

REZOLUTION

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PLOTTING THE FUTURE

As I write this, it has been just over a year since the release of Rezolution, but I've got to say it seems longer - an awful lot can happen in twelve months! When Rezolution made its debut in June 2005, it brought a lot of new elements and game play ideas to your tabletops, as well as a truly brutal combat system that made many other miniature games seem like watching the *Sound of Music*. Nice - but not my idea of a good time... I'm never happier than when disemboweling my opponents with Baggers, while my Volkodas play fetch with some hapless team who strayed from the safety of their comrades! War is grim, but wargames are fun, and I wanted to capture both. I wanted players to feel the loss of individuals in their force, rather than play the distant commander who sent his troops to their death in meaningless maneuvers. Rezolution is a game of strategy and it rewards players who think. Sometimes sacrifices have to be made, but they should never be made without deliberation and forethought. With that being said, it's been a great joy for me to see many younger gamers embrace Rezolution: I have seen those who have never played a miniature wargame before pick it up faster than many an 'old pro'!

We are a very young company and we continue to grow every month, and this growth is due to you and for that I thank you, but in this past year we have not even begun to scratch the surface of the potential of Rezolution and what I have planned for the future. By now you are probably wondering when I am going to get to the point and talk about Shadow War and the CSO, well just indulge me a little longer.

Last year at this time I was drinking tea (and



eating curry) in Akihabara after years of work bringing Rezolution to fruition, planning its future and looking at its present. I have got to say that bringing Rezolution to stores was a hell unto itself and I couldn't have done it without the huge amount of help and support from friends and my (now) peers in the industry. I see A Dark Tomorrow as the introduction to the Rezolution universe, a prequel if you will to the events that are to follow. Scattered throughout the book are hints and glimpses of what is to come. Those I have talked to at shows throughout the past year know that Rezolution has an ongoing story arc that was planned out before the game was even conceived. We will see characters grow and change as their lives are affected by the coming storm: we will see some fall and others rise. Life is hard and it's even harder in 2175. One of the fantastic things about Rezolution is that the universe is so rich and detailed it can supply endless inspiration for stories. It has already inspired other writers and we will hopefully be talking more about that in the future...

The process of creating a Rezolution troop type usually starts with a small paragraph



written by me. If our artists are really unlucky, I will do a sketch as well: in the case of poor Eve with the Vatacina Sentinel, how she ever came up with such an amazing design from my sketches, I will never know! Sometimes I use real life as inspiration, as Ross can attest to when I sent him loads of pictures of rotting animal carcasses along with my descriptions, to get that right look I was after for the upcoming Dravani Reavers! The CSO have always been considered one of the foundations of Rezolution, as they allowed us a military protagonist with investigative tendencies that would enable me to use them to unravel some of the many plot threads that weave through the Rezolution universe. I will get this said out the way right now - I like the original CSO, they were the first miniatures I ever commissioned and I liked the design, but as we settled on regular sculptors after originally hiring a variety of freelancers, I felt

they were fast looking out of place with the rest of the line and Jaime Jone's new concept designs for the CSO. It was also around this time that I began talking about how great it would be to have a two-player introductory game. It was this decision to create what would become Shadow War that also created the new look CSO Trooper. Shadow War is the perfect introductory set for players, containing everything two players need, including two starter forces for APAC and CSO and as with all Aberrant Games releases, they are all highly detailed metal miniatures.

But what of Shadow War? The events chronicled in Shadow War take place shortly after the events in A Dark Tomorrow and are directly related to the short fiction piece *What's in the Box?* These events were originally going to be in fiction form in the next book, but with the concept of a two-player starter, the 'Search for the Seal' was an ideal plot for an introductory campaign. It also showed new players not familiar with A Dark Tomorrow, a glimpse at the detailed background and ongoing story arcs in the Rezolution universe. But Shadow War is not just for new players: existing players get a horde of new figures, as well as additional basic teams for your CSO and APAC forces, that are worth the price itself. That's not all - those of you familiar with Aberrant Games know we want to provide you with the highest quality product on the market, and also give you the best value, so Shadow War also contains a players' handbook that contains the complete Rezolution rules. The text has been updated and clarifications added to certain points based on feedback from players over the last twelve months. Just to make it clear - this is not a second edition, they are the same rules as in A Dark Tomorrow, but I reviewed the player feedback and frequently asked

questions that arose from ADT and made additional clarifications where they were needed. The Shadow War players' guide is an ideal booklet to take to your games so you can keep Rezolution: A Dark Tomorrow safe and pristine on your bookcase. I am very proud of Shadow War: I think it's one of the best miniature game products produced, both in terms of quality and value for money, and in today's industry those are terms that very rarely go hand in hand.

So thank you for your support and for daring to want something new and original; we will keep striving to better ourselves at every turn, and you know we are not afraid to bring new ideas to the table. We are gamers like you and we too are bored with the same old thing and the regurgitation of stale ideas; that's why I called the company Aberrant as I wanted to deviate from the norm. I look forward to meeting more of you at our convention appearances and in 2007 we will add new cities and countries to that schedule. This is really only the beginning - with the upcoming launch of the Vatacina as the fifth faction in the Rezolution universe and a whole host of surprises in store for 2007, the future is looking very bright indeed.



THE FERRYMAN



The Ferryman's palm shot upwards, turning the guard's nose into an unrecognizable blob on his face, while tiny fragments of bone and cartilage shredded his brain.

"Do you

remember what you were like, Rory? You were human once."

"Shut up, Tom."

"You've got to let her go at some stage."

"I have, she's dead and that's it."

Tom licked the paper, finishing his cigarette; as soon as it touched his lips, his other hand already had the zippo open and flame flicked for an instance before being extinguished, leaving just the glow of the roll- up suspended in the darkness. As he took a deep drag, Tom's face was illuminated by the orange glow, though his tattered cap still kept his eyes in deep shadow.

"No mate, you're the one that died that day."

"Look, I came to do you a favor and release some hounds. Not t' listen t' psycho babble crap."

“Stop and identify yourself.” The Xenone guard stared at the two disheveled figures trudging up the path towards the main gate of the research

facility. They seemed not to have heard him, though he could hear them arguing between themselves as they approached. "I said STOP and..." his words were cut short as foliage filled his mouth. He looked down incredulously, as the stock of his weapon sprouted branches and pierced his skin. His eyes still held a look of surprise as his lifeless body dropped to the ground.

"Ye canna even kill someone without being environmentally correct."

Another guard ran from the security post, leveling his rifle, but he was far too slow. The close quarters' shotgun blast sent his torso flying, while his legs continued to stumble forward for another couple of steps.

"Now thas how ye kill a man."

If you want to send a message, the Ferryman sends it loud and clear. A contract killer for hire, there is

very little subtlety to his work, but he has never yet failed in his assignments. The Ferryman is a lost soul, a killer without a conscience. He seldom has regard for his own safety never mind others he may work with, apart from maybe those few he calls friends. Yet make no mistake about it - having the Ferryman on your crew is like bringing down the Angel of Death on your opponents. He kills without pity or remorse; although some see him as a drunken liability, this is far from the truth as it is vengeance that runs through his blood more than liquor, even though a drop o' the good stuff has been known to help him through the night. There are few now that knew him before he changed and still call him friend, and these dwindle in number every year. Yet tales are still told on the Grid of when he was Ronin and of those he worked with: their names are legends on the streets - Tom, Trollop Black Alice and Mr. Lever.

THE FERRYMAN

MYE	RCA	CCA	SAG	BDY	NRV
5	4	4	3	3	5

Faction: Merc **Class:** Human **Points:** 59 **Armor:** 2 **Named Character**

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Skills and Abilities:

Dual Wielding
Glasgow Kiss
Liver of Steel
One too Many
Run 'n' Gun
Verbal Abuse

Weapons and Equipment:

Dirk
Drop o' the Good Stuff
Grenades
Sawn-Off Shotgun
HV-ATU Pistol (Inteli-Gun)

FIDDLING WITH BOTS

Fiddlers - every Ronin crew should have them, and this article adds some new rules that make them even handier!

*"Hey Jenny, give me a slugga Lubamax will yuh."
"I think you've had quite enough Bru."*

Brutus shifted his weight as Jen moved around him, one of his huge arms accidentally colliding with a work surface that sent the table flying and spilled a cornucopia of parts that bounced and jangled across the filthy floor.

"That tickles." he roared.

*Lifting her goggles, Jen put down the airbrush
"Well, fortunately for you, I'm all finished. My, now don't you look smart."*

"Yeah, blue's really my color." Twisting round, he viewed his new paint job as a sound like rivets rebounding in a steel drum echoed through the cluttered workshop.

Jen clapped her hands to her ears - she could never get used to it when they laughed.

The Fiddlers are the Ronin's tech men, or women, and they are never happier than when they are messing around with machines. Although every fiddler can build bots to some extent, there are those that actually seek out the company of sentients and even add them to their crew's roster. One of the most common Ronin bots that made its first 'public' appearance during March 2173 is the InCom. Unipol have theorized that the InCom was a customization of sentient bots that already existed rather than a completely new creation.

The fear that the Ronin would have the production facilities to produce something like the InCom is of great concern to the CSO. A number of different groups have been seen using them and some of the larger crews have even been observed to have two on a crew! These sightings have squashed the theory that InComs were just a one-off, and their usefulness and versatility in the field has even led the authorities to seek out them and their 'keepers' when necessary.

Even more common are those Ronin crews that use the outcast and disenfranchised of robot society. Although many of the security and warbots sought out jobs on the 'right' side of the law, there were those that held grudges against authority even after the Robots Rights Act was made law. For them, joining a Ronin crew not only gave them a chance to continue what they did best, but it also gave

them a feeling of hitting back at (the) 'man'. Some Ronin robots have obviously been 'requisitioned' from different sources, although many are thankful that Vatacina bots have yet to turn up in Ronin hands. It is surmised that this is due to their complexity rather than the Ronin's lack of trying! January 5th 2175 also saw the first confirmed sighting of an all robot Ronin crew when they hit a munitions production facility in old Detroit. The addition of robots to Ronin crews is just another sign of the increasing escalation of violence. Once the Ronin would only engage their opponents if absolutely necessary or if their assignment called for it. Now operations have almost turned into mini-wars, and we can be sure that more and more Ronin crews will be adding bots to their rosters.

Official Rules

Adding robots to a Ronin Crew could not be simpler: the main requirement is that a Fiddler be present in your force, and the second is that only certain robots can be purchased for a force. The amount and types is determined by the actual size (points' value) of the Ronin Crew on a player force, as shown in the table below. Ronin still like to operate on an in-and-out basis and the addition of larger bots is something they do not take lightly as it adds a whole new set of complications to an assignment. However, Iron Man models are becoming extremely popular additions due to their durability and firepower.

Ronin Crew Points Value	Robots Allowed
500+	0-2 Iron Man, 0-1 Panther Securibot
750+	0-1 Trundler, 0-1 Hammerer
1,000+	0-1 "Stomper" Warbot, 0-1 MISU

Please note: this article is an early preview of additional rules from the sequel to Rezolution: A Dark Tomorrow.

CSO MECHANIZED UNIT

IRON MAN PREVIEW

A stalwart of military and security service, the standard CSO Iron Man unit is truly impressive in the field. Although it does not have the heavy firepower of its 'brother' the Hammerer, the Iron Man's added durability more than makes up for it in its use as a close assault troop. The MG gives it good range firepower without losing to much of

its punch, while at short range it's as deadly as the CSO standard assault rifle. Many CSO crews like to use the Iron Man unit in urban arenas, especially in house-to-house, room-to-room missions where the Iron Man's toughness can enable it to cleanse a building with minimal damage to itself - the same assignment could be very costly in troopers' lives.

MYE	RCA	CCA	SAG	BDY	NRV
5	3	3	2	4	5

Faction: CSO **Class:** Robot **Points:** 61 **Armor:** 3 **Crew Allowance:** 0-6 **Independent**



Skills and Abilities:

Built for Battle
Shrug-it-Off
Pummel

Weapons and Equipment:

MG

Each Iron Man and Hammerer model comes with an alternate head sculpt for those that want to add them to a Ronin crew and have a slightly different look and feel to the model.



TRUST NO ONE

By Tony Kenealy

Proxy staggered round the corner, his good arm reaching out for support against the damp brick walls, blood dripping from his fingers onto the litter in the filthy alley. His breath rattled and he coughed, spittle mixed with blood splattering the ground as he doubled up in pain. Spotting the refuge of a pile of broken crates and waste bins, he scrambled towards them, pain-filled eyes scanning the area for his pursuers. Crouching down behind the debris, he looked at the bloodstained arm of his jacket. His head was pounding as he examined the wound; luckily for him the bullet had gone straight through. It hurt like hell, but the wound was nothing that a good medic couldn't fix. Now that was a joke, where was he going to find a medic out here in the streets surrounding the Washington Crater? Catching his breath, he leaned forward to peer into the dark streets. Suddenly, he heard footsteps coming from down the alley. It must be his pursuers; it couldn't be the rest of the crew, they were all dead, he had seen them cut to pieces. They had been assured there would be no security, that the building was supposed to be empty, a real easy job.

"Yeah sure," he thought. "Get in, break

into the central computer, and plant the viral agent into the core. How difficult could it be? This was a barely guarded, insignificant, CSO outpost. Huh - a warbot! They had a fregging warbot!" Proxy drifted out of consciousness, darkness creeping over him as the footsteps came closer...

Rodriguez had been amped, "This is the gig we've always wanted, man. Prove we're Ronin, not just no stupid street gang."

What hollow words these turned out to be.

Lever had assured them they would receive additional help when needed, but Rodriguez was confident, cocky even.

"We don't need no help, we can do this."

"So be it," said Lever, smiling as he walked away, the credits for successful completion of the job safe in his possession.

The intel on the job had been good, but incomplete. Everything was where it was supposed to be as Rodriguez, Brent and Proxy, waited for the signal from Coda that the security systems were down.

The signal came over the com, but it was not what they expected.



"Security is down, but I didn't take it down. There was someone in there, I tried to chase, but no good, had to pull out before I was spotted, my interface was getting tweaked as it was, just pushed too far. Whoever it was, it was strong, fast, zipped along, like it lived there."

"Not our problem," said Rodriguez, eager to get started. "Let's go."

"But..." warned Proxy.

"No buts, we go in. Now!"

Reluctantly they moved out, down the alley to the door. Coda was already there, wired in, when they arrived.

"Five seconds, nearly got it... just one more.

Right, go!"

Pistols ready, they went through the door, which slid silently shut behind them.

Backs against the wall, they moved silently down the corridor. The atmosphere was heavy; no air circulated the dark, dank corridor, the emergency lights providing what little illumination there was. Coda signaled the way: left at the first junction, left at the second, right at the third. Each junction came and went. The silence was deafening. They strained to hear something, some sign of life, but there was nothing. As they reached their goal, Coda got to work on the door lock.

The door swung open, just as sounds of movement behind them broke the silence. The echoing of footsteps moved closer as Coda ran to the console and connected up.

Brent, Proxy and Rodriguez took up positions in the doorway, nervously looking down the corridor. Suddenly, Coda let out a scream and collapsed as sparks flew out of the console, through her interface and sprayed the room and the figures crouching in the doorway. Proxy ran to his sister, cradling her head in his arms.

"They knew we..." her eyes closed as she died and her body went limp.

"We've been set-up," shouted Proxy, leaping up from the body of his dead sister.

"They can't do that to us, we're Ronin," shouted Rodriguez, his eyes betraying a mixture of rage and fear. He leapt out of the door, pistol blasting. That was the last thing he did, as a mini-gun wielding warbot stepped round the corner and cut him down. Rodriguez convulsed as the ceramic bullets ripped through him, his limp body thrown against the wall by the impact of the mini-gun, landing in a heap of blood, broken bones and torn clothing. He was dead before he reached the ground.

"I'll cover you, make for the corner when I say go," Proxy knelt in the doorway, lining up his shots.

"But..."

"Just go. Ready? Go!" shouted Proxy as he let rip against the warbot. The warbot, staggered, but regained its footing too quickly for Brent. The mini-gun fired at Proxy, ripping chunks out of the wall before swinging round to track Brent's retreating figure. Brent's back exploded as the bullets ripped through him, the walls behind him taking as much damage as his broken body.

Proxy, in a burst of speed that belied his stature, dived for the corner, shielded by Brent's bullet-ridden body. He scrambled to his feet and ran, and kept on running.

He could hear the screams of his friends, over and over again in his head, like a vid loop on a com channel. He couldn't shut it off, the screams repeating over and over again.

He ran through corridor after corridor, the sound of pursuit ever present, until he had finally crashed through a door that led into an alley, and the sanctuary of the crates and the waste bins...

Breathing heavily, the pain in his arm increasing, and the pounding in his head becoming unbearable, he tried to gather his thoughts.

"What the freg do I do now?"

Hearing footsteps nearby, he was suddenly alert, as the footsteps echoed around the street, and then stopped suddenly.

Proxy held his breath, trying to fold into the darkness around him.

The seconds seemed to drag by as he crouched there, not daring to look out of his hiding place. Just when he thought it might be safe to risk a quick look, the crate in front of him was yanked away and he was staring down the barrel of an assault rifle.

"Well hello, stranger. Get up. Nice and slow. Hands behind your head." Proxy struggled to his feet only to be pushed roughly back against the wall.

"Over here" Keeping the rifle firmly aimed at Proxy's head, the trooper called over his shoulder. There were more footsteps and Proxy saw two more troopers entering the alley.

At that moment, a single shot rang out and blood sprayed over Proxy's face from the body as it collapsed in front of him.

Before the echo of the shot had died, two more tight bursts rang out and the last of his pursuers spun in a spastic ballet in the air before crumpling lifeless to the ground.

A voice came over Proxy's com.

"Why the surprise? You have no faith, weren't you told there would be backup? Well, this is it."

"But.... you...you just let my whole crew get ripped to pieces, why didn't you help them?"

"Help them? Why would I save the decoys? Now get out of here while you still have your pitiful life and let the real Ronin do their jobs."

THE BOX FROM BEIRUT

Chevaz scrambled over the rubble and slid down next to the young Maven.

"The local militia's been cleaned out, it's a ghost town down there," he said, breathing hard.

"But that's a good thing for us." Mentally the Maven clicked on his com, "Break down." Around him his crew leapt into action, tearing down their makeshift camp and erasing any trace of their presence.

"Alan, I hadn't finished." Chevaz continued, "The reason there's no-one around is that there's an APAC ops team down there."

Alan fell back to the rubble, "Damn it, why didn't you say!"

"I was too worried to transmit, in case they were monitoring for signals. That's why I came back in person. They have a large force situated on the other side of the city, but there seems to be only one crew working inside."

Alan laughed softly, "Probably an overconfident APAC nob, going for a promotion. Well all the better for us, we'd better do this now and do this fast."



This series of assignments was designed for organized play and tournament games in 2006. They were written to describe the events that led to the Vatacina receiving the 'box' as transcribed in the "What's in the Box" story in *Rezolution: A Dark Tomorrow*. These assignments also act as a precursor to the events in *Rezolution: Shadow War*. Each player should design a 500-point crew: this force should be the same for every assignment, so having a balanced force with options for different strategic objectives, is essential.

General Set-Up:

The play area should be 4' x 4' with plenty of terrain on the table. Crews set up on opposite sides of the table, up to 10" from the table edge and 8" in from either side.

A 3' x 3' playing area is also acceptable for these assignments; just reduce crew set-up areas to 6" from the table edge if playing on a smaller table.

Beirut: December 2174

The Vatacina, always one for ancient treasures, has been searching for a particular relic with unusual enthusiasm for the past couple of months.

This diligence has attracted the attention of several other major players including some of the larger Ronin crews.

Assignment 1: Firefight

Briefing: The location of the 'box' has been determined, but others are seeking it too...

Time limit: 5 rounds

Rules: Two teams enter the board and attempt to eliminate each other!

Winner determined: Who has the most points alive at time called.

Optional Scenario Rules: The Ronin (or

randomly determined) player must try and protect their Ghost (Hacker): if killed he counts as a 100 points deduction instead of 23.

Assignment 2: Download

Briefing: During the firefight, an unknown party has removed the relic. Information has been sent to all interested parties that the box can be obtained in exchange for a particular data package they have to retrieve, as well as a hefty sum in credits!

Time limit: 2 hours

Special Rules: Both teams vie to download data from predetermined HPTs. Set the first HPT in the center of the table: each player may then place another HPT within 8" of the original, but not within 20" of their table edge. These HPTs may not be remotely accessed. To access the terminals, the Target Number is 10 (aggressive). Once accessed, players may begin to retrieve data on the following turn at a rate of d3 per turn. Once 7 points of data have been accessed, the download is complete.

Winner determined: Players must exit their side of the table with data for victory. If no data is exited off the field, player with most data in possession of an alive, friendly character will be determined the winner. If there is

a tie for data in possession, or no data is in possession of an alive, friendly character, the winner will be determined by most points alive.

Assignment 3: Delivery!

Time limit: 1.5 hours

Rules: Whoever gets there first with the data and the credits to pay off the informant, gets the box. The Source has an emitter that negates any Craft abilities in a 10" range around him.

Once contact is made with the Source (1/2" from and 1 action), the box is passed on, and that character will then carry the box. The box cannot be destroyed, but it may be taken off of a dead body! Player may pass the box to other friendly characters at a cost of 2" of movement, or the cost of an action if they are within 1/2" of each other. The box may not be thrown to another friendly character, but if the player chooses to, he may drop it.

Winner determined: Whoever has control of the box at call of time OR whoever is able to exit their deployment area with the box.



OPERATION ANNIHILATE

A Battle Report By Tony Kenealy

The com screen flickered; shaky at first, the image of Marshal Langstrom appeared.

"Marshal Shira, get a team together, I have a job for you."

"I hope it's a good one," she replied, grabbing her coat from the chair behind her, thrusting her arms through the sleeves then reaching for, and holstering, her Hammerhead in one fluid motion.

"Could be nothing, but we are getting reports of disappearances from sector A707-DC. Atmospheric conditions or something else is limiting our scans, the only intel we have is there seemed to be life forms, many of them massing in the area, I need to know why." His voice cut off abruptly, as a coughing fit racked his body.

"Are you ok..."

"Just do it Shira, report back to me" The harsh reply cut her off in mid sentence and the screen went black.

"Ok, I get the message." She was talking to a blank screen. With a flick of her jacket, she swept out of the room to gather her team.

The transport swooped down, hydraulic landing gear crushing the earth below for the few seconds it took for the CSO to deploy. Marshal Shira signaled her orders and with practiced precision the CSO deployed and the transport took off in a cloud of dust.

The snipers scrambled up the ruined buildings to take up their allocated positions, looking out over the crumbling terrain around them. The Peace Keepers swarmed to an aging monolith in the center and the rock pile covering the right flank. The troopers swept to the left, taking up defensive positions in a pile of rubble covering the left flank. The warbot unfolded itself from the transport and took up a central position, ready to cover any flank at a moment's notice.

Shira's com crackled into life.

"There's movement ma'am. Left and right flanks, Baggers and, hold on, yes there are Volkoda, taking the right flank. Dravani, all around, there's also movement in the ruins ahead."

"Ok, heads up people, incoming"...

Operation Annihilate was a 1000pt battle where the CSO faced off against a Dravani Bagger cult assisted by Ronin mercenaries. The setting was the wastelands around Washington DC where the skeletons of destroyed

Rene's Dravani and Ronin Force List

Dravani Human Form	72 Points
11 Lektra Vassals	176 Points
4 Souless	156 Points
8 Baggers	304 Points
2 Volkoda	64 Points
1 Maven	58 Points
1 Brick	58 Points
2 Shootists	98 Points

Total 986 Points



Joel's CSO Force List

1 Marshal	67 Points
1 "Stomper" Warbot	117 Points
8 Peacekeepers	312 Points
2 Peace Keeper Majors	86 Points
2 Peace Keeper Snipers	98 Points
12 CSO Troopers	300 Points

Total 980 Points



buildings from a previous conflict rise up amongst the rubble and debris.

Let Battle Commence

With Joel's CSO deployed, and moving to cover the left and right flank, as well as take the high ground with the Snipers, the Dravani and Ronin took up positions in the ruined buildings. Rene decided to split his Lektra Vassals: one group moved out with the 2 Volkoda preceding them, to attack the CSO's right flank. The other group along with the Baggers and the Human Form, moved to assault the CSO's left flank. The Ronin took the middle ground using the ruined buildings for cover, while the Souless spread out across the battlefield, wisps of smoke in a soon-to-be-deadly battleground.

Rene chose to use the Volkoda's speed to run across the field towards the Peace Keepers on the CSO's right flank. Because of a deadly encounter with Volkoda in a previous battle, Joel was very wary of the beasts coming towards the Peace Keepers and he moved then into cover in the rocks towards the center of their deployment zone. This had a negative affect on



the shape of the CSO deployment as it pushed the bulk of the CSO Troopers and Peace Keepers into a narrow channel between two ruined buildings with only the Warbot and the Peace Keepers in the rocks facing the oncoming Volkodas. With the Lektra Vassals and Souless coming up behind the Volkoda, the Dravani flanking maneuver seemed to be working even at this early stage in the battle.

The Maven took a shot at one of the Snipers on the high ground and managed to wound him. The rest of the Dravani made full use of the cover of the ruined buildings as they swarmed towards the left flank and the narrow channel where there was the CSO.

With the CSO in close proximity to each other, it was time for the Ronin Brick and the rocket launcher to do its stuff. The blast was devastating for the CSO as 3 Troopers went down in the explosion. The survivors returned fire, wounding the Brick, but not fatally. The remaining CSO Troopers moved forward to fill the gaps left by their fallen comrades. The Peace Keepers moved into a position to fire across the Troopers and into the flanking Dravani, taking out 3 Lektra Vassals in the process. Rene's Dravani continued to surge forward, as the Baggers and the Lektra Vassals continued to outflank the CSO. The Volkoda continued their onward march.

Rene could not believe his luck as the Brick repeated his previous shot at the CSO troopers who had moved to fill the gaps of fallen comrades, again leaving them grouped together in a narrow killing field. The shot took out another 2 Troopers and the Brick received another wound in retaliation. One of the Souless charged into the nearest Sniper, who turned out to be too quick for its assailant and gifted the Souless with 3 wounds. The other Sniper opened up on the slowly advancing Baggers, killing one before a Souless charged him. In a desperate struggle the Sniper managed to resist the drain.

Joel now had a decision to make. Was the threat of the approaching Volkoda greater than the approaching Baggers? He chose to deal with the Baggers, and the Warbot turned away from the Volkoda and opened fire on the Baggers. The mini-gun missed its mark and the pulse cannon merely stunned 2 Baggers. The Snipers had failed to make the most of their high ground and were now under attack by the Souless. Both had fared well in the first attacks, but a second attack was not so good as one Sniper went down. The Marshal, in a revenge attack, moved in close and took out one of the Souless. The Peace Keeper Major then came under attack as Rene moved the Ronin Shootists into play. The Major managed to withstand the attack from the first, but was not so lucky against the second. The Maven took a

running shot at the CSO Troopers, jammed one gun and killed a Trooper with the other. Rene, sensing victory was close, made weird wailing noises as his Baggers advanced ever closer.

Joel, worried once again by the closeness of the Volkoda, turned the Warbot around once again to open fire. This was a key point in the battle as Joel rolled the dice. Disaster at the roll of a dice - the Warbot missed with all shots!

The Baggers had now moved close enough to charge the CSO Troopers who took casualties and fled, despite the presence of the Marshal. The Baggers then took fire from the Peace Keepers, took casualties and became suppressed. Joel was starting to feel the fight slipping away from him as he shouted out 'They ain't going to do **** to me' and attacked a Bagger with a CSO Trooper, who subsequently got 3 wounds and was stunned.

The Brick opened fire on the Peace Keepers with the rocket launcher, stunning 6 of them. A Sniper, still locked in a fierce battle with 2 Souless managed to dispatch one of them while the Lektra Vassals attempted to charge the stunned Peace Keepers, but they fell short. The Dravani Human Form swept in and attacked the Marshal and wounded her. The Volkoda, after surviving the attempt by the Warbot to kill them, charged in and enveloped the Warbot.

The casualties were coming thick and fast now as each side was closing in on the other. The Peace Keepers opened fire on the Lektra Vassals, killing 2, while the Baggers charged in, took 2 casualties, panicked and flee. The other Peace Keepers tried to take advantage of this and volleyed shots into the fleeing Baggers, stunning 2 of them. A CSO Trooper managed to brutally gun down the Maven while the Marshal took on the Human Form with the help of another Trooper that rallied to her aid. The last Sniper finally succumbed to the Souless and was drained of all life while the Shootist took out another Peace Keeper. The Brick attempted to hit the Peace Keepers, but the shot deviated onto the Lektra Vassals killing 1 and stunning the rest - not Rene's best shot of the game. The Volkoda and Warbot were locked in combat as a Souless, after dispatching the last Peace Keeper Sniper swept in and drained the Marshal, already weak from the attack of the Human Form.

With the Marshal gone, things were not looking good for the CSO. Joel rallied the remaining Peace Keepers, who gathered in a defensive position near the Warbot. The Baggers stopped fleeing and moved in, losing 1 to the Peace Keepers. A Shootist took down the Peace Keeper Major and a Souless went down in a fierce close combat struggle with a Peace Keeper.

Their numbers dwindling, the Peace Keepers could do nothing against the remaining Baggers who tore them apart, just like the Volkoda were doing to the Warbot.

Aftermath

Rene's Dravani took the day, and the CSO transport would find nothing left to extract when it returned. When it came down to it, Joel's CSO were out-maneuvered. With the Volkoda on one flank and the Baggers on the other, the CSO moved themselves into a narrow killing field between the buildings where they were taken apart by the area effect of the Rocket Launcher.

The Snipers' full potential was never realized as the Souless locked them in combat for much of the battle. The Warbot needed a service (and Joel some new dice), as its targeting systems were definitely offline with multiple shots going astray, the mini-gun was desperately needed to take out the oncoming forces.

And Rene's Bagger Cult lives to prey on more unsuspecting people until the next time the CSO send in a force to take them out...



REZOLUTION FAQ

Bots: Bots that are brought by a controller operate autonomously from them during the game. Their AI's are sufficiently advanced enough that they can carry out their missions without specific guidance.

A controller may hack another players bots even if they are fielding their maximum allowance of bots. As stated once bots are in play they operate completely independently from their controller even if he dies.

Close Combat: A model from a team that is engaged in close combat is considered as an independent until it is resolved.

Critical Damage Effects: Certain weapons, such as the X-Tec Beamer, have special critical effects while rolling damage, this is in addition to any other effects that normally occur, such as additional damage die on the roll of a 6.

Dual Weapons: Models that are equipped with dual weapons that receive a jam result may still continue to fire using the weapon profile but lose the ability to fire twice in a turn. If a second jam result is rolled why using that weapon they may no longer use it.

Energy Weapons: Any weapon or craft power that cause the fire effect is considered an energy weapon in regards to neutralizing the regeneration ability.

Fire: Models do not catch other models on fire if they run into them while moving randomly.

Models that are classified as robots that have caught fire continue to activate as normal. Though they still must check for damage during

the Control Phase as per the normal fire rules until the fire goes out or the model is destroyed.

Forest & Rock Fields: While in a forest or rock field you can see out if you are 2" from the edge, and figures outside can see in up to 1". Models inside the cover of a rock field or forest trying to target an opponent within the same area can only see up to 1" the same as model trying to look in. These types of environments are perfect for surprise attacks and guerilla warfare, where you can almost walk over an enemy combatant and not know it

Grenades: Grenades that are targeted at a point on the table will automatically deviate from that point (unless they are classified as Smoke or Gas). A roll must still be made on 2d6 in case of a critical failure, if a critical failure does occur follow the critical failure rules as laid out on P47 of Rezolution: A Dark Tomorrow or P24 of Rezolution: Shadow War. Grenades cannot be used with the Run & Gun skill.

Initial Basic Set-Up: The player who wins the control roll can choose to either set-up first or select his opponent to. A player must set up his entire force, unless he has models with skills or abilities that allow them to be deployed later. Once both sides are set up and ALL models are deployed players make another Control roll. The player who wins the control roll can choose to either activate first or select his opponent to.

Line of Sight & Hidden Models: Models that are hidden and cannot be targeted do not block LOS to models behind them as they are 'hidden' and so the shooter is unaware of them. Consider the hidden model to be hugging whatever terrain features are available, making themselves as

small and as undetectable as possible.

Medics & Medi-Bots These models cannot heal models that are classified as Robots.

Morale: Teams make take Morale tests as a whole. Morale test from damage are based on casualties to that team, rather than wounds on an independent model.

Models that fail a Morale based test in close combat immediately panic and flee. Fleeing models are subject to free strikes.

Mono-Blades: The entry for mono-blades on the Ronin Second's mono-blades states that it does 4D6 damage. But, the mono-blades entry for the Dravani Human form states that the weapon does 4D6 P1. -The stats for each model are correct. Some weapons though they may appear the same will have slightly different effects due to the user.

Multiple Ranged Combat Attacks: Certain models have weapons or abilities that enable them to fire multiple times during a turn, for example the ability Snap Shot or a model being equipped with dual machine pistols. When these models make their attacks each shot is rolled and resolved individually, taking into account any that happened due to the previous shots, such as a model going prone or a models attributes becoming modified due to damage.

Nearest Target: Models that are stunned are not an immediate threat and may be ignored in determining who is the nearest target, as can models that are moving randomly by such effects as fire.

Orders: A team must be within 6" of a model with the Leadership ability to receive an order.

Ranged Weapon Damage Profiles: If a weapon has two numbers listed in its damage profile (e.g. Dual Machine Pistols 5d6/3d6), the first is used for short range damage while the second number is used for damage at long range.

Remote Access: If a draw is rolled while attempting remote access on a Robot or Cyborg both models take 1d6 Damage as described on p52 of Resolution: A Dark Tomorrow under Combat Online.

Spray Template: All models under the template, whether partially or fully, are automatically hit by the weapon but you still have to roll to hit once on 2d6 to check for Critical Failure. This is to see if the weapon actually fired and didn't misfire or, as in the case of the Flamethrower, run out of fuel. Weapons that use a Spray Template do not receive a Critical Success bonus on the roll of a double six.

As all models are considered moving in close combat, it's impossible to single out one target with a weapon that uses a spray template so all models in that combat are considered hit.

Suppression: If any member of a team is caught in suppressing fire, a single NRV test is made for the whole team.

Weapons in Close Combat: Weapon must be designated as Close Combat to be able to use it in Close Combat, unless it is classified as a pistol. A model armed with a pistol may use its damage profile for a successful attack in close combat attack.

Vassals: Lektras, Executors and Wraiths are all considered Vassals for the purpose of Feed and Presence. Consequentially any Ronin hired by a Dravani force are also considered as Vassals.

Skills & Abilities

Built for Battle – Models with this ability may break off from close combat and still perform an action.

Catlike – Catlike can be used when models are attempting a SAG based test, such as when be targeted by a Ranged Combat Attack.

Drain - Drain only effects models that have an organic component, unless otherwise specified. models classed as Robots cannot be drained.

Feed - Feed is not an action; a model with this ability may do so at any time there is a vassal within 6", though it may not directly interrupt another player's move or action to do so. E.g. A model may not Feed from a Vassal while it is being attacked, but must wait until his opponent has finished his damage roll. A model with Feed may immediately sacrifice a vassal after it has taken Fatal Damage or been killed to ignore the damage taken, though this will not remove effects such as fire or poison.

Flurry – Models with Flurry can move up to 1" to move into close combat range (1/2") with another model.

Horrific - If a model has passed a morale test to charge in to close combat a Souless, that model does not need to make the same test if later in the game he wishes to attack another Souless (he's overcome his fear of them for the time being) but he would have to check if he went against a Volkoda or another horrific being. Every time a model takes damage from a horrific being in close combat they have to check in case they flee. Though they may have temporarily mastered their fear it is still lurking beneath and being wounded by such a being may be enough to send them over the edge into a panic!

Legendary - When a model fails a fatal damage roll or is killed outright he may use the legendary ability. If the model is down to the

block before the skull on the damage gauge (his last block) he remains there as long as he keeps making his Legendary rolls. Every time a Marshal is damaged it is treated separately i.e. if he's hit multiple times by a model he will have to take multiple Legendary tests. As long as he keeps making the Legendary test he stays in play.

Misgiving – Affected models test once per action. If they fail the NRV test their activation is considered ended.

Presence – This ability only effects models that are classed as Vassals, Lektra, Executor, Damned, Wraith and any Ronin models that are on the Dravani players crew.

Run and Gun – A model must complete its move before firing their weapon.

Smoke – Models with this ability may ignore terrain and terrain effects, thus they are able to charge 'through' terrain if they wish as a direct line of sight is not needed. Models with Smoke still gain the benefits of cover.

Snap Shot – All weapons that are designated as pistols can be used with this ability.

Sneak - A model with this ability is ALWAYS considered hidden at the end of its turn for targeting purposes unless it is within 6" of an enemy model. I.E. Models that want to make a ranged attack must attempt to spot this model first, and a model that wants to charge a model with Sneak must be within 6". Models with Sneak are not considered prone if spotted or charged. Models with Sneak are always considered Hidden at the end of their turn even if they are completely in the open.

Ward - The Ward ability gives the Fist an armor rating from 1-3 rolled individually against each attack that hits them (where armor matters).

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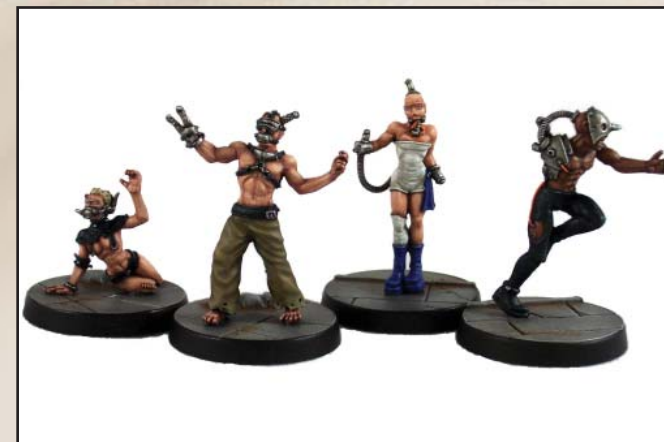


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