136 and 2150, amid the growth of the Robot Rights Movement (RRM), there were many within the CSO who strongly believed that sentient robots could play an important role on the battlefield. But still the Board resisted. Was it arrogance that made them refuse to believe that something other than humans could do the job better, or was it fear that had them believing that it could?

In 2145, the Class 3 Warbot, affectionately known as the "Stomper", came into service. The Stomper was a general purpose

security robot that became popular in corporate compounds around the world. Rather than embrace the skills of the Stomper, Unipol and the CSO tried to block its use, claiming that such heavily-armed security guards were not required and would lead to unnecessary death and destruction. The corporations countered that as CSO security was inadequate to protect them, then the use of private security was their right. The Board soon found it was fighting a losing battle as the Stomper became a familiar sight around the world. However, the age of the Stomper Security Guard was short lived...



For many years, in secret labs around the world, corporations were investigating other forms of synthetic life. In 2150, after many disastrous failures, there was significant success with the creation of replicants. With physical similarity to humans, but possessing superior strength and agility, there were many different uses of the replicant and many variants. The one that had the most impact in the formation of the CSO MIU was the Securiclone. Although the Stomper was impressive in a confrontation, it was not adept at tracking and pursuing enemy operatives. Blasting them to pieces was its primary response whereas the Securiclone could track and pursue an enemy with stealth and cunning. By the end of the 2150s, Securiclones had replaced many of the corporate Stompers around the world, the majority of which were simply discarded.

Within the CSO, there were those who were determined that something had to be done. A group of veteran CSO Engineers, under the command of Clayton Shaw set about collecting discarded Stompers, working or not, and brought them to their labs onboard the Arks. Here, they gave them a complete overhaul: CPUs were upgraded and the AI inhibitors that were in most corporate robots were removed. Even as the Stompers began to develop their own personalities, the Board was still not convinced. They remained firm in their refusal to allow the Stompers out into the field, wary of the fact that they could think for themselves and could pose a potential threat to their masters. Shaw tried unsuccessfully to convince them that there would never be a more loyal CSO operative than an AI enhanced robot that has been saved from the scrapheap - he just had to prove it!

Marshal Langstrom agreed with his friend Shaw and was prepared to act upon it. In 2162, during the Replicant Rebellion, Langstrom led a force of CSO Peace Keepers, supported by five Stompers, against a replicant stronghold in the Himalayan Mountains. The Peace Keepers were cautious and some even hostile towards their new comrades, but against overwhelming odds the Stompers proved their worth. In that harsh environment, they were able

to clear a path for the Peace Keepers to attack safely and the stronghold fell. A new respect for AI comrades was forged, and over the next ten years, with the Board's reluctant approval, Stompers and many other forms of AIs gradually became a regular part of CSO support units in all theatres of conflict.

Clayton Shaw however, was still not satisfied. Supported by Marshal Langstrom, he presented the Board with a plan for a CSO Mechanized Infantry Unit. Shaw knew the benefits and weaknesses of a purely mechanized unit so he proposed a deadly mix of human and AI units. They could be deployed quickly and effectively from the Arks to any precinct or location around the world with the firepower and strength to strike hard and fast especially at enemies entrenched in strongholds. This was a hammerhead approach using mechanized units that could soak up the damage, but still deliver the firepower to where it was needed. It would provide a controlled attack on the ground that could react to an ever-changing environment and make strategic decisions that even the best smart bomb technology had not managed to achieve. With the persuasive arguments of Clayton Shaw combined with the respect they had for Marshal Langstrom and his enthusiastic support for the proposal, the Board finally agreed. In 2172, the first CSO Mechanized Infantry Unit was formed aboard Ark 001. By 2175, there were CSO MIUs based on all the Arks and even a detachment stationed on Mars.

Structuring your Crew

Since its inception, the CSO MIU has prided itself on being an organized and disciplined outfit. Although flexible and able to react to the ever-changing situations that combat deployment will place them in, the MIU always remain calm and composed in the face of the enemy - and not just the AI personnel, but the human ones as well. Able to operate in the harshest of environments, the MIU have become the first choice for assaults on fortified locations. Unlike many of their compatriots in other divisions, the more difficult the mission, the more they thrive. They may not

always have the best equipment, and the AI units require more maintenance than their human colleagues, but they will always perform their duties to the highest standard, even when the odds are stacked against them.

MIU detachments can be found in most regions where the CSO operate; if no permanent detachment is nearby, one can deploy from an Ark to the most remote of areas at a moment's notice. The MIU are on constant standby, rotating in active units so that the mechanical operatives can be serviced and the human ones can get some rest and relaxation. Even those not on active duties can be recalled if necessary in an emergency. Using Barracuda and Armadillo transport vehicles, they can be on the ground and strike with a lightning punch before the enemy knows what has hit them.

The MIU has a large support organization including technicians, AI specialists, and mechanics in all fields of expertise. Out in the field, engineers and technicians will maintain the fighting force using mobile support stations while second line maintenance will be carried out in major facilities within an Ark or at CSO maintenance depots in strategic locations throughout the world.

Deploying the CSO MIU

When fielding a CSO MIU crew, your crew must adhere to the structure detailed below:

Command Structure:

- CSO MIU Captain

Basic Troops:

- CSO MIU Trooper Squad (MIU Troopers + MIU Trooper Sergeant)
- CSO MIU Iron Man Squad (MIU Iron Men + MIU Iron Man Sergeant)
- CSO MIU Technician
- CSO MIU Field Engineer
- "Stomper" Class 3 Warbot

Support Units:

- Hammerer MIU
- MISU
- Trundler ATI

Specialists:

- CSO MIU Sniper
- Infiltrator Bots



Command Structure

CSO MIU Captain

All CSO MIU detachments are commanded by a Captain. This is a very highly regarded position within the CSO, and an MIU detachment, whether on an Ark or at a CSO outpost, will always have a regular Captain assigned to it. If a Captain is not deployed on a mission, a CSO MIU Trooper Sergeant or Iron Man Sergeant will take on the responsibility of the leadership role for that assignment. The crew leader of any deployment will act as an independent Character.



CSO MIU Captain

Class: Human

MVE	RCA	CCA	SAG	BDY	NRV	REP
5	4	3	3	3	5	2

Points: 60

Armor: 2

			-1	-1	D
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Weapons and Equipment

- Combat Knife
- Hammerhead Assault Pistol

Combat Knife

Range: Close Combat only **Damage:** 2d6

Hammerhead Assault Pistol

Range: 10/18" **Damage:** 5d6 P1

Special: Can be used for suppressing fire at short range.

Skills and Abilities

- Leadership
- Run 'n' Gun
- Shrug-it-Off
- Snap Shot

Leadership: If a crew model is within 6" or is a member of the same team, it may use this models NRV for all morale based tests.

Run 'n' Gun: May run and fire small arms weapons with a -1 penalty to their RCA score in addition to any others incurred.

Shrug-it-Off: If a model only receives 1 point of damage, it is ignored and not marked on the Damage Gauge. Any additional effects such as Poison or Fire still take effect.

Snap Shot: Model may fire twice per turn with a pistol, with a -1 RCA in addition to any other modifiers.

Crew Allowance: 1

Independent

Basic Troops

CSO MIU Trooper Squads

The CSO MIU Troopers always work in 4-man squads with an attached Sergeant.

One squad may act as a Special Weapons Squad.

Over the years, as the stories of the exploits of the MIU reached the CSO hierarchy, some detachments were assigned the more advanced Peace Keeper Sealed Suits.

CSO MIU Trooper						
Class: Human						
MVE	RCA	CCA	SAG	BDY	NRV	REP
5	2	2	3	3	3	0
Points: 30			Armor: 1			
		-1	-2	D		
Weapons and Equipment						
<ul style="list-style-type: none">9mm PistolAssault RifleCombat Knife						
9mm Pistol						
Range: 6/14" -2LR		Damage: 3d6				
Assault Rifle						
Range: 10/22" -1LR		Damage: 5d6 P1				
Special: Can be used for suppressing fire at short range.						
Combat Knife						
Range: Close Combat only		Damage: 2d6				

Options:

- Special Weapons Squad Only may replace Assault Rifle with a Combat Shotgun and Smoke Grenades.
- Peace Keeper Sealed Suit (+ 5 Points)

Smoke Grenades (Special Weapons Squad Only)

Range: Thrown (BDY+5") Damage: None

Special: Smoke Grenade template. Blocks line of sight.

Roll 1d6 for each control phase smoke stays in play to see what happens to the template: 1-3 remove template: 4-5 template stays in play. 6 moves randomly.

Combat Shotgun (Special Weapons Squad Only)

Range: 2/4/8" Damage: 8d6/6d6/4d6

Special: Spray template

Peace Keeper Sealed Suit (+ 5 Points)

+1 to Armor

Model is immune to effects from environment changes such as lack of air and pressure, and airborne agents such as gas weapons.

Skills and Abilities

- Keen Eye

Keen Eye: +1 to RCA if model has not moved.

Crew Allowance: 1 - 4

Team Allowance: 4

CSO MIU Trooper Sergeant

Class: Human

MVE	RCA	CCA	SAG	BDY	NRV	REP
5	3	2	3	3	3	0

Points: 33

Armor: 1

		-1	-2	D
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Weapons and Equipment

- 9mm Pistol
- Assault Rifle
- Combat Knife

9mm Pistol

Range: 6/14" -2LR

Damage: 3d6

Assault Rifle

Range: 10/22" -1LR

Damage: 5d6 P1

Special: Can be used for suppressing fire at short range.

Combat Knife

Range: Close Combat only

Damage: 2d6

Options:

- May replace **Assault Rifle** with **Grenade Launcher** (+ 2 Points)
- **Peace Keeper Sealed Suit** (+ 5 Points)

Grenade Launcher (+ 2 Points)

Range: 16"

Damage: 4d6 2" blast

Peace Keeper Sealed Suit (+ 5 Points)

+1 to Armor

Model is immune to effects from environment changes such as lack of air and pressure, and airborne agents such as gas weapons.

Skills and Abilities

- Keen Eye
- Leadership

Keen Eye: +1 to RCA if model has not moved.

Leadership: If a crew model is within 6" or is a member of the same team, it may use this models NRV for all morale based tests.

Crew Allowance: 1 per CSO MIU Trooper Squad
CSO MIU Trooper Squad Attachment unless deployed as crew leader.



CSO MIU Iron Man Squads

CSO MIU Iron Man Squads work in 2 – 4-man squads with an attached Sergeant.

One squad can act as a Special Weapons Squad.

CSO MIU Iron Man

Class: Robot

MVE	RCA	CCA	SAG	BDY	NRV	REP
5	3	3	2	4	4	0

Points: 64

Armor: 3

					-1	D
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Weapons and Equipment

- MG

MG

Range: 10/20" -1LR

Damage: 5d6/4d6 P1

Special: Automatic

Options:

- **Special Weapons Squad Only** may replace **MG** with a **Flamethrower**

Flamethrower (Special Weapons Squad Only)

Range: Spray Template **Damage:** 4d6 P1(0)

Special: Fire – any model touched by the template is on fire and cannot activate until it is extinguished. A model must roll a 4-6 in the control phase to put itself out or it will automatically take 1 damage and then move randomly.

Skills and Abilities

- Built for Battle
- Pummel
- Shrug-it-Off

Built for Battle: When this model rolls for fatal damage, on the 1d6 roll of 3-6 it remains in play; on a roll of 1-2 it is considered dead and removed from play as normal. Models with this ability may break off from close combat and still perform an action.

Pummel: On a successful Close Combat attack, model does 5d6 damage to opponent.

Shrug-it-Off: If a model only receives 1 point of damage, it is ignored and not marked on the Damage Gauge. Any additional effects such as Poison or Fire still take effect.

Crew Allowance: 1 - 4

Team Allowance: 4



CSO MIU Iron Man Sergeant

Class: Robot

MVE	RCA	CCA	SAG	BDY	NRV	REP
5	3	3	2	4	5	0

Points: 67

Armor: 3

					-1	D
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Weapons and Equipment

- MG

MG

Range: 10/20" -1LR

Damage: 5d6/4d6 P1

Special: Automatic

Options:

- **Special Weapons Squad Only** may replace **MG** with a **Flamethrower**

Flamethrower (Special Weapons Squad Only)

Range: Spray Template

Damage: 4d6 P1(0)

Special: Fire – any model touched by the template is on fire and cannot activate until it is extinguished. A model must roll a 4-6 in the control phase to put itself out or it will automatically take 1 damage and then move randomly.

Skills and Abilities

- Built for Battle
- Leadership
- Pummel
- Shrug-it-Off

Built for Battle: When this model rolls for fatal damage, on the 1d6 roll of 3-6 it remains in play; on a roll of 1-2 it is considered dead and removed from play as normal. Models with this ability may break off from close combat and still perform an action.

Leadership: If a crew or model is within 6" or is a member of the same team, it may use this models NRV for all morale based tests.

Pummel: On a successful Close Combat attack, model does 5d6 damage to opponent.

Shrug-it-Off: If a model only receives 1 point of damage, it is ignored and not marked on the Damage Gauge. Any additional effects such as Poison or Fire still take effect.

Crew Allowance: 1 per CSO MIU Iron Man Squad
CSO MIU Iron Man Squad Attachment unless deployed as crew leader.



CSO MIU Technician

Class: Human

MVE	RCA	CCA	SAG	BDY	NRV	HAK	REP
5	2	1	2	3	3	3	0

Points: 30

Armor: 1

			-1	-2	D
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Weapons and Equipment

- Combat Knife
- Heavy Pistol
- Remote Board

Combat Knife

Range: Close Combat only **Damage:** 2d6

Heavy Pistol

Range: 8/18" -2LR **Damage:** 4d6 P1

Remote Board

Range: 12" +2

Skills and Abilities

- Infiltrator Bot Controller
- Repair

Infiltrator Bot Controller: Model may control up to 4 Infiltrator Bots. Bots must be purchased individually. (For information on Infiltrator Bots: see **Specialists – Infiltrator Bots**)

Repair: During its action phase, model may attempt to repair a damaged model classed as a Robot. Model must be within 1/2" of damaged model to attempt to repair it. To repair, roll a d3 and then remove that number of blocks of damage from the model's Damage Gauge.

Crew Allowance: 0 – 3
Independent



CSO MIU Field Engineer

Class: Human

MVE	RCA	CCA	SAG	BDY	NRV	HAK	REP
5	3	2	2	3	3	2	0

Points: 32

Armor: 2

			-1	-2	D
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Weapons and Equipment

- Combat Knife
- Heavy Pistol
- Remote Board
- Recon Drone

Combat Knife

Range: Close Combat only **Damage:** 2d6

Heavy Pistol

Range: 8/18" -2LR **Damage:** 4d6 P1

Remote Board

Range: 12" +2

Options:

- May also choose **Flamethrower** or **X-Tec Beamer**
- **Recon Drone** (+ 5 Points)

Flamethrower

Range: Spray Template **Damage:** 4d6 P1(0)
Special: Fire – any model touched by the template is on fire and cannot activate until it is extinguished. A model must roll a 4-6 in the control phase to put itself out or it will automatically take 1 damage and then move randomly.

X-Tec Beamer

Range: 8/16" -1LR **Damage:** 5d6 P2

Special: Critical Fire – on the roll of a 6 during damage, the model has caught fire.

Recon Drone (+5 points)

May rearrange set-up of d3 independent models or teams on its crew after all models have been placed.

Skills and Abilities

- Handy
- Infiltrator Bot Controller
- Repair

Handy: Model may un-jam and give reloads to other models by moving within 1/2"

Infiltrator Bot Controller: Model may control up to 4 Infiltrator Bots. Bots must be purchased individually. (For information on Infiltrator Bots: see **Specialists – Infiltrator Bots**)

Repair: During its action phase, model may attempt to repair a damaged model classed as a Robot. Model must be within 1/2" of damaged model to attempt to repair it. To repair, roll a d3 and then remove that number of blocks of damage from the model's Damage Gauge.

Crew Allowance: 0 – 3
Independent

“Stomper” Class 3 Warbot

The original CSO MIU was built around the Warbot and through the years they have remained one of the basic units for any detachment. A weapons platform that can soak up damage and provide cover for advancing troops, the Warbot is a formidable opponent.

“Stomper” Class 3 Warbot

Class: Robot

MVE	RCA	CCA	SAG	BDY	NRV	REP
6	3	2	1	5	5	0

Points: 117

Armor: 3

							-1	-2	D
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Weapons and Equipment

- Mini-Gun
- Pulse Cannon

Mini-Gun

Range: 10/20” -2LR **Damage:** 8d6/5d6

Special: Automatic

Model receives additional damage dice on the damage rolls of a 5 or 6, instead of the usual 6.

Pulse Cannon

Range: 8/20” -2LR **Damage:** 4d6 P1(2)

Special: 3” Blast Radius

Critical Stun – On the roll of a 6 during damage, the model is stunned and must roll a 4,5 or 6 during the control phase to regain consciousness and be able to activate as normal during the round.

Skills and Abilities

- Built for Battle
- Ponderous
- Weapons Platform

Built for Battle: When this model rolls for fatal damage on the 1d6 roll of 3-6 it remains in play, on a roll of 1-2 it is considered dead and removed from play as normal. Models with this ability may break off from close combat and still perform an action.

Ponderous: Cannot make a Run move

Weapons Platform: May move and fire all weapons during a turn with no penalty.

Crew Allowance: 0 – 4
Independent



Support Units

The CSO MIU is used as the hammer to crack the strongest resistance so their support units are always in the forefront of the battle, taking the fight to the enemy alongside their human and electronic colleagues.

Support Units cannot exceed 25% of your crew's total points' value.

Hammerer MIU

Using the Line Cannon, the Hammerer can clear a path for their CSO MIU colleagues, performing a vital role in an assault on even the most fortified target.

Hammerer MIU						
Class: Robot						
MVE	RCA	CCA	SAG	BDY	NRV	REP
5	3	2	2	4	4	0
Points: 76				Armor: 3		
			-1	-1	D	

Weapons and Equipment

- Line Cannon
- MG

Line Cannon
Short Range: 0/8" **Damage:** 7d6 P2
Medium Range: 8/22" **Damage:** 5d6 P1
Long Range: 22/44" **Damage:** 4d6
Special: 1" Beam width. Defending models receive +1 to their SAG roll at Long Range. The Line Cannon will shoot in a straight line up to its maximum range or until it does NO DAMAGE to a target.
Move or Fire: Model may not move and fire this weapon during its turn.

MG

Range: 10/20" -1LR

Damage: 5d6/4d6 P1

Special: Automatic

Skills and Abilities

- Built for Battle
- Pummel
- Shrug-it-Off

Built for Battle: When this model rolls for fatal damage on the 1d6 roll of 3-6 it remains in play, on a roll of 1-2 it is considered dead and removed from play as normal. Models with this ability may break off from close combat and still perform an action.

Pummel: On a successful Close Combat attack model does 5d6 damage to opponent.

Shrug-it-Off: If a model only receives 1 point of damage, it is ignored and not marked on the Damage Gauge. Any additional effects such as Poison or Fire still take effect.

Crew Allowance: 0 – 4
Independent



MISU

With its ability to use indirect fire coupled with the Rain Multi-Launcher, the MISU can clear an area of enemy or just keep the enemy holed up while the MIU advance.

MISU						
Class: Robot						
MVE	RCA	CCA	SAG	BDY	NRV	REP
4	2	0	1	4	4	0

Points: 78 **Armor:** 3

				-1	-1	D
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Weapons and Equipment

- Rain Multi-Launcher
- SMG
- Up-Link

Rain Multi-Launcher
Range: 8-36" **Damage:** 4d6
Special: 3" Blast Template + d3 additional 3" templates.
 Additional templates automatically deviate d6" from center of the original.
 Move or Fire: model may not move and fire this weapon during its turn.
 Indirect Fire

SMG
Range: 6/16" **Damage:** 6d6/4d6
Special: Automatic

Up-Link
 Friendly models with the HAK attribute or remote boards can call in indirect fire from up to 24" away.

Skills and Abilities

- All Terrain
- Built for Battle

All Terrain: Ignore difficult terrain and obstacles up to 1" in height. Cannot be knocked prone.

Built for Battle: When this model rolls for fatal damage on the 1d6 roll of 3-6 it remains in play, on a roll of 1-2 it is considered dead and removed from play as normal. Models with this ability may break off from close combat and still perform an action.

Crew Allowance: 0 – 4
 Independent



Trundler AT1

With its ability to move over difficult terrain, coupled with dual LMG weapons, the Trundler is a formidable opponent that cuts through enemy positions with ease, spraying bullets across the battlefield. Even though it needs to get close, its armor can soak up a lot of damage as it moves towards the enemy front line.



Trundler AT1

Class: Robot

MVE	RCA	CCA	SAG	BDY	NRV	REP
5	3	0	1	4	4	0

Points: 83

Armor: 3

				-1	-1	D
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Weapons and Equipment

- Dual LMG

Dual LMG

Range: 8/18"

Damage: 6d6/4d6 P1

Special: Automatic: At short range model may fire using a single spray template instead of dual shots.

Skills and Abilities

- All Terrain
- Built for Battle
- Shrug-it-Off

All Terrain: Ignore difficult terrain and obstacles up to 1" in height. Cannot be knocked prone.

Built for Battle: When this model rolls for fatal damage on the 1d6 roll of 3-6 it remains in play, on a roll of 1-2 it is considered dead and removed from play as normal. Models with this ability may break off from close combat and still perform an action.

Shrug-it-Off: If a model only receives 1 point of damage, it is ignored and not marked on the Damage Gauge. Any additional effects such as Poison or Fire still take effect.

Crew Allowance: 0 – 4
Independent

Specialists

CSO MIU Sniper

A highly trained operative within the MIU and the best ranged weapon expert they can find. With the precision of a surgeon, an MIU Sniper can take up position to strike at the enemy from afar.

CSO MIU Sniper

Class: Human

MVE	RCA	CCA	SAG	BDY	NRV	REP
4	3	3	3	3	3	0

Points: 49

Armor: 1

		-1	-2	D
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Weapons and Equipment

- Combat Knife
- Heavy Pistol
- Sniper Rifle

Combat Knife

Range: Close Combat only **Damage:** 2d6

Heavy Pistol

Range: 8/18" -2LR **Damage:** 4d6 P1

Sniper Rifle

Range: 6-20/42 -1LR **Damage:** 5d6 P2

Special: Move or Fire – Model may not move and fire this weapon during its turn.

Suppression – target model must always take a morale roll for suppression after being fired at by a sniper rifle.

Options:

- **Peace Keeper Sealed Suit** (+ 5 Points)

Peace Keeper Sealed Suit (+ 5 Points)

+1 to Armor

Model is immune to effects from environment changes such as lack of air and pressure, and airborne agents such as gas weapons.

Skills and Abilities

- Marksman
- Scout

Marksman: If model has not moved and successfully hits its target in ranged combat, it may choose to add ONE of the following modifiers: 1 additional point of penetration or an extra 1d6 to the damage roll.

Scout: Model may be placed after all other models are deployed, up to 10" in advance of your crews set-up zone.

Crew Allowance: 0-1

Independent



Infiltrator Bots

Infiltrator bots have a very limited AI as all their emotional programming has been removed, but they can be programmed for a single purpose which they will attempt to perform to the exclusion of everything else. It could be to move in to an enemy command post and plant a bomb, or hack into a computer system to open the entrance of an enemy outpost.

The CSO MIU will never use Bombots. Having a bot that purely destroys itself goes against everything they believe in - that every mechanized operative has a role and is not just there to commit suicide.

Infiltrator Bot

Class: Robot

MVE	RCA	CCA	SAG	BDY	NRV	HAK
8	-	1	4	2	1	2

Points: 10

Armor: 1



Weapons and Equipment

- Combat Tools
- Program Chip Port

Combat Tools

Range: Close Combat only **Damage:** 3d6

The Infiltrator Bot is not designed primarily as a weapon, but it can cut into an opponent by using its combat tools

Program Chip Port

An Infiltrator Bot can accept 1 program chip. Each chip can have only 1 program on it.

Infiltrator Bot programs:

Attack an Objective

The Infiltrator Bot will always move its full move towards a specific target (either mobile or static) and attack it once it is in range. The bot will continue to move and attack the target until either the target is destroyed or the bot is recalled. Most commonly used to attack a specific leader or an enemy carrying heavy weapons, this tactic keeps the target on the move and can prevent a slow moving target from firing its weapon. The Infiltrator Bot will also draw fire away from its colleagues by approaching the target and forcing shots to be taken against it.

Hack a System

The Infiltrator Bot will move its full move towards a specific target and attempt to hack into it using the normal HAK rules. This program can only be used against systems such as computer terminals or door control systems and cannot be used to hack into other AI controlled robots or cyborgs. The bot must be in base to base contact with the system to hack into it. Once hacked in the bot will perform the specific task assigned in its program such as open a door or download some data. The bot will remain hacked into the system until its task is complete or it has been recalled.

Hack an AI

This is the most powerful program an Infiltrator Bot can be programmed with. The bot will move toward the programmed target which is designated as a Cyborg or Robot and will attempt to hack into that target and take control using the normal HAK rules. If the hack is successful, the Infiltrator Bot will take control of the target and will immediately activate that model and take a turn with it. The Infiltrator Bot will keep control of that model unless removed by a remote access test from an enemy model to regain control. If control by the enemy is regained, the Infiltrator Bot will be disconnected and will automatically return to its controller, activating as normal.

Special Rules:

The following rules apply to the use of Infiltrator Bots by a Field Engineer or Technician:

- A Field Engineer or Technician can program an Infiltrator Bot to perform a single task using a program chip plugged into the bot.
- At the beginning of a game, all bots must be deployed within 2" of their controller. During the first control phase, all bots can be programmed with a single program. The player should write the program objective for each Infiltrator Bot on a piece of paper. They do not have to reveal the objective to their opponents until the objective is either completed or the objective has been removed from the table. If an Infiltrator Bot is recalled, the original objective does not have to be revealed.
- Programming takes time and the Field Engineer or Technician cannot move or perform any other action while programming takes place. To program a bot, the Field Engineer or Technician must be in base to base contact with it.
- The Field Engineer or Technician that programmed a bot can recall it during their activation if they are within 12" of the bot.
- All bots under the control of a Field Engineer or Technician will activate at the same time as their controller. They do not need to remain in unit coherency with their controller or each other.
- The bot will perform their programmed task to the exclusion of anything else.

- When activated, a bot will perform a move towards its target, or towards its controller if there is no program to fulfill. An Infiltrator Bot cannot make a Run move.
- Once a programmed task is completed, the bot will automatically return to its controller. If its controller has been killed then the bot will return to the nearest Field Engineer or Technician on its crew. If there are none available, the bot will continue to move towards its deployment zone and leave the table.

Crew Allowance: 0- 3 per Field Engineer or Technician



Using Additional CSO Models or Mercs

Additional CSO models and Mercs can be used when creating a CSO MIU crew, but **they cannot exceed 25% of your crew's total points' value.**

For some missions, the MIU may be joined by a Marshal or CSO Rangers who have requested the MIU for a specific operation, but the MIU Captain or Sergeant will still remain in overall command of the deployment.

Models to use to represent the CSO MIU

To represent the CSO MIU existing Aberrant models should be used.

- CSO MIU Captain – use any of the CSO Marshal models.
- CSO MIU Troopers – for standard troopers with no Peace Keeper Sealed Suit option, use any of the CSO Troopers, Classic Troopers, or Special Weapons models.
For MIU Troopers who have selected the Peacekeeper Sealed Suit option, use the existing CSO Peace Keeper models.
- CSO MIU Trooper Sergeant – for standard Sergeant with no Peace Keeper Sealed Suit option, use any of the existing CSO Trooper Sergeant models.
For MIU Trooper Sergeants who have selected the Peace Keeper Sealed Suit option, use the existing CSO Peace Keeper Major models.
- CSO MIU Iron Man and Iron Man Sergeant – use the existing Iron Man model.
- CSO MIU Technician – use the existing CSO Technician model.

- CSO MIU Field Engineer – use the existing CSO Field Engineer model.
- Class 3 “Stomper” Warbot – use the existing Warbot model.
- Hammerer – use the existing Hammerer model.
- MISU – use the existing MISU model.
- Trundler – use the existing Trundler model.
- MIU Sniper – use either of the CSO Peacekeeper Sniper models.
- Infiltrator Bots – use the existing Bombot or Medibot models.

Thanks to Billy Cory for the use of his CSO models and his great photographs for this article.

REZOLUTION: SEWER RATS BY JOHN "ZOMBIE" BOYER

"Bravo 639, this is Bravo 387, our team is proceeding into the sewer and we anticipate... what in the name of...!!"

"Bravo 387 what is your situation? Come in, over."

"This is Bravo 387. Sorry, there was something moving down here."

"Copy Bravo 387. We saw them too; they are just rats. Stay on mission."

"Bravo 639, did your team happen to see the size of those things? Just rats is an understatement, I've seen smaller dogs!"

"Repeat, stay on mission 387. The rats seem to be ignoring us, so we are ignoring them. They seem to be harmless."

"Bravo 639. If they are harmless, why are they looking at us like that?... Bravo 639, do you copy? Repeat, Bravo 639, do you copy?..."

--Recording of last transmission from CSO Unit Bravo operating in Old Detroit, April 3rd, 2175

Nothing adds fun and excitement to a game of Rezolution like the random element of danger created by tossing a few Toxic Zombies into the mix. Most everyone has lamented losing a model to the contagious claws of the zombies, or laughed in the face of an enemy's misfortune when the same has happened to them. Zombies do not, however, turn up everywhere - but one thing is certain, no Earth city (and certainly many space stations as well) has a lack of other vermin... rats! The wastelands and the decaying outer cities as well as the sewer systems under the domed inner cities are rife with these vermin; and due to abundant breeding grounds, toxic food sources and polluted water, many

species have grown to an enormous size - often as large as a small dog!

These Giant Sewer Rats make an excellent random element to throw into just about any assignment where you desire a little something to increase the difficulty for both players.

For a typical **500-1000 point game**, I recommend beginning play with 2d6+3 Rats on the table. Players can either take turns placing Rats on the table (no closer than 8" from any other player's model) or a central spawning location can be chosen (such as a manhole). All Rats should be placed around this location using a Deviation Dice to determine the distance and direction of initial placement.

Giant Sewer Rats play pretty much as Toxic Zombies and will move randomly during play. However, once any player's miniature is within 6" of a Rat, roll a d6. On a roll equal to or greater than the number of inches away from the Rat, they decide the model is a threat (or possibly tasty meat!) and will swarm and attack. Note that on a roll of 1, the Rats always ignore a model even if it is 1" or less away... they just don't care enough to do anything about it!

For example: Chainmail Bob is 6" from a Rat, so he rolls a d6. On a roll of 6, the Rat attacks Bob, and other rats nearby also swarm him as well. If Bob moves within 4" of the Rat, on a roll of 4,5, or 6, the rat attacks.

Giant Sewer Rats

Class: Beast

MVE	RCA	CCA	SAG	BDY	NRV	REP
6	-	1	2	1	-	0

Armor: 0



Weapons and Equipment

- Bite

Bite:

Range: Close Combat only **Damage:** 2d6

Skills and Abilities

- Gnaw
- Random Movement
- Rat Swarm

Gnaw:

Model receives 2 additional d6 for every natural 6 rolled in the damage phase, instead of the usual 1d6.

Random Movement:

Model moves randomly during the control phase 1d6".

Rat Swarm:

Any model moving within 6" of a Rat, rolls a d6. The result of this one roll applies to all Rats within 6" of the model. On a roll equal to or greater than the number of inches away from the closest Rat, all Rats within 6" decide the model is a threat and swarm.

Note that on a roll of 1, the Rats ignore the model.



REZOLUTION: AN ENHANCEMENT TOO FAR BY TONY KENEALY



Footsteps reverberated around the corridor, echoing through the cold of the lower levels of the cluster city orbiting the Earth. Empty crates and broken pieces of equipment made traversing the graffiti daubed corridors dangerous, but not as dangerous as meeting the denizens who make their home there. Only the desperate or suicidal would venture into these levels, unless they were sure of their ability to survive. The only reason to be there was for the illicit trade that thrives outside the watchful gaze of the authorities. All trade on the cluster cities borders on the illegal, but on the lower levels that border is crossed. Criminal activity is rife, and illicit trade thrives in the shoot-first-and-never-ask-questions culture.

“Are you sure this is where we will find the doc?” Jed asked, nervously looking around. He peered into the flickering shadows from the substandard lights that hung along the corridor.

“Look, if you don’t want to come, you can go back. I’ll be fine down here” snapped Raven, confident of his own abilities to survive.

“Don’t be too confident, little bird. You are new to this game and there are a lot of things you still need to learn. Over confidence can be your downfall. Believe me; I have seen it many times.” Gallagher’s voice was soft in the darkness.

Raven turned to look at the tall figure behind him who wore the look of a battle-hardened veteran, with a face that carried scars from blows he now barely remembered.

“I understand, and I’m ready to learn,” replied Raven, scowling at Jed for forcing him to show weakness in front of Gallagher.

“So lead the way.” Gallagher closed the conversation with authority; this was not the place for idle talk.

They walked on until they reached an intersection where the label ‘Q12’ could just be made out through the grime and graffiti on the walls.

“This is it, down here.” Raven hurried off down the corridor to where a single door was set into the wall. Gallagher sighed and followed him with Jed close behind; the lower levels of the cluster cities were more unnerving than confronting a group of CSO warbots.

Raven had already disappeared through the door before Gallagher and Jed got there. They followed him cautiously into the small room beyond where a woman sat at a desk dressed in medical

scrubs. The atmosphere in the room was heavy with the smell of chemicals that almost masked the underlying smell of people. There was a line of chairs against one wall, and behind the desk was another door, the opaque Plexiglas in its small window obscuring the view to the other side.

Raven was already eagerly talking to the woman behind the desk who was handing him a compupad.

“Yes, yes of course I’ll sign it. I agree to everything - now can we get on with this. I have the credits needed for the CA-606 enhancement.” Raven signed hurriedly and returned the compupad.

“We require credits upfront, or no treatment.” She held out her hand and Raven passed over a handful of credits.

With the money transaction over, the door behind the desk swung open and Gallagher caught sight of a table, complete with straps and medical instruments on huge mechanical arms suspended over its surface. The room beyond was dimly lit, and the smell emanating from it implied a lack of cleanliness. Jed turned away, his hand to his mouth. Raven however seemed to be oblivious to everything except the fact that he was about to get what he had wanted for a long time. The CA-606 enhancement, the replacement arm, would give him strength as well as the integrated targeting system linked to an eye replacement that would increase his shooting ability. He so desired to be a part of a Ronin crew, and had managed to gather enough credits to go through with the illegal operation. Due to his age, no licensed medical facility would perform the surgery so he had to go to unlicensed back street medics who for a high price would give him what he had wanted for so long. Gallagher and Jed knew they couldn’t stop their little brother; as Raven disappeared into the other room, they turned to two of the more sturdy looking chairs and sat down to wait.

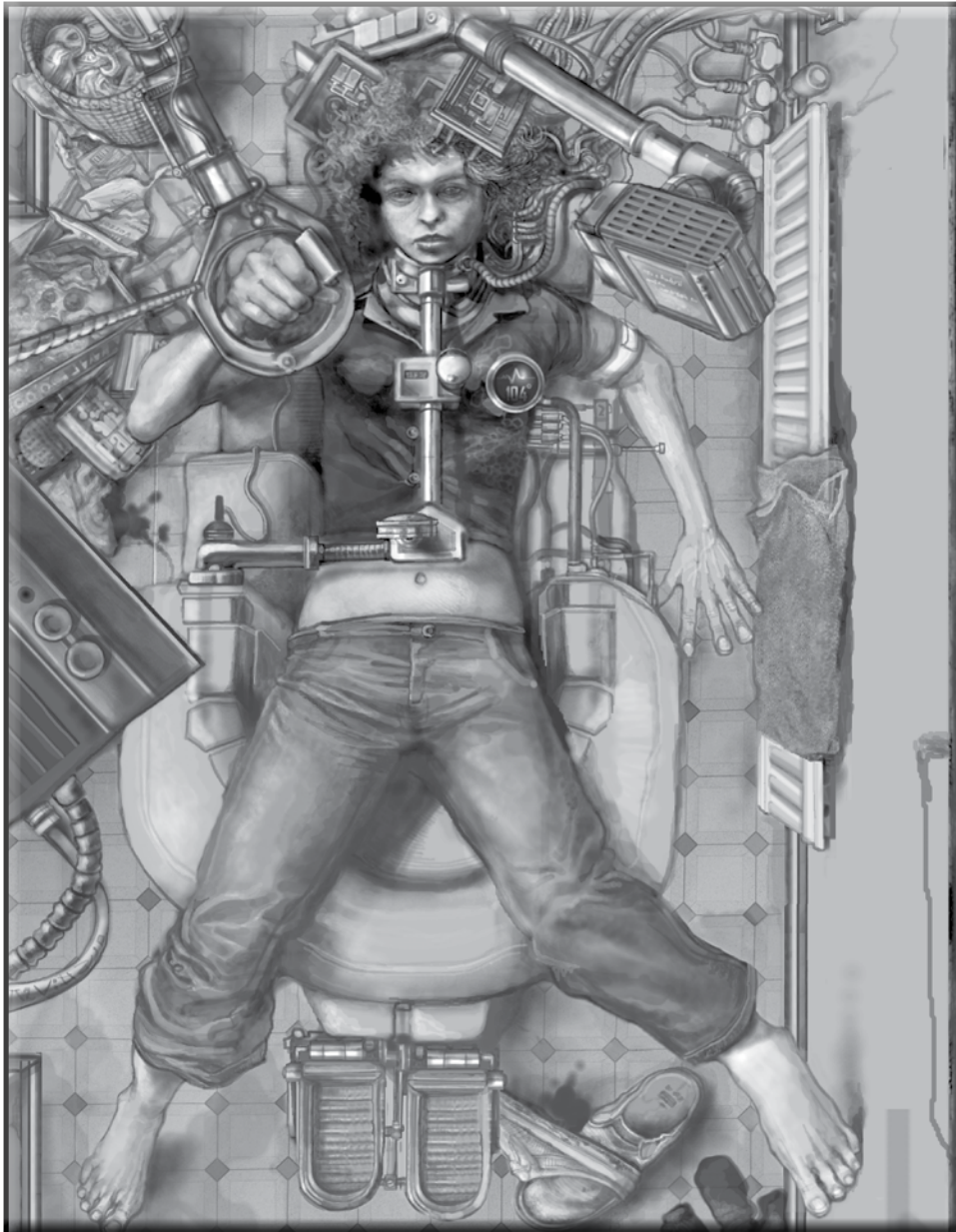
Four hours passed and nothing. The woman behind the desk had gone away and left them alone in the room. Gallagher looked down at his own arm: the shining metal below the cuff of his jacket; the slight mechanical noise breaking the silence as he moved his fingers. He could remember when he had come to a room like this. He could also remember the pain as the metal enhancements were grafted to his bones; the agony as the layers of skin were peeled back to channel cables up to his shoulder and into the control box implant in his neck that interfaced directly with his brain. The pain had been so excruciating that even the stim-drugs could not totally mask it.

The silence was suddenly shattered by a scream, followed by the crash of falling metal. Jed and Gallagher glanced at each other and then rushed towards the door, crashing through into the room beyond. The woman from the waiting room was lying against the wall, her neck obviously broken, blood pooling on the floor from a deep gash on her forehead. A man was cowering in the corner, his once white jacket covered with blood and grime, some old and some most definitely new. Sprawled across the medical table was Raven. His one human hand was grasping at his metal one, ripping at the metal and the flesh that still hung there, and all the while, he was screaming, a piercing scream that ripped right through the new arrivals. Raven turned his head towards them, his one remaining eye pleading for their help; his hollow mechanical eye, a dark lifeless shadow.

Gallagher stepped forward, but he was too late. With a final scream, Raven threw his hands in the air, grasping the side of his head as he crashed to the ground and taking his last breath through teeth clenched in agony.

Gallagher and Jed stood there stunned, unable to grasp what had just happened. The medic struggled to his feet and ripped off his bloody gloves and threw them aside.

In one swift movement, Gallagher turned to the medic and grabbed him by the throat, lifting him up against the wall.



“What the hell happened here?”

“His brain... couldn't take it... the pressure and pain too much... brain rejected the implant. Too young...his brain not developed enough” the medic struggled to breathe as he choked out the

words.

Gallagher released him and allowed him to slide to the floor,

“It was not my fault...”

Deep down Gallagher knew the medic was right; he should never have let Raven come here. Raven had looked up to him, idolized him, and he should have stopped this. Now Raven was gone and Jed had lost a brother and he had lost a friend. Gallagher knew he had to suppress these feelings. The life of a Ronin was no place for emotion. He was a Maven, emotion was a killer, suppress it or die.

More important now, they had to get out of there. He grabbed Jed by the shoulder and dragged him towards the door.

“1000 credits... to remove the body” the medic was clutching his throat where red welts had already begun to show from the grasp of Gallagher's metallic hand.

Gallagher stopped. “1500”.

“OK, 1500, but the body must be removed today.”

“Deal!” Gallagher turned to Jed “Bring the crew down here; we'll need the cart with the false bottom”

Jed hesitated, his eyes pleading with Gallagher.

“This is business. We have a job to do; now go!”

Jed left the room without looking back.

REZOLUTION MISSION: LIFE ON MARS BY HARRY COIT

"I'll never get used to the dust," whispered Elle.

"Just focus on the mission!" J.T. motioned the rest of the team out of the Generico MA17 hovercar.

The Martian rocks were too big and jumbled to drive any closer so it was on foot from here. The coordinates of the research station showed the pods just ahead through the maze of rocks.

"We've got bogies coming in on the other side of the maze." hissed Orion from the driver compartment of the MA17.

"Damn! Someone else knows about the data!" cursed Elle loudly.

"And now they know we're here." J.T. glowered at Elle and her lack of professionalism.

Briefing:

Two years ago, a Xenone research team entered the Iron Maze to follow up on a lead about possible life on Mars. Credible evidence was uncovered that a non-human life form had spent a good deal of time there. With great difficulty, a research station was built and intense effort was made to confirm the evidence. Recently, a breakthrough was made and the team sent a preliminary report to company headquarters, but their communication was intercepted. As the research data was now considered incredibly valuable, Xenone evacuated their research team, but unfortunately some of the research was left behind.

Many teams are now heading for the facility, each faction with its own reasons. The Dravani want it destroyed, as the DNA evidence may be their own; APAC wants to eliminate the competition; the CSO has been asked to protect the data; and the Ronin are just looking for the big payoff.



Objectives:

Primary: Collect the data from the Xenone systems.

Secondary: Collect the DNA samples from the research station.

Game Length: The game ends when a model or models leave the table in their transport with both the Xenone data and the DNA samples.

Mission Specs:

Players: 2-4 players

Table Size: 4'x4'

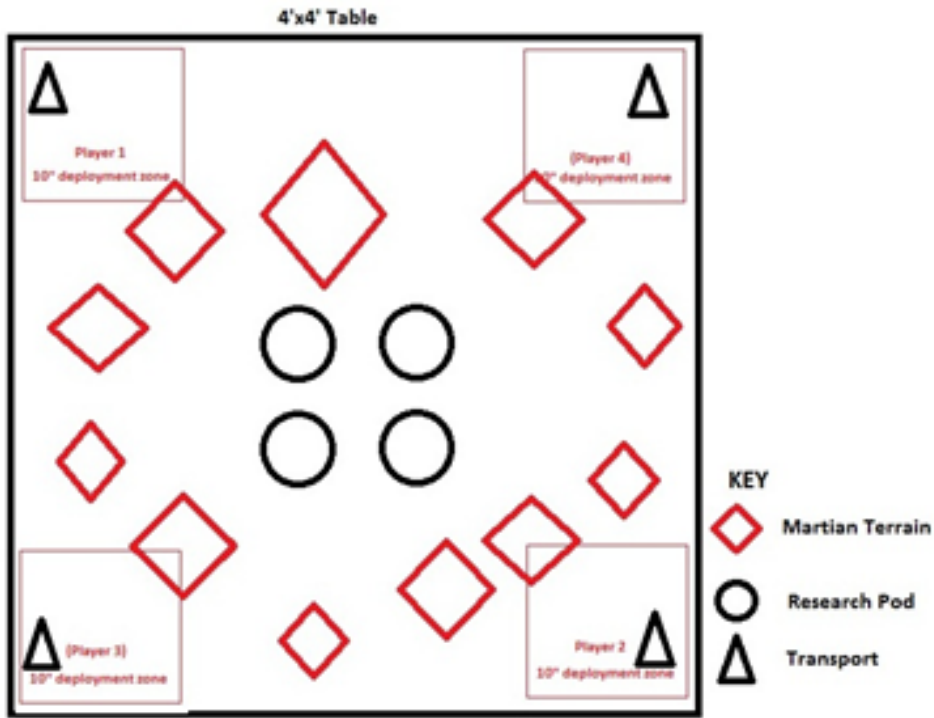
Any points' size game can be played.

Set-Up:

Martian landscape should be scattered across the table making movement restricted with multiple elevations. The players should decide which rocks are obstacles and which can be climbed (and how long it takes).

The center of the table should have an open area where 4 buildings (research pods) house the research labs and computer systems.

Players deploy in opposite corners (10" square deployment zone). A marker should be placed in each deployment zone to show location of the transport vehicle.



Special Rules:

Buildings: Each of the four buildings in the center of the table is sealed. To open the door requires a HAK roll with a TN of 10. Once the door is open, the player's team can enter that building.

Data: Each building has a separate computer system. The system can be accessed by a model with the HAK attribute with a HAK roll with a TN of 12. Once successful, the model can search that system. It takes 1 action during Grid Play of the control phase to search for the data on the system.

To search the system, roll a d6. On a roll of 5-6, the data is found. Once it is found, the data will not be on any other system at the facility.

If the computer systems in the other buildings have already been searched, the data is automatically found in the last computer. It takes 1 action to download the data. The model downloads the

data to portable media. Once downloaded, it can be passed to other models providing they are in base to base contact. If the model carrying the data is killed, the data can be picked up by another model (friend or enemy). It takes one action to search a model and recover the data. The searching model must be in base to base contact with the downed model.

DNA Samples: The secondary objective is the actual DNA samples found at the site. They are stored in a freezer unit in one of the buildings. It takes 3 actions to completely search one building, but the 3 actions can be divided amongst multiple models.

After 3 actions are complete, roll a D6. On a roll of 5-6, the DNA sample is found.

One model takes the frozen DNA sample, but it can be transferred to another model providing they are in base to base contact.

If the model carrying the DNA sample is killed, the sample can be picked up by another model (friend or enemy). It takes one action to search a model and recover the sample. The searching model must be in base to base contact with the downed model.



Victory Conditions:

The first player to get a model or models carrying both the data and the DNA samples back to their vehicle in their deployment zone and then leave the table wins the game.

The vehicle will automatically leave the table at the end of the turn in which they reach the vehicle with the objectives.



Other Play Options:

To change the dynamics of the game, the following options can be used:

Game Length: The players choose to limit the number of turns played. Perhaps a Martian storm is coming and the objectives need to be recovered before it hits...

Multiple Objectives: The game can be played where each building has both data and DNA samples. The winning player is the one who collects and escapes with the most objectives.

Defensive Play: One player plays the defender. They deploy in and around the buildings. Their objective is to prevent the other player(s) from stealing the data and the DNA samples.

Tougher Defenses Option 1: The research facility is defended by a Sentinel Turret. Each building entrance has a Sentinel Turret outside that shoots anyone approaching. The gun can be disabled with a HAK roll with a TN of 10 by a model with a Remote Board.

Tougher Defenses Option 2: The research team was not evacuated, instead contact was lost. The research team was infected by the alien DNA and has become Toxic Zombies. Each building has 1d6+1 Toxic Zombies.



REZOLUTION: WARBOT CONVERSION BY GEORGE R PAULISHAK



When I purchased a Rezolution CSO Warbot, the box illustration seemed to show a more angular head so I decided to modify the mantel to a more rectangular shape. I favor WWII German armor designs and this was my inspiration.

The shape was created with cut and blended sheets of Apoxie Sculpt. Once the apoxie was mixed, I used the handle of an X-acto knife to roll it out on glass into a sheet and then applied it to the original piece to create the new shape.

After the additions hardened and the amended mantel was sanded and finished to a smooth finish, I needed to use it to make a mold to be able to create a clean casting. First, I made a plastic box with one side detachable and the top open. Clay was placed in the bottom of the box and the mantel placed in the clay. The clay was pushed up to the edges of the mantel. Polytek RTV Rubber was mixed and then poured into the box.



Clay was pushed up to the edges of the mantel. Polytek RTV Rubber was mixed and then poured into the box.

Once this had set (about 8 hours) the mantel and the new half mold were removed. The clay was also removed, and the half mold and mantel reinserted into the box with the rubber down and the mantel up. Release agent was applied so the rubber did not stick to itself and the process was repeated to make the other half of the mold.

After it had set, the mold halves were then separated and the mantel removed. I usually brush the RTV mixture onto my objects to prevent bubbles and get better fine detail before pouring the volume of the rubber mix. Pour channels can be created at the time of the pour or cut into the RTV after it sets. The mold halves can be treated with a release agent if resin is to be poured or use talc for metal pours.

The mold was held together with small flat pieces of wood or plastic and rubber bands. Two part resin was mixed and poured into the molds. Again, I sometimes brush some resin into fine detail areas before locking the mold together and pouring the full volume. It is advisable to leave small channels for air to escape as the resin or metal fills the volume of the mold. Once the resin has set, pop out the new copy.

I also created a left side gun constructed with plastic discs and rods which makes it definitely a one-off.

This was my tribute to the overall design of the Rezolution CSO Warbot!



REZOLUTION AND WARLANDS - FROM A NEWBIE POINT OF VIEW

BY DON LINDSEY

I went to Origins with the intent of playing and running a lot of games none of which were made by Aberrant. Friends had warned me ahead of time that I would love Rezolution and that they were going to make me learn it - let me say for the record that they were right!

My first experience with Rezolution was the Origins Cup tournament on Friday night. I learned the game while playing the first round which speaks to its simplicity. By the third round, I had a solid grasp of the game and was sold. The combat system is easy to learn, but has plenty of depth. The stats and special abilities are available on cards at a glance which makes it easy to keep track of and learn several different units at once. Between the dice system and special abilities, I think the possibilities are endless. I had so much fun playing on Friday that I also played in the big multiplayer game on Saturday evening and bought a full CSO force before the weekend was over.

In addition to trying Rezolution, I demoed and played Warlands. Anyone who has seen a *Mad Max* film or played a racing game on their favorite game console will love this game. The demo called "Death Race" was late 60s and early 70s muscle cars fitted with big machine guns/cannons shooting up the cars in front of them. I recommend ramming as the rules for it are excellent. The starter comes with 3 vehicles that are combat ready and screaming "play me" on a desert board. The rules are innovative, but simple - just like Rezolution.

Last, but not least, everyone affiliated with the game was awesome. All of the demos were run professionally and the staff was knowledgeable and a blast to game with. Thank you to Tony and Bryan - I will be back and I will continue to play every game Aberrant puts out.

This was sent to Aberrant after the Origins 2010 convention. Bryan Borgman and I had a great convention, but it is always good to get extra feedback to hear that the games and demos were as enjoyable for others as they were to us.

Tony Kenealy, July 2012

WARLANDS: LIBERATION ALPHA BY MATT SMITH

CONVERTING A REZOLUTION IRON MAN TO A WARLANDS WALKER



“Stop here, Jake.”

The mercenary command vehicle stopped on a ridge overlooking what was until recently a nomad village. A month ago it had been attacked and overrun by a nasty bunch of Loteks. They had got enough food and gas to go on a killing spree that finally got the Directorate’s attention. Once the Directorate decides that you are bad for business, your time is up as they can afford the very best.

“I’m heading up top. The show will be starting soon.”

The hatch on the roof of the vehicle opened and the uniformed officer climbed into the observation seat. He raised his binoculars. In the early morning darkness, only a few smoldering campfires could be seen inside the scrap metal walls of the village. He adjusted the focus and picked out part of his team setting up near one of the exits. The trap was set. Now it was time to spring it.

As the first rays of sunlight streamed down onto the camp, a loud electronic voice echoed across the canyon.

“LIBERATION ALPHA HAS ARRIVED! EMBRACE LIBERTY OR BE ERADICATED!”

Silhouetted against the rising sun was an 18 foot tall humanoid robot. Shouts and alarms sounded against the shrieking metal as the gates were ripped off their hinges. A few of the Loteks were already awake, their guns at the ready, but small arms fire did little to stop the approaching monstrosity as it moved forward.

“ENGAGING COMMUNIST AGGRESSORS!”

The robot opened fire at the resistance with a machine gun, cutting down everything that moved. It kept moving forward, step by step to the garage at the center of village. The tribe’s leaders had gathered there with their vehicles to mount a defense - but it was too late.

“POSSIBILITY OF DEFEAT: ZERO PERCENT!”

Through his binoculars, the commander saw Liberation Alpha reach behind to grab something from its back. He lowered the binoculars and turned his head as a flash of light followed by a small mushroom cloud appeared in the center of the village. A moment later, the guzzoline storage tank exploded into flames, the blast wave leveling a good portion of the settlement. Panicked survivors ran for the exits only to meet squads of mercenaries blocking their way. The battle was quick and bloody.

“All right, Jake let’s go pick up our men. They earned their pay today.”



Building Liberation Alpha

1 x ABG2021 CSO Iron Man MIU (machine gun)

or

1 x ABG2023 CSO Hammerer MIU (missile launcher)

plus

1 x ABGWL018 Warlands Vehicle Accessory Pack #2

Liberation Alpha is a simple conversion from an MIU model available from Aberrant's Rezolution line.

Build the MIU model as normal then set it aside.

You will need to use the flamethrower fuel tank from the Accessory Pack #2 as a bomb rack. Remove the valves from the top of the tanks with a hobby knife. If necessary, smooth out the round top of the tanks with a file or the back of your hobby knife's blade.

Fit the bomb rack to the back of the torso of the MIU model - you may need to trim the hoses in order to make it fit properly. Once you are satisfied with the alignment, glue it in place and start painting.

Liberation Alpha is online!



Liberation Alpha: 0-1

Cost: 45 points

Tall and intimidating, this relic from the Last War represents the ultimate scorched earth strategy, fighting a war that was lost long ago. Occasionally a daring group will try to hack his program, if they are successful, his patriotism and their victory are non-negotiable.

MV	RC	CC	TN	DM	CL	AM
4	4	4	10	5	5	6

Model Type: Pedestrian / Walker / Loner

Gear: Bomb Rack, LMG, Power Claw, Targeting Computer

Bomb Rack

Description: A rack of tactical bombs that Liberation Alpha may grab with his claw and throw at any enemies.

Range: 12" **Power:** 5d10 **Blast:** 5" **ROF:** 1
AP: 2

Special Rules: Bomb Rack runs out of ammunition on any roll of a double.

Targeting Computer

+2 to the result of the dice rolled to hit a target. Does not receive the additional close range bonus if applicable

Power Claw

Range: Close Combat only **Power:** 3d6 **AP:** 2

Missile Launcher

Range: 18" **Power:** 4d10
Blast: 3" **ROF:** 1 **AP:** 2

LMG

Range: 16" **Power:** 4d6 **ROF:** 2 **AP:** 2

Options:

The LMG may be replaced by a Missile Launcher at no additional points' cost.

Special Rules:

Armored Body – the model receives a 5+ save for each point of damage taken.

Assault Move – in step 4 of the pedestrian activation sequence, the model can move up to its MV allowance and then may make a close combat assault on a vehicle or pedestrian.

Combat Run – upon activation, the model may choose to move 3 times its MV allowance, but must forfeit any other actions that activation.

WARLANDS: CONVERTING A HOT WHEELS BUGGY TO A WARLANDS BUGGY BY CHRIS PASSENO

In March 2009, Chris Passeno passed away. Chris had been a friend of ours since we met him at Origins a number of years ago. He had worked with us on layout as well as advertising and marketing material. Before he died, he submitted this article for Data Dump. It is a fitting tribute to Chris's skill with table top miniatures.

Tony Kenealy, July 2012

I've gotten a head start on customizing some off-the-shelf toy cars into some wicked Warlands buggies. This conversion does not require much in the way of tools, primarily a jeweler's saw, rotary tool, pliers, superglue, and a hobby knife.



Original Vehicle



Converted Vehicle

This particular car is close to a Warlands buggy already, so not much converting was necessary. My overall plan was to make a suspension adjustment to lower the buggy closer to the ground, rough it up, decorate it in neo post apocalyptic, and finally add a weapons' system to it.

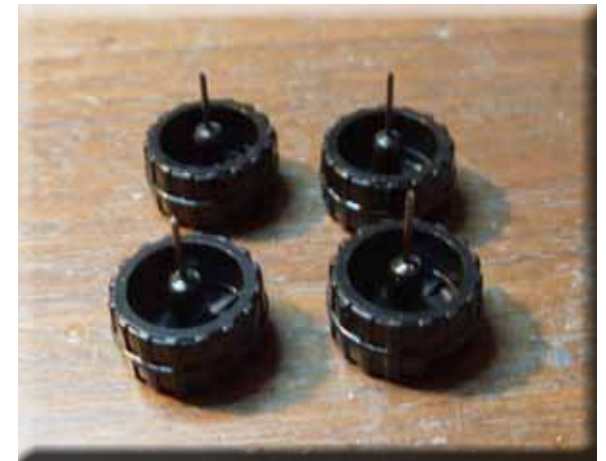
Let's get started...

The first thing that needed to be done was to separate the body from the suspension. I have not found a perfect way of doing this - I ended up drilling out the rivet from the bottom with a bit about the same size as the rivet. The first buggy I did, I was able to slip a jeweler's saw in between the bumper and the body and saw horizontally through the rivet post. For this buggy, there was only one rivet, but most have two, so drilling might be a better option.



Once all the pieces are separated, you are left with (from left to right and top to bottom) a grey center spine, a black plastic inside piece, a green metal body, and two sets of axel/wheel pieces.

Next, I put a drop of glue in the outer side of the hub caps to lock the wheels with their axels. When they were dry, I clipped the axels in half so I could control where they sat on the suspension.



The cutting...

I started by cutting off the small piece of engine that is attached to the back side of the plastic grey center spine. You can see it as the far left piece in the picture below. In my first pass through as



a conversion, I clipped additional parts off and put the center spine piece back on, but it is an extra step that is not necessary in the finished piece.



The next step was to cut up the body. In Warlands, a buggy is open to the elements so I cut off the roof. I wanted to make sure I left enough roof on the front windshield to make it look like a bar across for stability.

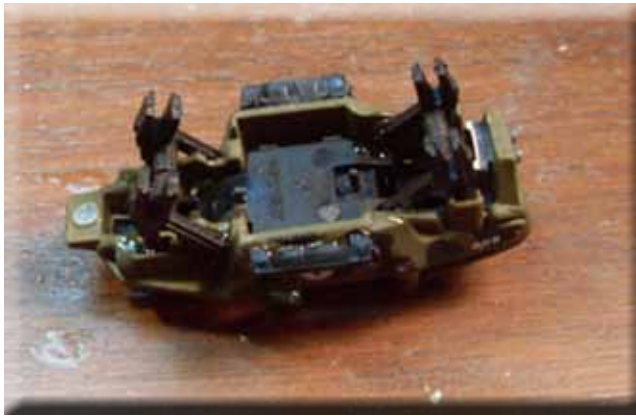
The next cuts were the most complicated of the entire conversion. The inside piece was clipped in several spots to remove the suspension. I started by cutting off the entire side rail sections. Then I clipped off the small front and back shock/axel sections. These pieces control the height of the suspension.



I glued the tiny bit of engine I cut from the under-spine to the body. It is that little flywheel looking grey bit in the back. Then I spot glued the interior to the body.



Now it was time to tackle that suspension. I started by clipping the bars, not the shocks on the suspension pieces at the little notches already in them. This allowed me to tilt and lower the whole assembly. Then I hooked them together and glued them in the shock tower holes molded in the body.



I used the remaining rails as foot rails on the outside of the buggy by gluing them at the bottom where the door area would be. Then I needed to put the wheels back on, but I could not use the original holders because they would not be low enough, so I drilled new holes at the base of the shock.

I clipped the axels a little bit smaller and then glued the wheels in position. Now that the suspension was lower, I could move along to the decoration.



I primarily used guitar string for the decorations. Here's a shot of how I bent the 4th string into handles. All I did was to clip it off to the size I wanted and then glued it on to the shock towers sticking up on the hood.



Then I snipped up some white plastic rods to fill in the rest of the roll cage. Here is a shot of it with the previous steps done. I used some more guitar string to put on an antennae and some window screen to make

a new open roof on the roll bars. I also used a thicker guitar string to make an additional roll cage on the back.

The decorations are entirely up to you. How about a few skulls or baby doll heads?

Why not get crazy - its post apocalyptic, so everything goes!



IMAGES OF THE FUTURE - YOUR PHOTO GALLERY



Billy Cory



Kevin
Ryan





“Two Brothers”
by Hollander

Chris Passeno



ABERRANT PRODUCT CATALOG



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