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Solo Boardgame
Games Workshop £12.95

An incredibly powerful extra-dimensional being has taken over an old building in New York and is threatening the whole city. Crack units have tried to stop the creature, and have been wiped out to a man. Now all that's left to save the Big Apple is the meanest and toughest Special Forces operative of all time. The Chainsaw Warrior. You.

All this is explained in an 8 page strip by Marc Gascoigne and drawn by Brett Ewins, which sets the scene for **Chainsaw Warrior** (the game) in a very visual and entertaining way. After that, all you need to do is play the game, on your own, of course, because this is a solo boardgame.

The 'other player' in the game is the game system itself, but rather than use the read-paragraph-go-to-paragraph system of *Fighting Fantasy*, *Chainsaw Warrior* uses cards to represent the opponents you must defeat.

The 168 *Talisman*-sized cards are the meat of the game. The 'House' cards cover the building as you explore it, and the inhabitants - zombies, mutants and other assorted nasties - that you can meet. The back of each House card tells you what you can see: a corridor, room, balcony etc and gives some sort of clue to what you might meet. Darkness, for example, the extra-dimensional New York-threatening being and chief baddy, is always in a room. The front of each card tells you what each location really contains. This could be nothing, some zombies, the Meat Machine (don't ask) or Darkness itself. There are also 'Wandering Zombie' cards to add spice to empty rooms. The Equipment cards are the devices and weapons you can carry into the house: the McDonnell Blaster, first aid kit, the eponymous chainsaw or whatever. The cards are attractive and functional - definitely among the best at capturing a 'feel' for a game subject, with a gritty, hi-tech look. The board also captures the same feel - and has the advantage that all the rules that you need to reference during play are on the board and the cards.

With all that lot, you take the part of the Chainsaw Warrior. With randomly generated personal statistics and a mix of equipment, you have to go into the house and do unto others before they do you. And there are a lot of others waiting to do you. Choosing the right balance of equipment is one of the more important decisions of the game. You are given a Laser Lance to defeat Darkness, and might get an Implosion Waistcoat to do the same job in a more suicidal fashion.

Chainsaw Warrior is a race against time. Each turn - and especially combat - eats away at the 60 game minutes you have for your task. Each turn has plenty of options for action, with encounters, traps and assorted forms of mayhem, but the clock is always running. Take too long and Darkness wins by default.

The game has a number of strengths. It's a solo game, which unusually for a boardgame, takes less 'real time' to play than 'game time'. With games that can take almost an hour for a turn that represents only seconds this is a pleasant change. *Chainsaw Warrior* is a game with a lot of decisions for the player - tactical decisions from turn to turn and long range strategic choices that have to be made. The card based system gives a game that varies every time it's played. I found myself 'having another go' all through the development process - despite the fact that I kept losing!

Ultimately, *Chainsaw Warrior* is an easy game to play - and a difficult game to win. Above all, it's a lot of fun!

Jervis Johnson



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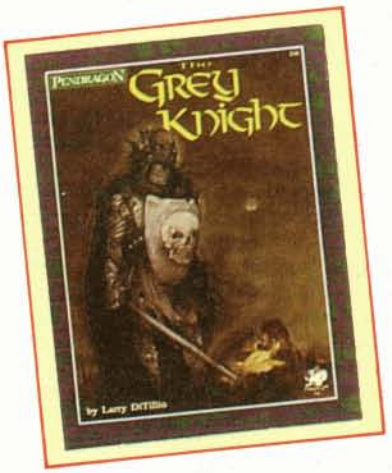

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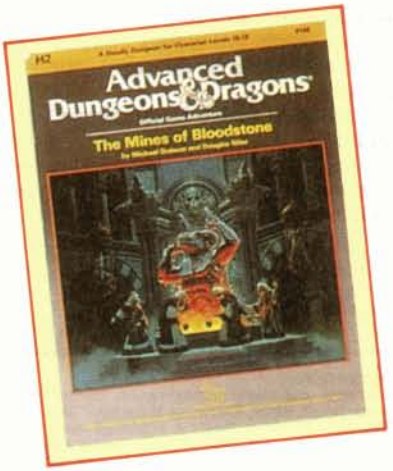

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YOU HAVE 60 MINUTES TO SAVE NEW YORK



It's the year 2032. *A strange warp in the continuum has opened up in the old Municipal Buildings in the heart of old Manhattan and bizarre creatures are flooding through into our dimension. Goading them on is Darkness, a malevolent entity who intends dragging the city of New York back through the warp - destroying it utterly!*

Many brave men died assailing Darkness' stronghold before they remembered you. In the past you have done the Special Forces Unit many favours... but now you must come out of retirement to face the toughest challenge of your glorious career. Equipped with all the latest in high-tech armaments you must battle your way into the very heart of Darkness' domain and defeat him within the hour - or the city you love will be destroyed!!

Chainsaw Warrior *is a nail-biting game for ONE strong-nerved player aged 14 to adult. That's right, this is a solo game: it's just you against the Darkness - and the clock!! The tortuous interior of the building is laid out using full-colour cards, to give a very different game each and every time you play. There are also cards for weapons, devices and all the other frighteningly powerful gear you carry with you on your mission. The clear and easy-to-learn rules hide a nerve-wracking game that is fiendishly difficult to win - no matter how many times you play.*

Can you save New York? Remember, you only have one hour!

£12·95

CHAINSAW WARRIOR

Chainsaw Warrior is available from all the best games shops. *If you can't hunt it down, order it post free from Games Workshop, Chewton St, Hill Top, Eastwood, Notts NG16 3HY. US customers should contact Games Workshop US, 8920 Route 108, Columbia, MD 21045. Go get it!*

GAMES WORKSHOP

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LIFE & DEATH & AN AMERICAN CHAINSAW

New Equipment Cards for Chainsaw Warrior

by Jervis 'Throat-ripper' Johnson

'He edged gingerly down the corridor, every sense alert. As he neared the corner he silently flipped off the safety catch on the REAPER machine-gun fitted to the stabilising harness on his hip, and then listened carefully for any sound. His artificially enhanced hearing picked up a tiny, almost imperceptible rasping noise. Someone - or something - was waiting for him.

'In one fluid motion he stepped around the corner, IR goggles allowing him to spot instantly the foul mutated creature that was lurking in the shadows. The REAPER spat, its muzzle-flash illuminating the corridor as it spewed .50 cal high explosive destruction. The vile thing was killed instantly, the impact of the bullets picking it up and hurling it 20 feet down the corridor where it smashed, a ruined bloody mess, into the wall.

'Striding towards the lift shaft the creature had been guarding he glanced at the digital timer on his wrist and scowled. Only 25 minutes left, only 25 minutes to save New York...'

The following new cards can be added to your game of **Chainsaw Warrior**. Carefully remove the insert in the centre of the magazine and cut out the cards from the sheet. Then simply add the cards to the appropriate Equipment decks when equipping your warrior at the start of the game.

They are treated just like every other Equipment card, but as usual each has its own special characteristics, which are described below.

CARD DESCRIPTIONS

CLAW-15 - *Combat Shotgun*

CLAW stands for CLose Assault Weapon, an appropriate description for this deadly short range weapon. The CLAW-15 is favoured by Police Assault Teams operating in built-up areas, who found that standard assault rifle bullets have a disconcerting ability to travel through several walls and injure or kill innocent bystanders. The CLAW-15, on the other hand, combines terrific stopping power with only limited penetration, making it the ideal weapon for use in inhabited non-combat areas.

H&W REAPER - *Fully Stabilised Personal Hi-Calibre Machine Gun*

The REAPER is probably the most efficient anti-personnel weapon in the world. It is fitted to a specially designed stabilising mount worn on the firer's hip, which negates the terrific recoil of the weapon and allows one person to use it easily and efficiently. Its .50 calibre explosive bullets are capable of blasting their way through most forms of cover or light armour. Due to its bulk a character wearing the REAPER suffers a -1 modifier to their HtH value.

Stun-Nux

Much favoured by the street gangs of the numerous ghettoes of the 21st Century, Stun-Nux are an updated version of the ever popular knuckle-duster. An extremely powerful electric charge is generated by the zircon battery housed in the grip of the Stun-Nux. This is discharged when the Stun-Nux hits a suitable conducting surface (such as human flesh), producing a spectacular and quite deadly effect. Stun-Nux add +2 to a character's HtH value when used.

Smash

Smash is an illegal narcotic drug, which has the effect of greatly increasing the strength of any person who uses it. Originally developed by Carl Halliwell of Sargent-Laroche SA for use as a combat drug, research was stopped when dangerous side-effects proved impossible to prevent. However, a copy of the formula made its way onto the black market, where customers have been found amongst those who are stupid or desperate enough to try it.

Smash can be taken by a character at any time *except* during combat. For the next 5 minutes (place a blank counter on the Time track to remind yourself when the drug wears out) the character adds +3 to their HtH value. On the turn the drug wears off the character suffers one die of wounds.

Cytronic Industrial X-oskeleton®

The X-oskeleton is designed for lifting and carrying heavy objects in confined or inaccessible locations where standard heavy lifting equipment could not be used. Due to its bulk it is not ideal in combat situations, although the wearer's greatly increased strength does mean that any blow which does connect has a shattering effect on the target.

Characters wearing an X-oskeleton receive a +1 bonus to their HtH value in addition to the modifier for one HtH Weapon and may smash through locked doors on an 8 or greater on two dice. However, they suffer a -1 modifier to their reflex value due to the X-oskeleton's bulk. Any character caught in the Electromagnetic Field trap suffers a -2 modifier to their HtH value instead of the +1 modifier until the effects of the trap wear off. The X-oskeleton may not be removed once the character has entered the building.

Chameleon Suit

The G-Tech Chameleon Suit's highly advanced circuitry allows it to mimic the chameleon's natural ability to take on the colour of its surroundings. The very high cost of Chameleon Suits means they are generally only used by special operations units (such as the British SAS, US ASFU and Russian Spetsnaz) where the need for stealth and hidden movement are vital. Any character wearing the suit can act as if they had the 'Hide' skill. If they already have this skill they receive a +1 modifier to the die roll when using the skill.

Temporal Disturbance Detector

Rigged up by scientists investigating the extraordinary phenomenon that is taking place, the Temporal Disturbance Detector(TDD) is capable of registering the disturbance in space time generated by Darkness. Unfortunately its range is very limited, although it will provide some warning of Darkness' approach.

Any character with the TDD will never miss Darkness when moving through secret passages. If the Darkness card is one of those discarded when moving through the passage you may stop and fight. In addition a character with the TDD does *not* need to Test Reflexes to see if they get off a shot with their Laser-Lance.

Holographic Imagizer

The Sony Holographic Imagizer System™ (HIS for short) is based upon fairly standard technology from the HoloVision industry, of which General Electronics' Sony offshoot is a market leader. The HIS produces six perfect images of the character using the device, which usually proves highly disorientating to any attackers. Any character using the HIS may automatically escape from combat *or* receive a +1 modifier to a lucky shot die roll. The HIS may only be used for *one* escape or to affect *one* lucky shot die roll.

Dum-Dum Bullets

Most company's produce explosive bullets for the weapons they produce, although the use of such ammunition is banned by the 1994 United Nations Treaty. Dum-dums can be used with any Gun (not Heavy Weapons or the Laser-Lance) and should be placed next to the gun on the equipment display. If the warrior does not have a gun they may discard this card and choose another. Dum-dums may be used instead of the normal ammunition for the gun, as long as this is declared before the dice are rolled to see if the target is hit, and add +2 to the dice roll. When Dum-dums are used reduce the Uses Left marker on the Dum-dum card instead of the gun card.