

# DEADZONE

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## ALPHA

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by Jake Thornton

Welcome to the Deadzone Alpha!

This condensed set of rules contains the core systems and enough troops, equipment and grenades to get you started.

The full rules contain far more variety and we will explore that as the Kickstarter continues. For now we just wanted to show you how the core mechanics work and get your feedback.

Note that these rules are still in development and are neither the complete nor final version. As always, feedback and comments are very welcome as that can only help to improve the game for everyone.

The best place to comment is on my blog: [Quirkworthy.com](http://Quirkworthy.com).

### What You Need To Play

If you want to try these rules out for yourself rather than just reading through, you'll need to get some bits and pieces together.

### Two Players

Whilst solo rules and multi-player games are on my to do list, Deadzone starts as a 2-player game.

### Playing Area

This is a 2-foot square area, marked out in 3" squares. My playtest one (pictured below) was just a bit of paper with a grid ruled on.

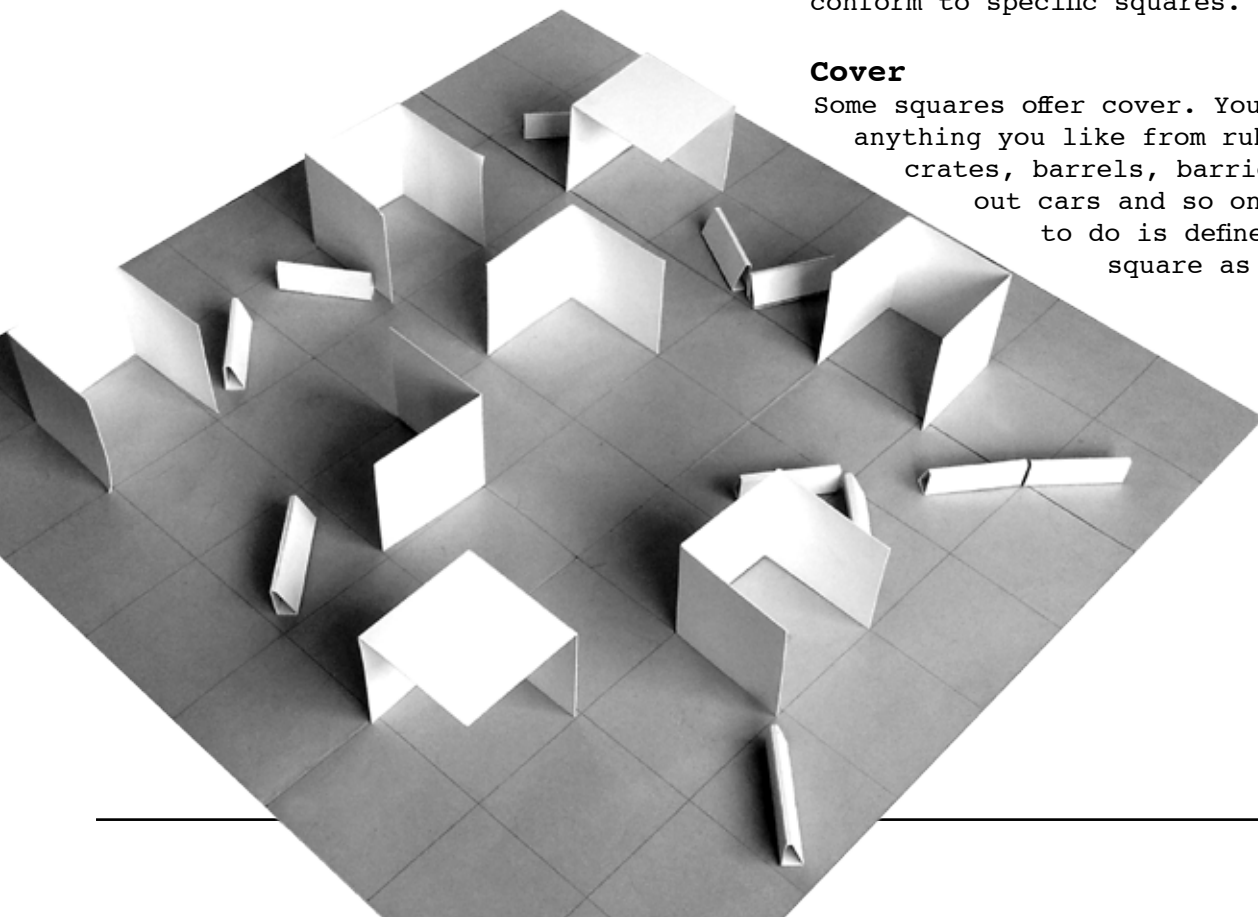
### Buildings

You need quite a few buildings, preferably in a variety of levels and with perhaps the odd walkway between them. Several smaller buildings, or parts of damaged buildings are more fun than one or two huge ones.

My playtest ones were bits of cardboard cut and folded into 3" panels so they conform to specific squares.

### Cover

Some squares offer cover. You could use anything you like from rubble to crates, barrels, barricades, burnt out cars and so on. All it needs to do is define a particular square as cover.



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## Dice

Deadzone uses 8-sided dice. Ideally you'll have half a dozen or more for each player.

## Cards

I've included a sample (reduced) deck of 12 Battle Cards for each side at the end of this document along with the stat cards you need for reference. You can print them out and stick them in card protectors or just write them out onto blank cards (as I did).

## Counters

You need a few counters. These are included at the end of this document with the cards.

- The Item counters need to be placed face down so that you can't tell which one is which, so the backs need to be the same.
- Enraged and injured counters are one sided.

## Models

The Enforcer player needs 2 Tac troopers, 1 Support trooper with a missile launcher and 1 Assault trooper.



The Plague player needs 2 Stage 2 plague and 4 Stage 3s. The Stage 2s are big melee monsters and the 3s are mutant humans with guns.



Any models will do as long as you and your opponent know which is which.

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## Setting Up The Alpha Scenario

Once you have collected all the bits you need, follow these steps to set up the game.

### 1: Choosing Your Force

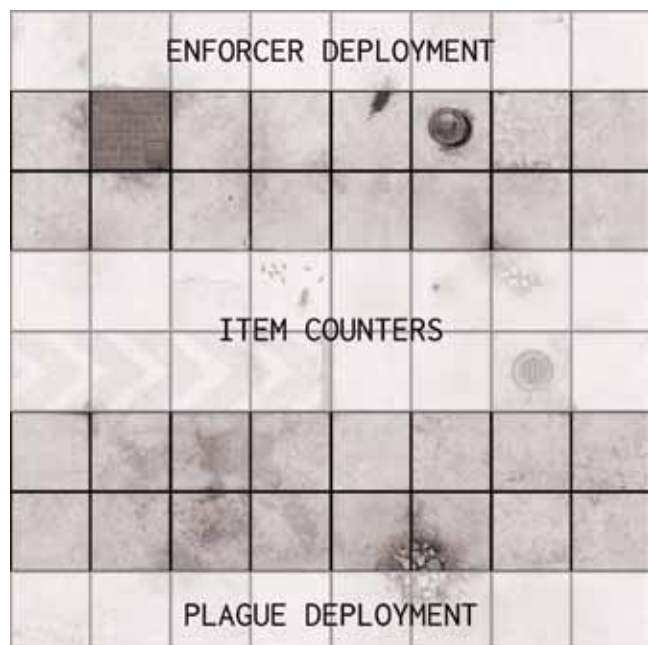
Decide who is playing each faction: Enforcers or Plague. Take the models for your side along with the appropriate faction deck.

### 2: Setting Up The Board

Lay out your playing area and place the buildings on it. These are best scattered about the board fairly evenly. Do not leave any area of three squares by three squares without a building in it.

Once your buildings are laid out, place your cover on the board to break up clear fire lanes and make the board look more interesting. In Deadzone a square is defined as providing cover or not. Exactly what bits of terrain you use to show cover does not matter.

Finally, take the item counters and shuffle them face down. Place them in the centre two rows, scattered as evenly as possible across the board. Try to put them in interesting and tricky places within the terrain.



### 3: Deploy Your Troops

Roll a dice to decide which side you will each start on. The Enforcers deploy their models first, anywhere on the row of squares nearest their edge. They all begin the game Alert.

The Plague then do likewise on the opposite side of the board. This leaves a 6 row deep "No-man's Land" in the centre. All the Plague models begin the game Enraged.

### 4: Cards

Each player takes the stat cards for his troops and places them where he can see and refer to them easily.

Each player places his deck of 12 Battle Cards within easy reach and takes a hand of 4 cards to start with.

### 5: Starting the Game

Both players roll a dice and the player with the higher roll takes the first turn.

### 6: Winning the Game

The game ends when either:

1. One of the sides is wiped out. The other side wins.
2. One of the players uses all their cards. In this case see who has the most Victory Points (VPs). Slain Enforcers and Stage 2 plague models are worth 2 VPs each to the opposition. Stage 3s are worth 1 each. The Intel is worth 1 VP.

# OVERVIEW

Now you've set up the game you can get to fighting! First it might help to have a broad overview of how the game works:

Players take turns to move, shoot and fight with their models in order to achieve their mission objectives.

When it is their turn a player may act with all the models in their force, using cards from their faction deck to make additional special moves. Opposing models that are overwatching may attempt to interrupt these actions.

Shooting and fighting is resolved using dice rolls.

## Stat Cards

Each model has a series of stats to define their abilities on the battlefield. These are:



### Shooting

This is written as a value to be rolled on a single dice, eg 4+. It is never modified.



### Fighting

This is written as a value to be rolled on a single dice, eg 5+. It is never modified.



### Survival

This is written as a value to be rolled on a single dice, eg 3+. It is never modified.



### Armour

This is a fixed value, eg 1.

## Aggression

As well as stats, a model is defined by their current level of Aggression. This rises and falls during the battle in response to events that happen to the model. You will need to track the current state of the model's Aggression throughout the game.

Aggression has 4 steps of which the Alpha uses 3. From lowest to highest these are:

### Pinned

The model has taken cover from an immediate threat. It may take a while to decide that it is safe to advance once more. Lie the model down to show this. A Pinned model must Get Mean as its first action if it makes any actions at all.

### Alert

This is the normal state for models in combat. The model is assumed to be in this state unless marked otherwise.

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## Enraged

The model is out for blood, angered by enemy action, artificial stimulants or innate rage. Mark the model with an Enraged counter.

## Berserk

The model boils with barely-controlled fury and may go out of control at any time. This is not used in the Alpha rules.

## Interrupt Action(s)

Models also have an Interrupt Action listed on their stat card. This is the action that they will perform if they successfully make an Overwatch check. If more than one action is listed then the player can choose which to perform.

## Battle Cards

Each player has their own deck of cards to draw from. During the game each player has a small hand of cards that are available for immediate play. Once each card has been played and resolved it is placed in a discard pile next to that player's draw deck. The discard pile is never reshuffled and reused. Discarded cards are out of the game.

Cards are played on models *in addition* to actions. Each Battle Card has two possible effects. You must choose which of these effects you wish to apply when you play the card.

Cards played in the opposing player's turn as a reaction are not counted towards the minimum of one card you must play or discard per turn.

## Dice Rolls and Tests

If you've played DreadBall then you already know how to do this. The only difference is that Deadzone uses 8-sided dice and there is no Coaching Dice equivalent in the Alpha.

All dice in Deadzone are 8-sided and are marked from 1-8. These are rolled just like normal 6-sided dice and the number facing up is the result. Photo to make this crystal clear. In most cases several dice are rolled simultaneously. However, each dice is read separately and the results are never totalled.

With only a few exceptions (explained in their own sections) all dice rolls are resolved the same way. This is written in a standard format that describes:

- the number of dice to roll (usually 3).
- the game stat each dice needs to equal or beat to succeed (Shooting, Fighting, Survival, etc). Occasionally this stat will be fixed for everyone, and if this is the case then the stat will be listed in the test.
  - In all cases, the first stat mentioned is the one used by the model performing the action, and the other stat is used by their opponent. If there are more than two stats listed then the first will be used by the model performing the action, and the remainder are options for the opposing player to choose between. You must choose which stat to use before rolling any dice as different choices have different modifiers.
- the **target number** (in brackets) of successful dice rolls to achieve the aim of the dice roll.
  - If this number is a "(1)" then you only need a single successful dice roll to pass the check.
  - If this number is an "(X)," then the result is compared to your opponent's score to see who has won.

## Dice Rolling Sequence

If a rule says a dice roll is resolved "as normal", it means in the following manner:

- Determine how many dice to roll. This usually starts as 3 per test, but can vary.
- Apply any modifiers to the roll. These are listed with the explanation of the test.
- **Important!** Modifiers **always** add or subtract from the number of dice to be rolled. They **never** modify the number you need to score on an individual dice for success.
- Check your stat to see what you need to roll on each dice. Remember that this stat never changes – only the number of dice you roll.
- Roll all the dice at once.
  - Each dice is read separately.
  - A result of anything other than an 8 is compared to your stat. If you have equalled or beaten the stat you needed then you have scored a success. If not then that dice is a failure.
  - Each dice that shows an 8 counts as one success and you may roll an extra dice. If you roll an 8 on this dice too then it is another success and you get another extra dice. Keep rolling again until you roll something other than an 8. For this reason an 8 is sometimes called a *Roll Up*.
- Add up the number of successes to find your total score.

When modifiers are listed these refer to the active model unless prefixed with "target is...". So, if a modifier is "+1 Big" it means that the model gets +1 dice if they have the *Big* Ability. If the rule meant that you got +1 dice for the opposing model being *Big* then it would say "+1 if target is *Big*".

## Scatter

Sometimes you will need to work out where an inaccurately thrown grenade lands.

Random movement of models or items is called scattering and is worked out with a single dice roll. Use the scatter diagram shown below. Move the item or model in question one square in the direction indicated.



If the scatter move is completely blocked by solid walls then the grenade simply bounces back into the original target square.

## Positioning Models

The exact positioning of a model is critical in Deadzone.

A model may not be moved without a Move action or by becoming Pinned. The owning player decides on its exact position within the square when it is Moved or Pinned.

The centre of a model's base defines which square it is in for all purposes of range and movement.



If a second or subsequent model moves into a square it may not move another model out of the way.

The maximum number of models per faction in a square is 4. For this purpose, stage 2 Plague models count as 2 models. Note that in a Fight both sides can have up to 4 models in a square.

# PLAYING

## Sequence of Play

Follow this sequence each player turn.

1. Choose one model to act with.
2. Either spend a card on that model or take its action(s).
  - a. **Card.** A model can have up to one card played on it each turn.
  - b. **Action(s).** A model can make 1 long or up to 2 short actions per turn.
3. When step 2 has been completely resolved, return to step 1 if there are any models left to act with. If not, go to step 4.
4. Check that you have played at least one card this turn. If not, discard a card of your choice from your hand if you have one. If you now have no cards left in your hand or the draw deck the game ends. See the section on Winning the Game.
5. Draw 2 new cards from your draw deck if any remain. Note that discards are not shuffled back into the deck – they are out of the game.

In this way a player goes through their entire force, acting with models and playing cards on them as he chooses, resolving the actions and cards as he goes.

Note that each model gets one long action or up to two short actions per turn automatically and may have up to one card played on them. The card and actions can be played in either order, but you cannot play the card between two short actions.

If a model starts an action in the same square as an enemy model then it can only choose to Fight or attempt to Break Off.

## Line of Sight (LOS)

A model needs to be able to see their target in order to attack it. In game terms this means that the target must be both in range and in LOS.

In the Alpha the only weapons with a range shorter than the whole board are the pistol and frag grenades. Count the shortest route in squares to the square the target is in, counting the target square but not the one the attacker is in.

LOS depends on whether the attacker is doing Point Fire or Area Fire.

## Point Fire

Point fire is an attempt to shoot a specific target exactly. The pinnacle would be the sniper's headshot. The aim is to injure or kill the target.

Point Fire LOS is calculated by looking from the model's perspective. If you take a model's eye view, can you see the target? By that I mean *can you see it at all: yes or no?* This includes the base of the model.

If you can't see it at all then you can't shoot it with Point Fire.

If you can see every last bit of it then you have a *Clear Shot* and this gets you a bonus.

The norm in this urban combat zone is that you will be able to see only part of the model and the clutter of the environment will obscure the rest. That allows a normal shot.

Point Fire only affects the single model it is targeted at.

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## Area Fire

This is an attempt to keep the enemy's head down or to drop in a round that has a blast area and so does not need to be perfectly accurate to do its job. Examples would be Blazing Away with an heavy rifle or lobbing a frag grenade.

Area Fire LOS still starts with a model's eye view - after all they're still doing the shooting. However, in this case all you need to see is any part of the target square, and you can target an empty square if you like. This is a binary question: you can either see it or you can't. There is no bonus for a *Clear Shot* at the floor.

Area Fire affects all the models in a square, both friend and foe.



# ACTIONS

Actions are either long or short. A model can do either two short or one long action per turn in addition to having one Battle Card played on them. A player must perform both short actions for a single one after the other. They cannot do one and then act with a different model before returning to the first for the second short action. You may, however, act with a model, act with a second model and then return to the first to play a card on them.

In addition, only a Move short action may only be performed more than once per turn.

## Long Actions

These are:

- Fight
- Break Off
- Overwatch

## Short Actions

These are:

- Move
- Aim
- Blaze Away
- Shoot
- Get Mean!
- Throw Grenade

A model can normally choose freely from this list. The sole exception is when a model starts its turn in the same square as an enemy model. In this case they may only choose to Fight or Break Off.

## Free Actions

A few results give free actions to a model. These must be taken as soon as the current action has been fully resolved or they will be lost. Free actions cannot be saved. Some free actions are of a specified type and others are a choice. This will be listed in the appropriate result. A free action does not count towards the limit of two short or one long actions per turn for each model.

## Long Action - Fight

If a model begins its action in the same square as an enemy model then it may choose to fight it in melee.

If a model moves into the same square as an enemy model then it will fight for free as part of that movement action. If there is more than one enemy model in a square the active model chooses who to fight.

3 dice test Fighting vs Fighting or Survival (x)

### Fighting mods:

- +1 moved into this square in this action
- +1 any friends are in the same square (not 1 per model)
- +1 Enraged
- 1 injured
- 1 Pinned

### Survival mods:

- +1 any friends in the same square (not 1 per model)
- 1 Pinned

**Draw:** Attack misses.

**Fight wins:** hits opponent. Difference in successes is potential damage.

**Fight doubles:** hits opponent. Difference in successes is potential damage. Winner gets a free Fight action. A model may only get one free Fight action per turn.

**Survival wins:** Attack misses.

**Survival doubles:** Attack misses. Survivor gets a free Move or Fight action. This does not count as a Break Off and does not require another test to leave the fight.

**Important!:** A model that is Pinned at the start of a Fight action involving it will recover to Alert automatically and without counting as a Get Mean! action. However, they will suffer the -1 for being Pinned during that first Fight.

## Long Action - Break Off

A model that is in the same square as any standing enemy models cannot guarantee that they will be able to walk away unharmed. To get away they must make a successful Break Off roll. Whether the model moves or not depends on the results.

3 dice test Survival vs Fighting (x)

### Survival mods:

- +2 any friends in the same square
- 1 Pinned

### Fighting mods:

- +1 any friends are in the same square (not 1 per model)
- +1 Enraged
- 1 injured
- 1 Pinned

**Draw or Survival wins:** take a free Move action.

**Survival doubles:** take a free Move action. In addition, if the moving model is appropriately equipped they may choose to take a free Blaze Away action at the square they just left.

**Fighting wins:** Difference in successes is potential damage. Resolve this first at an additional AP1. Then, if the Breaking Off model is still alive, they take a free Move action.

**Fighting doubles:** Difference in successes is potential damage. Resolve this at an additional AP1. Fighter gains +1 Aggression.

**Important!:** A model that is Pinned at the start of a Break Off action involving it will recover to Alert automatically and without counting as a Get Mean! action. However, they will suffer the -1 for being Pinned during that first Break Off.

If a model Breaks Off into a square containing an item then it may choose to pick it up. See Move.

## Long Action - Overwatch

Place an Overwatch counter next to the model. The model remains on Overwatch until their Overwatch test tells you to remove it, they are injured, or the start of their next turn.

When an enemy model takes any action which begins or ends within Area Fire LOS then it may attempt to interrupt the enemy. Roll the following test to see if the model reacts quickly enough in the tumult of battle.

Note that any number of Overwatching models may attempt to interrupt each enemy action, but that you must declare all of those that will try before you roll for any of them.

An Overwatching model does not have to interrupt, and if there are several that could then it is always their owning player's choice as to which ones, if any, make the attempt.

All Overwatch tests are done on a 6+.

3 dice 6+ test (1)

**Overwatch fails:** remove the Overwatch counter.

**Overwatch succeeds:** take the model's interrupt action **after** the target has completed their action. Discard the Overwatch counter.

**Overwatch doubles:** take the model's interrupt action **before or after** the target has completed their action. Discard the Overwatch counter.

**Overwatch triples:** take the model's interrupt action **before or after** the target has completed their action. The model remains on Overwatch - leave the Overwatch counter in place.

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## Short Action - Move

A model moves 1 square per Move action. This can be into any of the 8 surrounding squares that are not completely blocked. The owning player decides on the exact position of the model within the square when it is moved.

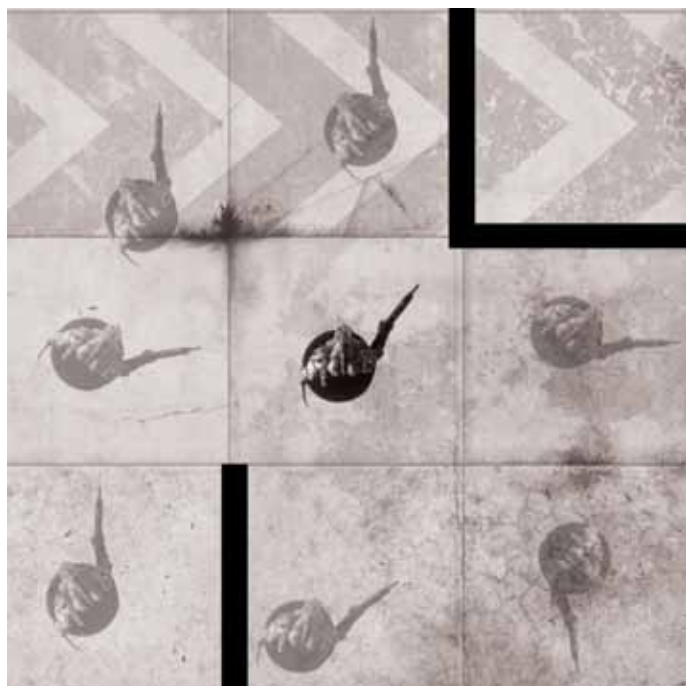
You can also move up or down a single level as part of the same Move action. To move up there must be a wall to climb up.

In addition, a model may spend a Move action to reposition itself within the same square.

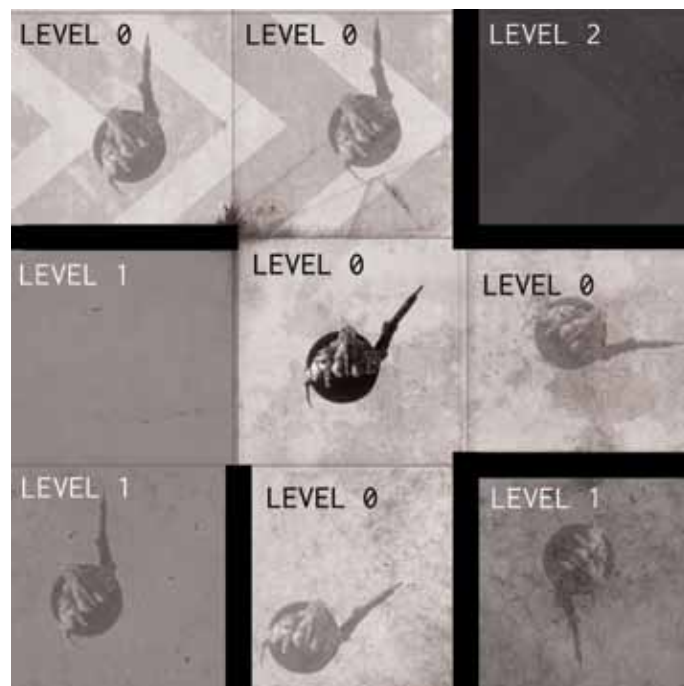
If the model moves into a square containing an enemy model then they must Fight it immediately.

If a non-stage 2 model moves into a square containing an item they may choose to pick it up. If they do so then they may choose to keep it, drop it or destroy it. Models can carry up to one item at a time. If they pick up a new item they may choose which to keep and which to drop/destroy.

A model that starts its action in the same square as an item may pick it up by spending a Move action. This will allow the model to reposition itself within the square as usual if it wants to.



*In this diagram the solid black lines represent walls. The Plague model is unable to move from the central square to the top right square, but can move to all other adjacent squares.*



*The Plague model is unable to move from the central square to the top right square as it is two levels up.*

*The Plague model is unable to move to the square directly to his left as there is no wall to climb up.*

*All other squares are valid moves.*

## Short Action - Aim

The model remains in place and takes Aim. This adds a bonus to a subsequent Shoot action in the same turn.

## Short Action - Blaze Away

An attempt to keep the opposition's heads down rather than kill them. Requires Area Fire LOS. You can, therefore, Blaze Away at a model you cannot actually see with Point Fire LOS.

In addition to the normal LOS rules for Area Fire, Blazing Away cannot trace a LOS through a square that is occupied by any models and on the same level to a different target square beyond.

3 dice Shooting vs Survival test (x)

### Shooting mods:

- +1 per supporting model\*
- +2 if uses an Ammo counter

### Survival mods:

- 1 in cover
- +1 if Enraged

**Draw:** no effect.

**Blaze Away wins:** target -1 Aggression, eg Alert to Pinned.

**Blaze Away doubles:** target -2 Aggression, eg Enraged to Pinned.

**Survival wins:** no effect.

**Survival doubles:** Target gets +1 Aggression, eg Alert to Enraged.

*\*A model counts as supporting if it sacrifices its own action(s) for the turn and has an Area Fire LOS to the target. A model that sacrifices its actions in this way can still have a card played on it.*

## Short Action - Shoot

A deliberate shot at a specific enemy to try and injure them. Requires Point Fire LOS.

3 dice test Shooting vs Survival (x)

**Draw:** Attack misses.

### Shooting mods:

- +1 if previous action this turn was Aim.
- +2 Clear shot
- +1 if shooter is higher level than target – need to define level as 3" levels not just standing on a box.
- 1 if Enraged.
- 2 Friendlies in target square

### Survival mods:

- +1 in cover
- +1 pinned

**Shoot wins:** hits target. Difference in successes is potential damage.

**Shoot doubles:** hits target. Difference in successes is potential damage. Target suffers -1 Aggression.

**Survival wins:** Attack misses.

## Short Action - Get Mean!

This action immediately raises the model's Aggression by one step along the scale Pinned > Alert > Enraged.

## Short Action -

### Throw Grenade/Explosions

A grenade has a range of 3 squares and requires Area Fire LOS.

3 dice Shooting test (1)

**Throw succeeds:** grenade lands in square.

**Throw fails:** grenade scatters one square.

Wherever the grenade lands it now detonates with the appropriate effect.

#### Frag Grenades

Roll a 3 dice 4+ vs Survival test (X) against any models in the same or adjacent square as the grenade.

Roll once for the grenade and separately for each model in the blast area.

If a solid wall lies directly between the model and grenade then it ignores the blast.

Grenade mods:  
+1 if throw succeeds

Survival mods:  
+1 in cover  
+2 in adjacent square

**Draw or Grenade wins:** target is Pinned and hit by shrapnel. Difference in successes is potential damage. If the model is in the same square as the grenade then the blasts throws them one square in a random direction. This may result in further damage from being smashed into a wall or blown off a roof.

**Grenade doubles:** target is Pinned and hit by shrapnel. Difference in successes is potential damage. If the model is in the same square as the grenade then the blasts throws them one square in a random direction. If the model is in an adjacent square to the grenade then the blast throws them one square directly away. This may result in further damage from being smashed into a wall or blown off a roof. **Survival wins:** target is Pinned but unharmed.

**Survival doubles:** no effect.

If a model is thrown into a wall that blocks its movement to a different square it takes a new 3 dice 5+ vs Survival roll but remains in the original square. The survival roll gets +2 dice if they started in an adjacent square to the grenade.

Falling damage is 3 dice 5+ vs Survival, +1 dice per level after the first.

In both these cases

**Damage wins:** the model is pinned, plus the difference in successes is potential damage.

**Survival wins:** the models is pinned, but suffers no damage.

The eagle-eyed amongst you will have noticed that cover is dealt with slightly differently in Deadzone. Against shooting it gives the target a better chance of surviving. That's normal. But against Blaze Away attacks it actually makes it harder for the target to resist. Is that right? Absolutely. When you Shoot at me I am less likely to be dead if I have a nice, thick wall to hide behind, so the modifier is in my favour. However, if you're Blazing Away at me in an effort to pin me down then I'm far more likely to curl up and stay hidden (be pinned) if I've already got some cover to hide in. Cover is nice and feels safe. Once they're in it, people don't like moving out of it. For Shooting this translates to a bonus for the target, but mechanically this must be a minus when it is Blazing Away. More discussion of this on my blog.

# DAMAGE

Models can be damaged by a variety of causes.

A model can be in one of three damage states:

- 1. Undamaged**
  - The initial state of a model
- 2. Injured**
  - The model continues to fight. They suffer negative modifiers in some tests.
- 3. Dead**
  - The model is removed from the game. In reality they may be able to recover with extensive medical treatment. However, for the purposes of this mission they are no longer "combat effective".

Effects of damaging attacks are resolved as follows.

Each type of attack generates an amount of potential damage. The target model's armour (reduced for any AP effects) is subtracted from this potential damage to find the actual damage caused.

**1 damage caused:** target is injured if currently undamaged or killed if already injured.

**2+ damage caused:** target is killed.

If a model injures or kills an opponent in a Fight they gain +1 Aggression.

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# CUT OUTS

The Alpha rules include a small selection of the counters and items of equipment from the full set.

For ease of reference all the notes on equipment, counters and items are collected here. Weapons list the possible methods of attacking.

## Jump Packs

- All Enforcers are equipped with these
- May go up or down levels without needing walls to climb up.

## Heavy rifle

- The standard weapon of the Enforcers.
- Shoot or Blaze Away.
- Unlimited range (on this single mat battlefield).

## Pistol

- Carried by specialist Enforcers as a secondary weapon. Seldom used.
- Shoot or Blaze Away.
- Range 3 squares.

## Wristblade

- Standard issue for Enforcer Assault Troops.
- Fight only.
- AP1.

## Missile Launcher

- Designed as an anti-armour weapon. Used by Enforcer Containment Squads to deal with the larger Plague creatures.
- Shoot counts as long action
- May not Blaze Away.
- AP2.
- -1 dice when using Fight stat.

## Frag Grenade

- Throw Grenade action.
- Range of 3 squares.

## Ammo

- Allows one use bonus for Blaze Away.

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## Intel

- Valuable information on the Plague outbreak in the form of an encrypted data storage device.
- If the Enforcers pick this up it will be used to fight against the outbreak.
- If the Plague pick it up they will destroy the evidence.
- If this counter is picked up by a model from either side then it is removed from play and placed in front of the model's controlling player.
- It is worth 1 Victory Point to the side that picked it up at the end of the game.

## Abilities

Some models or items have abilities that modify the core rules. The abilities that a model has will be shown on their card as an icon.

For ease of reference the abilities used on the Alpha are collected here. Note that the full game includes many more.

## Brawler

- The model gets +1 dice for Fight tests.

## Rampage

- When a model with Rampage is injured it goes crazy. This does several things.
- The model gets +1 to any tests that use its Fight stat.
- At the start of each turn it gains +1 Aggression.
- At the start of each of its turns, if it is not in the same square as an enemy model it gets a free Move action towards the closest enemy model in Point Fire LOS. If none are visible it is moved at random using the scatter diagram.

## AP#

- The attack is Armour Piercing. Attacks by this model or weapon ignore a number of armour equal to the number after the AP. So, if an AP1 attack hits a model with Armour 2 then the damage is resolved as if the target had armour  $2-1 = 1$ .
- AP is cumulative. If a result or card says that the damage should be resolved at an AP value then add this to the weapon's native value.

### Battle Cards

For ease of reference all the notes on Battle Cards are collected here.

#### Move

- Exactly like the Action.

#### +1 Shoot

- Play when you take a Shoot action, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.

#### +1 Blaze Away

- Play when you take a Blaze Away action, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.

#### +1 Fight

- Play when you make a test with your Fighting stat, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.

#### +1 Survival

- Play when you make a test with your Survival stat, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.

#### +1 Break Off

- Play when you take a Break Off action, before you roll the dice.
- The model gets +1 dice to this test in addition to any other modifiers.

#### Steadfast

- Play when a model suffers a reduction in Aggression.
- The model's Aggression remains as it was.

#### Weak Spot

- Play when you take a Shoot or Fight action, before you roll the dice.
- The attack is resolved with AP1.

#### Headshot

- Play when you take a Shoot action, before you roll the dice.
- The model gets +1 dice to this action

in addition to any other modifiers.

- The shot is resolved with AP1.

#### Distract

- Play on an enemy model at any time during your turn.
- That model may not take either long or short actions next turn. It can still have a card played on it.

#### Change of Plans

- Play at any time during your own turn.
- The opposing player discards one Battle Card at random from his hand.

#### Booby Trap

- Play when an opposing model picks up an item. The item was booby trapped!
- Resolve the booby trap as if a frag grenade had exploded in that square. Do not count it as accurate.
- The item remains with the model that picked it up, or is scattered if the model dies.



# DEADZONE ALPHA

## Head Shot

- Play when you take a Shoot action, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.
- The shot is resolved with AP1.

## +1 Break Off

- Play when you take a Break Off action, before you roll the dice.
- The model gets +1 dice to this test in addition to any other modifiers.

ENFORCER BATTLE CARD

## Weak Spot

- Play when you take a Shoot or Fight action, before you roll the dice.
- The attack is resolved with AP1.

## Move

- Exactly like the Action.

ENFORCER BATTLE CARD

## Distract

- Play on an enemy model at any time during your turn.
- That model may not take either long or short actions next turn. It can still have a card played on it.

## +1 Survival

- Play when you make a test with your Survival stat, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.

ENFORCER BATTLE CARD

## Change of Plans

- Play at any time during your own turn.
- The opposing player discards one Battle Card at random from his hand.

## Steadfast

- Play when a model suffers a reduction in Aggression.
- The model's Aggression remains as it was.

ENFORCER BATTLE CARD

## Booby Trap

- Play when an opposing model picks up an item. The item was booby trapped!
- Resolve the booby trap as if a frag grenade had exploded in that square. Do not count it as accurate.
- The item remains with the model that picked it up, or is scattered if the model dies.

## +1 Shoot

- Play when you take a Shoot action, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.

ENFORCER BATTLE CARD

## Move

- Exactly like the Action.

## Steadfast

- Play when a model suffers a reduction in Aggression.
- The model's Aggression remains as it was.

ENFORCER BATTLE CARD

## Steadfast

- Play when a model suffers a reduction in Aggression.
- The model's Aggression remains as it was.

## +1 Break Off

- Play when you take a Break Off action, before you roll the dice.
- The model gets +1 dice to this test in addition to any other modifiers.

ENFORCER BATTLE CARD

## +1 Break Off

- Play when you take a Break Off action, before you roll the dice.
- The model gets +1 dice to this test in addition to any other modifiers.

## +1 Shoot

- Play when you take a Shoot action, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.

ENFORCER BATTLE CARD

## +1 Survival

- Play when you make a test with your Survival stat, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.

## +1 Blaze Away

- Play when you take a Blaze Away action, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.

ENFORCER BATTLE CARD

# DEADZONE ABERRA

## +1 Fight

- Play when you make a test with your Fighting stat, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.

## +1 Survival

- Play when you make a test with your Survival stat, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.

ENFORCER BATTLE CARD

## +1 Fight

- Play when you make a test with your Fighting stat, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.

## Steadfast

- Play when a model suffers a reduction in Aggression.
- The model's Aggression remains as it was.

ENFORCER BATTLE CARD

## +1 Fight

- Play when you make a test with your Fighting stat, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.

## +1 Blaze Away

- Play when you take a Blaze Away action, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.

ENFORCER BATTLE CARD

ASSAULT ENFORCER



RANGE 3

AP1



TACTICAL ENFORCER



MISSILE ENFORCER



AP2



# DEADZONE ALPHA

## Distract

- Play on an enemy model at any time during your turn.
- That model may not take either long or short actions next turn. It can still have a card played on it.

## +1 Survival

- Play when you make a test with your Survival stat, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.

PLAGUE BATTLE CARD

## Weak Spot

- Play when you take a Shoot or Fight action, before you roll the dice.
- The attack is resolved with AP1.

## +1 Survival

- Play when you make a test with your Survival stat, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.

PLAGUE BATTLE CARD

## Weak Spot

- Play when you take a Shoot or Fight action, before you roll the dice.
- The attack is resolved with AP1.

## Steadfast

- Play when a model suffers a reduction in Aggression.
- The model's Aggression remains as it was.

PLAGUE BATTLE CARD

## Change of Plans

- Play at any time during your own turn.
- The opposing player discards one Battle Card at random from his hand.

## +1 Shoot

- Play when you take a Shoot action, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.

PLAGUE BATTLE CARD

## Booby Trap

- Play when an opposing model picks up an item. The item was booby trapped!
- Resolve the booby trap as if a frag grenade had exploded in that square. Do not count it as accurate.
- The item remains with the model that picked it up, or is scattered if the model dies.

## +1 Fight

- Play when you make a test with your Fighting stat, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.

PLAGUE BATTLE CARD

## +1 Break Off

- Play when you take a Break Off action, before you roll the dice.
- The model gets +1 dice to this test in addition to any other modifiers.

## Steadfast

- Play when a model suffers a reduction in Aggression.
- The model's Aggression remains as it was.

PLAGUE BATTLE CARD

## +1 Fight

- Play when you make a test with your Fighting stat, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.

## Move

- Exactly like the Action.

PLAGUE BATTLE CARD

## Move

- Exactly like the Action.

## Steadfast

- Play when a model suffers a reduction in Aggression.
- The model's Aggression remains as it was.

PLAGUE BATTLE CARD

## Move

- Exactly like the Action.

## +1 Survival

- Play when you make a test with your Survival stat, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.

PLAGUE BATTLE CARD

DEADZONE  
ALPHA

Move

- Exactly like the Action.

+1 Blaze Away

- Play when you take a Blaze Away action, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.

PLAGUE BATTLE CARD

Move

- Exactly like the Action.

+1 Survival

- Play when you make a test with your Survival stat, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.

PLAGUE BATTLE CARD

Move

- Exactly like the Action.

+1 Fight

- Play when you make a test with your Fighting stat, before you roll the dice.
- The model gets +1 dice to this action in addition to any other modifiers.

PLAGUE BATTLE CARD

PLAGUE PHASE 3A



PLAGUE PHASE 2A



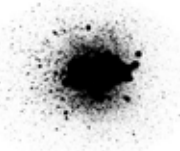
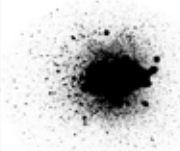
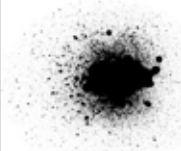
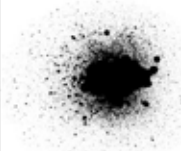
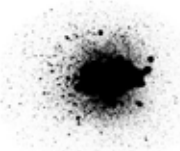
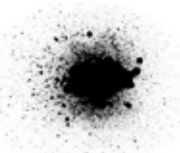
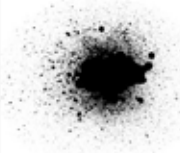
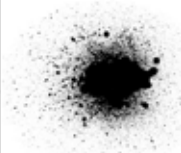
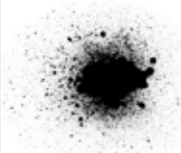
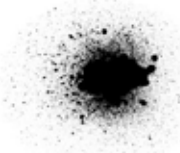
AP(1)



ABILITIES:  
BRAWLER, RAMPAGE

# DEADZONE

## ALPHA

|                                                                                                   |                                                                                                   |                                                                                                   |                                                                                                  |                                                                                                   |
|---------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------|
| <br>FRAG GRENADE | <br>FRAG GRENADE | <br>FRAG GRENADE | <br>AMMO CRATE | <br>AMMO CRATE |
| <br>DISTRACT     | <br>DISTRACT     | <br>INTEL        | <br>AMMO CRATE | <br>AMMO CRATE |
| <br>ENRAGED      | <br>ENRAGED      | <br>ENRAGED      | <br>ENRAGED    | <br>ENRAGED    |
| <br>ENRAGED     | <br>ENRAGED     | <br>ENRAGED     | <br>ENRAGED   | <br>ENRAGED   |
| <br>WOUND      | <br>WOUND      | <br>WOUND      | <br>WOUND    | <br>WOUND    |
| <br>WOUND      | <br>WOUND      | <br>WOUND      | <br>WOUND    | <br>WOUND    |