Deadzone - Mars Attacks Martian Faction List

Leaders

Martian Grunt Commander

Speed	Size	Shoot	Fight	Survive	Armour	Points	VPs
1-2	1	4+	6+	5+	1	20	3

Weapons: Disintegration Rifle: R4, AP 1
Abilities: Tactician (1), Recon 6+, Vulnerable
Weapon Options: Small Arms, Light (Melee)
Campaign Options: Ranged, Command

Ack Ack Ack!: Spend an Army Special result at the beginning of a Martian Grunt (Trooper)'s activation. The model may add two dice to its next Shoot action.

Stealth Martian Commander

Speed	Size	Shoot	Fight	Survive	Armour	Points	VPs
1-2	1	5+	4+	5+	1	28	3

Weapons: Disintegration Pistol: R2, AP 1, Fighting Blade: RF, AP1
Abilities: Tactician (1), Recon 4+, Scout
Weapon Options: Light (Melee, Sniper)
Campaign Options: Ranged, Melee, Command

Stealth Field: Spend an Army Special result at the end of a model's activation. Resolve a smoke grenade as having succesfully hit the cube containing the model.

Science Division Commander

Speed	Size	Shoot	Fight	Survive	Armour	Points	VPs
1-2	1	4+	6+	5+	1	25	3

Weapons: Heavy Disintegration Rifle: R5, AP 1, Knockback, Shock Stick: RF, Knockback
Abilities: Tactician (1), Recon 5+
Weapon Options: Light (Melee, Special)
Campaign Options: Ranged, Command, Specialist

Pheromone Injectors: Spend an Army Special dice to give a single model Frenzy(2), Rampage and Beast until the end of the Round. The model must immediately drop all carried items.

Martian Marine Commander

Speed	Size	Shoot	Fight	Survive	Armour	Points	VPs
1-2	1	4+	5+	4+	1	32	4

Weapons: Disintegration Rifle: R4, AP 1
Abilities: Tactician (2), Recon 4+, Vulnerable
Weapon Options: Small Arms, Light (Melee)
Campaign Options: Ranged, Melee, Command

Obey or die!: At the start of your round, after rolling command dice, pick up any Army Special Results and turn them into a result of your choice. At the end of the Round (before determining victory), if any command dice converted in this manner remain unspent, remove a model of your choice as a casualty.

Troops

Martian Grunt

Speed	Size	Shoot	Fight	Survive	Armour	Points	VPs
1-2	1	5+	7+	5+	1	12	1

Weapons: Disintegration Rifle: R4, AP 1
Abilities: Vulnerable
Weapon Options: Small Arms
Campaign Options: Ranged

Stealth Martian

Speed	Size	Shoot	Fight	Survive	Armour	Points	VPs
1-2	1	5+	5+	5+	1	16	2

Weapons: Disintegration Pistol: R2, AP 1, Fighting Blade: RF, AP1
Abilities: Scout
Weapon Options: Small Arms, Light (Melee)
Campaign Options: Ranged, Melee

Science Division Trooper

Speed	Size	Shoot	Fight	Survive	Armour	Points	VPs
1-2	1	4+	7+	5+	1	18	2

Weapons: Heavy Disintegration Rifle: R5, AP 1, Knockback
Abilities:
Weapon Options: Small Arms
Campaign Options: Ranged, Melee

Mutant Bug Handler

Speed	Size	Shoot	Fight	Survive	Armour	Points	VPs
1-2	1	-	5+	5+	1	14	1

Weapons: Shock Stick: RF, Knockback, Pheromone Dispenser.
Abilities:
Weapon Options: Small Arms
Campaign Options: Ranged, Melee

Martian Marine

Speed	Size	Shoot	Fight	Survive	Armour	Points	VPs
1-2	1	4+	5+	4+	1	18	2

Weapons: Disintegration Rifle: R4, AP 1
Abilities:
Weapon Options: Small Arms
Campaign Options: Ranged, Melee

Specialists

Martian Grunt Specialist

Speed	Size	Shoot	Fight	Survive	Armour	Points	VPs
1-2	1	5+	7+	5+	1	12	1

Weapons: Disintegration Rifle: R4, AP 1
Abilities: Vulnerable
Weapon Options: Small Arms, Heavy (Explosive, Freeze)
Campaign Options: Ranged

Stealth Martian Specialist

Speed	Size	Shoot	Fight	Survive	Armour	Points	VPs
1-2	1	5+	5+	5+	1	16	2

Weapons: Disintegration Pistol: R2, AP 1, Fighting Blade: RF, AP1
Abilities: Scout
Weapon Options: Small Arms, Light (Melee, Sniper)
Campaign Options: Ranged, Melee

Science Division Trooper Specialist

Speed	Size	Shoot	Fight	Survive	Armour	Points	VPs
1-2	1	4+	7+	5+	1	18	2

Weapons: Heavy Disintegration Rifle: R5, AP 1, Knockback
Abilities:
Weapon Options: Small Arms, Heavy (Special), Light (Special)
Campaign Options: Ranged

Martian Marine Specialist

Speed	Size	Shoot	Fight	Survive	Armour	Points	VPs
1-2	1	4+	5+	4+	1	18	2

Weapons: Disintegration Rifle: R4, AP 1
Abilities:
Weapon Options: Small Arms, Heavy (Explosive, Freeze)
Campaign Options: Ranged, Melee

Mutant Bug

Speed	Size	Shoot	Fight	Survive	Armour	Points	VPs
1-2	3	-	3+	4+	-	21	2

Weapons: Mandibles: RF, AP 1, Toxic
Abilities: Rampage, Beast
Weapon Options: None
Campaign Options: None

Vehicles

Flying Saucer

Speed	Size	Shoot	Fight	Survive	Armour	Points	VPs
2-3	4	5+	-	5+	1	22	2

Abilities: Vehicle, Agile, Hover.
Weapon Options: Hardpoints: 2 – Vehicle (Heavy)
Campaign Options: Ranged

Giant Robot

Speed	Size	Shoot	Fight	Survive	Armour	Points	VPs
1-2	4	5+	6+	4+	3	30	3

Abilities: Vehicle
Weapon Options: Hardpoints: 2 – Vehicle (All)
Campaign Options: Ranged

Mercs

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Speed	Size	Shoot	Fight	Survive	Armour	Points	VPs
1-2	1	3+	4+	6+	-	18	2

Weapons and Items: Disintegration Pistol: R2, AP1
Abilities: Scout, Disguise
Weapon Options: None
Campaign Options: None. Works for: Martians

Martian Dredd

Speed	Size	Shoot	Fight	Survive	Armour	Points	VPs
1-2	1	4+	4+	4+	1	28	3

Weapons and Items: Disintegration Pistol: R2, AP1
Abilities: Rampage, Tough, Frenzy (2)
Weapon Options: None
Campaign Options: None. Works for: Martians

Items

Item	Points	Rarity
Ammo	2	Common
AP Ammo	4	Rare
Frag Grenade	6	Common
Pheromone Dispenser	3	Rare
Stun Grenade	6	Rare
Martian Banner	5	Unique

Weapons

Weapon	Points	VPs	Range	AP	Abilities	Type
Disintegration Pistol	2	0	2	1		Small Arms
Disintegration Rifle	4	0	4	1		Small Arms
Heavy Disintegration Rifle	5	1	5	1	Knockback	Light (Special)
Fighting Blade	4	0	F	1		Light (Melee)
Energy Blade	8	1	F	2		Heavy (Melee)
Shock Stick	3	0	F	-	Knockback	Light (Special)
Freeze Ray	8	1	6	5	Heavy, Freeze, Suppression	Heavy (Freeze)
Rocket Launcher	8	1	10	5	Heavy	Heavy (Explosive)
Sniper Rifle	8	1	8	1		Light (Sniper)
Heavy Blaster	6	1	6	-	Frag(4)	Heavy (Special)
Heat Ray	10	1	14	3	It Burns!	Vehicle (Heavy)
Heavy Freeze Ray	12	1	8	5	Freeze, Suppression	Vehicle (Heavy)
Giant Claw	12	1	F	4		Vehicle (Melee)
Shrink Ray	10	1	8	5	Shrink	Vehicle (Special)

New Items and Abilities.

Pheromone Dispenser
Rampage has no effect on any friendly model in the same cube as a Pheromone Dispenser.

Freeze
When attacking with a weapon with this ability, resolve the attack as normal. If any potential damage is caused, do not apply any damage to the target. Instead, mark the target model as activated.

Shrink
When attacking with a weapon with this ability, resolve the attack as normal. If any potential damage is caused, do not apply any damage to the target. Instead, reduce the target models Size by 1. Models reduced to Size 0 gain the Vulnerable special rule. If an injured model is shrunk, remove it as a casualty as normal if it has Damage greater than its Size after being shrunk. If a Size 0 model is shrunk, remove it as a casualty.

Disguise

A model with this ability may not be the target of an attack, or score VPs by any means until it makes a Shoot or Fight Action. If an enemy model enters a cube containing a Disguised model, a Fight does not occur unless there is another enemy model in the cube, in which case the Disguised model will reveal itself and support the fight. If a Disguised model starts its activation in a cube containing an enemy model, it must either Fight or Break Away. If it chooses to Break Away, it does so automatically without a Fight test being rolled.

Hover
A model with this ability does not require a wall or ramp to change levels. It may move over gaps of any size on the same level. The model must end its move in a cube (and position) that allows it to be physically placed on the gaming table.

Martian Banner
Friendly models in the same cube as a Martian Banner benefit from the *Solid* special rule.

Martian Elite Army Lists

The following lists allow you to use Martian leaders of renown to lead their hand-picked team of specialists into battle. To use these lists, simply follow the army or strike team selection process as normal, with the following exceptions:

-   You must first pick the Elite Leader model of your choice. This model cannot be used to lead a regular Martian Strike Team or Army.
-   When purchasing models, you are limited to the models listed after the profile of the Leader you have chosen. Use the profiles and points values from the main Martian list as normal. Some elite lists will have new models to choose from, they will be listed here.
-   When purchasing weapons and equipment, use the tables that are listed at the end of the entry for your Elite leader of choice.

"Masters of Science" Elite Army List

Leader: Chief Surgeon Gorl

Speed	Size	Shoot	Fight	Survive	Armour	Points	VPs
1-2	1	5+	7+	5+	1	30	3

Weapons: Heavy Disintegration Pistol: R3, AP 1. Probes: RF, Toxic
Abilities: Tactician (2), Recon 5+
Weapon Options: Light (Melee, Special)
Campaign Options: Ranged, Command, Specialist

Masters of Science: Spend any number of Army Special results at the start of the Round, after command dice have been rolled to upgrade any of your Science Division Troopers or Science Division Specialists to Masters of Science for the rest of the Round. One model can be upgraded per command dice spent in this fashion. You can swap out these models with the glow in the dark models if you have them! Once you have decided which models to upgrade, roll on the following table and apply the result to all models for the remainder of the Round:

-   1: The Masters of Science gain *Teleport.*
-   2: The Masters of Science gain *Disguise.*
-   3: The Masters of Science gain *Tough.*
-   4: The ranged weapons of the Masters of Science gain *Invigorate.*

- 5: The ranged weapons of the Masters of Science gain *Freeze*.
- 6: The ranged weapons of the Masters of Science gain *Shrink*.
- 7: The weapons of the Masters of Science gain *Toxic*.
- 8: The ranged weapons of the Masters of Science gain *Experimental*.

Units allowed in this elite army list:

- Science Division Trooper
- Mutant Bug Handler
- Science Division Specialist
- Mutant Bug
- Flying Saucer
- Giant Robot
- Wrex

Wrex (Mercenary)

Speed	Size	Shoot	Fight	Survive	Armour	Points	VPs
1-2	1	-	4+	5+	-	15	2

Weapons and Items: Too Many Teeth: AP 2.
Abilities: Tough, Beast, Frenzy (1), Toxic.
Weapon Options: None.
Campaign Options: None. Works for: Martians (Masters of Science).

"General Tor" Elite Army List

General Tor

Speed	Size	Shoot	Fight	Survive	Armour	Points	VPs
1-2	1	-	3+	5+	2	30	3

Weapons: Martian Energy Staff: RF AP2, Knockback Energy Shield (2)
Abilities: Tactician (1), Recon 5+, Vulnerable
Weapon Options: Small Arms, Light (Melee)
Campaign Options: Ranged, Command

Martian Motivation!: Spend an Army Special result at the beginning of models activation to give any ranged weapon in addition to its regular ability, add the Freeze ability for that round.

Units allowed in this elite army list:

- Martian Grunt
- Stealth Martian
- Mutant Bug Handler
- Martian Marine
- Martian Marine Specialist
- Stealth Martian Specialist
- Mutant Bug
- Flying Saucer
- Giant Robot

"General Zar" Elite Army List

General Zar

Speed	Size	Shoot	Fight	Survive	Armour	Points	VPs
1-2	1	-	3+	5+	1	20	3

Weapons: Blade of Mars: RF, AP2
Abilities: Tactician (1), Recon 6+, Vulnerable, Tough, Frenzy (1)
Weapon Options: Small Arms, Light (Melee)
Campaign Options: Ranged, Command

General Zar's Revenge! Spend an Army Special result to give any model an additional +1 Ap and Frenzy (1) until the end of the round.

Units allowed in this elite army list:

- Martian Grunt
- Stealth Martian
- Martian Marine
- Martian Marine Specialist
- Stealth Martian Specialist
- Flying Saucer
- Giant Robot