

mantic

# DEADZONE



**RULEBOOK**  
SKIRMISHES ON FORSAKEN WORLDS

# 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 book is split into four main sections: Core Rules, Additional Rules, Army Lists and Campaigns. Start with the Core Rules and play a game with the forces we have prepared for you – you'll find it faster, simpler and much more brutal than before, though you'll still have plenty of tough tactical decisions to make. The Additional rules section is about taking that game and adding even more tactical depth. The Army List section gives you a plethora of options to ponder and the Campaign section lets you and your group play a series of games while developing your Strike Teams and building a narrative as you go.

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



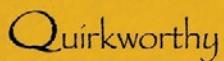
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## WHAT IS DEADZONE?

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.

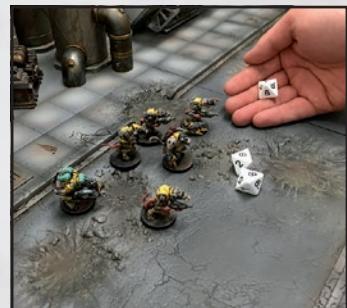
All of this is represented by collections of highly detailed models and is played out on your tabletop with evocative terrain, special dice and tokens to keep track of the action.

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

If it is your first game, we recommend the introductory mission Patrol, described on page 12.

When you are more familiar with the game, you will find rules for additional missions on page 40 and rules for longer campaigns on page 98.

### 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 46.



Each model has its own "stat line" (showing its game values) found in the Army Lists section of this book (page 48). 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. You should experiment for yourself to find out what suits you, but lots of smaller buildings often make for more interesting games than a few large ones.

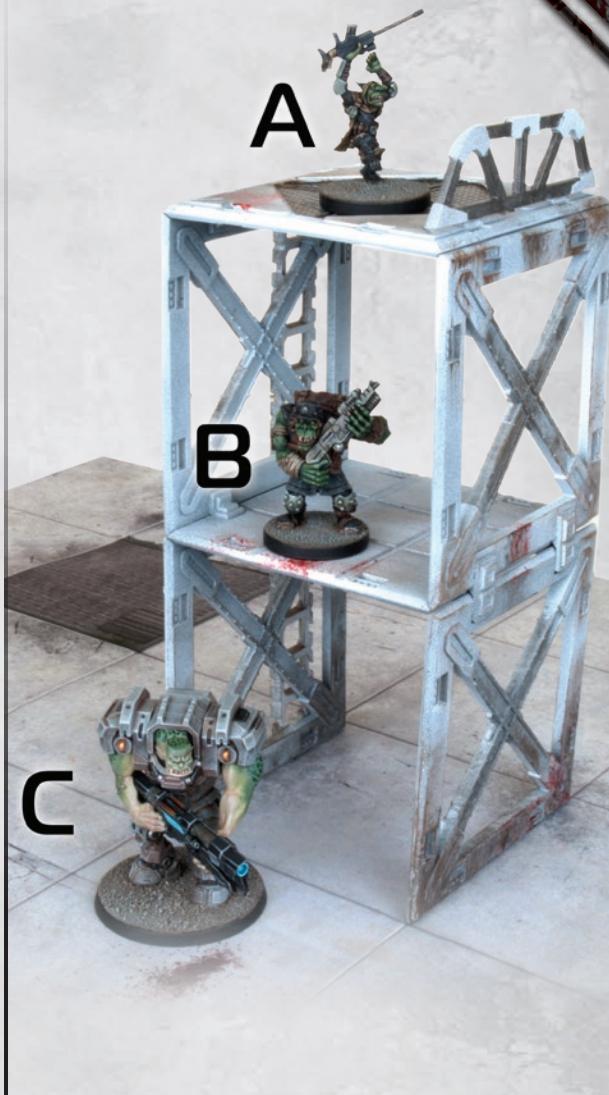
Wherever possible, align building edges with the printed grid on the play mat and we recommend that no 3 x 3 cube area on the mat's grid be completely devoid of scenery.

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

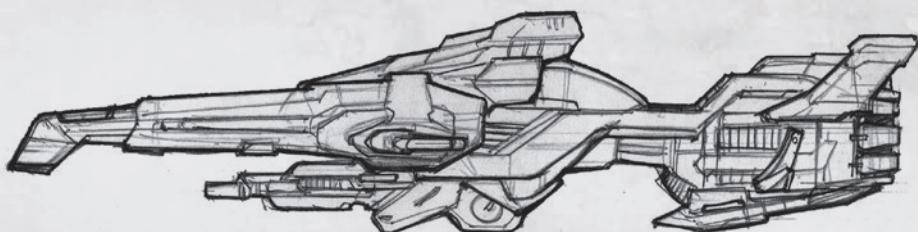
This scenery adds a third dimension to the battlefield and means that we are really dealing with cubes, not squares. Consequently, Deadzone uses the term cubes throughout the rules as a constant reminder that you are fighting in three dimensions.

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.

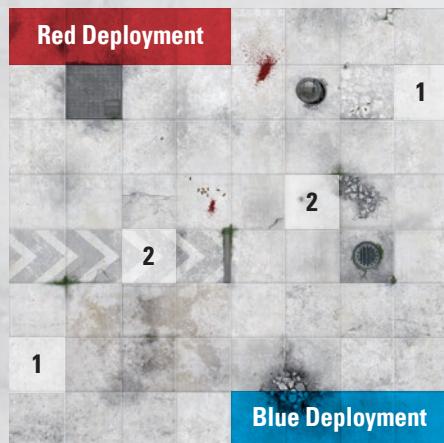
To make it fairer, some gamers like to get a third party to set up the scenery for the players. Alternatively, you could have one player set up the scenery and then allow the other player to rotate the battlefield and choose which side to start on.



*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.

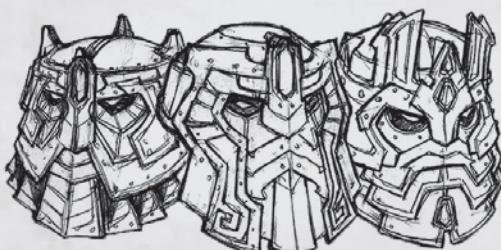
The winner of the Recon test decides who will be the starting player. The starting player chooses which deployment zone they will use, places their models anywhere within their deployment zone as shown on the mission map. They will have Initiative for the first Turn.

*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**

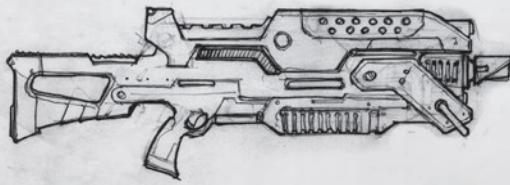
After rolling, starting with the player who has Initiative, you may perform one single re-roll of as many of your dice as you choose. If you re-roll any dice you must keep the new result(s).

**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).

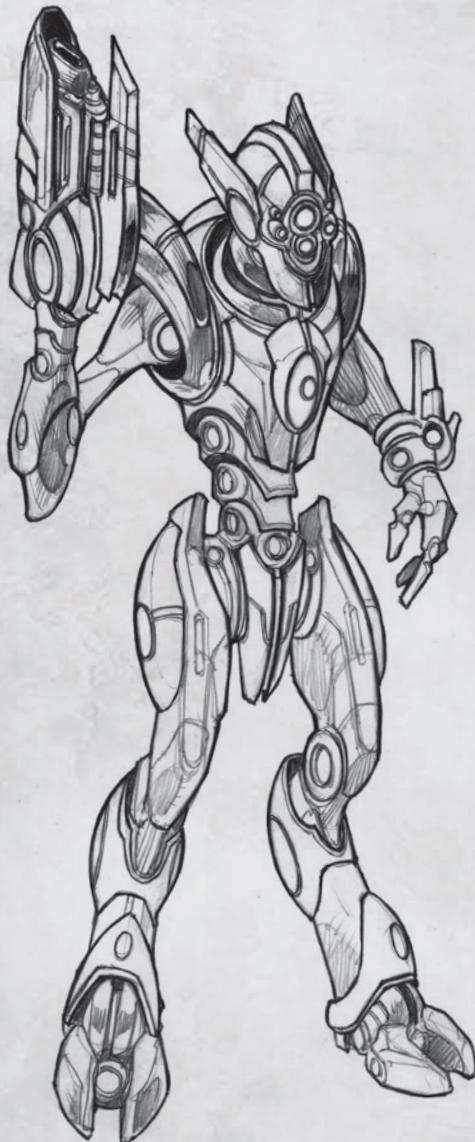
Symbol	Description
<b>+1 Model</b> 	<b>What:</b> Activate a second model that has not yet been activated. <b>When:</b> After you have finished your model's activation. You may only spend one +1 Activation result per Turn. Unless specified otherwise by a model ability or Army special rule, you may only activate a maximum of two models per Turn before you must hand the Initiative back to your opponent.
<b>Dice Symbol</b> 	<b>What:</b> Add 1 dice to any Shoot, Fight or Survive test. <b>When:</b> 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.
<b>Move</b> 	<b>What:</b> 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. <b>When:</b> 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.
<b>Shoot</b> 	<b>What:</b> The active model takes a free Shoot action. <b>When:</b> 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.
<b>Fight</b> 	<b>What:</b> The active model takes a free Fight action. <b>When:</b> 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.
<b>Mantic Splat!</b> 	<b>What:</b> 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. <b>When:</b> 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.

**Note:** A model may have only one of either the Move, Shoot or Fight results spent on it during its activation.

## Your First Games

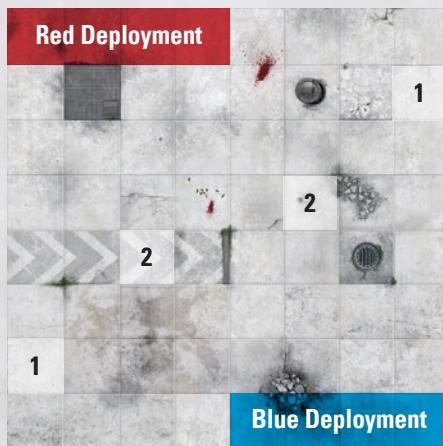
For your first few games, while you familiarise yourself with the core rules, these two predefined 100pt Strike Teams can be used to get you into the action quickly. Use the *Patrol* mission detailed below.

Don't worry too much about the items for your first game. Once you are happy with how to take actions, roll dice tests and move around, then you can introduce extra elements. The rules for items can be found on page 36 when you are ready.



## 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 46.

**Campaign Ability Options:** The ability tables the model may choose from when they increase in rank during a Campaign game. See page 104.



## 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* (page 34) ability as well as a few of the weapon abilities, like *Rapid Fire* (page 33) and *It Burns!* (page 31).

### 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**

	<b>S</b>	<b>F</b>	<b>Sv</b>
	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**

	<b>S</b>	<b>F</b>	<b>Sv</b>
	5+	5+	4+



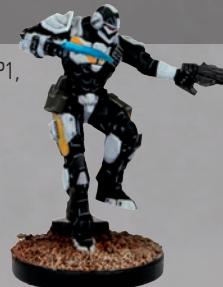
Pistol: R3, Wristblade:RF, AP1, Jump Pack

#### 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**

	<b>S</b>	<b>F</b>	<b>Sv</b>
	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**

	<b>S</b>	<b>F</b>	<b>Sv</b>
	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**

	<b>S</b>	<b>F</b>	<b>Sv</b>
2-4	6+	-	6+
	<b>0</b>		
	<b>1</b>		

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**

	<b>S</b>	<b>F</b>	<b>Sv</b>
1-2	3+	4+	4+
	<b>1</b>		
	<b>1</b>		

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**

	<b>S</b>	<b>F</b>	<b>Sv</b>
1-2	4+	5+	4+
	<b>1</b>		
	<b>1</b>		

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**

	<b>S</b>	<b>F</b>	<b>Sv</b>
1-2	4+	5+	4+
	<b>1</b>		
	<b>1</b>		

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.

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.

### **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.

## 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,

## ACTIONS

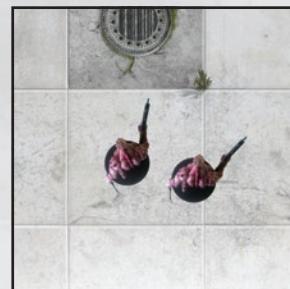
or reposition itself within the cube it is currently in. Each Move must be into a cube adjacent to the one the model is currently in, and diagonal movement is permitted.



*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.*

### 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.*

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.

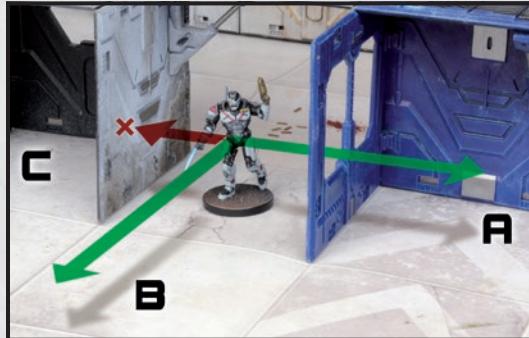


## The Effect of Scenery on Movement

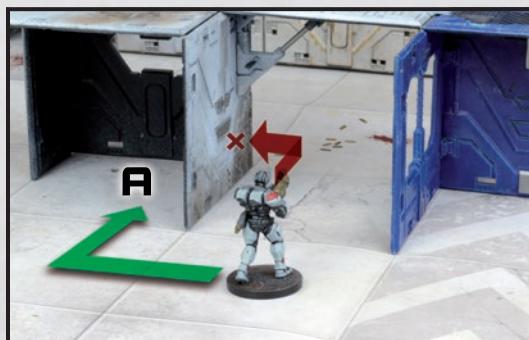
### Moving on the same level

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
<b>Blocked</b> 100% of the cube face - e.g. a solid wall	None
<b>Small Gap</b> Approx. 25% of the cube face - e.g. a small window	Size 1 only
<b>Medium Gap</b> Approx. 50% of the cube face - e.g. a large window	Size 1-2
<b>Large Gap</b> 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.

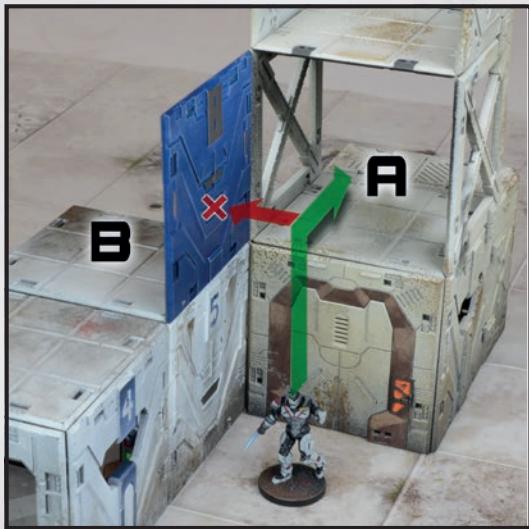
Models can climb or descend scenery to move between cubes using a Move action, including moving diagonally up or diagonally down.

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.

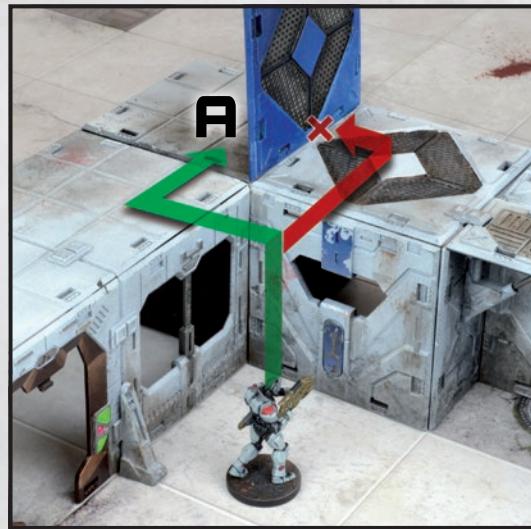
Also, just like the rules for moving on the same level (previous page) the shortest orthogonal route to the destination should be checked and must not be completely blocked.

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

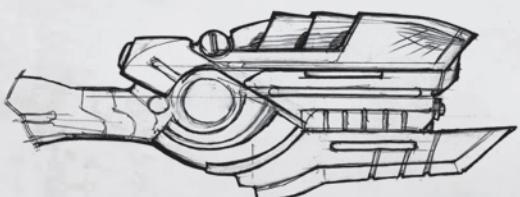
#### 3 dice Survive test (X)

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

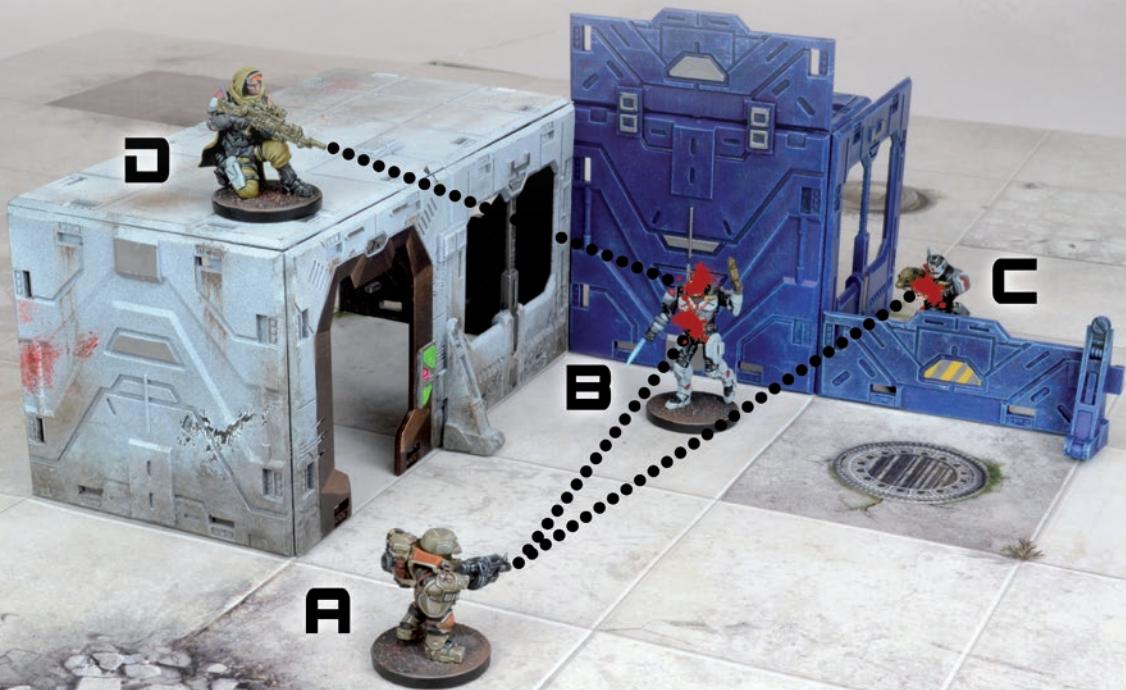
### 3 dice Survive test (X)

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*

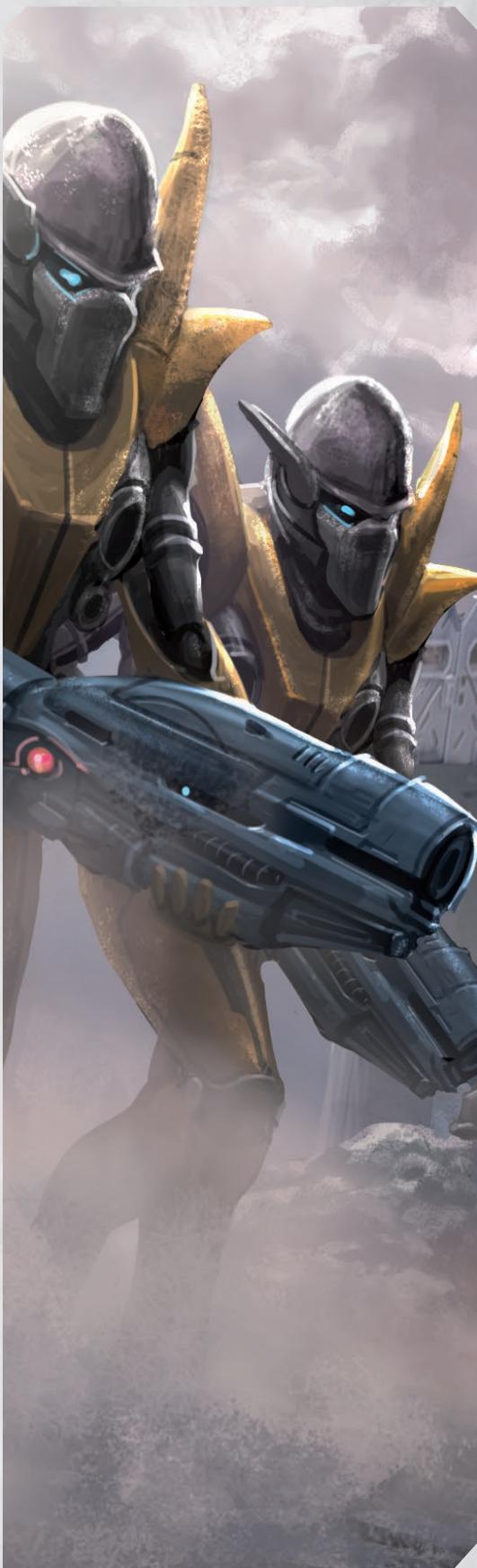
## Special Action (short)

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.



## DAMAGE

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:

### 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*.

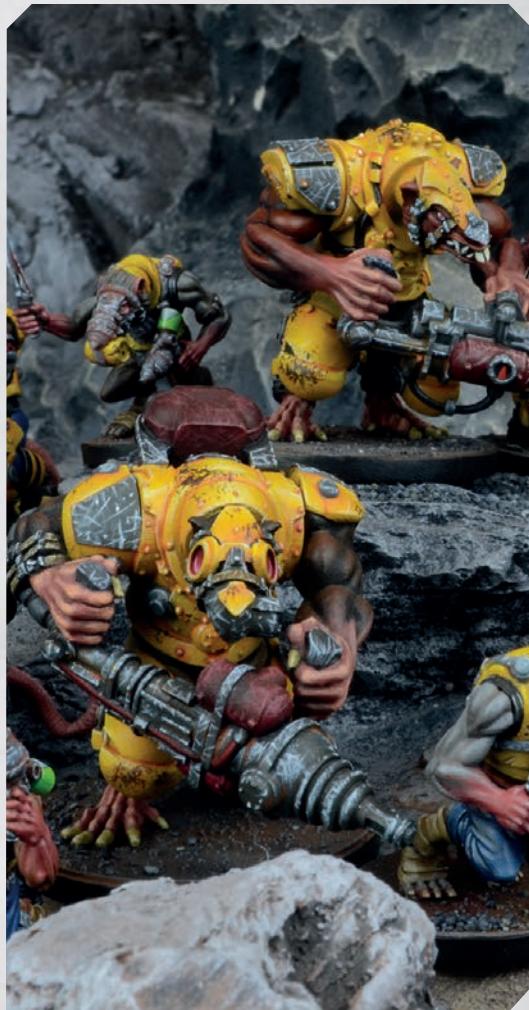
## Smokescreen

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+
	•	<i>Construct</i>	
	•	<i>Vulnerable</i>	
<b>Heavy Rifle:</b> R8, <i>Weight of Fire</i> (1)			<b>Weapon Options:</b> Small Arms
<b>Campaign Ability Options:</b> 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.



## MISSIONS

This section details a number of new mission set-ups and objectives that can add a huge amount of variety into the way you play your games of Deadzone.

In a Deadzone, each faction will have their own priorities and reasons for being there - Enforcers are seeking to secure vital information and contain the threat, while the Plague seek nothing more than to infect as many people as possible and escape the quarantine, while others fight to loot the abandoned riches of the planet's Corporations or simply survive. In the core game, we have abstracted these concerns in the form of these four core missions. Future supplements may detail Faction-specific missions.

### Selecting a mission

For standard games of Deadzone, it is recommended that a random mission is selected. Roll a single dice to determine the mission that will be played:

Dice Roll	Mission
<b>1-2</b>	Patrol
<b>3-4</b>	Scour
<b>5-6</b>	Breakthrough
<b>7-8</b>	Search & Destroy

This makes for interesting gameplay and encourages players to make more balanced army list choices, as certain models will naturally be better at different missions. Alternatively, if both players agree, a specific mission may be chosen.

Unless you are playing games larger than 100 points or it is otherwise stated, the target score to win is 12 VPs.

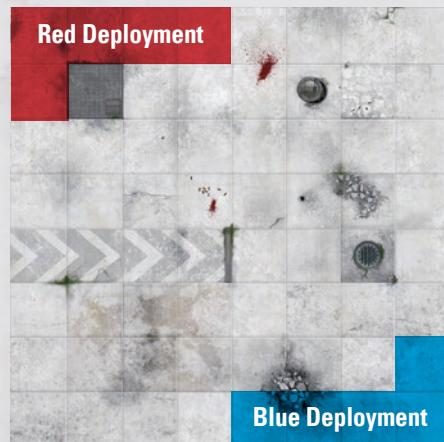
### Mission: Patrol

The default scenario, as described on page 12.

### Mission: Scour

This sector of the Deadzone contains highly valuable equipment and information, which everyone stands to gain from. This mission represents a chance encounter in a resource heavy area as both Strike Teams attempt to retrieve as many resources as possible before disengaging.

#### Deployment Map



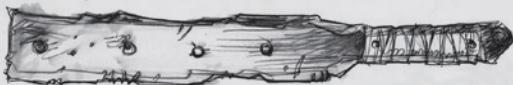
VPs in this mission are gained by:

- Killing enemy models
- Retrieving items (1 VP per item retrieved).
- Finding Intel (2 VPs per intel item discovered).

To retrieve an item, you must first pick up an item counter placed during set-up, and then the model carrying this item must move off the board via its own deployment zone. If an item counter is an Intel item, immediately gain 2 VP rather than the normal 1 VP.

Note: Use 12 item counters in this game, rather than 8. Ensure that Intel is one of the counters selected.

During campaign games, each player gains an additional bonus Resource Points (RP) equal to the number of items they retrieved during this mission (see Campaigns on page 105).



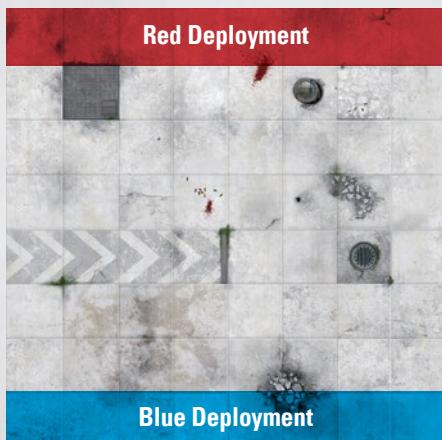
## Mission: Search and Destroy

One of the Strike Teams has discovered intel about the location of a nearby threat, and is seeking to eliminate it. The other Strike Team has not been caught off-guard however, and prepares for a brutal fight to the death.

## Mission: Breakthrough

In this mission, both Strike Teams are attempting to keep moving, past the enemy and into the territory beyond, perhaps as a flanking maneuver for a larger strike, or simply due to being cut off and stuck behind enemy lines with their only route back to their main force being blocked by the enemy.

### Deployment Map

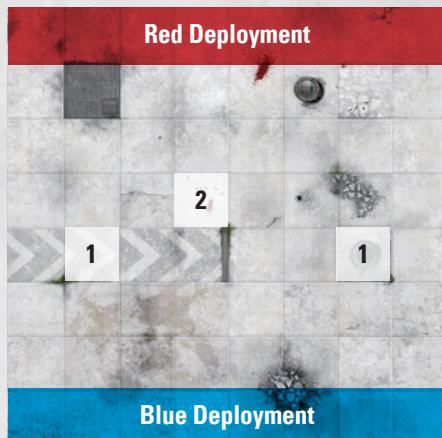


VPs in this mission are gained by:

- Killing enemy models.
- Moving off the mat through your opponent's deployment zone (VPs gained = the amount the model is normally worth if killed).

To leave the board a model must move directly off the board edge through the opponent's deployment zone. Immediately gain VPs equal to the number of VPs that would be gained if that model was killed by the enemy.

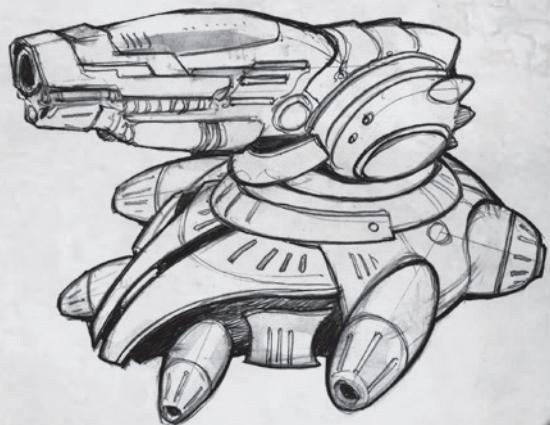
### Deployment Map



The numbers on the map indicate where objectives are placed during this mission. These numbers also indicate the VPs gained for controlling that objective at the end of a Round.

VPs in this mission are gained by:

- Killing enemy models.
- Controlling objectives.



## Alternative missions

After you have played a several games using the core missions, you may want to spice things up some more. There are a number of ways to make a game different. You can try each approach on its own or use several at once.

1. Play a larger game.
2. Add more Recon effects

Play a different mission

### Larger Games

Basic Strike Teams like the predefined ones in this book are 100 points. This points level gives a fast and brutal game. If you want to play a slightly longer game, you can increase the size of your Strike Teams to 150 or even 200 points (see the Building your own Strike Team section on how to do this). Before you start, agree with your opponent how large a game you want to play. Obviously the increase in points will change the number of VPs required for victory in any mission you play.

Strike Team Points	Mission
100	Patrol
150	Scour
200, 250, 300	Scour

### New Recon Effects

When making the Recon test at the start of each game, instead of just noting who wins the roll, also note the difference in the number of successes rolled by each player. The winner of the Recon test then rolls that many dice, consulting the Recon Effect table. Each dice roll and result is dealt with separately, and resolved entirely, before the next one begins. The player that rolled the dice may choose the order they are resolved.

Unless otherwise stated, apply these effects before the first Turn begins.

### Roll Recon Effect

- 1 Look at 1 item counter, then replace it, face down, in the cube it came from.
- 2 Look at up to 3 item counters, then replace them, face down, in the cube they came from.
- 3 Choose a item counter and discard it without looking at it (even if you already have) or showing it to your opponent.
- 4 Move one model in your Strike Team up to one cube. Do not mark it as activated. The model may not move into a cube that is occupied by the enemy.
- 5 Move two different models in your Strike Team up to one cube each. Do not mark them as activated. Models may not move into a cube that is occupied by the enemy.
- 6 Move three different models in your Strike Team up to one cube each. Do not mark them as activated. Models may not move into a cube that is occupied by the enemy.
- 7 Remove one of your models from the battlefield - it is on a flanking manoeuvre. At the end of the first Round, place the model in any empty cube along the left or right hand side of the battlefield, adjacent to the board edge. The model can act as normal from the second Round.
- 8 Choose any one result.

### Secret Missions

If both players agree to use Secret Missions, each player rolls a single dice on the **Secret Mission table** for the core mission that they are playing to see what their secret objectives are. As the name implies, the Secret Missions are more fun if they are kept secret. VPs earned by each secret mission are in addition to (or may modify) the ones normally scored for the core mission they are playing.

## Secret Missions: Patrol

**1-2** - Standard Patrol.

**3-4** - Staking a Claim: Objectives earn double VPs. Model kills are worth half the normal VPs, rounding down.

**5-6** - Assassination: Earn double VPs for killing enemy Leaders. Objectives earn 0 VPs.

**7-8** - Lie of the Land: Each friendly model that moves off the board through the enemy deployment zone earns twice their own value in VPs.

## Secret Missions: Scour

**1-2** - Standard Scour.

**3-4** - Push Through: Each model in your Strike Team that moves off the mat through the enemy deployment zone earns twice their own value in VPs. Items carried off the board in this manner earn 1VPs.

**5-6** - Motherload: Intel is worth 5 VPs, retrieving items is worth 0 VPs.

**7-8** - Disrupt: Gain an additional 1 VP for killing an enemy model carrying an item that was placed during set-up.

### Keeping missions secret

Missions are much more fun if you can keep them secret from your opponent until the end. There are a number of simple ways to do this.

- Write down the mission name.
- Leave a dice under a cup.
- Tell a friend who's not taking part in the battle.

As long as you can track which secret mission you are really on, the exact means of doing so is unimportant.

Keep track of your VPs on a piece of scrap paper rather than using counters. At the end of each Round, tell each other what your VP total is, but not how it was calculated; at the end of the game (such as when one player wipes out the other or achieves the VP target), reveal your secret mission and explain how your VP total was reached.

## Secret Missions: Breakthrough

**1-2** - Standard Breakthrough.

**3-4** - Thin the Ranks: Enemy Specialists are worth double the normal number of VPs.

**4-6** - Assassinate: Enemy Leader is worth double the normal number of VPs.

**7-8** - Headhunter: The enemy model with the largest Size is worth double the normal number of VPs. If two or more models are tied for largest Size, the one that is worth the most points counts for this objective. If two or more models are tied for largest Size and most points cost, the first such model killed counts for this objective.

## Secret Missions: Search and Destroy

**1-2**: Standard Search & Destroy

**3-4**: Terminate: Enemy Leader is worth double the normal number of VPs. 1 VP objectives are worth 0 VPs. 2 VP objective is worth 2 VPs.

**5-6**: Take and Hold: All objectives are worth 2 VPs. All kills are worth 1 VPs.

**7-8**: Eradicate: All objectives are worth 0 VPs. Enemy Leaders and Specialists are worth double the normal number of VPs.







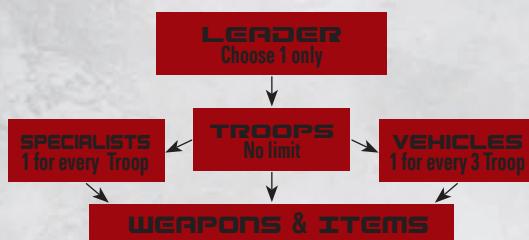
## BUILDING STRIKE TEAMS

### 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), Light (Assault). 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 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!

## THE PLAGUE

First encountered in the so-called 'Death Arc', an area in the Fifth Sphere of the GCPS, the Plague is one of the greatest threats to all sentient life in the galaxy. Whether the Plague is natural in origin or was, in fact, engineered by some ancient alien civilisation is just one of the many questions surrounding this horrific disease. Its link to artefacts of alien origin is established, though their purpose and provenance remains mysterious. It was thanks to the Plague that the Council established both its own authority over the GCPS as well as the Containment Protocols, as they desperately tried to manage the first encountered infestations of Plague.

Wherever it comes from, the Plague seems able to mutate and adapt to new hosts at a remarkable rate. Infected creatures exhibit symptoms within an extremely short space

of time, though the exact manifestation of symptoms varies for reasons not entirely clear. Some humans infected by Plague become hideous monsters the size of combat walker.

These beasts seem to act as the control hub of Plague forces, directing lesser creatures which range from razor taloned, leaping hunters to simple, slow moving drones which seem to retain some sense of their former identity and may even be seen operating machinery, weapons and vehicles.

In spite of the best efforts of the Council and the Enforcers, every instance of Plague infestation to date has ended in massive losses. The effort to study and understand it continues, but for now, extreme measures like Containment Protocol are the only available response.



# LEADERS

## Stage 1A

	S	F	Sv
1-1	-	3+	4+
2	• Tactician (2)		
3	• Tough		

Talons: RF, AP1

### Weapon Options:

None

### Campaign Ability Options:

Melee, Command



36 pts / 4 VPs

Hulking beasts with no vestige of their humanity left, these monsters charge from the front, hitting their victims with unstoppable force.

## Stage 3A "General"

	S	F	Sv
2-3	6+	5+	5+
0	• Tactician (1)		
1			

Rifle: R6

### Weapon Options:

Leader, Small Arms

### Campaign Ability Options:

Ranged, Melee, Command



16 pts / 2 VPs

Of the Stage 3 subtype, there will often be one who seems slightly more self-aware than the rest, directing the attack.

**Infection:** When an enemy model is killed you may spend an Army Special result on your Command Dice to spread the Infection and raise it again as a Zombie. Swap the Dead enemy model for a Pinned Zombie in the same cube. The Zombie is marked as activated for this Round. The original model is dead and the Zombie is counted as part of the Plague Strike Team.

**Recon:** 4+



## TROOPS

## Stage 3D "Hellhound"

6 pts / 1 VPs

S	F	Sv
2-3	-	5+   5+
0	• Beast	

**Weapon Options:**

None

**Campaign Ability Options:**

None



The result of domesticated hounds being exposed to the Plague pathogen. Fast, savage and utterly lethal in packs.

## Stage 3A

10 pts / 1 VPs

S	F	Sv
2-3	6+   5+	5+
0		

Rifle: R6

**Weapon Options:**

Small Arms

**Campaign Ability Options:**

Melee



Stage 3A's remain closest to their original host, retaining basic knowledge and muscle memory, able to operate the weapons and equipment they carried in life.

## Stage 3Z "Zombie"

6 pts / 0 VPs

S	F	Sv
1-2	-	5+   5+
0	• Horde	

**Weapon Options:**

None

**Campaign Ability Options:**

None



Some victims of Stage 3s get no peace even in death, rising again as mindless creatures driven ever onwards by a hunger that can never be slaked.

## Stage 2A

16 pts / 2 VPs

S	F	Sv
1-2	-	4+   4+
1	• Rampage	

**Weapon Options:**

None

**Campaign Ability Options:**

Melee



Smaller and weaker than the Stage 1A, these creatures are no less terrifying. Lightning quick and nimble, they hunt with terrifying, lethal efficiency.

## Stage 3A "Loader"

12 pts / 1 VPs

S	F	Sv
2-3	6+   5+	5+
0	• Loader	

Pistol: R3

**Weapon Options:**

Small Arms

**Campaign Ability Options:**

Ranged



Stage 3s who crew heavy weapons, retaining enough basic awareness to prime and load the munitions required.

## SPECIALISTS

### Stage 3A "Specialist"

	S	F	Sv
2-3	5+	6+	5+

Rifle: R6

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

**Campaign Ability Options:**  
Ranged



10 pts / 1 VPs

Stage 3s who are able to operate heavy weaponry and even vehicles, with a reduced skill but a grimly mechanical determination.

### Aberration

	S	F	Sv
1-2	-	3+	4+

Talons:  
RF, AP2, Knockback

**Weapon Options:**  
None

**Campaign Ability Options:**  
Melee



40 pts / 4 VPs

Similar in shape to Stage 1A, but larger and far more aggressive. Aberrations do not spread Plague and seem to have no drive other than to kill.

### Plague Swarm

	S	F	Sv
1-2	-	3+	5+

Acid Bite: RF, AP2

**Weapon Options:**  
None

**Campaign Ability Options:**  
None



20 pts / 2 VPs

No creature, however small or insignificant, escapes the Plague pathogen. The vermin and insects of a planet will form a living tide of infected teeth, claws and flesh.

### Plague Teraton

	S	F	Sv
1-2	-	4+	5+

Claws: RF, Knockback

**Weapon Options:**  
None

**Campaign Ability Options:**  
Melee, Specialist



24 pts / 3 VPs

Infection with the Plague does nothing to diminish the strength and ferocity of a Teraton, nor their ability to teleport. Though rare, Plague Teratons are deadly.

### Plague Enforcer

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

Experimental Weapon: R5,  
Experimental, Jump Pack

**Weapon Options:**  
Heavy (Automatic, Assault, Explosive)

**Campaign Ability Options:**  
Ranged, Melee



20 pts / 2 VPs

Enforcers are occasionally sent on missions dangerous even by their standards, carrying experimental weaponry. Not all return. At least, not in their original form.

## VEHICLES

### Plague Strider

	S 6+	F 4+	Sv 4+
	<ul style="list-style-type: none"><li>Vehicle</li></ul>		

**Weapon Options:**

Hardpoints:  
2 - Walker (All)

**Campaign Ability Options:**

Melee


**30 pts / 3 VPs**

Occasionally a Stage 3 will be a vehicle operator of some skill. The Pathogen seems able to detect this, leaving relevant skills intact.

## WEAPONS

Weapon	Points	VPs	Range	AP	Abilities	Type
Pistol*	0	0	R3	-		Small Arms
Rifle	2	0	R6	-	Rapid Fire	Small Arms
HMG	4	0	R6	-	Weight of Fire (1), Suppression	Light (Automatic)
Grenade Launcher	8	1	R5	-	Indirect (3)	Light (Explosive)
Mortar	12	1	R8	-	Indirect (4), Heavy, Slow Reload	Light (Artillery)
Experimental Weapon	5	1	R5	-	Experimental	Heavy (Automatic)
Assault Flamer	6	1	R2	-	Volatile, It Burns!	Walker (Assault)
Chainsaw	5	0	RF	AP1		Walker (Melee)
Polaris Cannon (Genling 88) **	10	1	R10	AP4		Walker (Lance)

## ITEMS

Item	Points	Rarity
Ammo	2	Common
AP Ammo	4	Rare
Energy Shield (3)	12	Unique
Frag Grenade	6	Common
Holo Sight	8	Rare
Smoke Grenade	3	Common



\* Weapon does not replace a default weapon

\*\* Weapon uses two hardpoints



## 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	F	Sv
1-2	4+	5+	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)



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

#### Campaign Ability Options:

Ranged, Melee, Command

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



- Tactician (1)



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

#### Weapon Options:

Leader, Small Arms, Light (Melee)



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

#### Campaign Ability Options:

Ranged, Melee, Command

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



- Tactician (1)



Pistol: R3



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.

#### Weapon Options:

Leader, Light (Melee), Heavy (Melee)

#### Campaign Ability Options:

Ranged, Melee, Command

**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
1-2	4+	5+	4+
• Tactician (2)			

	1
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	1
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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
1-2	5+	5+	4+
•			

	1
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	1
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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
1-2	4+	6+	4+
• Scout			

	0
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	1
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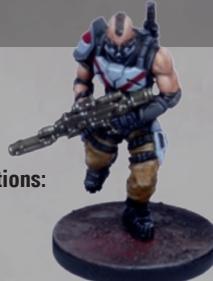
Tag Rifle: R6, Tag

**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
1-2	4+	6+	4+
•			

	1
--	---

	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

	<b>S</b>	<b>F</b>	<b>Sv</b>
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

	<b>S</b>	<b>F</b>	<b>Sv</b>
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

	<b>S</b>	<b>F</b>	<b>Sv</b>
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

	<b>S</b>	<b>F</b>	<b>Sv</b>
1-2	5+	6+	4+



- Medic

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

	<b>S</b>	<b>F</b>	<b>Sv</b>
1-2	5+	6+	4+



- Engineer

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**

	<b>S</b>	<b>F</b>	<b>Sv</b>
2-4	6+	-	6+

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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**

	<b>S</b>	<b>F</b>	<b>Sv</b>
1-5	4+	6+	4+

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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**

	<b>S</b>	<b>F</b>	<b>Sv</b>
1-2	4+	5+	4+

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**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



## VEER-MYN

Of the many races encountered by humanity during the expansion of the GCPS, the Veer-Myn are possibly the most repulsive and detested. Their appearance is undoubtedly a large part of this – favouring giant, humanoid rats walking on hind paws, they evoke a primal reaction of disgust in any human who beholds them.

Generally they are assumed to be mutants evolved from rats and nothing better than the Vermin from which their name is derived. Extensive study of them by Council scientists has thrown up more questions than answers, but a few things have been determined for sure, among them that the DNA of these creatures is quite unlike anything known on old Earth.

Usually living beneath the surface of occupied planets. It would appear that Veer-Myn are capable of learning from and copying the behaviours and technology of other races. Their weapons are generally less effective individually than those of others, but they are nonetheless

formidable enough. Much of their technology seems borrowed and heavily modified, and a great deal of it emits radioactive and other waste that would be quite toxic to humans. Whether they suffer similarly and just do not care or have some sort of natural immunity is unclear – certainly they seem unconcerned by the sort of toxins and poisons that would give humans pause. If they communicate, it is in ways that are unclear to others, and they certainly have never attempted to initiate any contact with other races. They are not generally aggressive, but will fight viciously if provoked.

Their presence in Deadzones is usually because they are the cause, the Council preferring to keep planets subject to a Veer-Myn infestation isolated. However occasionally they either happen to live beneath the surface of a planet which is declared CP for some other reason, or they are drawn to a Deadzone from elsewhere, though by what and for what purpose is, like so much about them, unknown.



## LEADERS

### Brood Mother



S	F	Sv
5+	5+	4+

- Tactician (2)



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

#### Weapon Options:

Leader, Small Arms, Light (All)

#### Campaign Ability Options:

Ranged, Melee, Command



38 pts / 4 VPs

Brood Mothers are rarely seen outside their lairs at the centre of the nest. In desperate times however, they will take to the field encouraging her progeny to ever greater heights of savagery.

**Bodyguard:** When the Brood Mother is the target of a Shooting attack, you may spend a Special result on your Command Dice to move a Crawler or Stalker one cube into the path of the attack, anywhere along the Line of Sight. Resolve the Shoot action as if it had targeted this model instead.

**Recon:** 4+

### Progenitor



S	F	Sv
5+	5+	4+

- Tactician (1)



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

#### Weapon Options:

Leader, Small Arms, Light (All)

#### Campaign Ability Options:

Melee, Command, Specialist



30 pts / 3 VPs

A Progenitor is similar to a Malignus in appearance, though far better equipped and armoured. Their exact position in Veer-Myn society is unknown, but they are vicious and capable warriors.

**Surge:** A Veer-myn model that was already marked as activated at the start of this Turn may make a Move action of up to 1 cube. This may trigger Fights as normal.

**Recon:** 3+



# TROOPS

VEER-MYN

## Crawler

	S 2-3	F 6+	Sv 5+
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Ray Gun: R4, Weight of Fire (1), Rapid Fire

**Weapon Options:**

Small Arms

**Campaign Ability Options:**

Ranged

**12 pts / 1 VPs**

Armed with a two handed chemical ray gun, Crawlers lay down a withering spray which melts through armour, flesh and bone with ease.

## Stalker

	S 2-3	F 7+	Sv 5+
--	----------	---------	----------

Ray Pistol: R2

**Weapon Options:**

Small Arms, Light (Melee)

**Campaign Ability Options:**

Melee

**10 pts / 1 VPs**

The backbone of a Veer Myn force, Stalkers are aptly named, slinking through the shadows to close with their foe with blade and pistol, preferably from behind.

## SPECIALISTS

### Malignus Chem Thrower

	S 2-3	F 5+	Sv 6+
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Chem Thrower: R1, AP1, Volatile, It Burns!

**Weapon Options:**

Small Arms, Light (All)

**Campaign Ability Options:**

Ranged, Specialist

**18 pts / 2 VPs**

The Malignus caste is widely assumed to be the minds behind Veer-Myn weapon design, and the Chem Thrower is one of their deadliest creations.

### Night Terror with Scythes

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

Scythes: RF, AP1, Frenzy (1)

**Weapon Options:**

Beast (Melee)

**Campaign Ability Options:**

None

**26 pts / 3 VPs**

Unhinged beasts barely controllable even by their own kind, Night Terrors are often fitted with a deadly arrangement of blades and set loose at the enemy, where they leave only broken and bloody bodies in their wake.

### Night Terror with Spitter

	S 2-3	F 5+	Sv 5+
--	----------	---------	----------

Heavy Chem Spitter: R5, AP3

**Weapon Options:**

Beast (Ranged)

**Campaign Ability Options:**

None

**26 pts / 3 VPs**

Occasionally, a Night Terror will be kept still long enough to install a Heavy ChemSpitter on its back. Those who operate these weapons are either the bravest or most stupid of their kind.

## Creeper

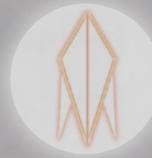
12 pts / 1 VPs

	S 2-3	F 6+	Sv 5+ 5+
	• Engineer		

Ray Pistol: R2,  
Det Packs (Mag Lock): R1, AP2;  
Det Packs (Prox Fuse): RF, AP2

**Weapon Options:**

Small Arms,  
Light (Melee, Explosive)

**Campaign Ability Options:**  
Ranged

Creepers act as battlefield techs, overseeing the various heavy weapons and vehicles of their kin. They also carry detonation packs, using them to deadly effect on enemy vehicles.

## Nightmare

23 pts / 2 VPs

	S 1-2	F 6+	Sv 4+ 4+
	• Vehicle		

**Weapon Options:**

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

**Campaign Ability Options:**  
Melee, Ranged

These elite infantry are larger than the majority of their kin, using that extra bulk to wield heavy combat drills and chem throwers to devastating effect.

## VEHICLES

### Rumbler Weapon Platform

16 pts / 2 VPs

	S 1-2	F 5+	Sv - 5+
	• Vehicle		

**Weapon Options:**

Hardpoints: 1 - Vehicle (All)

**Campaign Ability Options:**  
Ranged

It's possible that the Malignus designed the Rumbler after witnessing similar Forge Father weapons platforms. The end result is cumbersome and slow but serves its purpose.

### Tangle

25 pts / 3 VPs

	S 1-1	F 5+	Sv 6+ 5+
	• Psychic		
	• Vehicle		

Visions of Glory: R4, *Invigorate*  
Psychic Visions of Death: R5,  
*Stun, Psychic*

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

Tangles possess a rudimentary psychic power and their presence on a battlefield can whip up their brethren into an unstoppable fury.

## WEAPONS

Weapon	Points	VPs	Range	AP	Abilities	Type
<b>Ray Pistol*</b>	0	0	R2	-		Small Arms
<b>Ray Gun</b>	3	0	R4	-	<i>Weight of Fire (1), Rapid Fire</i>	Small Arms
<b>Chem Staff</b>	5	1	R1	AP1	<i>It Burns!</i>	Leader
<b>Spitter Rifle</b>	12	1	R6	AP1	<i>Sniper Scope, Heavy</i>	Leader
<b>Chem Thrower</b>	4	0	R1	AP1	<i>Volatile, It Burns!</i>	Light (Assault)
<b>Chem Spitter</b>	9	1	R6	AP2	<i>Rapid Fire</i>	Light (Automatic)
<b>Chemical Grenade Launcher</b>	12	1	R5	-	<i>Indirect (4)</i>	Light (Explosive)
<b>Det Pack (Mag Lock)</b>	4	0	RF	AP2		Light (Explosive)
<b>Det Pack (Prox Fuse)</b>	4	0	R1	AP2		Light (Explosive)
<b>Big Drill</b>	5	0	RF	AP1		Heavy (Melee)
<b>Two-Handed Drill**</b>	8	1	RF	AP3		Heavy (Melee)
<b>Pair of Drills**</b>	7	1	RF	AP1	<i>Frenzy (1)</i>	Heavy (Melee)
<b>Heavy Chem Thrower**</b>	9	1	R3	AP1	<i>Volatile, It Burns!, Heavy</i>	Heavy (Assault)
<b>Super Heavy Chem Thrower</b>	12	1	R3	AP2	<i>Volatile, It Burns!, Heavy</i>	Vehicle (Assault)
<b>Scythes</b>	7	1	RF	AP1	<i>Frenzy (1)</i>	Heavy Beast
<b>Super Heavy Chem Spitter</b>	12	1	R8	AP2	<i>Weight of Fire (1), Suppression, Heavy</i>	Vehicle (Automatic)
<b>Heavy Chem Spitter</b>	8	1	R5	AP3		Heavy (Beast)

## ITEMS

Item	Points	Rarity
<b>Ammo</b>	2	Common
<b>AP Ammo</b>	4	Rare
<b>Frag Grenade</b>	6	Common
<b>Smoke Grenade</b>	3	Common

\* Weapon does not replace a default weapon

\*\* Weapon uses two hardpoints



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 / 1 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+

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+

- Frenzy (1)

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+

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+

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



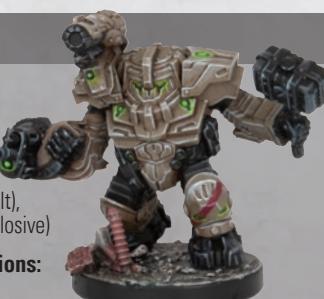
S	F	Sv
1-1		
4+	5+	4+

- Life Support

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

**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
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**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
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1
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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
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1
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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
1-2	4+	-

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
1-4	5+	5+

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
1-1	4+	5+

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

## ITEMS

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

\* Weapon does not replace a default weapon



Aloof, and in some ways utterly inscrutable to humans, the Asterians tend on the whole to have as little as possible to do with other races. Where the Forge Fathers tend to be insular with regards to their culture and customs, they mix well enough with others as dictated by their trade. The Asterians suffer no such engagement with the 'younger races' and are especially disdainful of humanity, whom they view as akin to children, scattering through the universe heedless of its order or the chaos that they leave behind them.

The Asterians venerate the pursuit of universal balance above all else, their very society based around this concept. Their disdain of warfare and violence has led to the development of technology which allows their finest warriors to fight on the battlefield without physical risk, piloting sophisticated remote drones from orbit known as Cyphers which are as nimble and

capable as a living being, with the added bonuses of far superior speed, strength and endurance. It was the Asterians who first warned humanity of the dangers posed by the Death Arc and tried to deter them from disturbing what lay there. That humanity ignored these warnings was disappointing, if unsurprising.

The Asterian people seldom find purpose to venture into GCPS territory, but they are often reported around Deadzones, though their purpose is unclear. Certainly it would seem that they are most often encountered where an outbreak of Plague or the discovery of one of the ancient alien artefacts which heralds its occurrence. Beyond that, none can say, for they appear from nowhere, as ghosts and disappear as quickly, with no explanation. Attempts to communicate with them are ignored, and attempts to stop them are futile.



## LEADERS

### Overseer



S	F	Sv
5+	5+	5+

- Tactician (2)



Energy Pulse: R1, Knockback  
Charge Glove: RF, Knockback  
Staff of Command: RF, AP2, Energy Shield (3)

**Weapon Options:**  
Leader, Small Arms, Light (Melee)

**Campaign Ability Options:**  
Ranged, Melee, Command



**30 pts / 3 VPs**

Highly skilled commanders who attend the combat zone personally to monitor the performance of the Cyphers and ensure they are directed to their best potential.

### Cypher Prime



S	F	Sv
-	4+	5+

- Tactician (1)
- Construct
- Vulnerable
- Toxic Smokescreen

Lightblade: RF, AP2, Energy Shield (4)

**Weapon Options:**  
Leader, Small Arms, Light (Melee)

**Campaign Ability Options:**  
Melee, Command, Specialist



**24 pts / 2 VPs**

The lead Cypher in a combat clade, always promoted by seniority and lethally efficient in their role.

**Overcharge:** Spend an Army Special result at the start of a model's activation. Target model's Noh Rifle gains Rapid Fire, Weight of Fire (2) until the end of its activation.

**Recon:** 5+



## TROOPS

ASTERIANS

### Cypher



S	F	Sv
1-2	3+	5+ 5+

- Construct
- Vulnerable
- Toxic Smokescreen

Noh Rifle: R5

**Weapon Options:**

Small Arms

**Campaign Ability Options:**

Ranged

**15 pts / 2 VPs**

An advanced combat chassis with a remote mind link to a pilot operator who is trained to be able to use the Cypher as their own body.

### Marionettes



S	F	Sv
5+	6+	5+

- Construct

Noh Rifle: R5

**Weapon Options:**

Small Arms, Light (Automatic, Assault, Melee)

**Campaign Ability Options:**

Ranged

**10 pts / 1 VPs**

More basic versions of the same technology powering Cyphers, these drone-like combat chassis sacrifice the precision and elegance of a Cypher for simplicity, allowing several to be controlled by one operator.

### Kalyshi



S	F	Sv
5+	3+	5+

Energy Bow: R4  
Glaive: RF, AP1, Frenzy(1)**Weapon Options:**

Kalyshi

**Campaign Ability Options:**

Melee

**15 pts / 2 VPs**

Wild, untamed cousins to the Asterians who thrive on raw sensation, they throw themselves into combat with a thrill quite distasteful to their more restrained kin.

## SPECIALISTS

ARMY LISTS

### Cypher Specialist



S	F	Sv
3+	5+	5+

- Construct
- Vulnerable
- Toxic Smokescreen

Noh Rifle: R5

**Weapon Options:**

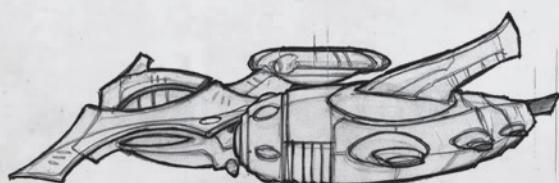
Light (Automatic, Explosive), Heavy (Lance)

**Campaign Ability Options:**

Ranged, Specialist

**15 pts / 2 VPs**

With an uprated chassis, this variant Cypher can pack plenty of extra punch with the variety of armament options it can support.



## Drone

12 pts / 2 VPs

1-2	S	F	Sv
5+	-	6+	
0	Construct		
2	Beast		

Hardpoints: 1

**Weapon Options:**  
Platform (All)

**Campaign Ability Options:**  
Specialist



Semi-autonomous anti-grav platforms designed to mount a variety of weapons and devices to support an Asterian assault.

## Black Talon

20 pts / 2 VPs

1-2	S	F	Sv
3+	5+	5+	
1	Construct		
1	Vulnerable		

Noh Rifle: R5,  
Energy Shield (2),  
Jump Pack

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

**Campaign Ability Options:**  
Ranged, Specialist



"Highly specialised" Cyphers designed for rapid aerial insertion and redeployment, piloted by the most highly skilled operators.

## Marionette Specialist

10 pts / 1 VPs

1-2	S	F	Sv
5+	6+	5+	
0	Construct		
1			

Noh Rifle: R5

**Weapon Options:**  
Small Arms,  
Light (Sniper, Assault, Explosive)

**Campaign Ability Options:**  
Ranged



A variant of the standard Marionette, hardwired with a few upgrades that allow for the fitting of more advanced weaponry options.

## VEHICLES

### Sky Razor

20 pts / 2 VPs

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

Twin Noh Rifles:  
R5, Weight of Fire (1)

**Weapon Options:**  
Bike (Automatic)

**Campaign Ability Options:**  
Ranged



An advanced jetbike with limited flight capabilities, used to provide mobile heavy support to a Cypher attack.

## WEAPONS

Weapon	Points	VPs	Range	AP	Abilities	Type
<b>Energy Bow</b>	1	0	R4	-		Kalyshi
<b>Glaive</b>	7	1	RF	AP1	<i>Frenzy (1)</i>	Kalyshi
<b>Charge Glove (Energy Pulse)</b>	1	0	R1	-	<i>Knockback</i>	Small Arms
<b>Charge Glove</b>	3	0	RF	-	<i>Knockback</i>	Small Arms
<b>Staff of Command</b>	6	1	RF	AP2		Overseer
<b>Lightblade</b>	6	1	RF	AP2		Light (Melee)
<b>Grenade Launcher</b>	8	1	R5	-	<i>Indirect (3)</i>	Light (Explosive)
<b>Phlogistor</b>	5	0	R2	AP1	<i>It Burns!</i>	Light (Assault)
<b>Sniper Rifle</b>	13	1	R8	AP1	<i>Heavy, Sniper Scope</i>	Light (Sniper)
<b>Force Rifle</b>	3	0	R5	-	<i>Blast</i>	Light (Explosive)
<b>Fission Beamer</b>	12	1	R10	AP5	<i>Heavy</i>	Platform (Lance), Heavy (Lance)
<b>Light Missile Launcher</b>	8	1	R7	AP2		Light (Explosive)
<b>Noh Rifle</b>	2	0	R5	-		Small Arms
<b>Noh Pistol</b>	0	0	R3	-		Small Arms
<b>Twin Noh Rifles</b>	3	0	R5	-	<i>Weight of Fire (1)</i>	Bike (Automatic)
<b>Plasma Vortex</b>	18	2	R4	AP1	<i>Frag (5)</i>	Platform (Explosive)
<b>Pulse Bombard</b>	18	2	R8	-	<i>Indirect (4)</i>	Platform (Artillery)
<b>Shield Generator</b>	12	1	-	-	<i>Shield Generator (4)</i>	Platform (Shield)

## ITEMS

Item	Points	Rarity
<b>Ammo</b>	2	Common
<b>AP Ammo</b>	4	Rare
<b>Energy Shield (2)</b>	5	Unique
<b>Energy Shield (3)</b>	7	Unique
<b>Energy Shield (4)</b>	9	Unique
<b>Frag Grenade</b>	6	Common
<b>Holo Sight</b>	8	Rare
<b>Smoke Grenade</b>	3	Common
<b>Medi-Pack</b>	5	Common
<b>Stun Grenade</b>	4	Rare





Since their earliest encounters with Orcs, humans have consistently underestimated their kind. Brutish and bestial in appearance, with tough hide, sloping brows and oversized teeth, it is tempting to dismiss them as simple barbarian savages. In actual fact, Orcs are possessed of a cunning intelligence, able to learn new skills quickly and adapt their tactics dependent on the foe they faced. The first Corporate encounter with them on one of their many homeworlds ended in massacre. Ever pragmatic, the Council elected to make use of these creatures for its own ends, offering them the opportunity to work for the GCPS as mercenaries. The Orcs, for their part, were happy enough to fight anyone at all if there was a reward in it for them, and thus the Marauders came to be.

Since the cataclysmic event known as the Mandrake Rebellion, Marauders have been replaced in the employ of the Council by the

Enforcers. The Mandrake wars caused the Marauders to scatter to distant corners of the galaxy, gathering in small bands to operate as mercenary rogues, a tradition they continue to this day.

Whether the Marauders encountered in the present day are the same ones who fought for the Council in days gone by, or their descendants, or simply Orcs trained as mercenaries, nobody knows for sure.

As ever, they are happy to fight for everyone, from aliens to less ethical corporations and occasionally just themselves. Some of them will be in a Deadzone for the loot, some on commission from a Corp looking to steal a march on its rivals, and some just for the heck of it.

Whatever their reasoning, underestimating them is generally the first and last mistake that any enemy is given the opportunity to make.



## LEADERS

### Commando Captain

22 pts / 2 VPs

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

- Tactician (2)



Pistol: R3

**Weapon Options:**  
Leader, Small Arms

**Campaign Ability Options:**  
Ranged, Command, Specialist



Often dressed in ostentatious garb that crudely mimics human officers, Captains are formidable tacticians as well as highly skilled warriors.

**Tactical Genius:** Spend an Army Special result during a model's activation. The active model may immediately use and discard one of your opponent's Move, Shoot, or Fight Command Dice results. This result may only be played once per activation, and the active model may not also use a Move, Shoot, or Fight Command Dice result from the owning player's Command Dice pool.

**Recon:** 3+

### Command Sergeant

18 pts / 1 VPs

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

- Tactician (1)



Pistol: R3

**Weapon Options:**  
Leader, Small Arms, Light (Melee)

**Campaign Ability Options:**  
Ranged, Melee, Command



Leading individual squads of commandos, sergeants are experienced Marauders almost always promoted up the ranks via experience.

**By The Numbers:** You may spend an Army Special result on your Command Dice to re-roll any normal test made by a model with Commando in their type name.

**Recon:** 4+

### Marauder Warlord

26 pts / 1 VPs

	S	F	Sv
1-2	5+	3+	4+

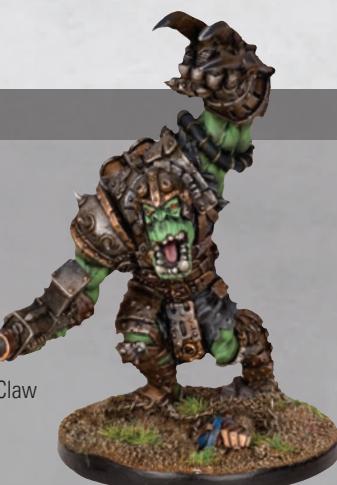
- Tactician (1)
- Tough



Heavy Pistol: R4, Weight of Fire (1), Claw

**Weapon Options:**  
Leader, Small Arms, Light (Melee)

**Campaign Ability Options:**  
Ranged, Melee, Command



Gathering a host of Captains and their crews around him, a Marauder Warlord is a force to be reckoned with, the equal of any human General.

**Green Rage:** Spend an Army Special result to give Frenzy (4) to a model for the rest of the Round. You may spend this dice before taking any Fight test. If the model already has Frenzy, then the higher of the two values is used.

**Recon:** 5+

## TROOPS

MARAUDERS

### Commando



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

Rifle: R6, Rapid Fire

**Weapon Options:**  
Small Arms, Light (Melee)**Campaign Ability Options:**  
Melee**12 pts / 1 VPs**

Headstrong and utterly fearless, Commandos are first to the fight, paving the way for the deployment of specialists.

### Mawbeast



S	F	Sv
2-3	-	4+ 5+

• Beast

Chainmaw: RF, AP1

**Weapon Options:**  
Light (Beast)**Campaign Ability Options:**  
None**12 pts / 1 VPs**

Savage creatures that are more teeth than anything else, semi-domesticated by the Orcs, purely with an eye to their combat usefulness.

## SPECIALISTS

ARMY LISTS

### Commando Specialist



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

Rifle: R6, Rapid Fire

**Weapon Options:**  
Small Arms,  
Light (Automatic, Assault)**Campaign Ability Options:**  
Ranged**12 pts / 1 VPs**

Providing heavy backup to the Marauder crews, the specialists keep the enemies heads down while their comrades advance.

### Goblin Sniper



S	F	Sv
1-2	5+	7+ 6+

Heavy Rifle:  
R8, AP1, Heavy,  
Sniper Scope**Weapon Options:**  
Small Arms, Light (Sniper)**Campaign Ability Options:**  
Ranged**14 pts / 2 VPs**

With their tiny frames and nimble fingers, Goblins make ideal snipers, able to squeeze into the smallest spots and disappear with ease.

### Hulk



S	F	Sv
4+	6+	4+

• Tough

HEW Cannon:  
R12, AP5, Heavy,  
Weight of Fire (1)**Weapon Options:**  
Heavy (All), Hulk**Campaign Ability Options:**  
Ranged, Melee**28 pts / 3 VPs**

Big and brutish even by Orc standards, Hulks stalk forwards wielding massive guns to brutal effect.

## Ripper Mauler



S	F	Sv
-	4+	4+

- Tactician (1)
- Solid



Buzzsaw:  
RF, AP1, Frenzy (1)  
Ram: RF, Knockback

**Weapon Options:**  
Heavy (Melee)

**Campaign Ability Options:**  
Melee, Command

**22 pts / 2 VPs**

Brutal and straightforward, a Ripper suit is a mechanical suit of armour which lends the operator increased bulk and strength. The Mauler Pattern mounts vicious close assault weapons to eviscerate and batter the foe.

## Ripper Rainmaker



S	F	Sv
5+	6+	4+

- Solid



Rotary Cannon: R5, Weight of Fire (1)  
HEW Beamer: R7, AP3  
Frag Launchers: R3, Frag (3)  
Rocket Salvo: R8, Indirect (3)

**Weapon Options:**  
Heavy (Explosive, Lance, Automatic)

**Campaign Ability Options:**  
Ranged, Specialist

**22 pts / 2 VPs**

Mounting the sort of firepower usually seen on a support platform or armoured support vehicle, one Rainmaker suit can best a whole army in the right hands.

## Mawbeast Bomber



S	F	Sv
-	4+	5+

- Beast
- BOOM! (4)



Chainmaw, RF, AP1

**Weapon Options:**  
Light (Beast)

**Campaign Ability Options:**  
None

**14 pts / 1 VPs**

Orcs aren't all that sentimental about their pets, as the Mawbeast Bomber demonstrates – take one Mawbeast, add bomb, and let it loose to blow itself (and the enemy) to pieces.

## Sky Scraper



S	F	Sv
5+	5+	4+

- 0
- 1

Rifle: R6, Rapid Fire;  
Jump Pack

**Weapon Options:**  
Small Arms,  
Light (Automatic, Melee)

**Campaign Ability Options:**  
Ranged, Melee

**17 pts / 2 VPs**

Equipped with effective (if slightly erratic) jumppacks, Sky Scrapers leap forward to surprise and overwhelm the enemy, before boosting away to let their comrades mop up.

## VEHICLES

### Guntrack



S	F	Sv
5+	-	6+

- Vehicle



**Weapon Options:**  
Hardpoints:  
1 - Vehicle (Heavy)

**Campaign Ability Options:**  
Ranged

**13 pts / 2 VPs**

Piloted by a pair of Goblins, the Guntrack is as simple as the name suggests, and highly effective.

**Stuntbot****26 pts / 4 VPs**

	<b>S</b>	<b>F</b>	<b>Sv</b>
5+	6+	5+	
• Vehicle			

**Weapon Options:**  
Hardpoints:  
3 - Walker (All)

**Campaign Ability Options:**  
Ranged



Human designed walkers are too small for even the youngest Orc, but goblins fit in them just fine. Unsurprisingly, competition amongst prospective bot pilots is quite fierce.

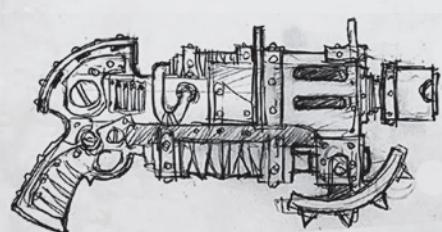
**WEAPONS**

Weapon	Points	VPs	Range	AP	Abilities	Type
Pistol*	0	0	R3	-		Small Arms
Heavy Pistol	3	0	R4	-	Weight of Fire (1)	Small Arms
Claw	5	0	RF	AP1		Light (Melee)
Ripper Talon	8	0	RF	AP2		Light (Melee)
Thermal Cannon	3	0	R4	AP1		Walker (Assault)
Auxiliary Flamer	4	0	R2	-	One Use, It Burns!	Walker (Assault)
Chainmaw	5	0	RF	AP1		Light (Beast)
Rifle	2	0	R6	-	Rapid Fire	Small Arms
Flamer	4	0	R2	-	Volatile, It Burns!	Light (Assault)
HMG	4	0	R6	-	Weight of Fire (1), Suppression	Light (Automatic)
Buzzsaw	7	1	RF	AP1	Frenzy (1)	Walker (Melee), Heavy (Melee)
Ram	3	0	RF	-	Knockback	Heavy (Melee)
Rotary Cannon	3	0	R5	-	Weight of Fire (1), Rapid Fire	Heavy (Automatic)
HEW Beamer	8	1	R7	AP3		Heavy (Lance)
Frag Launchers	6	1	R3	-	Frag (3)	Heavy (Explosive)
Rocket Salvo	10	1	R8	-	Indirect (3)	Heavy (Explosive)
HEW Cannon	10	2	R12	AP5	Heavy, Weight of Fire (1)	Vehicle (Lance, Hulk)
Heavy Mortar	12	2	R10	-	Indirect (4), Heavy	Vehicle (Artillery)
Heavy Rifle	13	1	R8	AP1	Heavy, Sniper Scope	Light (Sniper)

**ITEMS**

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

\* Weapon does not replace a default weapon





## REBS

Not everyone is happy to toe the corporate line and buy into the Council's endless propaganda HD Vids, though to describe the Rebellion as an organisation would be to somewhat exaggerate the matter. More of a movement, the Rebellion is the figurehead that people of all species turn to when their disillusionment at the Council's rule becomes too much.

Some join from an innate sense of justice, others because their homes or even their people have been destroyed by war or expansionism and corporate greed, still others just to have an excuse to fight. Regardless, the Rebellion counts many species in its ranks, from standard humans to Yndij hunters, Teraton warriors and Grogan mercenaries.

The huge territory of the GCPS, and the power wielded by the Council mean that the Rebellion operates in distinct cells, each of which has its own culture, rules of engagement and even objectives. Some are mostly human gangs run

by xenophobic ex-corporation men, others are motley crews of various species flung together. Some try and work towards a common goal with other groups, while others strike out on their own.

The common factor is that they will take any opportunity to spit in the eye of the Council and the Corporations, whatever their personal reasons, and a Deadzone represents the opportunity to do just that, with the added bonus of offering the chance to loot some supplies, liberate some technology, or save some local lives, depending on the priorities of the particular group. Their weapons and equipment tend to be as varied as their composition, which is not to say that they are ineffective.

Only those who excel at guerrilla tactics and hit and run warfare tend to last any length of time as Rebs, and only the very best of those will be at the level to obtain the necessary intelligence and transport to access a Deadzone..



## LEADERS

### Rebel Commander

28 pts / 3 VPs



S	F	Sv
3+	5+	5+



- Tactician (2)



Long Rifle: R8

**Weapon Options:**

Leader, Small Arms,  
Light (Sniper, Melee, Automatic)

**Campaign Ability Options:**

Ranged, Command, Melee



Often Rebel Commanders are disillusioned Corporation Officers or, also, "ex-law" enforcement. Whatever their background, to rise to their rank is an achievement in itself.

**Always Short:** You can spend an Army Special result on your Command Dice to place a new random item, face down, in an unoccupied cube that is adjacent to the active model. This does not count as an action.

**Recon:** 4+

### Yndij Infiltrator Commander

20 pts / 2 VPs



S	F	Sv
5+	4+	5+



- Tactician (1)
- Agile
- Scout



Rifle: R6, Rapid Fire

**Weapon Options:**

Leader, Small Arms,  
Light (Sniper, Melee, Automatic)

**Campaign Ability Options:**

Melee, Specialis, Command



Yndij are excellent natural scouts and saboteurs, but they only take orders from their own kind.

**Hide in Shadows:** Spend an Army Special result at the end of a model's activation. The active model slinks into hiding. For the rest of the Round, this model cannot be targeted by Shoot actions, and cannot have Line of Sight drawn to it. The model is still affected by abilities that target every model in the cube (such as *Frag*, *Indirect*, *It Burns* or *Blast*) and can still be the target of Fight actions.

**Recon:** 5+



## TROOPS

REBS

ARMY LISTS

### Rebel Trooper

	S 1-2	F 5+	Sv 6+

Rifle: R6, *Rapid Fire*

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

**Campaign Ability Options:**  
Ranged



7 pts / 1 VPs

The Rebellion would be nothing without the ordinary brave men and women who fill its ranks, making up for a lack of equipment and training with sheer dedication.

### Rebel Yndij

	S 1-2	F 5+	Sv 6+

Rifle: R6, *Rapid Fire*

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

**Campaign Ability Options:**  
Melee



12 pts / 1 VPs

Using hunting and tracking skills passed on through endless generations, these warriors make excellent scouts.

### Sphyr Loader

	S 1-2	F 5+	Sv 6+

Pistol: R3

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

**Campaign Ability Options:**  
Ranged



8 pts / 1 VPs

Sphyrmake excellent Loaders, being methodical and unimaginative. They also like helping big shells and rockets get lobbed at the kinds of people responsible for destroying their homeworld.

## SPECIALISTS

### Rebel Sorak

	S 1-2	F 5+	Sv 5+

Blaster: R4, *Blast*

**Weapon Options:**  
Small Arms,  
Light (Melee, Automatic)

**Campaign Ability Options:**  
Ranged, Specialist



10 pts / 1 VPs

Peculiar creatures with gangly limbs and prehensile tails used to balance and climb. Soraks are excellent ambushers.

### Rebel Specialist

	S 1-2	F 5+	Sv 6+

Rifle: R6, *Rapid Fire*

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

**Campaign Ability Options:**  
Ranged, Specialist



7 pts / 1 VPs

Operating whatever heavy weapons their cell can get hold of, with extreme prejudice.

## Kraaw Warrior

10 pts / 1 VPs

	<b>S</b>	<b>F</b>	<b>Sv</b>
1-2	6+	4+	6+

• Glide  
 • Scout

Wrist Blaster: R3, Blast

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

**Campaign Ability Options:**  
Melee



Winged aliens who make up for their somewhat delicate build and diminutive stature with speed, skill and nimbleness.

## Zee Scavenger

6 pts / 0 VPs

	<b>S</b>	<b>F</b>	<b>Sv</b>
1-2	7+	7+	6+

• Scavenger

Pistol: R3

**Weapon Options:**  
Small Arms

**Campaign Ability Options:**  
Specialist



Tiny genetically engineered monkeys with a natural kleptomania: if it's not screwed down, they'll take it. If it is, they'll take the screws too.

## Survey Drone

7 pts / 0 VPs

	<b>S</b>	<b>F</b>	<b>Sv</b>
2-3	-	-	4+

• Construct  
 • Agile

**Weapon Options:**  
None

**Campaign Ability Options:**  
None



The Rebs can't afford to commit their forces blindly. Survey Drones ensure that they don't have to.

## Judwan Medic

12 pts / 1 VPs

	<b>S</b>	<b>F</b>	<b>Sv</b>
1-2	-	-	6+

• Medic  
 • Non-combatant

Energy Shield (3)

**Weapon Options:**  
None

**Campaign Ability Options:**  
Specialist, Command



Their philosophy and culture precludes the use of violence, but some Judwan still feel the need to help the cause any way they can.

## Rebel Grogan

12 pts / 1 VPs

	<b>S</b>	<b>F</b>	<b>Sv</b>
1-2	5+	5+	4+

• Ranged, Melee

Rifle: R6

**Weapon Options:**  
Small Arms, Heavy (All)

**Campaign Ability Options:**  
Ranged, Melee



Heavy set creatures with thick skin and overdeveloped muscles, Grogans often tote heavy rotary cannons to soften up the foe.

**Rebel Teraton**

<b>S</b>	<b>F</b>	<b>Sv</b>
1-2	6+	4+ 5+

- Teleport
- Tough



Ceremonial Blades: RF, AP1  
Grenade Launcher:  
One-use, R3, *Frag (3)*  
Hand Flamer: One-use, R2, *It Burns!*

**Weapon Options:**

Small Arms, Light (Melee, Assault)

**Campaign Ability Options:**

Melee, Command


**30 pts / 3 VPs**

Though generally peaceable enough, some Teratons feel the need to take direct action for the crimes of the GCPS against their people. And with their size and strength, that action tends to hurt.

**Sphyr Lancer**

<b>S</b>	<b>F</b>	<b>Sv</b>
1-2	4+	6+ 5+



Mata Magma Lance: R5, AP2

**Weapon Options:**

Small Arms, Light (Assault, Automatic)

**Campaign Ability Options:**

Ranged


**18 pts / 2 VPs**

Sphyr Warriors carrying traditional Mata Magma Lances – weapons designed by Forge Fathers and as devastating to land-based creatures as they are in the Sphyr's traditional environment.

**Rin Nomad**

<b>S</b>	<b>F</b>	<b>Sv</b>
1-2	4+	5+ 5+



Twin Pistols:  
R3, *Weight of Fire (1)*  
Twin Knives: RF, *Frenzy (1)*

**Weapon Options:**

Small Arms, Light (Sniper, Automatic, Melee)

**Campaign Ability Options:**

Ranged, Melee


**17 pts / 2 VPs**

A long-ranged desert trooper specializing in hit-and-run tactics and guerilla warfare.

**Rebel Sniper**

<b>S</b>	<b>F</b>	<b>Sv</b>
1-2	4+	6+ 6+



Sniper Rifle:  
R8, Sniper Scope

**Weapon Options:**

Small Arms, Light (Sniper)

**Campaign Ability Options:**

Ranged, Specialist


**16 pts / 2 VPs**

Equipped with basic but functional rifles compared to their Corporate counterparts, these snipers still get the job done.

**VEHICLES****Rebel Strider**

<b>S</b>	<b>F</b>	<b>Sv</b>
1-2	5+	5+ 4+

- Vehicle

**Weapon Options:**

Hardpoints:  
2 - Walker (All)

**Campaign Ability Options:**

Melee


**30 pts / 3 VPs**

Occasionally the Rebs will get lucky and loot a Strider – though rare, they are extremely useful.

## WEAPONS

Weapon	Points	VPs	Range	AP	Abilities	Type
Pistol*	0	0	R3	-		Small Arms
Rifle	2	0	R6	-	Rapid Fire	Small Arms
Long Rifle	3	0	R8	-		Small Arms
Assault Flamer	6	1	R2	-	Volatile, It Burns!	Walker (Assault)
Chainsaw	5	1	RF	AP1		Walker (Melee)
Sniper Rifle	16	0	R8	-	Sniper Scope	Light (Sniper)
Polaris Cannon (Genling 88) **	10	1	R10	AP4		Walker (Lance)
Onslaught Cannon	3	1	R5	-	Weight of Fire (1), Suppression	Heavy (Automatic)
Desolator	8	0	R8	AP2		Heavy (Lance)
Missile Launcher	8	1	R10	AP4	Heavy, Slow Reload	Light (Explosive)
Ceremonial Blades	5	1	RF	AP1		Light (Melee)
Grenade Launcher	3	0	R3	-	One Use, Frag (3)	Light (Explosive)
Hand Flamer	4	0	R2	-	One Use, It Burns!	Light (Assault)
Wrist Blaster	2	0	R3	-	Blast	Light (Assault)
Blaster	3	0	R4	-	Blast	Light (Automatic)
Combat Blades	5	0	RF	-	Frenzy (1)	Light (Melee)

## ITEMS

Item	Points	Rarity
Ammo	2	Common
AP Ammo	4	Rare
Holo Sight	8	Rare
Frag Grenade	6	Common
Medi-Pack	5	Common
Smoke Grenade	3	Common
Energy Shield (3)	12	Unique
Stun Grenade	4	Rare

\* Weapon does not replace a default weapon

\*\* Weapon uses two hardpoints



The unique and varied opportunities afforded by the chaotic circumstances surrounding the classification of a Deadzone are as numerous as those who seek them out. Indeed, it is not only the powerful, well known factions with organised armies that take up arms when a Containment Protocol is enacted - some of the most notable individuals in the Global Co-Prosperity sphere also choose this moment to don their gear and head into the Deadzone.

Whether following orders handed down by wealthy employers, or following their own undisclosed agenda, Mercenaries invariably bolster the ranks of the major military players at any given time. Motivated to take part in the hostilities by the desire for private gain, the arrangement is, like so many things in the GCPS, strictly business. Commerce is king and

sentiment comes second. Many try their hand at the Mercenary lifestyle, drawn perhaps by the freedom of working for whomever you please, perhaps by the glamour and the riches the occupation can bring. Most are dead within days. The exceptional few who manage to survive, who make a name for themselves in a galaxy where their lives are less precious than a handful of credits, are required to possess a set of attributes which all but defy definition.

Coming from all walks of life, all races, shapes and sizes, Mercs do at least have one uniting characteristic – a finely honed skill, some expertise so well proven and sharply attuned that their reputations precede them. In the world of Mercenaries, you are either in demand, or dead. There is no middle ground.



## Sergeant Howlett

27 pts / 3 VPs

	<b>S</b>	<b>F</b>	<b>Sv</b>
	5+	4+	3+

Claws RF, AP2;  
Pistol R3;  
Jump Pack

**Weapon Options:**  
None

**Campaign Ability Options:**  
None



Having exceeded all known standards of Enforcer recruitment, his rise to an inspirational legend of assault combat was as rapid as the movement of his blades.

**Works for:** Enforcers

## Aqissiaq

16 pts / 2 VPs

	<b>S</b>	<b>F</b>	<b>Sv</b>
	-	3+	5+

Nuka: RF, AP2, Knockback

**Weapon Options:**  
None

**Campaign Ability Options:**  
None



Raised by a fierce matriarch of the old warrior clans, now she stands alone, fighting to uphold the honour of the Sphyr.

**Works for:** Plague

## Eddak P'Mera

30 pts / 3 VPs

	<b>S</b>	<b>F</b>	<b>Sv</b>
	4+	5+	5+

Crossbow: R6, AP1

**Weapon Options:**  
None

**Campaign Ability Options:**  
None



With a natural air of authority, "he who stalks the ghosts" is a much respected and senior huntsman among the Yndij.

**Works for:** Rebs

## Chief Radgrad

40 pts / 5 VPs

	<b>S</b>	<b>F</b>	<b>Sv</b>
	5+	4+	4+

Decapitator: RF, AP3;  
Twin Blasters: R4, AP2,  
*Weight of Fire* (1)

**Weapon Options:**  
None

**Campaign Ability Options:**  
None



With his large, impressive frame augmented by a fearsome ripper suit, it is the combination of tactical cunning and sheer brute force that sets this Orc apart.

**Works for:** Any

## Boomer, Grenadier

18 pts / 2 VPs

	<b>S</b>	<b>F</b>	<b>Sv</b>
	4+	6+	6+

Pistol: R3; Frag Grenades:  
R3, *Frag* (3), *Grenade*; Smoke  
Grenades: R3, *Grenade*; Stun  
Grenades: R3, *Grenade*

**Weapon Options:**  
None

**Campaign Ability Options:**  
None



Bad-tempered, foul mouthed and odorous, he is spared a lonely life by his skill and encyclopaedic knowledge of explosives.

**Works for:** Any

# MERCs

MERCs

## The Helfather

	<b>S</b>	<b>F</b>	<b>Sv</b>
	5+	6+	5+

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Xerxes Cannon:  
R6, AP3, Heavy, *It Burns!*

**Weapon Options:**  
None

**Campaign Ability Options:**  
None



**22 pts / 2 VPs**

*His customised Aesir armour and signature Xerxes cannon allow him to operate effectively in the field without an entourage.*

**Works for:** Any

## Freya

	<b>S</b>	<b>F</b>	<b>Sv</b>
	5+	5+	4+

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Hailstorm Pistol:  
R4, *Weight of Fire* (1)

**Weapon Options:**  
None

**Campaign Ability Options:**  
None



**16 pts / 1 VPs**

*Regarded as a technical marvel in GCPS territory, Freya is in demand for her mix of mechanical ability and frontline experience.*

**Works for:** Any

## Nastanza

	<b>S</b>	<b>F</b>	<b>Sv</b>
	3+	6+	5+

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Sniper Rifle: R14, AP1, Sniper Scope; *Energy Field* (1)

**Weapon Options:**  
None

**Campaign Ability Options:**  
None



**25 pts / 2 VPs**

*Her race unknown, she is a silent reaper for hire, stalking the galaxy in impossibly advanced camouflage, ready to deliver a precision shot.*

**Works for:** Any

## Wrath

	<b>S</b>	<b>F</b>	<b>Sv</b>
	3+	3+	3+

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Fusion Gauntlet: R4, *Frag* (3), *One Use*; Praetorian Pistol: R4, AP1, *It Burns!*; Blade of the Seven: RF, AP1

**Weapon Options:**  
None

**Campaign Ability Options:**  
None



**32 pts / 3 VPs**

*The result of an assassin-creation program, he now seeks revenge for what they did to him.*

**Works for:** Any, except Enforcers

# MERCs

## Chovar Psychic



S	F	Sv
5+	-	6+

- *Psychic*
- *Energy Shield (2)*

Mind Storm: R4, *Blast, Psychic; Blank: R4, Stun, Psychic; Passion: R4, Invigorate, Psychic*

**Weapon Options:**  
None

**Campaign Ability Options:**  
None



**20 pts / 2 VPs**

*Existing in a shared consciousness, their intense telepathy can give Strike Teams a tactical advantage, or shatter the minds of the enemy.*

**Works for:** Any

## The Survivor



S	F	Sv
5+	5+	3+

- *Tough*
- *Weight of Fire (1)*
- *Frenzy (1)*

Sawn-Off: R2, *Knockback, Pistol: R3*

**Weapon Options:**  
None

**Campaign Ability Options:**  
None



**22 pts / 2 VPs**

*Having never been seen outside of a fully enclosed Hazardous Environment suit, he is a strangely silent, single-minded enigma.*

**Works for:** Any

## Project Oberon



S	F	Sv
4+	4+	4+

- *Scout*
- *Weight of Fire (1)*

Needler: R4, AP1  
Toxic Shards: RF, AP1, *Toxic, Energy Field (1)*

**Weapon Options:**  
None

**Campaign Ability Options:**  
None



**28 pts / 3 VPs**

*Shrouded in mystery, he takes a more subtle approach to 'fixing' the problems of his employer. He has assassinated hundreds of targets without trace.*

**Works for:** Any

## Blaine



S	F	Sv
6+	3+	4+

- *Tough*
- *Scout*
- *Frenzy (1)*

Raskan Punch-Blade: RF, AP2  
Pistol: R3

**Weapon Options:**  
None

**Campaign Ability Options:**  
None



**30 pts / 3 VPs**

*Blaine uses his extraordinary skills of stealth and evasion to execute a close kill – then slip away, invariably leaving a bloody wake behind him.*

**Works for:** Any

**Blaine on Jetbike****34 pts / 4 VPs**

S	F	Sv
1-5		
5+	3+	4+

- Tough
- Frenzy (1)
- Vehicle

Wicked Blades: RF, AP2  
Pistol: R3

**Weapon Options:**

None

**Campaign Ability Options:**

None



For rapid, under the radar transportation to and from his clandestine engagements, Blaine chooses the swooping speed of the XG-65.

**Works for:** Any**Teraton Shock Trooper****20 pts / 2 VPs**

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

- Teleport

ARC Launcher: R4, AP1  
Mace: RF, Frenzy (1)

**Weapon Options:**

None

**Campaign Ability Options:**

None



Never afraid to draw enemy fire, Teratons know they are built much tougher than many of other races and use this to their advantage.

**Works for:** Any, except Plague and Veer-Myn**Ogre Terminator****28 pts / 3 VPs**

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

- Solid

Mini-Gun: R5, Suppression, Weight of Fire (1)  
Shank Bayonet: RF, AP1

**Weapon Options:**

None

**Campaign Ability Options:**

None



A terrifying creature of fortune, hired for his no-frills approach and of course that devastating mini-gun.

**Works for:** Any, except Plague**Hund Rebel Bounty Hunter****27 pts / 3 VPs**

S	F	Sv
1-2		
3+	5+	3+

- Fire Control

Twin Pistols: R3, Weight of Fire (1); Sniper Rifle: R8, Sniper Scope

**Weapon Options:**

None

**Campaign Ability Options:**

None



A Bounty Hunter who keeps a surprisingly low profile. More than money, he's in it for the hunt.

**Works for:** Any, except Plague







## CAMPAIGNS

Campaigns allow players to link individual games of Deadzone into a larger narrative that chronicles the adventures of their character's lives and trials. Campaigns are a lot of work, and the ups and downs of army development can be challenging at times, but an exciting campaign can be very rewarding and will likely feature in your gaming group's conversations for years to come!

Deadzones are dangerous places, but also filled with opportunities. The civilian population may be slaughtered, but often critical infrastructure, supplies and valuable items or intel remain intact. Your forces have their own reasons for being there, whether it is containing the threat, retrieval of assets or achieving some other goal. As your Strike Team pursues their primary objective they will encounter many useful abandoned assets to make use of or retrieve.

Combatants in a Deadzone become adept at salvaging, repairing, or building gear from scratch, using hacked commercial-grade fabricators, re-purposed police or survivalist equipment, or the occasional lucky find of abandoned military supplies. Finding intel about the local terrain and enemy movements is critical to survival. While resupply and intelligence from High Command is possible, it cannot always be relied upon as supply lines are cut and communications are disrupted, either by the GCPS cordon itself or enemy sabotage and hacking. A Strike Team that doesn't make use of every resource available to it will soon find itself becoming another part of the shattered remains of the Deadzone.

### Campaign Terms

As well as the normal Deadzone rules, campaigns need to more closely define a few terms and add a couple of extra ones:

#### Army

This is your overall force of models. Think of this as your base camp where all the resources you have are collected. You will not have everything available at once, and this more accurately reflects the difficulties in maintaining logistics and supply lines in the chaos of a Deadzone. However, you will be able to tailor what resources you do have – at least to an extent.

#### Stores

This is the collection of items that you purchase using RP, find on the battlefield, or stumble

across during the Exploration phase (See page 105). These are the only items you can choose to take with you when you assemble a Strike Team for a mission.

#### Strike Team

This is a selection of models and items, taken from your Army and Stores. Unlike a normal game, you must draw the models and items from your Army and Stores rather than simply taking anything you like. This makes campaign Strike Teams different to those built for one-off games.

#### Resource Points

Resource Points, or RP, are the currency of Deadzone campaigns. These points represent resources collected, information decrypted, and reputation (or infamy) earned among the groups fighting in the Deadzone. They are earned through winning games or exploring the Deadzone between games, and are spent on new items, models and other supplies.

On your roster sheet, you will have two spaces for RP: Total, and unspent. Total RP is a record of all RP earned throughout the campaign, and only ever increases; this may be used by some campaign organisers to track progress, or simply for bragging rights. Unspent RP rises and falls as RP are earned and spent.

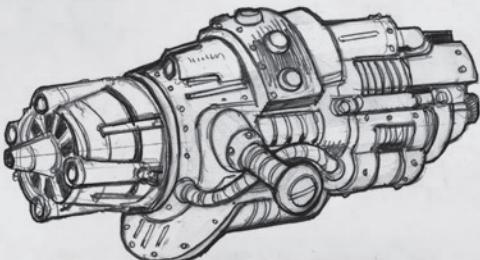
#### Roster Sheet

This is a record of all the models and items that are part of your Army and Stores. Individual models have their stats listed here along with any injuries or experience. You will also be able to record Campaign Points or other information relevant to your campaign. Some players even keep a record of models they've lost on the back of the sheet, to remember their service, but this is not required.



## Starting a Campaign

Before beginning your campaign, your group will need to make a few decisions around the kind of campaign they want to play. Campaigns can be as complex or as simple as the players prefer, with some groups making elaborate territory maps for armies to fight over, or a branching narrative decision-tree with an over-arching plot that evolves as players win or lose games. Some players may find themselves motivated to write short fiction or photographed battle reports based on their exploits, and share them in an online forum or wiki – while others are content to simply swap stories over post-game drinks of the heroic exploits and humiliating misfortunes experienced on the table-top.



For your first few attempts at campaign play, it's recommended to keep things simple. Playing a campaign through to completion not only feels great, but acts as a great recruitment tool when seeking more players for the next one; and of course there is no reason why, at the end of the campaign, a group of players can't decide to extend the campaign for just a few games more.

### Organisation

One player in the campaign should act as the campaign organiser. This person will be responsible for reminding players to schedule games, keep their rosters updated, keep track of wins and losses, and act as a mediator and arbitrator for rules disputes. This may sound like a lot of work, and it can be, but it can ultimately be a rewarding experience.

The players should also agree on how long they want the campaign to go on for. Short campaigns with fixed end points are a good way to build experience in running them. For your first campaign it's recommended that each player play 4-8 games each.

Once everyone has played the agreed upon number of games, tally up each player's wins and losses as follows:

Win – 3 Campaign Points

Lose – 1 Campaign Point

This winner of the campaign will be the player with the most Campaign Points at the end.

Alternatively, the campaign organiser might choose another metric for success, such as tracking the total amount of RP earned across the entire campaign, or having the top two placeholders fight a final, no-holds-barred, winner-takes-all game in a climactic fight to the death.

Future Deadzone supplements may include more complicated or involved campaign outlines with special objectives or faction-specific goals to represent the many and varied Deadzones found throughout the galaxy.

### Different Dice Types

*This campaign section requires players to make a number of different types of dice rolls. Specifically, rolling a d4 and a d88.*

*Similar to how a d8 is a dice with 8 sides, a d4 is a dice with only 4 sides. While such dice do exist, it is possible to emulate the d4 using a d8. Simply roll the d8, and divide the result by 2, rounding up. For example, a roll of "5" would be divided in half (2.5) and rounded up, resulting in a 3.*

*To roll a d88, you simply roll 2 d8s in succession. The first die rolled represents the ten's place, while the second die rolled represents the units. For example, rolling a "4" followed by a "6" would yield the result "46."*

*When you need to roll dice, the rules will tell you how many, what size they are, and what modifiers to add, if any. For example, 2d8+1 means you roll 2 eight-sided dice and add 1 to the total.*

## Building your army

Once you have a group of players excited for the upcoming campaign, you will need some armies. Each player needs to follow these steps to get started:

- 1) Choose a faction
- 2) Complete a roster sheet
- 3) Work out initial Army
- 4) Play some games!

### Choose a faction.

Players will have a collection of models and a favourite faction. It's more fun if there is a mixture of different factions in your group, but the amount of infighting within every faction makes it perfectly reasonable to have duplicates.

Finding a faction that appeals to you aesthetically and thematically is more important than trying to decide which faction is the most powerful in the game – you might be spending a lot of time painting and customising your models, and having models that appeal to you will go a long way to motivating you to keep playing and painting.

### Complete a Roster Sheet

Each player will need a roster sheet. You can photocopy the one on page 109 or download a pdf from [www.manticgames.com](http://www.manticgames.com). This is where you will record all the details of your Army and your Stores. Every time a model is Killed or Injured, and each time they gain experience, you note this on the roster sheet. It is the central record of everything that makes your Army unique. Keep it safe. Some groups will want to give a copy of their roster to the Campaign Organiser, but this is not required.

### Work out initial army.

An Army is similar to a Strike Team, made up of soldiers and equipment purchased from the player's starting funds. In a normal game of Deadzone, each player has 100 points to spend on their models. In a campaign, each player has 500 points to spend purchasing his Army. During each game, the player will assemble their Strike Team from models in his Army. Because of this, having a balanced Army is essential to success in a Deadzone campaign, because a player will only be able to use soldiers already listed in their Army roster, rather than any models available to the faction.

Armies are built just like Strike Teams, with the same requirements for the proportion of Leaders, Troops, Specialists and Vehicles. See page 46 for details. The exception is that you may include any number of Leaders in your army, but may only field one in any given game.

You may only ever have one of each item with the Unique rarity. You may purchase one of each Rare item when making your initial Army, but are not restricted as to how many you may own at any given time as the campaign develops. Likewise, you may purchase up to 6 Common items initially, but may own any amount of them at any point as you find and purchase more for your Stores using RP earned.

You will not necessarily need to own a physical model for every model you purchase for your army – If you only own two Plague Stage 3D Hellhound models, for example, you should feel free to purchase three, four, or more for your initial Army and only field two in any given game. The others will act as 'spares' or reinforcements should the first two become unavailable or are killed.

As games are played, individual models earn experience and increase in veteran ranks. The ranks represent skill and talent gained as the character becomes more proficient as a soldier. Ranks are usually accompanied by improvements to the model's base stats or new abilities or skills which are added to his repertoire. Additionally, because a rank 1 human will be less effective on the battlefield than a rank 5 human, relative veteran ranks are used to balance teams with different experience against each other. More about this will be explained in the **Pre-Game Sequence** (see page 101), and **Resolve Experience** (see page 103) sections later.

In addition to individual models increasing in levels, the player earns Resource Points (RP). These points can be spent on adding new models to the Army roster or adding new equipment to the team's Stores, increasing strategic options available to them in future games. This will be covered in more detail in the Recruitment/Resupply Phase (See page 108) section later.

Finally, consider naming your models. With any luck, they will fight with honour and enjoy a long, adventure-filled service throughout the campaign; and if not, you'll want to know what name to scrawl on the broken piece of concrete that will serve as their tombstone for the shallow grave you'll be leaving them in, in the Deadzone.

## Play some games!

Fighting battles in a campaign setting is much the same as a normal one-off game. However, there are additional steps to follow before and after the game, as outlined in the Pre-Game and Post-Game Sequences below.



## Pre-Game Sequence

When playing a campaign game, follow the set-up sequence as detailed on page 6 with a few exceptions as outlined below.

To play a campaign game, each player chooses their Strike Team to the agreed upon point value as normal, except that all models added to the Strike Team must be chosen from that player's Army roster. Usually games will be played at 100 points, but your campaign organiser may set a higher points value for games (with the corresponding increase in VP needed to win, as per the core rules) at their option. Slowly escalating the points values of games as the campaign progresses can be a good way to represent an intensifying conflict.

Next, the players add up and compare their Strike Team's Veteran Levels. A Strike Team's Veteran Level is simply the sum of all the ranks the models in the team have reached between them. The difference in Veteran Levels determines the number of "Underdog Dice" that are awarded to the player with the lower Veteran Level using the table below. These dice form a pool the player has available for the game and may be added to any Shoot, Fight or Survive test made during play (just like extra dice from any modifiers). A player must decide before rolling whether or not he will add any Underdog Dice from the pool to the roll and they may only add a single dice to any given roll. Once used, the dice are discarded.

To keep track of the dice available, you may wish to note this on a piece of spare paper, keep a tally of unspent dice using a spare dice, or keep a separate pool of especially lucky dice to use in a pinch; so long as both players know how many dice have been used and how many remain in the less experienced Strike Team's pool the exact method used to track Underdog Dice is unimportant.

Difference in Veteran Level	Underdog Dice Awarded	Difference in Veteran Level	Underdog Dice Awarded
<b>0-2</b>	0	<b>11-12</b>	5
<b>3-4</b>	1	<b>13-14</b>	6
<b>5-6</b>	2	<b>15-16</b>	7
<b>7-8</b>	3	<b>17-18</b>	8
<b>9-10</b>	4	<b>19+</b>	9

## Mercenaries

If either player wishes to, they may add a Character type model as a mercenary to their Strike Force. These models use up points as normal from the player's point allotment for choosing their Strike Team for the game. In addition, in order to hire the mercenary, the player must pay for their services out of their Army's unspent RP as a hiring fee.

The hiring fee for a mercenary depends on their points cost – the more experienced and deadly a mercenary, the more money they can command for their services. Consult the table below:

Points Cost	Hiring Fee
<b>1-10</b>	2RP
<b>11-16</b>	3RP
<b>16-20</b>	4RP
<b>21-25</b>	5RP
<b>26-30</b>	6RP
<b>31-40</b>	8RP
<b>41-50</b>	10RP
<b>51-60</b>	12RP

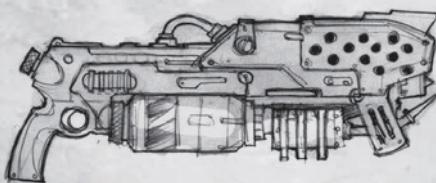
MMercenaries are not added to your Army roster, and must be hired before each game they participate in.

Opposing players may hire the same mercenary character - in reality, one or the other will be an individual of comparable skill and ability, trading on the reputation of the real thing, and the difference will have no in-game effect.

## Forfeiting a Game

From time to time, during a game, it may become obvious that you are fighting a losing battle. In a campaign, it can be advantageous to cut your losses and run.

At any point at the start of a player's Turn, if 25% of their Strike Team's models (rounding up) have been removed as casualties, the player may opt to concede victory to their opponent. In doing so, they will still earn RP for losing a game, but may not earn RP for completing any mission objectives. Carry out the post-game sequence as normal.



## Post-Game Sequence

At the end of each game a number of things may happen: models may die or gain experience, items and RP are earned and added to the Army's Stores for future use, and new recruits and equipment may be purchased. In order to make the process easier, this process is streamlined into a simple sequence followed by each player at the end of a game:

1. Return items to the Stores
2. Resolve Casualties
3. Resolve Experience
4. Calculate Resource Points
5. Exploration Phase
6. Recruitment and Resupply Phase
7. Check roster is fully updated

In the following sections each of these phases will be described in more detail.

## Return Items to the Stores

If any of your models are carrying items at the end of the game, add them to your Stores. This includes those you took into battle and never used, items found during the battle, and equipment issued to your models at the start of the battle. *One-use* items such as *Grenades* or *Medi-Packs* that were used during the battle are not returned to the stores.

Items that may be emplaced as a model, such as the *Sentry Gun*, are a special case and what happens depends on their state at the end of the battle. If they are packed then they are treated like any other item. If they are emplaced then they may be returned to their owner's Stores only if the closest model to them (by cube count) at the end of the game is from their Strike Team and is not already carrying an item (make a note of this before the models are cleared from the board). If this is not the case then the item is lost and removed from the roster.

Weapons with the *One-Use* ability are assumed to be reloaded between battles, and are not removed from your roster or discarded if they are used during a game.

## Resolve Casualties

Models killed (ie, removed from play due to taking Damage) during the course of the battle may not, in fact, have perished. During the confusion of a firefight it's hard to tell what injuries, exactly, a model may have sustained. It's only afterwards, when the dust has cleared and your buddies have been dragged away on a stretcher, are you able to tell the true extent of a model's injuries.

Models that end the game Injured (with one or more Damage markers) are presumed to receive first aid from their surviving comrades, and will be ready to fight for the next game Undamaged. Models removed from play as a casualty (Dead), however, require more extensive medical treatment, and in the chaos of a Deadzone a Medivac to HQ is often more than a million miles away.

For each model removed from the game as Dead, roll on the following Casualty Table:

## Dice Roll

1

## Result

The model is actually Dead and buried in a hasty unmarked grave. Remove them from your roster.

2

The model survives, but is shaken by the experience. Roll again:

**1-4:** If the model has earned any abilities through levelling up, they lose one of those abilities chosen at random and -1 Rank. If they have not earned any abilities, they lose 3 XP. If they have no XP, the model is unaffected (apart from the lingering night terrors).

**5-8:** They suffer -1 to their Shoot stat. This is a Permanent Injury.

3

The model survives, but their physique suffers. Roll again:

**1-4:** They suffer -1 to their Survive stat. This is a Permanent Injury.

**5-8:** They suffer -1 to their Fight stat. This is a Permanent Injury.

4-7

The model survives, but will take time to fully recover. They must miss the next game and will be unavailable for selection.

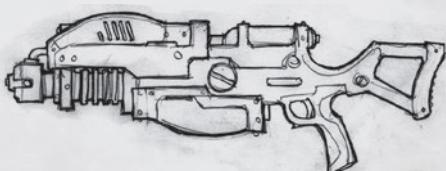
8

The model survives with no lasting complications. They may participate in the next game as normal.

If your Strike Team contained any uninjured models at the end of the game with the *Medic* ability, you may re-roll any one result on the Casualty Table for each such model that you have. No dice can be re-rolled more than once.

If you have any Medi-Packs in your stores, you may discard one Medi-Pack to re-roll one result on the Casualty Table. No dice can be re-rolled more than once.

If a model already has a Permanent Injury that was rolled on this Casualty Table, and the same type of Permanent Injury is rolled, ignore the effects of that second result. Each Permanent Injury a model suffers subtracts 1 from its Rank.



## Resolve Experience

Each model starts a campaign at rank 0 and can increase in rank up to 10. Individual models gain experience points according to the table below. Each model can only gain 1 experience in each category per game (and only if the model was part of the Strike Team that played the game). Adjust each model's entry on the roster sheet accordingly:

Situation	XP Earned
Model participates in a game	+1 XP
Model scores one or more kills	+1 XP
Model scores any non-kill VPs in a game (eg Capturing an objective, collecting Intel, the Lie of the Land secret mission etc.)	+1 XP
Commendation (Player chooses 1 model in their Strike Team after game)	+1 XP
Fought against a Strike Team with a higher Veteran Level	+1 XP

Refer to the following table to see when a model advances in rank:

Rank	XP total	Rank	XP total
1	2	6	27
2	5	7	35
3	9	8	44
4	14	9	54
5	20	10	65

A model may only advance one rank at a time. If they earn sufficient XP to advance a second rank, the model will be able to advance to the second rank after the next game played, whether that model participates in the game or not.

The maximum rank a model may achieve is 10. When a model reaches a new rank, it may choose one of the following options: **Stat Upgrade**, **New Ability**, or **Veteran Dice**.

## Stat Upgrade

A model may choose one of the following stat upgrades.

- +1 Shoot
- +1 Fight
- +1 Survive

Only one upgrade per stat may ever be taken. If a model subsequently suffers a penalty to the upgraded stat (such as from a *Permanent Injury*), the stat may not be upgraded again.

Increases in Shoot, Fight, or Survive stats make the number **drop** by 1, so a 6+ becomes a 5+, a 5+ becomes a 4+, and so on. No ability can improve beyond 2+.



## New Ability

Whether the model has been learning on the job, been mainlining books on tape between battles, or has scrounged up enough gear to become the designated combat engineer, your troops are constantly learning from and adapting to conditions in the Deadzone. Even the seemingly mindless Plague can mutate and evolve, in the right conditions.

A model may only have each ability once. The exceptions, however, are *Weight of Fire (+1)*, *Frenzy (+1)*, and *Tactician (+1)*. For example, A model with *Tactician (n)* who learns *Tactician (+1)* increases their *Tactician* level by +1. A model may only do so once per ability.

A model may only learn one of *Engineer*, *Medic*, or *Scavenger*. If it has already learned one of these abilities it may not learn either of the others.

If a model learns *Engineer* or *Medic*, it also gains *Beast*. The specialist equipment needed for their new skills means they do not have pack space for other items.

Each model will have access to one or more categories of Campaign Ability Options in their stat line. Broadly speaking, Troops have one ability list available, Specialist models two, and a Leader three.

Ranged Abilities	Melee Abilities	Command Abilities	Specialist Abilities
Loader	Toxic (RF weapons only)	Tough	Medic
Deadeye	Knockback	Tactician (+1)	Scavenger
Weight of Fire (+1)	Frenzy (+1)	Strategist	Engineer
Covering Fire	Solid	Logistics	Scout

## Veteran Dice

Hardened veterans have learned how to survive in the harsh realities of combat and know all manner of subtle tricks. These are represented by Veteran Dice.

Each Veteran Dice can be used once per battle to add to any Shoot, Fight or Survive test for the model that owns them. Decide before you roll any dice whether you will add one or more Veteran Dice to it. You may add as many Veteran Dice as you like to a single test with the proviso that you can only use each one you have once per game. They are rolled just like the other dice and need the same number for success, gain bonus dice on an 8, and so on.



## Calculate Resource Points (RP)

After each game players will gain resources to spend on purchasing new units and equipment. The number of RP earned depends on the VPs earned by the Strike Team during the game.

Game Size	Win	Loss	At least one non-kill obj achieved
100	4	3	3
150	6	5	3
200	8	7	3

Add the RP earned to both the total RP and unspent RP areas of the Army roster sheet. Remember that the total RP only ever goes up, whilst the unspent RP rises and falls as it is earned and spent.

RP earned can be spent in the Recruitment and Resupply phase of the post-game sequence, or saved for future games.

## Exploration Phase

After the battle, your Strike Team has the opportunity to explore their surroundings, searching for any resources, items and intel they can find. Roll on this table even if you forfeited the game or were wiped out.

Roll a d88.

The number rolled on the first dice is the number of RP you gain while exploring. Add this to your roster. Next, use the full 2-digit number you rolled, and look it up on the Exploration Table, applying the results described next to the number you have rolled. The following is the standard exploration table for Deadzone, but different Deadzone may have different environments to explore. Watch your step!

### Modifiers and bonuses:

- If you had any models with *Scavenger* in the Strike Team you played with you may re-roll the first d8. Models must have had the ability already during the game (not just earned it through experience).
- If you had any models with *Scout* in the Strike Team you played with you may re-roll the second d8. Models must have had the ability already during the game (not just earned it through experience).

Note that for these bonuses to apply the models must have participated in and survived the previous game without suffering a Permanent Injury. This also applies when applying results on the Exploration Table. For example, a model that suffered a Permanent Injury cannot be randomly selected to receive bonus XP from Brush with Death, and a *Medic* suffering a Permanent Injury cannot find an extra Medi-Pack from the Chemist.



**D88 Result**

11

**Event**

**Vault** - Picking through the wreckage of an overrun military complex, your squad finds a sealed vault with stockpiles of weaponry and supplies. Add 3 Ammo, 3AP Ammo, 1 Frag Grenade, 1 holo-sight to your Stores and gain an extra +1d8 RP.

12-13

**Functioning Fabber Unit** - You're in luck! one of the hab-tainers you investigate still has a functioning home fabrication unit. With a bit of reprogramming you manage to convince it to spit out some military-grade gear. Add 1 Ammo, 1 Frag Grenade, and one Smoke Grenade to your Stores. If you have a model with *Engineer* in your Strike Team, also add 1 AP Ammo to your stores.

14-15

**Data Cache** - An otherwise unremarkable office block hides a valuable treasure: The Q4 profit projections, client list and manufacturing details of Accutek's branch office on this planet. Sure, you can't eat it and you can't shoot someone with it, but you do know someone who will pay handsomely for this information. Roll 2d8 and discard one result. Add this number of RP to your roster.

16-18

**Wrecked APC** - Corporation Police did their best in the initial fighting, but were quickly overwhelmed in the first waves of panic. You find enough mil-spec ammo in the wreckage of a police APC to add two AP Ammo to your Stores.

21-23

**Grim Cargo** - While checking the industrial area for supplies, your squad breaks into a cargo container that has been locked from the inside. The family that took refuge here is long dead, having taken their own lives rather than face the horrors of the Deadzone. They have left behind enough supplies for your team to fight another day, though. Add 1 Ammo and 1 Medi-Pack to your Stores.

24-26

**Survival of the Fittest** - If you've seen one of the many Corporate gyms across the galaxy, you've seen them all: As much a place to be seen as they are a place to exercise, they can also be counted on to be over-stocked with protein powders and nutritional supplements. For your purposes, this represents dried, lightweight, portable food. Gain 1d4+1 RP.

27-32

**Chemist** - On the off chance the looters have left something behind, your team searches a chemist's store. You find enough bandages and antibiotics to add 1 Medi-Pack to your stores. If you have a model with *Medic* in your Strike Team, add 2 Medi-Packs to your stores instead.

33-36

**Landing Pad** – STRATEGIC ASSET: After examining the smoking wreckage of a transport attempting to leave the deadzone to extrapolate its flight path, your Strike Team discovers the location of an intact Landing Pad, and secure the area, hacking the automated defenses to allow your own supply ships to pass. This important asset will allow you to create a new supply line for your Army. Gain one extra RP post-battle during the Exploration phase after every game you play. Rolling this result has no further effect if you already have a Landing Pad.

37-42

**Abandoned Store** - Behind a hasty yet sturdy improvised barricade, your team finds a civilian hardware store not yet touched by looters. With a bit of ingenuity you're able to improvise some crude yet effective weapons and survival gear. Add 1d4 RP to your Stores.

43-46

**Field Hospital** – STRATEGIC ASSET: Your Strike Team finds and secures a local infirmary. After disposing of the many corpses it is filled with and activating backup generators you are able to set up a working military grade field hospital for your soldiers to use. After each battle, you may have one of your (Dead) models immediately recover from their injuries (it is considered to have rolled an 8 result on the Casualty Table). Rolling this result has no further effect if you already have a Field Hospital.

47-52

**Corpse** - While a common sight in Deadzones, corpses are generally the mutilated remains of innocents caught in the crossfire. This one is an exception, a fallen soldier who still has some useful equipment which you can pry from their cold, dead hands. Roll a d8 to see what you find:

1-2: +2 RP

3-4: 1 Ammo

5-6: 1 AP Ammo

7: Frag Grenade

8: Holo-Sight

**53-56**

**Fortified Outpost** – STRATEGIC ASSET: You find an overrun military outpost amongst the ruins of the Deadzone. While its inhabitants have been brutally slaughtered, the structure remains reasonably intact. Upon further inspection you find a basement area with extensive areas dedicated to firearms training, with holo-ranges simulating the local environment. Your troops are able to use this to hone their skills at combat within this Deadzone. After each game you play, you may spend 2 ammo counters to give one of your models with access to shooting skills +1 XP. Rolling this result has no further effect if you already have a Fortified Outpost.

**57-62**

**Civilian Survivor** - Your team finds a lone survivor hiding in the rafters of a habtainer. How they've managed to survive this long is anyone's guess. Apply the affects below based on your faction:

**PLAQUE**: You manage to chase them down and infect them easily enough. The transformation is quick and painful for them. Roll a d8: On a 1-5, add a Stage 3Z to your roster. On a 6-8, add a Stage 3A to your roster.

**VEER-MYN**: The Maligni will be interested to learn how this human survived for so long. Choose one model to earn +3 XP.

**REBS**: It takes guts to survive in the Deadzone. Guts and luck. You share information on the surrounding area, allowing you to deploy (and then move) one model in your next battle as if they had the *Scout* ability. In addition, you may pay 2RP to add a Rebs Trooper to your Army roster.

**OTHERS**: Whether you share your food in exchange for local area information, or brutally interrogate them before putting a bullet in their head, you learn enough about the area to allow you to deploy (and then move) one model in your next game as if they had the *Scout* ability.

**63-66**

**Satellite Uplink Array** – STRATEGIC ASSET: A radio beacon on your long range scanners piques the interest of your Strike Team, and they investigate. Upon arrival, they find a tall watchtower containing an intact spy satellite uplink, providing a bird's eye view of the surrounding area. An extra one of your models may deploy (and then move) as if they have the *Scout* ability in every game you play whilst you control this Strategic Asset. Rolling this result has no further effect if you already have a Satellite Uplink Array.

**67-72**

**Brush with Death** - While searching for supplies and intel, a member of your Strike Team comes under attack from multiple assailants. With a combination of skill and ingenuity, they kill or escape their attackers and return with an exciting tale of bravado to tell. A random model from your Strike Teams gains +1XP.

**73-75**

**Retreat!** - Caught by surprise while examining a promising-looking storage container, your squad is forced to retreat from the area after you are discovered by a rival fireteam. Choose one model to roll on the Casualty Table. You may discard 1 Smoke Grenade from your stores to cover your escape and ignore this result.

**76-78**

**Ambush!** - While moving through the Deadzone, your squad comes under fire from unseen assailants. You manage to retreat, but not before catching a few bullets. Choose one model to roll on the Casualty Table. You may discard 2 Ammo items from your stores to fight your way free and ignore this result.

**81-83**

**Underground Access** – Following a hunch, your team spends some time scouting the nearby maintenance corridors and transit tunnels. An extra 2 of your models may deploy (and then move) as if they had the *Scout* ability in your next game.

**84-85**

**Traffic Drone** - Your squad finds a crashed WKRS-1 Traffic Report Drone, and manages to retrieve an accurate map of the area from its databanks. In your next battle, when making the Recon test at the start of the battle, you will automatically score 6 successes.

**86-87**

**Dead End!** - A wrong turn while retreating from a rival fireteam leaves you penned into a road blocked by wrecked cars. Your squad manages to scramble over the obstacle, but not before taking fire. Choose one model to roll on the Casualty Table. You may discard 1 Frag Grenade from your stores to blow open a path and ignore this result.

**88**

**It's a Trap!** - Your squad comes across what looks like the remains of a firefight between two rival fireteams. While checking the bodies, one of your troopers disturbs a grenade left primed under a corpse. Choose one model to roll on the Casualty Table. You may discard 1 Medi-Pack from your Stores to administer timely first aid and ignore this result.

## Strategic Assets

In every Deadzone, there are areas of tactical value that can convey a strategic advantage to the force that holds them. In game terms, these are *Strategic Assets*.

If an Army is fortunate enough to find one of the four Strategic Assets listed in the Exploration phase, they may use its benefit during each Exploration Phase during which they hold the asset. An Army may only hold one Strategic Asset at a time.

If a player whose Army holds a Strategic Asset should lose a game, then the winner of the game may elect to seize the Strategic Asset. The winner does not roll on the d88 table; instead, they are treated as if they rolled the Asset's corresponding result on the Exploration table.

The player who lost the Strategic Asset rolls on the exploration table as normal.

At the campaign organiser's discretion, there may be only one of each Strategic Asset available in the campaign. The campaign organiser will need to keep track of which Army holds which Asset, and keep all players advised as to the availability or otherwise of Strategic Assets. Should a player roll the result for a Strategic Asset that is currently held by another player in the campaign, they should re-roll both d88 dice; they may apply re-rolls from skills held by models in their Strike Team to this result as well.

## Recruitment and Resupply Phase

At this point, you can spend any unspent RP you have on new equipment or recruits. The exact items available for purchase depends on your Faction: Consult your Faction's entry in the Army Lists section of this book.

You may purchase 'Common' equipment and items without restriction. You may only purchase one 'Rare' item during each Recruitment and Resupply phase, unless the result you rolled during the Exploration Event Table says otherwise. You may only ever own one each of 'Unique' items.

Unwanted items can be broken down for scrap, netting you half their RP cost (rounding down) as a result. They are then discarded and the amount added to the RP values on the roster.

You may recruit one model by spending that model's points cost in RP. Some post-game events will give you a 'free' new recruit; this does not count against the one-model limit. New recruits will start at rank 0 and with no XP.

A model added to a Strike Team during a game by abilities such as the Plague's Infection Army Special ability are not automatically added to the Army Roster. The player may choose to recruit that model by paying its points cost in RP as per normal; if the player does so, that model does not count towards the number of models the player may recruit during the Recruitment/Resupply phase.

If, at the end of the Exploration phase, a player's Army has no Leaders left alive, they must immediately purchase a new one using RP. If they do not have enough RP to purchase another, they immediately gain a Leader model (the one with the lowest points value in their faction list) to add to their army for free.

Update the unspent RP value on your roster when you are finished.



## Check roster is fully updated

Double-check to make sure you've completed your Army roster. Don't forget to add any increases to your total RP, new Store items, and to note each model's XP, Rank etc.



FACTION STRIKE TEAM

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STORES

STRATEGIC ASSETS

UNSPENT RP

## CAMPAIGN POINTS

ARMY SPECIAL

ARMY SPECIAL

# 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 (shot)
- 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 action)

- Use the second Speed value
- Cannot leave Fights

## Shoot (short action)

- Check Range and Line of Sight.
- Shooter rolls a 3 dice Shoot test
- Modifiers:
  1. Clear Shot: +2 Dice
  2. Friendly Models in target cube: -2 Dice
  3. High Ground: +1 Dice
  4. 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 action)

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

## Stand Up (short action)

- 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

**NOTES:**

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# WARPATH



**THE WAR CONTINUES...**

# DEADZONE

**HUMANS AND ALIENS COLLIDE ON  
WORLDS ERASED FROM EXISTENCE**

In the distant future, unthinkably powerful mega-corporations own and govern entire planets outright, protecting their interests with vast, private armies.

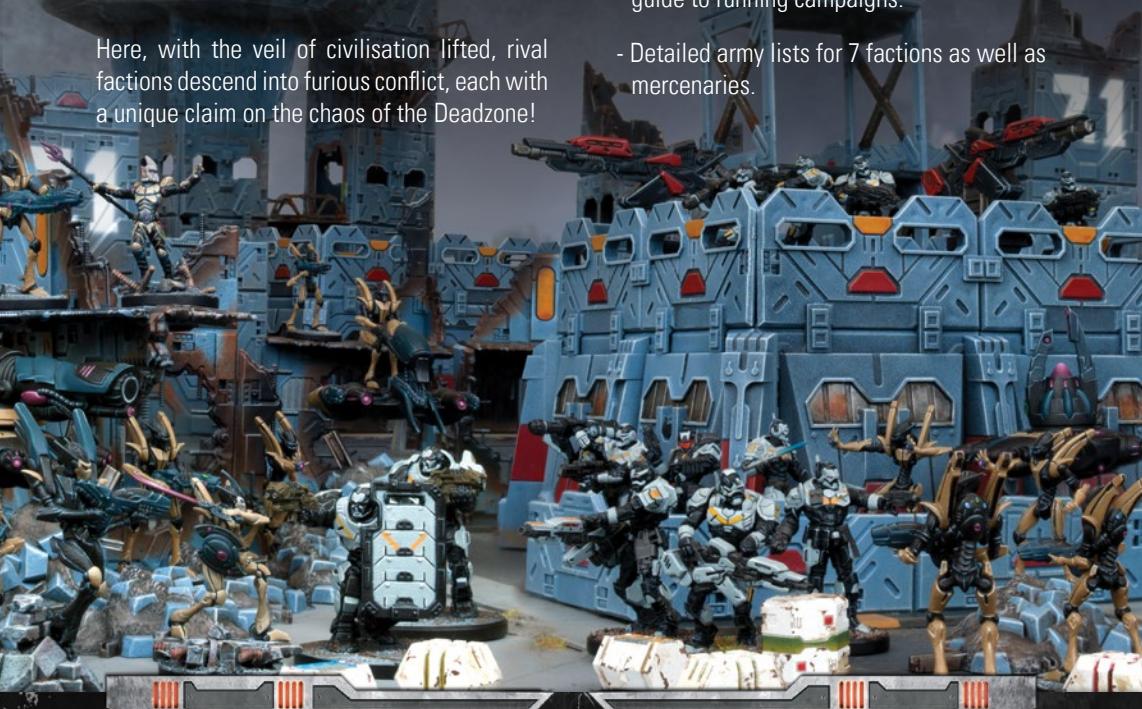
Now, an even greater danger is sweeping the galaxy - a hideous mutagen wiping out entire sectors of space. To stem the carnage, highly classified Containment Protocols are enacted, blockading the infected system and wiping it from navigational charts forever.

Here, with the veil of civilisation lifted, rival factions descend into furious conflict, each with a unique claim on the chaos of the Deadzone!

A tabletop wargame without the hassle, Deadzone strips away unnecessary complications leaving you free to enjoy the excitement and tactical depth of futuristic battle.

In this rulebook you will find:

- A streamlined and easy to learn set of rules with an emphasis on action.
- A variety of challenging missions plus a full guide to running campaigns.
- Detailed army lists for 7 factions as well as mercenaries.



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