

# DEADZONE ERRATA

**v1.0**

**2 June 2016**

## Errata - Deadzone Rule Book

---

### Shooting

---

**Page 20:** Second paragraph. Change to: "The Shoot action cannot be taken if the active model is in the same cube as an enemy model, unless specified otherwise."

### Abilities

---

**Page 32:** Add new paragraphs under the Rampage table:

"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 as such 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 (such as Medic or Medkits).

This may result in a cube becoming more crowded than it is normally allowed. This is called being overstacked. Whenever 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."

### Missions

---

#### Replacement for Larger Games table:

Strike Team Points	VPs required to win
100	12
150	16
200, 250, 300	20

### Army Lists

---

**Page 15 & 67:** Forge Father Huscarl: Too Stubborn to Die ability. Change to "Roll a 3 dice Survive test (2) with no modifiers, not even from Command dice."

**Page 50:** Stage 3D "Hellhound": Add Beast ability.

**Page 50:** Stage 3A: Rifle should be R6, Rapid Fire

**Page 50:** Stage 3Z: Remove Tough ability. Change Survive to 6+.

**Page 51:** Plague Swarm: Add Beast ability.

**Page 52:** Plague Strider: Campaign Ability Options: should be Ranged, Melee

**Page 58:** Enforcer Strider: Remove Scout ability. Add Vehicle ability.

**Page 58:** D.O.G Drone: Burst Laser: R8, Weight of Fire (1), Suppression

**Page 58:** D.O.G Drone: Add Construct and Beast abilities.

**Page 58:** Enforcer Jetbike: DB Laser Rifle: R6, Weight of Fire (1), Rapid Fire.

**Page 58:** Enforcer Jetbike: Weapon Options: Heavy (Automatic), Light (Explosive)

**Page 58:** Enforcer Strider Campaign Ability options: Should be Ranged, Melee.

**Page 62:** Malignus with Chem Thrower: Change point cost to 14, and replace "Chem Thrower: R1 AP1, Volatile, It Burns!" with "Ray Gun: R4, Weight of Fire (1), Rapid Fire". Change name to "Malignus."

**Page 62:** Night Terror with Scythes: Add ability Beast.

**Page 62:** Night Terror with Spitter: Add ability Beast

**Page 64:** Weapons Option: Big Drill: Change type to Light (Melee), Heavy (Melee)

**Page 68:** Steel Warrior Specialist (Stormrage Veteran): Weapon options: Small Arms, Light (Automatic, Explosive, Assault), Heavy (Automatic, Assault)

**Page 67:** Chief Brokkr – 2 VPs

**Page 69:** Boom Bot: Add ability Construct.

**Page 70:** Inferno Drill: Add ability Construct.

**Page 76:** Add an \* to the Noh Pistol.

**Page 81:** Guntrack: Weapons options should be Vehicle (All)

**Page 81:** Ripper Rainmaker: Change Rocket Salvo to "Rocket Salvo: R8, Indirect (3), One-Use."

**Page 82:** H.E.W Cannon should be Vehicle (Lance), Hulk

**Page 87:** Rebel Grogan: Rifle should be R6, Rapid Fire.

**Page 87:** Kraaw: Weapons options should be Small Arms, Light (Assault, Melee)

**Page 88:** Rebel Strider: Campaign ability options: Should be Ranged, Melee

**Page 89:** Onslaught Cannon: Change VP to 0

**Page 89:** Desolator: Change VP to 1

**Page 91:** Boomer: Should be BOOM!(3).

## DEADZONE FAQ

### General Questions

**1) Can a Shoot Command Dice result be used with a model carrying a Heavy weapon?**

Yes.

**2) If a Pinned model is thrown (eg, by a Blast weapon) into a cube containing an enemy model, what happens?**

The Pinned model initiates a Fight action (once all forced movement has been resolved). The model will receive a +1 modifier for moving into the cube, and it's opponent will have a +1 modifier for the enemy model being pinned.

Remember that Pinned models aren't necessarily literally lying on the battlefield - they could have been huddled behind cover, be alert but under heavy enough fire that they are not willing to move into a new firing position, and so forth. Being flung into close contact with an enemy will prompt even the most shell-shocked soldier into a fight for their life!

**3) What counts as a Hit or Miss for, eg, attacks with Blast weapons?**

If an attacker rolls more successes than a defender, the attack is a Hit.

If a defender draws or rolls more successes than the attacker, the attack is a Miss.

For example: A Rebel Sorak is firing a Blaster at an Enforcer. The Sorak rolls a 3 dice Shoot test, and scores two successes. The Enforcer rolls a 3 dice

Survive test.

If the Enforcer scores two or more successes, the attack is a Miss, and (per Blast rules on page 28) all models in the Enforcer's cube are pinned.

If the Enforcer scores zero or only one success, the attack is a Hit; the Enforcer is thrown one cube in a random direction and pinned, and any other models in the cube are thrown one cube directly away from the Enforcer (and then Pinned).

**4) When resolving Blast attacks, where is "directly away from the target model"?**

Draw a line from the target model to and through the affected model. The next cube this line hits is 'directly away.'

**5) How do I resolve an attack with a weapon that has Frag, but does not have Grenade?**

Unlike a Grenade, weapons such as the Enforcer's Fusion Gun (R4, Heavy, Frag (3)) do not need to roll to 'hit' the target cube. Simply roll once for the strength of the Frag, then have each model in the target cube roll Survive separately as described on page 29.

**6) Does a Psychic model using a Psychic attack get the +1 modifier for being on a higher level?**

Yes, both for simplicity, and to reward a player for tactical maneuvering.

**7) Can a model with the Vehicle ability be Pinned?**

Yes.

**8) Should an Enforcer Captain have a Wristblade or an Energy Gauntlet as standard?**

Energy Gauntlet. In cases where the example picture contradicts the written rules, the written rules take precedence.

**8a) Can the Rin Nomad take both a Sniper Rifle and Pistols? The picture suggests it can, and the model does come with those options.**

No. If the model is assembled with the sniper rifle and pistols, it counts as the Mercenary Hund, whose unique feature is that he has a sniper rifle, pistols, and Fire Control.

**9) Do I apply Knockback to an attack where the defender draws or wins the test, as I would do with Suppression?**

No. Apply Knockback only when the attack causes potential damage.

**9a) Can you please clarify the placement rules for models affected by Knockback?**

The affected model is moved as per the "Where is Directly Away?" boxout on page 27. If the Knockback results from a Melee attack (ie, the models are in the same cube), the attacker chooses an adjacent cube to move the affected model into. If it results from a ranged attack (IE, the models are not in the same cube), draw an invisible line from the attacker, through the affected model, and into the next cube. This is the cube the affected model is knocked back into.

In order to 'bounce' a model off a wall, there must be a full wall tile with no gaps on the adjacent edge of the cube the model is knocked back into. If the cube is bordered by a low wall, barricade, or if the wall tile has a gap big enough to allow the model to move through (see page 18 for gap types) then the model is moved into the next cube, and is not subject to the Slammed rules (Page 27).

The attacker decides the final placement inside the cube the affected model is knocked back into.

**10) If I want to replace a model's weapon, will I subtract the cost of the former weapon, before adding the cost of the new weapon?**

No.

**11) Does The Piper's Command ability require a Command dice to use?**

Yes.

**12) Can I give the Monowheel Scout Bike to any model (that has the ability to carry items)?**

Yes.

**13) Can a Pathfinder tag a model and then shoot it?**

Yes, provided it has the actions available to do so.

**14) Which of the Infestation characters are Mercs?**

All of them. They work exclusively for the faction their Elite Army List sites under (Piper for the Veer-Myn, Long Range Observer N7-117 for the Enforcers, Chief Mauhulakh for the Marauders, Bjarn Starnafall for the Forge Fathers, Adrienne Nikolovski for the Rebs, Nem-Rath for the Asterians).

**15) Should The Piper have the Tactician ability?**

No. His Command ability is very strong, and Piper himself is not a charismatic leader.

**16) Should Long Range Observer N7-117 have an energy gauntlet?**

Yes. See the Errata section.

**17) What happens when I want to replace an existing weapon with two fire modes, such as Asterian Charge Gloves or a Creeper's Det Packs?**

Treat each fire mode as if it was a separate weapon. EG: Replacing the Asterian Overseer's Energy Pulse with a Noh Rifle will still leave them with the Charge Glove (RF, Knockback) and Staff of Command (RF, AP2) weapons.

**18) What is the 'Leader' option in the weapon category?**

"Leader" weapons are a separate category of weapons, typically very rare or ceremonial weapons only issued to a faction's commanding officers. Not every faction currently has a 'leader' weapon, but future supplements may introduce more weapons in this category.

**19) Is the weapon category "Heavy" the same thing as the weapon ability "Heavy"?**

No.

**20) What happens if a model or grenade would scatter off the board?**

He/it would 'bounce' off the solid wall that is assumed to run around the edge of the playing area, and remain in the original cube. Models would be subject to the Slammed rules as per normal.

Note that this does not apply to Indirect attacks. If an Indirect attack would scatter off the playing area, then it has no effect.

**21) A model begins its activation with an enemy in the cube, and initiates a fight (using a Fight action (long), killing the other model. I then use a Move dice to move into a cube containing an enemy model. Does this initiate a new Fight action, even though I have used a Fight action already?**

Yes. The Fight action happens as part of the Move action granted by the Move dice.

**22) Can a model change levels with a Sprint action?**

Yes, you can change levels with a Sprint action. The dispute probably arises from DZ1, where Sprint and Climb were different things. In DZ2, "Sprint" is basically just a long "Move" action that lets you move using the model's second Speed value.

**23) I start a model's activation with an enemy in the same cube. I use my first action to Move out of the cube. Can the model take a Shoot action?**

Yes, it can. The model should check to see if it is in the same cube as an enemy model at the time it wishes to take an action, not at the start of its activation. See the Errata section (Page 20).

**24) For the Rebel Commander's Always Short special ability - is there any limit to the number of new items that can be created with this ability?**

The player can use the Always Short ability whenever they spend an Army Special command dice, but may not create more items than there are loot crate tokens.

**24a) When determining the random item - is this from any of the possible dropped items or only those not deployed at the beginning of the game?**

The item is from the currently unused pool of loot crate tokens. With the exception of booby traps, Intel tokens and items removed from the board for scoring VPs (ala Scour missions), if a loot crate item is used during the game and the token discarded, it goes back into the pool of available loot crate items.

**25) What happens if you activate a toxic smoke screen in a cube that has a wounded model in it? Since they now have the 'vulnerable' special rule, do they die immediately, or only if they suffer a further wound?**

Only if they suffer a further wound.

**26) I am unable to place my Strike Team in my deployment zone, due to cube size limits. What should I do?**

We've done some modelling, and with the standard scenarios in the core rule book crowding can start to become a problem for some factions around the 250-300 point mark. Assuming that there are no multi-level terrain pieces in the deployment zones, a Patrol mission has a deployment zone of 4 cubes (16 Size worth of models), Scour a deployment zone of 5 cubes (20 Size worth of models), and the other missions both have deployment zones of 8 cubes (32 size worth of models). It's certainly possible to build lists with a large Size count, and we don't want to discourage people from feeling limited in their list building by size constraints; if you find yourself in a position where you absolutely cannot deploy your whole strike team, follow the following steps.

In the first instance, if your terrain collection allows and with the agreement of your opponent, try moving the terrain so that your deployment zone has higher stacks of terrain in the starting cubes, or consider using a second mat and extending the deployment zones appropriately. This is probably the most elegant solution to the problem.

If this is not possible or undesirable (say in a competitive tournament game using fixed tables) then any models that cannot fit into the deployment zone during deployment start 'off the board' and must use their first activation to move onto the board using a Move or Sprint action, moving into a cube on level 1 in the player's deployment zone as if they started their movement in an adjacent cube. The cube moved into counts as the first cube in their movement.

Tournament organizers concerned about players using this rule to deny VP to their opponent by keeping valuable models out of harm's way may at their discretion impose a time limit for models to move onto the board, eg, if a model doesn't move onto the board by the end of Round 2 then it is removed from the game as a casualty and any applicable VP for its death are awarded to the other player.

**27) I have taken three troopers. Does this give me access to one Vehicle OR three Specialists, or one Vehicle AND three Specialists?**

The latter: One Vehicle AND three Specialists.

**28) Does the Mono-Wheel Scout Bike change the size of the miniature using it?**

No. This decision was made due to the way Size and Damage interact - If a Mono-Wheel Scout Bike gave a model +1 Size, and that model took a damage counter, what would happen if the model dismounted the bike? Far simpler and quicker to have the Scout Bike behave the way it does.

**29) Are Boomer's Grenades one-use?**

No. The happy little hobgoblin packs more than enough of each grenade type to last even a pyromaniac like him through the entire battle.

**30) Hammerfist Drop Armour (pg30): When called in, place the Hammerfist model in any empty cube on the table. Is "empty" referring to models (friend or foe), or referring to terrain/debris?**

Referring to models.

**31) What is the item count for loot tokens in Deadzone V2?**

Ammo: 5

Frag Grenades: 3

AP Ammo: 2

Intel: 2

Medkit: 2

Stun Grenade: 1

Booby Trap: 1

**32) When and how do I check for victory conditions?**

At the end of the round, follow these steps:

1: Check to see if either player has the required VPs. If one player does, and the other player does not, the player with the required VPs wins.

2: If both players have the required VPs, but one has more VPs than the other, that player is the winner.

3: If both players have the required VPs, and they both have the same number of VPs, continue play. The first player to earn one or more additional VPs wins immediately.

4: If neither player has won, but one player has no models left on the table, that player loses and the other player wins.

**Campaign Questions****33) In campaigns, can weapons be added later to a model - eg, can I buy a shotgun for my Enforcer Sergeant later in the game?**

Yes, with the caveat that weapons must be allocated to a model when bought (not added to your stores for a rainy day), and are permanently lost should the model permanently die. See also: Optional weapon equipment rules in question 34.

**34) In a campaign, can I change purchased weapons between models in my army?**

By default, no. Purchased weapons are attached to a model when bought, and are permanently lost should the model suffer a permanent death result on the Permanent Injury table.

This approach cuts down on book-keeping, and will suit players looking for a streamlined campaign experience.

At the campaign Coordinator's option, however, the following optional rule may be used for groups who would like a different approach:

Players may purchase weapons using RP and add these to their Stores. When choosing a Strike Team for a campaign game, a player may temporarily assign weapons in stores to models who may legally take them, adjusting the model's points cost and VP value for that game only. If the model suffers a permanent death result on the Permanent Injury table after this game, the weapons are lost.

If the model survives the game, the weapons are returned to the stores, and the model's points cost and VP value revert to their usual value.

Note: When using this rule, always calculate the model's points cost and VP value from the base profile of the model.

**35) If I have any RP left over from my initial army creation, do I add this to my stores?**

Yes.



mantic