DEADZONE

ERRATA V2.1

Errata - Deadzone Rule Book

Shooting

Page 20: Second paragraph. Change to: "The Shoot action cannot be taken if the active model is in the same cube as an enemy model, unless specified otherwise."

Abilities

Page 32: Change the first sentence of the description of Knockback to:

"When a weapon or model with this ability hits and causes potential damage it will knock the target model back into a different cube."

Page 32: Add new paragraphs under the Rampage table.

"While under the effect of result 1-2, the model does not count as a member of any Strike Team in play for purposes of the maximum Size count of a cube, and as such may move into cubes containing members of its Strike Team (and initiate Fights against them). The model may still have items and abilities played on it by members of its original Strike Team (such as Medic or Medkits).

This may result in a cube becoming more crowded than it is normally allowed. This is called being overstacked. Whenever a model starts their activation in an overstacked cube and is free to choose their action, they must use move out of that cube before they do anything else."

Page 34: Replace the description with the following:

"A model with this ability may Teleport as a Long Action.

Teleport allows the model to move up to 3 cubes in any direction without the need for there to be an unobstructed route between them. A model using Teleport must end its move in a cube where it can be physically placed on the table (not mid-air or inside an inaccessible cube surrounded by 6 solid walls). If a teleporting model ends this move in the same cube as an enemy model then they will Fight as if it had moved into the cube normally.

You may Teleport out of a cube containing an enemy model but will be subject to the 'breaking away' rule on page 17 of the Deadzone 2.0 rulebook."

New Abilities

Weapons Team:

Models with this rule are typically armed with a heavy machine gun, mortar, missile launcher or laser cannon, and consist of two or more models mounted on a single base.

Treat these models as a single model with the listed size for purposes of movement, cube size limits, and damage it can take before being removed as a casualty. Models with this rule must be equipped with a crew served weapon when added to your army list; they cannot be deployed unarmed.

While models with this rule are injured, weapons they are equipped with are considered to have the Slow Reload rule.

Weapons Teams should be based on a 60mm base. As an alternative models based on 25mm bases can be used as long as each model (weapon, specialist and loader) are placed in base to base contact at all times. They cannot be moved, targeted or removed individually and are treated as a weapons team as above.

Missions

Replacement for Larger Games table:

Strike Team Points	VPs required to win
100	12
150	16
200, 250, 300	20

Army Lists

Page 50: Stage 3D "Hellhound": Add Beast ability.

Page 50: Stage 3A: Rifle should be R6, Rapid Fire

Page 50: Stage 3Z: Remove Tough ability. Change Survive to 6+. Add Beast Ability

Page 50: Stage 3A Loader: Remove from the faction list and replace with the following as a new Specialist option

Plague Weapons Team			12 pts / 1 VPs

	S	F	Sv	Rifle: R6, Rapid Fire
1-2	5+	6+	5+	**Weapon Options:** Heavy (Crew Served Weapon)
0	• Weapons Team			**Campaign Ability Options:** Ranged, Specialist
3				

Page 51: Plague Swarm: Add Beast ability.

Page 52: Plague Strider: Campaign Ability Options: should be Ranged, Melee.

Page 52: Plague Strider: Add Solid, Beast and Construct Abilities. Remove: Vehicle ability

Page 52: Flame Thrower: Add the following weapon option to the Weapons Table

Weapon	Points	VPs	Range	AP	Abilities	Type
Flame Thrower	4	0	R2	-	Volatile, It Burns!	Light (Assault)

Page 52: Mortar: Change Type to Heavy (Crew Served Weapon). Remove Slow Reload ability

Page 55: Peacekeeper Captain: Change to 44pts/4VPs

Page 55: Pathfinder Sergeant: Add Tag Rifle: R6, Tag

Page 56: Assault Enforcer: Add Frenzy (1) ability

Page 58: D.O.G Drone: Burst Laser: R8, Weight of Fire (1), Suppression

Page 58: D.O.G Drone: Add Construct and Beast abilities.

Page 58: Enforcer Jetbike: DB Laser Rifle: R6, Weight of Fire (1), Rapid Fire.

Page 58: Enforcer Jetbike: Add Flight ability

Page 58: Enforcer Jetbike: Weapon Options: Heavy (Automatic), Light (Explosive)

Page 58: Enforcer Strider: Remove Scout ability.

Page 58: Enforcer Strider: Add Solid, Beast and Construct Abilities. Remove: Vehicle ability

Page 58: Enforcer Strider Campaign Ability options: Should be Ranged, Melee.

Page 59: Sniper Rifle: Change to AP1

Page 62: Malignus with Chem Thrower: Change point cost to 12, and replace "Chem Thrower: R1 AP1, Volatile, It Burns!" with "Ray Gun: R4, Weight of Fire (1), Rapid Fire". Change name to "Malignus."

Page 62: Night Terror with Scythes: Add Beast ability.

Page 62: Night Terror with Spitter: Add Beast ability

Page 64: Weapons Option: Big Drill: Change type to Light (Melee), Heavy (Melee)

Page 15 & 67: Steel Warrior Huscarl: Too Stubborn to Die ability. Change to "Roll a 3 dice Survive test (2) with no modifiers, not even from Command dice."

Page 67: Chief Brokkr: Add Forge Hammer: RF, AP1

Page 67: Chief Brokkr: Change to 2VP

Page 67: Chief Brokkr: Add Engineer ability

Page 67: Chief Brokkr: Strike it Lucky: Add the following "If the player wishes, the item drawn from the unused pile can be replaced with an ammo item. This may not be done however if the new item drawn is a booby trap".

Page 67: Forge Guard Huscarl: Add Solid ability

Page 68: Steel Warrior: Reduce to 18pts

Page 68: Brokkr: Reduce to 15pts and add Forge Hammer: RF, AP1

Page 68: Steel Warrior Specialist (Stormrage Veteran): Reduce to 18pts

Page 68: Steel Warrior Specialist (Stormrage Veteran): Weapon options: Small Arms, Light (Automatic, Explosive, Assault), Heavy (Automatic, Assault)

Page 68: Forge Guard: Add Solid ability

Page 69: Boom Bot: Add ability Construct.

Page 69: Brokkr Specialist: Reduce to 15pts and add Forge Hammer: RF, AP1

Page 70: Inferno Drill: Add ability Construct.

Page 70: Iron Ancestor: Add Solid, Beast and Construct Abilities. Remove: Vehicle ability

Page 70: Iron Ancestor: Increase Speed to 1-2

Page 70: Thor Pattern Iron Ancestor: Add Solid, Beast and Construct Abilities. Remove: Vehicle ability

Page 70: Thor Pattern Iron Ancestor: Reduce to 55pts

Page 70: Thor Pattern Iron Ancestor: Change to Frenzy (2)

Page 71: Twin Hailstorm Autocannon: Reduce to 7pts

Page 75: Sky Razor: Add Flight ability

Page 76: Add an * to the Noh Pistol.

Page 79: Commando Captain: Increase to 3VPs

Page 79: Marauder Warlord: Increase to 3VPs

Page 80: Hulk: Increase to 30pts

Page 81: Ripper Mauler: Increase to 25pts and 3VPs

Page 81: Ripper Rainmaker: Change Rocket Salvo to "Rocket Salvo: R8, Indirect (3), One-Use."

Page 81: Ripper Rainmaker: Increase to 25 pts and 3 VPs

Page 81: Guntrack: Weapons options should be Vehicle (All)

Page 82: Stuntbot: Add Solid, Beast and Construct Abilities. Remove: Vehicle ability

Page 82: Stuntbot: Reduce to 3VP

Page 82: Stuntbot: Add Frenzy (1) ability

Page 82: H.E.W Cannon should be Vehicle (Lance), Hulk

Page 86: Sphyr Loader: Remove from the faction list and replace with the following as a new Specialist option

Rebs Weapons Team			11 pts / 1 VPs

	S	F	Sv
▶▶▶ 1-2	5+	6+	6+

🛡 0 • Weapons Team

3

Rifle: R6, Rapid Fire

Weapon Options:
Heavy (Crew Served Weapon)

Campaign Ability Options:
Ranged, Specialist

Page 86: Rebel Sorak: Change from Specialist to Troop

Page 86: Sorak Swordspawn: Add to Rebs faction list as a Specialist option with the following profile.

Sorak Swordspawn			12 pts / 1 VPs

▶▶▶ 1-2	S	F	Sv
	-	6+	5+
🛡 0			
⊙ 1			

Combat Blades: RF, Frenzy (1)

Weapon Options:
Light (Melee)

Campaign Ability Options:
Melee, Specialist

• *Frenzy (1)*

Page 87: Kraaw: Weapons options should be Small Arms, Light (Assault, Melee)

Page 87: Judwan Medic: Reduce to 10pts

Page 87: Teraton Shock Trooper: Add to Rebs faction list as a Specialist option. Stats can be found on page 94 of the Deadzone Rulebook. This model remains available in the mercs section

Page 87: Rebel Grogan: Rifle should be R6, Rapid Fire

Page 88: Rebel Teraton: Change Grenade Launcher to Light Grenade Launcher

Page 88: Rebel Strider: Campaign ability options: Should be Ranged, Melee. Add Solid, Beast and Construct Abilities. Remove: Vehicle ability

Page 89: Onslaught Cannon: Change VP to 0

Page 89: Desolator: Change VP to 1

Page 89: Flame Thrower: Add the following weapon option to the Weapons Table

Weapon	Points	VPs	Range	AP	Abilities	Type
Flame Thrower	4	0	R2	-	Volatile, It Burns!	Light (Assault)

Page 89: Grenade Launcher (Teraton weapon): Change name to Light Grenade Launcher. Stats stay the same

Page 89: Grenade Launcher: Add the following new weapon option to the Weapons Table

Weapon	Points	VPs	Range	AP	Abilities	Type
Grenade Launcher	8	1	R5	-	Indirect (3)	Light (Explosive)

Page 89: Missile Launcher: Change Type to Heavy (Crew Served Weapon). Remove Slow Reload ability

Page 89: Chainsaw: Reduce to 0VP

Page 91: Boomer: Should be BOOM!(3)

Page 94: Blaine on Jetbike: Add Flight ability

Errata - Infestation Rule Book

Page 20: Enforcer Specialist: Change to 16pts.

Page 20: Enforcer Strider: Add Solid, Beast and Construct Abilities. Remove: Vehicle ability

Page 20: Enforcer Long-Range Observer N7-117: Add weapon: Energy Gauntlet (RF, Knockback)

Page 24: Steel Warrior: Reduce to 18pts

Page 24: Steel Warrior Specialist (Stormrage Veteran): Reduce to 18pts

Page 24: Forge Guard: Add Solid ability

Page 36: Sky Razor: Add Flight ability

Errata – Nexus Psi Rule Book

Page 17: Assault Enforcer: Add ability Frenzy (1)

Page 17: Enforcer Jet Bike: Add Flight ability

Page 21: Plague Strider: Add Solid, Beast and Construct Abilities. Remove: Vehicle ability

DEADZONE FAQ

Shooting

1a) What counts as a Hit or Miss for, eg, attacks with Blast weapons?

If an attacker rolls more successes than a defender, the attack is a Hit.

If a defender draws or rolls more successes than the attacker, the attack is a Miss.

For example: A Rebel Sorak is firing a Blaster at an Enforcer. The Sorak rolls a 3 dice Shoot test, and scores two successes. The Enforcer rolls a 3 dice Survive test.

If the Enforcer scores two or more successes, the attack is a Miss, and (per Blast rules on page 28) all models in the Enforcer's cube are pinned.

If the Enforcer scores zero or only one success, the attack is a Hit; the Enforcer is thrown one cube in a random direction and pinned, and any other models in the cube are thrown one cube directly away from the Enforcer (and then Pinned).

1b) When resolving Blast attacks, where is "directly away from the target model"?

Draw a line from the target model to and through the affected model. The next cube this line hits is 'directly away.'

2) How do I resolve an attack with a weapon that has Frag, but does not have Grenade?

Unlike a Grenade, weapons such as the Enforcer's Fusion Gun (R4, Heavy, Frag (3)) do not need to roll to 'hit' the target cube. Simply roll once for the strength of the Frag, then have each model in the target cube roll Survive separately as described on page 29.

3) Can a Shoot Command Dice result be used with a model carrying a Heavy weapon?

Yes.

4) Can a Pathfinder tag a model and then shoot it?

Yes, provided it has the actions available to do so.

5) What happens if a model or grenade would scatter off the board?

The model or grenade would 'bounce' off the solid wall that is assumed to run around the edge of the playing area, and remain in the original cube. Models would be subject to the Slammed rules as per normal.

Note that this does not apply to Indirect attacks. If an Indirect attack would scatter off the playing area, then it has no effect.

6) If a model decides to Shoot a single target with multiple weapons, such as using Fire Control, does the defending model roll to survive against a combined attack or once for each weapon?

Once for each weapon. Resolve the shots separately, one after the other, in an order of your choice.

7a) Does a model's line of sight originate from their eye/head view, or any part of the model?

Draw LOS from any part of the model to any part of the enemy model. Consider bases to be part of the models, as per all other rules regarding Line of Sight.

7b) How does smoke affect line of sight (LOS)?

Firing into a cube - Smoke blocks LOS into and out of a cube and to any model in a cube behind the smoke cube which you cannot otherwise see except by drawing LOS through the smoke filled cube.

You can use weapons that target a cube to hit models inside a smoke filled cube, such as Indirect, Frag or Grenade. You may not use it Burns! or Blast to target a cube as they require a model to target.

Firing out of a cube: you may fire out of a smoke filled cube using Indirect weapons (require 2 successes to hit the target as you do not have LOS) or grenades. You may not fire out with any weapon that requires you to see your target.

Adjacent cubes: The -1 to shoot applies to shooting into or out of all 26 cubes adjacent to the smoke filled cube on the same level and on the levels above and below if applicable. You may still get a clear shot if you can see all of the model and base but would effectively have +2 for clear shot and -1 for smoke (net +1). If you are firing a weapon which does not allow modifiers (such as Grenade, Indirect or It Burns!) you do not suffer the -1 for smoke.

8) Can I Shoot a weapon with slow reload more than once in a turn if I use a Shoot Command Dice?

No. You may not Shoot again until the reload marker has been removed. Therefore if you have just performed a Shoot action and gained a reload marker you will not be able to use a Command Shoot Dice to Shoot again until the model has spent a short action to remove it.

Fights

9) Can I choose to activate a model in a cube with an enemy model but not perform any action, such as a Fight or Move action?

Yes. You may choose to activate and do nothing as per page 10 of the Deadzone 2.0 Rulebook

10) Can I reposition my model within a cube after winning a Fight?

No. You must remain in the same position you were in at the start of the Fight, unless you perform a Move action.

11) Can I enter a cube with an enemy model initiating a Fight action but instead choose to use my Survive stats?

No. The model that initiates a Fight by moving into a cube, as the aggressor, must use its Fight stat, unless this movement occurs as part of being pinned as described elsewhere in the FAQ. If the model has a Fight stat of – then it counts as rolling zero successes.

Movement

12) Can a model change levels with a Sprint action?

Yes, you can change levels with a Sprint action. The dispute probably arises from DZ1, where Sprint and Climb were different things. In DZ2, "Sprint" is basically just a long "Move" action that lets you move using the model's second Speed value.

13) A model begins its activation with an enemy in the cube, and initiates a fight (using a Fight action (long), killing the other model. I then use a Move dice to move into a cube containing an enemy model. Does this initiate a new Fight action, even though I have used a Fight action already?

Yes. The Fight action happens as part of the Move action granted by the Move dice.

14) I start a model's activation with an enemy in the same cube. I use my first action to Move out of the cube. Can the model take a Shoot action?

Yes, it can. The model should check to see if it is in the same cube as an enemy model at the time it wishes to take an action, not at the start of its activation.

15) What is considered a stack in regards to the Agile special rule?

A stack of cubes is considered to be a series of cubes arranged vertically, one on top of the other. A model with Agile can make a bonus vertical move (up or down) through this stack. Note that a means of accessing the cube above is required for the move to be possible (either because the ceiling has a hatch, is a half-sized or quarter-sized tile, or has been agreed by players prior to the game as being possible to move through).

16) Can a model move directly "through" a ceiling with a single one cube Move, e.g. bottom floor of a watchtower to the middle, moving directly upwards through a solid floor?

No. However, keep in mind that as per page 19 of the Deadzone 2.0 rulebook, determining the effect of scenery on movement is something both players need to agree on before the game begins as the guidelines in the book cannot cover all terrain collections or player preferences. To this end, we have devised the following "Hatch" rule, which can be used as an aid for allowing models to move through otherwise solid walls and floors, this can be applied either via friendly agreement or (in a tournament setting) by placing tokens to indicate where hatches exist. We recommend the Industrial Battlezone set as these contain numerous hatches suitable for representing where models can freely move through floors.

Hatch (n)

Hatch (n) is an ability that can be assigned to any solid 3"x3" surface before the game begins. A Hatch allows the unimpeded passage of a model up to size (n) through a solid floor or wall. A Hatch is easily opened by any model and closes again automatically. A Hatch always blocks LOS just like the terrain it is assigned to. A good example of a Hatch (3) tile would be a closed door from the Core Worlds Battlezone set, blocking line-of-sight, but allowing movement for all but the largest of models.

17) Can I end an action in the air to then Glide down further?

No. Every action must end with your model in a cube where it can be physically placed on the table. For instance to initiate glide you must move off of a surface as a fall, but rather than falling you begin your glide, e.g. you step off of a size 3 building and would normally fall 3 cubes to the ground but in addition to descending you can move up to 3 cubes horizontally as you Glide down to the ground.

18) How does glide work with Knockback, Blast, Indirect or Frag?

If you are knocked off of a building you may use glide but must continue the glide in the direction of the knockback/ Blast. You may glide into a cube containing an enemy model which will initiate a Fight as normal. If you are unable to complete your glide due to impassable terrain or the board edge you will descend to the lowest level at the furthest point of your glide.

19) If I have a Jump Pack can I move off of a building for 1 cube of movement and fall to the floor without getting Pinned (as per Jump Pack rule) and then complete my move on the ground level?

Yes. Being Pinned ends the action but if you can fall without being Pinned or suffering harm, such as with the Glide ability or a Jump Pack then you can complete any remaining movement once you reach the end of your fall/glide.

20) Can I voluntarily Fall down one cube if I have no further movement left and not get Pinned and then continue my move on the ground level?

No. Moving down one cube is a jump and counts as a normal cube of movement. Falling occurs when you descend

2 or more cubes resulting in you potentially taking falling damage and being pinned (unless you have a Jump Pack or the Glide ability) as per Falling on page 27 of the Deadzone 2.0 Rulebook.

21) Can Flight be used to move over cubes occupied by enemy models?

Yes. As long as your model can be placed on the board at the end of your move.

22) What are the cube sizes for bridges? How many models (and of what size) can fit per the bridge cube size?

A half-sized (or smaller) tile can be considered to have a capacity of 2 rather than 4. This means that each player can place either one Size 2 model, or two Size 1 models in a half-tile. Size 3 or Size 4 model's cannot finish their move in a half-tile (including by initiating a Fight), but can move across them (provided there are no enemy models on the bridge blocking their path) as long as they finish their movement in a cube of sufficient capacity.

If a Size 3 or 4 model is forced onto a half-sized (or smaller) tile by knockback etc. they will fall down to the next lowest level on which they can be legally placed. This may incur Falling damage.

Pinning

23) If a model with Rampage is Pinned and wounded and then rolls a 7-8 on the Rampage table, can that model stand up for free?

In this case, have the model Stand Up as normal for their first action, then give them their free Move before they take their second action.

24) Does being Pinned end my activation?

Yes. The only action you may perform when pinned is to Stand Up. A Stand Up action may only be performed at the start of your activation, or in response to an enemy model entering your cube.

25) What happens if my model is Pinned in a cube with an enemy and the enemy model Breaks Away?

Your model will Stand Up as a free action but will only be able to roll for Survive as will the model Breaking Away and therefore no Fight will occur.

26) What happens if a Pinned model is moved as a result of forced movement (Knockback, Frag, etc) into a cube containing an enemy model?

If your model enters a cube containing an enemy model you will initiate a Fight as per the rules on page 22, 23 and 26 of the Deadzone 2.0 Rulebook. Your opponent may choose which model to attack with and will receive the +1 bonus

dice for fighting a Pinned model. The model moving into the cube will get to Stand Up for free and will gain the +1 dice for moving into a cube, but will only be able to make a survive test, as per Dice Modifiers on page 23.

If the cube you moved into contains a Pinned enemy model then both you and the enemy model will stand up and effectively no fight will occur as you would both roll survive tests. If the cube contains a Pinned enemy model and an unpinned model the defender chooses which model to Fight with. If the Pinned enemy model does not Fight he does not get to Stand Up for free.

Remember that Pinned models aren't necessarily literally lying on the battlefield - they could have been huddled behind cover, be alert but under heavy enough fire that they are not willing to move into a new firing position, and so forth. Being flung into close contact with an enemy will prompt even the most shell-shocked soldier into a fight for their life!

27) Can a model with the Vehicle ability be Pinned?

Yes.

Knockback

28a) Do I apply Knockback to an attack where the defender draws or wins the test, as I would do with Suppression?

No. Apply Knockback only when the attack causes potential damage.

28b) During a Fight can I Knockback into the ground?

No. You may choose the direction of knockback into any cube on the same horizontal level. You may choose to knockback into a wall or into an empty space, including off of a building.

29) Can you please clarify the placement rules for models affected by Knockback?

The affected model is moved as per the "Where is Directly Away?" boxout on page 27. If the Knockback results from a Melee attack (ie, the models are in the same cube), the attacker chooses an adjacent cube to move the affected model into. If it results from a ranged attack (IE, the models are not in the same cube), draw an invisible line from the attacker, through the affected model, and into the next cube. This is the cube the affected model is knocked back into.

In order to 'bounce' a model off a wall, there must be a full wall tile with no gaps on the adjacent edge of the cube the model is knocked back into. If the cube is bordered by a low wall, barricade, or if the wall tile has a gap big enough to allow the model to move through (see page 18 for gap types) then the model is moved into the next cube, and is not subject to the Slammed rules (Page 27).

The attacker decides the final placement inside the cube the affected model is knocked back into.

Strike Team Building

30a) I have taken three troopers. Does this give me access to one Vehicle OR three Specialists, or one Vehicle AND three Specialists?

One Vehicle AND three Specialists.

30b) Now the Enforcer Strider no longer has the Vehicle ability how many troops do I need to take to unlock it?

The Strider is still in the vehicle category of the faction list so you require 3 troop models to unlock it.

31) If I want to replace a model's weapon, will I subtract the cost of the former weapon, before adding the cost of the new weapon?

No.

32) What happens when I want to replace an existing weapon with two fire modes, such as Asterian Charge Gloves?

Treat each fire mode as if it was a separate weapon. EG: Replacing the Asterian Overseer's Energy Pulse with a Noh Rifle will still leave them with the Charge Glove (RF, Knockback) and Staff of Command (RF, AP2) weapons.

33) What is the 'Leader' option in the weapon category?

"Leader" weapons are a separate category of weapons, typically very rare or ceremonial weapons only issued to a faction's commanding officers. Not every faction currently has a 'leader' weapon, but future supplements may introduce more weapons in this category.

34) Is the weapon category "Heavy" the same thing as the weapon ability "Heavy"?

No.

Items and Equipment

35) Can I give the Monowheel Scout Bike to any model (that has the ability to carry items)?

Yes.

36) Does the Mono-Wheel Scout Bike change the size of the miniature using it?

No. This decision was made due to the way Size and Damage interact - If a Mono-Wheel Scout Bike gave a model +1 Size, and that model took a damage counter, what would happen if the model dismounted the bike? Far simpler and quicker to have the Scout Bike behave the way it does.

37) Are Boomer's Grenades one-use?

No. The happy little hobgoblin packs more than enough of each grenade type to last even a pyromaniac like him through the entire battle.

38a) For the Rebel Commander's Always Short special ability - is there any limit to the number of new items that can be created with this ability?

The player can use the Always Short ability whenever they spend an Army Special command dice, but may not create more items than there are loot crate tokens.

38b) When determining the random item - is this from any of the possible dropped items or only those not deployed at the beginning of the game?

The item is from the currently unused pool of loot crate tokens. With the exception of booby traps, Intel tokens and items removed from the board for scoring VPs (ala Scour missions), if a loot crate item is used during the game and the token discarded, it goes back into the pool of available loot crate items.

39) What is the difference between an item and equipment? What are examples of both?

Items can be carried, dropped and picked up. Equipment is included in a model's profile and is fixed, and does not "use up" the models item slot. This applies even in the case of an item that is also available as equipment, for example an Energy Shield that comes with an Asterian model as part of its profile is equipment, but an Energy Shield bought from the items section of the Asterian list would be an item, making it possible to have two Energy Shields on a single model.

40) Can I use more than one ammo Item in a shoot action with a model with scavenger who can carry more than one item?

No. A maximum of 1 ammo or AP ammo can be used per action.

41) Can I pick up items dropped by enemy models?

Yes. Items marked (+) can be picked up if dropped by an enemy model.

42a) Must an Engineer be in the same cube as a Sentry Gun to place it?

Yes.

42b) Does a Sentry Gun count as a friendly model for Fight bonuses?

Yes, as long as the Sentry Gun is deployed.

42c) Can a Sentry Gun be activated when there is an enemy model in the same cube?

Yes, but it cannot Fight or Shoot and therefore can only do nothing (Please refer to FAQ Q.9 above).

43) What is the item count for loot tokens in Deadzone V2?

Ammo: 5

Frag Grenades: 3

AP Ammo: 2

Intel: 2

Medkit: 2

Stun Grenade: 1

Booby Trap: 1

Leaders

44) Which of the Infestation and Nexus Psi characters are Mercs?

All of them. They work exclusively for the faction their Elite Army List sites under (Piper for the Veer-Myn, Long Range Observer N7-117 for the Enforcers, Chief Mauhulakh for the Marauders, Bjarn Starnafall for the Forge Fathers, Adrienne Nikolovski for the Rebs, Nem-Rath for the Asterians).

45a) Does The Piper's Command ability require a Command dice to use?

Yes.

45b) Should The Piper or Bjarn Stanafall have the Tactician ability?

No. Their Command ability is very strong and this is balanced by the lack of the Tactician ability.

46) Can I use more than one Mantic Splat! at a time for the Asterian Overseer's Wheels Within Wheels special ability?

Yes.

47) Can Long Range Observer N7-117 use his On My Mark ability on Pinned models?

No. A Pinned model is unable to perform any action except Stand Up and therefore cannot Shoot.

48) How does Recon Unit N32-19's Rope-a-dope work?

When an enemy model enters a cube with an unactivated model the enemy model completes its Move or Sprint action. Then prior to the Fight action an unactivated model within this cube of Recon Unit's strike team can move out of the cube as per page 16 of the Nexus Psi Rulebook. If the enemy model has a short action remaining they may take it now.

Deployment

49) I am unable to place my Strike Team in my deployment zone, due to cube size limits. What should I do?

With the standard scenarios in the core rule book crowding can start to become a problem for some factions around the 200-300 point mark. Assuming that there are no multi-level terrain pieces in the deployment zones, a Patrol mission has a deployment zone of 4 cubes (16 Size worth of models), Scour a deployment zone of 5 cubes (20 Size worth of models), and the other missions both have deployment zones of 8 cubes (32 size worth of models). It's certainly possible to build lists with a large model count, and we don't want to limit list building options due to cube capacity constraints; if you find yourself in a position where you absolutely cannot deploy your whole strike team, you can use one of the following options in agreement with your opponent. We suggest that option 1 is the most appropriate for competitive gameplay but option 2 and 3 could be considered after discussion with your opponent.

1) You may expand your deployment zone by the minimum number of cubes to place your entire Strike Force on the board. Your opponent may also expand their deployment by the same number of cubes.

2) You may move the terrain so that your deployment zone has higher stacks of terrain in the starting cubes, or consider using a second mat and extending the deployment zones appropriately.

3) You may deploy some of your models 'off the board' and must use their first activation to move onto the board using a Move or Sprint action, moving into a cube on level 1 in the player's deployment zone as if they started their movement in an adjacent cube. The cube moved into counts as the first cube in their movement.

50) Are the Recon table and Secret missions too random?

Note that as mentioned on page 42 of the Deadzone 2.0 Rulebook, the Recon table and Secret Missions are optional rules that may be used to make the game more interesting. Players and Tournament Organisers can choose whether to use these rules or not.

Secret Missions particularly can lead to imbalance in the game and as such are not recommended for tournament play.

General

51) Does a Psychic model using a Psychic attack get the +1 modifier for being on a higher level?

Yes, both for simplicity, and to reward a player for tactical manoeuvring.

52) Should an Enforcer Captain have a Wristblade or an Energy Gauntlet as standard?

Energy Gauntlet. In cases where the example picture contradicts the written rules, the written rules take precedence.

53) Can the Rin Nomad take both a Sniper Rifle and Pistols? The picture suggests it can, and the model does come with those options.

No. If the model is assembled with the sniper rifle and pistols, it counts as the Mercenary Hund, whose unique feature is that he has a sniper rifle, pistols, and Fire Control.

54) What sized base does the D.O.G drone go on?

The D.O.G drone should be based on either a 25mm or 40mm base.

55a) If I choose to trigger Boom! (n) as a Special Action, is my model removed as killed?

Yes, and your opponent will gain the VPs for killing a model.

55b) Can I trigger Boom! (n) as a Special Action if an enemy model is in the same cube?

Yes.

56) What happens if you activate a toxic smoke screen in a cube that has a wounded model in it? Since they now have the 'vulnerable' special rule, do they die immediately, or only if they suffer a further wound?

No. Only if they suffer a further wound.

57) When and how do I check for victory conditions?

At the end of the round, follow these steps:

1: Check to see if either player has the required VPs. If one player does, and the other player does not, the player with the required VPs wins.

2: If both players have the required VPs, but one has more VPs than the other, that player is the winner.

3: If both players have the required VPs, and they both have the same number of VPs, continue play. The first player to earn one or more additional VPs wins immediately.

4: If neither player has won, but one player has no models left on the table, that player loses and the other player wins.

Campaign

58) In campaigns, can weapons be added later to a model - eg, can I buy a shotgun for my Enforcer Sergeant later in the game?

Yes, with the caveat that weapons must be allocated to a model when bought (not added to your stores for a rainy day), and are permanently lost should the model permanently die. See also: Optional weapon equipment rules in question 34.

59) In a campaign, can I change purchased weapons between models in my army?

By default, no. Purchased weapons are attached to a model when bought, and are permanently lost should the model suffer a permanent death result on the Permanent Injury table.

This approach cuts down on book-keeping, and will suit players looking for a streamlined campaign experience.

At the campaign Coordinator's option, however, the following optional rule may be used for groups who would like a different approach:

Players may purchase weapons using RP and add these to their Stores. When choosing a Strike Team for a campaign game, a player may temporarily assign weapons in stores to models who may legally take them, adjusting the model's points cost and VP value for that game only. If the model suffers a permanent death result on the Permanent Injury table after this game, the weapons are lost.

If the model survives the game, the weapons are returned to the stores, and the model's points cost and VP value revert to their usual value.

Note: When using this rule, always calculate the model's points cost and VP value from the base profile of the model.

60) If I have any RP left over from my initial army creation, do I add this to my stores?

Yes.

61) In a campaign, if a model picks up a permanent injury, it loses a level. Is this just for working out veteran level, or is the XP/ability/dice/stat bonus also lost?

Losing a veteran level does not remove the veteran dice, new ability or stat upgrade that you had gained from initially entering that level. Your veteran level for determining underdog dice also remains at the initial level. However, your XP is reduced to the top value of the Rank below your current one. This means that you will be at a disadvantage for determining underdog dice and you will need to gain XP to return to your initial Rank but will only gain further advantages when you progress to the rank above the rank you were at when you received your permanent injury.

For example a Rank 3, 11XP Marauder Commando has been removed killed during a game and needs to roll on the resolve casualties table (page 102). He rolls a new permanent injury giving him a reduction in his Survive stat but retains the three upgrades gained from entering ranks 1, 2 and 3. Furthermore, his XP total drops from 11 to 5 (top of rank 2) and he will only be able to claim further veteran benefits when he enters Rank 4 on reaching 14 XP. Underdog dice are still calculated from his previous Rank of 3 when calculating Strike Team relative veteran level.

62) If a model goes BOOM! in a campaign game, does it get a roll on the injury table?

Yes. A model removed due to BOOM! during a game still counts as a casualty and therefore still rolls on the injury table on page 102-3 of the Deadzone 2.0 Rulebook.