

Deadzone: Veer-Myn Army List 2.0 (Final)

Leaders

Brood Mother 38pts/4VP

	Shoot	Fight	Survive	Armour	Size	Move	Abilities
Brood Mother	5+	5+	4+	2	2	1-2	<i>Tactician (2)</i>

Chem Staff: R1, AP1, *It Burns!*

Claws: RF, AP1

Recon: 4+

Feral Inspiration: When the Brood Mother is close to any of her progeny, she will inspire them to even greater heights of savagery! You may spend an Army Special result on your Command Dice to give all Veer-Myn models of **your strike team** within 2 cubes of the Brood Mother *Frenzy* (1) until the end of the Round, even if it moves further than 2 cubes from the Brood Mother. **If the Brood Mother has been killed then you may still use an Army Special result if within 2 cubes of where the Brood Mother was slain.** If a model already has *Frenzy* (n) they will gain an additional point of *Frenzy*. You may not use multiple Army Special results on the same model, although if the Brood Mother moves you may use another Army Special result to give *Frenzy* (1) to any new models within range.

Weapon Options: Leader, Small Arms, Light (all)

Campaign Ability Options: Command, Melee, Ranged

Progenitor: 20pts/2VP

	Shoot	Fight	Survive	Armour	Size	Move	Abilities
Progenitor	5+	5+	4+	0	1	2-3	<i>Tactician (1)</i>

Ray Gun: R4, *Weight of Fire (1)*, *Rapid Fire*

Recon: 4+

Surge: Spend an Army Special Result to make a Move action of up to 1 cube with a veer-myn model that was already marked as activated at the start of this turn. This may trigger Fights as normal.

Weapon Options: Leader, Small Arms, Light (All)

Campaign Ability Options: Command, Melee, Specialist

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Master Creeper: 20pts/2VP

	Shoot	Fight	Survive	Armour	Size	Move	Abilities
Master Creeper	5+	5+	5+	0	1	2-3	Tactician (1), Scout

Ray Pistol: R2

Det Packs (Mag Lock): RF, AP2

Det Pack (Prox Lock): R2, *Blast*

Recon: 3+

Bomb Expert: Spend an Army Special result to allow the active model to take a Special Action to perform a R2, *Blast* attack.

Weapon Options: Leader, Small Arms, Light (All)

Campaign Ability Options: Command, Melee, Specialist

Troops

Crawler: 10pts/1VP

	Shoot	Fight	Survive	Armour	Size	Move	Abilities
Crawler	6+	5+	5+	0	1	2-3	

Ray Gun: R4, *Weight of Fire (1)*, *Rapid Fire*

Weapon Options: Small Arms

Campaign Options: Ranged

Stalker: 8pts/1VP

	Shoot	Fight	Survive	Armour	Size	Move	Abilities
Stalker	7+	4+	5+	0	1	2-3	

Ray Pistol: R2

Weapon Options: Small Arms, Light (Melee)

Campaign Ability Options: Melee

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Specialists

Malignus: 12pts/1VP

	Shoot	Fight	Survive	Armour	Size	Move	Abilities
Malignus	5+	6+	5+	0	1	2-3	

Ray Gun: R4, *Weight of Fire (1)*, *Rapid Fire*

Weapon Options: Small Arms, Light (All)

Campaign Options: Ranged, Specialist

Night Terror with Scythes: 26pts/3VP

	Shoot	Fight	Survive	Armour	Size	Move	Abilities
Night Terror with Scythes	-	4+	5+	0	3	2-3	<i>Tough, Rampage, Beast</i>

Scythes: RF, AP1, *Frenzy (1)*

Weapon Options: Beast (Melee)

Campaign Ability Options: None

Night Terror with Spitter- 26pts/3VP

	Shoot	Fight	Survive	Armour	Size	Move	Abilities
Night Terror with Spitter	5+	5+	5+	0	3	2-3	<i>Tough, Rampage, Beast</i>

Heavy Chem Spitter: R5, AP3

Weapon Options: Beast (Ranged)

Campaign Ability Options: None

Creepers- 14pts/1VP

	Shoot	Fight	Survive	Armour	Size	Move	Abilities
Creepers	6+	5+	5+	0	1	2-3	<i>Scout, Engineer</i>

Ray Pistol: R2

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Det Packs (Mag Lock): RF, AP2

Det Pack (Prox Lock): R2, *Blast*

Weapon Options: Small Arms, Light (Melee)

Campaign Ability Options: Ranged, Specialist

Rat Swarm- 14pts/2VP

	Shoot	Fight	Survive	Armour	Size	Move	Abilities
Rat Swarm	-	5+	5+	0	2	2-3	<i>Agile, Beast, Tough</i>

Teeth and Claws: RF

Weapon Options: None

Campaign Ability Options: None

Nightmare- 17pts/2VP

	Shoot	Fight	Survive	Armour	Size	Move	Abilities
Nightmare	6+	4+	4+	1	2	1-2	

Weapon Options: Hardpoints: 2 - Small Arms, Light (Melee, Assault), Heavy (Melee, Assault)

Campaign Ability Options: Ranged, Melee

Vehicles

Rumbler Weapon Platform- 16pts/2VP

	Shoot	Fight	Survive	Armour	Size	Move	Abilities
Rumbler Weapon Platform	5+	-	5+	0	4	1-2	<i>Vehicle</i>

Weapon Options: Hardpoints: 1 Vehicle (all)

Campaign Ability Options: Ranged

Tangle- 25pts/3VP

	Shoot	Fight	Survive	Armour	Size	Move	Abilities
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Tangle	5+	6+	5+	1	4	1-1	<i>Vehicle, Psychic</i>
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Visions of Glory: R4, *Invigorate*, *Psychic*

Visions of Death: R5, *Stun*, *Psychic*

Weapon Options: None

Campaign Ability Options: Command

Tunnel Runner- 30pts/3VP

	Shoot	Fight	Survive	Armour	Size	Move	Abilities
Tunnel Runner	5+	5+	5+	1	4	1-4	<i>Vehicle</i>

Twin Chem Spitters: R6, AP2, *Weight of Fire (1)*, *Rapid Fire*

Scythes: RF, AP1, *Frenzy (1)*

Weapon Options: Vehicle (Automatic)

Campaign Ability Options: Ranged

New Weapons

Toxic Grenade Launcher: The Veer-Myn excel in creating and spreading disease and poisons. The fall of Toxic grenades from the sky often precedes a full scale attack on the weakened defenders. This weapon follows the normal rules for *Indirect* weapons except that a **toxic** smokescreen is placed in the target cube (page 35 of the Deadzone 2.0 rulebook).

Toxic Grenade Launcher: 12 points, 1VP, R5, *Indirect* (**Toxic smokescreen**), Group: Leader, Light (Explosive)

Smoke Grenade Launcher: Under cover of clouds of smoke the Veer-Myn infiltrate the battlefields and civilisations of their enemies. These smoke clouds allow veer-myn forces to sneak forward and hide in the shadows ready to leap to the attack when the Brood needs. **This weapon follows the normal rules for *Indirect* weapons except that a smokescreen is placed in the target cube as if a smoke grenade had been used (page 39 of the Deadzone 2.0 rulebook).**

Smoke Grenade Launcher: 8 points, 0VP, R5, *Indirect* (**Smokescreen**), Group: Leader, Light (Explosive)

New Items

Toxic Grenade: The Veer-Myn are known for the poisonous clouds of toxic gas that permeate their warrens and are used in their weapon technology. Clouds of toxic gas are often used to weaken the local populace prior to a Veer-

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Myn assault. This item follows the rules for grenades (page 30 of the Deadzone 2.0 rulebook), except that a toxic smokescreen is placed in the target cube (page 35 of the Deadzone 2.0 rulebook).

Toxic Grenade: R3, *Grenade, Toxic Smokescreen*

Veer-Myn Toxins

Under the surface of countless worlds the Veer-Myn distil and perfect their poisons waiting for the opportune moment to release these radioactive substances into the worlds of their enemies either in the food chain, water supply or as clouds of toxic gas.

The veer-myn themselves seem to have some sort of natural immunity to the effects of their toxins, or maybe they do not care how many of their brethren succumb.

Nonetheless, despite the unrefined nature of these toxins they are no less deadly to their enemies and are commonly deployed via grenade launchers in open warfare.

Weapon	Points	VP	Range	Abilities	Group
Ray Pistol (*)	0	0	R2		Small Arms
Ray Gun	3	0	R4	<i>Weight of Fire (1), Rapid Fire</i>	Small Arms

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Chem Staff	5	1	R1	<i>AP1, It Burns!</i>	Leader
Spitter Rifle	12	1	R6	<i>AP1, Sniper Scope, Heavy</i>	Leader, Light (Sniper)
Chem Thrower	4	0	R1	<i>AP1, Volatile, It Burns!</i>	Light (Assault)
Chem Spitter	9	1	R6	<i>AP2, Rapid Fire</i>	Light (Automatic)
Chemical Grenade Launcher	12	1	R5	<i>Indirect (4)</i>	Light (Explosive)
Det Pack (Mag Lock)	4	0	RF	AP2	Light (Explosive)
Det Pack (Prox Fuse)	4	0	R2	<i>Blast</i>	Light (Explosive)
Big Drill	3	0	RF	AP1	Light (Melee), Heavy (Melee)
Two Handed Drill**	8	1	RF	AP3	Heavy (Melee)
Pair of Drills**	6	0	RF	<i>AP1, Frenzy (1)</i>	Heavy (Melee)
Heavy Chem Thrower**	9	1	R3	<i>AP1, Volatile, It Burns!, Heavy</i>	Heavy (Assault)
Super Heavy Chem Thrower	12	1	R3	<i>AP2, Volatile, It Burns!, Heavy</i>	Vehicle (Assault)
Scythes	7	1	RF	<i>AP1, Frenzy (1)</i>	Beast (Melee), Vehicle (Melee)

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Super Heavy Chem Spitter	12	1	R8	AP2, <i>Weight of Fire (1)</i> , <i>Suppression, Heavy</i>	Vehicle (Automatic)
Heavy Chem Spitter	8	1	R5	AP3	Beast (Ranged)
Twin Chem Spitter	10	1	R6	AP2, <i>Weight of Fire (1)</i> , <i>Rapid Fire</i>	Vehicle (Automatic)
Smoke Grenade Launcher	8	0	R5	<i>Indirect (Smoke)</i>	Leader, Light (Explosive)
Toxic Grenade Launcher	12	1	R5	<i>Indirect (Toxic)</i>	Leader, Light (Explosive)

Items	Points	Rarity
Ammo	2	Common
Frag Grenade	6	Common
Smoke Grenade	3	Common
AP Ammo	4	Rare
Stun Grenade	6	Rare
Toxic Grenade	8	Rare