

data dump 4



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Rezolution Created and Developed by
Simon Mackenzie

Data Dump Edited by
Jane Kenealy
Tony Kenealy

Design & Layout
Chris Passeno

For further information on Data Dump submissions please contact submissions@aberrantgames.com.

For further information on Aberrant Games and Rezolution please visit us on the web at www.AberrantGames.com

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THIS ISSUE...

Here is the latest issue of Aberrant Games Data Dump!

So what's inside this issue? You could just go ahead and look, but you might miss out on some important announcement that I might make in this editorial. (or you might not, but you would never know!)

In this issue, we have two openers for upcoming series - Part 1 of an ongoing series of articles about building an APAC force where we focus on the APAC Heavy and the APAC Lieutenant. We also have Chapter 1 of The Legend of the 61st. Simon returns with his "Plotting the Future" article where he reveals, well he gives out some clues, what we at Aberrant Games have been racing around at top speed to complete. We also have a preview of Grimalkin and Lilith, our just released models for the Dravani, as well as a report on the other models that have been released and are not included in either the Dark Tomorrow or Outbreak books.

With an article on close combat, another about increasing hacking in your assignments, a fight to gain control of an abandoned warbot, and an announcement about the Origins and GenCon tournaments and prizes, this issue is packed full.

I'd like to thank everyone who contributed to this issue. We are going to shoot for a bi-monthly release of Data Dump, but as I said in the last issue, this is all dependent on us getting material from you guys. Come on, don't be shy, send us your articles, and send them now, don't wait for me to post a last call on the forum. Whatever you want to include, send it and we'll use it.



Coming in the next issue...

In the next issue we will have the continuing story of the Legend of the 61st, part 2 of the building your APAC force including casting your own custom bases, and a customer conversion of a Vatacina Sentinel to a

new variant. We will also have two new named characters for APAC complete with printable cards and stats. And, of course, anything else you want to submit...

Tony Kenealy

May 2008

PLOTTING THE FUTURE

Hey surprise! It's me. Okay, so I know most of you haven't really noticed my 'absence' but to those who have, rest assured I've been working steadily in the background. Unfortunately, due to personal and work commitments it's been a tough time of late... but enough about life because that's why I play games, for the escapism.

In Rezolution, who the good and bad guys are should always be up for debate as it's a world of grays, not absolutes. There are obvious heroes - and the CSO has more than their fair share, but I also view characters like Grimalkin as one - or an anti-hero at least. To humans he's a monster and he's even despised by a significant portion of his own kind, but in the end everything he does is for the survival of his race. The Elysium pyramids are an almost humane way of harvesting the essence they need to survive by processing the sick, infirm and dying. Horrific to us maybe, but everything has to feed. Next time you're chewing into that steak, think for a second about the cow. What nothing, no remorse? It's just an animal that benefits its superiors, one higher up on the food chain? That's how the Dravani see you...

Next, SAGA - or not as the case may be. The last time I wrote about SAGA, I said it would be done when it's done, but this time I'm also saying it won't be called SAGA as a new CCG is coming out this summer called Saga. It will be coming, just not yet and not called that, as we have to go away and think some more. But while we're thinking, we

are also working and Tony and I are working on the story line for the first series of adventures which, by the way, are going to have an RPG element.

Next up - what are we going to have at GenCon, a new game perhaps? Perhaps indeed! We're currently all working at top speed to have a demo version and hopefully even some starters for purchase at the show. This new game is currently planned for an October release, so we're really going to have to put the pedal to the metal to get there. The game will be available in a two-player starter box with supplemental releases to follow. More info nearer the time (my aren't I cagey these days!) but I thought I'd throw in a piece of concept art to get you salivating. Yes, this is a miniatures game, but as I'd hope you would expect from Aberrant, it's also something a bit different. So buckle up, we're not braking for anything this year.

Simon Mackenzie



HACK THE PLANET

By Matt Coppel

We wanted to move Rezolution forward with more variety now that we are doing a full-blown Outbreak campaign. So thinking over several factors of what hacking in the new world should entail, we quickly found that Grid hacking and warfare should be a lot more active then it has been.

Moving on from this concept, I quickly looked over the hack and Grid assignments we already have and was quite confused with the small amount of data we have for it. From there, I took the only two normal missions and moved forward. From the assignments in *Rezolution: A Dark Tomorrow* we have *King of the Grid* and *Incursion*, but we wanted a more defined set-up and ways to play.

So the first step was to make it possible to randomly generate the mission details once the assignment was decided:

Place 1 terminal in dead center.

Each player then places a single terminal within 8" of center HPT, but 20" away from table edges. (This would mandate a 4' x 4' table.)

Roll 1d3 for types of terminals:

- 1 = Passive
- 2 = Neutral
- 3 = Aggressive

Roll 1d3 for accessibility:

- 1 = Hardwired or Remote Board accessible
- 2 = Hardwired only
- 3 = Remote Board accessible only

Roll 1d3 for a download method:

- 1 = Target Number 5: 1d3 data packets downloaded per turn
- 2 = Roll 2d3 for total packets needed, then 1d3 data packets downloaded per turn
- 3 = 1d6 turns of downloading

This helps to structure somewhat basic Hard Point Terminal hacking in the mission we already have.

The next step I wanted to accomplish was to get more hacker missions into our Outbreak Campaign. So what I came up was a new mission rule set:

From *Rezolution: Outbreak* page 64 "2. choose your assignment"

We changed this to read:

"The player with the highest REP makes the primary objective roll. The next highest REP will then roll for the secondary objective. Primary objectives still use the list in the book"

For the secondary objective table, we removed "Firefight" and added "Chain Reaction"

Chain Reaction is a mission based upon hacking three or more terminals to get all three data packets out. The catch is that each terminal must be hacked and data pulled in the correct order. After set-up roll a 1d6 for each terminal to decide the correct order in which to grab data.

Also, if the secondary roll is the same as the primary then there will be no secondary mission.

Now grab your Boards and go "hack the planet"!

About Matt Coppel...

I'm a self-employed graphic designer and professional photographer, and along with owning a studio, I also own a sign/printing shop. I love gaming from Magic the Gathering and Pokemon with my kids, to AT-43, Confrontation and Rez. If it's been a game, more then likely I have it! I also love to paint models, and work on terrain. I am part of the growing clan of Rezolution players at Alley Cat Games in Columbus, Ohio.



GRIMALKIN AND LILITH - A MARRIAGE OF INCONVENIENCE

By Tony Kenealy

Escaping from the enemy, The Dravani came to earth in the late 12th Century. They hid in the shadows for centuries, but now that the war has come, the leadership has shown their true face. Grimalkin and Lilith, his consort, rule their domain without mercy, fueled by hate, madness and a lust for total control. The power struggle between the two is the stuff of legends among the Dravani, all of them true as each seeks ways to defeat the other and take full control. Their mutilated appearance is a testament to that struggle. Now, with the coming war, Grimalkin, with Lilith reluctantly at his side, will lead the Dravani race to victory.

For more information on the background of Grimalkin and Lilith please refer to *Rezolution: A Dark Tomorrow*.

What you all really want to know is what these major Dravani characters can do. Both Grimalkin and Lilith have some skills that other Dravani models have, but they have so much more as well.

Lets look at the big guy with the metal legs first...

Grimalkin:

Skills and Abilities:

Commanding Presence; Drain; Essence Drain; Feast; Killing Blow; Not Dead Yet; Shrug-it-Off; Soul Shredder.

Anyone who has battled against the Dravani will know all to well the abilities they have that can suck the very life essence out of an opponent and use it to heal themselves. Grimalkin is no different, but he does have a few extra things in his arsenal. Essence Drain takes the Drain ability into the realm of range combat by using the spray template. Feast can deal d3 damage to any living model under a 5" blast template, healing Grimalkin for 1 point for each damage point dealt, which is a very effective attack against closely ranked troops. When Grimalkin takes damage, his grid specifies a +1 in the last box. Grimalkin is not a character that will go down without a fight and he gets extremely angry before he dies, hence the +1 to his stats in the last damage block. Also, when he does die, he can always make that one last attack with his Not Dead Yet ability



before he finally dies. One ability that must be performed as an action is Soul Shredder. This forces an opposed NRV check on a living model within 12" of him, which if failed will turn that model into a Toxic Zombie, which then stays in play for 1 round.

With these abilities, Grimalkin is a formidable opponent, but he is still vulnerable. You want me to tell you how vulnerable? Well, that's for you to find out when you face off against this leader of

Dravani International.

Now lets take a look at Lilith, Grimalkins mutilated and insane consort...

Lilith:

Skills and Abilities:

Devour; Feed; Frenzy; Lilith's Kiss; Not Dead Yet; Regenerate; Madness; Shrug-it-Off; Twisted Presence; Zombie Master.

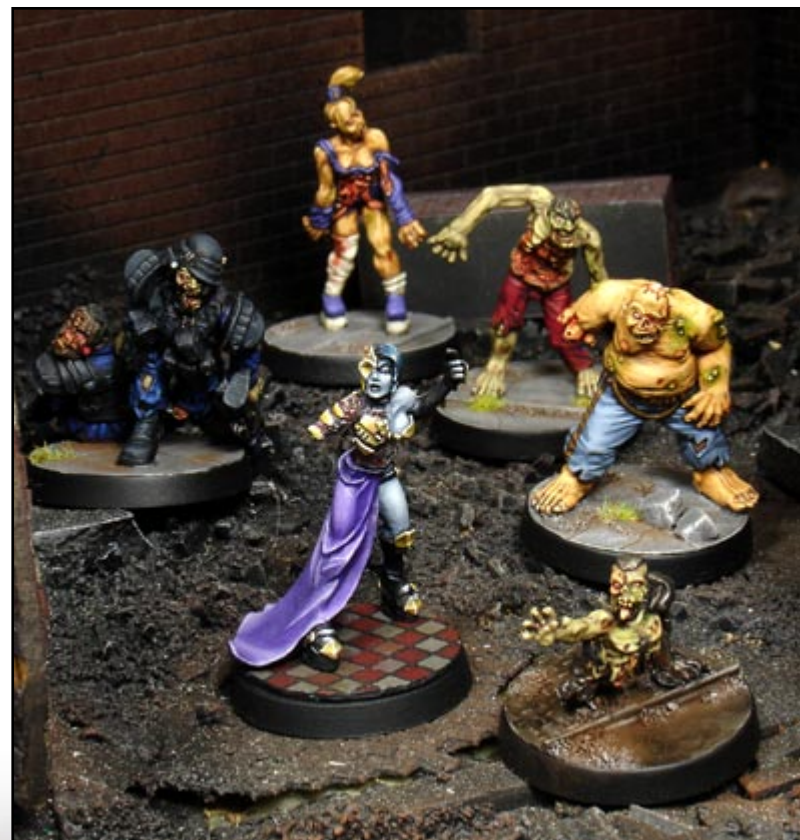
Like Grimalkin, Lilith has abilities, such as Feed and Regenerate that help to heal her when she takes damage. But unlike Grimalkin, Lilith is not always in charge of her own actions. She really is insane! During each control phase Lilith must pass an NRV test or she will come under the control of madness and will move randomly, attacking any model that comes within range no matter which side it is on. She also loses control of her Zombies and the ability to use Lilith's Kiss. Also, when Lilith is in close combat and destroys her opponent, she will go into a frenzy and automatically attack the nearest model within 2", or if there is no enemy model, the nearest model, friendly or otherwise. She will get two additional damage dice, but only for weapons designated as Close Combat Only. To regain control of Lilith, a NRV test needs to be passed. When Lilith uses Lilith's Kiss, she can cause enemy models to attack friendly models in close combat. To regain their control, they need to pass a NRV test. Lilith also has the ability to control any Zombies that are within 10" of her. She can also have a team of six Toxic Zombies (purchased at an additional 11 points each) that will activate with Lilith as long as they are within 10", otherwise they fall lifeless to the ground. Lilith can also have two Brides of Lilith to operate as a team with her (the points cost of the Brides must be paid in addition to Lilith).

As you can see Grimalkin and Lilith are

formidable opponents, but they come at a price. Lilith's tendency to go mad and run around killing anything and everything, including her own side, makes her unpredictable. The combined points cost of the pair (243 points without the Brides or Zombie team) is a high price to pay and although they may look invulnerable, they can be taken down. Just be aware that when the leaders of one of the largest corporation comes out to play - you need to be ready!

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See <http://store.aberrantgames.com/>



WELCOME TO 2175 AND THE OUTBREAK OF WAR

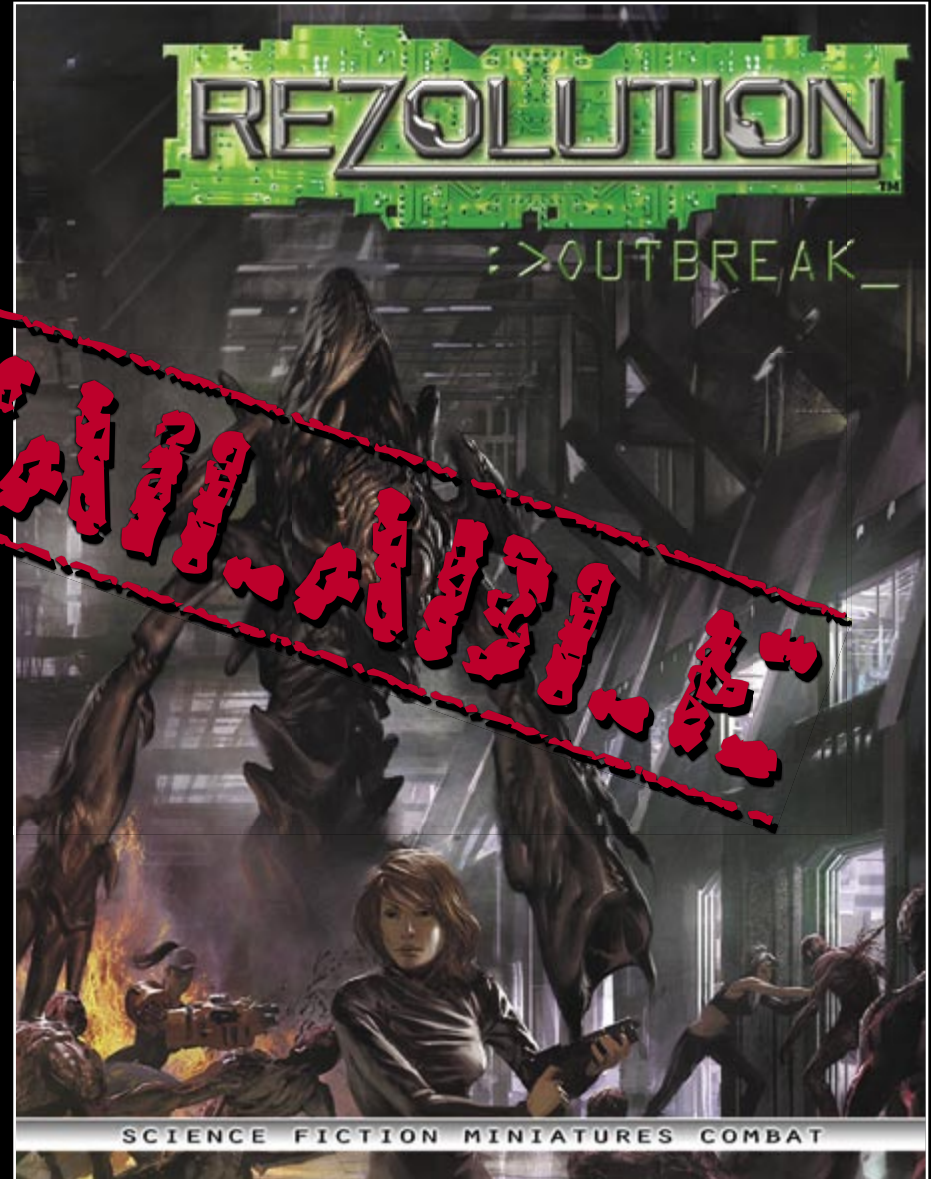


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NEW UNIT DATA

By Ron Cover

There have been several models added to *Rezolution* that have not been covered in the current rulebooks. *Rezolution* gives Abernant the flexibility to add models as they are available, but it can leave players in the dark if they're wondering what they can add to their crews.

With that in mind, here's a rundown of the models you may not have heard about. Models previously noted in *Data Dump* are included to give players a single source.

The Ferryman (previewed in *Data Dump*)

At 59 points, he's a solid merc, good in both close and ranged combat. He's a double-edged sword, reducing the morale of enemy units within 6", but too quick with his Verbal Abuse, and applying the same penalty to friendly units. Once per game, he can get a burst of extra ability with the single use Drop o' the Good Stuff. Armed with a rapid-fire pistol, sawn-off shotgun, grenades, and a dirk, he's ready to earn his pay from any faction.

Marshal Renton

A freshly promoted marshal that joined the CSO ranks in *Shadow War*. Matching the generic marshal in all but REP, some people were originally confused by his matching point cost with a REP reduction. An important extra for players who want large battles or lots of individuals. He does not count against the fielding limit of other marshals because he's a specific named character so

that ups the number for marshals to 400 points in any game.

CSO Technician

Also made its debut in *Shadow War*. Slightly cheaper than a Field Engineer at 26 points, it serves a similar support function. It gives up Handy, Controller, and significant combat capability for an improved HAK attribute, which the CSO sorely needed. While the CSO could always hire a Ghost, a lot of players like being able to stay within a single faction. For them, the CSO Technician is a very welcome addition.

Hitomi

Not to be left behind, APAC gained Hitomi in *Shadow War*. Shown without his TADS suit in *Rezolution: Outbreak*, *Shadow War* revealed him at his best. At 71 points, he costs more than a standard TADS, but he also adds REP, an improved MVE, and Leadership. As a named character, he also adds another TADS that can be fielded by an APAC force. Not too bad for eight extra points.

The wonderful world of AI bots has also received additional units, with four joining the CSO family (or Ronin with a Fiddler per *Data Dump* 0). Two sets built off matching chassis, but with different functions.

Trundler MIU and MISU

The Trundler, at 83 points, is a heavily armored all-terrain robot armed with dual LMGs. These can fire using the standard rules for dual weapons, but are capable of such a hail of fire at close range that the





NEW UNIT DATA -CONTINUED...

spray template can be used if desired. The MISU, at 78 points, trades short ranged fire-power for a Rain Multi-Launcher capable of firing a barrage of up to four 3" blast templates up to 36" away. The combination of indirect fire and Up-Link allows any model up to 24" with Hack ability to act as spotter.

The Trundler requires a force of at least 750 points for either CSO or Ronin. The MISU requires another CSO robot in the crew, and is not available for Ronin crews of less than 1000 points. No more than one of either can be added to a Ronin crew, but up to eight Trundlers and four MISU can join a CSO crew.

Iron Man MIU and Hammerer MIU

At 64 points, the Iron Man is an assault unit. Armed with a machine gun and the ability to Pummel close combat opponents, the Iron Man is built to take punishment while moving to destroy the opposition. The Hammerer, adding 12 more points and fielded as an independent, trades a point of CCA and a slightly less impressive damage track for the Line Cannon. The Line Cannon is capable of attacking everything out to a 44" range, so long as it damages normal targets or blasts through intervening terrain.

The Iron Man and Hammerer can join any CSO crew, with a maximum of sixteen Iron Men and three Hammerers in the force. For Ronin, Iron Men can only join a force of at least 500 points, with a maximum of eight models fielded. Only one Hammerer can join a Ronin crew, and only if the crew

is at least 750 points.

These new units give players more options, and add interesting new ways to play the game. The ability to release new units as they are ready, rather than having to wait for a published book, is a wonderful service to all the players. The Rezolution world is a wonderful place, but the game helps bring it to life.

About 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 Rezolution. Rezolution 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.

CUSTOMIZING AN APAC FORCE - PART 1

By Chris Passeno

This is the first in a series of articles about customizing my APAC force for Rezolution. This article covers how to differentiate one APAC Enforcer Lieutenant from another and how to convert an APAC Enforcer Heavy to use a RONIN Rocket Launcher.

Lets start with the APAC Enforcer Lieutenant.

Items Needed:

X-Acto knife, Jewelers saw, Pin vise, Paper clips, Zap-A-Gap Accelerator, Jewelers pliers (wrap the ends with tape to pad them)

Reposing

After playing with the miniature, envisioning things moving around and in different positions, I decided on a more anim -type pose with a huge sword across its shoulders. So I searched through my bits-box for an appropriate sword and settled on an extra hooked sword from a TADS model.

First, lets get a look at what you've got to work with. Here's a shot of the miniature after it's been cleaned and prepped. I've also included the cleaned and prepped hook-sword. I cut out the handle on the sword so it can slip over the cigar-hand.

The next step is to clip off the foot-tab and bend in the cigar-hand. The metal can take some stress, so I wouldn't worry about twisting it. You can hear and feel when it's about to tear, and obviously you are going to



want to stop before the tearing happens! I twisted the whole arm inward and the hand a little more toward the head. Then you are going to want to take an X-Acto knife and slip it behind the Katana and the foot. Wiggle it back and forth, applying pressure to separate the Katana's tip from the foot. Then you can bend the Katana arm out of position a bit so you can file down the area on the foot from where you cut the Katana tip off.



Below's a shot after I took the jeweler's saw to the Katana hand. I cut down and inward to follow as close to the fur lining on his sleeve as I could.

The next step was to drill all the way through the cigar hand and corresponding holes in the hook sword. Then I slipped a paper clip through the bottom of the sword, through the hand and into the top guard on the hook sword. Once the glue dries, you can nudge the arm a bit to get the angle you want.

Lastly, I pinned the Katana hand back on the arm, but in an upward angle to look like it's more of an "on-guard" position.





CUSTOMIZING AN APAC FORCE – CONTINUED...

Next let's take a look at how to differentiate one Enforcer Heavy from another.

I decided to do a quick weapon swap with a Ronin Brick's modified Launcher.

Items Needed:

X-Acto knife, Jewelers saw, Pin vise, Paper clips, Zap-A-Gap Accelerator, and a Dremel

The Launcher

The standard Launcher for the Heavy is a thin, RPG-style Launcher. I wanted to give him a beefier Launcher, so I used the Ronin Launcher. It looks more like a US rocket launcher.

I started by cutting off the rocket and drilling out the launcher tube and sight tube with the Dremel tool. This was kind of difficult. I made pilot holes with a pin-vise and then slowly carved out the inside. Then I finished it off by rotating an X-Acto knife in the hole, which smoothed it out and gave it a nice cone effect.

The next step is to attach the arm and drill a hole down through the hand. For the Rocket Launcher, I flipped it over on its top, so the sight was on the head side. Then I clipped off the handle to the Launcher and filed it down to match the surroundings. I drilled a hole on the hand side of the Launcher and inserted a paper clip. Once it dried, I bent down the paper clip to make a new handle.

Then I glued the new launcher into posi-

tion on the Heavy. I took some wood glue and put a small lump in the sight hole, wiping off the excess. After it dried, I put some more in the hole and wiped off the excess again. Once this dried, it made a nice new lens for the viewer. The glue's natural ability to shrink drew it back from the outer edge and gave a nice recessed look. Then I did a quick snip-snip to the topknot and filed it down to smooth to the head.

Here's a photo of the primed and pre-shaded mini.

About Chris Passeno...

I spent most of my youth moving from one place to another, but I've been married to my High School sweetheart for the past 16 years and am the father of 2 boys, ages 10 and 4. 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.

I shifted to Rezolution because of its focus on the importance of a single figure. My goal is to not have to paint an entire army again! I started playing CSO and switched to Ronin after I won the '07 Origins' Tournament. We have 4 regular players in our area and are always looking for more. So if you find yourself in central Ohio, look me up.

THE LEGEND OF THE 61ST

By Tony Kenealy

Chapter 1 – February 27th 2175

>Good evening. This is Global 9 News network. Angel Wells reporting.

We now take you live to our reporter, Jack Jameson, on the ground in downtown Los Angeles where a situation is developing. Jack, what can you tell us?

Good evening, Angel. As we speak, there is a heavy CSO presence surrounding the offices of AeroTech Biolabs, the company recently involved in a bio weapons scandal. All we know so far is that a CSO unit responding to a silent alarm call came under fire when they entered the building. We believe four CSO personnel have been shot and another seriously wounded. It appears that a group of unidentified assailants have taken control of the building and the news is they have hostages.

Any details on the hostages? Are the CSO negotiating with the assailants or are they planning to storm the building?

Well Angel, we have not seen any signs of communication. We do know that AeroTech BioLabs is a highly secure building, with automated defenses, but we have no details on what weaponry is inside only that it is very sophisticated. Unfortunately for the CSO, the assailants hold all the aces in this encounter, and it looks like a tough situation. Hold on, there seems to be some fresh activity going on...

We appear to have lost contact with Jack, but will return to this tense situation as soon as we can. In other news...<

Marshal Jenson hunched over the computer tablet, watching the building schematics flash across the screen. He was looking for some advantage that would give him and his troopers an edge, but he was coming up with nothing. There were no available records of the internal schematics and from the outside the building looked like a fortress, not to mention the automated weapons system. He had already lost four good men and was close to losing another. He had no clue as to who he was dealing with and no ransom demands, no ultimatums, nothing. This was not your normal raid gone wrong. His senses told him there was something more going on, but he couldn't figure out what.

“Sergeant Ross. Get me a channel to HQ, we need some help on this one.”

The electro-plate sign proclaimed that ‘Johnny Retro’s 1950s Diner’ was open. This was supported by the multiple strains of music coming from the various mini-speakers hanging off the building. Inside, re-fabricated memorabilia was scattered on any surface that wasn’t made for sitting on. Coca-cola bottles the size of oil drums, a life-size statue of Elvis holding a hamburger in one hand and a microphone in the other, and a huge digital jukebox added to the atmosphere. At the counter, the shiny red stools stood all in a row, with the clusters of red plastic booths completing the décor.

Most of the booths were empty, but in one



corner three figures sat arguing. Propped up against the side of the seat were two assault rifles. They had caused quite a commotion amongst the waitresses when they had arrived with their two owners. And as for the third character, well he wasn't even human.

"OK, one last time CJ. Jailhouse Rock was sung by Elvis, Folsom Prison Blues was sung by Johnny Cash." Jackson was getting frustrated with his metal companion's incomprehension of the finer points of rock music.

CJ turned to look at Jackson, his electronic eyes lost in thought. "Ok now I get it, Johnny Cash, he's the one that sang about the prison and rubber bullets."

"NO!" Jackson threw his hands up in despair. "I give up. That was 10cc, they... Oh forget it, your metallic brain will never fully understand the complexities of music."

Jackson regretted his outburst as soon as it left his lips. CJ may be an Iron Man, but he was as much a part of the Unit as the old girl herself.

"Look CJ, you're just not built for this kind of thing. You can take an RPG apart and put it back together in seconds." CJ looked at him in a manner that would have been complete with raised eyebrows, that's if he had any eyebrows to raise. "But you will never understand the beauty or attraction of Rock and Roll, the original stuff, not this tribal crap they call rock these days."

"Jackson, we need you." A voice from the radio interrupted his speech.

"It's the old girl, it must be a job." Jackson said a little too loudly

"The old girl heard that Jackson, now get your worthless carcass onto the transport, ETA 1 minute."

"Yes boss, sorry boss."

"Tyler, out." The radio went dead.

Needing no more prompting, the two men picked up their weapons while CJ unfolded himself from the booth, and headed for the door.

Outside, the Barracuda Mark II was making a mess of the trash and dust in the street as it dropped out of the sky and hovered in front of the diner.

Jackson ran to the cargo bay door that swung open as he approached and jumped inside, followed quickly by Fowler and CJ. Without waiting, the Barracuda Mark II rose up, dipped as it turned and sped away.

CSO Troopers Crowell and Brogan were watching the main entrance to AeroTech Biolabs from behind a hastily erected barricade when three Barracuda Mark IIs dropped out of the sky and landed in the street behind them. Even before touchdown, their cargo doors opened and let loose their cargo.

"Damn, this must be serious" Crowell was impressed.

"Why, who the hell are they?" Asked Brogan.

"Don't you know? Where the hell have you been all these years. That's the 61st..."



ASSIGNMENT: TIPPING THE BALANCE

By Tom Kiley

In this assignment, each faction will be fighting for control of an abandoned Warbot left in a warehouse in the middle of a dangerous quarantine zone. Gaining control of one of these dangerous AIs may tip the balance of control. Hackers will be necessary and dangers abound. This is a 500 point game involving 2-4 players. You will need 2 Stomper Class III Warbot models.

Los Angeles California

Tempest 004 strutted confidently down the hallway into CryoSynth's executive gymnasium. The Master was there sparring with his new trainer. The data she had obtained from the Grid would make the Master pleased. She calculated this would be the opportune time to inform him. Her cybernetic processors were already computing the probability of a promotion within the company.

73% Probability of Promotion to Level 7 Wraith

She was already anticipating the perks that came along with the next level in the corporation. Limousine shuttle service, an apartment above the grimy gray clouds of pollution, hardware, software, and wetware upgrades she only dreamed of, and the clothes...oh, the silky clothes that would feel so good against her organic flesh.... However, upon entering the room her probability subroutine restarted with new inputs as she noticed at the Master's feet, Executor Brandt's desiccated body was laying on the workout floor. Brandt must have failed his



task in obtaining the necessary AIs.

51% Probability of Promotion to Level 7 Wraith

32% Probability of Lethal Termination

The Master was just cleaning his blade as he walked around the lifeless body on the floor and handed the blade to his trainer. The trainer looked on emotionlessly as she placed the Master's mono-blade back in its case. Her eyes showed the same unearthliness that suggested she was of the same heritage as the Master.

"Report my Wraith, and it had better be more promising than what Brandt had just told me." The Master stated emotionlessly without even looking at her.

48% Probability of Promotion to Level 7 Wraith

52% Probability of Lethal Termination

Her organic components gulped reflexively and a wave of nervousness came over her. The Master grabbed a towel to wipe

the sweat from his bare chest. A slash where his trainer must have just struck was fading away before her eyes. She always wondered if the sweat was real or another way his species imitated the human physiology.

"The search of the Budapest Depot did indicate two potentially viable warbots. The area is still in quarantine from the Crimson Jihad incident of '49. Both subjects appear to be intact, but inactive."

The Master stopped buttoning his shirt and turned to face Tempest. A shiver ran down her spine as his silvery eyes cut deep into her. "Two...this is promising. Do you have the means to activate these?"

49% Probability of Promotion to Level 7 Wraith

50% Probability of Lethal Termination

"Yes, Master. It is a simple task of entering the proper activation codes. Once active, the AI will automatically assimilate itself to our commands. I have the activation codes for models of this vintage."

61% Probability of Promotion to Level 7 Wraith

33% Probability of Lethal Termination

"Good. You will accompany me to retrieve these. Assemble a team. I have very little time to waste."

97% Probability of Promotion to Level 7 Wraith

01% Probability of Lethal Termination

South London

"Oi Top, Grifter got us a real break!" Gears clamored his way into The Bulldog's back room.

Top Dog turned to face his gleeful Fiddler with a quizzical look on his face.

"What's our Ghost found now? A better hangout than The Bulldog?"

"Naa, nuffin' like that. Summit better. Anyway, the beer 'ere's bin growin' on me."

"You'd be happy with anything that's free. So tell me what Grifter's found."

"Remember Grifter's bin monitorin' that smart hacker bird at CryoSynth, right? Well, looks as though she's found the heavy firepower we've bin lookin' for."

Heavy firepower...that got Top Dog's attention. "What kind of firepower?"

Gears jumped around like a 6 year old at a birthday party. "Stompers! He's found Stompers! There for the takin'."

"Getting CSO hardware is no easy task. So why does Grifter think we can just snatch these up?"

"Well, you know about the Budapest Quarantine Zone, right? Turns out there was a CSO repair depot there and some Stompers gettin' serviced when the bomb went off."

"He'll fry his brain! Or worse, get us all killed when those things go online and turn on us. Hell, his new board isn't even paid off yet."

Holding his hands up, as if to calm Top Dog, Gears grinned.

"Naa, 'ere's the beauty of it," The Fiddler began making gestures as if he was actually tinkering with another device.. "There's this backdoor in the AI software. Nobody knew about it back in '49. Nowadays every AIs got a patch that shuts that back door. But...these never got that patch!"

Top Dog's expression changed from skepticism to joy. "This is the break we've been looking for. With just one of those we might have the firepower to pull off that Hanoi job. Call up the crew and get us a flight to Hungary."

Hanoi

"Q-Tee has discovered what Top Dog's up to", reported the Enforcer on bent knee.

Autumn Wind normally would not tolerate an interruption to her meditation, but Top Dog's crew has been a serious threat to her clan's operations lately. Her eyes slowly opened as she looked at her Lieutenant. "Report"

"They are leaving for Hungary to attempt to claim two inactive warbots in the Budapest Quarantine Zone."

"Warbots...well that would certainly give them the edge they need. Blunt force is Top Dog's style and adding a warbot to his crew would certainly make him more than a nuisance this time." Autumn Wind thought to herself.

The Arashi stood up from her lotus position and made several



carefully orchestrated steps to the left of the Enforcer. With a slow circular motion of her arms, she focused her jing and caused lightning to arc from her fingertips, enveloping the bronze Buddha statue and causing the startled Enforcer to cringe away from the arcing blue sparks. She stepped out of the cloud of ozone and smoke towards the Lieutenant, her eyes still glowing electric blue. "Inform Hideki, I want his crew in Budapest tonight. Those warbots would be an asset worth having, but under no circumstances should they fall into anyone else's hands."

Ark 703 in Low Orbit over Europe

Marshal Redmond lead his crew into the ready room outside of launch bay six. The room smelled of sweat, nervousness and anticipation. After everyone was seated, the view screen across the shorter wall of the room changed from the rotating CSO

screen saver to that of Adjudicator Zimmerman seated at his desk in an office several decks away.

"Well, Marshal, we've been picking up some disturbing chatter all over the Grid about Budapest. Search engines have been going crazy with key words like 'warbot'. We've even noticed several commercial satellites being repositioned over Hungary since this occurred. Seems like after we evacuated and closed off the area, we missed some intact hardware there."

Taking a deep breath the elderly adjudicator continued, "It's believed that there are two viable Stompers left there that must have survived the initial attack back in '49. With UniPol cutting our budget again this quarter, we could always use some of that hardware in our inventory, but we most certainly must not let it fall into other hands. I don't think I need to remind you of the dangers of letting AIs that powerful fall into the wrong hands. We don't want a repeat of the Sydney Massacre do we?"

"No sir" Redmond quickly responded. Memories of that incident were still fresh in his mind. The troopers in his crew were not as familiar with the incident as he was because most of them were replacements for the troopers he lost there.

"Now, I've already got the permits all signed for to enter the quarantine zone and your Barracuda should be ready in ten minutes. You've been briefed on the Budapest Incident - correct? Make sure you've packed extra ammo just in case."

"OK, now he's going all mushy on me." Redmond thought to himself. Zimmerman had been like a father to him, but sometimes

it seemed like the old guy was getting a bit soft hearted and protective in his old age. "Better get these boys packed up and into the Barracuda before he comes down for a group hug or something."

"OK ladies! Get to the launch bay and stow your gear!" He got up and shouted, trying to break the 'father-son' moment that was just about to happen before his men. Double-checking their gear as they stood up, the troopers filed out of the room into the launch bay. Redmond looked back at the screen as he was exiting the room. Zimmerman was still on.

The elderly white haired adjudicator winked and made a thumb-up gesture, "Good hunting, Felix".

"I won't let you down Zim, I never do." Redmond turned and exited the room.

Assignment:

A warbot such as a Class III Stomper is a powerful asset to add to a crew. These particular warbots are very valuable as the OS is old and easy to hack into and control. Furthermore, these had been written off as scrap by the CSO so it would be difficult to trace them. The CSO, always in need of more resources, wouldn't mind bringing these two warbots back into the fold, but whatever happened, they can't afford to have them fall into the wrong hands.

Each crew must attempt to take control and move off the table at least one of the two inactive warbots or prevent their opponent from doing so and causing as much damage to them as possible. In order to activate the warbot, a hacker must be able to make a suc-

cessful hack against a Neutral (Target 10) Level Security System. Once activated, the warbot will immediately activate under control of the player that succeeded in hacking it. These particular warbots have a flaw in their AI operating system that makes them susceptible to hacking. When an activated warbot is attempting to resist a hack, it does so at a -3 NRV. A failure when attempting to hack an active warbot will result in feedback damage. Success will cause the warbot to immediately activate under control of the new player (even if it has already activated this round).

Crew Size:

Each crew will be no larger than 500 points and should contain at least 2 models with the HAK attribute and remote boards. These are some sample crews.

APAC 500 Points (16 models)

Arashi
Enforcers x 4 + Enforcer Heavy
Enforcers x 4 + Enforcer Heavy
+ Enforcer Lieutenant
TADS
Yuurei
Yuurei
Bishoujo Senshi

CSO 499 Points (15 models)

Marshal
CSO Troopers x 5
CSO Troopers x 4 +
Trooper Sergeant
Field Engineer
Field Engineer w. Bombot
Stomper Class III Warbot*

Dravani 500 Points (21 models)

Dravani Human Form
Lektra Vassals x 4
Lektra Vassals x 4
Executor
Executor
Executor
Souless
Shamblers x4
Volkoda x 2
Wraith
Ghost



Ronin 497 Points (13 models)

Maven
Second
Ghost
Ghost
Fist
Shootist
Shootist
Brick
Brick
Esper
Fiddler + Bombots x 2

* Note – Even if another faction was to successfully hack the CSO Stomper (or any other robot or cyborg in play) and move it off the table, they will not be awarded 1000 points as this bot is currently registered, has a tracking device, and has more advanced safety protocols, making it difficult to control in the long run (and in fact could

be a liability). However for short term, players are fully welcome to attempt to hack this Stomper or any other bot or cyborg in play. If the model remains hacked until the end of the game, the controlling player gets victory points as if it killed it.

Set-Up:

48" x 48" play area.

Place 2 Stomper Class III Warbots in a 4" x 4" area in the center, each Warbot facing the center of the play area. Each player should alternate placing lots of terrain around the warbots so that movement from the center will be difficult for the Warbot, but not impossible. Each crew rolls and adds their REP to determine who gets to pick the first

deployment zone. Winner may choose to deploy first or last.

Deployment:

Each crew is deployed in a 26" x 5" deployment zone, centered on each table edge. A model may not be placed in its deployment zone within 12" of an opposing model.

Duration:

Game ends at the completion of the round that the last viable warbot leaves the table or is destroyed.

Victory Points:

In addition to VP awarded for kills based on model value, 1000 points will be awarded for each Stomper that makes it off the table. Destroying an active warbot will gain 117 points. No victory points will be awarded for destroying an inactive warbot, only one that is active and under control of an opposing player.

Optional Rules:

Wakin' Up the Dead

Budapest was quarantined for a reason. The bombs exploded by the terrorist group Crimson Jihad contained highly toxic chemicals, some of which are believed to be responsible for the Toxic Zombie phenomena. Looters and scavengers crafty enough to get past the CSO security perimeter have been exposed to concentrated levels of these toxins and have become Toxic Zombies. You will need several Toxic Zombie models and some markers or chits.

Toxic Zombies are attracted to loud noises



like gunshots; they are quiet and lie dormant in the rubble unnoticed by their potential prey. During the first two rounds, place a gunshot marker every time a model fires a weapon (see chart). At the beginning of the next control phase roll a d6 for each marker. On a roll of 5 or 6, roll the Deviation Die and place a Toxic Zombie model where indicated from the marker. Toxic Zombies activate normally during this control phase. After the second round is complete, no more markers are placed as all the zombies in the area have been alerted.

Note – Some close combat can generate enough noise as well. For each successful hit that causes damage, roll a d6. On a roll of 1 place a marker next to the model receiving damage. Any model that has the Horrific ability and makes a charge will automatically get a marker placed next to it, after it has completed its charge, as the terrifying creature roars on in. Furthermore any human model that receives a charge from a Horrific model must immediately make a NRV test at base 11. Failure results in the



model screaming or crying for help and thus a marker is immediately placed next to the unfortunate model whether they survive the attack or not.

Ranged Weapon	Where to Place Marker
EMP Grenade, Flechette Pistol, Hypo-Gun, Mini-Crossbow, Pulse Gun, Shuriken, Soft Pistol, Smoke Grenade, any weapon with a Silencer	Do not place a marker as weapon doesn't generate enough noise
Launcher or Pulse Cannon (including Craft abilities such as Heaven's Wrath, Tornado, Arc)	Place a marker in base contact with the shooter and an additional one where shot landed. In case of Arc, place one in base contact with the first model hit.
Grenades	Place marker where the grenade landed
All other ranged weapons with damage of 5d6 or less	Place a marker in base contact with the shooting model, where they made the shot.
All other ranged weapons with damage 6d6 or greater	Place 2 markers in base contact with the shooting model, where they made the shot.

Jackpot!

Intelligence was wrong, very wrong, but this could be good...well, sort of. Turns out there are lots more viable robots than expected. Try adding 1-2 more Stompers to center. However, reduce the penalty due to the AI flaw to -2 NRV instead. VP for each Stomper should be reduced to 750 points.

You Call That a Flaw?

There's more than just some hacker's back door that is wrong with this level AI, there's some serious behavioral problems that needed fixing. Each time a warbot is activated, roll a d6; on a result of 1, the player loses control and the warbot must make an immediate move towards the center of the table and then attack the nearest model it sees (but will not attack inactive warbots). During the next control phase, it will continue to move and shoot in this manner until it can reach as close as possible to the center of the table (due to inactive warbots and terrain). The warbot then will shut down at the completion of its activation. It can be reactivated as normal. It may be hacked as normal while it is still active and attempting to reach the center

Credits

Assignment by Tom "CmdrKiley" Kiley
Playtesters: Shawn "Monkey" Elliott, Doug "Ski-Man" Donakowski, Gary "Nitelook" Nichols, Craig "Hudson" Sexton, 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.

CLOSE COMBAT IN REZOLUTION

Realistic and Cinematic Options For Multiple Combatants

By Ron Cover

Rezolution offers two different ways to run close combat with multiple opponents, depending on the way players wish to enjoy their games. To understand those options, let's go over how each option functions within the game.

Realistic Option:

The first option is both simpler, and a more realistic way of representing close combat. That does not mean it is inherently better, because Rezolution is a game of grand cinema as much as gritty realism, and the cinematic option allows for that style of play.

The realistic option can easily be the first option a new player sees, because it is delineated in the *Rezolution: A Dark Tomorrow* rulebook.

In a nutshell, all modifiers are calculated at the instance of each attack, and will vary as soon as circumstances change.

Per the rules on page 49, a player cannot combine multiple attackers against a single defender if other models from the defending player's side are also engaged. If more defending models join a combat at any time, as soon as they are engaged in close combat, the models must be split into groups that match the number of models engaged.

When each attack is declared, total the number of models in the group that contains the attacking model. Each model after the first will grant +1 CCA and +1 damage dice per the normal rules.

If four enemy models are engaged with a friendly model, and another friendly model

can move to engage two of them, the combatants must fight as two separate close combats with odds of two on one. If the new friendly model can only engage one enemy model, the fights would be split into a three on one against the initial model, and a one on one with the new model.

This split is considered only for purposes of calculating attacks and odds. All models in a mixed fight are considered engaged with any enemy model in range. Template weapons make large melees dangerous places to be.

If there is an odd split, the attacker may decide how their models are engaged. In the above example, if there were only three enemy models, and a new friendly model engaged two of them, the attacker would decide which models were fighting two on one, and which were fighting one on one. That choice can change each round.

For example: if a Ghost came in to help a Fist fighting three APAC Enforcers, and engaged two of them, the APAC player could choose to have two Enforcers face the Ghost or the Fist. Eliminating the Ghost quickly would bring the odds back against the Fist, but the Fist would be a much bigger threat.

If two Enforcers were declared facing the Ghost, and the first Enforcer drove off or eliminated the Ghost with their attack, the remaining two Enforcers would immediately be free to attack the Fist, and the fight would be calculated at three on one odds.

If the first Enforcer did not eliminate the Ghost, the second declared as fighting the Ghost would still be considered fighting with the Ghost, and could not assist against the Fist.



If the Enforcer facing the Fist was wounded in one round, the next round would allow the APAC player to declare the odd Enforcer shifting to aid their wounded comrade.

Resolving fights under the realistic option would be done like this:

1. Declare the attacking model.
2. Determine the number of models that can attack the target.
3. Make an opposed roll with a +1 CCA bonus for each additional unengaged friendly model.
4. Make a damage roll with a +1 die bonus for each additional unengaged friendly model.
5. Move to the next model's action.

In a realistic close combat engagement, every attack has to be made with consideration of the possible counters that can be made.

When facing multiple opponents, not only do counters from the target of the attack have to be considered, but also counters from the other opponents. A friend can block an attack, as well as take advantage of an opening.

When defending against multiple opponents, each opponent can take advantage of the additional threat posed by their allies and the openings made by countering their attacks, therefore having a better chance of making a successful attack.

Raising the CCA value based on the number of threats represents both those combat aspects quickly and easily. Strong models become stronger, and weak models gain the advantage of numbers.

Cinematic Option:

The cinematic option developed as play-testing continued, and has been used to showcase the game at numerous conventions. While not written in the Dark Tomorrow rules, it is a viable and playtested option that several people prefer. It lacks some of the simplicity of the realistic option, but it allows combat to proceed in a very cinematic style for those who enjoy action movie style combat.

In a nutshell, all modifiers are calculated based on the number of attacks that have been made by friendly forces during that round, so long as close combat has been maintained.

The split of forces noted on page 49 and above still applies, but if a model has already attacked, the modifiers for additional attackers that round will still take the attack into consideration.

When each attack is declared, total the number of attacking models that have attacked that round against the target model. Each model attacking after the first will grant +1 CCA and +1 damage dice per the normal rules.

If, at any time during a round, a model is no longer engaged in close combat, all modifiers from multiple opponents will reset to zero.

At the start of every round, all modifiers from multiple opponents will reset to zero.

When a model is activated and makes attacks, only modifiers for attacks against its target apply.

For example: if a Fist is attacked by three

opponents, the opponents will progressively gain a bonus. When the Fist activates and attacks those opponents in return, no modifiers will apply.

If new opponents enter a close combat, the fight will be split up per the rules the same as with the realistic option, but modifiers gained from attacks already made will still apply.

If four enemy models are engaged with a friendly model, and a new friendly model moves in and engages two of the enemy models, any attacks already made against the original friendly model will still grant a bonus to further attacks that round.

Using the same example from above with the Ghost coming to help the Fist, let's look at the differences:

For purposes of our example, we'll take a look when the Enforcers are from two separate units. Two have not yet activated, and the other has already attacked the Fist this round. The Ghost has engaged a model from each Enforcer unit.

When the Ghost attacks, there would be no modifier, because no models have attacked the Enforcer yet this round. Having just squared off against the Fist, we'll let the Ghost finish off a wounded Enforcer.

When the second Enforcer unit activates, the player has to have one model attack the Ghost, and the other continue the attack on the Fist. Page 49 specifies combats must be split evenly.



The model attacking the Ghost would do so with no modifier, because it is the first attack of the round against the Ghost.

The model attacking the Fist would still gain the +1 modifiers to CCA and damage because an attack had been made against the Fist, and the Fist had remained in close combat. Whether the first Enforcer lived through the Ghost's attack or not, the modifiers would still apply to the Fist.

When the Fist activates, there would be no modifiers to the attack rolls. If the Fist eliminates the Enforcer that is fighting against them, Flurry would allow an immediate attack against the last Enforcer.

Resolving fights under the cinematic option would be done like this:

1. Declare the attacking model.
2. If the target model was still engaged, determine the number of models that have already attacked the target model this round.
3. Make an opposed roll with a +1 CCA bonus for each additional friendly model that has already attacked this round.
4. Make a damage roll with a +1 die bonus for each additional friendly model that has already attacked this round.
5. Move to the next model's action.

There is not a major problem keeping track of cinematic combat, but large combats can make it more difficult to keep track of the number of attacks made.

In cinematic combat, enemies move in like a martial arts movie epic.

A model can be slowly overwhelmed by a horde of enemies, but they will come in one at a time and try to draw the target out of position.

A model with a high CCA score becomes harder to take out with a small force, and is likely to inflict more damage on low CCA models as they attack to gain a bonus for later attackers.

Conversely, good rolling against early attackers gains less benefit

for the target, as the modifiers from previous attacks that round are much harder to eliminate.

Flurry gains a large power boost, as eliminating the first attacker allows further counterattacks before more attackers can add to the enemy's combat bonus.

Parry becomes much more important, because it allows weaker models to have a better chance of survival in the initial attacks. It also pushes the concept of 'attacking' with parries when facing strong opponents, or early attackers face a significant disadvantage.

An attacker with a mixed force can choose to either attack with weaker models first to make their stronger models gain more bonus from their possible sacrifice, or attack with stronger models first to gamble on their survivability to increase the weaker models chances.

Conclusion:

Neither close combat option is inherently better than the other, but allowing players to choose the style of play they want to use gives another strength to Rezolution. It means an event organizer has to declare which style they will be using, but friendly games can vary as players wish, either to match varied tastes or special scenario considerations.

As a standard, it is easier to go with the realistic option, due to its inclusion in the main book. Players should be happy to try to use the cinematic option, because it also works.

Players should be willing to compromise

and vary so they can experience all that Rezolution has to offer.

Events that announce one close combat style or the other are no different than events that offer simple combat or special scenarios. All are simply options that can add to the gaming experience, and not something to be avoided.

About 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 Rezolution. Rezolution 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.

ORIGINS 2008

Thursday, June 26th

11:00am – 12:45pm – Event #1158: Starter Set
Tournament, Round 1: Incursion
3:00pm – 5:45pm – Event #1234: 400-point
Skirmish, Assignment: Incursion

Friday, June 27th

11:00am – 12:45pm – Event #1474: Starter Set
Tournament, Round 2: Assassins
3:00pm – 5:45pm – Event #1557: 400-point
Skirmish, Assignment: Assassins

Saturday, June 28th

10:00am – 12:45pm – Event #1703: Origins Tournament,
Round 1: Incursion (600 points)
1:00pm – 3:45pm – Event #1756: Origins Tournament,
Round 2: Assassins (600 points)
4:00pm – 5:45pm – Dinner Break
6:00pm – 8:45pm – Event #1829: 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 – 12:45pm – Event #1938: Starter Set
Tournament, Round 3: King of the Grid
2:00pm – Rezolution Awards Ceremony in Miniatures Hall

Origins 2008 Prizes

400-point Skirmish – First Prize - \$25.00 in Aberrant Games products
Starter Set Tournament – First Prize - \$25.00
in Aberrant Games products.
Gen-Con Tournament – Grand Prize – Blade Runner
(Five-Disc Ultimate Collector's Edition) (2007)
Painting Contest – Grand Prize for the best-painted
Aberrant Games Rezolution Miniature (this contest is
not limited to entrants in the tournaments) - TBA

Please note that although Aberrant Games will not have a booth at Origins 2008, Rezolution products will be on sale at the Iron Wind Metals, our official representative, at booth #923. Also Simon Mackenzie and Tony Kenealy will be in attendance at the Rezolution Tournaments and are more than willing to answer any questions and play a few games.

GEN CON 2008

Thursday, August 14th

11:00am – 1:00pm – #NMN00146:
Starter Set Tournament, Round 1:
Incursion – \$4.00/all 3 rounds
3:00pm – 6:00pm – #NMN00441: 400-point
Skirmish, Assignment: Incursion – \$4.00

Friday, August 15th

11:00am – 1:00pm – #NMN00439: Starter
Set Tournament, Round 2: Assassins
3:00pm – 6:00pm – #NMN00442: 400-point
Skirmish, Assignment: Assassins – \$4.00

Saturday, August 16th

10:00am – 1:00pm – #NMN00443: Gen
Con Tournament, Round 1: Incursion
(600 points) – \$4.00/all 3 rounds
1:00pm – 4:00pm – #NMN00444: Gen Con
Tournament, Round 2: Assassins (600 points)
6:00pm – 9:00pm – #NMN00445:
Gen Con Tournament, Round 3:
King of the Grid (600 points)
9:00pm – 10:00pm – Gen Con Tournament,
Tie-Breaker: Firefight (if necessary)

Sunday, August 17th

10:00am – 1:00pm – #NMN0040: Starter Set
Tournament, Round 3: King of the Grid
2:00pm – Rezolution Awards Ceremony at Aberrant
Games Booth in Exhibit Hall

Gen Con Prizes

400-point Skirmish – First Prize - \$25.00 in Aberrant Games products
Starter Set Tournament – First Prize - \$25.00
in Aberrant Games products.
Gen Con Tournament – Grand Prize – Sony PSP
Painting Contest – Grand Prize for the best-painted
Aberrant Games Rezolution Miniature (this contest
is not limited to entrants in the tournaments) - Blade
Runner (Five-Disc Ultimate Collector's Edition)

For more information on either the Origins or Gen Con events please contact
bryan@aberrantgames.com



COMING SOON

ABG 7005 – Vatacina Purifier -	\$17.99
ABG 5011 – Ronin Brawler -	\$7.99
ABG D001 – Dungeoneer Paladin -	\$11.99
ABG D002 – Dungeoneer Elf Assassin -	\$8.99



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 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 Trundler MIU -	\$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 MIU -	\$13.99

ABG 2022 – CSO Trooper Sergeant (2) -	\$6.99
ABG 2023 – CSO Hammerer MIU -	\$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) -	\$6.99
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 4014 – Dravani Grimalkin & Lilith -	\$29.99
ABG 4015 – Dravani Shambler Team Pack (4) -	\$15.99

ABG 4016 – Dravani Baggers Team (6) -	\$29.99
ABG 4019 – Dravani Volkoda Team (2) -	\$19.99

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 – Merc: Bot Pack -	\$12.99
ABG 6004 – Merc: Captain Doyle -	\$7.99
ABG 6005 – Mercs: Toxic Zombies Pack 1 -	\$12.99
ABG 6006 – Mercs: Toxic Zombies Pack 2 -	\$11.99
ABG 6009 – Merc: The Ferryman -	\$7.99

Vatacina

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