

DEADZONE QUICKSTART GUIDE

In the tight confines of Nexus Psi's ruined colonies, the Plague has taken hold. Once-peaceful citizens have been turned into vicious beasts as the contagion spreads from continent to continent. The Council of Seven, rulers of the GCPS and its multifarious Corporations, have one solution for this situation: Containment Protocol.

Nexus Psi now stands quarantined. Its communications have been jammed and its location has been wiped from Navicorp databases across the galaxy. A fleet of heavily armed ships now orbits the planet, ready and willing to annihilate anything trying to escape. The Council knows that in time, denied the chance to spread, the Plague will burn itself out.

However, Nexus Psi cannot be left entirely to this fate. The planet was colonised for its bounteous natural resources, and its remote location made it a perfect staging ground for weapons tests, top-secret research projects and much more. Amid the chaos of the Plague outbreak, the planet will become easy pickings for any enemies of the GCPS who would risk their lives for a chance to gain an upper hand. This cannot be tolerated.

The Council's elite Enforcers are the only warriors capable of dealing with a battlezone like Nexus Psi, their superior technology and extraordinary training giving them the edge they need to tackle the Plague. Sent to the surface in small Strike Forces, they are charged with recovering vital resources that must not fall into enemy hands. Nothing will stand in the way of this mission.

Quickstart Deadzone

This quick-start mission is designed to give you a chance to get to grips with the basic mechanics of the game so they become second nature when you immerse yourself in a full battlefield skirmish later. After playing this mission you'll be comfortable and familiar with concepts such as Line of Sight, Actions, cover and dice tests.

It's a good idea to read through the sections in the book from pages 6 to 34 to get a feel for the way the game plays. Then you can set up the quick-start mission as described below and start rolling some dice!

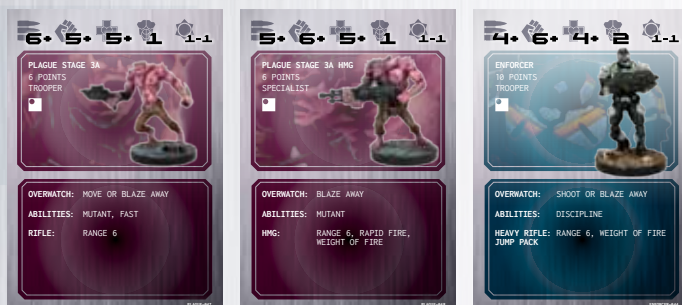
These sheets contain the set up and reference information you need without having to refer back to the book. For example, a "3 dice Shoot test (X)" requires you to roll 3 dice against your Shoot stat and compare the number of successes you roll against the number your opponent rolls.

Your first run through

Decide who will be the Plague and who will be the Enforcers. The Plague player should take **four** Stage 3 models and **one** Stage 3 model with a Heavy Machine Gun (HMG). The Enforcer Player needs **three** Enforcer Trooper models.



Both players should also take the Stat Cards for these model types to reference during the game.



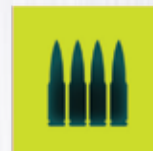
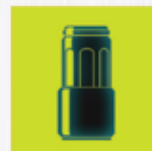
In addition each player should take the 2 Battle Cards (shown below) appropriate to their chosen side. In a normal game players would have a bigger hand and a deck to draw from but for now, each player simply has the 2 cards to use, to get used to how they work.



The quick-start mission continues even if the players have used both their cards.

Setting up the mission

- The quick-start mission only uses a **4x4** grid, not the whole mat
- Set up the terrain as shown in the diagrams below
- Have the Deadzone dice and other game counters to hand
- Sort out 1 **Frag Grenade**, 1 **Ammo** and 1 **Intel** item counter, the other item counters can be left in the box.



FRAG AMMO INTEL

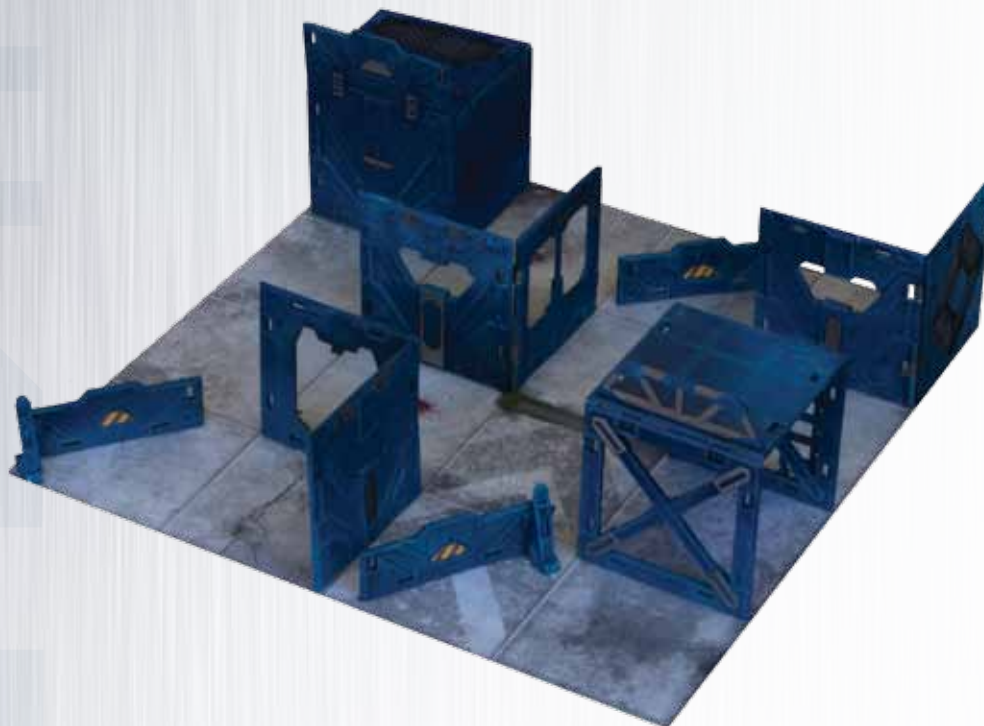
- Now shuffle the 3 item counters and place them randomly face down in the 3 cubes marked with an X in the set-up diagram below
- The Plague player sets up his models first in the cubes shown in the diagram below, although the precise placing of the models within the cubes is up to the controlling player. The Enforcer player then does the same with his 3 Troopers
- The Plague player may choose one Stage 3 model to start the game **Enraged**. The Enforcer player may choose one Trooper to start the game on **Overwatch**. Mark these with the appropriate counters.



ENRAGED OVERWATCH

Terrain Set Up

Assemble the scenery tiles into the following configuration. They will clip together without the need for glue.



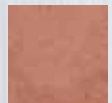
Counter and Miniature Set Up

Place the counters and miniatures on the map. The models' facing does not matter.

**ITEM COUNTER**

**BARRICADE**

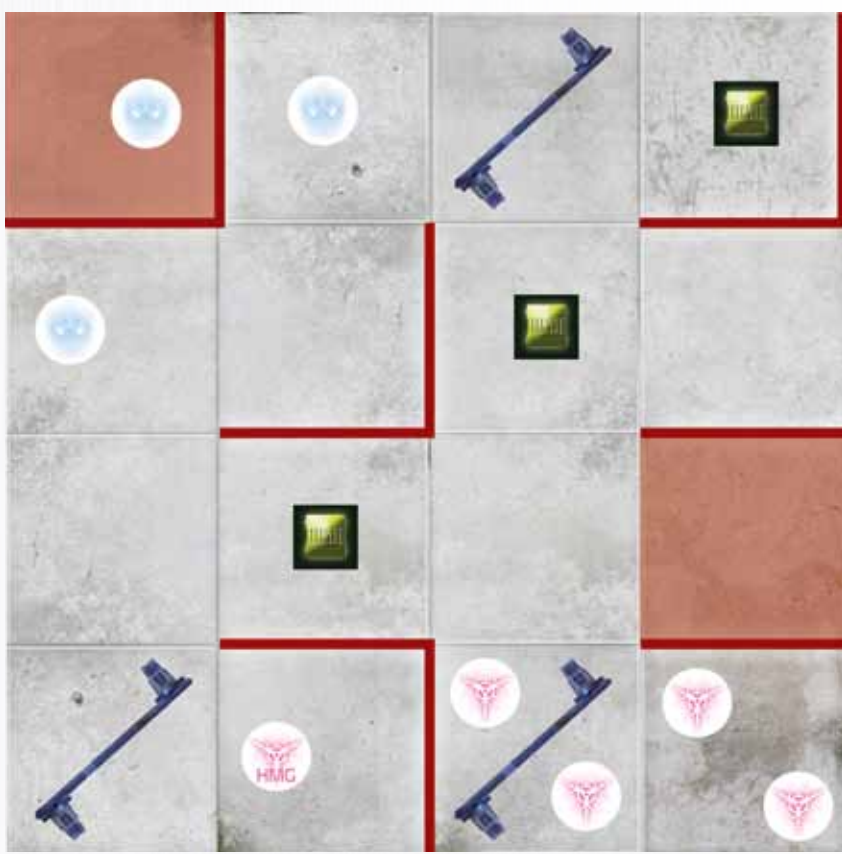
**VERTICAL SCENERY TILE**

**HORIZONTAL SCENERY TILE**

**ENFORCER DEPLOYMENT**

**PLAGUE DEPLOYMENT**

**PLAGUE HMG DEPLOYMENT**



Playing the Mission

The objective for both players is to get as many Victory Points (VPs) as they can. The ways of scoring are:

- Kill an Enforcer - 2VPs
- Kill a Stage 3 - 1VP
- Kill Stage 3 with HMG - 2VPs
- Pick up the Intel item - 1VP

The mission lasts only **4 Rounds**. At the end of Round 4 (or before if one side is wiped out!) the player with the most VPs is the winner.

The Plague player will take the first Turn in the first Round. Don't worry about any Plague mutations for now.

Things to remember

- Each player will take alternate **Turns** during each **Round**. When a model has finished acting in a Turn, place an Activation counter next to it as a reminder it cannot act again until the next Round.
- Models can perform **2 short actions** or **1 long action** during their Turn (and also have one Active card played on them).
- The best Command Total of any model on either side in this quick-start mission is 2, so each player can **activate a maximum of 2 models** before handing back to the other player to have their Turn.
- A model may not perform 2 of the same action in a row (e.g. a model cannot Shoot and then Shoot again in the same Turn).
- **Dice tests start with 3 dice** and then you add or remove dice based on modifiers before you roll. Often, you and your opponent both roll pools of dice and then compare the number of successes you each rolled to find the result.
- If you play a card you must declare which one of the two options you are using.

That's it! Once you've played through the mission once, it's a good idea swap sides and play again. After that you should both be ready to take a fully tooled up Strike Team into the urban jungle of the Deadzone for some seriously intense fun!

Quick Reference

It's recommended that you stick to the actions below only for this quick-start mission.

SHORT ACTIONS

- **Move:** move 1 cube
- **Get Mean!:** raise Aggression one step
- **Shoot:** a ranged attack with Point LOS - you need to see the target model
- **Blaze Away:** a ranged attack with Area LOS - you need to see the target cube
- **Aim:** helps a subsequent *Shoot* action
- **Throw Grenade:** if you have the Frag Grenade. See page 69 in the rulebook if someone does throw one

LONG ACTIONS

- **Sprint:** move 2 cubes
- **Break Off:** trying to leave a cube containing enemy models
- **Fight:** attack a model in the same cube
- **Overwatch:** set a model ready to react to enemy actions

ABILITIES

- **Discipline:** a *Get Mean!* Action can raise or lower Aggression
- **Rapid Fire:** The weapon may not *Shoot*, it may only *Blaze Away*
- **Fast:** *Sprint* is a short action for this model
- **Weight of Fire:** Extra +1 dice to *Blaze Away* actions

