

CONTENTS

PLOTTING THE FUTURE

WARLANDS: THE BEGINNING

A TALE OF TWO BUGGIES

DEATHRACE: ANCON

THE BODY SHOP

SNEAK PEAK

THE MEETING OF THE METAL

REZOLUTION @ ORIGINS 2009

MERCURY SUNRISE: A REZOLUTION ASSIGNMENT

THE LEGEND OF THE 61ST: CHAPTER 3

ABERRANT PRODUCT CATALOG

3

4

6

9

10

13

14

18

19

21

23

Data Dump Edited by

Jane Kenealy

Tony Kenealy

Design & Layout

Tony Kenealy

Rezolution and Warlands Created and Developed by

Simon Mackenzie

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

For further information on Aberrant, Warlands and Rezolution please visit us on the web
at www.Aberrantgames.com

Aberrant & the Aberrant logo, Rezolution, & the Rezolution logo, Warlands & the
Warlands logo are registered trademarks owned by Aberrant.

All trademarks, including all places, names, character names, things and their distinctive
likenesses are property of Aberrant.

This material is protected under the copyright laws of the United States of America
No part of the material or artwork contained herein may be reproduced, stored in a
retrieval system, or transmitted in any form or by any means, electronic, mechanical,
photocopying or otherwise without the prior permission of Aberrant

This product is a work of fiction. Any similarity to persons, living or dead,
organizations, or to actual companies, products, or events is purely coincidental.

Some Digital image content © 1997-2007 Hemera Technologies Inc., a wholly owned
subsidiary of Jupiter Images Corporation. All Rights Reserved

© Copyright 2004-2009, All Rights Reserved
Permission granted to print for personal use.

Plotting the Future

Welcome to Data Dump 6, the latest issue of Aberrant's free online magazine.

2009 has been a busy year so far. Over the past months, we have been frantically working on Warlands, our new 20mm full throttle vehicular combat game, due to be released in June. Back in February, we released a limited number of black box copies of the Warlands Battle Box and they sold out in days. Since then, pre-orders of the Warlands Battle Box have far exceeded our expectations and we have been frantically ramping up production to meet this demand. It's been a long road, with a lot a bumps along the way, but we are finally ready for release and we know you will like it!

While producing the initial Battle Box, we have also been working on future products for both Rezolution and Warlands as well as launching a brand new website. We have not been idle!

This is a packed issue of Data Dump. With the imminent release of Warlands, we have included an insight into its conception. Also to get you in the mood, a piece of Warlands fiction as well as a three-way battle report featuring a lot of rams, crashes and explosions. There is a special sneak peak at another Warlands vehicle we are currently working on, and for those players who like to tweak their models, there is *The Body Shop*, a small taste of some of the items that will be included in the Warlands Core Rulebook for the building and customization of your own vehicles. *The Body Shop* is where all

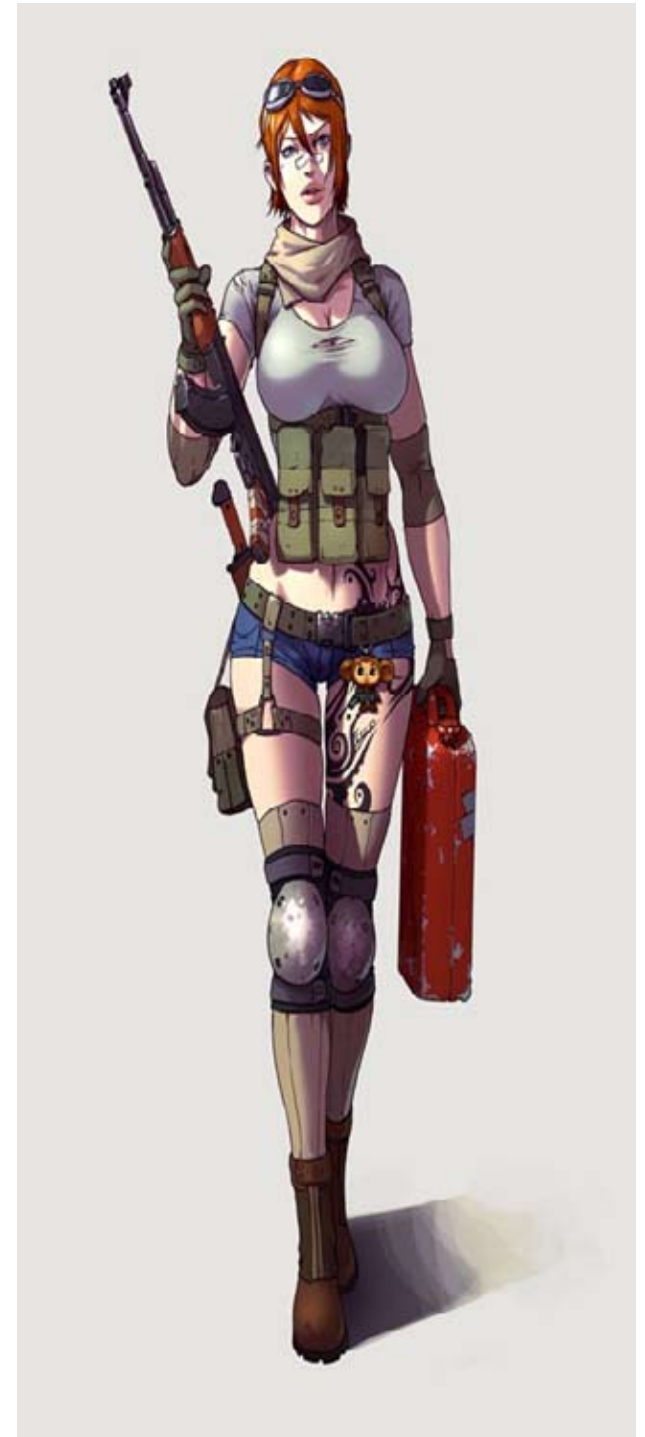
the denizens of the wastelands go to get, if the price is right, those extra gadgets and gizmos for their vehicles that could mean the difference between death and survival!

Also in this issue, for players of Aberrant's flagship product Rezolution, there is an interesting new assignment for you to play through as well as Chapter 3 of the *Legend of the 61st*. For those Rezolution players attending Origins in June, take note of the tournaments that are taking place. Aberrant will have a very special prize for the winner of the main tournament - an unreleased model that we know many players have been waiting for.

There is a feeling of sadness as I write this particular editorial as it is the first one we have worked on since a very dear friend passed away. Chris Passeno has been a friend of ours since we met him at Origins a number of years ago. Chris had been working with us on layout for the past 18 months, originally on Data Dump, but also on our advertising and marketing material and, more recently, on the Warlands rulebook for the Battle Box.

Chris, this issue is dedicated to you. Thanks for everything.

Tony Kenealy
June 2009



WARLANDS: THE BEGINNING

BY SIMON MACKENZIE

"I do not know with what weapons World War 3 will be fought, but World War 4 will be fought with sticks and stones." – Albert Einstein

I wanted to put some words down about Warlands and how we got here so if you'd like a peek at our thought processes, here it is...

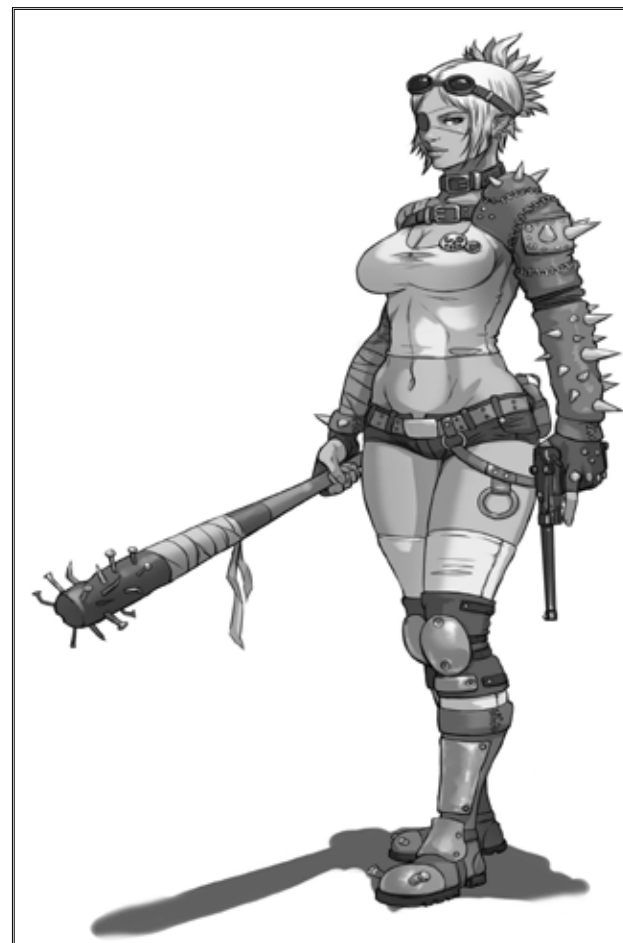
At the beginning, I had a number of genres that I wanted to use for production of miniature games with cyberpunk and post-apocalyptic at the top of my list. Cyberpunk seemed the least daunting, with only roleplaying games touching on this exciting genre. It made the perfect setting for a tabletop action / adventure miniatures game, but I wanted it to be more than just a wargame. After much playtesting, the SAG System emerged victorious, and the fast and furious action of Rezolution that we know and love was born. I'm rightly proud of Rezolution, as not only is it a great game, but also our first as a manufacturer.

After Rezolution, we had intended to bring out SAGA, an original fantasy miniatures wargame, but it soon became clear this was not to be. With increasing metal and production costs, to do SAGA as I envisioned was not only going to be costly for us, but also for the consumer, so the very hard decision was made to stop work and put SAGA on ice (for the moment...!)

But even as the dust settled on SAGA, a turbo-charged monster was racing out of the darkness and looking back now, I'm glad the

events turned out as they did. There are always a number of ideas on my drawing board and one of these was an as-yet unnamed post-apocalyptic vehicle game. It was still in its early stages along with that perennial favorite - my horror survival game! I had adapted the combat rules from my little horror game to add pedestrians to a vehicle game. As the rules developed, the vehicle game gradually became a regular throw-down game before everyone turned up for our usual Wednesday gaming night (usually just using a bunch of Hot Wheels on the kitchen counter!) Then, at the beginning of 2008, Tony and I began to seriously consider moving forward with the now-named Warlands. As always, we spent a lot of time talking about it, and the more we talked, the more we realized this just had to be next. Previews for the movie Doomsday only helped get us excited about the whole genre, and as I had been watching Mad Max 2: The Road Warrior almost weekly since the previous December, the time seemed right.

Two images I kept in my mind throughout the design process were the scene in The Road Warrior where the army of Lord Humungus attacked the settlement, and the final chase scene. If you've seen the movie, you know where Warlands is coming from and where we intend to take it. We still play games every week with just what you'll be getting in the Warlands Battle Box. The joy of accelerating into your friends while at the same time shooting them to pieces just doesn't get old!



The great thing about the Battle Box, much like the Rezolution Crew starters is that you play multiple games in a couple of hours and it doesn't have to be limited to just two people - it's just as easy with three, four or even five players! In fact, the more people playing in 'Patrol' level games, the more entertaining and chaotic it becomes as everyone scrambles for dominance and survival.

The Warlands Battle Box contains the complete vehicle rules, rather than a cut-down quickstart version, and the rules for pedestrians (infantry), flyers and (yes!) custom vehicles will appear in the core rulebook later this year. For models, the Battle Box contains 2 Weasel Scout Buggies and 1 Utility Truck; the buggies come with Spud autoguns plus the option to upgrade one to a missile launcher. The vehicles also represent the core choices from the Nomad and Lotek faction force list that will also appear in the rulebook, so players need not be afraid to pick up multiple sets. We will be introducing other assorted vehicles to the game later in the year. As always, we are concerned with cost, and so we are doing the vehicles in resin and thus dramatically cutting the cost to the consumer. We also wanted to offer early adopters something special, so the first 500 sets will include the stats for and details of how to get hold of a special limited-time offer truck. The exclusive Rattler Truck is a more heavily armored version of the utility truck that comes in the Battle Box, complete with linked LMGs and an armored ram for ploughing through the opposition!

Warlands really is FUN and I haven't even touched on mutants, zombies and, of course Deathraces! This is just the start and we have some amazing and unique things in the pipeline for 2009 and beyond.



For those of you who are interested, here are some movies to get you in the mood for the world of Warlands.

Mad Max 2: The Road Warrior	(1981)
Death Race	(2008)
Doomsday	(2008)
Resident Evil: Extinction	(2007)
Jericho	(TV 2006-2008)
Land of the Dead	(2005)
Dawn of the Dead	(2004)
28 Days Later	(2002)
The Atomic Café	(1982)
Escape from New York	(1981)
George A. Romero's Dawn of the Dead	(1978)



A TALE OF TWO BUGGIES

BY TONY KENEALY

A spray of gravel filled the hot desert air as the two buggies screeched to a halt on a small ridge overlooking the hollow. A cloud of dust swirled around, hiding them for a few short seconds. Duke looked through the broken lens of his spyglass at the distorted view in front of him. Tumbleweeds and dust, picked up by the gusting wind, distorted the view even more.

“Damn it, I can’t see through this crap!” He threw the spyglass behind his seat, where it flipped over and lodged between the battered fuel can and the rolled-up canvas sheet he used for a shelter. Squinting, he looked down into the hollow at the old gas station, long since abandoned, and its couple of deserted workshops. There were piles of old wrecks dumped all around and the place was eerily quiet.

“What can you see, boss? Is it safe? Is there salvage there?” His long-haired companion wore a torn leather jacket, camouflage pants and a diving mask, and he nudged Duke in a manner that would have got him killed if Duke wasn’t so fond of his annoying sidekick.



Flipping away the nudging hand, Duke looked up at Jake who was hanging from the rollcage.

“I can’t tell if it’s safe you idiot so we have to go and take a look. We’re running low on supplies.” Duke turned and called across to the driver of the other buggy who had removed his flying helmet and goggles and was smiling at him through the gaps in his teeth. “Jekyll, you go in first, an’ I’ll stay here and watch your back.”

“You got it, Boss, but I gets first taste of anything we find down there, then’s the rules.” Jekyll slammed his buggy into gear and screeched away, scattering gravel as he went.

“One of these days...” Duke muttered under his breath.

#

Jekyll drove slowly down the slope, his eyes scanning the area in front of him. The buggy engine purred, its potential power a mere rumble although at a moment’s notice, he knew he could kick it into life and roar out of danger. He reached the first building, driving cautiously around it and then inching over to the workshops. There seemed to be no sign of life, but you never knew what might be hiding behind the boarded-up facades. As he reached a door that was hanging off its hinges, Jekyll slowed even more to peer into the darkness.

Nothing. No movement; no noise. Nothing

jumped out at him.

It all looked good for scavenging, not that there appeared to be much there. Looking over his shoulder through the rear hole in the armor plating, he saw Duke up on the ridge. Jekyll shoved his arm out through the side webbing and signaled for Duke to come on down. He saw Duke’s buggy leap forward, lose control on the gravel, and then nearly spin out. Jekyll smiled. It was good to see that even Duke sometimes nearly lost it.

Jekyll put the buggy into neutral and climbed out to wait for Duke. As Duke’s buggy rolled closer, Jekyll suddenly thought he saw movement out of the corner of his eye. He swung round, but all he could see was some dense tangles of brush straggling over the sand. There was something wrong, but what... as he watched, the brush exploded and the ground literally reared up in front of him. From the space below, out roared three vehicles.

At that moment, Jekyll realized that this was a trap and that he had given it the all clear. Vaulting back into his buggy, he yelled at Duke as the buggies were now heading straight for him. As he landed in the driver’s seat, Jekyll was already gunning the engine and activating the twin hood-mounted mini-guns.

Suddenly, another Lotek buggy shot out from between the workshops and headed straight towards Jekyll, guns blazing. Bullets pinged off the metal armor fitted to the front of the buggy.



One bullet whizzed past Jekyll's ear, hitting the back of the rear armor, dangerously close to the spare fuel can. Knowing he was more vulnerable from the front, Jekyll floored the gas pedal and spun a 180-degree turn. He was moving forward before the turn was completed, his rear end fish-tailing on the loose gravel

as he struggled to regain control. Fighting the steering wheel with one hand, with the other he desperately tried to switch on the rear flame cannon. Fire finally surged out in a swathe of flames that engulfed the trailing buggy, sending it careering out of control into the side of the building in a ball of flame.

Meanwhile Duke, having performed an emergency 180, was swerving left and right trying to avoid the fire from the three buggies that were roaring up the slope behind him. Jake was firing his autogun, trying to stay behind the armor

plating as much as possible. He shot blindly, but still managed to shoot one of the drivers in the face causing that buggy to spin out of control, flip over, and throw the passenger out into the path of the buggy behind. The body bounced like a pinball over the hood, off the rollcage and down onto the back where it caught on the webbing and dangled off the end like a rag doll.

Duke still needed to take care of the other two buggies. Even though he was confident his armor would stand up to the attack, having anyone on his tail was a real challenge. He swerved to the right, then immediately pulled the steering wheel to the left and flung the buggy into a spin, guns blazing as he turned.

The bullets from Duke's gun cut a swathe through the pursuing buggies. One lucky shot severed a fuel line and that buggy exploded in a ball of flame, scrap flying off in all directions. Duke disengaged his guns and took control of the spin, guiding his buggy around the exploded wreck, swerving to avoid the large pieces of debris that were lying around. He frantically looked for his last pursuer. The explosion had caused the other driver to veer away from the blast, but as the smoke cleared, it was still behind him.

Duke couldn't see Jekyll anywhere, but that was the least of his troubles.

"Jake, do we still have that half empty can of nitro in the back?"

Jake reached down and pulled out a large red can. "Sure do Boss, what's on your mind."

"We need to get rid of our annoying friend. Let's leave him with a farewell gift. On my mark, drop the can out behind us, climb in and grab the wheel, but keep it straight you hear me, straight. OK, on my mark. 3-2-1-Mark!"

Jake lobbed the can out of the back of the buggy and clambered in to take control of the wheel. Duke jumped up and released a hatch in the roof plating. Grabbing his rifle, he aimed at the can rolling on the ground behind them.

The Lotek saw the can too late. Duke fired just as the pursuing buggy rolled over it. The resulting explosion sent the buggy, its driver and contents up into the air, crashing in a spray of dust and gravel onto its roof.

Duke sat back down and took the wheel. Screeching to a stop, he jumped out and ran over to the upturned buggy. The bloodied driver looked up at him, his hand groping for his weapon. Duke was in no mood to give him that chance. He fired. The bullet tore through the driver's skull and he was still.

There would be no salvage now. Duke had hoped to salvage gas, but there was not much of anything left. He looked around, not convinced he was alone. Not taking any more chances, he sprinted back to his buggy, gunned the engine and pulled away in a squeal of tires and gravel.

"Let's get out of here and find Jekyll!"

Jake adjusted his divers mask. "Sounds like a plan to me, boss."