

DEADZONE



BOOT CAMP
INTRODUCTORY RULEBOOK

DEADZONE

Welcome to the new Deadzone!

The game has come a long way since we ran our first Kickstarter campaign, with thousands of players from around the planet now familiar with the Warpath universe and the deadly perils that lie within. For us, it's been great fun watching gamers take the game and make it their own, building myriad different futuristic worlds to fight over and telling the stories of a thousand battles. The creativity and support of this community is truly inspiring. Thank you all.

So why a new edition? Two reasons. Firstly, because despite Deadzone's popularity, we thought we could do even better. Secondly, because that's what people asked for.

Having talked to many Deadzone fans, and many other gamers who said they were interested, we discovered that the initial learning curve was a barrier to play – it was just too steep. Sure, there were other details, but this was the core issue. So, we set out to change this. First we tried small tweaks and general tidying up, but it simply wasn't enough of a difference. What we needed was a step change in ease of use, so we came up with this version.

The intent is not to take away a popular game, but to replace it with a slicker and faster version of itself that retains the key elements whilst

losing anything unnecessary. In doing this, many elements were moved from being separate rules to being integrated in other ways, so most of what seems to be missing is actually just hidden somewhere else. This process of integration has made the game play much faster and with a far greater body count.

This is a special introductory version of the main Deadzone rulebook, ideal for getting started. It contains all of the rules needed to play, two complete army lists and a short story to help bring the world to life. Use this book to learn the basics of the game and then graduate to the main rulebook when you are ready for more. There you will find army lists for each of the 7 factions (plus Mercs), a variety of exciting missions that drastically alter the focus of the game, and a complete set of campaign rules including character advancement options.

I think you'll find that Deadzone is now a smoother and slicker game that still embodies the essence of what made Deadzone fun in the first place. But don't just take my word for it. Deploy your forces, grab some dice, and try it out for yourself!

Jake Thornton – designer



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WHAT IS DEADZONE?

Set on the fringes of civilised space, Deadzone is a game of futuristic battles fought among the ruins of human colonies against a variety of alien threats.

All of this is represented by collections of highly detailed models and is played out on your tabletop with evocative terrain, special dice and tokens to keep track of the action.

As a player, you will take command of an elite and specially selected Strike Team of human soldiers or alien warriors.

Each Turn you decide which of your models to move and what they will do, advancing across the battlefield, engaging the enemy using dice rolls and picking up items on your way to taking vital objectives and securing victory!



Before playing, assemble and paint your models for the most rewarding experience.



THE WORLD OF DEADZONE

It is humanity's golden age. Technology has seen the human race spread to the far corners of the galaxy. The Galactic Co-Prosperity Sphere encompasses thousands of planets and hundreds of different races, some hostile, some friendly, most indifferent. Far from being the technological infants they might have supposed in a more innocent age, mankind has found themselves at the forefront of advancement in many areas. Alien races accept their human neighbours if not as equals, then at least as a people to be respected, and even feared.

Key to the strength of the GCPS are the Corporations – massive, system-spanning commercial entities with the temporal power and economy to match the national governments of ancient times. It is through the vast resources and drive for profit of the Corporations that man has reached out to the stars, and come to dominate them. Overseeing the Corporations are the Council of Seven – a shadowy cabal of human and not-so-human figures who wield ultimate authority over the GCPS. That authority is embodied in the indefatigable legions of the Enforcer Corps – a faceless army of utterly ruthless and dedicated super men and women who represent the pinnacle of military might in the galaxy.

But as humanity strikes out into the dark reaches of space, even the might of the Corporations and the faceless authority of the Council find challenges to which they are not equal. Deadly contagions which are the legacy of long-extinct alien civilisations, infestations of terrifying proportions, extra-dimensional incursions and a myriad other ineffable dangers lurk in the dark frontiers at the edge of space. Sometimes these are discovered when a world is first encountered,

other times it may be months, years or even decades after a world has been settled by one or more Corporations before the danger is realised. Regardless, the end result will always be the same: Containment Protocol.

Declared by the Council and enacted by the Enforcer Corps, a Containment Protocol is the ultimate sanction, used to prevent such dangers from being known by or spread to the wider GCPS. A planet will be wiped from all maps, cut off from the rest of humanity and cleansed by the Enforcers. Planets subject to such Protocols are known colloquially by another name, spoken of in whispers in shadowy circles and dark bars the length and breadth of the GCPS – Deadzones.

A Deadzone is a place where ordinary rules do not apply. Any intruder, human or otherwise, found on such a planet will be automatically treated as hostile by the Enforcers, who are licensed to use terminal force in all such cases. Between the incidents that render them Deadzones, and the aggressive presence of the Council's elite forces, these planets represent some of the most dangerous places in the galaxy, but also some of the most lucrative.

Rival Corporations may see the opportunity to plunder the archives and research of a competitor, mercenary bands of Marauder Orcs sense the opportunity for spoils, the men, women and aliens of the insidious Rebellion may exploit the opportunity for recruitment and other alien races following their own unknowable agendas will often also arrive. The Enforcers will often find that the initial operation of containment is only the beginning, and some regiments remain in a Deadzone for years, facing off against threats both within and without as they seek to enforce the will of the Council.



SETTING UP THE GAME

To set up a game of Deadzone, follow these steps:

- 1) Choose Mission
- 2) Select Strike Teams
- 3) Set up Battlefield
- 4) Place Objectives and Items
- 5) Recon & Deploy

Choose Mission

First, you need to decide what you are fighting over! For your first game, we have created an introductory mission, Patrol. It's a great way to learn the game and the following steps will explain how to set it up.

When you are hungry for a new challenge, the main rulebook contains additional missions and a complete campaign system.

Select Strike Teams

Each player should decide which of the different factions they want to represent. The collection of models you select is called your Strike Team. For your first few games, it's easiest to use one of the pre-generated Strike Teams on page 14. Later, you can build and customize your own Strike Team using the rules on page 40.



Each model has its own "stat line" (showing its game values) found in the Army Lists section of this book (page 42). These define how good it is at moving, shooting, fighting and so on.

Model is the general term for any playing piece and applies whether the model is a human, mutant, vehicle or an alien monstrosity. Whenever a rule refers to a model it means the whole playing piece including any base that it may be attached to. It also includes any weapons, clothing, armour, tentacles, spikes, hairstyles, loincloths or anything else that is sculpted as part of that model.

WINNING

There are two ways to win a game of Deadzone:

- Wipe out your opponent's Strike Team
- Earn the **Victory Points** (VPs) specified by the mission

Wiping out your opponent

If the enemy has no models left on the battlefield at the end of a Round, you win.

Earning Victory Points

Each mission description tells you how many VPs are needed to win, and how to earn them. If a player has that many VPs or more at the end of a Round they win. It is possible that both players will surpass this total in the same Round. In that case, the player with the highest number of VPs wins. In the case of a tie, play continues until one player has at least 1 VP more than their opponent at the end of a Round. During the game, VPs are tracked by using VP counters and the running total of VPs each side has earned is not a secret.

Set Up the Battlefield

Deadzone battlefields are represented by an 8x8 square gridded mat onto which you place buildings and other scenery.

Mantic Scenery can be assembled in an infinite number of ways and placed anywhere on the board, regardless of the mission being played.

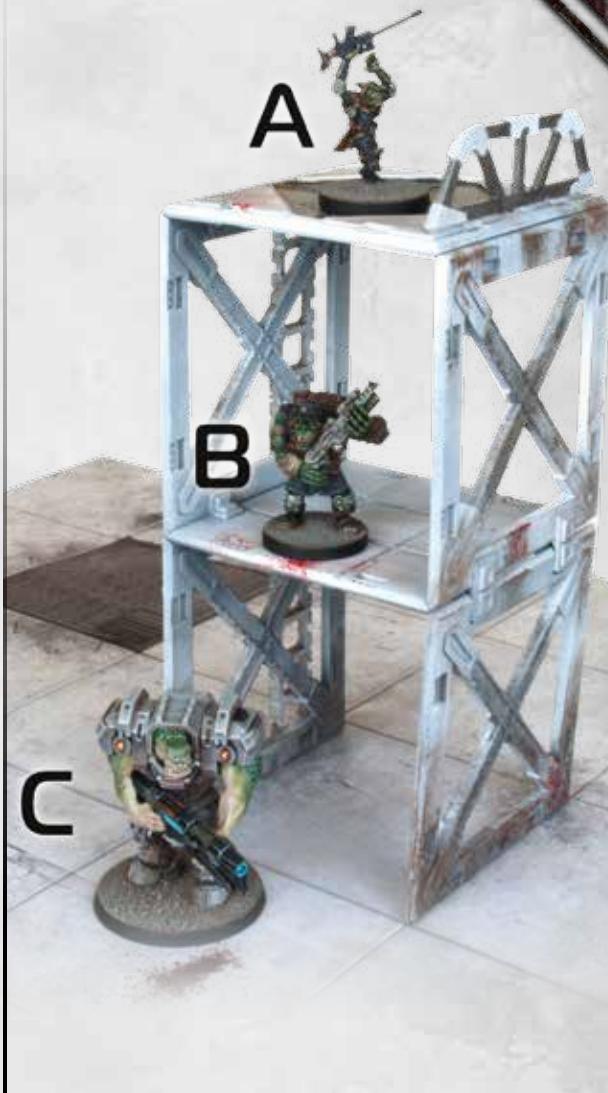
Wherever possible, align building edges with the printed grid on the play mat and we recommended that no 3 x 3 cube area on the mat's grid be completely devoid of scenery.

Remember that you can build upwards, and multi-level buildings can be connected by walkways above ground level!

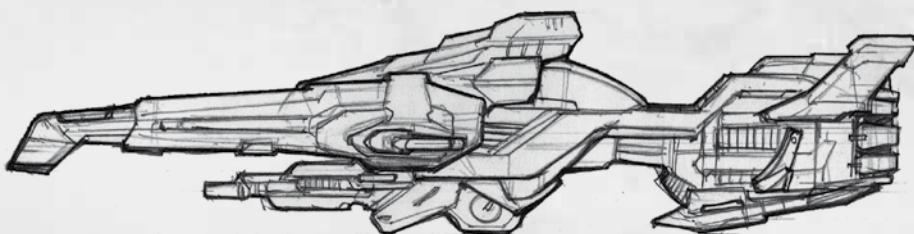
This scenery adds a third dimension to the battlefield and means that we are really dealing with cubes, not squares. Consequently, Deadzone uses the term cubes throughout the rules as a constant reminder that you are fighting in three dimensions.

A series of cubes piled directly on top of one another is called a stack. We number the levels of a stack starting with the lowest as level 1, first level up as level 2 and so on.

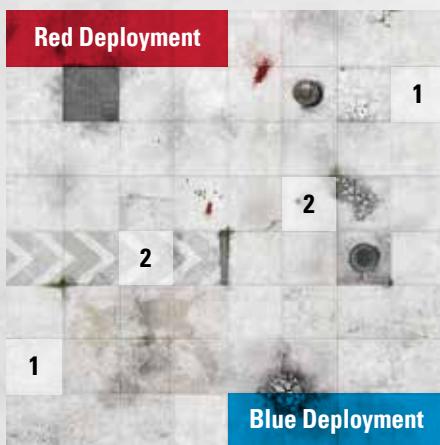
To make it fairer, some gamers like to get a third party to set up the scenery for the players. Alternatively, you could have one player set up the scenery and then allow the other player to rotate the battlefield and choose which side to start on.



Here is a typical example of a stack in a game of Deadzone. The battlezone scenery has been used to make a tower which is 3 cubes high. Model A is on level 3, model B is on level 2 and model C is on level 1. This is an important concept to grasp because it will affect movement, shooting and more advanced rules like falling!



Place Objectives & Items



Objectives

Each mission sets out the location of objectives. In the Patrol mission for example, four objective counters should be placed on the battlefield: two each of 1VP and 2VP value (see diagram above). You will use a map like the one above to place the four objectives. If there is scenery in the marked spaces, place the objectives on or inside it, and always on the highest level of the stack in that location.

Items

In addition to the objectives, the shattered battlefields of a Deadzone are littered with items, ranging from equipment to traps (see page 36). A random selection of these is placed on the battlefield before every mission as follows:

Take the item counters and shuffle them face down. One player takes a single counter at a time from the pool without looking at it. The other player rolls two dice- one dice for a random column and another dice for a random row to give a grid reference where each counter will be placed (face down). If the location contains a stack, counters should be placed on the highest level of that stack, and a single cube may contain more than one item. If a dice roll would place a counter in either player's deployment zone then that counter is discarded. For this reason, not all battles will have the same amount of items.

When you have placed a total of eight counters (include those you have been forced to discard), put the remaining counters to one side. They will not be used in this battle.

Recon and Deploy

To determine which player deploys their Strike Team to the battlefield first, both players roll

5 dice Recon test (X).

To learn what this means, see the Dice Tests box-out on page 9. Dice tests are a core concept of the game and will soon become second nature.

In the Recon test, each player is rolling to try and equal or beat their Strike Team's Recon value. Recon values are found in the army list, and vary depending on which Leader you have chosen for your Strike Team. Roll the test again if there is a draw.

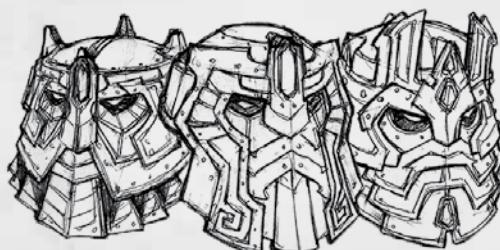
The winner of the Recon test decides who will be the starting player. The starting player chooses which deployment zone they will use, places their models anywhere within their deployment zone as shown on the mission map. They will have Initiative for the first Turn.

Non-Vehicle models can be deployed on any level. Vehicles must be deployed on level 1 (ground level).

Their opponent then deploys all of their models in their deployment zone.

Start the Game

You are now ready to start the first Round!



Dice Tests

Some actions and game events require a dice roll to determine their success.

These rolls are called tests and are always written in a standard format which tells you:

- **How many dice** to roll in the test.
- **The target number:** This will be the relevant stat of the character or army performing the action, or simply a number, to aim for.
- **The number of successes required** (in brackets) to carry out the action.

If this is last part is an (X) it means that both players must roll simultaneously and the number of successes they each roll is compared. Whoever rolls the most wins the test. If an action offers a choice between two or more stats to roll against for a test, players must decide which one to use before rolling any dice.

Example 1

A '3 dice 4+ test (1)' would require you to roll 3 dice. Each dice result that is a 4 or higher counts as a success, and only a single success is required to perform the action.

Example 2

A "3 dice Fight test (X)" requires that both you and your opponent to roll 3 dice. You are trying to equal or beat your own character's Fight stat. Then compare the number of successes you rolled against the number your opponent rolled (he will have been rolling his own, separate test to try and survive the attack) to see who wins. The difference in the number of successes rolled by both players may also have an effect in some tests.

Attempting a test

1) Take number of dice specified. Apply any modifiers to the number of dice rolled, as listed in the action description.

Important! Modifiers **always** add or subtract from the number of dice to be rolled. They never modify the target stat or value you are trying to roll.

If modifiers ever reduce the number of dice you can roll to zero or less then you cannot make this roll. You count as rolling zero successes for this test.

- 2) Roll all the dice at once
- 3) a. Each dice is read separately.
 - b. If you have equaled or beaten the stat or target number then you have scored a success. If not then that dice is a failure.
 - c. Each dice that shows an 8 counts as one success AND allows you to then roll an extra dice. If you roll another 8 with this extra dice then it is another success and you get yet another extra dice. Keep rolling additional dice until you roll something other than an 8.
- 4) Add up the number of successes to find your total and determine the test outcome as described in the action.

Blank Stats

If a model has a value of “-” for the required stat then it may not choose to perform that action. If a model with a stat of “-” must use that value for a test then regardless of modifiers it rolls no dice and counts as making zero successes.



PLAYING THE GAME

Deadzone is played in a series of **Rounds**. Rounds always begin with a **Command Roll** and are then made up of alternating player **Turns**. During a Turn a player gets to do something with a model of their choice. Each model may act once in each Round and while doing so it is referred to as the active model. When all models on the battlefield have acted (been activated) the Round is over.

Each Round follows these steps:

1. Roll Command
2. Take Turns
3. End Round

Rolling Command

Command Dice are a representation of how the training and cohesion of a well-led fighting force can lead to extraordinary moments of inspiration, cunning and good fortune in battle.

At the start of **each** Round, before any Turns are taken, each player rolls their Command Dice:

1) Roll

Roll 3 Command Dice simultaneously

2) Re-Roll

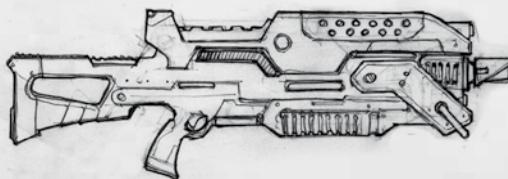
After rolling, starting with the player who has Initiative, you may perform one single re-roll of as many of your dice as you choose. If you re-roll any dice you must keep the new result(s).

Important: If less than half of your Strike Team (by model count) remains on the battlefield you lose the ability to re-roll Command.

2) Set

Finally, set your Command Dice results beside your edge of the board. They will be available to spend during your Turns in the coming Round to augment the actions of your Strike Team.

You can spend as many Command Dice as you like during a Turn and each dice is discarded when used. Any that are not spent by the end of the Round are discarded. See the table opposite for more detail about how and when these can be used



Taking a Turn

The player currently taking their Turn is said to have the **Initiative**.

When it comes to your Turn you will normally activate a single model, following these steps:

- a) Choose one model that has not yet been activated this Round.
- b) Take **one long action**, or up to **two short actions**.
- c) Mark it with an activation marker.

Special Cases:

Do nothing: you can choose to do nothing with a model in a Turn if you want to. You still mark it as activated and your Turn ends.

Pass: if you have fewer models left to activate than your opponent then you may choose to pass the Initiative back to your opponent without activating anything. If all your models have been activated then you have no choice but to Pass. In this case, the remainder of the Round will involve the other player retaining the Initiative and taking consecutive Turns until all models have been activated.

Command Dice: some Command Dice results will give a model an extra Move, Shoot, or Fight action. These are 'free' actions, and do not count as one of the active model's limit of two short actions or one long action.

End Of Round

When all models have been marked as activated the Round is over. Follow these steps:

a) Award the appropriate VPs to any player who has the only model(s) present in an objective cube. Count each objective once, not once per model in the cube. Note that objective cubes can score every Round so long as the conditions are met.

b) Count the VPs in each player's pool to see if either has won the battle.

c) If the battle is not over then remove the activation markers from all models and start a new Round by Rolling Command.

It is possible that Initiative will pass at the end of a Round. The player who finished activating their models first this Round starts the next Round with the Initiative (and so takes the first Turn).

Symbol	Description
+1 Model	 What: Activate a second model that has not yet been activated. When: After you have finished your model's activation. You may only spend one +1 Activation result per Turn. Unless specified otherwise by a model ability or Army special rule, you may only activate a maximum of two models per Turn before you must hand the Initiative back to your opponent.
Dice Symbol	 What: Add 1 dice to any Shoot, Fight or Survive test. When: You may spend a Dice Symbol result whenever you make a Shoot, Fight or Survive test, including during your opponent's Turn. (e.g., on a Survive test as part of a Shoot action aimed against your model). You may spend any number of Dice Symbols results on a single test, but must decide how many to spend before any dice are rolled.
Move	 What: The active model takes a free Move action. This Move is restricted to one cube, regardless of the model's Speed stat, but otherwise follows the normal movement rules. When: You may spend a single Move result per activation. You may play it before the model takes any actions, after a short action, or after a long action. Can be used on models that have already taken a Move or Sprint action.
Shoot	 What: The active model takes a free Shoot action. When: You may spend a single Shoot result per activation. You may play it before the model takes any actions, after a short action, or after a long action. Can be used on models that have already taken a Shoot action.
Fight	 What: The active model takes a free Fight action. When: You may spend a single Fight result per activation. You may play it before the model takes any actions, after a short action, or after a long action. May be used on models that have already taken a Fight action.
Mantic Splat!	 What: Activate your army's special ability. The effect is different for each army and explained in the army list. Army Special effects do not count towards any other restriction on number of actions per Turn unless specifically mentioned otherwise. When: Unless otherwise specified in an ability text, you may spend a single Army Special result per activation. The rules for abilities that require an Army Special result will indicate when you may spend the dice to use the ability. The Leader chosen for a Strike Team will determine what the Army Special result will do. Even if the Leader dies or is otherwise removed from the game, Army Special results can still be spent in the same way.

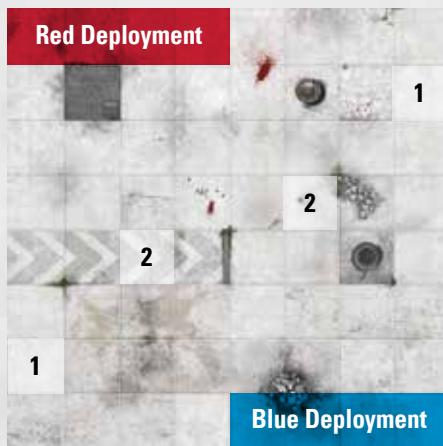
Your First Games

For your first few games, while you familiarise yourself with the core rules, you should play the basic Patrol mission and use the 100-point strike teams on page 14 to quickly get into the action. You could also ignore items and just focus on earning VPs from eliminating enemy models and holding objectives. When you are ready, the rules for items can be found on page 36, and you can build your own strike teams using the guide on page 40.



Standard Patrol Mission

Set up the game as described on page 6 of this book and using the following map:



12 VPs is the target score to win this mission.

VPs are earned for the following:

- Killing an enemy model (VP value of that model as shown in their stat line).
- Holding an objective: You must have the only model(s) in that cube. You get 1VP or 2 VPs (depending on the objective) at the end of each Round you hold it. The VPs are awarded per objective controlled, not per model on the objective.
- Collecting Intel (1VP per Intel counter, which is one of the items, collected).

Remember to keep track of the VPs each player scores by using VP counters as you go along, and keep these proudly on display to raise tension! Good luck!

Stat Lines

Each type of model has its own stat line (list of game values) that defines how good it is at shooting, fighting and so on. Stat lines contain a lot of information about the model:

Name: the name of this type of model.

Type: Models are divided into a number of categories:

- **Leader (L):** the commanders of a faction.
- **Trooper (T):** normal rank and file.
- **Specialist (S):** models with unusual weapons, training or equipment.
- **Character (C):** a named individual.
- **Vehicle (V):** mechanised support units.

Points: The amount of points it costs to include a single one of this type of model in your Strike Team.

VPs: The amount of VPs your opponent earns if they kill this model.

Speed:



Written as two numbers. The first is the Move distance, second is for the Sprint action.

Armour:



A fixed value describing the amount of protection the model has from Damage.

Size:



The height or bulk of a model. This is a measure of how much Damage the model can take before it is removed from play. It is also used to determine how many can fit in a cube and what kind of gaps in the terrain it can pass through.

Shoot (S): Written as a value to be rolled on a single dice, e.g. 4+. It is never modified.

Fight (F): written as a value to be rolled on a single dice, e.g. 5+. It is never modified.

Survive (Sv): written as a value to be rolled on a single dice, e.g. 3+. It is never modified.

Weapons & Equipment: a list of the model's standard loadout. Weapons have some stats of their own:

Range (R): This is the maximum weapon Range in cubes. RF weapons may only be used in a Fight.

AP: The Armour penetration of the weapon.

The weapon's special abilities, if any, are also listed beside it. See page 28.

Abilities: any special skills the model may have. See page 28.

Weapon Options: The categories of weapons the model is eligible to buy. See page 40.

Campaign Ability Options: The ability tables the model may choose from when they increase in rank during a Campaign game.



Pre-Generated Strike Teams

Here we have put together two example Strike Teams to help you get started. Set up the Patrol mission as described on page 12 and then use these forces to get a feel for the game.

You will need to consult the Abilities section on page 28 for the *Tactician* ability as well as a few of the weapon abilities, like *Rapid Fire* and *It Burns!*.

ENFORCER STRIKE TEAM

Enforcer Captain x 1; Assault Enforcer x 1; Enforcer x 1; Enforcer with Burst Laser x 1; D.O.G. Drone x 1

Enforcer Captain

34 pts / 4 VPs

	S	F	Sv
	4+	5+	4+

- *Tactician* (2)



Pistol: R3, Energy Gauntlet: RF, Knockback, Jump Pack

Weapon Options:

Leader, Small Arms, Light (Melee)

Campaign Ability Options:

Ranged, Melee, Command



Unlike the Corporate Military, Enforcers earn their rank – an Enforcer Captain is a peerless warrior and strategist amongst elite company.

Stalwart: Enforcers are famed for their resilience and stubbornness. You may spend a Special result on your Command Dice to immediately reroll any number of your dice on a Survive test.

Recon: 4+

Assault Enforcer

14 pts / 1 VPs

	S	F	Sv
	5+	5+	4+

Pistol: R3, Wristblade:RF, AP1, Jump Pack

Weapon Options:

Small Arms, Light (Melee)

Campaign Ability Options:

Melee



Equipped with deadly close combat weaponry, these specialists take the fight to the enemy in lightning assaults that leave no survivors.

Enforcer

16 pts / 2 VPs

	S	F	Sv
	4+	6+	4+

Laser Rifle: R6, *Rapid Fire*, Jump Pack

Weapon Options:

Small Arms

Campaign Ability Options:

Ranged



Enhanced by the best science and biotech available to the Council and armed and equipped with the most advanced technology credits can buy, the Enforcers are the Council's iron fist.

Enforcer with Burst Laser

20 pts / 2 VPs

	S	F	Sv
	4+	6+	4+

Burst Laser: R8, *Suppression*, *Weight of Fire* (1), Jump Pack

Weapon Options:

Small Arms

Campaign Ability Options:

Ranged



Enhanced by the best science and biotech available to the Council and armed and equipped with the most advanced technology credits can buy, the Enforcers are the Council's iron fist.

D.O.G. Drone**12 pts / 1 VPs**

	S	F	Sv
2-4	6+	-	6+

	0
	1

Burst Laser: R8, Suppression, Weight of Fire (1)

Weapon Options:
None**Campaign Ability Options:**
None

Deployable Offensive Gun (D.O.G.) drones are quadrupedal automated chassis designed to mount heavy weapons and traverse any terrain. They accompany Pathfinders to provide heavy support where necessary.

FORGE FATHER STRIKE TEAM

Steel Warrior Huscarl x 1; Steel Warrior x 2; Steel Warrior with Dragon's Breath x 1

Steel Warrior Huscarl**32 pts / 3 VPs**

	S	F	Sv
1-2	3+	4+	4+

	1
	1

Hailstorm Pistol: R4, Weight of Fire (1), Rapid Fire; Forge Hammer: RF, AP1

Weapon Options:

Leader, Small Arms, Light (Melee)

Campaign Ability Options:

Ranged, Melee, Command



A Steel warrior Huscarl is a proud and noble soldier honed by many decades – sometimes centuries – of warfare in the name of the Star Realm.

Too Stubborn To Die: You can spend an Army Special result on your Command Dice to try and remove a point of Damage on the active model. Roll a 3 dice Survive test (3). Success removes one Damage token. Failure has no effect. This does not count as an action.

Recon: 4+**Steel Warrior****21 pts / 2 VPs**

	S	F	Sv
1-2	4+	5+	4+

	1
	1

Hailstorm Rifle: R6, AP1, Rapid Fire

Weapon Options:
Small Arms**Campaign Ability Options:**
Ranged

The rank and file soldiery of the Forge Fathers. Solid, dependable and able to lay down a withering fire from their hailstorm rifles.

Steel Warrior with Dragon's Breath**25 pts / 2 VPs**

	S	F	Sv
1-2	4+	5+	4+

	1
	1

Dragon's Breath: R2, It Burns!

Weapon Options:
Small Arms**Campaign Ability Options:**
Ranged

Any Dwarf taking up the Dragon's Breath accepts the risks they face on the battlefield. It is their role to enter a building first and clear it of all enemies.

ACTIONS

When a model is activated during a player's Turn, it may perform a number of actions, either **one long action or up to two short actions.**

Actions:

- Move (short)
- Sprint (long)
- Stand Up (short)
- Shoot (short)
- Fight (long)
- Special Action (short)

A model that is in the middle of its activation is called the active model.

or reposition itself within the cube it is currently in. Each Move must be into a cube adjacent to the one the model is currently in, and diagonal movement is permitted.



Taking the Move action and having a Speed of 1, this model would be able to move 1 cube in any direction, diagonally or orthogonally as shown.

IMPORTANT! Restrictions:

- A model may only perform each type of action once in a Turn. However, extra actions granted by Command Dice do not count towards this limit, and may result in duplicate actions for the same model in a Turn.
- A model that starts its activation Pinned (lying down) must choose Stand Up as its first action.
- A model that is not Pinned, and is in the same cube as one or more unpinned enemy models, may only choose Fight or Move actions.

Positioning within a cube

In Deadzone, a model's exact placement within a cube is very important. You can place a model wherever you like on the board, including partly over the lines that form the grid between cubes. But in all cases, the centre of a model's base defines which cube it is in.



In this example, both models would be considered to be in the same cube.

Move (short)

Each model has two movement values in its stat line, separated by a dash.



When taking the move action a model can Move a number of cubes up to its **first** Speed value,

You should treat the edge of the board as a solid wall that blocks all movement. Models can only move off the board if specifically allowed by the mission being played and only then from the cubes specified. A model that leaves the battlefield cannot return during the current game. In these instances, a model may leave the board as part of a Move or Sprint action (simply treat the movement as moving to a cube "beyond" the playing surface) following the normal movement rules.

Cube capacity

Every model has a Size listed in its stat line. Each cube has a maximum capacity of 4 Size worth of models from a single faction. However, it is possible for two different factions to each have 4 Size worth of models in a single cube, making the total capacity 8.

When moving into a cube already containing one or more models, you may not move another model out of the way unless there is nowhere else the moving model could possibly be placed within that cube.

If you must move a model in order to fit in, then you must move friendly models before moving enemy ones and only make the minimum adjustment required to fit the new model into the cube. The owning player always decides on a model's exact position when it needs to change position for any reason and no models can ever be removed from a cube by models entering in this way.

Moving into enemies

If a model moves into a cube containing an enemy model, deliberately or otherwise, then they must Fight it immediately (see Fight action on page 22). This does not count as an additional action. If there is more than one enemy model in the cube then the moving model only needs to Fight one and may choose which. After the Fight action is resolved, the Move action ends.

Moving away from enemies

If a model is in a cube containing an enemy model and wishes to leave then it may do so following the normal movement rules. However, before it moves one of the enemy models in that cube (chosen by the opposing player) may Fight the moving model. The moving model must roll a Survive test (see page 22) – it cannot choose to roll a Fight test. As long as the model is not Killed or Pinned (see page 26) it “breaks away” and it may continue its movement.

Sprint (long)

The model may move up to their second Speed value in cubes. Otherwise, the rules for movement are the same as for the Move action. This action cannot be taken if the active model begins its activation in the same cube as an enemy model.

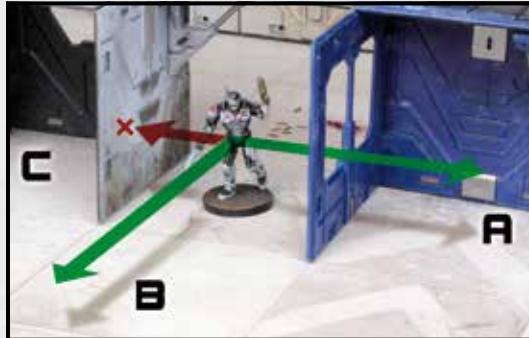


The Effect of Scenery on Movement

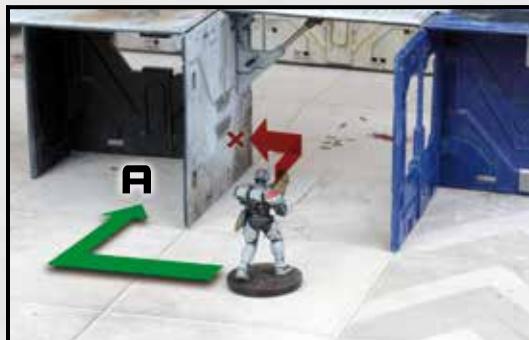
Moving on the same level

In order to move into an adjacent cube, the shortest orthogonal path between the two cubes must not be completely blocked by scenery. In other words, any cube face you wish to cut across must have enough empty space for the model to fit over or under, or through. The smallest gap a model can squeeze through is based on their Size as shown in the table below. It is a good idea to look at the scenery you are using before the game and agree with your opponent what is going to be possible in advance.

When making a diagonal Move, trace the shortest orthogonal route to the destination (imagining the model had moved in that way). If there is more than one route, choose one, then check that each cube face it would be necessary to cross is either empty or has a suitable space to pass through. If it does, the Move can go ahead.



The Enforcer is a Size 1 model with Speed 1. Taking the Move action, it could move into cube B because the cube face it would pass through is completely empty. The Enforcer could alternatively move to cube A, passing through the Medium Gap in the scenery. However, the Enforcer cannot move to cube C, because the shortest orthogonal route is blocked - by a solid wall.



The Enforcer wants to move diagonally to cube A. Checking the shortest orthogonal route, we find that there are two routes of equal length. The red route is blocked by a solid wall, but the green route is viable. Since only one viable route is required, the diagonal Move can go ahead.

GAP TYPE	MODELS THAT FIT
Blocked 100% of the cube face - e.g. a solid wall	None
Small Gap Approx. 25% of the cube face - e.g. a small window	Size 1 only
Medium Gap Approx. 50% of the cube face - e.g. a large window	Size 1-2
Large Gap Approx. 75% of the cube face - e.g. a large door	Size 1-3

Moving up and down levels

All of the cubes on the level immediately above and below the cube a model is in are considered to be adjacent.

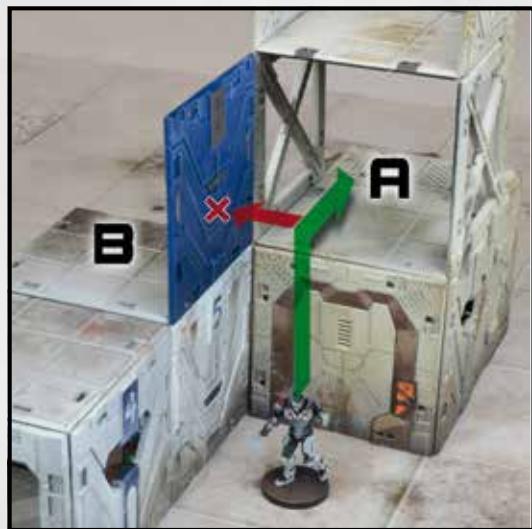
Models can climb or descend scenery to move between cubes using a Move action, including moving diagonally up or diagonally down.

To climb up a level, in simple terms, there must be scenery to climb. This scenery must be in a suitable position along the route of the movement, and the scenery must reach up to the destination cube.

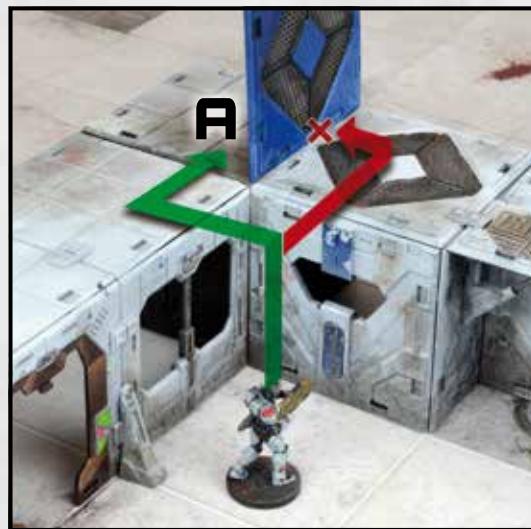
Also, just like the rules for moving on the same level (previous page) the shortest orthogonal route to the destination should be checked and must not be completely blocked.

It is assumed that the elite warriors of a Deadzone Strike Team are sufficiently well-trained to be able to scramble up and over small obstacles and up or down all but the smoothest walls.

So, as a rule of thumb, always lean towards allowing difficult or unusual movement and settle any disputes with a friendly dice roll.



Cubes A and B are both considered adjacent to the Enforcer's present cube. By taking the Move action, he could in theory move to either one. However, we can see that the shortest orthogonal route to cube B is blocked, so the Enforcer could only move to cube A.



The Enforcer wants to move diagonally upward to cube A. Checking the shortest orthogonal routes, we see that at least one of them is possible, so the Move can go ahead.



Shoot (short)

To take this action, a model must be equipped with a ranged weapon - one that has a Range number (R) in its stat line. Range is given in cubes e.g. 'R3' indicating a Range of 3 cubes. Weapons with Range RF may only be used in a Fight.

The Shoot action cannot be taken if the active model begins its Turn in the same cube as an enemy model unless specified otherwise.

The Shoot action targets a single model - other models in the same or intervening cubes are not affected unless specified by a weapon characteristic. You may not target a friendly model, or a model in the same cube as the active model, unless specified by a weapon or model ability.

The target must be within the maximum **Range** of the weapon, and in **Line of Sight** (LOS) from the model doing the shooting.

Measuring Range

When you need to work out distance between two models (such as how far a model can shoot) you always use the same method. Count the cubes to the target as if the distance was all on one level, then count the difference between the heights of the two models in levels. The higher of these two numbers is the range to the target.

You never count the cube you are shooting from and always count the one the target is in. When shooting, if the target is further away than the maximum Range of the weapon being fired, the target cannot be shot and the Shoot action is not taken.

Line of Sight

LOS is calculated by looking from the model's perspective. Take a model's eye view and ask yourself if it can see the target model *at all*, even partially. Remember, the term *model* includes the base as well as any weapons, flamboyant hairstyles, tails, etc. The answer will always be either yes or no:

YES – This allows a normal shot. Normally you will be able to see at least part of the model and the clutter of the environment will obscure the rest.

NO - If you can't see the model at all then you do not have LOS and may not take the action.

Shoot modifiers:

- **Clear Shot, +2 Dice:** If you have a completely unobstructed view to the whole of the target model (including the base).
- **Friendly Fire, -2 Dice:** If there are any friendly models (models from the same Strike Team) in the target cube.
- **High Ground, +1 Dice:** If you are on a higher level than the target.
- **Firing for Effect, +1 Dice:** If you are Firing for Effect with a *Rapid Fire* weapon (see below).

NB: These same modifiers also apply when taking the Fire for Effect action

Shooting

The player making the Shoot action rolls a

3 dice Shoot test (X)

The target of a Shoot action must roll a

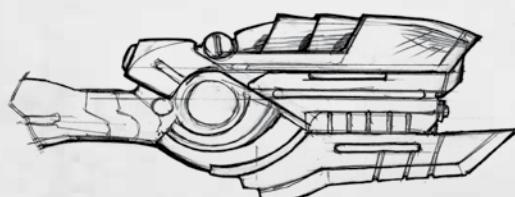
3 dice Survive test (X)

Compare the total number of successes each player has rolled to find the outcome:

Draw, or the target has more successes:
The attack misses.

Shooter has more successes:

The difference in number of successes is the Potential Damage on the target model (see Damage on page 24).



Firing for Effect

Models using a weapon with the *Rapid Fire* ability (See page 33) may choose to Fire for Effect, laying down suppressive fire in an attempt to pin down their opponents.

The active model must declare whether they are Firing for Effect (with their Shoot action) before rolling any dice.

The player making the Shoot action rolls a

3 dice Shoot test (X)

The target of the Shoot action rolls a

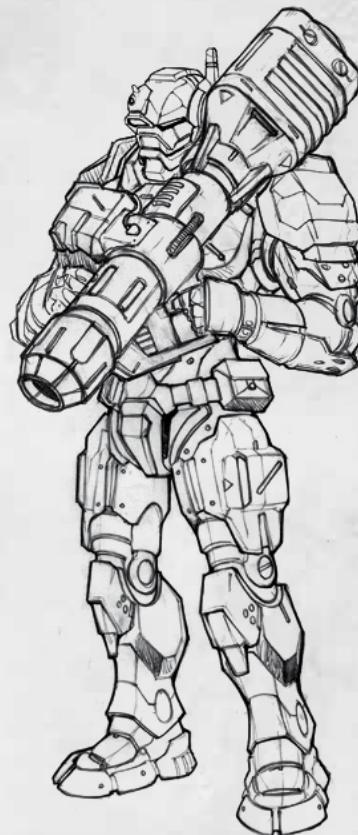
3 dice Survive test (X)

Compare the total number of successes each player has rolled to find the outcome:

Draw, or the target has more successes:

The attack has no effect.

Shooter has more successes: The target model is Pinned. (See page 26)



Model A can see all of model B, so gains the Clear Shot modifier. Model A can only see part of Model C, which would mean a normal shot with no modifiers. Model D can see all of model B and is also firing from a higher level so gains both the Clear Shot and High Ground modifiers.

Fight (long)

If a model begins its Turn in the same cube as an enemy model then it may choose to Fight it.

If a model moves, deliberately or otherwise, into a cube that contains an enemy you initiate a Fight automatically, without it counting as an action. If there is more than one enemy model in a cube the active model chooses which one it will Fight.

Weapons that can be used in a Fight are those with Range F (Shown as RF in the stat line). If a model has more than one RF weapon then it must choose which one to use before any dice are rolled.

The player initiating the Fight rolls a

3 dice Fight test (X)

The target of a Fight action can choose whether to Fight back, and roll a:

3 dice Fight test (X)



Or to simply try to evade the blows and roll a:

3 dice Survive test (X)

A model with a Fight stat of “-” may not choose to roll a Fight test when targeted by a Fight action. If a model with a Fight stat of “-” is forced to initiate a Fight action (for example, as a result of forced movement) then it counts as rolling zero successes.

Compare the total number of successes each player rolled in their test to find the outcome:

Draw, or the Survive test has more successes:

No effect.

The Fight test has more successes:

The difference in number of successes is the Potential Damage on the losing model (see Damage on page 24).

Dice modifiers:

- **+1 dice** if the model moved into this cube in this action.
- **+1 dice** if any friendly models are in the same cube (max. +1 dice, not +1 dice per friendly model).
- **+1 dice** if opponent is Injured (see page 24).
- **+1 dice** if the model is a larger Size than its opponent.
- **+1 dice** if the opposing model is Pinned (see page 26).

These dice modifiers are the same for both Fight and Survive tests

Special Action (short)

This is a catch-all action. It is required for some mission actions, such as calling in the drop ship, setting the timer on the detonators and so on. It is also used by some abilities. The specific rules and effects of a Special action are described by the mission or ability that calls for it.

Stand up (short)

A Pinned model (see page 26) must choose Stand Up as its first action of its activation, if it acts at all. Its owner positions the model standing up, anywhere in the same cube.

If a Pinned model Stands Up in a cube containing an enemy model, then it is immediately attacked. The opposing player chooses one of the enemy models in that cube to Fight the active model. The model that is standing up must roll a Survive test – it cannot choose to Fight back.



A model is always in one of three Damage states:

- **Undamaged:** The initial state of a model at deployment.
- **Injured:** The model continues to fight. They suffer negative modifiers in a few tests but are otherwise able to continue as normal.
- **Dead:** The model is removed from the game.

Resolving Damage

Each successful attack generates an amount of **Potential Damage**.

Potential Damage may also be caused by events such as falling or being slammed into a wall.

The effect of any Potential Damage is resolved as follows:

1. The target model's Armour is reduced by the AP ability of the attack, down to a minimum of 0
2. The target model's remaining Armour (if any) is subtracted from the Potential Damage to find the **Actual Damage** caused.
3. This Actual Damage is added to any previously sustained Damage and compared to the model's Size, using the table below to check the result:

DAMAGE

Example:

An Undamaged Size 1 model is hit by an attack that results in a potential damage of 2. Looking at the table we can see that this would kill an unarmoured model of this Size. "Luckily" the model is wearing Armour 1. This reduces the actual damage to 1 and so the model is merely Injured.

If the attack happened to have the AP1 ability, the single point of Armour would have been penetrated, discounted and the model would be Dead.



Total Damage to the model (incl. any previous Damage taken)

0 Damage

Effect

Model is Undamaged.

1 or more Damage, but not more than the model's Size.

The model is Injured. Mark the model with Damage Counters equal to the Actual Damage caused.

More Damage than the model's Size.

The model is Dead. Remove it from the game.



ADDITIONAL RULES

Most of your games will be covered by the preceding core rules. However, there are some unusual situations and special abilities that make the game deep and replayable. These are described below

Pinned

In the midst of combat, models sometimes get blasted off their feet, or simply hit the deck in order to avoid incoming fire. This is called being Pinned. To show a model is Pinned, simply lie it down.

A model that starts its activation Pinned (lying down) must choose Stand Up as its first action.

A Pinned model that is attacked in a Fight action will Stand Up automatically without counting it as an action. Their opponent gains the +1 for fighting a Pinned enemy for this Fight action.



Scatter

Sometimes an explosion or other effect will cause a model or item to be moved into a random adjacent cube. Random movement of models or items is called scattering and is usually worked out with a single dice roll. Use the scatter diagram shown above. Simply move the model or item in question one cube in the direction indicated. Agree on which cubes correspond to each numbered location before rolling.

1	2	3
4	○	5
6	7	8

Scatter is always worked out initially on the same level. Then, if the model or item scatters into a cube that has no floor on that level then it will fall until it lands on something.

If a cube has a partial floor, such as a half-width walkway or a floor with a trapdoor, then roll to see if the model or item has landed on it or fallen past. Roll a single dice to see whether they land on the walkway or carry on falling:

On a 1-4 the model or item misses the walkway and continues to fall. On a 5+ they land on the walkway. In this way, a model or item may scatter into another cube on the same level, or fall into a lower level. Nothing ever scatters upward.

If the scatter movement is completely blocked by solid walls then the model or item simply bounces back into the original cube.

Items can always fit in a cube, capacity is not an issue. If a model scatters into a cube that it cannot fit into due to the Size limitations explained previously (cube capacity), then it must remain in the original cube (if on the same level) or scatter again from that cube (if it has already fallen to a lower level). Models that fall or are thrown into walls may take damage. See the rules for whatever caused the scatter for more details.

Slammed into walls

If a model is thrown into a wall that blocks its movement into a different cube it makes a:

3 dice Survival test (X)

and remains in the original cube.

The wall rolls

3 dice 5+ test (X)

Draw or model has more successes:

The model is unharmed.

Wall has more successes:

The model is Pinned and the difference in number of successes is the Potential Damage to the model.

Falling

If a model falls or jumps down more than one cube it rolls:

3 dice Survival test (X)

Gravity rolls:

3 dice 5+ test (X)

with +1 dice per cube the model falls/jumps.

Draw or model has more successes:

The model is Pinned.

Gravity has more successes:

The model is Pinned, and the difference in number of successes is the Potential Damage to the model.

Where is "Directly Away"?

A number of weapon effects move a target "directly away" from the attacker or the explosion.

If the attacker and target are in the same cube then the attacker chooses which adjacent cube to move the target into.

Otherwise, use a normal Line of Sight between attacker and target to work out where the model moves. Continue the LOS from the attacker through the target and into the first new cube beyond the one the target is standing in. If there is any choice, the attacker may decide which.



ABILITIES

We can safely assume that the elite warriors and fearsome monsters that make up the various factions all have an above average ability to fight and survive. These common traits are included as stats.

However, some have even more specialised and unusual skills, and whether they are innate or learned they are listed as separate abilities. Each model's stat profile lists the abilities that apply to it.

Some abilities belong to the model and others to the weapons they carry. Weapon abilities are listed as part of the weapon's Stat. All are explained here.

Where an ability conflicts with a core rule, the ability takes precedence. If a model is removed from the game, its abilities can no longer be used unless specified otherwise.



Agile

After a model takes a Move or Sprint action it may additionally choose to move up or down one level in the same stack for free. This change in level follows the normal movement rules.

APx

AP is short for Armour Piercing and denotes a type of weapon that is particularly good at defeating Armour. AP will always be listed with a number after it in place of the "x", e.g. AP1.

Attacks by a model or weapon with this ability ignore a number of points of Armour equal to the number after the AP as explained in the Damage section on page 24. So, if an AP1 attack hits a model with Armour 2 then the Damage is resolved as if the target had Armour 1 (2-1).

AP is cumulative. If more than one AP modifier applies to an attack then modify the Armour by their total before working out the Damage.

Beast

The model cannot pick up, carry or use items. All of its weapons and equipment are either natural or have been grafted on permanently by skilled bio-technicians. This ability can also apply to models that are already so burdened by their normal combat load that they have no room to carry more.

Blast

The weapon does no direct Damage, though the force of the blast may push models off buildings or slam them into walls.

If the attack is a HIT then all models in the cube except the target are thrown one cube directly away from the target model and then Pinned. The target model is thrown one cube in a random direction (see Scatter, page 26) and then Pinned.

If the attack is a MISS then all models in the target cube are Pinned.

BOOM! (n)

When a model with this ability is killed, they explode.

In addition, the model may choose to trigger the explosion as a Special action.

Regardless of the cause, when the model explodes, treat it as a *Frag (n)* explosion (page 29) in that cube, where (n) is the value of *BOOM!*

Construct

This model is an artificial creature and as such is immune to certain abilities. Additionally, the model can never be Pinned. If hit by an attack that has effects in addition to pinning, such as Blast, the additional effects still apply.

Covering Fire

The model gains +1 dice when Firing for Effect with a *Rapid Fire* weapon.

Deadeye

This model increases the Range stat of any ranged weapons it uses by 1. RF weapons are unaffected.

Engineer

The model is experienced with tripwires and mines. If they reveal a Booby Trap item then the *Engineer's* activation ends immediately. However, the Booby Trap does not explode. Instead it is defused and discarded.

In addition, some items can only be used by *Engineers*.

Experimental

This weapon is an unstable prototype, and as such, no-one is quite sure what it will do until the trigger is pulled. When the weapon is used to make a Shoot action, roll a dice on the following table and apply the listed ability to the attack:

1-2: *Blast*

3-4: *Knockback*

5-6: *Weight of Fire* (2)

7: *AP3*

8: *Ominous Hum:* The owning model gains the *BOOM!* (1) ability until the end of the game, and rolls again on this table. This effect is cumulative: The value of *BOOM!* increases by 1 each time an 8 is rolled.

Fire Control

When the model takes a Shoot action it can use two weapons instead of one. Each weapon may choose the same or a different target. Declare the targets of both weapons before rolling any attack dice.

Frag (n)

When a *Frag* explodes it may injure or kill models in the target cube and the force of the explosion will throw survivors to the ground. *Frag* will always be listed with a number after it in place of the (n), e.g. *Frag* (3), *Frag* (5), etc.

Roll a variable dice 4+ test (X) for the strength of the attack, where the number of dice rolled is the number in brackets after *Frag*. For example, a *Frag* (5) weapon would roll 5 dice for the test. Models in the target cube must roll a 3 dice Survive test (X). Roll once for the attack and separately for each target model's survival roll.

Draw or target has more successes:

Attack misses or fails to cause any harm.

Frag has more successes:

The difference in number of successes is the Potential Damage.

Whatever the results of the explosion, all surviving models in the target cube are thrown one cube in a random direction (see Scatter, page 26) and then Pinned.



Frenzy (n)

A model with this ability attacks so ferociously that it's hard to defend against it. *Frenzy* will always be expressed with a value in the place of the (n), e.g. *Frenzy* (1) or *Frenzy* (2). Up to that number of Fight dice that fail during a test may be re-rolled once. This also applies to any additional dice gained by rolling an 8.

Frenzy is cumulative. If more than one *Frenzy* modifier applies to an attack then add together the (n) value from each source; this is the total number of failed dice the model may re-roll for the Fight test.

Glide

The model may drop any number of levels without harm. This may be done by choice or as the result of being blasted out of a position. In either case they glide to the ground unharmed by the drop and land on their feet. In addition, for every level they drop they may move one cube sideways, relative to their original position.

Grenade

All *Grenades* are thrown the same way, using a Shoot action. Choose a target cube. You do not need LOS to an enemy model, though if you do not have LOS then both the shooting model and the target cube must be visible when viewed by the throwing player from directly above.

Roll a 3 dice Shoot test (1), with no modifiers. Success means that the *Grenade* has landed in that cube. Failure requires a scatter roll (page 26) to determine which cube the *Grenade* detonates in. An inaccurate *Grenade* will scatter onto the same or lower level (never up).

A *Grenade* that would scatter into a wall or other solid object will bounce off that object and stay in the original target cube.

The effect the *Grenade* has varies by type.

Hammerfist Drop Armour

A model with *Hammerfist Drop Armour* starts the battle off the table. It is called in using a Special action by a model in the same Strike Team already on the table.

When called in, place the *Hammerfist* model in any empty cube on the table. If there is a stack, place it at the top level. The force of the model's entry may send nearby models flying - the *Hammerfist* model rolls a 3 dice 4+ test (X) for the strength of the attack. Models in all adjacent cubes must roll a 3 dice Survive test (X). Roll once for the attack and separately for each target model's survival roll.

Draw or Survive has more successes:

Attack misses or fails to cause any harm.

Hammerfist has more successes:

The target model is thrown one cube directly away from the *Hammerfist* model and is Pinned.

The *Hammerfist* model is then marked as activated.

For the rest of the game, the model equipped with *Hammerfist Drop Armour* counts as having a Jump Pack.

Heavy

The weapon is cumbersome and takes time to set up and sight in, so Shoot counts as a long action. In addition, all Fight rolls for a model carrying a *Heavy* weapon are at an additional -1 dice.

Horde

Most models in Deadzones fight as highly trained individuals. However, a few shun individual talent and rely instead on simply piling into their opponents en masse to drag them down by sheer weight of numbers. The best example of this is the Plague Zombies.

When a model with *Horde* is in a Fight it gets the +1 modifier for having friendly models in the cube as usual. In addition, it receives an extra +1 for each friendly model in the same cube (not counting itself) that also has *Horde*.



Indirect (n)

Indirect weapons are typically Mortars or Grenade Launchers, capable of lobbing an explosive projectile at an area where the enemy is suspected to be.

Indirect weapons can Shoot at models within Line of Sight, or they can choose to Shoot at targets they cannot see. In both cases, use the following rules:

Indirect will always be listed with a number after it in place of the (n), e.g. *Indirect* (3), *Indirect* (5), etc.

If using an *Indirect* weapon, Shoot becomes a long action.

To shoot, choose a target cube. Due to its arcing trajectory the weapon cannot target anything within 2 cubes of the shooter, regardless of its normal Range.

You do not need LOS to an enemy model, though both the shooting model and the target cube must be visible when viewed by the shooting player from directly above.

If the firing model has LOS to an enemy model in the target cube, roll a 3 dice Shoot test (1), with no modifiers permitted (not even from Command Dice).

If the firing model does not have LOS to an enemy model within the target cube, roll a 3 dice Shoot test (2), with no modifiers permitted (not even from Command Dice).

Success for either test means that the shot has landed in the target cube. Failure requires a scatter roll to determine which cube the shot explodes in. An inaccurate shot will scatter (page 26) onto the highest level of the stack it scatters onto.

When an *Indirect* shot explodes it may injure or kill models in the same cube. Roll a variable dice 4+ test (X) for the strength of the attack, where the number of dice rolled is the number in brackets after *Indirect*. For example, an *Indirect* (5)/weapon would roll 5 dice for the test. Models in the cube must roll a 3 dice Survive test (X). Roll once for the attack and separately for each target model's survival roll.

Draw or Survive has more successes:

Attack misses or fails to cause any harm.

Indirect has more successes:

The difference in number of successes is the Potential Damage.

Whatever the results of the explosion, all surviving models in the target cube are thrown one cube in a random direction (page 26) and then Pinned.

Invigorate

Weapons with this ability deliver a jolt of energy to their target, whether through a cocktail of combat drugs or through a *Psychic* unleashing a soldier's hidden potential. Weapons with *Invigorate* may target friendly units, and units in the same cube as the active model. The firing model rolls a 3 dice Shoot test (2) with no modifiers. If successful, the target model removes an activation token.

It Burns!

The weapon unleashes indiscriminate sheets of flame, acid, or similar lethal concoctions.

It Burns! weapons attack every model in same cube as the primary target, regardless of which side they are on or whether they are visible to the Shooter.

Choose one visible model as the primary target and roll for the attack with no modifiers. Roll Survive separately for each model in the target cube and compare each individually to the attack roll see the results.

Whatever the result of the attack (even if it misses) all models in the target cube are set on fire (mark them with a Flame counter). In reality, the weapon fires great gouts of flame that fill the cube, and even near-misses set things alight.

If a model is on fire when it is activated, then its first action must be to attempt to put out the fire. This is a free Special action that the model must take but will not count towards its normal action limit this activation. It is worked out as follows:

The fire/flames roll a 3 dice 4+ test (X).

The target rolls a 3 dice Survival test (X).

Draw or Survive has more successes:

The target puts out the flames before they do any real Damage. The model may continue with any remaining actions as normal.

Fire/flames has more successes:

The target manages to put out the flames and is no longer on fire, but suffers Damage in the process. The Potential Damage is equal to the difference in total successes and is resolved at AP1. The model's activation ends immediately.



Knockback

When a weapon or model with this ability hits its target it will knock it back into a different cube. Resolve the attack as normal, then move the target one cube directly away from the attacker (see page 27). If the knocked-back model's route is blocked by a wall, the model is slammed into it (see page 27).

Life Support

The individual has an in-built automated life support system designed to keep them alive even when gravely wounded. If the model is Injured, but not killed, by an attack then the *Life Support* automatically kicks into overdrive. The model is immediately returned to an Undamaged state. This happens automatically and does not cost an action. This only works once per game.

Life Support cannot be used to resurrect models that have been killed outright by a single attack. Also note that *Life Support* only works on the model itself and cannot be used on nearby models (unlike a *Medi-Pack* item).

Loader

If a model with this ability is in the same cube as a friendly model, then the *Loader* can remove a Reload counter from that model by taking a Special action.

Logistics

After the Recon & Deploy step of set-up, if this model is the leader of the Strike Team, you may move one item one cube after resolving any Recon dice effects, and prior to taking the first Turn. You may not move the item into any player's deployment zone.

Medic

A *Medic* can heal a single Injured model in the same cube (which could be the *Medic* himself) by taking a Special action. No test is required. One Damage counter is removed per use of this ability.

This ability only heals living models, and cannot repair *Constructs* or *Vehicles*.

Non-Combatant

This model cannot or will not hurt their enemies. They may not use any weapon and must choose to use Survive if targeted by a Fight.

One-Use

This item or weapon may be used only once during a game.

Psychic

This model possesses mental abilities that allow it to influence objects and creatures in its environment. Whether these abilities are natural, such as those possessed by the Chovar, or the product of forbidden scientific research, they are all represented in-game in the same way.

A model with the *Psychic* ability will have one or more weapons listed with the *Psychic* weapon characteristic. These abilities are, in effect, another weapon that the model can use: They will have a Range characteristic, are used in Shoot or Fight tests just like other weapons, and receive the same modifiers as standard Shoot or Fight tests.

The only exception is that a *Psychic* weapon does not need Line of Sight to its target.

Rampage

When a model with this ability is Damaged, but not killed, it goes crazy. In this state of blood frenzy it may even attack its friends. For the remainder of the game, whenever the model's owner chooses to activate it they must roll one dice and consult the following list:

1-2: The opposing player may control the model's actions for **this Turn**. This can include attacking the active model's friends. In the confusion, neither side may claim the +1 modifier for additional friends in a Fight. This model's actions count as an activation for the active model's side, not for the side that actually controlled it.

3-6: The owner of the active model may act with the model as normal.

7-8: The owner of the active model may act with the model as normal. In addition, as the model is so frantic that it may move 1 cube before it takes its normal actions, as if the owner had played a Command Dice Move result on it.

Rapid Fire

A model using a weapon with the *Rapid Fire* special rule may elect to Fire for Effect when making a Shoot action. (See page 20)

Remote

A model with this ability acts under remote control. As long as a friendly *Engineer* is within 3 cubes when the model is activated, the *Remote* model acts normally. If this is not the case then the *Remote* simply idles on the spot.

Scavenger

The model may carry up to 3 items instead of the normal limit of 1. In addition, the model is an experienced explorer of rubbish tips and debris fields and will never set off a Booby Trap. If they reveal a Booby Trap item then the *Scavenger's* activation ends immediately. However, the Booby Trap does not explode. Instead it is dismantled and discarded.

Scout

After deployment, before the first Turn of the first Round, a *Scout* model may make one free Sprint action. If both sides have Scouts then the player with Initiative moves all his Scouts first. A *Scout* may not enter a cube containing another model during this pre-battle movement.

Shield Generator (n)

This is a larger version of the *Energy Shield (n)* item (see page 37) and works the same way. The only difference is the area it protects. Instead of covering a single model, a *Shield Generator* provides protection for every model, friend or foe, in the same cube.

If a model is protected by more than one *Energy Shield/Shield Generator* then all apply. Roll for each separately and reduce the Potential Damage by the total number of successes.

Slow Reload

When this weapon fires the model is marked with a Reload counter. That weapon cannot Shoot again until this counter is removed. Removing the counter requires a Special action by the model carrying it (or by a model with the *Loader* ability (see page 32). If a model has other weapons then this penalty only applies when using the weapon with *Slow Reload*.

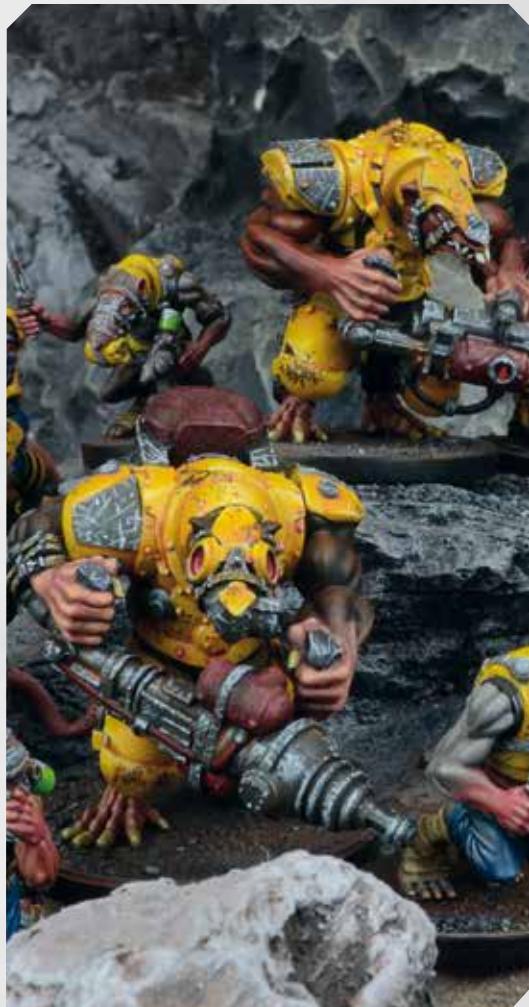
Smokescreen

The model is equipped with smoke generating or mini-Grenade deploying devices that are enough to produce a *One-use Smokescreen*.

Once during a game, at the start of any one of its Turns, the model may place a *Smokescreen*. The effect is identical to a Smoke Grenade (page 39) going off in the model's cube. Placing a *Smokescreen* is not an action and may be done even if there are enemy models in the same cube.

If the model moves away, the *Smokescreen* remains in the cube it was deployed in. It disperses in the same way as a Smoke Grenade.

A model leaving a cube with *Smokescreen* must still take a "breaking away" test to exit the cube if enemy models occupy it - the opposing model is assumed to be close enough to see/smell/feel/hear their enemy, despite the *Smokescreen*.



Sniper Scope

The weapon gains +2 dice to Shoot actions in addition to any other modifiers that apply. A weapon with *Sniper Scope* may not benefit from the +1 Dice of a Holo-Sight (page 37).

Solid

A model with this ability is not affected by weapon effects that move their target to a new cube, such as the *Blast* of a Grenade or a *Knockback*. In addition, the model is never Pinned.

Strategist

If this model is the leader of the Strike Team, you may re-roll **one** failed dice in your Recon test.

Stun

A weapon with this ability does not cause actual Damage. If this weapon scores any Potential Damage however, the target model is immediately marked as activated.



Suppression

A weapon with this ability Shoots as normal. Then, in addition, any models (from either side) in the target cube are Pinned, regardless of whether any Damage was done by the shot.

Tactician (n)

The model is a great leader and intuitively understands how to get the most out of a combat situation. *Tactician* will always be listed with a number after it in place of the (n), e.g. *Tactician (1)*, *Tactician (2)*, etc. When Rolling Command at the start of a Round, add (n) Command Dice to the roll if the *Tactician* is still on the battlefield.

Note you can only apply the *Tactician* ability of one model in your Strike Team. Having more than one *Tactician* in a Strike Team provides no benefit beyond having a replacement if the first one is killed.

Tag

A model with a Tag rifle can spend a Special action to mark an enemy model as a target. For the remainder of this Round, all shots made against that target by any models with Tag rifles receive +1 dice. Note this effect is not cumulative. A model may only receive a maximum of +1 dice from a target being tagged. There is no benefit to tagging a model multiple times in a single Round.

Teleport

A model with this ability may *Teleport* as a Special action.

Teleport moves the model up to 2 cubes in any direction without the need for there to be an unobstructed route between them. If the 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.

Tough

The model ignores 1 point of Potential Damage per attack (including from events such as falling or slamming into walls). This is calculated before Armour is taken into account and cannot be countered by any AP value of the attack.

Toxic

A model struck by a *Toxic* weapon is never Injured, any actual Damage the model takes will kill it. *Toxic* never affects models with either the *Construct* or *Vehicle* ability.

Toxic Smokescreen

The model can generate clouds of poisonous smoke to hide itself. Once during a game, at the start of any one of its Turns, the model may fill its cube with *Toxic* smoke. The effect is identical to a Smoke Grenade going off in the model's cube with the added bonus of the smoke being *Toxic*. As long as a model remains in the smoke-filled cube it is treated as having the *Vulnerable* ability. Models that are immune to *Toxic* are immune to the *Toxic* effects of a *Toxic Smokescreen*. Models that are already *Vulnerable* suffer no additional effects. Adjacent cubes are not affected by this *Toxic* effect.

Placing a *Toxic Smokescreen* is not an action and may be done even if there are enemy models in the same cube.

If the model moves away, the *Toxic Smokescreen* remains in the cube it was deployed in. It disperses in the same way as a Smoke Grenade.

Vehicle

The model is a *Vehicle*. If the model comes with separate crew figures then you can choose to either attach them to the main chassis, or leave them loose so the main vehicle can be used as a wreck (or scenery in battles where it is not used in the Strike Team). They have no specific game function beyond looking good and showing that the *Vehicle* is still in the battle. *Vehicles* are large and cumbersome so cannot move about the battlefield with the same ease as smaller models. A *Vehicle* can only change level by moving up or down a ramp. They may not climb up or down walls.

A *Vehicle* cannot pick up, carry, or use items.

Vehicles have an amount of Damage they can sustain based on their Size, just like other models.

A *Vehicle* is not affected by the movement effects of explosions or attacks such as *Knockback* or *Blast*. It cannot be moved into another cube by any attack. However, it still suffers Damage from these types of attack as normal.

When a *Vehicle* is destroyed it is left in place on the battlefield. It is now treated as part of the battlefield's terrain. For the sake of appearance you might like to remove any crew models and add a small piece of cotton wool to make it look like a smoking wreck.



Volatile

A weapon with this ability includes a tank of highly *Volatile* fuel.

If a model carrying a weapon with this ability takes Damage or is saved from injury by its Armour, roll a dice. On a roll of 2-8 the *Volatile* fuel is safe. On a roll of 1 the fuel tank ruptures and sets the model on fire. See *It Burns!* on page 31. The *Volatile* weapon may not be fired for the rest of the game.

Vulnerable

A model with this ability is never Injured. Any actual Damage the model takes will kill it instantly.

Weight of Fire (n)

A weapon with this ability throws so much firepower at the target that something's bound to happen. *Weight of Fire* will always be expressed with a value in the place of the (n), e.g. *Weight of Fire* (1) or *Weight of Fire* (2). That number of Shoot dice that fail may be re-rolled **once**. This also applies to any additional dice gained by rolling an 8.

Weight of Fire is cumulative. If more than one *Weight of Fire* modifier applies to an attack then add together the (n) value from each source; this is the total number of failed dice the model may be re-rolled for that Shoot test.

ITEMS

Picking Up and Carrying Items

Models can pick up and carry one item at a time.

When a model moves into a cube containing an item, but no enemy models, they may choose to pick it up. This does not count as an action.

This applies whatever the cause of the movement. In addition, if a model spends a Move action repositioning within the same cube then they may also pick up an item in that cube.

If there is more than one item in a cube then the moving model must choose which to pick up. They can only pick up one at a time.

Item counters begin the game face down, so that their type is unknown. Picking up an item allows a player to turn it over and look at what it is. Once an item has been revealed then it stays face up for the rest of the game even if it is dropped or swapped later, unless specified otherwise.

If the model picks up an item then they may choose to keep it, drop it or destroy it. If they already have one, and pick up a new item, they may choose which to keep and which to drop/destroy.

An item that is dropped is placed in the same cube, face up.

An item that is destroyed is removed from the game.

Dead models

If a model dies, only the items it was carrying which are marked with a (+) symbol are dropped. Such items usually have corresponding item counters which should be placed face up in the same cube. Items listed as part of the default equipment of a model are simply removed from play.

Swapping items between models

If a model could normally pick up an item, then they can choose to swap an item with a friendly model in the same cube instead. This is done as a part of the model's Move action.

The active model gives an item they are currently carrying to the other model. If this other model cannot carry more items than it already has then they must either exchange one with the active model or drop one.



Only the active model spends a Move action in order to swap items. The other model can be already activated or yet to have its Turn when the swap takes place.

Ammo (+)



Ammo is *One-Use*.

A model that is carrying Ammo may choose to use it when it makes a normal Shoot action. It adds a +1 dice modifier for that Shoot action.

AP Ammo (+)



AP Ammo is *One-Use*.

A model that is carrying AP Ammo may choose to use it when it takes a normal Shoot action. It adds a +1 dice modifier for that Shoot action, and any Actual Damage is resolved with the AP1 characteristic (cumulative with any other AP that applies to the attack).

Booby Traps



A Deadzone is a hostile place, riddled with traps rigged to punish the unwary. If a model reveals the Booby Trap icon when picking up an item, treat it as though a *Frag (3)* explosion (page 29) has detonated in the model's cube.

Defender Shield (+)



The model carrying the Defender Shield uses it to form a moving barricade behind which he and his comrades can advance safely.

The model with this item gains +1 Armour. In addition, all Size 1 or 2 friendly models in the same cube also gain +1 Armour.

Each model can only benefit from a single Defender Shield bonus at a time.

Energy Shield (n) (+)



Energy shields are designed to absorb the energy of incoming attacks, whether this is from particle weapons or kinetic energy devices.

When a model wearing this item suffers Potential Damage, make an (n) dice 6+ test.

For each success you roll, one Potential Damage is absorbed by the shield. However, the shields are new technology and somewhat unreliable. If you roll more 1s than successes then the incoming energy overwhelms the shield's ability to buffer the surge of power and it is destroyed. Any successes in that roll will still reduce the Potential Damage as normal, but the shield will not work again during this game.

If a model is protected by more than one *Energy Shield/Shield Generator* then all apply. Roll for each separately and reduce the Potential Damage by the total number of successes.

Frag Grenade (+)



A Frag Grenade is a *One-Use, R3, Frag (3), Grenade*. See page 30.

Holo-Sight (+)



A model that is equipped with a Holo-Sight adds a +1 modifier to their Shoot actions. A Holo-Sight cannot be used with *Indirect* weapons. Also, a weapon with *Sniper Scope* may not benefit from the +1 Dice from a Holo-Sight.

Intel



When an Intel item is picked up by a model, immediately exchange it for a 1VP counter and add it to the player's total. The Intel item is then discarded.

The item is not being carried by the model. Instead, the data has been transmitted back to High Command where it can be properly analysed.

Jump Pack



A model that is equipped with a jump pack is not Pinned by falling and takes no Damage if it falls. In addition, a model with a jump pack can:

- Move up or down levels without needing a wall to climb.
- Jump over solid walls on the same level.
- Jump over gaps in the floor of the same level (up to one cube wide), provided it has enough cubes of movement to do so.

Medi-Pack (+)



A Medi-Pack is *One-Use*.

Medi-Packs are used to heal Injured models. They may only be used on living models, and cannot repair *Constructs* or *Vehicles*.

A model with a Medi-Pack may use it either on themselves or any other single living model in the same cube as long as no enemy models are in that cube.

Using a Medi-Pack is a Special action for the model carrying it. It does not require a dice roll and works automatically. The effect of using a Medi-Pack is to completely heal the target model (remove all Damage counters from it). The Medi-Pack is then discarded.

Mono-wheel Scout Bike

For game purposes, riding this bike counts as carrying it as an item. While the Scout Bike is being ridden, the model has the *Vehicle* ability and their Speed changes to 1-5.



Sentry Gun (+)



The Sentry Gun is both an item and a model. As an item it can be carried by any model, just like any other item.

Only an *Engineer* can change the Sentry Gun from an item to a model (emplacing), and back again (packing). The *Engineer* doesn't necessarily need to be carrying the Sentry Gun item to emplace it.

Emplacing or packing up a Sentry Gun is a Special action. Emplacing a Sentry Gun does not count as the gun's action for that Round. Once emplaced, a Sentry Gun cannot move or be moved in any way until an *Engineer* packs it again.

As a model it has the following profile:

Sentry Gun			- pts / 0 VPs
	S	F	Sv
-	4+	.	5+
	<ul style="list-style-type: none"> • <i>Construct</i> • <i>Vulnerable</i> 		
	Heavy Rifle: R8, <i>Weight of Fire</i> (1)		
Weapon Options: Small Arms			
Campaign Ability Options: Ranged			

A Sentry Gun gets one Shoot action in every Round. It cannot have any Command Dice spent on it.

If a Sentry Gun is destroyed, its on-board AI packs itself, ready for repairs at home base. The model reverts to an item, and may not be emplaced again this game.



Smoke Grenade (+)



Smoke Grenades are *One-Use*, R3, *Grenades* (See page 30) that generate a thick cloud of smoke when they detonate. No Damage is caused to models in the target cube. The smoke-filled cube blocks all LOS, including to and from models inside it. Note, however, that it does not block LOS to the cube itself. Any Shoot attacks that trace a LOS through a cube that is adjacent to a smoke-filled cube suffer a -1 dice modifier (regardless of how many such cubes they cross). At the end of each Round roll one dice per smoke-filled cube. On a 1-4 the smoke in that cube remains in place. On a 5-8 the smoke dissipates and is removed.

Stun Grenade (+)



Stun Grenades are *One-Use*, R3, *Grenades* (see page 30) that disorient those nearby. No Damage is caused to models in the target cube. All models in the affected cube are marked as activated.

Thermal Mines (+)



Thermal mines are *One-Use*, RF, AP3 weapons.



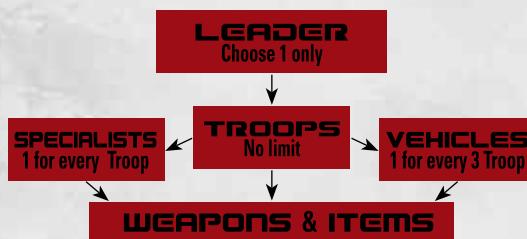
BUILDING STRIKE TEAMS

Building your own Strike Team

Before a game of Deadzone, each player is allocated a certain number of points to spend on building their Strike Team. The number of points available might be dictated by the mission description, or can be agreed with your opponent beforehand. Typical games range from 100 to 300 points to keep things manageable, but larger battles are possible if you wish.

First, decide which faction you want to be. Then, create a Strike Team from your chosen army (you cannot mix) being careful not to exceed the agreed limit. The limit applies to both players, so in a 150 point game, both players can spend a maximum of 150 points building their Strike Teams. The Army Lists that follow contain information about each faction and the points cost for each model.

Strike Teams are selected using the following structure:



You must take one Leader. You can only take one Leader. Remember that the Leader of your Strike Team determines your target number for Recon tests and also the effect of any Special Command Dice results you roll.

You can take any number of Troops.

You may take one Specialist for each Troop taken.

You may take one Vehicle for every three Troops taken.

In addition, you may take up to one Character model. Character models, also known as Mercenaries, will have a list of Factions that they will and won't work for included in their profile. Future Deadzone supplements may include rules for using a Character model as a Strike Team's Leader.

Each model comes equipped with a standard loadout of weapons and items as shown in its stat line. In addition, you can equip models with different weapons and items using the lists provided. These upgrades each have a point cost and this is added to the total cost of the Strike Team.

Upgrade Categories

Weapon upgrades are classified using a two-name system, the first name being the dominant category of the weapon (e.g. Small Arms, Light, Heavy, etc.) and the second name being the sub-category (Automatic, Assault, Explosive, etc.). All upgrades belong to a category, but not all categories have sub-categories. For example, the Enforcer Thermal Rifle is a Light (Assault) weapon.

Each model entry in the army list specifies which categories, and sub-categories of weapons it may select upgrades from. For instance, the Assault Enforcer has access to the following categories: Light (Melee), Small Arms. This means that the Assault Enforcer may only select weapon upgrades that have matching categories. If the subcategory is (All) then all subcategories are available to that model. Any time a weapon is purchased for a model in this way, the new weapon replaces one of the model's default weapons unless the upgrade is marked with an asterisk (*). A model may only purchase one ranged weapon upgrade and one melee weapon upgrade.



Melee weapons (RF) are only ever replaced by other melee weapons, and ranged weapons are only ever replaced by other ranged weapons. If a model with a Fight stat does not have a melee weapon listed, assume it is equipped with a combat knife (or similar weapon appropriate to the model) with the following characteristics: Knife: (RF); this can be replaced by a weapon from the upgrade list. Continuing our example, an Assault Enforcer that purchases an energy gauntlet would replace its standard wristblade with the energy gauntlet, but would still retain its pistol.

Hardpoints

Certain models, including vehicles, walkers, and certain powered suits, have a number of "hardpoints" that can house different weapon systems. Each hardpoint may hold a single weapon system. The number of hardpoints, as well as the weapons available to each, will be indicated in the unit's army list entry. Hardpoint weapons never replace the default weapons on a model.

Items

In addition to a point cost, items also have a rarity. The rarity of an item limits how many of each rarity level you can take to a battle - see table. For example, if you're building a 200 point strike team, then you can take a total of up to 4 common items, 2 rare items, and 1 unique item. Remember that each model can only carry a single item unless otherwise specified.

Rarity	Strike Team's Total Points Budget					
	100pts	150pts	200pts	250pts	300pts	
Common	2	3	4	5	6	
Rare	1	1	2	2	3	
Unique	1	1	1	1	1	

VPs

Loading up on weapons and items is a double-edged sword. While it might make a model more combat effective, it also makes it a high value target which the enemy would do well to bring down. As a result, some weapons and items include a VP value. These VPs are added to the standard VPs awarded to your opponent for killing the model.

For example, an Enforcer is normally worth 2 VPs to the enemy. Equip that Enforcer model with a Thermal Rifle, and it becomes worth 3 VPs if killed.

For purposes of scoring mission objectives, a Character type model is a Specialist.

A Character model acting as a Strike Team's leader will count as a Leader for purposes of scoring mission objectives.

When you have made your selections, note everything down on your army sheet and you are ready to deploy!

ENFORCERS

Product of a secretive research programme run by the Council of Seven, the men and women of the Enforcer Corps are the brutal face of the Council's authority. Pervasive and super advanced nanite technology augments these soldiers to be better than human on every level, both physical and mental.

An Enforcer can run further, fight harder and think quicker than even the very best corporation veteran, and will follow whatever orders are handed to them without question or hesitation. Complimenting their physical and mental perfection are the very best equipment and weaponry that the Council can procure. Armour which can stop all but the heaviest blows and impacts, weapons which combine pinpoint accuracy with deadly stopping power and vehicles built for speed and durability combine with the natural aptitude of the Enforcers themselves to produce an unstoppable military force.

Enforcer Strike teams are often remarked upon as the Council's way of making public points, yet in reality Enforcer actions tend far more to the discreet. Enforcers strike swiftly and with little warning. Elite forward scouts known as Pathfinders prepare the way for the Strike Teams to follow, and when heavy resistance is expected, Veterans will deploy in hulking suits of Peacekeeper Armour, the Forge-Father based technology rendering each Enforcer a walking tank capable of tearing down enemy strongpoints and battering larger opponents and even small vehicles into submission.

Where the Enforcers go, swift death follows. They are the Council's will made manifest, the wrath of the Seven given flesh and the greatest military force the galaxy has ever known. Even the mightiest alien warriors and the most hardened criminals and pirates are given pause by the news of an incoming Enforcer fleet.



LEADERS

Peacekeeper Captain

48 pts / 5 VPs

	S 4+	F 5+	Sv 3+
--	---------	---------	----------

- Tactician (2)



DB Laser Rifle: R6, Weight of Fire (1),
Rapid Fire; Wristblade: RF, AP1, Jump Pack

Weapon Options:

Leader, Light (Melee), Heavy (Melee)

Campaign Ability Options:

Ranged, Melee, Command



Some Enforcer Captains take to the field in Peacekeeper Armour, usually those who have served in the Peacekeeper divisions previously.

Bastion: You may spend a Special result on your Command Dice to add +1 Armour to a model for a single attack. You must decide to spend this Command Dice before the attack is rolled, and only one dice can be spent per attack.

Recon: 4+

Enforcer Sergeant

28 pts / 3 VPs

	S 4+	F 5+	Sv 4+
--	---------	---------	----------

- Tactician (1)



Pistol: R3, Energy Gauntlet: RF, Knockback,
Jump Pack

Weapon Options:

Leader, Small Arms, Light (Melee)

Campaign Ability Options:

Ranged, Melee, Command



Squad Leaders with a wealth of combat experience and the tactical awareness to use it.

Mobile Infantry: Spend an Army Special result at the beginning of a model's activation. If the active model is equipped with a Jump Pack, and does not have the Vehicle ability, it may make a free Sprint action. The model may not take a second Sprint action or a Move action this activation.

Recon: 4+

Pathfinder Sergeant

22 pts / 3 VPs

	S 4+	F 5+	Sv 4+
--	---------	---------	----------

- Tactician (1)



Pistol: R3

Weapon Options:

Leader, Light (Melee), Heavy (Melee)

Campaign Ability Options:

Ranged, Melee, Command



Pathfinders operate behind enemy lines and at the forefront of any Enforcer operation. Their Sergeants are men and women of extreme skill, dedication and patience.

Target Acquisition: Spend an Army Special result on your Command Dice to mark an enemy model as a target for the rest of the Round. The model is treated as though it had been marked as a target by a model using the Tag ability. This does not require Line of Sight and does not count as an action.

Recon: 3+

Enforcer Captain**34 pts / 4 VPs**

	S	F	Sv
	4+	5+	4+

- Tactician (2)



Pistol: R3, Energy Gauntlet: RF, Knockback, Jump Pack

Weapon Options:

Leader, Small Arms, Light (Melee)

Campaign Ability Options:

Ranged, Melee, Command

Unlike the Corporate Military, Enforcers earn their rank – an Enforcer Captain is a peerless warrior and strategist amongst elite company.

Stalwart: Enforcers are famed for their resilience and stubbornness. You may spend a Special result on your Command Dice to immediately reroll any number of your dice on a Survive test.

Recon: 4+

TROOPS**Assault Enforcer****14 pts / 1 VPs**

	S	F	Sv
	5+	5+	4+

- 1



Pistol: R3, Wristblade: RF, AP1, Jump Pack

Weapon Options:

Small Arms, Light (Melee)

Campaign Ability Options:

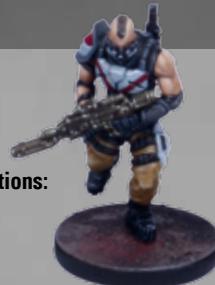
Melee

Equipped with deadly close combat weaponry, these specialists take the fight to the enemy in lightning assaults that leave no survivors.

Pathfinder**15 pts / 2 VPs**

	S	F	Sv
	4+	6+	4+

- 0



Tag Rifle: R6, Tag

Weapon Options:

Small Arms, Recon

Campaign Ability Options:

Ranged

Scout specialists who operate ahead of a main Enforcer force, using their excellent fieldcraft to map out enemy positions, gather intelligence and cause confusion in the foe.

Enforcer**16 pts / 2 VPs**

	S	F	Sv
	4+	6+	4+

- 1



Laser Rifle: R6, Rapid Fire, Jump Pack

Weapon Options:

Small Arms

Campaign Ability Options:

Ranged

Enhanced by the best science and biotech available to the Council and armed and equipped with the most advanced technology credits can buy, the Enforcers are the Council's iron fist.

SPECIALISTS

Enforcer Specialist

	S	F	Sv
1-2	4+	6+	4+



Laser Rifle: R6, Rapid Fire; Jump Pack

Weapon Options:

Small Arms, Light (Automatic, Explosive, Sniper, Assault)

Campaign Ability Options:

Ranged



16 pts / 2 VPs

Specialists train in a variety of disciplines, from snipers to engineers. They are the essential support of the Enforcer Corps, their expertise often the vital component in achieving the objective

Pathfinder Specialist

	S	F	Sv
1-2	4+	6+	4+



- Scout



Tag Rifle: R6, Tag

Weapon Options:

Small Arms, Recon, Light (Sniper)

Campaign Ability Options:

Ranged, Specialist



15 pts / 2 VPs

Pathfinder Specialists take to the field on purpose built bikes, designed to run almost silently and tackle any terrain, and allowing a single Pathfinder to cover a huge area.

Peacekeeper

	S	F	Sv
1-2	4+	5+	4+



DB Laser Rifle: Weight of Fire (1), Rapid Fire; Energy Gauntlet, RF, Knockback, Jump Pack

Weapon Options:

Light (Melee), Heavy (All)

Campaign Ability Options:

Ranged, Melee



30 pts / 3 VPs

Wearing armour that could stop a tank shell, and carrying weaponry that can shred infantry and light vehicles, Peacekeepers are deployed when subtlety is no longer an option.

Enforcer Medic

	S	F	Sv
1-2	5+	6+	4+



Pistol: R3, Jump Pack

Weapon Options:

Small Arms

Campaign Ability Options:

Ranged, Specialist



20 pts / 2 VPs

Though tough, the Enforcers are not indestructible. Their combat medics are the equal of any of their comrades in combat ability, but their first duty is keeping their fellow Enforcers in the fight.

Enforcer Engineer

	S	F	Sv
1-2	5+	6+	4+



Laser Rifle: R6, Rapid Fire; Jump Pack

Weapon Options:

Small Arms

Campaign Ability Options:

Ranged, Specialist



14 pts / 2 VPs

Often deploying automated sentry guns, Engineers are also capable field mechanics and hackers, using their skills to bypass enemy systems and even repair defences when necessary.

D.O.G. Drone**12 pts / 1 VPs**

	S	F	Sv
2-4	6+	-	6+

	0
--	----------

	1
--	----------

Burst Laser: *Weight of Fire* (1),
Suppression

Weapon Options:
None

Campaign Ability Options:
None



Deployable Offensive Gun (D.O.G.) drones are quadrupedal automated chassis designed to mount heavy weapons and traverse any terrain. They accompany Pathfinders to provide heavy support where necessary.

VEHICLES**Enforcer Jet Bike****24 pts / 2 VPs**

	S	F	Sv
1-5	4+	6+	4+

	1
--	----------

	2
--	----------

DB Laser Rifle:
Weight of Fire (1), *Rapid Fire*

Weapon Options:
None

Campaign Ability Options:
Ranged



In conditions where dropship assault is impossible due to environmental or time constraints, Enforcers will deploy on "XG-65" jetbikes, swooping along the ground at speed and hitting the foe before they know they are under attack.

Enforcer Strider**30 pts / 3 VPs**

	S	F	Sv
1-2	4+	5+	4+

	3
--	----------

	4
--	----------

Weapon Options:
Hardpoints:
2 - Walker (All)

Campaign Ability Options:
Vehicle



Deployed in situations where the Enforcers expect to face armoured resistance or heavy emplacements, the GR77 Enforcer Pattern wields a massive Genling 88 – one shot from which is enough to destroy most things it is pointed at.



WEAPONS

Weapon	Points	VPs	Range	AP	Abilities	Type
Pistol*	0	0	R3	-		Small Arms
Laser Rifle	2	0	R6	-	Rapid Fire	Small Arms
Incinerator	4	0	R2	-	Volatile, It Burns!	Light (Assault), Heavy (Assault)
Burst Laser	4	0	R8	-	Weight of Fire (1), Suppression	Light (Automatic), Heavy (Automatic)
Thermal Rifle	7	1	R3	AP2		Light (Assault)
Fusion Gun	6	1	R4	-	Heavy, Frag (3)	Light (Assault)
Missile Launcher	8	1	R8	AP5	Heavy	Light (Explosive)
Sniper Rifle	12	1	R10	-	Heavy, Sniper Scope	Light (Sniper)
Double-Barrelled Laser Rifle (Dominator)	3	0	R6	-	Weight of Fire (1), Rapid Fire	Heavy (Automatic)
Energy Gauntlet	3	0	RF	-	Knockback	Light (Melee)
Tag Rifle	8	0	R6	-	Tag	Recon
Combat Shotgun	1	0	R2	-	Knockback	Small Arms
Wristblade	5	0	RF	AP1		Light (Melee)
Equalizer (Genling 88) **	10	1	R12	AP4		Walker (Lance)
Electro-Shock	-	-	RF	-	Knockback	-
Assault Flamer	6	1	R2	-	Volatile, It Burns!	Walker (Assault)
Chainsaw	5	0	RF	AP1		Walker (Melee)

ITEMS

Item	Points	Rarity
Ammo	2	Common
AP Ammo	4	Rare
Defender Shield	5	Rare
Frag Grenade	6	Common
Holo Sight	8	Rare
Medi-Pack	5	Common
Sentry Gun	8	Rare
Smoke Grenade	3	Common
Thermal Mines	4	Rare
Mono-Wheel Scout Bike	12	Unique

* Weapon does not replace a default weapon

** Weapon uses two hardpoints



FORCE FATHERS

The sturdy folk of the Star Realm, a collection of systems coreward of the GCPS, are known in Galactic Standard as Forge Fathers – a rather prosaic translation of their native tongue, though not one to which they seem to object.

Short in stature and powerfully built, the people of the Star Realm are best known for their technological aptitude, which far surpasses that of the finest human engineers and is the rival of any other race thus far encountered. Split into various clans located throughout the Star Realm, the Forge Fathers are generally peaceable, preferring trade to war.

Indeed, it is from their workshops that many of the finest weapons, armour and other tech used by the GCPS is obtained.

Though massively advanced by human standards, it is clear that the equipment they sell to the Council is far short of their true capabilities,

and nowhere is this more clearly exhibited than when Corporation Forces clash with Forge Fathers in a Deadzone. The Brokkrs who lead these excursions hail from a distinct caste of Forge Father society, wandering engineers and prospectors who seldom have official links to the Star Realm when about their business (or at least any that can be proven).

Backed by sturdy Forge Guard and using modified mining lasers and even the occasional Iron Ancestor, these expeditions arrive in Deadzones ready to plunder whatever resources might be at hand.

The Forge Fathers have little interest in territory, but exploiting the resources of planets is what they do best, and the disappearance of a planet from the official record affords them a convenient opportunity – after all, the GCPS can hardly declare war against the Star Realm over an incursion to a planet that they deny exists.



LEADERS

Steel Warrior Huscarl

32 pts / 3 VPs



S	F	Sv
3+	4+	4+

- Tactician (1)



Hailstorm Pistol: R4, Weight of Fire (1), Rapid Fire; Forge Hammer: RF, AP1

Weapon Options:

Leader, Small Arms, Light (Melee)



Campaign Ability Options:

Ranged, Melee, Command

A Steel warrior Huscarl is a proud and noble soldier honed by many decades – sometimes centuries – of warfare in the name of the Star Realm.

Too Stubborn To Die: You can spend an Army Special result on your Command Dice to try and remove a point of Damage on the active model. Roll a 3 dice Survive test (3). Success removes one Damage token. Failure has no effect. This does not count as an action.

Recon: 4+

Chief Brokkr

26 pts / 2 VPs



S	F	Sv
5+	3+	4+

- Tactician (1)
- Frenzy (1)
- Tough

Burst Pistol: R3, Rapid Fire

Weapon Options:

Leader, Small Arms, Light (Melee)



Campaign Ability Options:

Ranged, Melee, Command

Brokkrs are wild and unmanageable by Forge Father standards, and their Chiefs are no different from the rest. Exuberant and loud, these fiery individuals match their tempers to their skills in battle.

Strike It Lucky: Spend an Army Special result after a friendly model picks up an item to discard that item. This does not count as an action. Pick a new item at random from the unused Item tokens; the model has found this item instead. This ability cannot be used if a model activates a booby trap.

Recon: 5+

Forge Guard Huscarl

41 pts / 3 VPs



S	F	Sv
3+	4+	4+

- Tactician (2)
- Life Support

Hailstorm Rifle: R6, AP1
Forge Hammer: RF, AP1



Weapon Options:

Leader, Heavy (Automatic), Light (Melee)

Campaign Ability Options:

Ranged, Melee, Command

Forge Guard Huscarls are amongst the most respected individuals in Forge Father society – fierce and capable warriors whose counsel is sought at the very highest levels of their government.

Starforged Armour: Spend an Army Special result when you are resolving Potential Damage of an attack against one of your models.. You may reduce the AP value of the attack by 1 for every Army Special result you spend in this manner. This does not count as an action.

Recon: 4+

TROOPS

Steel Warrior

	S	F	Sv
1-2	4+	5+	4+
1			

Hailstorm Rifle:
R6, AP1, Rapid Fire

Weapon Options:
Small Arms

Campaign Ability Options:
Ranged



21 pts / 2 VPs

The rank and file soldiery of the Forge Fathers. Solid, dependable and able to lay down a withering fire from their hailstorm rifles.

Brokk

	S	F	Sv
1-2	5+	4+	4+
0			

Burst Pistol: R3, Rapid Fire
Weapon Options:
Small Arms, Light (Melee)

Campaign Ability Options:
Melee



16 pts / 1 VPs

Hot tempered and viewed as coarse by their Forge Father brethren, Brokk are nonetheless as capable with a weapon as with a tool or a negotiation.

Militia

	S	F	Sv
1-2	5+	5+	4+
0			

Hailstorm Rifle:
R6, AP1, Rapid Fire

Weapon Options:
Small Arms

Campaign Ability Options:
Ranged



14 pts / 1 VPs

Every Forge Father is expected to serve the Star Realm in time of need. They may lack the training and experience of the Steel Warriors or Forge Guard, but they are still formidable opponents.

SPECIALISTS

Steel Warrior Specialist (Stormrage Veteran)

	S	F	Sv
1-2	4+	5+	4+
1			

Hailstorm Rifle:
R6, AP1, Rapid Fire

Weapon Options:
Small Arms, Light (Automatic,
Explosive, Assault),
Heavy (Automatic)

Campaign Ability Options:
Ranged



21 pts / 2 VPs

Stormrage Veterans provide the punch to a Steel Warrior Assault, covering their less experienced kin with heavy weapons

Forge Guard

	S	F	Sv
1-1	4+	5+	4+
2			

Hailstorm Rifle:
R6, AP1, Rapid Fire

Forge Hammer: RF, AP1

- Life Support

Weapon Options:
Heavy (Automatic, Assault),
Hardpoints: 1 - Light (Explosive)

Campaign Ability Options:
Ranged



30 pts / 3 VPs

Proud Warriors who form the elite of the Forge Father forces, equipped with almost impenetrable armour and immensely powerful weapons.

Bomb Bot

8 pts / 0 VPs

1-2	S	F	Sv
	-	-	5+

0

1

Weapon Options:
None

Campaign Ability Options:
None



Designed to sneak up to enemy forces and deliver a lethal payload.

Brokkr Engineer

14 pts / 1 VPs

1-2	S	F	Sv
	6+	5+	4+

0

1

Burst Pistol: R3, Rapid Fire

Weapon Options:
Small Arms

Campaign Ability Options:
Ranged, Specialist



Technically, all Brokkrs (and indeed all Forge Fathers) are engineers by human standards. Some are just better than others.

Brokkr Specialist

16 pts / 1 VPs

1-2	S	F	Sv
	5+	4+	4+

0

1

Burst Pistol: R3, Rapid Fire

Weapon Options:
Small Arms, Light (Assault, Melee)

Campaign Ability Options:
Ranged



Brokkrs generally prefer to get stuck in up close with small arms or whatever tools they have to hand, but occasionally they'll pick up a big gun too.



VEHICLES

Inferno Drill

16 pts / 2 VPs



S	F	Sv
4+	-	3+

Mining Laser: R24, AP3, Heavy

Weapon Options:

None

Campaign Ability Options:

None



Designed to carve up asteroids and mine through dense rock, the Laser of an inferno drill also makes an ideal improvised weapon, able to reduce enemy vehicles and emplacements to slag.

Brokkr Bike

23 pts / 2 VPs



S	F	Sv
5+	5+	4+

Twin Hailstorm Rifles: R6, AP1, Weight of Fire (1), Rapid Fire

Weapon Options:

None

Campaign Ability Options:

Ranged, Melee



Modified civilian vehicles are preferred by the Brokkrs for their greater nimbleness and speed, though they suffer in terms of the protection afforded the rider.

Iron Ancestor

44 pts / 3 VPs



S	F	Sv
4+	5+	4+

Weapon Options:
Hardpoints: 2 - Walker (All)

Campaign Ability Options:

Ranged, Melee



Old Forge Father soldiers become Forge Guard. Really old ones become Iron Ancestors – several tons of walking armoured vehicle directed by several centuries of combat experience.

Thor Pattern Iron Ancestor

62 pts / 5 VPs



S	F	Sv
-	5+	4+

Twin Forge Hammers: RF, AP2

Weapon Options:

None

Campaign Ability Options:

Melee



Some old veterans never lose the taste for close combat. The Thor is a formidable beast of a machine, laying waste to all around it with its oversized Forge Hammer.

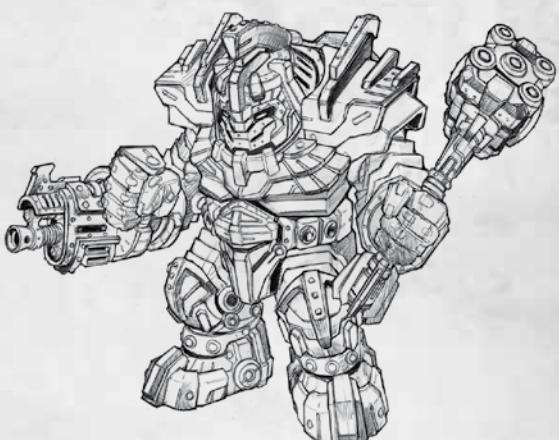
WEAPONS

Weapon	Points	VPs	Range	AP	Abilities	Type
Forge Hammer	5	0	RF	AP1		Light (Melee)
Hailstorm Rifle	3	0	R6	AP1	<i>Rapid Fire</i>	Small Arms
Burst Pistol*	0	0	R3	-	<i>Rapid Fire</i>	Small Arms
Hailstorm Pistol	3	0	R4	-	<i>Weight of Fire (1), Rapid Fire</i>	Light (Automatic)
Missile Launcher	8	1	R10	AP5	<i>Heavy</i>	Light (Explosive)
Twin Hailstorm Rifles	5	0	R6	AP1	<i>Weight of Fire (1), Rapid Fire</i>	Bike (Automatic)
Magma Rifle	7	1	R3	AP2	<i>It Burns!</i>	Light (Assault)
Magma Cannon	8	1	R5	AP3		Heavy (Assault)
Twin Hailstorm Pistols	6	0	R4	-	<i>Weight of Fire (2), Rapid Fire</i>	Light (Automatic)
Twin Magma Cannon	8	1	R4	AP3	<i>Weight of Fire (1)</i>	Walker (Lance)
Power Claw and Flamer	13	1	RF / R2	AP3 / AP-	<i>It Burns!</i>	Walker (Assault)
Twin Hailstorm Autocannons	8	1	R8	AP1	<i>Weight of Fire (1)</i>	Walker (Automatic)
Dragon's Breath	4	0	R2	-	<i>It Burns!</i>	Light (Assault)
Hailstorm Autocannon	8	1	R8	AP1	<i>Weight of Fire (1), Suppression</i>	Heavy (Automatic)
IA Forge Hammer	5	1	RF	AP2		Walker (Melee)

ITEMS

Item	Points	Rarity
Ammo	2	Common
AP Ammo	4	Rare
Frag Grenade	6	Common
Smoke Grenade	3	Common
Holo Sight	8	Rare
Medi-Pack	5	Common
Thermal Mines	4	Rare

* Weapon does not replace a default weapon





LANDMARK

BY T.P. PIKE

SIGMA 9 - 2ND SPHERE

FINANCIAL DISTRICT

BLAKE INDUSTRIES HQ

Beneath Mr Blake's grey, expressionless exterior, a cold satisfaction was stirring. As he observed the live influx of data streaming to the giant numerical projection at the centre of his vast, tower-top office, he knew he had finally done enough – he'd reached that miraculous point in business where he could simply sit and watch as the numbers rolled in.

The flickering glow of the hologram revealed the lines on his tired face, as the otherwise dark, empty room revealed just how alone he had become in his relentless dedication to Blake Industries. None of this mattered to Mr Blake. What mattered was the big number in the middle – the hard evidence that his endeavours, indeed his life, had born fruit.

Beyond his plexiglass walls, the glittering night cityscape of the Sigma 9 Financial District shimmered to the horizon in every direction, stretching out until it appeared almost to merge with the dense galactic vista overhead. The beautiful view was entirely lost on Mr Blake. His focus now, as ever, was on the business at hand. In a few short moments, forty five years of work would reach its final, glittering conclusion. With every blink of his bloodshot eyes, the digits ticked over in rapid, uneven bursts as the grand total approached the billion-mark. One unit short, the data froze. The projection flickered. Twitching almost imperceptibly, Mr Blake stared at the row of nines, narrowed his gaze and waited. *Just one more...*

DEEP SPACE CARGO LANES - 5TH SPHERE

THE BRIDGE OF THE AQUA-ZETA

2 HOURS EARLIER

Tolm liked to do things slowly. Nothing for him was as satisfying as a simple task done properly in his own time. Nobody took enough time over anything anymore. This was what humanity had lost, he often thought, in their race to the stars, to riches, to the grave. He wondered if a way of living still existed where nothing was subject to the mysterious, invisible urgency which had

become so prevalent in the human condition - the daily curse which so corrupted the clarity of the mind. It was his thirty-first year alive – merely the end of the beginning of his life, and his search continued.

Out here in the cargo lanes of the fifth sphere, Tolm had found what he'd always known he needed. Piloting bulk cruisers like the Aqua-Zeta was well within his competencies, but in truth the cargo he carried and the route he ran was of no great concern. It was the space between that mattered.

The Aqua-Zeta happened to be a slow, creaky old heap, sturdy and squat. A one-man Junker: broad and basic. Voyaging alone for months on end, he had finally found the time to think, to reflect, and to write his stories. Nothing stirred his mind, appealed to his secret heart and cultivated his creative spirit so much as the endless magnificence of his daily backdrop. From out here, even the most industrial, smog-sickened systems looked beautiful in the glittering space-scape beyond the cockpit. Mankind had once gazed up at the stars from grassy meadows - now Tolm soared among them, and the magnificence of that fact was not lost on him. He wondered if any of the other pilots out here were poets, thinkers, searchers. It seemed the right place for them – adrift as he was, floating amid the very elements from which existence was composed.

This particular run was almost over, and soon Tolm would set foot on Corporation soil once again. He didn't like the thought of that. Granted, Nexus Psi was a newly discovered planet, relatively speaking, and far from being akin to the heaving monstrosities of the inner spheres. Even so, in the months between his previous two cargo contracts he had seen the changes setting in. There was a distinct waft of Corporation stench down there. He felt something close to anger when he dwelled upon the thought of another world going corporate, but swirling sadness soon blunted the sharp edges of that emotion, forming something closer to despair.

Everything the Corporation touched slowly died. Tolm had experienced it first-hand - a hazard of this line of work. With each trip back to a new planet, he would see the character and colour slowly draining from the faces of men

and women once dear to him, the aura and atmosphere fading from places he'd once gone to for quiet inspiration. The pace of change, of expansion, of conversion, was frighteningly rapid. The eagerness of corporate bids for new planets, the clamour of the baffling negotiations and the hideous terminology of the auctions were all deeply unsettling. In this way, the infectious influence of the Corporation spread like a plague - from the core planets of the First Galactic Sphere, all the way out to the frontier of the Fifth, as far as civilisation dared to venture. It was the way of the corporations, but it was not his way. These were planets after all, worlds - fresh, unsoiled opportunities for a new start, for new thoughts. It was out of control, and it was turning the galaxy grey.

If he were not a staunch pacifist, Tolm might have had a mind to join up with the Rebs to see what could be done. Instead, he wrote, hoping his words might add a splash of colour to the hearts, minds and souls of those who felt themselves turning Corporation-grey on the inside. Some might call it subversion, but Tolm simply knew how to kindle the human spirit in the face of monotony. He had faith in the purity of that, in where that might lead a person. It was time for a re-enlightenment, and he intended to be among those who dared to cast the first stones of stimulating truth.

At this moment, Tolm found himself staring at a blank page on his data-slate. This was common. Closing his eyes and letting his mind wander, soon he was falling asleep at the console again. A gentle orchestra of bleeps and bleeps played his favourite lullaby as the systems of the Aqua-Zeta went about their nightly work, following the pre-plotted path to Nexus Psi. The ship sailed on, and soon Tolm's doze passed into a deep and comfortable space-sleep.

When the planet 'went dark', disappearing from NaviCorp charts forever without so much as a warning tone, Tolm wasn't even close to noticing.

NEXUS PSI - 5TH SPHERE

ACCUTEK HIDDEN WEAPONS RESEARCH
FACILITY

SECTOR M83

With a gentle squeeze of the trigger, the first round hit home - square between the eyes, perfect. As the punctured dummy wobbled and

came to rest, Alize lowered the Exacta-rifle from her eye-line and peered down the range, satisfied with the shot.

"As you can see, gentlemen, K-trak rounds can be adapted to function in even the most sophisticated of rifles, with minimal compromise of either accuracy or range."

So far, the onlookers were not giving much away. Five Accutek representatives were present to observe her demonstration, all high clearance-level officers of the Armament Research Division. The open air range was floodlit under the twilit sky, but their faces were somehow partially shrouded in darkness - shadows in suits. The panel, four human and one alien, were all leading experts in weapons technology, warfare, and corporate strategy who wouldn't miss a trick. She had to be careful, but that was why she had been sent - she didn't make mistakes.

Alize took a deep breath and continued with what she hoped would look like icy poise. Beneath the business-like exterior, her heart was pounding.

"When a target takes a K-trak round, pain is only the beginning. Within a microsecond, six thousand nano-probes are deployed from within the micro-warhead, even in cases of full projectile penetration. Faster than pain is transmitted to the brain, tactical data is retrieved from the target and transmitted directly to the K-trak satellite network. Our encrypted, vari-band signals are un-jamable by any known methods. Believe me when I say that our relay and repeater stations are numerous, and rest assured we can deploy them to wherever your conflict takes you."

She noticed one of them curl a lip in a kind of smirk and exchange a glance with his colleague. At least she knew they were listening.

"Our data-bank is encoded with the full complement of current knowledge concerning biological particulars of all known species in the universe, along with the molecular make-up of every substance yet discovered."

For this presentation, the rifle's tactical display was linked to the personal data slates of the panel, duplicating the round-report for their convenience:

>>>Synthetic target - 90% rubber
- 10% fibrous compound<<<

When they looked up, she gestured to another area of the range, where two enormous pigs were chained to a post on short leashes. Numbers were neatly branded onto their hind quarters in Accutek-blue ink: nine and ten.

"Most importantly, the K-trak system is programmed with a matrix of what each species requires to remain alive: heart rate, respiratory function, blood toxin levels, tissue integrity, the list goes on. At its most basic level of function, K-trak will tell you if you kill what you hit. Up to the minute kill confirmation is now a battlefield reality. Please observe."

Cocking the rifle, Alize span, crouched, and snapped off two more rounds of K-trak. The first plunged right into the heart of pig nine, the rifle confirming the instant kill on the screens of the group. The second round wedged itself in the centre of the zero painted on pig ten's haunches. The beast reared and screeched in pain, staggering on buckling rear limbs as blood began to trickle from the wound. Alize straightened, turned, and resumed her presentation with barely a pause:

"Once activated by the round impact, our nano-probes will monitor the condition of the target in the event of a non-fatal wound, transmitting accurate data on its proximity to termination. Kinetically powered, and too numerous and tiny to ever fully remove, they will go on to assess the vital signs of the target for the duration of the combat encounter. This allows it to be tracked, monitored and evaluated in the event of even the most drawn out conflict or man-hunt."

Again, she indicated the rifle read-out and the panel consulted their data-slates:

>>>Porcine life form – body mass 304lbs
– fatal blood loss estimated in 7 minutes<<<

>>>Cardio function at 130% of baseline,
critical level at 157% of baseline<<<

Alize Blake had briefed a hundred arms buyers on as many worlds, and data from the numerous smaller organizations already arming their forces with K-trak was streaming in to corporate HQ even as she spoke. She knew that very soon Blake Industries would have a total kill landmark under their belt to rival the estimates of even the biggest munitions manufacturers out there. The difference was: Blake Industries could prove it. It would mean her father could tout Blake products across the galaxy. Every commander in

the spheres would want their troops' weapons loaded with K-trak rounds, and the demand would propel the brand to unimaginable levels. Alize was already rich, but it was never enough. Blake Industries was going all the way to the top, no matter the cost.

This latest interest from Accutek, one of the largest manufacturers of them all, with its links to multiple corporation armies and (if the rumours were true) to certain alien races, was a major step towards a new level of power for the family - such as it was. Her father, the only other living Blake, had not even extended her the courtesy of letting her know about Accutek's request for a demonstration personally. She had received her 'orders' to take a shipment of K-Trak to the secret facility on Nexus Psi through the usual shadowy network of assistants and aides. Maybe if this deal went well, just maybe, she might earn enough of his respect to get five minutes in the same room as the man. Five minutes on the same planet would be a start.

"The K-trak data payload can be customised to your desired specification" she continued, "You will have full control over how much data is reported, and to whom. This can be transmitted not only to the user of the weapon, offering obvious tactical advantage, but also to a command post for full strategic evaluation. Think of it: in the field, a sniper will know with certainty if his distant target is successfully terminated; at your base of operations, officers and analysts can monitor your troops' effectiveness, that of the weapons they wield, and the condition of enemy forces."

And of course, she thought, for Blake industries, what better marketing tool than an indisputable, scientific confirmation of success.

"More than this, K-trak rounds are capable of instantly identifying not only what, but potentially who they have hit. For the right price, the K-trak servers can be linked to the DNA database at Corporation Central, instantly cross referencing target DNA for a positive ID, making K-trak an invaluable tool for law enforcement and tactical assassination. Imagine being able to prove you have 'got your man', especially in cases where there is not much of the target left."

The laugh she had expected never came but it didn't rattle her. Alize let the demonstration sink in for a moment as she always did at this point, staring directly at each of them, one after

another. It was their turn to speak. It was time to talk terms. A deafening alarm shattered the perfect moment Alize had crafted. The five individuals of the Accutek party did not hesitate to follow standard safety protocol, jogging calmly towards the safety of the central command building without a backward glance. A tremor of fear passed through Alize and she followed them gingerly, wondering what could have triggered the alarm. Perhaps this base was not as secret as she had been led to believe.

Before she ducked inside, she scanned the walls that enclosed the compound, the towering forest beyond it, the twilight sky - but there was no obvious sign of danger. Inside, guards were busy herding civilian staff and VIPs below-ground – presumably to some unthinkably luxurious bunker complex. Alize jostled past, pausing at the entrance to the command centre. Inside, she saw the senior facility staff had gathered round the comm-pit. A young transmissions officer, her face pale as she glanced at her superiors, was steadily cycling through a series of switches as they listened. Every button she hit returned only silence or static.

"No interplanetary signals of any kind?" affirmed the commander, standing over her. She looked up and shook her head. "I see." He gritted his teeth and somehow seemed to darken, as if privately acknowledging the gravity of whatever situation was unfolding. He turned to his security chief, "Continue with defensive protocol alpha until we know more." The man nodded and withdrew. The commander turned again to his trembling comms officer. "Keep scanning for local traffic, and broadcast our authentication code continuously on all bands."

The commander spotted Alize loitering in the threshold, "Miss Blake, please take your assigned place below ground. We'll keep you updated as soon as we know more." With that, he nodded to one of the guards who immediately reached for the door's control panel. Alize didn't have time to argue before the door hissed closed, sealing the room from prying eyes. She cursed and turned on her heel, heading down a passageway that led to one of the observation towers. She climbed the spiral stairs and was relieved the platform she emerged onto brought a moment of solitude. Her mind was racing. She needed air. From up here she could gaze down into the sprawling forest and see beyond to where the flat, glistening beaches led out to the great tumultuous ocean of Nexus Psi.

A communications blackout was bad news. Everyone had heard the horror stories of strange threats emerging on new planets like this one, and this was one of those times when unsettling thoughts flashed through even the most educated mind – a combination of fact, fiction and folklore. Explorers digging up more than they bargained for, ghosts crawling out of cracks in the earth, planets going dark, disappearing forever without so much as a word of explanation. *Concentrate.*

She shook the dark images from her head. Think. A gentle breeze lifted a sweet scent to her nostrils, the aroma of the damp, flowering forest floor. The evening outside the compound seemed calm, but something was wrong. No transmissions meant no contact with her transport would be possible, and it would likely remain docked in orbit until collection time. *Two days.* Alize looked skyward and narrowed her gaze. Three distant moons starred back at her. She had to figure out a way to get off this rock, soon.

NEXUS PSI ORBITAL CARGO LANES - 5TH SPHERE

THE BRIDGE OF THE AQUA-ZETA

Slouched forward in his comfy helm-pod, Tolm's slumbering face drooped perilously close to a cluster of buttons that should not be pressed without good reason. A shrill, repeated tone sent him reeling upright with a wide-eyed gasp for breath - the collision warning. He frowned at the console. A male voice was barking at him to alter his course or be fired upon. *Is this a dream?*

An immense laser blast rumbled across his bow. Even inside, he felt the momentary heat of it. It certainly was not a dream. His eyes came to focus on a vessel up ahead, a sleek warship, bristling with cannons. Open mouthed, Tolm saw a host of identical craft moving into position beyond it, stretching out across the planet - forming up into an evenly-spaced, spherical grid formation.

The Nexus orbital cargo lanes, usually more or less orderly, had descended into chaos. Tolm glanced down as his nav computer flickered. Nexus had disappeared from the charts. It simply wasn't there any longer. Tolm looked up. There were ships diverting everywhere, nav-systems scrambling to reboot and re-route. Long distance vessels were emerging from jumps right on top of the carnage. The comm-traffic crackled with

angry chatter, expletives and military warnings. Tolm hailed the nearest of the warships: "Wait! Err...hold your fire. Please! This is cargo vessel Aqua-Zeta...designation C291...I am unarmed; I mean the ship is unarmed. Repeat your..."

Tolm's speech broke off as a shadow moved over him, covering the cockpit in darkness, blotting out the stars. It was another ship, much larger, coming in from above and behind. His hands flew to the controls but it was too late. The vessels made contact with a deafening eruption of screeching, metallic noise and Tolm was momentarily blinded by an intense flare of light. He shielded his eyes instinctively, unable to hear his own cry of distress.

As the cacophony of the initial impact died away the ship began to vibrate violently as all manner of alarms made themselves known. The Aqua-Zeta pitched sharply upward, yawing uncomfortably. Tolm gripped the sides of his pod, leaning hard to resist the disconcerting movement. He strained to reach out and tap at the controls. Nothing worked. The console sparked and flickered, and the blaring, flashing sirens on either side of the cockpit only increased his panic.

Unbuckling, Tolm paused as a slow, deep, creaking sound echoed through the ship. *Oh no. Please, no, no, no.* Struggling for balance in the tilting passageway, he stumbled from the cockpit and instinctively headed back towards his living quarters. Sparks few and the floor rumbled as he staggered aft. Then the ominous creaking sound stopped him once again – this time it was louder and longer. He cowered for a moment, holding the railings tightly, afraid to look up. He was gripped with fear that the vessel he had called home all these months might suddenly break in two and cast him into space.

Rounding the corner, he filled with despair, seeing the passage to his quarters entirely blocked by fire and a fallen bulkhead. He approached the flames, but they beat him away, spreading aggressively with each passing moment. He staggered backward, shielding his face from the heat. He was no good under pressure, never had been. *What to do, what to do.* A wall panel beside him exploded, its metal casing slamming against his shoulder and forehead. He went down hard with a scream of anguish, dazed and bleeding. As the floor trembled wildly he began to whimper and writhe. The sobering sound of the collapsing hull brought him a jolt of primal

urgency. He found his feet, sniffed back tears, clutched his wounded shoulder and lumbered down the aft passage. It was a path he never expected to take, leading only to the emergency escape pod. He hoped it still worked.

Finding the door, he wiped dust and filth from the instruction panel beside it. The whole ship rumbled as he traced his moist, shaky finger over the lines of text, reading them for the first time. "Enter safety code...ok, ok. One, five, seven, six, two. No? Gah!"

He glanced nervously behind as the fire crept closer towards him, drawing paint from the wall panels. He could see that the cockpit beyond was now totally engulfed. Very soon he would be too.

"Ok, wait. One, SIX, seven, six, two. Yes that's it! Next. Pull lever downward. Done. Next..."

Flames began to lick at his suit. Sweat was running down his face, stinging his eyes.

"Ok. Hold handle firmly and twist release lock 90 degrees clockwise..."

Finally, with a hiss the door opened and he fell inside. It was a tight, upright, coffin-like pod. He stepped into place and began fumbling for the straps. Clicking the buckles together triggered the closing of the door. The sound of explosions growing steadily closer filled his ears as he threw a bruised arm towards the activation lever and braced himself. As the pod detached from the Aqua-Zeta at speed, there was a dreamlike weightlessness and an eerie silence, textured only by his own panicked breathing and thundering heart.

From a distance he saw his beloved ship crumble into pieces. The Aqua-Zeta was gone. The enormous galleon which had rammed him had the name Zanzibar painted on its vast hull. It was still manoeuvring at a strange angle - but the damage to it seemed far less severe. Tolm wondered how many souls were aboard, and hoped they would all make it.

The pod spiralled downward, sucked-in by the gravity of Nexus. Rocketing past one of the warships, it came perilously close to impact. As it entered Nexus's atmosphere, the temperature in the pod began climbing rapidly. Tolm poured with sweat. The intense vibrations and wild G-force fatigued his muscles into agony as he struggled to retain composure. The curve of the planet's surface stretched out below and before

the view-shield completely fogged up he saw a forested continent, surrounded by a great body of water. On the other side of the world a mushroom cloud was billowing in the distance, and smaller plumes of smoke could be seen here and there. He held on for as long as he could, but soon his overloaded senses ushered him beyond consciousness. Tolm fell helpless from the sky.

NEXUS PSI - 5TH SPHERE

ACCUTEK HIDDEN WEAPONS RESEARCH FACILITY

SECTOR M83

A sudden flare of light erupted across the sky, and Alize reached up a hand to shield her eyes. Debris streamed downward, cascading through the atmosphere, small pieces burning up into nothing as they fell. Something caught her eye and she grabbed her goggles to take a closer look. One of the falling objects looked like it might land within a mile or so of the compound. She brought it into focus. This was no meteor, no shard of hull. *That looks like an escape pod.* She tracked it, marking its path. Sure enough, automated landing thrusters fired just before it fell below the tree line and passed from her field of view. Did that come down in the ocean? Her mind raced, considering her ever-dwindling options. If anyone was in that pod, they came from outside and might know something about what the hell was going on. She was suddenly filled with the urge to act. It was risky, but that information was vital to her escape. Finding that pod was the only positive course of action - she wasn't one to just sit around and wait - she would go after it.

The place was filled with prototype weapons, armour and other gear, but Alize needed to travel light if she was going to bring back whoever or whatever was in that pod by nightfall. She grabbed the Exacta-rifle, filled her hip-pouches with K-trak and took an oxygen mask in case she needed to dive. She estimated the crash site was less than 30 minutes away if she made good time, and she would have to if she wanted to avoid being out there after dark. The corridors of the facility were busy with small groups hurrying to gather their possessions and flee below ground. Alize slipped out of a service exit and gently closed it behind her. It felt good to be out, to be taking action, but nervousness stirred inside her as she took a lingering look at the looming forest into which she was about

to venture on foot. Rounding the first defensive buttress of the compound she paused, seeing the line of prototype hover-bikes parked neatly in their camouflaged bays. She couldn't help but crack a half-smile. *New plan.*

Passing through the dense woodland seemed like a bad idea on the bike. It was clearly in its element on open ground. Alize was relieved when she quickly emerged from its dense claustrophobia, descending to flat, open beach. Whipping through the spray, now she could really pick up some speed. The bike was pacey to say the least. It took a few minutes before she dared to fully open the throttle, before her eyes were configured to interpret the landscape as anything more than a blur at that kind of speed. She had marked the pod coming down somewhere close to the far end of the forested peninsula. Alize sped along the beach, throwing up a fine spray in her wake, watchful for burning shards from overhead. With the ocean on one side, and the forest on the other, the only way was forward.

There were further explosions in the sky as she rode and debris continued to rain. Her sense of dread deepened as she wove between the smoking craters. In the treeline as she passed, she was sure that shapes were moving - shadows creeping, watching and following - heading in the same direction. She let herself admit she may not have been the only one who saw where the pod came down. She had to hurry. Alize hunched forward and squeezed as much speed from the machine as she could.

She was forced to slam on the air breaks when a figure came staggering out of the forest, right across her path. She barely kept control as she brought the bike to a sliding, sideways halt. Her anger was immediately diffused when she saw the woman: covered in blood, limping, hunched over with one arm held against belly and the other waving for assistance. Alize dismounted and ran to her. The woman was clutching a nasty gash across her midriff but still leaking blood at an alarming rate. What was left of her technician's overalls was torn with what looked like claw marks - marks which had brutally torn the skin beneath. She was out of breath, weeping, wheezing and jabbering with a mad fervour,

"They're dead, all dead. Help me. Please! They're right behind me."

"Ok, slow down" Alize placed a hand on her shoulder, trying to calm the woman, to reassure. "Tell me what is going on. Who are you? Where are you stationed?"

She was clearly a colonist but Alize hadn't remembered seeing her at the Accutek facility. The next closest colony was the mining station W4, a larger settlement some miles away.

"I don't understand." the woman muttered "It just...happened. He changed. They all changed!" Panting, she stared vacantly at the floor, lost in the recalling of some memory too horrific to express. She gasped and flinched as a long, coarse roar sounded from the within the forest behind them.

"Oh no." the woman looked back. "They're coming. They're coming please help me."

Alize levelled her gun at the treeline in the direction from which the sound had come, gesturing for the woman to get behind her.

"What's coming?" she whispered urgently.

"I...it's..."

Alize turned to look the woman square in the eye. *What the hell is it?* At that moment a frantic humanoid creature burst from the forest with furious hostility - bellowing a terrifying cry. It paused, sniffed the air, locked eyes on the pair of females and came sprinting toward them. Alize snapped into action without a moment's thought. She took a pace toward the assailant and dropped to one knee, eye in the gun-sight. It came for her, claws raised and suddenly took off, leaping into the air. Alize reeled backward, followed its ascent with her barrel and struck it with a controlled 3-round burst. It hit the sand beside her and lay motionless. The rifle confirmed the kill:

>>>Unknown Life Form <<<

Alize walked over to the body. It was somewhat like a man, but larger, disproportionate and hideous. Its uniform colour and insignia seemingly matched the woman's, but what was left of his clothing was stretched, torn and draped over his grotesquely mutated muscles and the jutting, deformed promontories of his now exterior bones. Alize turned to help the woman but found her already on the ground, moaning and writhing. She crouched beside her and cradled her head. The woman opened her eyes, weakly grabbed a handful of Alize's bodysuit and through gritted teeth uttered a desperate plea, her eyes alive with intense suggestion.

"Help...me".

At that, she became wracked with spasms of agony. She cramped up, limbs contorting, then flailing, throwing up sand, jaw gnashing. Her skin reddened, her cheek bones bulged, stretching and pushing through the flesh of her face, her neck thickening. The next time she opened her eyes, it was with a disturbing, almost satisfied smile and bearing a row of sharpened teeth. Alize staggered back, shocked at the sudden change and raised her weapon. It was clear that this woman was no longer a human being. Alize hesitated, then just as the poor woman opened her mouth to roar she helped her the only way she could: a single round delivered to the brain.

Alize might have taken a moment or two to reflect, but another terrifying roar echoed through the forest behind her. It was not safe to stay and there was no turning back. She found it somehow comforting to climb aboard the bike once more. It felt solid beneath her, reliable. Scanning, she quickly picked up the plume of smoke that marked her objective and hit the throttle. What she had just seen was the stuff of nightmares. Her mind was flooded with questions as she powered along the beach. *What could cause this? What happened at W4?* Up ahead, a little way out in the shallows, a black shape resolved into a group of five lumbering humanoid figures, gathered around what had to be the smoking escape pod. She eased off on the throttle. An unfamiliar twinge crept into her gut. *More of them.*

The pod was planted upright in a few feet of water and looked as though it had taken quite a beating. It was being circled gingerly by the creatures, sized-up with a mixture of curiosity and reticence. She brought the bike to a complete stop about thirty yards away, but she was already too close. One of them, the largest, seemed to pick up her scent. Sniffing at the air, it tossed its head in her direction with a grunt. At that, the other four broke off and began to make their way towards her. These ones looked more agile, prowling, menacing. Still astride the bike, Alize grabbed the rifle strapped to her back and levelled it at the approaching beasts. They paused and exchanged looks. She blasted a shot over their heads. Maybe she could scare them off. It didn't work. One of them bellowed, clearly enraged, raising a grotesque claw in her direction as all four broke into a scampering, rabid charge. Flicking the rifle to automatic, Alize unleashed a ferocious K-trak burst on the

nearest, ripping its torso diagonally in two. Kill confirmed. She booted the hover bike into action and clung-on as it sprinted right towards the remaining three. As the mutants tried to dive clear, she swung the bike around, slamming its body into the closest. There was a sickening crunch of shattered bone and an arc of blood flew into the air as the creature dropped. Braced for the impact, Alize threw herself clear of the bike, hitting the sand in a ball and rolling smoothly to her feet, gun up, ready to acquire the next target. One of the mutants which had managed to dive clear was still reeling, scrabbling to its feet in the shallow water, snarling and baring its teeth. It looked like it had once been a female science officer of some sort. It splashed water in Alize's direction then fumbled for a holstered pistol at its side. Its head splattered as Alize blasted from the hip. The rifle hummed pleasingly as it readied rounds for the next strike. She turned to take on the last of the four. It wasn't there. *Behind!*

It was too late. A claw clamped heavily round Alize's slender neck, knocking the breath from her lungs. She felt the creature's inhuman strength forcing her downward and it's hot, stinking breath brushing the side of her face as it drew her close. Screaming, she dropped to one knee under its weight. With all her might she managed to flip the rifle towards herself, aiming just wide of her own torso and ramming the barrel hard into the body of her attacker. As she felt its teeth sinking into the soft flesh above her collar bone, she screamed and unleashed a blast at point blank range. The heat of the barrel seared the flesh under her arm and the firepower threw them apart. Alize staggered to her feet and turned to see the monster writhing in the sand, stomach blown out but somehow still alive. It seemed to be smiling up at her, noticing how she fingered the bite on her neck. She wiped the smile off its face with a volley that removed its jaw completely.

Fighting back tears, steeled with denial, she stumbled in the direction of the pod, clutching the wound on her neck. Beneath her hand she could already feel it beginning to harden over, hot and throbbing. Her vision began to swim and an invading nausea was stirring in her belly. She felt her bones creak, swelling with new growth. She didn't have much time.

There was one more to deal with, the big one. Its bone armour looked thicker than the others. It was thumping on the hatch of the Pod, utterly

absorbed with it and showing her its back – she had the advantage. She waded out towards it, breathing hard, her thoughts growing cloudy. A chunk of debris slammed into the water somewhere nearby, drenching her in spray and concealing her in filthy smoke for a moment. She stepped through it cautiously. Soaked and shivering with fever, she gripped her weapon and edged closer.

NEXUS PSI - 5TH SPHERE

SECTOR M83

THE SHORES OF THE GREAT OCEAN.

Tolm awoke to pain and noise. A metallic banging echoed in his tortured ear-drums as his eyes came to focus on the pod tightly encasing him. He remembered the crash. His feet were wet. He started, unsure if it was blood, but as his senses returned he smelled the thick briny scent of seawater. Groaning, he began to unstrap, stiff and sore. He tapped at the pod controls. It was no use. They were fried - wet and sparking. The muffled sound of explosions and gunfire sounded in the distance and he remembered the ominous carnage he had seen on the way in. How long have I been out?

Tolm froze as something hammered on the hatch of the pod. Right in front of his face, the condensation-covered view-shield took a heavy blow and cracked. He wiped the moisture aside and recoiled in horror. A monstrous face, all exposed muscle and sinew and snarling teeth, was peering in at him, mouth foaming. *Holy shit!* He had heard stories of such beasts, but not even his vast imagination had prepared him for the disturbing sight of a man who was no longer a man. It slammed another fist into the plexiglass, cracking it further. He frantically searched, but the pod was not equipped with anything he could possibly use to defend himself. Pulling back an oversized fist, it poised to strike the glass again. Tolm winced, waiting for the blow, but instead a gunshot filled the air and the creature disintegrated, coating the pod in a splatter of blood and gore.

After a moment, a smaller, gloved hand wiped a gap in the muck and a human face appeared. A determined set of hazel eyes frowned in at him, framed by pale skin and scattered freckles. The face vanished, there was another blast and the hatch hissed open. He couldn't hear what her lips were mouthing, but it seemed urgent, desperate. She looked exhausted, sick, but it

was clear she was trying to help him. He tried to raise his arms and reach out for her, but only one obeyed. The other was without feeling, as were his legs. She hauled him over her shoulder, out of the pod, and after a few steps they fell onto the beach. He was beginning to hear a little better, but her words did not make any sense. She was breathless, almost whispering. *Who is she?*

"Can you hear me? It will sound crazy but I need you to kill me."

"What? Why? No!" he said, astonished.

"Look, something is happening to me and I may not have long!" She pointed to the gruesome wound on her neck and grimaced with pain. It looked serious – veins bulging, the surrounding skin darkening even as he watched.

"Look, we're both in bad shape, we need to find a med..." he reached out a hand but Alize batted it away.

"No you fool. I'm...infected or something!" she bent forward, coughing uncontrollably.

"Infected?" Tolm withdrew his hand, backing away, looking her up and down. "What do you mean?"

"Look, I've seen it happen." She coughed again; there was black bile seeping from her mouth. She straightened and gestured over her shoulder, "See those?"

Tolm saw that several more creatures were emerging from within the forest's edge, descending the beach, heading right towards them.

"I know. What are they?"

"I don't know, but I'm pretty sure they used to be just like us. Get up!"

Huddling together, the wounded pair found their feet, and with their backs to the ocean slowly retreated into the water as the snarling pack moved to surround them.

"I don't think I can do it myself. If I...change, you'll have to shoot me ok? Whatever happens, don't let me become one of...them, understand?" Her voice was hoarse with desperation. Tolm was terrified. This was moving too fast. He wouldn't do it. He would never kill a person. He found himself mumbling,

"Wait, no, let's think about this, surely there must be a way to stop the..."

"Oh...it's happening!" She slammed the gun into his arms and began to tremble. He grabbed it out of sheer reflex. Alize took hold of the barrel and aimed it against her chest. "Shoot, here, please!" She screamed in agony, "Now!"

He couldn't do it.

She grabbed his hand and forced it into position on the trigger.

He shook his head. He wouldn't do it.

One of Alize's eyes bulged out of its socket, pulsating and blood red. She buckled over in pain, clutching her stomach and retching. With a cracking, grinding sound, her shoulders began to bulk and a piece of collar bone jutted out with a nauseating crunch. Her grip on his hand became intensely strong. She roared at him. It was not a word, but a feral, mad scream as she battled to cling to the last of her humanity. Tolm recoiled in genuine fear, trying to break free of her grasp. As they wrestled, the trigger was pulled and a violent burst of K-trak ripped through her heart.

Alize Blake fell face-down in the shallow, lapping waves of the great ocean.

Tolm looked down in dismay at the instrument of death in his blood-soaked hands.

Kill confirmed.

SIGMA 9 – 2ND SPHERE

FINANCIAL DISTRICT

BLAKE INDUSTRIES HQ

Finally, it came. The numbers fell neatly into place. Blank-faced, Mr Blake popped the cork from a bottle of his finest champagne, caught the limp, frothy overspill in a thin flute and then slowly raised his arm in a lazy toast to the empty room. One billion dead souls and counting: this was a landmark worth celebrating.



FACTION	
STRIKE TEAM	

DEADZONE QUICK REFERENCE SHEET

Starting a Game

- Choose Mission
- Select Strike Teams
- Set up Battlefield
- Place Objectives and Items
- Recon & Deploy

Recon

- 5-dice Recon test(X)
- Winner chooses side of battlefield, deploys first and has Initiative for the first Round

Rounds

- Roll Command
- Take Turns
- End Round

Rolling Command

- Roll 3 (+ any added for Tactician)
- Re-roll (only if 50% of your models remain)
- Set

Taking a Turn

- Alternate taking Turns
- Activate one model and take two short actions or one long action

Actions

- Move (short)
- Sprint (long)
- Shoot (short)
- Fight (long)
- Stand Up (short)
- Special Action (short)

Move (short)

- Use first Speed value
- If entering a cube with an enemy model, immediately start a Fight action
- If the model is already in a cube with enemy models and wishes to leave, those enemies may make an immediate Fight action

Sprint (long)

- Use the second Speed value
- Cannot leave Fights

Shoot (short)

- Check Range and Line of Sight.
- Shooter rolls a 3 dice Shoot test
- Modifiers:
 - Clear Shot: +2 Dice
 - Friendly Models in target cube: -2 Dice
 - High Ground: +1 Dice
 - Firing for Effect: +1 Dice
- Target rolls a 3 dice Survive test
- Difference in successes = Potential Damage
- Firing for Effect is for *Rapid Fire* weapons only. Hits deal no Damage, but the target is Pinned

Fight (long)

Attacker rolls a 3 dice Fight test

Defender rolls either a 3 dice Fight test, or a 3 dice Survive test. If the latter, the defender cannot do Damage.

- Modifiers:
 - Model moved into the cube this action: +1 Dice
 - Friendly models are in the same cube: +1 Dice
 - Opponent is Injured: +1 Dice
 - Model is a larger Size than opponent: +1 Dice
 - Opponent is Pinned: +1 Dice
- Difference in successes = Potential Damage

Stand Up (short)

- Must be chosen if the model is Pinned
- If enemies are in the same cube, Fight occurs

Special Action (short)

- Activate a mission or character-specific action

Damage

- Reduce target Armour by weapon AP
- Deduct new Armour from Potential Damage
- Check if model is Dead or Injured

Ending a Round & Winning the Game

- Round ends when all models are activated.
- Check if a player has won
- If not, a new Round begins with Initiative passing to the player who activated their final model first in the previous Round