

# Deadzone - Mars Attacks Humans Faction List

## Leaders

### Army Trooper Sergeant

<i>Speed</i>	<i>Size</i>	<i>Shoot</i>	<i>Fight</i>	<i>Survive</i>	<i>Armour</i>	<i>Points</i>	<i>VPs</i>
1-2	1	4+	4+	5+	-	18	2

Weapons: M4 Carbine: R5

Abilities: Tactician (1), Recon 5+, Brave

Weapon Options: None

Campaign Options: Ranged, Command

**Heroic Sacrifice** : Spend an Army Special result when a Civilian model in the same cube as a model with the Brave ability would be killed. The Civilian model instead takes no damage, and one point of Damage is resolved on any model with the Brave ability in the same cube.

### Civilian Leader

<i>Speed</i>	<i>Size</i>	<i>Shoot</i>	<i>Fight</i>	<i>Survive</i>	<i>Armour</i>	<i>Points</i>	<i>VPs</i>
1-2	1	5+	4+	5+	-	16	2

Weapons: Pistol: R3

Abilities: Tactician (1), Recon 6+

Weapon Options: Light (Melee, Sniper)

Campaign Options: Ranged, Melee, Command

**Jerry-Rigged Explosives**: Spend an Army Special result at the start of a Civilian, Civilian Hero or Civilian Leader's activation to give the model an RF, AP3 weapon until the end of the Round.

### Novas Vira Commander

<i>Speed</i>	<i>Size</i>	<i>Shoot</i>	<i>Fight</i>	<i>Survive</i>	<i>Armour</i>	<i>Points</i>	<i>VPs</i>
1-2	1	3+	5+	4+	-	25	3

Weapons: Pistol: R3

Abilities: Tactician (2), Scout, Agile, Evade, Recon 4+

Weapon Options: Leader (Novas Vira)

Campaign Options: Ranged, Command, Specialist

**Anti-Martian Ammo**: Spend an Army Special result at the start of a Novas Vira Militia's activation to add AP 1 to the model's ranged weapon until the end of the Round.

## Troops

### Civilian

<i>Speed</i>	<i>Size</i>	<i>Shoot</i>	<i>Fight</i>	<i>Survive</i>	<i>Armour</i>	<i>Points</i>	<i>VPs</i>
1-2	1	6+	5+	6+	0	4	1

Weapons: Improvised Weapon: RF

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

Campaign Options: Ranged, Melee

### Army Trooper

<i>Speed</i>	<i>Size</i>	<i>Shoot</i>	<i>Fight</i>	<i>Survive</i>	<i>Armour</i>	<i>Points</i>	<i>VPs</i>
1-2	1	5+	5+	6+	0	7	1

Weapons: M4 Carbine: R5, Rapid Fire

Abilities: Brave

Weapon Options: None

Campaign Options: Ranged, Melee

### Novas Vira Militia

<i>Speed</i>	<i>Size</i>	<i>Shoot</i>	<i>Fight</i>	<i>Survive</i>	<i>Armour</i>	<i>Points</i>	<i>VPs</i>
1-2	1	5+	6+	6+	1	6	1

Weapons: M4 Carbine: R5, Rapid Fire

Abilities: None

Weapon Options: None

Campaign Options: Ranged, Melee

## Specialists

### Civilian Hero

<i>Speed</i>	<i>Size</i>	<i>Shoot</i>	<i>Fight</i>	<i>Survive</i>	<i>Armour</i>	<i>Points</i>	<i>VPs</i>
1-2	1	5+	4+	5+	0	12	1

Weapons: Improvised Weapon: RF

Abilities: None

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

Campaign Options: Ranged, Melee

### Army Trooper Specialist

<i>Speed</i>	<i>Size</i>	<i>Shoot</i>	<i>Fight</i>	<i>Survive</i>	<i>Armour</i>	<i>Points</i>	<i>VPs</i>
1-2	1	5+	5+	6+	1	7	1

Weapons: M4 Carbine: R5, Rapid Fire

Abilities: Brave

Weapon Options: Heavy (Explosive)

Campaign Options: Ranged, Melee

### Novas Vira Weapons Team

<i>Speed</i>	<i>Size</i>	<i>Shoot</i>	<i>Fight</i>	<i>Survive</i>	<i>Armour</i>	<i>Points</i>	<i>VPs</i>
1-2	3	5+	6+	6+	0	10	1

Weapons: M4 Carbine: R5, Rapid Fire

Abilities: Weapons Team

Weapon Options: Heavy (CSW)

Campaign Options: Ranged, Specialist

### Tiger Corps Bounty Hunter

<i>Speed</i>	<i>Size</i>	<i>Shoot</i>	<i>Fight</i>	<i>Survive</i>	<i>Armour</i>	<i>Points</i>	<i>VPs</i>
1-2	1	4+	5+	5+	2	22	2

Weapons: Pulse Rifle: R7, AP 1

Abilities: Tactician(1)

Weapon Options: Small Arms, Heavy (Tiger Corps)

Campaign Options: Ranged, Melee, Specialist

## Vehicles

### Looted Flying Saucer

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

Abilities: Vehicle, Agile, Flight, Evade

Weapon Options: Hardpoints: 2 – Vehicle (Martian)

Campaign Options: Ranged

### Army Truck

<i>Speed</i>	<i>Size</i>	<i>Shoot</i>	<i>Fight</i>	<i>Survive</i>	<i>Armour</i>	<i>Points</i>	<i>VPs</i>
2-4	4	5+	-	4+	1	24	2

Abilities: Vehicle, Long

Weapons: LMG: R7, Suppression

Weapon Options: Heavy (CSW)

Campaign Options: Ranged

## Mercs

### Esteban Ramirez

<i>Speed</i>	<i>Size</i>	<i>Shoot</i>	<i>Fight</i>	<i>Survive</i>	<i>Armour</i>	<i>Points</i>	<i>VPs</i>
1-2	1	4+	5+	5+	-	20	2

Weapons and Items: Rotary Blast Cannon: R5, AP1, Weight of Fire (2), Suppression, Heavy

Abilities: None

Weapon Options: None

Campaign Options: None. Works for: Humans

### Don Manning

<i>Speed</i>	<i>Size</i>	<i>Shoot</i>	<i>Fight</i>	<i>Survive</i>	<i>Armour</i>	<i>Points</i>	<i>VPs</i>
2-4	1	5+	7+	5+	-	15	2

Weapons and Items: Pistol: R3

Abilities: Scout, Flight, Scavenger

Weapon Options: None

Campaign Options: None. Works for: Humans

### Sidney Rose on Henry the Giant Flea

<i>Speed</i>	<i>Size</i>	<i>Shoot</i>	<i>Fight</i>	<i>Survive</i>	<i>Armour</i>	<i>Points</i>	<i>VPs</i>
2-4	3	-	4+	4+	-	26	3

Weapons and Items: Mandibles: RF, AP1, Toxic

Abilities: Tough, Jump Pack, Agile, Evade

Weapon Options: None.

Campaign Options: None. Works for: Humans

### Xiuhcoatl

<i>Speed</i>	<i>Size</i>	<i>Shoot</i>	<i>Fight</i>	<i>Survive</i>	<i>Armour</i>	<i>Points</i>	<i>VPs</i>
1-2	1	5+	5+	5+	-	18	2

Weapons and Items: Experimental Blaster: R3, AP2, Weight of Fire (1), Toxic

Abilities: Brave, Tough

Weapon Options: None

Campaign Options: None. Works for: Humans

## Items

<i>Item</i>	<i>Points</i>	<i>Rarity</i>
Ammo	2	Common
AP Ammo	4	Rare
Frag Grenade	6	Common
Smoke Grenade	3	Common
Stun Grenade	6	Rare
Medi-Pack	5	Common
Full Plate Armour	1	Unique

## Weapons

<i>Weapon</i>	<i>Points</i>	<i>VPs</i>	<i>Range</i>	<i>AP</i>	<i>Abilities</i>	<i>Type</i>
Pistol	1	0	3	-	-	Small Arms
Shotgun	1	0	2	-	Knockback	Small Arms
SMG	3	0	4	-	Rapid Fire, Weight of Fire (1)	Small Arms
M4 Carbine	2	0	5	-	Rapid Fire	Small Arms
M16 Assault Rifle	4	0	6	-	Rapid Fire, Weight of Fire (1)	Small Arms
Crossbow	2	0	6	-	-	Small Arms
Disintegration Rifle	4	0	4	1	-	Light (Martian)
Energy Blade	8	1	F	2	-	Light (Martian)
Wrench	3	0	F	1	-	Light (Melee)
Assault Blaster	5	1	5	-	Frag (3), Heavy	Heavy (Tiger Corps)
Anti-Matieriel Rifle	10	1	10	2	Holo-Sight, Heavy	Heavy (Tiger Corps)
Sonic Disruptor	12	1	6	4	Suppression, Heavy	Heavy (CSW)
Heavy Blaster	8	1	8	-	Frag (4), Heavy	Heavy (CSW)
Heat Ray	10	1	14	3	It Burns!	Vehicle (Martian)
Heavy Freeze Ray	12	1	8	5	Freeze, Suppression	Vehicle (Martian)
LMG	4	0	7	-	Suppression	Light (Assault)
Missile Launcher	10	1	8	1	Frag( 3), Heavy	Heavy (Explosive)
Grenade Launcher	8	1	5	-	Indirect (3)	Light (Explosive)
Repulsor Pistols	3	0	4	-	Weight of Fire (1), Knockback	Leader (Novas Vira)
Energy Bow	7	1	6	-	Frag (3)	Leader (Novas Vira)

## New Items and Abilities.

### *Brave*

All Civilians (excluding Heros or Leaders) in the same cube as a model with this ability gain +1 dice to Survive rolls.

### *Long*

A model with this ability fully occupies two cubes, counting as a Size 4 model in each cube. Both of the cubes the model occupies must be on the same level. All Shoot Actions made by the Long model may count range to or from either of the cubes occupied by the model. The model can be attacked in a Fight in either of the cubes it occupies, both cubes are counted as a single cube for the purposes of the 'Friendly models in same cube' bonus.

### *Freeze*

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

### *Full Plate Armour*

A model wearing Full Plate Armour has Armour 1, but cannot use Move command dice.

## Human Elite Army Lists

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

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

### “Attack from Space” Elite Army List

#### **Leader: Buck Spencer**

<i>Speed</i>	<i>Size</i>	<i>Shoot</i>	<i>Fight</i>	<i>Survive</i>	<i>Armour</i>	<i>Points</i>	<i>VPs</i>
1-2	1	4+	5+	5+	-	23	3

Weapons: Disintegration Rifle: R4, AP 1.

Abilities: Tactician (2), Tough, Brave, Recon 5+

Weapon Options: None

Campaign Options: Ranged, Command, Specialist

**Against all Odds:** Spend an Army Special result at the start of a Fight action. Enemy models may not benefit from any bonuses for Size or Friendly models in the same cube during this action.

Strike Teams and Armies led by Buck Spencer may take any number of mercenaries who exclusively work for Humans.

#### **Units allowed in this elite army list:**

- Civilian
- Army Trooper
- Civilian Hero
- Army Trooper Specialist
- Looted Flying Saucer
- Army Truck
- Sidney Rose on Henry the Giant Flea
- Esteban Ramirez
- Don Manning
- Xiuhcoatl