ABER ANT games

REZOLUTION

Contents

Plotting the Future

A new year is upon us. All the Holiday decorations have been forced back into their boxes and stored in the garage for another year. The Holiday candy has been eaten, and the long wet winter months seem to be dragging on forever and yes, believe it or not, it has been very wet here in San Diego. Last month Simon posted the Aberrant 2007/2008 review where he talked about the year just gone and a hint at the year ahead. So rather than repeat what was said there, I thought I would take this chance to talk about the future of Data Dump.

With the release of Data Dump 3, we want to start a more regular schedule with the plan being to put out an issue every month starting in March. The issues may be smaller, but they will still be crammed full of Rezolution excitement. And it will still be free to download!

The intention for Data Dump was always for it to be your magazine. Granted, we would use it for promotional purposes and contribute articles highlighting new models etc., but what we really wanted was contributions from you, the players of Rezolution. As you will see, many of the numerous articles we have received have been included in this issue. But we need more…

On the www.aberrantgames.com website, in the Rezolution download section, you will find the submission guidelines. Take a look, and start crafting your battle reports and assignments today; we want to see them. The future of Data Dump is on your hands!

So now let's see what we have in store for this bumper New Year issue. There are three assignments for you to try out, an article about posing the Iron Man, as well as info on building a Dravani Army and a Ronin versus Ronin battle report. We now also have Bryan on board, and he is outlining the Official Aberrant Games Tournament rules for in-store tournaments and conventions, along with the schedule for the tournaments to be held at Origins 2008.

And the other big question is…Who are "The 61st"? You didn't look at the cover? Ok, go and look now. The 61st are the subject of an ongoing story that will appear in each issue of Data Dump starting with issue 4. When the tough get going, the 61st will walk right in and finish the job! All the factions have a confidential file on this elusive CSO unit, although most files will be very thin. And you will have to wait until March to learn any more…

Tony Kenealy
January, 2008

Vatacina Guard Captain

ABG7003

Vatacina Guard

ABG7002

Broken Arrow
By Marcel de Groot

Mission Briefing:

A plane with a revolutionary guidance system has crashed in the wastelands. Obviously, the data core of the onboard computer is a valuable commodity. Also onboard are some explosives that could cause a threat to the general public.

Recommended Points Value: 500

Play Area: Preferably 4′ x 4′. If using a rectangular table, players enter from the sides furthest from each other.

Objectives:

Primary objective: Download 3 chunks of data from onboard computer. Hacker needs to be hardwired. On a successful HAK attempt, 1D3 of data is downloaded. A minimum of 3 data chunks need to be downloaded and each chunk is worth 1 Victory Point

Secondary Objective: Secure explosives. Each bomb is worth 1 Victory Point. It takes 2 people to carry up to 2 bombs (but 1 person cannot carry 1 bomb!). No running while carrying a bomb is possible.

Possible reasons to engage in combat over the objective:

Dravani – do not want others to possess the data.

CSO – want to make sure the area is safe and prevent the theft of explosives.

APAC – want the technology!

Ronin – Someone is going to pay (us) for this.

Set-up:

Set up as an external area (bushes, rocks, trees etc, maybe a single small building) with the crashed plane in the center. The bombs are scattered around the plane (more or less even distribution). The cockpit counts as an HPT (Passive system, HAK roll of 10), and cannot be remotely accessed.

Additional Rules:

Unacceptable losses: If either team is reduced to 50% or less of original strength, they will withdraw resulting in the automatic victory of their opponent (who now has sufficient time to download the data uninterrupted)

Bombs go boom: Any model passing within ½″ of a bomb has to roll 2D6. On a critical failure, the bomb explodes. Once this test is made, the model can stay close to the bomb. It is possible to detonate the bombs by ranged fire or close combat. As the bombs were secured during flight, only critical hits will detonate the bomb. When close combat occurs within ½″ of a bomb or when carrying away a live bomb, a roll is made once every round.

The bombs can be disabled by a hacker (remotely or by plugging in, Passive system, HAK roll of 10). A critical failure will detonate the bomb. Please note when plugging in, a separate roll is made to get close enough.

Damage: Small bombs – use 1″ template; medium bombs – use 3″ template; large bombs – use 5″ template. Damage as for normal grenades.

Notes from author:

We tested this assignment on a 3′ x 4′ table with 500 points each side, CSO vs. APAC.

APAC managed to defuse 1 bomb, but the Yuurei was garroted by a CSO Ranger while downloading data from the cockpit. APAC won the day when a lucky shotgun volley from an enforcer group wiped out half a CSO Trooper squad, a Sergeant and the Medic with Medibot, allowing their second Yuurei to finish the job. The plane used is the Games Workshop wreck from the 40K starter box.

About Marcel de Groot…

I'm a chemist when I'm not wargaming or role-playing. I am the treasurer for the Deal Wargaming Society (Deal, UK) where I have a great opportunity to try out many wargames. My favorites are Rezolution (obviously), Dungeons & Dragons 3.5, Mordheim, and NeverWinter Nights (1 & 2)

REZOLUTION

:>OUTBREAK_

SCIENCE FICTION MINIATURES COMBAT

- NEW FACTION
- COMPLETE CAMPAIGN RULES
- 20 STORY BASED MISSIONS
- NEW WEAPONS AND GEAR
- ENVIRONMENTAL EFFECTS
- NEW CHARACTERS
AND MORE!

WELCOME TO 2176
AND THE OUTBREAK OF WAR

Dynamically Posing an Ironman
By Chris Passeno

Materials and Tools Used:

Jewelers Saw	X-Acto knife
Micro files	Zap-A-Gap
Zip Kicker	Pin vise with a #68 bit
Paper clips	Dremel
Side Clippers	

For the base, I used some 60 grit sandpaper, diamond plate plasticard, two sizes of tube plasticard, and some thin bar plasticard.

Inspiration:

When I get a model, one of the first things I look for is how I can convert it to a different pose. In my opinion, so long as it's not difficult, why not make it unique. When Aberrant came out with the Iron Man and his brother the Hammerer, I had to get them. When they arrived, I took all the pieces out, cleaned up the flash and laid them out so I could get a good look at them. Then I started holding pieces in their correct spots and imagining how I wanted them posed. I envisioned him running from cover to cover, blanketing his flank with suppression fire from his MG.

I was having a hard time getting the stock pieces to conform to a dynamic pose, so I looked over the pieces again. The model comes in 8 pieces: Head, Lft. Arm, Lft. Leg, Rt. Arm, Rt. Leg, Torso, MG, and Shield. So I looked over each piece with the idea of cutting it apart for reposing.

The easiest way to make a figure dynamic is to twist the torso. The next easiest is to take the model off its center of gravity. Keep in mind that doing this will cause the arms and legs to reposition.

cuts were to remove the arms from the shoulders. This would allow me to freely position the arms into whatever pose I wanted. Then I got the idea of him reaching out to grab something, so I cut off the right hand. This allowed me to turn it parallel to the ground.

In the photo above, I also pinned each joint. I'm a big fan of pinning. I don't have the dexterity or the patience to hold something till the super glue cures. By pinning the joints, I can put it in position and hit it with some accelerator to instantly cure the glue. I wanted him to look like he's been in some rough scraps, so I beat up his shield.

Making the Cuts:

The first cut was to separate the upper torso from the lower torso. This would allow me to twist the torso. The next

I used an X-Acto knife to notch the edges and a pin vise with a couple of different size bits to put holes in the shield. Then I went back and cut some notches in a few of the holes

for some irregularity. The key to making something look beat up is to be random. If there was even spacing between marks, it would look fake, but if you use several size bits, the holes are different sizes.

We can rebuild him…

Putting him together became a challenge. I decided to assemble him in two parts, the lower half and the upper half. I was on the fence about the legs. I debated cutting them up and repositioning them, but after doing that, I would have to break out the Procreate Epoxy Putty and sculpt things back into looking right and fill in the gaps. That was entirely too much work, so I left them stock.

I build from the ground up, so I drilled a hole and put a decent length of paper clip in the left foot. To hold the pieces while I work on them, I insert that pin into a hole drilled in a mouthwash cup/lid.

Like I said before, I tend to pin everything. The little bulbs used to attach the arms and legs to the torso just didn't work for me. I couldn't pin through them. I tried, but they kept ripping off with the torque of the pin vise. So I pinned them. I ended up drilling through the cups and out the other side, which isn't a bad thing. The design of the Iron Man hides those kinds of issues.
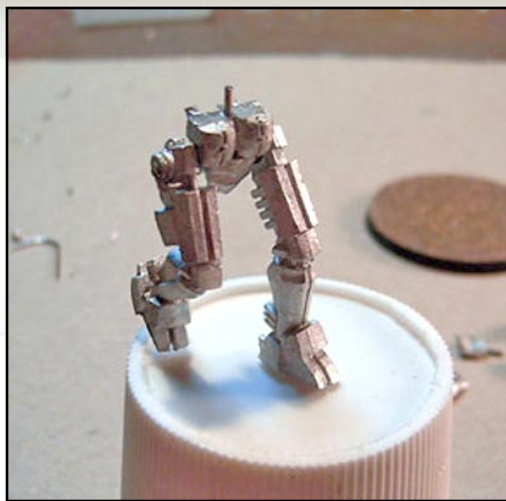
By assembling the legs and the lower torso without glue, I was able to position the lower half exactly how I wanted. I put the left foot flat on the ground, the lower torso slightly pitched forward, and the right leg with the tip of the foot not barely touching the ground.

With the lower half done, I put the upper torso on the lower, but didn't glue it in place. Now I could build the upper half and still play with the positioning.

Next came the right arm. I pinned the shoulder and shifted the arm attachment outward. I glued the arm with the elbow outward a bit, so it looked more natural. Then I put the right hand on, parallel to the ground,
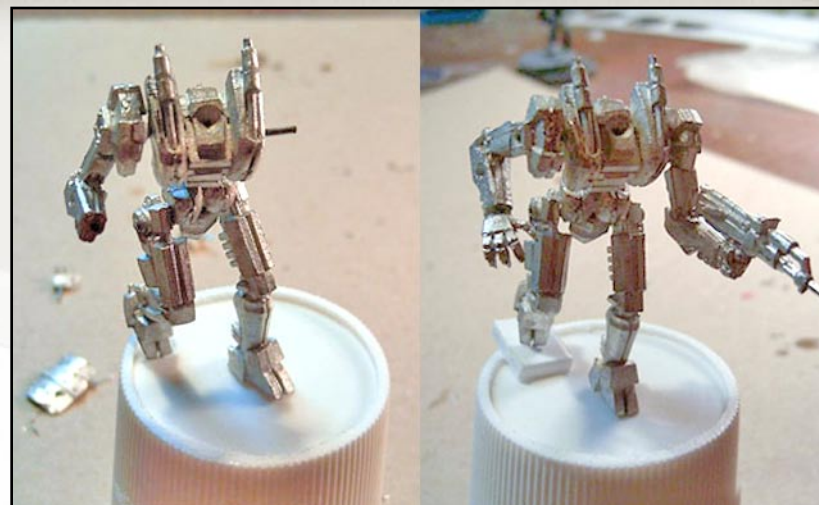
Putting the left arm on was just as easy as the left. I shifted the elbow outward a little on this side as well. I'm not a fan of the MG being mounted on the shoulder. I like the idea that the MG is just like any other MG - held in the hand. To make this happen, I clipped off the mount and filed it flat against the body. Then I pinned a "grip" to the underside of the MG. I also tend to replace barrels on guns with paper clips because of the malleability of white metal on long thin objects. So I clipped the exposed barrel off and pinned in a new one. To attach it to the right hand, I drilled straight down through the fist and slid the grip in. A spot of glue and some accelerator and it was in place.

Next came the head. I turned the head to point slightly toward the left. You always want to point the head to where he's shooting. It's just natural.

The battered shield was glued on the right arm with the curved portions on the top and bottom. I like it running the length of the arm in this pose. Finally, I glued the upper torso to the lower torso in a suitably dynamic twist and applied a spot of glue to each of the joints to fill in the gaps. I use the "thick" version of glue as it fills in gaps nicely. You can even fill in a big space by putting a drop of glue in the crevasse and hitting it with some accelerator to harden instantly.

Better, Stronger, Faster!

Pin it to a base made with some 60 grit sandpaper and plasticard, and it's finished!

About Chris Passeno…

Though I've spent most of my youth moving from one place to another, I've been married to my High School sweetheart for the past 16 years and am the father of 2 boys.

My degree is in Commercial Art and I have been using a paintbrush for quite a while, but I've only been working on miniatures for about 2 years.

Easter Egg Hunt
By Tom Kiley

"Good Morning, this is Rosario Alverez of Global Nine News reporting. At 3:17am local time, the Advanix Corporation's research facility in northern Kazakhstan was leveled by an unexplained explosion. The Central Security Organization immediately closed off the area to a five-kilometer radius. No survivors have been reported yet. Fortunately the facility is remotely located south of Pavlador and the explosion occurred early in the morning at a time when the facility was believed to be minimally manned. Satellite photography shows there to be nothing but rubble left of the building.

Advanix spokesman, Gregor Zhukovski, has stated that the extent of casualties is unknown at this time and that Advanix is cooperating with the CSO in containing the facility. He would not comment on the facility's activities at the time of the explosion. When questioned whether this was an act of terrorism or corporate sabotage, he stated that he would not speculate until further evidence has been found. CSO Spokesman Ian MacAl..bzzt…."

Reaver switched off the newscast and turned to his crew.

"There's got to be something in that facility worth something to somebody. Advanix has been on the verge of a breakthrough and nobody has been able to crack that facility…until now. I want to be in Kazakhstan by tonight." He turned to his Ghost, "Digits, jack in and get me everything on that facility. Also, patch us in on a real-time link to that satellite; I want to know where the CSO goons are when we show up."

Elsewhere, aboard CSO Ark 1004 in geo-stationary orbit over Kazakhstan.

Marshal Redman slammed his fist down on the intercom. "Dammit, I want that satellite jammed! It's bad enough the morning news has splashed it all over the Grid. Nobody's going to believe the chemical spill story now. We're going to need to double the manpower just to contain this thing." Turning off the intercom, he mumbled to himself. "This op has gone from bad to worse. Three months to get a man in there and before we could get the evidence to finger Advanix ….BAM! It all goes up in my face!"

After a short pause, the redness in the Marshal's face faded away and he hit the intercom button again. "Warm up a Barracuda and have Major Perkins and his team in the briefing room in five minutes." He switched off the intercom, "I'm going to have to salvage whatever I can out of this op before every newshound and scav show up to pick through the rubble looking for shiny trinkets to sell."

Assignment

Each crew is to search through the rubble for valuable data on the Advanix Corporation's research project. The data is kept on secure disks scattered throughout the rubble. Various crews will be fighting for control of this data as it could be used to implicate Advanix, assist a rival corporation's research efforts, or be destroyed to protect Advanix.

Crew Size:

Equal sized forces
800-1000 points (2 Player)
500-800 points (3-4 Player)
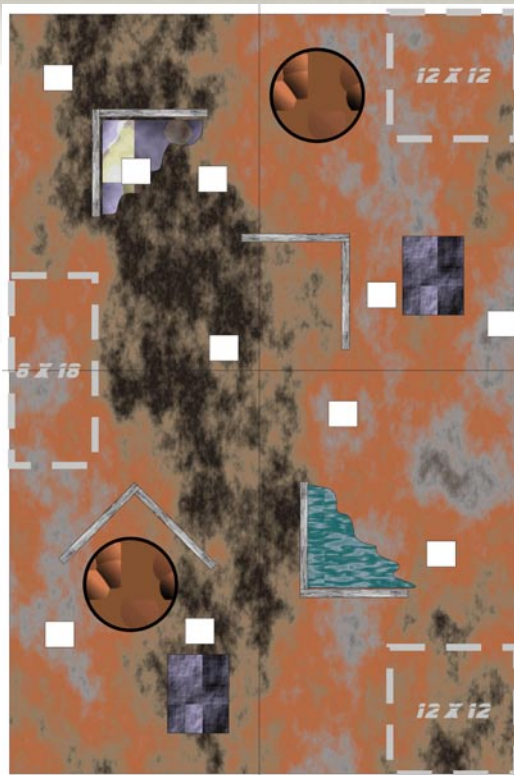
Deployment:

Play area: 4′ x 6′ to 6′ x 6′
2 Player: 12″ x 12″ corners on opposite sides
3 Player: two 12″ x 12″ corners and an 18″ x 8″ area centered on the long edge, opposite to the corner zones.
4 Player: 12″ x 12″ areas on each corner

Duration:

Game ends when a player successfully moves the last disk to their deployment zone and all of their remaining crew return (shooting your own crew to end the game earlier is not allowed). Victory Points are tallied at this point.

Victory Points:

Calculate the Victory Points according to the list below:

- d6x20 points for securing a disk within your deployment zone at the end of the game.
- add model points' value for each kill made on an enemy model
- add model points' value for each crew member returned to deployment zone at end of the game.
- subtract 2 x model points' value for each enemy model within deployment zone at end of game.

Set-up:

Assign terrain and deployment

zones; multi-level urban terrain is recommended.

Markers:

Make the required amount of markers listed below. Place them face down. After the terrain has been placed and deployment zones determined, divide the table into four different quadrants and identify them as quadrants 1-4. Each player takes a marker and rolls a d4 (or a d6, re-rolling a result of 5 or 6) and places a marker within the respective quadrant. The marker cannot be placed within 10″ of a deployment zone boundary line or from a table edge. Furthermore, the marker cannot be placed within 4″ of another marker; however it may be placed at an elevation near it as long as it is at least 2″ over/under the existing marker.

2 Player   (6 – Blank, 3 – Booby Trap, 6 – Disks)
3 Players (10 – Blank, 6 – Booby Trap, 8 – Disks)
4 Players (12 – Blank, 8 – Booby Trap, 10 – Disks)

Markers may be inspected by a model in base-to-base contact with it using an action. Upon inspection, the marker is revealed to all players (it's assumed that radio communications are monitored or inspecting models are just pretty loud about their discovery "Hey I found it!", "Nope, nothing here!"). Blanks are removed, the disk marker is kept with the model (it has picked it up), and booby traps are resolved immediately (see Booby Trap list). Models with Sneak who use an action to inspect a marker, loose their Hidden status. However, they regain it on the following turn, whether they are carrying it or not.

Upon revealing a disc, it is immediately picked up in the same action as inspecting it, by a model that is eligible to carry it. Models may carry as many discs as they wish.

A disk must be carried back to its deployment zone. However it is coated with Psicure, a special material that disrupts Craft-like powers. Models that carry it cannot be Jaunted or carried away using Ride the Storm. The disk is

simply left behind while the Jaunting model(s) are moved accordingly. Models with Smoke ability are also affected. The disk is simply dropped at the point the model passes through a solid object. Only models with hands can carry the disk. The Stomper, Trundler, Volkoda, Bombot, and Medi-bot are examples of models that CANNOT carry the disk. However, these models may inspect the marker like any other model. A disk cannot be picked up if an opposing model is in base-to-base contact with it and is not stunned.

A disk is dropped instantly when the model carrying it is engaged in close combat, is stunned, knocked prone (voluntarily going prone is okay), or is killed. The disk marker is placed in base contact with the model that was carrying it, player's choice.

Once a disk is dropped off into the player's deployment zone, the value of the disk (Victory Points) is calculated as in the Victory Points section above.

Booby Traps:
Upon revealing the Booby Trap Marker, roll a d6 to determine the effects.

1) **Stun Gas**: Roll d6 vs. BDY (a roll greater than BDY results in model being stunned for one turn). Remove marker after effects.

2) **Big Bomb**: 5″ diameter blast does 6d6 damage to all models in blast radius. Surviving models (those with BDY < 6) are moved d6″ from center of blast and are knocked prone. Models that are pushed off an elevation, take falling damage (if applicable). Larger models pushed into smaller models, take damage based on the difference in BDY. Remove marker after effects.

3) **Incendiary Bomb**: 5″ diameter blast does 4d6 damage to all models in blast radius. Any model that suffers damage is automatically on fire. Models with BDY<4 are knocked prone. Remove marker.

4) **Gooey Stuff**: All models within a 5″ diameter are stuck in a flypaper type material that instantly expands outwards.

Upon activation the model must roll a d6 under its BDY in order for it to do anything. Failure results in model's loss of activation. If model succeeds, it must use its full move to move out of the zone and cannot perform any other action. If it is still within the zone, it must perform this procedure until out. Models stuck within this zone do not apply their SAG bonus when being shot at from ranged attacks and cannot dodge any template weapons at all. Catlike ability is also negated. Models stuck within this zone may be attacked in close combat by models outside of this zone; these models suffer a -2 CCA. Leave marker for remainder of game.

5) **Gun Turret**: Roll the Deviation Dice and place a Gun Turret (1-2 SMG, 3-4 Pulse Gun, 5-6 Missile) in the appropriate location. It activates immediately (before anyone makes any rolls) and attacks the nearest model (ignoring any gun turrets or Bombots not under any player control) within its range band (ties are rolled off). Gun Turret may be hacked or deactivated as normal and remains in play until end of game.

6) **Bombot**: Place a Bombot where the marker is. Bombot activates at the beginning of the next control phase (before anyone makes any rolls) and must move towards the nearest model (ignoring any Gun Turrets or Bombots not under any player control) and explode at the first opportunity to

attack a model. If no player models are visible, Bombot moves its full movement in a random direction. Bombots may be hacked as normal and remain in play until the end of the game.

Hard Points Terminals:
You will need (2 + # of players) Hard Point Terminals for this assignment. Place one in the center of each quadrant, then roll the deviation die and relocate it accordingly. Any remaining HPTs are placed in the center of the table and the Deviation Dice rolled + 1d6 to determine each of their new locations.

The network will have moderate security access. Once wired into the network, a hacker may perform the following hacks.

1) Inspect a marker: Passive security system. Upon a successful hack, the model may select any marker on the table and inspect it. They may not show it to anyone and then must place it back where it was found.

2) Attack any other hackers wired into the Grid as stated in the rules

3) Access wireless network: Neutral security system. Upon a successful hack, place a second wired marker next to model. On next activation, the model may now act as if it has a Remote Board with a range of the entire table and may attempt a hack

on any Robots, Cyborgs or Gun Turrets on the table, regardless of LOS. Models currently online with wireless network cannot inspect markers or attack wired hackers, and must disconnect from the wireless network in order to do so. Disconnecting does not cost an action, but the hacker must attempt a moderate security hack in order to reconnect.

Variant Assignment:

Hidden in the ruins of the biotek facility, Toxic Zombies are running loose. When a booby trap marker is revealed, instead of rolling on the booby trap table, roll a d6 to determine how many Toxic Zombies pop up out of the rubble. Roll the Deviation Dice to determine the location of each one, using the marker as the center point. Each zombie starts facing the marker and activates per the rules in *Rezolution: A Dark Tomorrow.*

Credits:

Assignment by: Tom "CmdrKiley" Kiley with additional input from Shawn "Monkey" Elliott.

Play tested by: Tom "CmdrKiley", Shawn "Monkey" Elliott, Doug "Skiman" Donakowski, Rob "Silentbob" Didur, and Kevin "Severedirkitis" Winters.
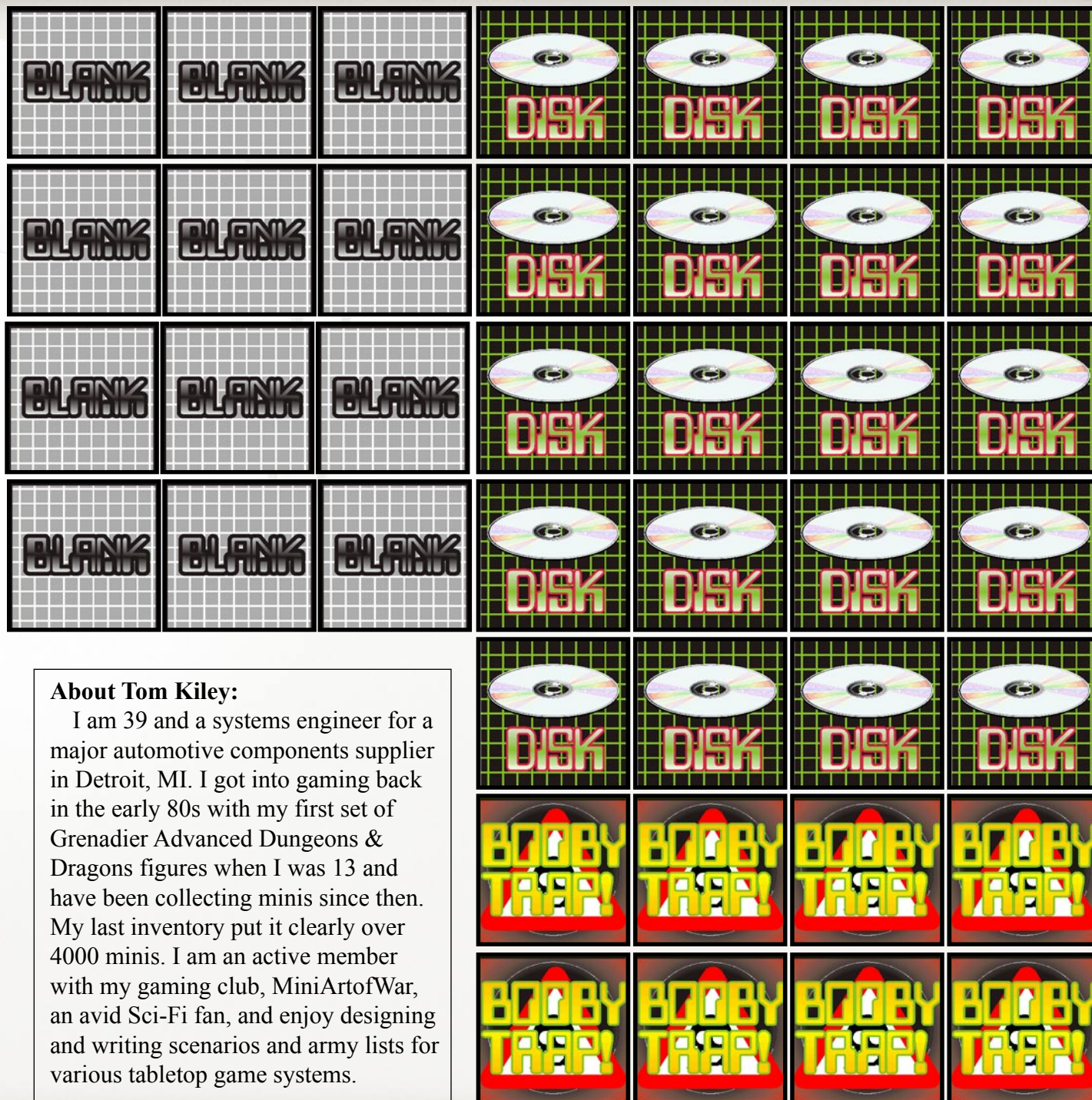
About Tom Kiley:

I am 39 and a systems engineer for a major automotive components supplier in Detroit, MI. I got into gaming back in the early 80s with my first set of Grenadier Advanced Dungeons & Dragons figures when I was 13 and have been collecting minis since then. My last inventory put it clearly over 4000 minis. I am an active member with my gaming club, MiniArtofWar, an avid Sci-Fi fan, and enjoy designing and writing scenarios and army lists for various tabletop game systems.

Building the Dravani Dynasty in 500 points

By Robert Allen

A few years ago (Gen Con Indy 2005 to be precise, if precision is your thing) Aaron, one of the members of my gaming group, and I finally found the Aberrant Games booth in the loud and dangerous-for-one's-wallet dealer room. We'd heard about this new game *Rezolution: A Dark Tomorrow* and we wanted to get the scoop on it.

We met Simon and Renee there and got the demo. We were, of course, hooked (as you probably are if you're reading this) and reeled in on the mix of factions and universe, and the oh-so-bloody-much-fun rules. The hard part, of course, was figuring out what factions we were going to get. We had another friend who couldn't join us who had expressed some interest in the Ronin from some pictures on the web, so that was easy. The other factions were still up for grabs (decisions, decisions). Aaron opted for shotgun-happy APAC. Me, being me, walked away with both the CSO and Dravani starter, easier to get them both now and decide later, right? It didn't hurt that Simon was nice enough to give us an incentive for getting all four boxes.

As we ramped up on our actual playing of Rezolution, I actually never got to play with the CSO as the Dravani really drew me in. Space Cops versus Space Vampires? *Puh-lease.* It wasn't even a hard decision!

So just what makes the Dravani so enticing? Like any good army, there are benefits on both sides with the background and the actual force list itself.

Let's look at the background first:

Above all, the Dravani are alien. They don't think like humans and they don't have our sense of mortality to contend with. They're here to hide themselves and survive, and they don't mind using humanity for either purpose. They blend in even as they are quietly manipulating humanity for their own sinister goals. Pulling the strings, eh? I like the sound of that.

Of course, the Dravani for all their powers of manipulation are living in fear of the as-yet-to-be-revealed Enemy that has driven them from their superior stature in the universe to their current standing as hidden exiles on the backwater planet called Earth. Even as they dream of the day of rebuilding their empire, they must be careful not to overreach, lest they be discovered – and destroyed!

Cool, huh? I certainly thought so, and that sort of dichotomy – powerful, but hunted; manipulators, but afraid – drew me in further as a player.

Let's now look at my army list:

I often equate the building of an army to a preparing for a game of chess. In chess, you know the power pieces, your Queen, Knights, Rooks and Bishops, and your sacrificial Pawns. The Dravani force list lends itself to this sort of view except that your King is certainly no slouch either!

So we'll start at the top with the King, in the shape of the Dravani Human Form.

Dravani Human Form – 72 points

We typically play 500 point matches, but even in 750 point fights, I rarely take more than one Dravani Human Form. They're certainly worth their points as they are fast, tough and built to stand toe-to-toe with practically anything else on the table. But in my mind there can only be one King so I take one and only one. He has Dual Heavy Pistols, but don't confuse things, he belongs in close combat, burying his Mono-Blades into anything that stand in his way. You don't simply want him there so that he can use his Feed powers and high CCA, but also to protect himself against enemy players who are going to shoot him with everything they can. Rightly so as he's a monster thanks to Regeneration and Feed, and they will *fear* him and what he can do.

Bride of Lilith – 74 points

Next up the Queen – a Bride of Lilith. If people respect, but fear the

Dravani Human Form, they *hate* the Bride of Lilith. She's a multiple armed killing machine that I have even used to take down a Stomper Warbot single handedly (well… she's got extra hands, but you know what I mean!) Thanks to her Regenerate and Feed abilities, just like the Dravani Human Form your foes can't count her out until the body is cold and probably full of bullets. I prefer to use her not to hunt big nasties, but instead go after squads like CSO Troopers and Enforcers, putting her Dervish ability to best use. In a pinch she CAN dance with the big boys, and occasionally she's capable of turning the tide against even the biggest hunk of iron in the game.

Your King and Queen cost a lot of points, but given the damage they are capable of dealing out, they are certainly worth it. Luckily the next couple of units on the list have relatively low costs.

2 Souless – 78 points

A pair of Bishops in the form of Souless are next on the list. Souless, thanks in large part to Smoke, scare the hell out of people. Basically this ability means that none of their rear-echelon troops, like Ghosts or Peace Keeper Snipers or Yuurei are safe. It also means that terrain is no hindrance, so even the best defended killing box is a joke for Souless. Even though they don't hit very hard in comparison

to the rest of the "real" Dravani, the Souless are excellent at shutting down threats that would be otherwise very difficult to reach.

2 Executors – 42

Next a couple of Knights in the form of Executors. Executors are hardly top-notch troops, but they are cheap and useful both for extra activations and for their Conduit power to extend Feed and Presence around the board further. And they're just as good for Feed themselves as a Lektra, if a little more expensive. For games requiring a hacker, I'll swap one or both of these Executors for a Wraith; Wraiths aren't terribly great hackers, so sometimes it's worth bringing two for insurance.

4 Baggers – 152

Time for the Rooks: a pack of Baggers. Baggers are very, very scary people, wearing plenty of armor (best in the Dravani list) and capable of carving up pretty much anything they come in contact with. One of my opponents likened them to facing a squad of Dravani Human Forms and he wasn't far off the truth. While they aren't quite as fast as Dravani Human Forms, when they reach combat they will cut very nasty holes in whatever they face.

3 Lektra Vassals – 48 points

That covers our power-players nicely, but now we need some Pawns! And here's the easy part: they fill up the rest of the available points in the

army.

My particular favorite pawns are the Lektra Vassals. Lektras serve several important roles here: they are occasionally bullet shields for your more expensive units, but see below for the REAL bullet shields; they are tie-ups for units like CSO Troopers to keep them busy until I can bring the King, Queen or Rooks to bear against them. Lektras rarely kill anything for me, but that's not their role. They are support units primarily for my true Dravani to Feed on when they need healing, and it's a role they do just fine.

5 Damned – 40 points

Last, but not least, the total bullet shield Pawns: the Damned. I expect them to do nothing more than die either under the guns of the enemy or from my Feed. Any game where the Damned survive to the end, I suspect I've done something horribly wrong. It's their lot in life to serve, and mostly they serve as appetizers.

Total - 500 points of Space Vampire butt-kicking power!

In those games where I get to expand to 750, I like to add a few more power players to the list: a pair of Volkoda, more Baggers and Souless. But it also gives me the room to sneak in some real ranged threats in the form of Shootists! There's nothing wrong with poaching some talent from the Ronin list, particularly when they are very capable of helping with a small Dravani deficiency.

In any case, that's my list and why I built it. The Dravani are a challenge to play, but certainly one that I enjoy. We may not win every mission, but we can never be completely counted out. And we look good doing it – what more do you want?

About Robert Allen...

Known as themailedfist on the forums, he is a long-time gamer in Columbis Maryland. He's the Tyrant of the Disorderlies Gaming Club, and one of the owners and editors of Draumr Publishing. He rarely finds time to sleep.

At All Costs: A Battle Report – Ronin v Ronin

By Bryan K. Borgman and Chris Passeno
(December 15, 2007 at Alley Cat Games & Comics, Dublin, Ohio)

Player #1: Bryan K. Borgman (aka Stratos)
Crew: Ronin Bogside Brawlers – 500 points
Andrew McSorley (aka Tire Iron), Maven with Combat Shotgun
Amber O'Doul (aka Half-Pint), Second with Pulse Gun
Brick #1 with Launcher
Brick #2 with Mini-Gun
Shootist #1 with Assault Rifle
Shootist #2 with Dual Smart Pistols
Esper #1
Esper #2
Ghost
Fiddler with Flamethrower
Bombot #1
Bombot #2
Panther Securibot

Player #2: Chris Passeno
Crew: Ronin Dog Soldiers – 494 points
Crazy Horse, Maven with Assault Rifle
Brick with Launcher
Shootist Team #2 (two Shootists)
Shootist Team #3 (two Shootists)
Esper
Ghost #1
Ghost #2
Fiddler with Flamethrower and a Sentinel Rocket Turret
 (see *Rezolution: A Dark Tomorrow*, page 72)
Jaz Beckett, Esper (*Rezolution: Outbreak*, page 17)

January 2, 2175

War is brutal regardless of the odds or the reasoning. The dust had settled and the survivors had cleared the battlefield.

After having barely survived a month long, four-pronged war deep within the confines of the city's decaying urban sprawl, the barely victorious Vatacina needed new options. Led by a vicious cardinal known simply as 'The Mother', the Vatacina, was expecting Crazy Horse and his Ronin Dog Soldiers to intercept their plans for a new super weapon aimed at ending this ongoing carnage once and for all. Still licking their wounds after the "Months War", Mother decided to hire the Bogside Brawlers, an expendable Ronin force, to defend the plans from falling into the hands of their enemies – especially the Dog Soldiers, for they wrought the most damage and needed to pay for their inequities. While Mother's crew recuperates and readies for the bigger battles ahead, the Bogside Brawlers' mission would be a simple one: defend the plans at all costs. Under the leadership of Maven McSorley (aka Tire Iron), the Brawlers were more than certain they were up for the task.

"Another day... another cred," Crazy Horse took the datacom from Sid. "That damn Juggler has been keeping us busy lately. Not that I mind,' cause me and the boys got debts to pay."
"Someone must have it out for the Church Boys," he muttered as he looked at the datacom. "A Vatacina Data-Lift ain't no walk in the park. I'd better bring a backup cyber jockey to piggyback, just in case..."

Assignment:
  Incursion (*A Dark Tomorrow*, page 65) with 3 HPT all centrally located on the 3′x3′ game table. Chris's crew was the Attackers, trying to obtain the data and Bryan's crew was the Defenders bent on stopping Chris at all costs. We determined that each HPT was an Aggressive system (*A Dark Tomorrow*,

page 52) and gave them the following stats: Armor 2, BDY 4, and Damage 3.

Setting the tone early for the game, Chris won the first 2d6 roll-off to determine who set up first with a 10 on the dice plus Crazy Horse's REP of 3. Bryan only scored 8 total. Chris decided to set up first.

Round One:

Chris scored an 11 to Bryan's 8, so Chris had the first activation and so forth. Most of the first round was spent moving models out from their respective starting zones in either corner of the board with very little action. Crazy Horse used his assault rifle to lay down some suppressing fire. Unfortunately for the Dog Soldiers, all but Bryan's lone Ghost passed the necessary NRV checks to avoid suppression. In retaliation, Bryan used his female Brick to launch a rocket at HPT #1 (the one closest in proximity to Chris's deployment zone) causing two blocks of damage on its Damage Gauge.

Round Two:

Chris won control again with 14 to Bryan's 8. Worse still, Bryan's Ghost failed his morale test and therefore began to flee 14 inches back to his starting corner – not a good way to start the round!

Early in the round, Crazy Horse successfully threw a smoke grenade in the center of the table, splitting the 3 HPT, 2 and 1, and making it harder for Bryan to continue his strategy of

blowing up the terminals he was designated to defend.

Chris's Shootist Team #2 activated with a Run'n'Gun and Snap Shot at long range on Half-Pint, Bryan's Second, on the west side of the board. The first salvo suppressed Half-Pint and the second killed her outright. Shootist Team #2 ended their actions by taking cover behind the tank and taxi combo, fitting snuggly between the buildings.

Bryan ran his Fiddler out toward the HPTs, two Bombots in tow. One of the bots approached HPT #2 and self-detonated, causing only 1 block of damage to the terminal. In retaliation,

Chris's Esper successfully cast Paranoia on Bryan's Fiddler, turning the poor sap on his own teammates, flaming Bryan's male Esper and the male Brick with Mini-Gun, and catching both on fire, eliminating their actions that round. *(Note: in typing this report, both players came to the realization that Paranoia was used incorrectly. The Craft power can only cause a player to engage in close combat actions, not a ranged attack.)*

Despite her comrades bumbling around on fire, Bryan's female Brick sent a rocket straight into the midst of Chris's Shootist Team #2, damaging both Shootists as well as a Ghost that was hiding nearby, and knocking all three models prone.

But vengeance is sweet and Chris's named Esper, Jaz Beckett, used her unique Craft abilities to TK Drop Bryan's Shootist with Assault Rifle for 7d6 points of damage. Every dice rolled was a successful hit on the Shootist's BDY, not including the re-rolls! Splat!

Astonished at watching his teammate go down so brutally, Tire Iron whipped out his dual smart pistols and using Snap Shot, declared 4 shots on Jaz Beckett. Even with all the negatives on his RCA modifier, Tire Iron was able to take Jaz down on his first shot! Booyah!

In the final combative action of the round, Chris's Shootist Team #3 lobbed two grenades in a Hail Mary action over Crazy Horse's smoke grenade to cause an indirect blast. We agreed that the Target Number would be a 12 for throwing blindly. The first grenade successfully knocked Bryan's Fiddler prone and dished three blocks of damage while the second grenade missed both its intended targets and once properly deviated, blew up out of harm's way. Closing Round 2, Bryan's Ghost successfully passed his morale test to stop from fleeing all the way to the table's edge.

Round Three:

It came as no surprise that Chris won the control roll for Round 3 with a 9 total over Bryan's 7. During the Control Phase, Bryan's Brick extinguished his fire with a roll of a 5 and his male Esper also doused his fire with a roll of 6. Chris's Ghost (the one laid prone by Shootist Team #2) successfully passed his fatal damage roll.

In the opening salvo of Round 3, Chris's Brick launched a rocket to land between Bryan's prone Fiddler, Brick with Launcher, and a male Esper. Both the Fiddler and the Brick were vaporized, while the Esper survived the blast, but was pushed to -2 on his Damage Gauge, a d6 roll of 2 on the Fatal Damage Chart, which killed him. Infuriated at seeing three crew members die in a split second, Bryan's Shootist with Dual Smart Pistols (affectionately known as "Feathers") charged Chris's Shootist Team #3 and opened fire. Shots one and four took down a Shootist while the second

successfully made a morale test after watching his teammate take two to the chest.

Chris's Fiddler tossed an EMP grenade at Bryan's Panther Securibot who'd been casually standing guard at HPT 1 and 3. The EMP missed and scattered off in a harmless direction.

Bryan's female Brick blasted a rocket at Chris's Shootist Team #2 and knocked them prone again. As a surprise bonus, the skulking Ghost was killed as collateral damage.

Crazy Horse run'n'gunned and snap shot at Bryan's Panther for a total of 1 block of damage and jammed a smart gun with a roll of snake-eyes. Bryan then activated Tire Iron and sprayed four shots at Crazy Horse. Only four blocks of damage were given overall – not enough to kill – but Crazy Horse was suppressed after failing his NRV roll.

Chris's remaining Esper jaunted with a Shootist in tow, while Bryan's remaining Esper ignited the same Shootist for 2 blocks of damage (but no fire). Chris's remaining Ghost ran over to HPT 1, but had no actions left to attempt the download.

Bryan's Panther Securibot tracked the Ghost through the smoke and sprinted after him.

In Chris's final action of the round, his Shootist missed all four shots at Tire Iron!

Round Four:

In our roll for control, Chris rolled a 13 and Bryan once again rolled 8. Crazy Horse rolled for fatal damage and suppression, successfully recovering from both.

In Chris's first action of the round, his Ghost attempted to hardwire himself to HPT #1 and began the download that would put him on the path to victory. Unfortunately, the Ghost plugged into the wrong port (snake-eyes) and took 4d6 points of damage for his trouble, stunning himself.

In Bryan's first action of the round and final of the game, the Panther Securibot activated and killed Chris's stunned Ghost.

With no one left who could download the data needed to win, the Dog Solders were forced to retreat to fight another day.

Victorious, the Bogside Brawlers headed to the pub up the street to celebrate! Tomorrow they'll up and demand a raise or will quite possibly keep the weapon plans for themselves and the highest-paying interests.

"Damn jockeys ain't worth the credits," Crazy Horse muttered under his breath as he pinched off the flow of blood coming from his nose and walked back down the alley. "I didn't see a single Choir Boy that whole damn mission. That e-junk must 'a been platinum to have hired the Brawlers."
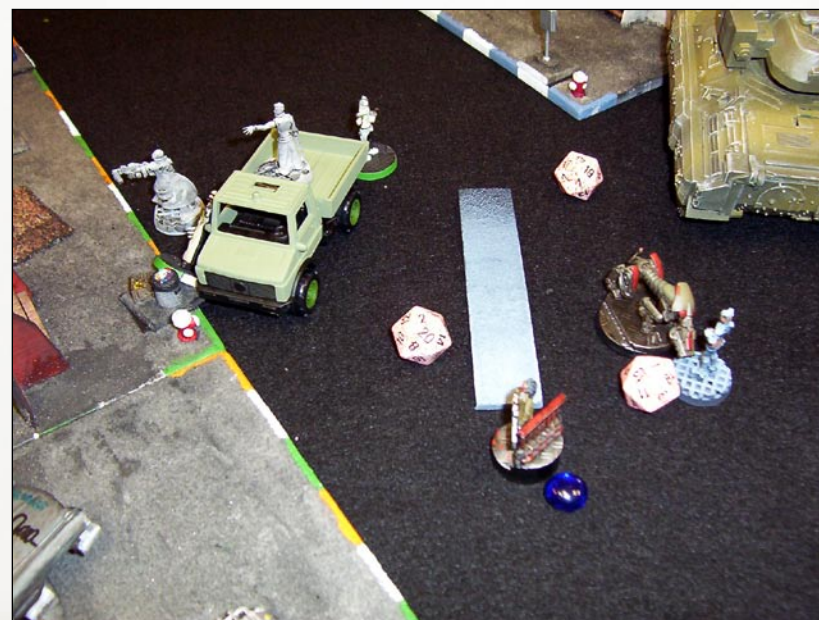
EXPULSION
By Robert E. Allen III

Squawk knelt behind a burned-out car and cursed silently to himself. He cursed the situation he found himself in: on the run and hunted by those who only yesterday trusted him with their lives. He cursed for the jammed pistol he held in his left hand; only its twin cradled in his right hand that now stood between him and death. He cursed the drizzling, foul-smelling rain that fell upon the city, making it hard for him to hear his pursuers, and harder still for him to anticipate them. But most of all Squawk cursed the stray bullet that had put him in this mess in the first place.

Yesterday everything had been going according to plan. Squawk was the Second for a group calling themselves the Jade Serpents. They were carefully carving out a rep as capable workers; unremarkable, because remarkable gets you killed almost as quickly as incompetence. Under the leadership of Jade Jewel, the Jade Serpents had accomplished four missions successfully and with a low body count. Squawk liked Jade's style; she was cool and professional and dispassionate, perfect qualities in a Maven. He admired her and had very limited aspirations for taking over the Jade Serpents from her.

Why no one believed that was a mystery to Squawk. Yesterday they had been engaged on a simple run against an APAC target. Simple stuff; just an in and out extraction of some sort of weapon plans. Shouldn't have broken a sweat, but hell broke loose when it turned out the target was sporting better protection than their Ghost, Miska, had anticipated to the tune of a trio of Panther 'bots, deadly predators that resisted destruction. As she barked orders to each of them, Jade's voice betrayed a slight edge of panic. They were well prepared for the expected handful of Enforcers that typically guard APAC installations, but the Panthers were above and beyond, and a certain risk to the Jade Serpent's chances of success.

Why didn't anyone foresee, then, that the panic each of

them felt might result in mistakes? Surely they couldn't have thought that Squawk had intentionally shot Jade. He had been trying to finish off a damaged Panther, but he didn't anticipate Jade crossing into his line of fire right as he emptied his clips into the robotic beast. She had been diving to new cover and never saw the barrage that ended her life. But for the rest of them, everything went to slow motion as the rounds hit Jade in the back and burst from her chest. She was dead before her body had the time to crumple to the ground.

In shock, Squawk called for the pullback. There was no time to retrieve Jade's body, and the faces of his former friends were grim and murderous as they regrouped back at the Serpent's hideout. He should have known they would do something to move against him, even as he knew it wasn't his fault.

Squawk awoke the next day surrounded by his former friends with several pistols in his face.

Graygore, the Shootist, spoke first. "We all know you killed Jade. We saw it. Did you think we were going to work with you after that? That you were going to lead us? No way, no how."

Squawk opened his mouth to speak but found the barrel of a gun shoved in it. He kept his silence.

"You know how this works." Graygore continued. "You've got 15 minutes. Then you've got us. If you escape, you get to keep your worthless traitor skin.

If you don't, well, you'd better hope the afterlife doesn't deal harshly with traitors."

The pistols pulled back, allowing Squawk to get up. No-one spoke, but their expressions spoke loud. Squawk grabbed bag and tossed his meager handful of personal possessions into it, as well as his two pistols. He looked each one of them in the eye and saw the anger burning in each of them, and then walked out the door.

Immediately, he broke into a run.

Assignment:

Expulsion is an assignment featuring a pack of Ronin gangers hunting down an ex-member of their gang for killing the Maven. Ignoring his protestations of innocence, the Second is now the

prey, and the rest of the gang wants little more than to kill him for his crimes.

Set-Up and Special Rules:

The table should be fairly littered with cover: burned-out cars, guardrails, whatever it takes. The Ronin gang's hideout is in a run-down portion of the city filled with the all of the detritus expected of a poor and forgotten populace, so soft cover should be plentiful, and hard cover also generously available.

The Second begins the game in the center of the table, which should measure 4' x 4'. He starts the game hidden, and has the following special rules:

- He gets the ability Run'n'Gun. He's well on his way to being a Maven. He also has the option of getting a pair of Pistols just like a Maven, instead of his normal Assault Rifle.

- He also counts as having Misgiving (representing the slim reluctance his ex-allies have to killing him) but only until he kills the first member of the gang. After that, he gets no additional special rules.

The Ronin player has 200 points to spend on their team, with the following restrictions:

- No Mavens, no Seconds, and no Merc models.
- Must include at least one

Shootist, and one Ghost.

The Ronin player's deployment is randomized - representing the gang chasing the Second and arriving haphazardly after he's located. For each model, roll randomly each turn.

On the first turn, the model gets placed on a random board edge (roll the scatter dice) on a 5 or 6.

If they aren't already deployed by the second turn, the model gets placed on a random board edge on a 4, 5, or 6. If they aren't already deployed by the third turn, the model gets placed on a random board edge on a 3, 4, 5 or 6. If they aren't already deployed by the fourth turn, they automatically get placed on a random board edge.

Victory:

The Game ends when either the Second is dead, or the rest of the Ronin are dead or fleeing.

Stringing It Out…

This assignment would be an excellent start to a mini-campaign. Perhaps the Jade Serpents were set against the Second by a Dravani Executor infiltrating their ranks? Perhaps it was they who fed them bad information about the APAC hit in the first place, setting up the Jade Serpents to fail? Or perhaps the Second decides to run for the CSO for Amnesty, perhaps even trading on his street-learned skills for a chance

Designer's Notes:

This is intended to be somewhat of an unfair fight. The player using the Second will live and die on their skills and their use of cover. If they are particularly unlucky, they will find themselves facing a bevy of enemies all at once and are probably doomed. If they are lucky, however, they will be able to hunt down his former allies as they show up piecemeal. There's some luck and some skill that will decide the day.

We did try this with the goal of escape for the Second, but due to the randomness of the Ronin entry locations, this could be too easy a game. Therefore it's set for elimination only.

About Robert Allen…

Known as themailedfist on the forums, he is a long-time gamer in Columbia Maryland. He's the Tyrant of the Disorderlies Gaming Club, and one of the owners and editors of Draumr Publishing. He rarely finds time to sleep.

Aberrant Games Tournaments
Starting April 2008.

In April 2008, Aberrant Games will be launching the first official Rezolution Tournament Packet, available as a free download from www.aberrantgames.com. This Packet will include in-depth instructions on running a three round official tournament for stores and smaller conventions, with quarterly prize support and full instructions on how to report the results. The Tournament Packet has been designed to allow both introductory sized crews and for players with bigger crews of 600+ points. Designed to be run once a quarter, the Tournament Packet will be a great mechanism for bringing your crew to face new challenges, for new players to learn to play while competing for prizes, and for stores to grow a core group of Rezolution players who will come back again and again to face each other across the tabletop.

All of us at Aberrant Games are pleased that Bryan K. Borgman, has come on board as our Organized Play and Events Coordinator. As developer of the Tournament Packet, if anyone has any questions or comments then feel free to contact Bryan at Bryan@AberrantGames.com

Remember to look on the Aberrant Games website on April 8th 2008 for the dawning of a new era for Rezolution Tournaments.

Origins 2008 (still subject to change)

Thursday, June 26th
11:00am – 1:00pm: Starter Set Tournament, Round 1: *Incursion*
3:00pm – 6:00pm: 400-point Skirmish, Assignment: *Incursion*
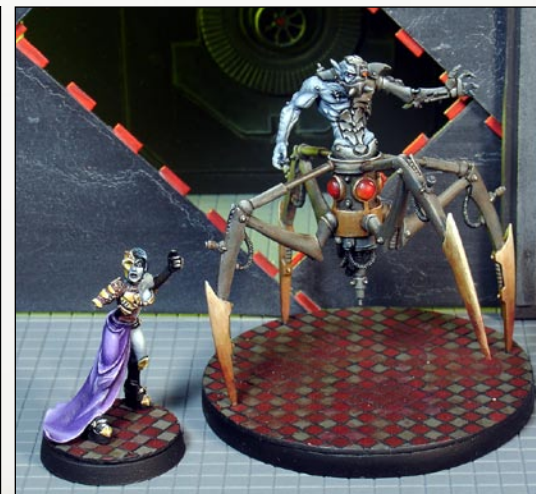
Friday, June 27th
11:00am – 1:00pm: Starter Set Tournament, Round 2: *Assassins*
3:00pm – 6:00pm: 400-point Skirmish, Assignment: *Assassins*

Saturday, June 28th
10:00am – 1:00pm: Origins Tournament
Round 1: *Incursion* (600 points)
1:00pm – 4:00pm: Origins Tournament
Round 2: *Assassins* (600 points)
6:00pm – 9:00pm: Origins Tournament,
Round 3: *King of the Grid* (600 points)
9:00pm – 10:00pm: Origins Tournament
Tie-Breaker: *Firefight* (if necessary)

Sunday, June 29th
10:00am – 1:00pm: Starter Set Tournament, Round 3: *King of the Grid*
2:00pm: Rezolution Awards Ceremony in Miniatures Hall

Coming Soon

ABG 4014 Grimalkin & Lilith Dravani $29.99

ABG 4016 Dravani Baggers Team (6) $29.99

ABG 4019 Dravani Volkoda Team (2) $19.99

Available Now

ABG 0000 – Rezolution: Shadow War
2-Player Core Starter Set - $60.00
ABG 0000-D – Rezolution: Shadow War
Ltd. Deluxe Edition - $75.00
ABG 0001 – Rezolution 25mm
Industrial Bases (8) - $5.99
ABG 0002 – Rezolution 25mm
Urban Bases (8) - $5.99
ABG 1001 – Rezolution
A Dark Tomorrow Rulebook - $24.99
ABG 1002 – Rezolution: Outbreak - $25.99

CSO

ABG 2002 – CSO Rangers (2) - $8.99
ABG 2004 – CSO Trooper Sergeant - $5.99
ABG 2006 – CSO Marshal - $6.99
ABG 2006f – CSO Marshal (female) - $6.99
ABG 2007 – CSO 'Stomper' Warbot Box Set – $39.99
ABG 2008 – CSO Peace Keepers
Team Box Set (6) - $29.99
ABG 2009a – CSO Peace Keeper Sniper - $6.99
ABG 2009b – CSO Peace Keeper Sniper - $6.99

ABG 2010 – CSO Peace Keepers (2) - $9.99
ABG 2011 – CSO Peace Keeper Major 1 - $6.99
ABG 2012 – CSO Peace Keeper Major 2 - $6.99
ABG 2013 – CSO Field Medic & Medibot - $11.99
ABG 2014 – CSO Trooper Team Blister (4) - $17.99
ABG 2015 – CSO Engineer - $6.99
ABG 2016 – CSO Starter Set - $29.99
ABG 2017 – CSO MIU Trundler – $19.99
ABG 2018 – CSO Troopers (2) – $8.99
ABG 2019 – CSO MISU – $19.99
ABG 2020 – CSO Special Weapons – $11.99
ABG 2021 – CSO Iron Man – $13.99
ABG 2022 – CSO Trooper Sergeant 2 – $6.99
ABG 2023 – CSO Hammerer – $13.99

APAC

ABG 3001 – APAC Crew Starter - $29.99
ABG 3002 – APAC Bishoujo Senshi (2) - $8.99
ABG 3003 – APAC Enforcers (2) - $7.99
ABG 3004 – APAC Enforcer Lieutenant - $5.99
ABG 3005 – APAC Heavy with Launcher - $7.99
ABG 3006 – APAC Numb Sisters (2) – $8.99
ABG 3007 – APAC Arashi – $11.99
ABG 3008 – APAC TADS 1 - $14.99
ABG 3009 – APAC TADS 2 (female) - $14.99

ABG 3010 – APAC Ninja Team Box Set (6) – 29.99
ABG 3011 – APAC Ninjas (2) - $8.99
ABG 3012 – APAC Enforcer Team Blister (4) – 15.99
ABG 3013 – APAC Panther Securibot - $12.99

Dravani

ABG 4001 – Dravani Crew Starter Set - $29.99
ABG 4002 – Dravani Souless (2) - $8.99
ABG 4003 – Dravani Lektra Vassals (2) - $7.99
ABG 4004 – Dravani Executor Vassals (2) - $8.99
ABG 4005 – Dravani Shamblers (2) - $8.99
ABG 4006 – Dravani (Human Form) - $5.99
ABG 4008 – Dravani Baggers (2) – $9.99
ABG 4010a – Dravani Bride of Lilith - $6.99
ABG 4010b – Dravani Bride of Lilith - $6.99
ABG 4011 – Dravani Lektra Vassal Team Set - $14.99
ABG 4012 – Dravani The Damned Leader Pack (3)
- $10.99
ABG 4013 – Dravani The Damned (3) - $10.99
ABG 4015 – Shambler Team Pack (4) – $15.99

Ronin

ABG 5001 – Ronin Crew Starter Set - $29.99
ABG 5002 – Ronin Shootist - $4.99
ABG 5003 – Ronin Fist - $4.99
ABG 5004 – Ronin Ghost - $3.99
ABG 5005 – Ronin Maven/Shootist - $4.99
ABG 5006a – Ronin Second/Shootist - $4.99
ABG 5006b – Ronin Second/Shootist - $4.99

ABG 5007   – Ronin Esper – $4.99
ABG 5007f – Ronin Esper (female) – $4.99
ABG 5008   – Ronin: Brick - $11.99
ABG 5009a – Ronin Shootist (Female Leaping) - $6.99
ABG 5009b – Ronin Shootist (female) - $6.99
ABG 5010   – Ronin Fiddler & Bombot - $8.99

Mercs
ABG 6001   – Merc: The Cardinal & Sister Carmine - $12.99
ABG 6002a – Merc: Emissary of the Empire - $5.99
ABG 6002b – Merc: Emissary of the Empire - $5.99
ABG 6003   – Bot pack - $12.99
ABG 6004 – Merc Captain Doyle - $7.99
ABG 6005 – Toxic Zombies Pack 1 - $12.99
ABG 6006 – Toxic Zombies Pack 2 – - $11.99
ABG 6009   – Merc: The Ferryman - $7.99

Vatacina
ABG 7001 – Vatacina Crew Starter Set – $34.99
ABG 7004 – Vatacina Sentinel - $17.99
ABG 7002 – Vatacina Guard Team (4) – $19.99
ABG 7003 – Vatacina Guard Lt. – $6.99

Support your local game store by purchasing Aberrant
Games products there. If not available, purchase direct
from us at www.AberrantGames.com.