

RE7OLUTION

DATA DUMP-02

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RE7OLUTION™



Tired of the Ordinary?
Play the Extraordinary

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PLOTTING THE FUTURE

Another *Data Dump*! It only seems a second since we put the last one together, but since then I've been manically traveling the country spreading the word and preparing the way for the first of the new factions to come... but more on the Vatacina in a moment! Those of you who are regular forum visitors (if you are reading this and you're not - go and sign up immediately, it's very easy and we have a very friendly online community) know that I was prepared to open up to answer players' questions in this issue of *Data Dump* as to what we are planning for 2007. So without further delay I shall begin...

New Factions?

There are currently plans for the release of four new factions within the next fifteen months. The first of which will be the Vatacina (Vat-uh-see-nuh). The next two will be mercenary factions (like the Ronin, playable by themselves, but also able to support other factions) one of which will be the first aliens from Alpha Centauri.

Vatacina?

The Vatacina are an interesting faction to play and are based around independent characters rather than teams. Virtually all Vatacina models have some sort of Craft ability or defense against Craft attacks and the fluid nature of crew construction allows for players to create some interesting force combinations. In their role as mediators, the Vatacina are almost the only contact the Robot Nation has with humanity, so they have some unique bots that work with them, from their standard Sentinel Security bot to the awesome

power of the Purifier!



Will you expand on any more of the current crews?

Yes, the current crews will each receive new troops and named characters. Expect to see a lot of new things for the Dravani and APAC this summer as well as new characters for the Ronin in the shape of Charlie and Bang-Bang's crew. The stats for these and more will appear with the Vatacina in the second Rezolution supplement due for release in the second half of 2007. You can also read more about what these characters are getting up to in the Outbreak storyline which is included in the next Rezolution book, and that is a neat segway into...

Are there going to be new published assignments (scenarios/missions)?

Yes, the first supplement to Rezolution will be available this summer and is aptly titled *The Mission Manual*. *The Mission Manual* contains numerous new assignments (approximately twenty at last count!) including two storyline campaigns. The Outbreak campaign kicks off the main story in spectacular style! (By the way, I view *A Dark Tomorrow* as a prologue to the events that are to follow!!) We will also continue to provide free assignments online in issues of *Data Dump*.

When are we going to see campaign rules?

Funny you should ask that... but *The Mission Manual* will contain full campaign rules for you to take your crews and run from game to game, gaining experience, new skills and abilities and creating your own named characters!

With most of the factions apart from Dravani having access to some major tech weaponry - when will the Dravani reveal their uber-weapons?

The Dravani, at least those on Earth, do not have uber-weapons. They do have some very deadly troop types that have yet to be revealed, as well as some yet-to-be-revealed allies on Earth that do carry a particularly deadly array of ranged weaponry!

How about we see some more info on the Dravani's "Enemy". We've already heard hints of their presence out in the Alpha colonies.

More hints on the nature of the "Enemy" will be revealed in the source material for the Vatacina as well as the upcoming *The Mission Manual*, but don't expect the "Enemy" to turn up anytime soon...

Will there be vehicles released in '07?

Oh yes!

What is life like for the average citizen of the future?

Pretty bleak, unless you live within one of the corporate centers. The social conditions and widespread unemployment are the cause of a lot of society succumbing to Grid addiction, although in recent years, it's also what has caused a lot of people to join colony programs and seek a new and better life off-world.

How much is the average person in the world of Rezolution aware of the actions of the various factions?

Not very much, apart from their corporate or official facades. There are the conspiracy 'nuts' that delve deeper into current events and, although

they might know the truth, few care or would even listen when day-to-day existence is such a struggle. Those that gain the ears of those in authority are also quick to disappear. When the action blows into the streets, the media is very quick to divert blame to disgruntled factions within society or gang-related actions, after all the media has to protect its sponsors.

How commonplace is space travel?

Pretty common, there are commuter/consumer flights to Serenity City and a number of the stations. Further out, flight is mainly corporate, national or CSO personnel only, although many corporations help sponsor colonists to make sure they have a ready and cheap workforce. There are some colony programs that are through privately funded groups.

Will Grid/hacker actions be extended?

They will definitely be able to do much more with the campaign rules in *The Mission Manual* including new boards and tactical programs.

What's the format of future books?

As many of you have surmised, due to Rezolution's story arc, there will not be individual faction books, but rather more of an annual approach. There will be one exception to this rule, but it will contain multiple factions, and hopefully that book will see the light of day in early 2008, but you will be seeing some of its content later this year!

Tournament and League play?

We're hoping to have this and more in place by the Summer. We will be running tournaments at the larger cons.

I would like to see some terrain guidelines - not just how to make the terrain, but example set-ups.

We will try to work on some articles for future issues of *Data Dump*, as well as putting material in upcoming books.

More fluff! Are you planning to do novels?

Definitely - in fact this is something we've been working on from day one and we actually have a great roster of published authors ready to dive into the Resolution universe, as well as stories from Tony and myself. I'm very excited to let some of these authors play in my pool, and when we have more details, we'll let you know, but unfortunately these things do take time. Oh, and if you didn't get it from the above, the first book will be an anthology.

Are we going to see a power creep effect?

Yes and no. There are more powerful troop types that are coming out in future expansions, but like everything in Resolution, you pay the points to get them on the table. And then there's one of my personal favorites - Gutter Gangsters! Now these guys and girls aren't exactly 'special forces' but they're cheap and boy, are they fun on the table! So expect to see a lot of interesting troop types rather than just "this one has a bigger gun" types! Creativity has always been our aim from day one and we've got some great stuff in store for players in 2007 and beyond.

What's in the works for a role-play game?

To early to say, although we have had a number of conversations with companies. Don't expect anything until at least GenCon 2008.

What does Aberrant Games have plans for in the future aside from Resolution?

Aberrant Games has a number of original projects in development at this time, the first of which will see light of day this fall. Those that attend Game Expo, Gama, Salute and Origins will see teasers and sneak peaks as the months progress and for those that attend GenCon Indy this year, we will be running demos in our booth, as well as having a limited number of pre-release copies available. Stay tuned for more information on this exciting project ...

When am I going to get the license to do an official Rez soundtrack?

Good question. I'd like to do something in like this, but it's more likely to be a compilation affair and will probably contain some of the bands I've worked with in the past, as well as specific original material (yes, I'm looking at you now Bailey!). But that will be a labor of love as well as schedule-permitting affair.

Do you have any submission guidelines?

Yes, please see this issue of *Data Dump* for details.



INTO THE FIELDS OF BATTLE

By Tony Kenealy

"The relay station is ahead, sir, no sign of movement. I should be able to get in and out without any trouble." Technician Rice lowered his scope, getting ready to jump over the wall and make a dash to the terminal in front of him.

"Not so fast, boy." Marshal Card restrained the enthusiastic technician. He really wasn't so sure. Years of experience had taught him that an open field is not always as it appears. "Look, ten o'clock, the broken stone wall...there's movement!"

Marshal Card was right and Rice knew it. Adjusting the focus on his goggles, he zoomed in on the wall.

Even though it was on a small hill, he could still see the crested plumes of the Vatacina

Guard beyond it. Rice panned to the right, looking for the Cardinal who he knew wouldn't be far behind. He spotted her, flanked by a Brother of the Mind and a Watcher, but there was something else behind the hill. Rice could see a shadow, but not make out the source.

"Looks like the Vatacina are interested in this relay station as well. Get ready boys, looks like things are going to get interesting" Marshal Card smiled. So much for a quick in and out mission, he thought. "Okay Marshal Levin, take the right with Mike, and lay down crossfire patterns to get Rice into the port before they get here. Delta squad, cover left and center. Execute."

The CSO crew swung into action, each one knowing what he must do, as the Vatacina moved into position...

Briefing

Into the Fields of Battle is a 500-point Rezolution battle between the Vatacina and the CSO. The target is a small relay station located in the middle of the rolling hills of Northern England. The relay station has been under surveillance for a number of weeks, seemingly by both the CSO and the Vatacina, when it is discovered data is being sent from an unknown site in the Arctic, through the relay station and up to one of the cluster cities in orbit above Europe. Both sides want the transmissions, but they are proving impossible to intercept. The relay station is the weak point in the circuit and a direct hack could get the

data. Both sides have deployed forces to retrieve the data.

The CSO

Marshal Card – leader of the crew

Marshal Levin

Delta Team

8 x CSO Troopers

Sergeant

Special Weapons Trooper with flamethrower

Technician

'Trundler' ATI (Mike)

The Vatacina

Cardinal

Brother of the Mind and a Watcher

Vatacina Guard

8 x Guards

1 x Captain

Sentinel

Purifier

Set-up:

The battlefield for this encounter was set up with hills and a number of stone walls for cover. The relay station was placed in the center. The hills provided some cover, but this was very much an open rural environment instead of an urban battlefield.

Let the Battle Commence...

The Vatacina began their approach from the North, with the Vatacina Guard taking a central position flanked by the Sentinel



on the right, and the Cardinal, Brother of the Mind, the Watcher and the Purifier on the extreme right, using a large hill just outside their deployment zone for cover, fearing the long range of the CSO's assault rifles. The CSO set up with the troopers in the center taking up a position behind a stone wall with the Technician behind them, getting ready to make a run to the relay station. Marshal Levin and the Trundler took up a position on the right flank, while Marshal Card covered the left.

The Vatacina Guard made the first move, running forwards, veering off to the left and utilizing a stone wall for cover, again fearful of the range weapons of the CSO troopers. The troopers leapt over the stone wall and ran towards the tower, fanning out around a low hill to cover the Vatacina Guard when they emerged from behind their cover. The game of positioning continued as the Purifier moved forward, still covered by the hill, but closer to the relay tower. In an attempt to counter this, the Trundler moved up the right flank to cover the eventual emergence of the Purifier. With the Purifier covering the left flank, the Sentinel moved up the right flank, between a large hill and the Guard. Marshal Card saw a chance to take the battle to the Vatacina and maybe take out one of the Vatacina's big guns in the process. He used his Run'n'Gun ability to run down the left flank, firing off two shots into the Sentinel, but unfortunately only wounding the metal monster. With bullets zipping through the air on the right, the Cardinal was taking no chances and moving forward, she cast Shroud for protection, all too aware that the CSO has the range advantage. This meant that all friendly models within 6" of the Cardinal were now shrouded until they made a hostile action, and any

enemy range attack had to make a NRV test before firing. Marshal Levin, seeing a chance to take a shot at one of the Guard who was not covered by the stone wall, ran forward and took the shot. Dust shot up into the air as the bullet just fell short. The Watcher, like the Cardinal, was not taking any chances: he cast Shield successfully, thereby giving himself and the rest of his team a roll of 5 or 6 to cancel any attacks directed at them, a powerful protection for



the all-important Brother of the Mind. Seizing an opportunity to use his remote board, the Technician moved forward and attempted to Hack. He had no success as the security on the relay station kept him out.

Turn two began with the Cardinal casting her Q ability, successfully gaining an extra action when she activated this turn. The Technician, feeling exposed, decided to run to the relay station, using it for cover this turn instead of attempting to hack into the

system. This move protected the Technician, but had the potential to leave Marshal Card exposed to fire from either the Sentinel or the Vatacina Guard. The Vatacina had not missed that move either as the Guard positioned themselves to attack the exposed Marshal, electing to use combined fire instead of the Block ability. Marshal Card didn't stand a chance as bullets rained down on him, ripping his body to pieces as he fell to the ground in a cloud of blood and bullets -

dead. There was no last chance for him. The Troopers were not going to take this lying down as they veered towards the Guard and opened up with all the firepower they could bring to bear. This only resulted in the Captain being stunned along with another Guard member and another wounded, but still fighting. Without the Marshal to worry about, the Sentinel moved forward, swinging towards the troopers and stunned one trooper, but missing with the other shot. Marshal Levin, seeing the danger of the Guard and Sentinel breaking through the troopers' line, ran towards the Sentinel who managed to Shrug Off the only wound it took.

The Cardinal now moved forward, casting Veil, forcing any opponent to take an opposed NRV test in order to target her, and then used her Q action to move again.

The Trundler, following Marshal Levin's example, swung towards the Sentinel and moved across the battlefield with dual LMG's blazing, wounding the Sentinel who still successfully managed to stay in the battle. With the CSO movement completed, the Brother of the Mind and the Watcher moved towards the Cardinal, taking advantage of the Shroud that she had cast earlier. The Purifier made a run towards the relay station, positioning itself to fire in the next round as Marshal Levin, the Trundler and Technician have unwittingly grouped in that area - not

a good move with a flamethrower bearing down on them.

Turn three begins with the Vatacina Captain recovering, leaving the other stunned Guard on the ground, unconscious. The Cardinal successfully cast her Q ability as the Purifier moved into the relay station with its flamer blazing, wounding the Technician and setting both Marshal Levin and the Technician on fire, effectively removing, for now, the opportunity for the CSO to recover the data.

Despite the intense heat from the Purifier behind them, the CSO troopers combined their fire to take out the Sentinel, who went down in a hail of bullets as they cut through its armor and rip the inner machinery to pieces. The troopers had now left themselves exposed to the advancing Vatacina Guard, who then positioned themselves in their block formation which gives them one shot, but damage is taken from each Guard's weapon as normal, - a devastating barrage of bullets

that left four troopers dead and another severely wounded. The Trundler, deciding that the already-activated Purifier is a non-threat for the rest of the turn, moved towards the Guard, positioning itself for a close range shot, and opened up with a burst from the dual LMGs. The burst of fire left three Guards dead, another stunned, the Captain stunned on the ground, and the rest of the Guard suppressed. While the CSO were occupied, The Brother of the Mind moved towards the relay station and, using his Orb of Faith to hack in, managed to download one point of data. The Watcher fully aware of the dangers near at hand, successfully cast Impervious on himself and the Brother of the Mind. Due to the possibility of taking D3 damage at the end of the turn if he fails a NRV test, it was a risk, but one that was worth taking. The Cardinal ran forward and used her Q action to open

up on the Technician with her barrage pistol, forcing the Technician into a fatal damage roll that he passed. At the end of the turn, the Watcher had to check to see if casting the Impervious power has caused any feedback damage, it had not on this turn, so the gamble had paid off.

At the beginning of turn four, the Cardinal failed to cast her Q ability and the Vatacina Guard and Captain



regain consciousness. The Technician managed to put out the fire that had been burning his armor since he was attacked by the Purifier, but unfortunately Marshal Levin was not as lucky as he moved away, frantically trying to put out the flames that were engulfing him. The Brother of the Mind managed to download three more points of data.

All the combat was now centered around the relay station as the Purifier charged the Trundler and engaged in close combat using the Claw of Compassion. This caused seven wounds as it systematically ripped through the armor and tore the Trundler to pieces. The Troopers now switched their attention to the Purifier as they swung away from the Guard to bring their firepower to bear. Without the numbers to really take advantage of combined fire, they elected to take individual shots instead. First

the Special Weapons Trooper moved into position, but unfortunately she was unable to target the lesser-armored rear arc and the flamer bounced ineffectively off the Purifier's Shield leg. As the clouds of flame dispersed, the bullets started to fly, with one trooper managing to critically hit the Purifier, taking it down, but unfortunately also causing an explosion in the fuel tanks which enveloped the Technician in the blast, killing him outright. An own goal for the CSO, effectively taking away their chance obtain the data directly, so their only hope now was to prevent the Vatacina from getting it - a slim hope with only six troopers and a burning Marshal Levin left on the battlefield. They decided to fight on valiantly, but took even more casualties, as first the Guard took out the Sergeant and another trooper, and then the Cardinal, using her Q action to get two actions with her barrage pistol, killed another. The game was called as the CSO retreat from now overwhelming odds. A Vatacina victory!

Debrief

Although the Vatacina got the victory, it was a hard fought. Both sides successfully managed to use combined fire when teams were at full capacity in order to take out major players in their opponent's force, Marshal Card for the CSO and the Sentinel for the Vatacina. The Cardinal's Q ability was also used successfully to gain an extra action per round. The Purifier displayed an ability to take out forces at range as well in close combat when it ripped the Trundler apart using the Claw of Compassion. It then manages to soak up the flamethrower hit using its strong front armor, but as with all the big guys in Rezolution, it could still be taken down by the troopers with some critical shots from the assault rifle.

REZOLUTION: FACTION PERSPECTIVES

By Ron Cover

Asia Pacific (APAC)

APAC gives a player a very well rounded force to battle with. While they do not have the range of the CSO, or the close combat swarms of the Dravani, they can do well in both close and ranged combat.

The Arashi is the most powerful offensive Esper in the game, with very high mobility and a wide range of offensive power. While some have greater skill with the Craft, none can match the Arashi's diversity and sheer power. The Arashi also ranks high for Reputation, giving the APAC force a better chance to strike when they are ready.

Enforcers give APAC another range of options, allowing teams to throw a hail of fire at the enemy with dual machine pistols, or devastate opponents

at close range with teams carrying shotguns.

They also have potent abilities available with the Enforcer Heavy's launcher.

Yuurei are the most powerful hackers in the game. While not carrying as much firepower as a Ghost, they match the Ghost's HAK rating, and carry the best remote board currently in the game. They are the only models from the initial rulebook that can use remote access with a +2 rating, and can work online with a +5 rating. A Ghost comes close, but all other hackers are at serious risk against a Yuurei.

Ninja are what many people hoped them to be: swift, silent death on the tabletop. A team of close combat specialists with stats many individuals

envy, yet still capable of stealthy ranged attacks from multiple weapon systems.

Numb

Sisters are an interesting addition to a force. Capable of forestalling enemy action through telepathic attacks and their psychic

Dead Zone, they can also take direct action through ranged Craft attacks and close combat. While expensive to use as a bodyguard, they can guarantee the survival of an important model against at least one attack. Being able to function as a team with a high inherent NRV is an asset that should not be forgotten.

Bishoujo Senshi can be a thorn in many an opponent's side. While not capable of taking much damage for a combat crewmember, they can absorb amazing amounts of fire unscathed through their Misgiving and Catlike abilities as well as their high SAG. They can go for higher ranged damage with a snipe pistol, or interdiction of enemy models with a flechette pistol. While not the best close combat fighters, they have impressive skills to make them very dangerous, both offensively and defensively. An unlucky roll can quickly take them out of the game due to their low BDY value, but average rolls can have them causing grief throughout an extended fight.

TADS make up for the overall low armor in an APAC force. With a BDY value exceeded only by the Stomper and Toxic Zombies and armor exceeded by none, they are a high mobility strike force that any opponent will need to worry about. Matching their high ability scores are a range of weapon systems and skills that let them make the most of their mobility. Concentrated fire can take them down, as it can any model in Rezolution, but their built-in self-destruct mechanisms can make killing them a bad thing to do.

The **Panther Securibot** is the last unit currently



published for APAC. A close combat unit that the enemy will want to engage before it can charge, it adds some interesting tactics for the APAC player. It is the only AI currently outside CSO service, and the second highest BDY and armor unit for APAC. While it lacks the ranged combat and thruster mobility of the TADS, it is a terror for any model that it can charge. The possibility of stunning any model on the charge, and then immediately destroying them, should give pause to any enemy commander.

APAC can field crews with a high level of diversity while still remaining highly effective forces. While Ronin and mercenaries can be added to give more options, the inherent strengths of the APAC forces make them quite capable of handling missions without outside elements.

Asia Pacific is a powerful force that blends tradition and honor with cutting edge high tech to rule the tabletop. Let your crew be a Storm that sweeps your opponents from their path.

Central Security Organization (CSO)

The CSO gives the player a variety of options.

While lacking significant close combat ability with many units, they have the greatest ranged combat threat, and access to the game's most powerful unit.

The Marshal is one of the best models in the game, with excellent firepower, good close combat, and some of the most dangerous abilities available. A high NRV, the most powerful pistol in the game, and Legendary to make any attack doubtful, the Marshal also ranks high for Reputation, increasing the CSO's threat.

Troopers are the CSO's standard unit. Capable of long range fire or area denial with smoke, and supported by Special Weapons Troopers carrying shotguns or flamethrowers, a Trooper team can pose a significant threat to any enemy.

Peace Keepers are effectively a unit of characters. Few units in the game can match their combined abilities in combat. They bring a higher level of offense and protection to the CSO's force. Supported by a Major for Leadership, and a Sniper to add greater ranged threat, a Peace Keeper team can control their area of the battlefield with remarkable finesse.

Rangers are the smoke and mirrors of the CSO

force. Capable of infiltrating and moving to engage without risk, they are the deep cover agents of the CSO. Having a choice of short-range heavy firepower through a beam pistol, or the triple threat of a flechette pistol's special rounds, they give a mixed bag of capability the CSO commander can exploit. While Second Glance will not impact all missions, it becomes very powerful when appropriate. Having the ability to throw smoke should not be forgotten, nor should their ability to hack. Rangers can be hard to use effectively, but learning to use them well, however, can create serious problems for your opponent.

The 'Stomper' Class 3 Warbot is the most



powerful unit in the game. Matching the highest armor, having the highest BDY (surpassed only by the Toxic Zombie), and more wounds than any other model, makes them a fearsome threat. This is Rezolution, however, so the Stomper can die easily if poorly used. The Stomper carries multiple weapons, and can use them every turn. They cannot run, but are quick, and have good range for both weapons. The mini-gun poses significant risk while the pulse cannon adds an AOE attack with critical stun.

The Field Engineer is a significant element of the CSO roster. While not matching the Ghost or Yuurei online, the Field Engineer carries a remote board, has access to recon drones, the ability to control medibots and bomb-bots, and can repair equipment that has failed. Add to that resume the ability to use either an x-tec beamer or a flamethrower, and the Field Engineer is well worth the points.

The Field Medic is not a combat unit, but is both an excellent healer, and a controller for medibots. With the Ronin Fiddler being the only non-CSO unit capable of fielding bots, the CSO gains a significant advantage with the Field Medic.

Penal Troopers are the last unit currently published for the CSO. At first glance, Penal Troopers are either fodder, or a very mobile bomb, but they can be much more. While not great shooters, they are armed with automatic weapons, giving them the ability to force suppression tests. Using that ability to pin enemy units so their supporting Penal Legion Cyborgs can move to engage, makes them a greater threat. The bonuses from the Penal Cyborg's high BDY and Berserk ability makes getting them into close combat something the enemy can ill afford. High armor and BDY with Shrug-it-Off for the Penal Cyborgs makes stopping them harder while the Penal

Troopers are also causing problems. The enemy is left with a frustrating set of choices.

The CSO can field crews with a devastating array of firepower. While they fail to match some forces overall ability in close combat, they are unmatched in the amount of long ranged firepower they possess. Though their overall close combat prowess is less, a smart commander can utilize their inherent abilities to neutralize enemy assets. Adding Ronin to the mix gives the CSO commander an even greater array of choices to accomplish their mission.

The Central Security Organization stands ready to defend humanity from any threats, both internal and external. Let your crew be a barricade no enemy can breach.

The Dravani

The Dravani are an enigma: close combat units coming to a gunfight, but coming as a significant threat. Lacking significant ranged combat, they use their inherent unit options to control the battlefield, and give pause to any opponent.

The **Vassals** relationship with their Dravani masters is an important consideration for Dravani forces. While Vassals can be used to keep most Dravani in the game, they can be worth far more than that. Conversely, forgetting to protect your Dravani by Feeding can be a recipe for disaster. The **Dravani Human Form** is the third most expensive unit in the core rulebook, exceeded only by the CSO Stomper and the Brides of Lilith, and they are worth every point. Not expert shots, they carry dual weapons, and are solid in close combat. The rest of their stats, skills, and abilities make them formidable, and they increase the threat of all Vassals within range.

The **Executor** serves an important function in extending the range of Dravani abilities. Although this can work, they are capable of more. While weak in ranged combat, they carry one of the longest ranged automatics in the game. Suppressive fire is important to a Dravani crew, because it can pin down enemy units while the other Dravani close in, and an immobile enemy is soon a dead enemy!

The **Wraith** is one of the weakest hackers in the game. While not having the lowest HAK rating, they have the worst board currently in the game. That said, they still pose a hacking threat, can Sneak, and carry an SMG for direct or suppressive fire. Working online, they do well to work with friends. The Wraith comes at a good price for their abilities as the next hacker costs over 20% more.

Lektra Vassals have been treated only as mobile snacks by many players, but never forget the power of the Lektrasuit and Swarms. While average in CCA, Lektra Vassals come in packs, and each boosts their CCA and damage. A single six for damage can spell immediate doom for any opponent.

The Damned offer another option as Vassals. Only allowed with Baggers, they give up offense for higher survivability. The cheapest unit currently in the game, they function well to support the Dravani in maneuver and as the most cost effective target for Feeding.

Souless can be a dangerous unit for an inexperienced player to use, but a devastating unit in capable hands. Smoke and Swift make a terrifying combination, but while the Souless are good in melee, they are not elite so targets must be engaged carefully. A poorly supported Souless is usually a lost unit.

Baggers match reasonable firepower and good close combat capability with the inherent Dravani



abilities and the best armor in the game. Supported by the Damned, they become a horrific threat moving across the battlefield. One of two Dravani team options, they form a point intensive, but highly capable unit.

Shamblers are the second Dravani team option. Not incredibly fast on movement, they become very quick within charge range, and are one of the hardest units in the game to kill. To be effective in combat, they need numbers, which means they also work well as moving cover. They lack most Dravani abilities, but only the Stomper currently can take more damage.

The Brides of Lilith surpass the cost of the Human Form, and with good reason. Incapable of ranged combat, they are the only unit currently able to face multiple close combat opponents

good, and come in teams.

The Dravani do not have inherent heavy firepower, but have the capability to bring overwhelming force to close combat, which is where they excel. Adding Ronin gives them a firepower option, but it is only an option, rather than a requirement for an effective force.

The Dravani have fought to keep their existence secret for centuries, and there is good reason why so few people have found out about them.

Ronin and Mercs

Ronin give a player a force of potent specialists to bring to the battle. They combine strong close combat specialists with the best ranged combat specialists for a small, but quite capable crew.

without penalty.

While not as heavily armored as most Dravani, they are one of the few units with SAG 4. Swift to enter combat, they also pose the threat of the telepathic Twitch attack.

Volkoda are the current speed kings of the Rezolution battlefield. Another unit with no ranged attacks, they combine speed, SAG, BDY, armor, and Scout to become an excellent quick response unit.

While not elite status for CCA, they are

Mercs add both flavor and power to any crew.

The Maven is one of the most powerful offensive models in the game. Better than a Shootist, with additional weapon options, good in close combat, and having the highest REP stat currently available, make a formidable combination.

The Second brings a rare extra element to the table: a back-up model with both a REP above zero and Leadership in an individual. While not as good a shot as some Ronin, Keen Eye can offset the difference. Armed either with the long-range threat of an assault rifle, or less range with critical stun from a pulse gun, the Second should not be overlooked.

Shootists are the primary element of a Ronin force, and the only individual models available without restrictions. Simply average in close combat, the Shootist is a major source of accurate firepower for any crew they join.

Ghosts are the second most powerful hackers in the game. Not quite a match for the Yuurei online, they are more capable in ranged combat. Sneak combined with an SMG can be a potent combination.

Bricks live up to their name. One of the only non-Dravani models above BDY 3, the Brick is not the best shot, but can stay around to take several hits. Whether used for suppression, knock down, direct damage, or as a screen, the Brick is a unit to build on.

Fists are one of the best close combat units available. Add the short-ranged possibility of up to three hits with a Shuriken attack, and they gain flexibility.

Espers are not combat powerhouses, but they can add to the abilities of a unit, or reduce the threat of enemy units. Some powers give obvious help, but all of the Esper's powers can have significant impact if used well. Maneuverability is important



in Resolution and an Esper excels at influencing a crew's capabilities to maneuver.

The Fiddler is another Ronin unit that is not a combat powerhouse, but serves as excellent combat support. The Fiddler is the only current non-CSO unit with Handy, Controller, or access to recon drones, and the only unit that can purchase sentinel turrets. Add reasonable combat stats, a nice weapon selection, and good armor, and the Fiddler is very worthwhile.

Mercs are more restricted for crew selection, and players can currently add no more than four models to any crew.

The Shadow Assassin is a rare, renegade Dravani that will no longer serve the Dravani. Some Dravani abilities are no longer available, but the Shadow Assassin gains greater ranged combat ability and additional skills.

The Cardinal and **Sister Carmine** only come as

a matched pair, but it is a very potent pair. They are the only mercs that come with no restrictions on faction availability, and are two powerful Craft users with an excellent range of powers to both support friends and forestall enemies. Divinate is a powerful offensive ability that requires no success roll; Ignite is a ranged Craft attack that can start with an effective CRFT stat of 6; Quicksand is available from both models; Mental Blast is a powerful telepathic attack; Possession can let your enemies destroy themselves. Add Sister Carmine's Reliquary Amplifier to a force, and all friendly Craft users get a huge boost in ability.

The Emissary of the Empire is the only merc currently available as a single model. While limited, as most individuals are, they are unique amongst the current mercs. They refuse to work with Dravani or Vatacina personnel, which gives them restricted use, and while they are

Ron Cover...

I'm a retired veteran that's been active in gaming since 1978, playing multiple historical and science fiction board games as well as RPGs before adding the world of TTGs in the early 80s. Since then, the number of games and miniatures collected and played has taken over large areas of the house; a semester project is to actually catalogue the miniatures scattered through the house.

With a strong interest in military history, I've used gaming as a tool to teach my kids both history and tactics, and to develop opponents that are easy to find when I can play. The entire family plays, and includes some of my toughest gaming competition. Gaming is for fun, but I enjoy a hard fought battle that makes me think more than just pushing pewter, which is one of the things I've really enjoyed about Resolution. Resolution gives me a fun setting with a solid mechanic that allows games to be decided by a player's tactical skill rather than just army selection or rules oddities.

Locally, I teach people to paint and play through some of the stores in the area. Online, I bother people on several forums as Gimp.

close combat specialists with good close-ranged capability, they also carry the strongest damage elimination potential in the game with the Scarab Shield.

Captain Doyle is the only model currently in the game whose combined RCA and CCA stats total 8. Another merc with no liking of the Dravani, he

is willing to work for any other faction. The only other model currently reaching REP 3, Captain Doyle matches the shooting prowess of the Maven. Although he is not quite capable of matching the damage dealt by the Maven, he can more than match his skill level. While his Luck holds, Captain Doyle can be a significant addition to a

crew.

Ronin are an elite force, able to fight outnumbered and win. They can hold an edge in activations that can be used to offset their lack of numbers, or join together into massive firepower teams. Mercs add unique styles of power and capability that give a force commander even greater diversity on the

battlefield.

Ronin are the 'wave men' and Mercs have always been willing to ride the waves of chance. Let your force wash away the opposition and bring victory.

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GET IN AND GET OUT!

An assignment by Punkrabbitt

Two gangs and one hard-point terminal full of very lucrative information, tucked away in the office of a nondescript warehouse.

A stage set for street warfare, burglary, and hacking all rolled into one ugly confrontation.

Briefing:

Two gangs have both been sent to retrieve data from a HPT in a warehouse office. With both arriving at the same time, they must each hold off the other gang while breaking into the warehouse and being first to retrieve the data.

Each gang must try to get their Hacker into contact with the HPT and download the data, and then get the data off the playing area through their own deployment zone.

The gang to get the most data off the playing area

wins the assignment.

This assignment is designed as an introductory game. It should be played only with the Starter box sets, or Shadow War.

Objectives:

After connecting, each turn that is spent hardwired to the HPT allows the model to download and erase one unit of data. Because the HPT is not connected to the main Grid, a model must actually be in contact with it in order to connect and download the data.

Set-Up:

This assignment is designed as an introductory game set on a 2'x 2' game board with urban scenery. The center of the board should be dominated by a warehouse with entry points set at equal distances from

both deployment zones, and an interior office whose entrance is set at equal distances from the warehouse exterior entry points.

Gangs are deployed in opposite corners of the playing area in an area 6"x 6" with one corner defined

by the corner of the playing area.

Game Length:

Unlimited

Special Rules:

The entrances to the warehouse are neutral systems with a Target Number of 8. The office entrance is a neutral system with a Target Number of 9. All doors can be hacked at the distance defined by the range of the remote board being used, and can also be attacked in ranged combat, targeted as if firing at a prone model. They will take automatic hits in close combat, and have BDY 5, damage 4, armor 1.

The HPT inside the office is a passive system, but is only accessible to models in contact with it. The HPT has five units of data that can be downloaded. One unit of data can be downloaded per turn by a hardwired model.

Punkrabbitt has been gaming since the early days of Dungeons and Dragons in the late '70s, and began TTGs in the late '80s. He has managed to lie and con his way through the staff of many companies, and finally got a real gaming job as a developer for Dark Age Games. He currently resides in Las Vegas Sin City USA.

(If there are any hot gamer chicks reading this, he is still single!)



THE OUTPOST - A BATTLE REPORT

By Tony Kenealy

"Approaching Devil's Rock now, touchdown in two minutes." The voice came over the comm. link, clear and crisp.

"Okay, get ready. Lets get in, get the data from the chip and get out without any flak. This should be clean, no trouble. If we get there before Hitomi and his cronies, all the better, if not there's a 100-credit bonus to the one who takes him down." Zodiac looked around at the smiling faces of his crew, they wanted revenge on Hitomi since their last run-in. Even Cullet seemed to be smiling, no mean feat for a Stomper; sentient or not, metal does not lend itself to smiling that well.

The rocking motion of the transport stopped abruptly - it was time. Zodiac signaled the crew to move out. He took one last look around, the pretence of making sure nothing was left behind did not mask the feeling that this would be the last time he saw the old transport.

With one last look, he swung around and followed his crew.

"Zodiac's transport is down, sir, they should be coming from the south, beyond the rocks."

"Good. I'd hoped he'd be the one sent to get the chip. This is our chance, take the chip and take out Zodiac at the same time." Hitomi smiled, this would be a good day he could feel it. It was time to prove himself again.

Briefing:

The Outpost is a 1000pt battle. A race to retrieve data hidden on a computer chip, located in a system connected to a communication tower on the remote

settlement called "The Outpost". Both parties have been sent to retrieve the data, but past history between them calls for the need to take out their rival's leader once and for all.

Recommended Points Value: 1000 per side

Play Area: 4' x 4'

Objectives:

The primary objective is to retrieve the data from the closed system and take that data off the table. The data terminal is a neutral system with a Target Number of 10 to hack in and retrieve D3 points of data. A total of 5 points of data needs to be downloaded. To win, you will require all 5 points of data located in the chip.

Due to the intense rivalry of crews in this region, there is a secondary objective - assassination of your opponent's leader.

Set-up:

The Outpost is a frontier town, sparsely populated, and in a harsh landscape where even the criminals walk in pairs for fear of attack. A desolate town surrounded by a barren wasteland. The board should be set up with run-down buildings, broken-down vehicles, a few ruined walls, rocks fields and general debris. You will need to find something to represent a communication tower where the system containing the data chip has been hidden. This should be placed somewhere between the two opposing sides.

For this report, the board was set up to represent the outskirts of The Outpost with barren rock fields further out. There were three buildings placed on the northern end of the table and a ruined vehicle to

the west of town, with some ruins in the center. This set-up gave one side the advantage of starting in the town. The communications tower was placed on the east side of town, next to a run-down shack. To the south, two rock fields were positioned, through which one side would enter.

The Ronin crew

958 Points

Team 1: Zodiac the Maven, Brick and Fist = 162 Pts

Team 2: Fiddler, Stomper, Brick and Fist = 227 Pts

Team 3: 3 Shootists = 147 Pts

Team 4: 3 Shootists = 147 Pts

Team 5: 3 Shootists = 147 Pts

Team 6: Esper and Ghost = 64 Pts

Team 7: Esper and Ghost = 64 Pts

The APAC crew

984 Points

Team 1: Hitomi, the leader = 71 Pts

Team 2: Arashi Female = 63 Pts

Team 3: Arashi Male = 63 Pts

Team 4: 2 TADS = 126 Pts

Team 5: 1 TADS = 63 Pts

Team 6: Enforcer Lt. and 4 Enforcers with pistols = 126 Pts

Team 7: Enforcer Lt. and 4 Enforcers with shotguns = 126 Pts

Team 8: 6 Ninjas = 282 Pts

Team 9: Bishoujo Senshi = 38 Pts

Team 10: Yuurei = 26 Pts

Let Battle Commence...

APAC were forced to set up first, choosing to take positions in the north, using the buildings for cover. The Ronin set up to the south, using the rock fields on both sides as cover, with the three Shootist teams spreading out to cover both table edges and the center along with the Stomper's team.

The Ronin won the control roll and chose to go first. The Shootists in Team 3 ran along the eastern edge passing the rock fields towards the run-down shack and the communications tower. The single TADS at the west of the town jumped over the building in front of him and took up a defensive position behind the car wreck. The Ronin continued heading towards the communication tower and its coveted data chip by running the Esper and Ghost behind the Shootists, effectively putting three Shootists and the run-down shack between the all-important Ghost and the enemy.

APAC seemed to be strengthening the western side of town, as the Ninja ran out and joined the TADS by the car wreck. Maybe the sight of the Maven behind the rocks had stirred up some hatred, blinding them to the primary goal. The Ronin had seen this and ran the Shootists in Team 4 down the center, to take up position in the ruins, poised to move either east to the tower or west to take out the Ninja. From behind the building came a flash of light as the female Arashi failed to Ride the Storm, but managed to protect herself with her Storm Shield.

With a TADS hiding behind the car wreck, the Shootists on Team 5 made a run around the rocks to the west and moved towards the TADS. Maybe they thought it was their secondary target, or perhaps part of the master plan, to create a pincer between two three-man Shootists' teams with the TADS and Ninja in the middle of the crossfire! With a gust of wind, the male Arashi successfully cast Ride The Storm and moved to the top of the central building, but unfortunately he failed to activate his Storm

Shield, leaving him vulnerable to attack. The second Esper cast Jaunt and transported himself and the Ghost to the center of the rock field to the west. The Bishoujo Senshi emerged from behind the eastern building and ran towards the communications tower and the run-down shack. APAC are not going to make getting the data easy for the Ronin. The Maven and his team decided to move forward behind the Shootists circling the western rocks. The male Arashi, vulnerable without his active Storm Shield,



seemed to be safe for now. Hitomi, in a less than heroic move, darted between two buildings and hid - he wasn't taking any chances!

The male Arashi was too good an opportunity to miss as the Stomper and his team moved down the center, angling towards the Ninja, but keeping the Arashi in their sights. Only the Stomper could take the shot. Both the pulse-gun and the mini-gun missed. The Arashi was lucky to have come out of that unscathed. Meanwhile, over by the communications tower, the Yuurei had made a run towards the data chip,

confident that the Bishoujo Senshi could protect her. The two TADS in Team 4 jumped up on the roof and joined the male Arashi. With the Ronin all positioned across the battlefield, the two enforcer teams now moved out from behind the central building, the pistols to the east heading towards the communications tower, and the shotguns on the west moving towards the Ninjas and the single TADS. The second turn started with the Ronin trying to take the battle to APAC with some decisive moves. First

the Stomper moved forward towards the Ninja. If it could bring the powerful guns to bear, it hoped to be able to take them down. First it must spot them, but disaster - he fails. Without the Ninjas as a target, the Brick, who hadn't followed when the Stomper moved forward, but stayed in touch with the Fiddler and Fist, attempted to shoot the male Arashi, still without his Storm Shield. He missed, a harmless deviation. With the Stomper within range, the Ninjas charged forward, blades flashing as they swarmed all over the metal monster. The first attack just wounded, but the

second was disastrous as the katana caused critical damage, slicing through to the interior working of the Warbot who went down in a shower of sparks. Seeing an opportunity to avenge the death of the Stomper, the Esper who had been hiding in the rocks with a Ghost, charged the Ninjas and the Ghost was forced to follow. The Ninja tried to Flip, but failed as the Esper gathered all his Craft powers and cast Volcano, or tried to. The feedback of the critical failure wounded the Esper. The Ghost was vulnerable as he attempted to engage a Ninja in close combat, a brave but rash move. He failed and was wounded and fell down stunned in a bloody heap on the ground. Things are not going the way of the Ronin!

The male Arashi, attempting to Ride the Storm again, failed, but this time, luckily for him, he did manage to activate his Storm Shield. It looked like he wasn't

going anywhere, but again luck seemed to be on his side as the Ronin are too engaged in a viscous battle in the center of the battlefield to worry about him. The Shootists in the ruins, desperate to avenge the death of the Stomper and desperate to turn the battle to their favor, brought the full power of dual smart pistols with Snap Shot on the Ninjas. The first Shootist only hit once, but managed to cause three wounds on the Ninja leader. The second finished off the leader while the third killed another Ninja. The Ninjas lived up to their nimble reputation, managing to dodge a barrage of shots and pass the morale test after the loss of their leader. At least the Ronin had managed to make their first kill.

Over by the communications tower, the Bishoujo Senshi moved towards the shack, taking a shot at the nearest Shootist with her flechette. Unfortunately, she

missed. The Shootists team lurking behind the ruined shack had a choice. What was the greater threat to the Ghost - the Bishoujo Senshi or the enforcers? It was deemed that the enforcers posed the greater threat through sheer numbers, so they moved out to Run'n'Gun and Snap Shot the enforcers. The shooting did not go well for the Ronin, as only three shots actually hit the target, only killing one. On the opposite side of town, the Shootists attacked the single TADS behind the wrecked vehicle. Using Run'n'Gun and Snap Shot, they managed to kill the TADS, although unfortunately it was not Hitomi, the prized secondary objective. Even in the face of losing a TADS, APAC still managed to taunt the Ronin as the phrase "sucks to be you" was heard drifting across the battlefield. Sensing that the Shootists had left themselves exposed after taking out the TADS, the enforcer team with the shotguns moved out from behind the vehicle. Unfortunately for the enforcers, the Shootists had carefully kept out of range and only one shotgun shot could be made, stunning one Shootist and wounding another.

Now it was time for the female Arashi, who so far had failed to make any impact on the battle, to come into the action. After a successful Ride the Storm, she moved over the building and attempted to arc into the Shootists who had taken out the TADS. The arc managed to hit the first Shootist, but unfortunately caused no damage and fizzled out. The Ronin now saw their chance to take out the Arashi in front of them, and the Maven, Brick and Fist ran towards her. The Maven attempted Run'n'Gun and Snap Shot, but unfortunately missed with every shot. This battle was really not going well for the Ronin!

Meanwhile, in the center of the battlefield, the TADS who up until now had been flanking the male Arashi on the rooftop, jumped down and attacked the Shootists in the ruins, wounding one of them. The Esper crouched behind the ruined shack, saw the prized target in range and attempted to Jaunt



with the Ghost to the tower, but unfortunately she failed and they did not move. Now it was time for the enforcers with the pistols to prove to the Shootists that they were right - the enforcers were the greater threat as they moved forward and opened up. As the dust cleared, two Shootists were dead and the third panicked and fled. With the Shootists dead or running, the Yuurei moved in on the tower. Hitomi finally came out of hiding, jumped to the top of the building, and passed a leadership test to take a shot at the Maven. He took the shot, but it appeared that not only his actions, but also his shooting were less than heroic, as he missed.

The third turn started with the Ghost bleeding out from the wounds inflicted by the Ninja, but, to the relief of the Ronin, the fleeing Shootist successfully rallied and readied his return to the battlefield.

On the western battlefield, APAC seized the opportunity to cause some major losses to the Ronin as the enforcers moved out from the ruined vehicle to bring the full power of the shotguns to bear with devastating results. Two Shootists were killed, and the Brick took wounds, as did the Maven, who managed to stay in the fight despite being close to death. The Ronin tried to retaliate as the Maven, Brick and Fist charged into the shotgun wielding enforcers. In a flash of movement, the Fist delivered a killing blow to the first enforcer and using Flurry, moved through to another, who unfortunately managed to wound her. The Maven moved in to attack the Enforcer Lieutenant, bringing his Snap Blades to bear, but missed and was on the receiving end of a fatal attack from a katana. The Maven went down securing the secondary objective for APAC. The Brick valiantly fought on, as he shrugged off a blow from one of the enforcers. He kept the rest of the team, which now only consisted of the Fist, together for the rest of the battle with a critical success to his morale. Even after the death of their leader, no one should have underestimated

the resolve of the Ronin to fight on despite the odds. The last Shootist managed to fire all his shots into the shotgun wielding enforcers, cutting down the Lieutenant and forcing the whole team to flee, allowing the Brick and Fist to get some free hits as the enforcers turned and fled from combat. Despite the loss of their leader, it was a small victory to the Ronin

The Ninjas, still pumped up from their removal of the Stomper, moved in on the Ronin occupying the middle of the battlefield, killing the Esper and wounding a Shootist in the ruins. It was not as successful as they had hoped, having left the Fiddler, Fist and Shootist alive to fight back, which they did as they charged into the battle. The charge did not go as planned. The Fist took three wounds even after the use of Ward to pump up her armor. The Fiddler charged in, but unfortunately the Ninja was ready and managed to cut him down with ten wounds taken, and the Fiddler was not walking away from that fight. The Brick failed to do any damage, but still survived. The last two surviving Shootists charged out of the ruins to attack the Ninjas, but failed to do any damage.

Meanwhile, over by the tower the enforcers moved in to neutralize the Shootist that was ready to move back into combat. With two shots each from the dual machine pistols, the Shootist came under blistering fire, going down stunned, and then died as another shot struck home as he lay bleeding and unconscious on the floor. Now the Ghost was totally exposed and the Bishoujo Senshi fired poison darts, wounding him. Despite the poison, the Ghosts managed to hack into the tower and download two points of data while the Esper attempted to cover by shooting at the Bishoujo Senshi, a shot that missed its target. Despite successfully downloading the data, things started to look even worse for the Ronin when the male Arashi moved towards the tower, Riding the Storm successfully on his second attempt. The last moves

of the battle cement the win for APAC as Hitomi at last managed to successfully enter combat by taking out the already wounded Brick on the western side of the battlefield, and the Yuurei moved in for the kill on the Ghost, who was prone and vulnerable while wired into the data port. A decisive victory to APAC as Zodiac's crew is totally devastated.

Debrief:

Basically things started to go wrong for the Ronin when the Stomper went down at the beginning of turn two, as losing so much firepower really hurt. A brave, but rash move by the Esper in retaliation left the Ghost and Esper vulnerable to the close combat skills of the Ninja. The Ronin fought on, taking the battle to APAC on three fronts, but they never seemed to be able to get back into the battle. Excellent positioning of the APAC enforcers helped to bring the teams' firepower where it was needed and Ronin began to go down on all sides under such a devastating attack. APAC did not have everything their own way with lots of Craft powers fizzing out from the Ronin, although to no effect. Hitomi, the less than heroic leader, managed to stay in the game, mainly by hiding behind the buildings, which made completion of the secondary objective by the Ronin extremely difficult.

It was a very interesting battle with each side fighting hard for control, and a very enjoyable game -1000 points per side of Rezolution carnage taking one and a half hours - time that this small outpost will never forget!

SUBMISSION GUIDELINES

Data Dump is not only content we provide to supplement Rezolution products, it is intended as a collaboration with the Rezolution gaming community. We are pleased therefore, to accept contributions from outside of Aberrant Games.

What we are looking for:

Battle Reports: Share with others how your battles played out. These can be fictional, turn-by-turn descriptions, or even just a straight report on how the game played.

Assignments: Games you have created to test your friends. Please include as much detail as possible and make sure that everything is clear: the objectives (primary and secondary if relevant), the winning conditions, any special rules such as door system target numbers etc. The more detail the better - remember the people playing your assignment do not have you to ask how it should be played.

Articles: Anything Rezolution is allowed including tactics, force building, etc. Please note that any house rule type articles, if published, are not deemed as official rules.

Fiction: Short stories using characters and situations you have created. Named characters from official Rezolution products should **not** be used. Short stories should be 3000 words or less. If you have something longer, please contact the submissions email with a synopsis of the story before submitting.

Submissions must be original, never previously published, and must not violate the rights of any third party.



How to submit:

Submissions should be included in the text of an email (no attachments, please) sent to the email address below. Our editors will format accordingly. Please include your full name on the submission. Submitting to Data Dump does not guarantee publication.

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FAQ

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

A controller may hack another player's 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 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 while using that weapon, they may no longer use it.

Energy Weapons: Any weapon or Craft power that causes 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 classified as robots that have caught fire continue to activate as normal. They must still check for damage during the control phase as per the normal fire rules until the fire goes out or the model

is destroyed.

Forest and 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 a model trying to look in. These types of environment 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), but a roll of 2d6 must still be made to check for critical failure. If a critical failure does occur, follow the critical failure rules as laid out on page 47 of *Rezolution: A Dark Tomorrow*. Grenades cannot be used with the Run 'n' 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 do so. 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 do so.

Line of Sight and Hidden Models: Models that are hidden and cannot be targeted do not block line of sight 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 undetectable as possible.

Medics and Medi-Bots: These models cannot heal models that are classified as robots.

Morale: Teams make take morale tests as a whole team. Morale tests 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 mono-blades entry for the Ronin Second states that it does 4D6 damage. But, the mono-blades entry for the Dravani Human Form states that the weapon does 4D6 P2. The stats for each model are correct. Some weapons may appear the same, but 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 model's attributes becoming modified due to damage.

Nearest Target: Models that are stunned are not an immediate threat and may be ignored when 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 p.52 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: A 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 and Abilities

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 use it 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 with 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. Although they may have temporarily mastered their fear, it is still lurking

underneath 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 is 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 player's crew.

Run 'n' Gun: A model must complete its move before firing its weapon.

Smoke: Models with this ability may ignore terrain and terrain effects, thus they are able to charge 'through' terrain if they want, 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 him (where armor matters).

Small Arms List

Smart Pistol
Heavy Pistol
Machine Pistol
9mm Pistol
SMG
Hammerhead Assault Pistol
Beam Pistol
Flechette Pistol
Snipe Pistol
Soft Pistol
HV-ATU Inteli-Gun
Sawn-Off Shotgun
Hypo-Gun
Mini-Crossbow (counts as a pistol)
Machine Fist

Rezolution: A Dark Tomorrow - Errata

p.31. The CSO Trooper crew allowance should read: *Crew Allowance 0 + Team Allowance 4-10*

p.38. Prone Models should read: *Prone models within 1" of cover are considered hidden and cannot be spotted unless the attacker has direct line of sight.*

p.80. Quick Reference Sheet
Spotting hidden models should read: *Enemy models*

are automatically spotted if a model is moved within 6"

p.105. Shootist
Model type: Independent

p.107. Ghost
Model type: Independent

p.111. Fist
Armor should read: *0*

p.128. Peace Keeper Major
Crew Allowance should read: *0-1 per CSO Peace Keeper Team*
CSO Peace Keeper Team Attachment

p.150. Lektra Vassal
Class should read: *Human*

p.155. Baggers
Surgical Tools Special should read: *Model receives additional damage dice on the damage rolls of a 5 or 6, instead of just the usual 6.*

p.166. Arashi
Crew Allowance should read: *0-4*

p.196. Skills and Abilities
Built for Battle should read: *When this model rolls for fatal damage on the 1d6 roll of 3-6 it remains in play; on the 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.*

p.199. Skills and Abilities
Presence should read: *Vassals within 6" of a friendly model with Presence are immune to morale-based NRV tests, including suppression tests.*

p.200. Skills and Abilities
Twitch should read: *12" ranged attack against opposed NRV tests. If successful target model takes 3d6 damage (no armor modifiers allowed) Model is also stunned.*

Data Cards

Arashi – APAC Data Card

Crew Allowance should read: *0-4*

Baggers - Dravani Data Card

Presence should read: *Vassals within 6" of a friendly model with Presence are immune to morale-based NRV tests, including suppression tests.*

Dravani Human Form - Dravani Data Card

Presence should read: *Vassals within 6" of a friendly model with Presence are immune to morale-based NRV tests, including suppression tests.*

Marshal – CSO Data Card

Crew Allowance should read: *0-5*

Stomper - CSO Data Card

Built for Battle should read: *When this model rolls for fatal damage on the 1d6 roll of 3-6 it remains in play; on the 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.*

Souless - Dravani Data Card

Presence should read: *Vassals within 6" of a friendly model with Presence are immune to morale-based NRV tests, including suppression tests.*

Wraith - Dravani Data Card

Model Class should read: *Cyborg*

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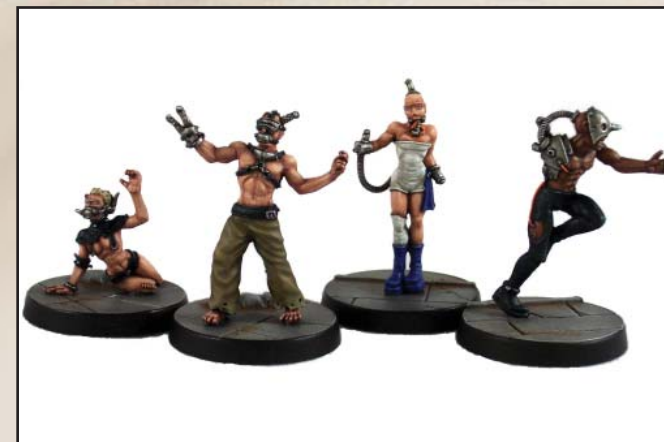


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