

BROTHERHOOD FORCE PROFILE

Tech Level: 3*

Strategy Rating: 16

*) Technology in general is not very advanced in the original Warzone universe, and hence most of the tech used is actually Tech Level 2 compatible. No attempt has been made to up the tech so as to make this army more competitive with the existing Defiance forces.

TACTICAL AND STRATEGIC PARAMETERS

Victory Point Advantage

Attrition

Tactical Rating: 8

<u>Tactical Aspect</u>	<u>Value</u>	<u>TR Cost</u>
Maximum Unit Size	9	-2
Maximum Ad Hoc Units	25%	0
Maximum Elite Units	25%	0
Maximum Vehicle Units	25%	0
Initial ADR	11	+6
Failed Individual Morale Test	Cool Head	+2
Failed Unit Morale Test	Martyr	0
Tactical Advantage	Faith	+2

Frame Rating: 8

<u>Frame Aspect</u>	<u>Limitation</u>	<u>FR Cost</u>
Maximum Frames	25	+2
Maximum SI Weapon Cost	60	+2
Maximum PI Weapon Cost	80	+2
Maximum VE Weapon Cost	80	0
Maximum Phase Weapon Cost	n/a	0
Minimum Armor Rating (PI)	0	0
Maximum PI Speed	5	0
Minimum Field Save	8+	+1
Maximum HTH Cost	20(30)	+1
Maximum IF Area of Effect	2"	0

Augmentations (8)

General: Access to Enemy Weaponry (Multiply weapon cost by 2)
 - replaces any one standard weapon per game
 Access to Non-standard Weaponry (Multiply weapon cost by 1.5)
 - replaces any one standard weapon per game

Army: [none]

Infantry Individual: Artillery Jammer (+25 PV per hero or leader)
 One of the devices employed especially by the Keepers of the Art and considered a sign of God's protection by the common Brotherhood populace.

Infantry Unit: Camouflage (+15 PV per model)
 Various methods of camouflage are employed by Mortificators to enable them to carry out their black ops duties. In game terms, all of these count as a Refractive Cloak augmentation.
 Gyro-stabilized Harness (+5 PV per model)
 Slow-moving as they still are, recent upgrades to Eremite chassis have enabled them to act as reasonably stable firing platforms for the heavy weapon carried.
 Portable Field Generator (+5 PV per model)
 Inquisitors, especially those of senior rank, often wear similar phase field generators as the Keepers of the Art field operatives.

Superheated Tip (+5 PV per model)

Brotherhood elite shock troops make relatively wide use of swords and other weapons with blades inset with conductive ceramics that can channel bursts of energy through the blade, turning it into an effective anti-armor weapon.

Weapon Link (+4 PV per model per Nemesis Machine Pistol)

Crucifier suit's peculiar bionic systems allow a trained wearer to fire small arms in complete unison at a given target just as if they were a single weapon.

Vehicle:

Field Generator (+40 PV per Pegasus Ground Attack Craft)

Pegasus pilots are extremely hard to train and hence the First Directorate has lately allowed their craft to be fitted with phase field generators to ensure a higher survival rate.

Weapon Stabilizers (+10 PV per weapon on Battle Cathedral)

Battle Cathedrals, regardless of their age, are lumbering constructs, but the newer models do compensate for this by having superior suspension, making them very stable weapons platforms.

STANDARD INFANTRY

Cathedral Guards – 17

The Cathedral Guard traces the origin of their force to the Pilgrim corps originally formed to protect pilgrims traveling through the deserts of New Avignon. From protecting the way stations that faithful used on their way to the Cathedrals they soon graduated to protecting all manner of other Brotherhood sites as well. The most important Cathedrals (those of the original colony sites) are today protected by the honorary force of the Arch-Primates. They are veteran warriors drawn from the ranks of all standing military forces, with armor that is an amalgam of old pieces put together over time, typically carefully mended and often intricately decorated. Aside of their Cathedral Guard duties, the Arch-Primates often serve in an advisory capacity to other Brotherhood forces.

Type	SI
Size	2
Quality	Fanatic
Move	4 Sprint
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	1@7+
Reflex	+1
Agility	8
Officer	1L (+35) or 2L/1C (+110)
Hero Cost	n/a
Covert Operations	1 (+3 points)

Primary Weapon: AC-19 Volcano Assault Rifle

Support Weapon: AC-41 Purifier Heavy Machine Gun

Side Arm: Nemesis Machine Pistol OR Piranha Heavy Frag Grenades

Augmentation: -

Hunters – 24

The Brotherhood military uses independent Sniper teams to “precision eliminate” key targets just as the forces of Human Confederacy do. Snipers have operated as Man Hunter teams since the Brotherhood-Mishima War where the deployment of kill teams was found beneficial over attaching the Snipers to the regular unit command structure. A more recent development has been the introduction of the single man portable Violator Rocket Launcher. Thus similar strategies are now applied to Tank Hunters whose prey, while of a different type, is certainly as susceptible to attacks by small units of sharpshooters as any key human personnel.

Type	SI
Size	2
Quality	Elite
Move	5 Sprint
Armor Rating	+3

Damage Capacity	1
Field Save	n/a
HTH Rating	1@8+
Reflex	+2
Agility	10
Officer	1L (+35)
Hero Cost	n/a
Covert Operations	1 (+3 points)

Primary Weapon: Mephisto Sniper Rifle OR Violator Rocket Launcher

Support Weapon: Retributor Grenade Launcher

Side Arm: P-60 Punisher Handgun

Augmentation: -

Inquisitors – 33

Inquisitors are assigned a multitude of duties, from the investigation of secular crimes (where they normally act as coordinators for Revisor forces) to the eradication of heretics. They interrogate prisoners in ways that most citizen of the Human Confederacy would consider inhumane, though it is all justified in the name of protecting the true Faith. Inquisitors have distinctive armor, but some wear suits that have been handed down from previous generations, so there may be some variations in style. Most Inquisitors have black armor and red robes, though more extravagant Inquisitors wear whatever color robes they wish - save for black which is exclusively reserved for the Inquisitors Majores. These are the highest rank of the Inquisitors, and few can stand against them in battle or in the interrogation room. The armor of Inquisitors Majores varies greatly in style, but it is usually distinguished from that of lesser Inquisitors by having double-layered shoulder-pauldrons. Inquisitors Majores are usually found in the very highest echelons of any Brotherhood force, typically in the position of the force commander.

Type	SI
Size	2
Quality	Elite
Move	4 Sprint
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	1@6+A
Reflex	-1
Agility	6
Officer	1L/1C (+95) or 2L/2C (+145)
Hero Cost	+15
Covert Operations	0

Primary Weapon: AC-40 Justifier

Support Weapon: AC-41 Purifier Heavy Machine Gun

Side Arm: P-60 Punisher Handgun OR Tribulator Rad Grenades

Augmentation: Portable Field Generator

Keepers of the Art – 28

Only the select few, those who display exceptional intelligence and devotion, may be chosen to enter into the service of the First Directorate. Unlike most of the populace of the Brotherhood, they receive thorough training in science that is only available in the monastic schools of the First Directorate. Members of the Directorate, commonly dubbed “Mystics”, normally wear robes and ceremonial shoulder pauldrons while in their duties, but if they are seen outside the monastic schools (which rarely happens), they almost invariably wear full robes and armor, and a concealing helm. These Keepers of the Art science advisors also almost always wear Power Stabilizers on their backs. A Power Stabilizer’s visible part consists of a fan of tubes radiating outward: these form the emitter array of a phase field generator worn under the robes, protecting the wearer from harm. Keepers adept in a number of different sciences are typically identified by having different colors of tubes on their Power Stabilizers. This has led to some people irreverently nicknaming Keepers “Peacocks”. The combination of the Power Stabilizer, the “divine” protection it bestows on its wearer and the other strange, experimental devices often utilizing alien (mainly Vobian) technology have given rise to legends of supernatural powers of the Mystics, which the First Directorate is quite happy to fuel at every opportunity.

Type	SI
Size	2
Quality	Elite
Move	4 Sprint
Armor Rating	+2
Damage Capacity	1
Field Save	8+
HTH Rating	2@9+
Reflex	+1
Agility	8
Officer	1L/1C (+95)
Hero Cost	+14
Covert Operations	0

Primary Weapon: Nemesis Machine Pistol OR P-60 Punisher Handgun

Support Weapon: -

Side Arm: Tribulator Rad Grenades OR Demoralizer CDW

Augmentation: none

Mortificators – 23

Mortificators and Redemptionist Assassins represent the darkest side of the Inquisition. When not working undercover, they wear light body armor and are typically armed with silenced Punisher or Nemesis handguns and Mortis swords, though they just as often make use of the Mephisto sniper rifle. Mortificators are the Brotherhood's assassins, taking out highly placed heretics and priority external enemy targets without bothering with such trivialities as arrest, due process or rules of engagement. While the existence of Mortificators is not a secret to the allies and enemies of the Brotherhood, they necessarily keep a low profile, and in the general populace, their existence is generally accorded as much weight as any rumors. Redemptionist Assassins serve as "sergeants" for groups of Mortificators, though they are sometimes also sent on solo missions. The Mortis swords that today are the signature weapons of the Mortificators are forged using the ancient smithing methods of Mishima's most skilled sword smiths. They are only used by the Mortificators and a few special units within the Mishima security service. They are extremely sharp, easy to handle, and easily concealable.

Type	SI
Size	2
Quality	Veteran
Move	4 Sprint
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	3@7+
Reflex	+1
Agility	8
Officer	2L (+50), 3L (+95)
Hero Cost	+15
Covert Operations	3I (+10)

Primary Weapon: Nemesis Machine Pistol OR P-60 Punisher Handgun

Support Weapon: Mephisto Sniper Rifle

Side Arm: Piranha Heavy Frag Grenades

Augmentation: Camouflage

Pilgrim Executioners – 28

Pilgrim Executioners are close combat specialists within the Pilgrim Orders. Originally armed with twin bucklers having razor-sharp edges in the style of some ancient gladiators, they have retained the traditional combat style through the centuries. The bucklers however have long ago been upgraded to Power Shields – light composite alloy shields with a build-in phase field generator, capable of deflecting all manner of attacks and still also effective as weapons in close combat.

Type	SI
Size	2
Quality	Fanatic
Move	4 Sprint
Armor Rating	+2/+3
Damage Capacity	1
Field Save	9+ (front arc only)
HTH Rating	2@7+
Reflex	+2
Agility	9
Officer	2L (+50)
Hero Cost	n/a
Covert Operations	0

Primary Weapon: -

Support Weapon: -

Side Arm: -

Augmentation: -

Troopers – 12

All Brotherhood soldiers routinely wear armor and full helmets, complete with rebreather masks and sometimes self-contained air supplies to ensure survival in the harsh desert conditions of the New Avignon “outback”. This makes them somewhat expensive to equip but does give them an edge when fighting under inhospitable conditions. Troopers are at the bottom rung of the military hierarchy, and comprise the "rank and file" of the Brotherhood's military forces, but they also benefit from the armoring doctrine of the Brotherhood military. Almost all members of the Directorates have sufficient training to fight as Troopers at the very least.

Type	SI
Size	2
Quality	Regular
Move	5 Sprint
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	1@8+
Reflex	+1
Agility	9
Officer	1L (+35)
Hero Cost	n/a
Covert Operations	0

Primary Weapon: AC-19 Volcano Assault Rifle

Support Weapon: AC-41 Purifier Heavy Machine Gun

Side Arm: P-60 Punisher Handgun OR Piranha Heavy Frag Grenades

Augmentation: -

Venerable Warriors – 22

There are two distinct Orders of Venerable Warriors, elite shock troops of the Brotherhood forces tasked with spearheading assaults against critically located or particularly well defended enemy positions and fortifications.

The older one, that of Sacred Warriors, traces its ancestry right back to the first soldiers who fought on the side of Cardinal delle Rovere during the turbulent years after the arrival of humans on New Avignon. Their name comes from one of the famous sermons of the Cardinal, where he preached of the “sacred warriors of God” before committing his troops to an assault against a well-defended rebel fort. Sacred Warriors traditionally wear their hair long and are issued powered swords and Punisher handguns. Many carry a ballistic shield as well. Some are bold enough to go without wearing a helmet, to signify their scorn for the threat posed by the enemy and elements alike. From the best of the Sacred Warriors are drawn the Furies Elite assigned to protect the Cardinal himself. Furies Elite are issued similar weaponry to that of the Sacred Warriors, with the exception that their power swords, the Defenders, also have religious significance as relics from the era of Cardinal della Rovere and have been

carefully maintained and improved upon over the centuries. Their armor itself is almost as ancient as their swords and inevitably contains a small copy of the New Testament encased in the breastplate over the heart. With each generation of new warriors, surviving Defender blades and Furies armor are inscribed with the names of their wearers who have fought for the glory of the Brotherhood.

The more recently formed Order is that of the Vestal Sisterhood, who were formed during the no less turbulent years of Vandrossian Heresy and originally fought on the wrong side as the personal bodyguard of the Arch-Heretic Vandross. This gender-segregated force has since then been embraced by the Inquisition and remains the only faction of the Second Directorate outside of Revisors where women are allowed to enter. The Vestals are traditionally armed with the Castigator power spear and the Punisher handgun, though they are usually trained in unarmed combat as well. Popular belief (stemming from the propaganda started by the Curia to ease the incorporation them into the Brotherhood proper) is that Vestals are all stunningly beautiful, but aside from the fact that certain standards of physical fitness must be met, there is no such requirement, and in any case the Vestals wear similar totally encasing armor and helmets as the male Brotherhood soldiers (though they often let their hair flow free). Senior Vestal officers often serve as liaisons with the allies of the Brotherhood and in truth the Vestals as a whole see fairly little combat but a lot of ceremonial duties.

Type	SI
Size	2
Quality	Fanatic
Move	4 Sprint
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	2@7+
Reflex	0
Agility	7
Officer	1L/1C (+95), 2L/1C (+110)
Hero Cost	+21
Covert Operations	0

Primary Weapon: P-60 Punisher Handgun

Support Weapon: HAC-20 Eruptor Light Machine Gun OR Nemesis Machine Pistol

Side Arm: Piranha Heavy Frag Grenades

Augmentation: Superheated Tip

Veteran Troopers – 16

Although regular Troopers are drawn from all the Directorates, only the Second maintains a large career military force in the form of Veteran Troopers. They receive constant training in the arts of war and are the largest standing military force in the Brotherhood, far outnumbering the more specialized forces such as Pilgrim or Sacred Warriors.

Type	SI
Size	2
Quality	Veteran
Move	5 Sprint
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	1@8+
Reflex	+2
Agility	10
Officer	1L (+35)
Hero Cost	n/a
Covert Operations	0

Primary Weapon: AC-19 Volcano Assault Rifle

Support Weapon: AC-41 Purifier Heavy Machine Gun OR Retributor Grenade Launcher

Side Arm: P-60 Punisher Handgun

Augmentation: -

POWERED INFANTRY

Crucifiers – 28

Encounters with Mishiman Meka suits gave the Brotherhood the incentive to start experimenting with Powered Infantry frames. Unlike most human designs, the Brotherhood frames are largely geared towards close assault and even hand-to-hand combat. The fast and agile Crucifier suit is an example of this latter approach and it incorporates two additional bionic arms to hold extra close combat or assault weapons. This arrangement makes the suit excruciatingly difficult to master and only highly trained specialists are able to utilize it to full capacity. Typically armed with a pair of Nemesis Machine Pistols and a pair of Punisher short swords, the Crucifiers can sweep almost any lightly armored opposition away in a flurry of bullets and blows.

Type	PI
Size	2
Quality	Elite
Move	4 Sprint
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	3@6+
Reflex	0
Agility	5
Officer	2L (+50)
Hero Cost	n/a
Covert Operations	0

Primary Weapon: Nemesis Machine Pistol

Support Weapon: HAC-20 Eruptor Light Machine Gun

Side Arm: Piranha Heavy Frag Grenade OR Tribulator Rad Grenade

Augmentation: Weapon Link (for Nemesis Machine Pistol)

Eremites – 86

Eremites are a less modern innovation than the Crucifiers. Huge and lumbering, these frames have less in common with infantry than with vehicles. And in fact they are used by the Brotherhood military to combat just that, to which purpose they are fitted with massive crushing claws or fist, or oversized maces and flails to smash apart their prey. Some are fitted with Gehenna flame throwers and used to support assaults against dug in enemy positions. Despite the size of the suits, there is precious little space for the pilot within the armored torso of the Eremite suit. This, combined with the fact that the nerve bundle control systems provided originally by Mishima allow the suit to be controlled without actual manual input, have resulted in many crippled veterans with amputated arms or legs to apply for a position as an Eremite pilot in order to continue to serve the Brotherhood.

Type	PI
Size	3
Quality	Elite
Move	4
Armor Rating	0
Damage Capacity	3
Field Save	n/a
HTH Rating	1@6+KV
Reflex	-2
Agility	2
Officer	2L (+50)
Hero Cost	+34
Covert Operations	0

Primary Weapon: Avalanche Light Automatic Cannon

Support Weapon: Gehenna Heavy Flame Thrower OR Violator Rocket Launcher

Side Arm: -

Augmentation: Gyro-stabilized Harness

VEHICLES

Battle Cathedral AFV – 462

Battle Cathedrals are immense, super heavy AFVs, more fortresses on tracks than regular vehicles. Like their name, their structural design echoes the true cathedrals with a weapon-bristling command tower dominating the back end and a long “nave” extending to the front acting as troop transport space.

Type	AFV
Size	7
Quality	Vehicle
Move	6
Armor Rating	-1
Damage Capacity	7(4)
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	4
Passengers	24
Entry Arcs	F, R

Primary Weapon (90 degrees front): Avalanche Light Automatic Cannon OR Quake Cannon

Secondary Weapon (90 degrees left): Avalanche Light Automatic Cannon OR Gehenna Heavy Flame Thrower

Tertiary Weapon (90 degrees right): Avalanche Light Automatic Cannon OR Gehenna Heavy Flame Thrower

Quaternary Weapon: AC-41 Purifier Heavy Machine Gun (in turret, +84) OR Thundercloud Vehicle CDW

Augmentation: Weapon Stabilizers

Damage Chart

01-50	loose 2” of movement ¹
51-75	loose one weapon ¹ (attacker’s choice)
76-00	damaged: loose one from DC

¹if a Battle Cathedral with (a) no movement left suffers a hit that removes movement, or (b) no weapons left suffers a hit that removes a weapon, the damaging hit will instead remove a point of damage capacity.

Death Angel Light Scout Vehicle – 94

These highly ungainly-looking vehicles are basically mobile platforms for heavy weapons mounted over the hood. Being open topped, they offer little protection in the way of armor, but they do give the driver the opportunity to snipe at infantry targets with his side arm should the opportunity present itself. The massive rear ornament usually depicting a praying angel used to be just a decorative power icon, but lately the advances in complex technology manufacture have ensured protection beyond that of faith and the statues now incorporate a phase field generator. Death Angels are used to scout ahead of the massive Battle Cathedrals and each of these typically mounts two in parasite hooks on their armored sides.

Type	Light Vehicle
Size	4
Quality	Vehicle
Move	8 Sprint
Armor Rating	+1
Damage Capacity	2
Field Save	9+
HTH Rating	n/a
Reflex	n/a
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

Primary Weapon (90 degrees front): Avalanche Light Automatic Cannon OR Violator Rocket Launcher

Secondary Weapon (180 degrees front): Nemesis Machine Pistol (+6 pts) OR P-60 Punisher Hand Gun (+2 pts)

Augmentation: -

Pegasus Ground Attack Craft – 186

This is a ground assault version of the Icarus Jet Fighter that is the primary aircraft of the Brotherhood. Like Icarus, Pegasus is a very demanding vehicle to fly. It uses surprisingly little in the way of electronic systems and the pilots of these aircraft must have almost preternatural reflexes and superior training to maintain control of their machines in combat. The pilots have gone through the most demanding tests and rigorous training imaginable and anyone else is unlikely to be able to use these machines to their fullest potential.

Type	Light Vehicle
Size	4
Quality	Vehicle
Move	18 Fly
Armor Rating	+2
Damage Capacity	2
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

Primary Weapon (90 degrees front): Avalanche Light Automatic Cannon OR Violator Rocket Launcher

Secondary Weapon (90 degrees front): Avalanche Light Automatic Cannon OR Violator Rocket Launcher

Augmentation: Field Generator

STANDARD INFANTRY WEAPONS

AC-19 Volcano Assault Rifle / AC-40 Justifier – 8

This is the standard weapon for Brotherhood troops, and can be issued with an attachable single shot grenade launcher or bayonet under the barrel. They are fairly expensive to manufacture for weapons in their class. The trademark weapon of Inquisitors, AC-40 Justifier with integral Holy Disemboweler Chain Bayonet is a variation of AC-19. It consists of an under-the-arm mounted assault rifle fused with a large chain "bayonet" that dwarfs the size of the gun itself. This version of the AR is belt fed from an ammunition pack worn by the user. Increased feed rate is compensated by the fact that it is very difficult to aim the AC-40. In fact it might be more accurate to claim that it is a massive chain sword with a gun attached as a afterthought.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	-	20	30	40	-	0	-	un

AC-41 Purifier Heavy Machine Gun (parallel combo weapon) – 48

This bulky weapon is a combination of a gatling-style machine gun and Incinerator light flame-thrower. It is not the top of the line in either capacity, but its versatility still makes it a weapon of choice for Inquisitors and Troopers.

Machine Gun

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	5	15	25	35	-	-	0	-	un

Flame Thrower

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1BC	-	-	5	10	15	-	0	-	un

HAC-20 Eruptor Light Machine Gun (parallel combo weapon) – 37

This is basically an upgraded version of the Volcano assault rifle, and can be either clip- or belt-fed. A smaller, limited-fuel version of the Incinerator flame-thrower is mounted underneath the barrel.

Machine Gun

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	-	5	15	25	35	-	0	-	un

Flame Thrower

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1BC	-	-	5	10	15	-	0	-	4

Mephisto Sniper Rifle – 54

This weapon is the favored tool of the Mortificators, and it is also manufactured for use by dedicated Veteran Trooper Sniper teams. It is fairly simple in design, with few moving parts, but it has a powerful scope and an integral laser pointer. It is among

the hardest hitting of any human sniper rifles, with a long effective range and full-auto capability, but it's also one of the most expensive and weighty of sniper rifles.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1(2)	-	30	45	60	-	-	1	-	un

Nemesis Machine Pistol – 4

This weapon is designed to be able to put a lot of lead into the air quickly, though it lacks accuracy and penetration. It is a standard sidearm issued to many of the more experienced Brotherhood units, and is available in a number of variations. It can be fitted with an under-the-barrel grenade launcher or even a small flame-thrower. The Mortificators make use of a silenced version of the pistol for up-close-and-personal combat against lightly-armored targets.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	-	5	10	15	20	-	0	-	un

P-60 Punisher Handgun – 2

Of the weapons provided by the Brotherhood Armors, the Punisher Handgun and the Punisher Shortsword are produced in the largest numbers. These are of course two entirely different weapons, but they are often used together as the "Punisher Combo". These weapons were initially mass-produced with the intent of providing weapons for the general populace in the event of an attack by Mishima or the Vobians, but the design has since then been made available to their erstwhile human competitors. Mishima therefore produces a variation that can be fitted with a silencer and features an extended clip in the handle. This is in fact a favored weapon of Mishiman Deathbringers and Shadow Walkers. The Punisher handgun is heavy hitting but has nasty recoil as well, so only particularly strong individuals can use it truly effectively.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	5	10	15	20	-	0	-	un

Retributor Grenade Launcher – 39

The Retributor is a fairly typical grenade launcher, a light tubular weapon capable of firing a common fragmentation warhead by means of a compressed gas charge. It's a robust and straightforward weapon available in large number for squad based fire support purposes.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	25	35	45	55	2",7+	0	yes	6

Violator Rocket Launcher – 27

Despite being somewhat similar in appearance to the Retributor, the Violator is in fact a much more complex and weighty piece of ordnance. The heavy warheads it fires are designed to crack open heavily armored targets, primarily vehicles, with a concentrated implosive charge.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AV	1	-	-	30	45	60	-	2	-	un

POWERED INFANTRY WEAPONS

Avalanche Light Automatic Cannon – 79

A more massive version of the Purifier Heavy Machine Gun, the Avalanche fires low-yield explosive shells at a devastating rate of fire. The brutal recoil makes it too sapping a weapon to use for standard infantry, and it's commonly seen mounted on heavy powered infantry frames and on vehicles.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	3V	-	15	30	45	60	-	0	-	un

Gehenna Heavy Flame Thrower – 73

This highly destructive antipersonnel weapon is a relatively typical flame thrower, performance wise. The somewhat clunky design combined with a large fuel tank make it too difficult to handle by standard infantry who must make do with the much less effective Incinerators found built in as auxiliary weapons.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1BC	-	5	10	15	-	-	0	-	un

VEHICLE WEAPONS

Quake Cannon – 77

The Model T-1000 Cannon, commonly known as Quake Cannon, is a large, vehicle mounted artillery piece. Its long range and large, high yield armor penetrative shells make up for the low rate of fire. Although some Inquisitors prefer to mount rapid firing Avalanches on the heavy armor under their command, the Quake Cannon remains the main weapon on most Battle Cathedrals.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AV	1	-	UN	-	-	-	-	3	-	un

GRENADERS AND CLOSE DEFENSE WEAPONS

Demoralizer CDW – 8

Almost exclusively used by the Keepers of the Art, these are experimental devices capable of inducing intense fear and paranoia in the victims. Easily concealed under bulky clothing, the CDW itself is seldom seen and many Brotherhood citizens regard the effect they produce as evidence of mystic powers of the Keepers instead of weapons.

CDW: 3",1@5+T

Piranha Heavy Frag Grenade – 4

These are common anti-personnel fragmentation devices similar to numerous other standard issue hand grenades used by human armies all over the Perseus Arm. While the Piranha is devastating against a poorly armored target, it lacks the penetration to go through serious body armor.

Grenade 2",1@7+

Thundercloud Vehicle CDW – 36

A heavy smoke launcher found mounted on the Brotherhood Battle Cathedrals, this produces a thick covering of oily smoke and sundry micro particles. The cloud is useful for blocking the enemy LOS to the lumbering AFVs that otherwise provide a nice, slow moving target for anti-vehicle weapons.

Vehicle CDW: 2",-2 LOS

This effect lasts until the following turn's resolution phase (keep the template on table)

Tribulator Rad Grenade – 4

Another temperamental high tech weapon used by the Keepers of the Art and a few other elite troops, the Tribulator releases waves of intense radiation. They are primarily used to deny key areas of the battlefield to the enemy light infantry, although there are unfortunate instances where they have used as terror weapons as well.

Grenade: 3",1@9+

This effect lasts until the following turn's resolution phase (keep the template on table)

TOTAL FRAMES = 22 (maximum of 25)

11 Unique Infantry Frames

11 Unique Weapons

STANDARD UNITS

Cathedral Guard Squad

5-9 Cathedral Guard

Hunter Squad

4-9 Hunters

Brotherhood Command HQ (exclusive)

3-5 Inquisitors

1-4 Keepers of the Art

Inquisitor Squad

4-9 Inquisitors

Keepers of the Art Advisory Team (exclusive)

4-9 Keepers of the Art

Mortificator Kill Team

4-9 Mortificators

Pilgrim Executioners Shock Squad

5-9 Pilgrim Executioners

Trooper Squad

5-9 Troopers

Venerable Warriors Shock Squad

5-9 Venerable Warriors

Veteran Squad
4-9 Veteran Troopers

Crucifier Squad
4-9 Crucifiers

Eremitic Squad (exclusive)
4-9 Eremites

Cathedral Group (exclusive)
1-3 Battle Cathedrals
1-6 Death Angel Light Scout Vehicles

Death Angel Squadron (exclusive)
2-9 Death Angel Light Scout Vehicles

Pegasus Wing (exclusive)
2-9 Pegasus Ground Attack Craft

APPENDIX A: OH THE ART, WHERE ART THOU?

By now those familiar with Warzone fluff have noticed that there are no actual psychic powers, or the Art as they are collectively called in Warzone, mentioned in the above force list. Troops that should have such abilities (most notably Keepers of the Art) are instead referred to as using superior technology considered “miraculous” by the generally somewhat backward and superstitious Brotherhood populace. Now I realize this is a breach in etiquette, but I couldn’t very well just give these humans supernatural powers and then expect them to just coexist happily with Human Confederacy and all the rest in the same fairly hard scifi universe.

For those who feel otherwise, all hope is not lost. There is a nifty little thing called “Genre Play” in the Defiance: Vital Ground book that allows for mixing supernatural forces with science fiction setting (or playing a full fantasy game for that matter, although that could conceivably be a bit of a stretch, given the mechanics of the game).

Here are the suggested modifications to the frames to incorporate “Supernatural Genre” elements into the Brotherhood force:

- Cathedral Guard, Inquisitors and Venerable Warriors all have Supernatural Presence of 1 for +10 PV (+1 additional PV if Covert Operations are used). This is not an optional cost but is added to the base cost of the frame.
- Keepers of the Art have Supernatural Presence of 2 for +20 PV (+2 additional PV if Covert Operations are used). This is not an optional cost but is added to the base cost of the frame.
- Brotherhood models with Supernatural Presence (SP) may purchase powers from the following list by paying the appropriate PV: Mind Control, Mind Burst and Mind Bomb. In addition they gain the benefits detailed for their SP level in the Genre Play rules (the PV of these latter are included in the SP level costs).
- Brotherhood Command HQ standard unit is not available.

APPENDIX B: MINIATURE SUGGESTIONS

Unsurprisingly, the Brotherhood to Defiance conversion is based on the Warzone Brotherhood miniatures line, specifically on what was available from Excelsior Entertainment (<http://www.excelsiorentertainment.com/>) at the time of writing (September 2004). Some miniatures have been shifted around to become different types of frames from the original, but where this has been done it should be fairly self evident what minis to use for what. There are few minor weapon option additions as well, based on the fluff (e.g. Mortificators armed with sniper rifles) or just preference, which gives the more industrious modelers a chance to flex those conversion muscles.

There are a couple of notable, entirely new troop types though: Eremites, Battle Cathedrals and Pegasi. None of these have an equivalent in the current Brotherhood line. For the Eremites, I was thinking primarily of WARMACHINE Menoth heavy warjacks available from Privateer Press (<http://ikwarmachine.com/>), although a mild conversion from Bauhaus Viktor Battlesuit (available from Excelsior, of course) would also do equally well, if not better. For the vehicles, I unfortunately don’t have any good ideas to offer. The Battle Cathedral was originally inspired by a painting by Beksinski, although I opted for “tracked” instead of “walker”, and the description given in the force list would in fact fairly well fit an EMHAR 1/35 Whippet Tank (with suitable conversions, of course). A good source for Pegasi is an even bigger mystery and one I’ll leave for the reader to solve.

Obviously, if you want to get adventurous there is nothing to stop you from attempting to create a Defiance Brotherhood army from a completely different line of minis. For most troops there is fairly little fluff to limit your imagination, so basically any miniatures with some noticeable body armour and enclosed helmets would do. You could even consider using fantasy miniatures as a conversion base. For example Rackham’s (<http://www.rackham-store.com/>) Confrontation Griffins have several figures that would fit well with the frame types outlined above and would respond well to being equipped with scifi kit.

APPENDIX C: SOURCES

Defiance: Vital Ground (© Demian Rose 2004)

Warzone 2nd Edition (© Target Games 1998)

- Forces Of War

- Chronicles Of War
- Rules Of War

Graywolf’s website (<http://greywolf.critter.net/games.htm>)