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Thankyou! Peter (Universal Head)

v1.3

Feb 2020

Game: **DEADZONE SECOND EDITION**

Publisher: **Mantic Games (2016)**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

DEADZONE

SETUP

1. Choose mission
Choose a **mission** from the rulebook.

2. Select strike teams
Each player chooses a **faction**. Purchase your **strike team** with a number of points allocated by the mission or agreed upon by both players (typically 100-300).

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

You *must* take 1 and only 1 Leader. You *may* take any number of Troops; 1 Specialist for each Troop taken; 1 Vehicle for every 3 Troops taken; and up to 1 Character (check to see that your character will work for your faction). For the purposes of scoring objectives, a Character is a Specialist (and a Leader if it is acting as the strike team's leader).

Equip your models with different weapons and items if desired. A model's entry specifies which categories and sub-categories of weapons it may select from. Unless marked otherwise, each new weapon replaces a default weapon.

A model may purchase only 1 ranged weapon upgrade and 1 melee weapon upgrade. Additionally, each **hardpoint** may hold a single weapon system (these do not replace default weapons).

The **rarity** of items limits how many you can take to a battle, depending on the point size of your team. Weapons and items with a **VP value** add that value to the VPs that are awarded to your opponent for killing that model.

3. Set up the battlefield
Set up the 8x8 gridded **battlemap** and place scenery on it. Where possible, align building edges with the grid and leave no 3x3 cube area on the grid completely free of scenery.

A series of cubes piled directly on top of one another is called a **stack**, with the lowest level numbered level 1, the first level up level 2 and so on.

5. Place objectives and items
Each mission dictates the location of **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.

Shuffle the **item counters** facedown. One player takes a single counter at a time without looking at it. The other player rolls 2 dice (one for a random column and another for a random row) for the grid reference where each counter is placed facedown. If the location contains a stack, place the counter on its highest level; a single cube may contain more than 1 item. If a dice roll places a counter in either player's deployment zone, discard that counter. Stop placing counters when you have placed a total of 8 (including those you had to discard).

Recon and Deploy
Both players roll a **5 dice Recon test (X)**. On a tie, roll again.

The winner of the test chooses the **starting player**. The starting player chooses a deployment zone and places their models anywhere within it, and has **initiative** for the first turn. Non-vehicle models can be deployed on any level. Vehicles must be deployed on level 1 (ground level). The other player then deploys all of their models in their deployment zone.

5. Start the game
The starting player takes the first turn.

DICE TESTS

Dice tests tell you how many **dice** to roll, the **target number** (a number or relevant stat), and the number of **successes** required (in brackets). **(X)** means that both players must roll simultaneously and whoever rolls the most number of successes wins the test.

If an action offers a choice between 2 or more stats to roll against for a test, decide which one to use before rolling dice.

If a model has a value of '–' for the required stat, 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 0 successes.

Attempting a test
1. **Take the number of dice specified.**

   Apply any required modifiers: **modifiers always add or subtract from the number of dice** to be rolled. If they ever reduce the number of dice to 0 or less, you cannot make the roll, and you count as rolling 0 successes for the test.

2. **Roll all the dice at once.**

3. **Read each dice separately.** If you have equaled or beaten the stat or target number, you have scored a **success**. If not, that dice is a **failure**. **Each dice that shows an 8 counts as 1 success** *and* allows you to then roll an extra dice. You can keep rolling additional dice until you roll 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.

GAME ROUND

Gameplay is a series of **rounds** made up of alternating player **turns**. Each model may act once in each round and while doing so it is the **active model**. When all models on the battlefield have been activated, the round is over.

1. ROLL COMMAND

Each player rolls their 3 command dice simultaneously. Then, starting with the player with initiative, you may perform one reroll of as many of your dice as you choose. If you reroll any dice you must keep the new result(s).

If less than half of your strike team (by model count) **remains on the battlefield you lose the ability to reroll command**.

Set your command dice results beside your battlemap edge. You can spend as many as you like during a turn (discard each spent dice), but **a model may have only one of either the MOVE, SHOOT or FIGHT results spent on it during its activation**. Any dice not spent by the end of the round are discarded.

Command dice symbols

+1 Model
After you have finished your model's activation, activate a second model that has not yet been activated.

You may only spend one *+1 Model* result per turn. Unless specified otherwise, you may only activate a maximum of 2 models per turn before you must return the initiative to your opponent.

Dice
Add 1 dice to any **SHOOT**, **FIGHT** or **SURVIVE** test. You may spend a *Dice* result whenever you make one of these tests, including during your opponent's turn. You may spend any number of these results on a single test, but must decide how many before dice are rolled.

Move
The active model takes a free **MOVE** action. The move is restricted to 1 cube, regardless of the model's Speed, but otherwise follows the normal rules.

Shoot
The active model takes a free **SHOOT** action.

You may spend a single *Shoot* result per activation, either before the model takes any actions, after a short action, or after a long action. It may be used on models that have already taken a **SHOOT** action.

Fight
The active model takes a free **FIGHT** action.

You may spend a single *Fight* result per activation, either before the model takes any actions, after a short action, or after a long action. It may be used on models that have already taken a **FIGHT** action.

Splat!
Activate your army's **special ability**. Army special abilities do not count towards any other restriction on actions per turn unless noted otherwise.

Unless otherwise specified, you may spend a single *Splat!* result per activation. Abilities that require this result will indicate when you may spend the dice. The strike team's Leader determines what the *Splat!* does; even if they die or are removed from the game, *Splat!* results can still be spent in the same way.

2. TAKE TURNS

The player currently taking their turn has the **initiative**. On your turn you normally activate a single model:

1. Choose 1 model that has not yet been activated this round.
2. Take 1 long action, or up to 2 short actions.
3. Mark it with an activation marker.

Do nothing: You can choose to do nothing with a model. You still mark it as activated and your turn ends.

Pass: If you have fewer models left to activate than your opponent, you may choose to pass the initiative back to your opponent without activating anything. If all your models have been activated you *must* pass; the other player retains the initiative for the remainder of the round and takes consecutive turns until all models have been activated.

Command Dice: Some results give a model an extra **MOVE**, **SHOOT**, or **FIGHT** action. These free actions do not count as one of the model's limit of 2 short actions or 1 long action.

END OF ROUND

When all models have been marked as activated:

1. Award the appropriate VPs to any player who has the only model(s) present in an objective space (count each objective once, not once per model in the cube). Objective cubes can score every round so long as the conditions are met.

2. Each player count their VPs to see if either has won the battle.

3. If the battle is not over, remove the activation markers from all models and start a new round.

The player who finished activating their models first this round starts the next round with the initiative (and takes the first turn).

ACTIONS

A model may only perform each type of action once in a turn. 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 ACTION)
The model can move a number of cubes up to its first Speed value, or reposition itself within the cube it is currently in. Each move must be into an adjacent cube, and diagonal movement is permitted.

Positioning and cube capacity
A model's exact placement within a cube is very important: you can place a model wherever you like, including partly over the grid lines, but the centre of a model's base always defines which cube it is in.

The edge of the board is a solid wall that blocks all movement. Models can only move off the board if specifically allowed by the mission and only then from specified cubes. If so, the model may leave the board as part of a **MOVE** or **SPRINT** action (moving to a cube 'beyond' the battlemap). A model that leaves the battlefield cannot return during the current game.

Each cube has a maximum capacity of 4 size worth of models from a single faction (with a total capacity of 8).

When moving into a cube already containing models, you cannot move another model out of the way unless there is nowhere else you could place your moving model in that cube. If you must move a model, move friendly models before enemy ones and only make the minimum adjustment required. 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 this way.

Moving into and away from enemies
If a model moves into a cube containing an enemy model, deliberately or otherwise, it must fight it immediately. This does not count as an additional action. If there is more than 1 enemy model in the cube, the moving model only needs to fight one and may choose which. After the **FIGHT** action is resolved, the **MOVE** action ends.

If a model is in a cube containing an enemy model and wants to leave, an enemy model in that cube chosen by the opposing player may **fight** the model before it moves. The moving model must roll a SURVIVE test (it cannot roll a FIGHT test). If the model is not killed or *pinned* it may continue its movement.

Terrain
To move into an adjacent cube, the shortest orthogonal path between the cubes must not be completely blocked by scenery. Any cube face you wish to cut across must have enough empty space for the model to fit over, under, or through. The smallest gap a model can squeeze through is based on their size:

Gap Type	Models that fit
Blocked 100% of the cube face	None
Small Gap approx. 25% of the cube face	size 1 only
Medium Gap approx. 50% of the cube face	size 1-2
Large Gap approx. 75% of the cube face	size 1-3

When making a diagonal move, trace the shortest orthogonal route to the destination. 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.

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

Models can climb or descend scenery to move between cubes using a **MOVE** action, including diagonally up or diagonally down. To climb up a level, there must be scenery to climb, it must be in a suitable position along the route of the movement, and it must reach up to the destination cube.

Models may scramble up and over small obstacles and up or down all but the smoothest walls. Always lean towards allowing difficult or unusual movement; settle disputes with a dice roll.

SPRINT (LONG ACTION)

The model can move up to its second Speed value in cubes. Otherwise, follow the normal **MOVE** action rules. **This action cannot be taken if the active model begins its activation in the same cube as an enemy model.**

SHOOT (SHORT ACTION)

SHOOT targets a single model; other models in the same or intervening cubes are unaffected 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.

SHOOT cannot be taken if the active model is in the same cube as an enemy model (unless specified otherwise).

The model must be equipped with a ranged weapon with a **Range (R)** in cubes. Weapons with range **RF** may only be used in a fight. The target must be within the maximum range of the weapon, and in the shooting model's **line of sight** (LOS).

To work out distance between 2 models, count the horizontal distance in cubes to the target, then count the difference between the heights of the models in levels. The higher number is the range. Never count the cube you are shooting from and always count the one the target is in.

If the target is beyond the firing weapon's maximum range, the target cannot be shot and the **SHOOT** action is not taken.

To check LOS, take a model's eye view to check if it can see the target model (the *entire* playing piece including its base). If you can see at least part of the model the shot is allowed. If you can't see the model at all you do not have LOS and may not take the action.

Shooting

The shooter rolls a **3 dice SHOOT test (X)**. The target rolls a **3 dice SURVIVE test (X)**. Compare the total number of successes each player rolled:

Draw, or target has more successes: attack misses.

Shooter has more successes: the difference in number of successes is the **potential damage** to the target model.

Firing for Effect

Models using a weapon with *Rapid Fire* may choose to *Fire for Effect*. The active model must declare whether they are *Firing for Effect* (with their **SHOOT** action) before rolling any dice.

The shooter rolls a **3 dice SHOOT test (X)**. The target rolls a **3 dice SURVIVE test (X)**. Compare the total number of successes each player rolled:

Draw, or target has more successes: attack has no effect.

Shooter has more successes: target model is *pinned*.

Dice Modifiers for SHOOT and FIRE FOR EFFECT tests

+2 dice: Clear Shot Completely unobstructed view to the whole of the target model (including the base).

-2 dice: Friendly Fire Any friendly models (from the same strike team) in the target cube.

+1 dice: High Ground On a higher level than the target.

+1 dice: Firing for Effect *Firing for Effect* with a *Rapid Fire* weapon.

FIGHT (LONG ACTION)

A model that begins its turn in the same cube as an enemy model may choose to fight it.

A model that moves (deliberately or otherwise) into a cube containing an enemy automatically initiates a fight, without it counting as an action. If there is more than one enemy model in a cube the active model chooses which it will fight.

Only weapons with range **RF** may be used in a **FIGHT**. A model with more than one RF weapon must choose which to use before any dice are rolled.

The player making the **FIGHT** action rolls a **3 dice FIGHT test (X)**.

The target may choose to *fight back*: roll a **3 dice FIGHT test (X)** or *evade*: 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 such a model is forced to initiate a **FIGHT** action then it counts as rolling 0 successes.

Compare the total number of successes each player rolled:

Draw, or SURVIVE test has more successes: no effect.

FIGHT test has more successes: the difference in number of successes is the **potential damage** to the losing model.

Dice Modifiers for FIGHT and SURVIVE tests

+1 dice: the model moved into this cube this action

+1 dice: any friendly models are in the same cube (max +1 dice, not +1 dice per friendly model)

+1 dice: opponent is *injured*

+1 dice: the model is a larger size than its opponent

+1 dice: the opposing model is *pinned*.

SPECIAL ACTION (SHORT)

This catch-all action is required for some mission actions and some abilities.

STAND UP (SHORT)

A pinned model 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, it is immediately attacked. The opposing player chooses one of the enemy models in that cube to **fight** the active model.

The model standing up must roll a **SURVIVE** test: it cannot choose to fight back.

DAMAGE

A model is always in one of 3 damage states:

Undamaged: the initial state of a model at deployment.

Injured: the model continues to fight, suffering negative modifiers in a few tests but otherwise acting as normal.

Dead: the model is removed from the game.

Resolving damage

Successful attacks (and events such as falling or being slammed into a wall) generate **potential damage**:

1. Reduce the target model's **Armour** by the AP ability of the attack, down to a minimum of 0.

2. Subtract the target model's remaining Armour (if any) from the potential damage to determine **actual damage**.

3. Add this actual damage to any previously sustained damage and compare it to the model's size:

Total damage to the model (including previous damage):

0 damage:
Model is *undamaged*.

1 or more damage, but not more than the model's size:
The model is *injured*: mark it with damage counters equal to the actual damage caused.

More damage than the model's size:
The model is *dead* and removed from the game.

Directly Away

A number of weapon effects move a target *directly away* from the attacker or explosion. If the attacker and target are in the same cube, the attacker chooses which adjacent cube to move the target into.

Otherwise, use normal LOS 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.

PINNED

A model that is *pinned* is placed on its side. A model that starts its activation *pinned* must choose **STAND UP** as its first action.

A *pinned* model that is attacked in a **FIGHT** action stands up automatically without counting this as an action. The attacker gains +1 for fighting a *pinned* enemy for this **FIGHT** action.

SCATTER

Scatter (random movement of models or items) is usually worked out with a single dice roll. Use the **scatter diagram** and move the model or item 1 cube in the indicated direction. Agree on which cubes correspond to each numbered location before rolling.

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

If a cube has a partial floor, such as a half-width walkway or a floor with a trapdoor, roll to see if the model or item has landed on it or fallen past. Roll 1 dice:

1-4 = the model or item misses the walkway and continues to fall.

5+ = it lands 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, the model or item bounces back into the original cube.

Items can always fit in a cube. If a model scatters into a cube that it cannot fit into due to size limitations (cube capacity), 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).

SLAMMED INTO WALLS

If a model is thrown into a wall that blocks its movement into a different cube it makes a **3 dice SURVIVE test (X)** and remains in the original cube. The wall rolls a **3 dice 5+ test (X)**.

Draw or model has more successes: Model is unharmed.

Wall has more successes: 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 1 cube it makes a **3 dice SURVIVE test (X)**. Gravity rolls a **3 dice 5+ test (X)** with +1 dice per cube the model falls/jumps.

Draw or model has more successes: Model is *pinned*.

Gravity has more successes: Model is *pinned*, and the difference in number of successes is the **potential damage** to the model.

ITEMS

Picking Up and Carrying Items

Models can pick up and carry 1 item at a time. When a model moves into a cube containing an item, but no enemy models, they may choose to **pick the item 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, they may also pick up an item in that cube.

If there is more than 1 item in a cube, the moving model must choose which to pick up. They can only pick up one at a time.

Item counters begin the game facedown, so 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, it stays faceup for the rest of the game even if it is dropped or swapped late (unless specified otherwise).

If the model picks up an item 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, faceup.

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 faceup in the same cube. Items listed as part of the default equipment of a model are removed from play.

Swapping items between models

If a model could normally pick up an item, 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.

WINNING

There are 2 ways to win:

1. **Wipe out your opponent:** You win if the enemy has no models left on the battlefield at the end of a round.

2. **Earning Victory Points (VPs):** Each mission description tells you how many VPs are needed to win, and how to earn them. If you have that many VPs or more at the end of a round you win. If both players surpass this total in the same round, the player with the highest number of VPs wins.

   On a tie, play continues until one player has at least 1 VP more than their opponent at the end of a round. Track VPs with **VP counters**; the running total of each side's VPs is not a secret.

DEADZONE

ABILITIES

AGILE
After this model takes a **MOVE** or **SPRINT** action it may additionally move up or down 1 level in the same stack for free (following normal movement rules).

APX
Attacks by this model or weapon ignore a number of points of armour equal to the number after the AP. AP is cumulative: if more than one AP modifier applies, modify the armour by their total before working out damage.

BEAST
The model cannot pick up, carry or use items.

BLAST
This weapon does no direct damage. If the attack is a hit, all models in the cube except the target are thrown 1 cube directly away from the target model and *pinned*. The target model is thrown 1 cube in a random direction and *pinned*.

If the attack is a miss, all models in the target cube are *pinned*.

BOOM! (N)
A model with this ability that is killed explodes. The model may choose to trigger the explosion as a **SPECIAL** action.

When the model explodes, treat it as a *Frag (N)* explosion in that cube, where (N) is the value of *BOOM!*

CONSTRUCT
This model is artificial, is immune to certain abilities and can never be *pinned*. If hit by an attack that has effects in addition to *pinning*, such as *Blast*, those additional effects still apply.

COVERING FIRE
This 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. *Rapid Fire* weapons are unaffected.

ENGINEER
If the engineer reveals a Booby Trap item, the engineer's activation ends immediately. The Booby Trap does not explode but is instead defused and discarded.

Some items can only be used by engineers.

EXPERIMENTAL
When this weapon is used to make a **SHOOT** action, roll a dice and apply the 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 this model takes a **SHOOT** action it can use 2 weapons instead of 1. 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 roll a **(N) dice 4+ test (X)** for the strength of the attack. 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, all surviving models in the target cube are thrown 1 cube in a random direction and then *pinned*.

FRENZY (N)
Up to (N) **FIGHT** dice that fail during a test may be rerolled once. This also applies to additional dice gained by rolling an 8.

Frenzy is cumulative; if more than one *Frenzy* modifier applies, total the (N) value from each source to find the total number of failed dice the model may reroll.

GLIDE
This model may drop any number of levels without harm, by choice or as the result of being blasted out of a position.

It glides to the ground unharmed by the drop and lands on its feet. In addition, for every level dropped it may move 1 cube sideways, relative to its original position.

GRENADE
All grenades are thrown 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 from directly above.

Roll a **3 dice SHOOT test (1)**, with no modifiers. Success means the grenade has landed in that cube. Failure requires a scatter roll to determine in which cube the grenade detonates.

An inaccurate grenade scatters onto the same or lower level (never up). A grenade that scatters into a wall or solid object bounces off that object and stays in the original target cube.

HAMMERFIST DROP ARMOUR
This model starts the battle off the table and is called in using a **SPECIAL** action by a model in the same strike team that is already on the table.

When called in, place the *Hammerfist* model in any empty cube on the table (at the top level if there is a stack). Roll a **3 dice 4+ test (X)** for the strength of the force of the model's entry. 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 1 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 with *Hammerfist Drop Armour* counts as having a *Jump Pack*.

HEAVY
The weapon is cumbersome and takes time to use, 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
When this model 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 can shoot at models within LOS, or they can choose to shoot at targets they cannot see. When using an *Indirect* weapon, **SHOOT** becomes a long action.

Choose a target cube. 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 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 scatters 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 **(N) dice 4+ test (X)** for the strength of the attack. 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, all surviving models in the target cube are thrown 1 cube in a random direction and then *pinned*.

INVIGORATE
This weapon 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!
This weapon attacks 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 1 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. Whatever the result (even a miss) all models in the target cube are set *on fire* (mark them with a flame counter).

If a model is on fire when it is activated, its first action *must* be a free **SPECIAL** action to attempt to put out the fire (this does not count towards its normal action limit this activation):

The fire/flames roll a **3 dice 4+ test (X)**. The target rolls a **3 dice SURVIVE 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 potential damage equal to the difference in total successes, resolved at AP1. The model's activation ends immediately.

KNOCKBACK
When this weapon or model hits its target it knocks it back into a different cube. Resolve the attack as normal, then move the target 1 cube directly away from the attacker. If the knocked-back model's route is blocked by a wall, the model is *slammed* into it.

LIFE SUPPORT
If this model is injured (but not killed) by an attack, the model is immediately returned to an undamaged state. This happens automatically, does not cost an action, but only works once per game.

Life Support cannot be used to resurrect models that have been killed outright by a single attack. It only works on the model itself and cannot be used on nearby models.

LOADER
If this model is in the same cube as a friendly model, 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. 1 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 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 has one or more weapons listed with the *Psychic* weapon characteristic. These abilities are another weapon that the model can use: they 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. A *Psychic* weapon does not need LOS to its target.

RAMPAGE
When this model is damaged but not killed, for the remainder of the game, whenever the model's owner chooses to activate it, they must roll 1 dice:

1-2: The opposing player may control the model's actions for this turn, including attacking the active model's friends. 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 it as normal.

7-8: The owner of the active model may act with the model as normal. In addition, the model may move 1 cube before it takes its normal actions, as if the owner had played a command dice **MOVE** result on it.

While under the effect of result 1-2, the model does not count as a member of any strike team in play for purposes of the maximum size count of a cube, and may move into cubes containing members of its strike team (and initiate fights against them). The model may still have items and abilities played on it by members of its original strike team (eg, *Medic* or *Medkits*).

This may result in a cube becoming more crowded than it is normally allowed, or **overstacked**. When a model starts their activation in an overstacked cube and is free to choose their action, they must use move out of that cube before they do anything else.

RAPID FIRE

A model using this weapon may *Fire for Effect* when making a **SHOOT** action.

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, the *Remote* idles on the spot.

SCAVENGER

This model may carry up to 3 items instead of the normal limit of 1. In addition, the model never sets off a *Booby Trap*. If they reveal a *Booby Trap* item, the *Scavenger's* activation ends immediately; but the *Booby Trap* does not explode – instead it is dismantled and discarded.

SCOUT

After deployment, before the first turn of the first round, this model may make 1 free **SPRINT** action. If both sides have *Scouts* the player with initiative moves all their *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 and works the same way. However 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 1 *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, mark the model with a reload counter. That weapon cannot shoot again until the counter is removed.

Removing the counter requires a **SPECIAL** action by the model carrying it (or by a model with the *Loader* ability. If a model has other weapons then this penalty only applies when using the weapon with *Slow Reload*.

SMOKESCREEN

This 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 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 a 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 its enemy, despite the smokescreen).

SNIPER SCOPE

This weapon adds +2 dice to **SHOOT** actions in addition to any other applicable modifiers. A weapon with *Sniper Scope* may not benefit from the +1 dice of a *Holo-Sight*.

SOLID

This model 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 reroll 1 failed dice in your Recon test.

STUN

This weapon does not cause actual damage. If this weapon scores any potential damage however, the target model is immediately marked as activated.

SUPPRESSION

This weapon **SHOOTS** as normal. 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)

When rolling command at the start of a round, add (N) command dice to the roll if the *Tactician* is still on the battlefield.

You can only apply the *Tactician* ability of 1 model in your strike team. Having more than 1 *Tactician* in a team provides no benefit beyond having a replacement if 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. This is not cumulative; a model may only receive a maximum of +1 dice from a target being tagged and 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 kills it. *Toxic* never affects models with either the *Construct* or *Vehicle* ability.

TOXIC SMOKESCREEN

Once during a game, at the start of any one of its turns, this 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 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 the *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 smokescreen remains in the cube it was deployed in. It disperses in the same way as a smoke grenade.

VEHICLE

Vehicles can only change level by moving up or down a ramp, and they may not climb up or down walls. A vehicle cannot pick up, carry, or use items.

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 and is treated as part of the battlefield's terrain.

VOLATILE

This weapon 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 fuel is safe.

On a roll of 1 the fuel tank ruptures and sets the model on fire: see the *It Burns!* ability. The *Volatile* weapon may not be fired for the rest of the game.

VULNERABLE

This model is never injured; any actual damage the model takes kills it instantly.

WEIGHT OF FIRE (N)

(N) number of **SHOOT** dice that fail may be rerolled once. This also applies to any additional dice gained by rolling an 8.

Weight of Fire is cumulative: add together the (N) values of multiple *Weight of Fire* modifiers.

ITEMS

AMMO (+)

One-use. A model carrying *Ammo* may use it when it makes a normal **SHOOT** action to add a +1 dice modifier for that action.

AP AMMO (+)

One-use. A model carrying *AP Ammo* may use it when it makes a normal **SHOOT** action to add a +1 dice modifier for that action, and any actual damage is resolved with the AP1 characteristic (cumulative with any other AP that applies to the attack).

BOOBY TRAPS

If a model reveals the *Booby Trap* icon when picking up an item, resolve it as though a *Frag (3)* explosion has detonated in the model's cube.

DEFENDER SHIELD (+)

The model 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) (+)

When a model wearing this item suffers potential damage, make an **(N) dice 6+ test**.

For each success, 1 potential damage is absorbed by the shield; but if you roll more 1s than successes the shield 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 1 *Energy Shield/Shield Generator* then all apply. Roll for each separately and reduce the potential damage by the total number of successes.
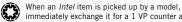
FRAG GRENADE (+)

One-use, R3, *Frag (3)* grenade.

HOLO-SIGHT

This model adds a +1 modifier to its **SHOOT** actions. A *Holo-Sight* cannot be used with *Indirect* weapons.

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 1 VP counter and add it to the player's total. Then discard the *Intel* item.

JUMP PACK

A model equipped with a jump pack is not *pinned* by falling and takes no damage if it falls. In addition, the model 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 1 cube wide), provided it has enough movement to do so.

MEDI-PACK (+)

One-use. May only be used on living models, and cannot repair *Constructs* or *Vehicles*. A model with a *Medi-Pack* may use it on themselves or any other 1 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, does not require a dice roll and immediately removes 1 damage marker. Discard the *Medi-Pack* after use.

MONO-WHEEL SCOUT BIKE

Riding this bike counts as carrying it as an item. While the bike is being ridden, the model has the *Vehicle* ability and its Speed changes to 1-5.

SENTRY GUN (+)

The *Sentry Gun* is both an item and a model and can be carried by any model like any other item.

Only an *Engineer* can change the *Sentry Gun* from an item to a model (emplacing), and back again (packing). He does not 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 this profile:

Sentry Gun
- pts / 0 VPs   *Construct, Vulnerable*

S 4+ I **F** - I **Sv** 5+
Speed - I **Armour** 0 I **Size** 1
Heavy Rifle: R8, *Weight of Fire (1)*
Weapon Options: Small Arms
Campaign Ability Options: Ranged

A *Sentry Gun* gets 1 **SHOOT** action in every round. It cannot have any command dice spent on it.

If a *Sentry Gun* is destroyed, the model reverts to an item, and may not be emplaced again this game.

SMOKE GRENADE (+)

One-use, R3 grenades. No damage is caused to models in the target cube. The smoke-filled cube blocks all LOS, including to and from models inside it; however it does not block LOS to the cube itself.

Any **SHOOT** attacks that trace a LOS through a cube adjacent to a smoke-filled cube suffer a -1 dice modifier (regardless of how cubes they cross).

At the end of each round roll 1 dice per smoke-filled cube: 1-4 = the smoke in that cube remains in place; 5-8 = the smoke dissipates and is removed.

STUN GRENADE (+)

One-use, R3 grenades. No damage is caused to models in the target cube, but all models in the affected cube are marked as activated.

THERMAL MINES (+)

One-use, RF, AP3 weapons.

DEADZONE

1. ROLL COMMAND

Each player rolls **3 command dice** simultaneously. You may perform 1 reroll of as many of your dice as you choose. **If less than half of your strike team remains on the battlefield you cannot reroll command**.

Spend as many results as you like during a turn (discard each spent dice, and any left at the end of a round), but **a model may have only one of either the MOVE, SHOOT or FIGHT results spent on it during its activation**.

+1 Model
After you have finished your model's activation, activate a second as yet unactivated model. You may only spend one *+1 Model* result per turn.
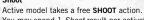
Dice
Add 1 dice to any **SHOOT**, **FIGHT** or **SURVIVE** test. You may spend any number of *Dice* results whenever you test, including during your opponent's turn.

Move
Active model takes a free **MOVE** action up to 1 cube. You may spend 1 *Move* result per activation, even on models that have already made a **MOVE** or **SPRINT**.

Shoot
Active model takes a free **SHOOT** action. You may spend 1 *Shoot* result per activation, even on models that have already taken a **SHOOT** action.

Fight
Active model takes a free **FIGHT** action. You may spend 1 *Fight* result per activation, even on models that have already taken a **FIGHT** action.

Splat!
Activate your army's **special ability**. You may usually only spend a single *Splat!* result per activation.

2. TAKE TURNS

The player currently taking their turn has the **initiative**. On your turn you normally activate a single model. Choose 1 model that hasn't been activated this round, **take 1 long action, or up to 2 short actions** (or do nothing or pass) then mark it with an activation marker.

END OF ROUND

When all models have been marked as activated:

1. Award VPs to any player with the only model(s) in an objective cube.
2. Count VPs to see if either has won the battle.
3. Remove activation markers from all models.

The player who finished activating their models first starts the next round with the initiative and takes the first turn.

ACTIONS

A model may only perform each type of action once per turn.

Extra **MOVE**, **SHOOT**, or **FIGHT** actions from command dice do not count as one of the model's limit of actions.

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 ACTION)

The model can move cubes up to its first Speed value, or reposition itself within its cube. A model moving into a cube containing an enemy model must **fight** it immediately.

If a model is in a cube with an enemy model and wishes to leave, one of the enemy models may **fight** it. **The moving model *must* roll a SURVIVE test.** If the model is not killed or *pinned* it may continue its movement.

SPRINT (LONG ACTION)

The model can move up to its second Speed value in cubes. This action cannot be taken if the active model begins its activation in the same cube as an enemy model.

SHOOT (SHORT ACTION)

SHOOT targets a single enemy model not in the same cube. **SHOOT cannot be taken if the active model is in the same cube as an enemy model**.

Shooter: **3 dice SHOOT (X)**. Target: **3 dice SURVIVE (X)**:

Draw, or target has more successes: attack misses.
Shooter has more successes: the difference in number of successes is the **potential damage** to the target model.

Fire for Effect: Shooter: **3 dice SHOOT (X)**.
Target: **3 dice SURVIVE (X)**:

Draw, or target has more successes: attack has no effect.
Shooter has more successes: target model is *pinned*.

Dice Modifiers for SHOOT and FIRING FOR EFFECT tests
+2: unobstructed view of the whole target and base
-2: any friendly models in the target cube
+1: on a higher level than the target
+1: *Firing for Effect* with a *Rapid Fire* weapon

FIGHT (LONG ACTION)

A model that begins its turn in the same cube as an enemy model may choose to fight it.

Shooter: **3 dice FIGHT (X)**. Target may *fight back*: **3 dice FIGHT (X)** or *evade*: **3 dice SURVIVE (X)**:

Draw, or SURVIVE test has more successes: no effect.
FIGHT test has more successes: the difference in number of successes is the **potential damage** to the losing model.

Dice Modifiers for FIGHT and SURVIVE tests
+1: the model moved into this cube this action
+1: any friendly models are in the same cube
+1: opponent is **injured**
+1: the model is a larger size than its opponent
+1: the opposing model is *pinned*.

SPECIAL ACTION (SHORT)
STAND UP (SHORT)

A *pinned* model standing up in a cube containing an enemy model is immediately attacked. The model standing up must roll a **SURVIVE** test: it cannot choose to fight back.

DAMAGE

1. Reduce target's **Armour** by the AP ability of the attack.
2. Subtract target's remaining Armour (if any) from the potential damage to find **actual damage**.
3. Add actual damage to any previously sustained damage:
   0 damage: Undamaged.
   1+ damage, up to model's size: Injured: mark with damage counters equal to the actual damage caused.
   More damage than model's size: Dead.

DEADZONE

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)

*   Weapon does not replace a default weapon
** Weapon uses two hardpoints

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