

DEADZONE ERRATA and FAQ V2.2

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 (See Deadzone: Outbreak)

Page 32: Rampage ability

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.”

Command Protocols: Outbreak

Page 16: Items

Add (+) to adrenaline shot, stimulant shot and combat blades

Page 17: Evade Ability

Change to: when an unpinned model with the evade ability is the subject of a Shoot action but is not killed or pinned it may make an immediate 1 cube move in any direction. This may generate a Fight as normal.

Page 30: Enforcers

Peacekeeper: Reduce to 26pts

Page 36: Forge Fathers

Thorgarim: add weapon option: small arms

Page 76: Veer-Myn

Rat Swarm: Change to move 2-3

Page 78: Veer-Myn

Change Twin Chem Spitters to Weight of Fire (1)

Page 50: Marauders

Hrunka: Change to Light (Melee)

Flamer: Change to Abilities: Volatile, It Burns!

Flamer: Change to Type: Light (Assault)

Page 73: Rebs

Rifle: Add Rapid Fire ability

Page 82: Forge Fathers Elite List

Padd: Add Beast ability

Page 85: Nameless Elite List

Needler: Add Weight of Fire (1)

Toxic Shards: Remove Weight of Fire (1)

Page 80: Asterian Elite List

Ten 'Ur-Go: Add Tactician (1)

DEADZONE FAQ

Shooting

1a) 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).

1b) 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.'

2) 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.

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

Yes.

4a) Can a Pathfinder tag a model and then shoot it?

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

4b) Do I need to have LoS to use the Tag ability?

Yes, you must have LoS to the target model

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

The model or grenade 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.

6) If a model decides to Shoot a single target with multiple weapons, such as using fire control, does the defending model roll to survive against a combined attack or once for each weapon?

Once for each weapon. Resolve the shots separately, one after the other, in an order of your choice.

7a) Does a model's line of sight originate from their eye/head view, or any part of the model?

Draw LOS from any part of the model to any part of the enemy model. Consider bases to be part of the models, as per all other rules regarding Line of Sight.

7b) How does smoke affect line of sight (LOS)?

Firing into a cube - Smoke blocks LOS into and out of a cube and to any model in a cube behind the smoke cube which you cannot otherwise see except by drawing LOS through the smoke filled cube.

You can use weapons that target a cube to hit models inside a smoke filled cube, such as Indirect, Frag or grenade. You may not use it Burns! or Blast to target a cube as they require a model to target.

Firing out of a cube – you may fire out of a smoke filled cube using Indirect weapons (require 2 successes to hit the target as you do not have LOS) or grenades. You may not fire out with any weapon that requires you to see your target.

Adjacent cubes - The -1 to shoot applies to all 26 cubes adjacent to the smoke filled cube on the same level and on the levels above and below if applicable (unless there is an impassable wall with no gaps between the smoke cube and the adjacent cube). You may still get a clear shot if you can

see all of the model and base but would effectively have +2 for clear shot and -1 for smoke (net +1). If you are firing a weapon which does not allow modifiers (such as Grenade, Indirect or It Burns!) you do not suffer the -1 for smoke.

8a) Can I Shoot a weapon with slow reload more than once in a turn if I use a Shoot Command Dice?

No. You may not Shoot again until the reload marker has been removed. Therefore if you have just performed a Shoot action and gained a reload marker you will not be able to use a Command Shoot Dice to Shoot again until the firer **or a model with the loader ability** has spent a short action to remove it.

8b) If a model with a Reload counter is healed does the Reload counter get removed as well?

Yes, Reload counters are removed if the model is no longer wounded

9a) Can I still pin models in a cube with a weapon with the Suppression ability even if I roll no successes to hit?

Yes, even if you miss with all dice you still pin all the models in the cube

9b) What happens if I shoot at a model in combat with a weapon with the suppression or blast ability?

Resolved the shoot as normal, with a -2 modifier for firing into combat. Resolve damage, if applicable, then apply suppression or blast effects to all models in the cube friend or foe.

9c) Can I repeat another Shoot or Fire for Effect action after using the free Fire for Effect action from Commander Graves Head of Security Splat?

Yes. This is a rare instance where the Fire for Effect granted from the Head of Security Special Ability does not count as an action and ignores the normal rule of not being able to repeat the same action.

9d) Can I use Major Loren Chard's splat to give weight of fire to an indirect weapon?

No. Weapons such as grenades, indirect, It Burns! and Frag cannot be modified. Re-rolling dice is modifying the result and therefore is a modifier. The only exception to this rule is where it is specifically stated that you can reroll a dice, such as the Ranger Sergeants Eye in the Sky ability.

10) If a model has a weapon higher than a cubes height can I use the highest point to draw LoS?

Yes, you may draw LoS from any part of your model or its base to any part of the target model or base. However, all ranges are determined from the cube the model is placed in and any effects from

smoke, etc. will also be counted from this cube. For instance, you cannot put your gun out of a smoke filled cube to be able to shoot when LoS would normally be blocked.

Fights

11) Can I choose to activate a model in a cube with an enemy model but not perform any action, such as a Fight or Move action?

Yes. You may choose to activate and do nothing as per page 10 of the Deadzone 2.0 Rulebook

12) Can I reposition my model within a cube after winning a Fight?

No. You must remain in the same position you were in at the start of the Fight, unless you perform a Move action.

13) Can I enter a cube with an enemy model initiating a Fight action but instead choose to use my Survive stats?

No. The model that initiates a Fight by moving into a cube, as the aggressor, must use its Fight stat, unless this movement occurs as part of being pinned as described elsewhere in the FAQ. If the model has a Fight stat of – then it counts as rolling zero successes.

14) If a model has a weapon with the Heavy ability does it roll one less Fight dice or Survive dice in Fights?

Both. A model carrying a weapon with the Heavy ability must roll one less dice whether it chooses to Fight or Survive in a Fight action.

Movement

15a) 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.

15b) 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. 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.

16) What is considered a stack in regards to the Agile special rule?

A stack of cubes is considered to be a series of cubes arranged vertically, one on top of the other. A model with Agile can make a bonus vertical move (up or down) through this stack. Note that a means of accessing the cube above is required for the move to be possible (either because the ceiling has a hatch, is a half-sized or quarter-sized tile, or has been agreed by players prior to the game as being possible to move through).

17) Can a model move directly “through” a ceiling with a single one cube Move, e.g. bottom floor of a watchtower to the middle, moving directly upwards through a solid floor?

No. However, keep in mind that as per page 19 of the Deadzone 2.0 rulebook, determining the effect of scenery on movement is something for both players need to agree on before the game begins as the guidelines in the book cannot cover all terrain collections or player preferences. To this end, we have devised the following “Hatch” rule, which can be used as an aid for allowing models to move through otherwise solid walls and floors, this can be applied either via friendly agreement or (in a tournament setting) by placing tokens to indicate where hatches exist. We recommend the Industrial Battlezone set as these contain numerous hatches suitable for representing where models can freely move through floors.

Hatch (n)

Hatch (n) is an ability that can be assigned to any solid 3"x3" surface before the game begins. A Hatch allows the unimpeded passage of a model up to size (n) through a solid floor or wall. A Hatch is easily opened by any model and closes again automatically. A Hatch always blocks LOS just like the terrain it is assigned to. A good example of a Hatch (3) tile would be a closed door from the Core Worlds Battlezone set, blocking line-of-sight, but allowing movement for all but the largest of models.

18) Can I end an action in the air to then Glide down further?

No. Every action must end with your model in a cube where it can be physically placed on the table.

19) How does glide work with Knockback, Blast, Indirect or Frag?

If you are knocked off of a building you may use glide but must continue the glide in the direction of the knockback/Blast. You may glide into a cube containing an enemy model which will initiate a Fight as normal. If you are unable to complete your glide due to impassable terrain or the board edge you will descend to the lowest level at the furthest point of your glide.

20) If I have a Jump Pack can I move off of a building for 1 cube of movement and fall to the floor without getting Pinned (as per Jump Pack rule) and then complete my move on the ground level?

Yes. Being Pinned ends the action but if you can fall without being Pinned or suffering harm, such as with the Glide ability or a Jump Pack then you can complete any remaining movement once you reach the end of your fall/glide.

21) Can I voluntarily Fall down one cube if I have no further movement left and not get Pinned and then continue my move on the ground level?

No. Moving down one cube is a jump and counts as a normal cube of movement. Falling occurs when you descend 2 or more cubes resulting in you potentially taking falling damage and being pinned as per Falling on page 27 of the Deadzone 2.0 Rulebook and FAQ point 24.

22) Can Flight be used to move over cubes occupied by enemy models?

Yes. As long as your model can be placed on the board at the end of your move.

23a) What are the cube sizes for bridges? How many models (and of what size) can fit per the bridge cube size?

A half-sized (or smaller) tile can be considered to have a capacity of 2 rather than 4. This means that each player can place either one Size 2 model, or two Size 1 models in a half-tile. Size 3 or Size 4 model's cannot finish their move in a half-tile (including by initiating a Fight), but can move across them (provided there are no enemy models on the bridge blocking their path) as long as they finish their movement in a cube of sufficient capacity.

If a Size 3 or 4 model is forced onto a half-sized (or smaller) tile by knockback etc. they will fall down to the next lowest level on which they can be legally placed. This may incur Falling damage.

23b) How many models can I fit in a half size cube?

You can fit as many models in a cube as the cube size can accommodate following the rules for cube capacity. Therefore if a cube has 50% floor space then it has a cube capacity of 2, 75% cube capacity is 3 etc. In the below examples the rebel commander is safe from the Aberration (size 4) which cannot fit into the cube with the Reb Commander (cube capacity 2).



23b) Can I move across a gap in the floor of the cube I am in?

Yes, cubes are considered to occupy the whole of the 3" irrespective of the surface area. Therefore as long as a model is standing on a surface in a cube it can move freely to an adjacent cube even if there is a gap in the floor surface. However, you if going up a level you must still have a surface to climb.

In the picture to the left the gap is a full cube and therefore the stalker cannot reach the marine. In the image on the right there is a gap but it is less than a full cube and therefore the marine better watch out!



23c) Can I fight a model in the same cube if I cannot see it?

There are some rare circumstances where a model may be occupying the same cube as an enemy but not be able to physically see or reach it due to a full height wall with no gaps in it between the models (see picture).



In this very rare case the models can be deemed to occupy the same cube for contesting objectives but can only interact with models on their side of the obstruction (cube capacity should also be determined for half cubes). Therefore no Fight or break away tests would need to be made. You may shoot out of the cube and would still be affected by grenade or Frag abilities etc equally. If there is even a small gap though such as in the damaged terrain tiles then you can Fight through that as fighting is a dynamic process using all sorts of weapons and claws etc.

Remember that the effect of all terrain should be agreed with your opponent before the game starts.

24) How does falling damage work?

Moving down 1 cube is a jump whether it is intentional or not. Falling damage is only taken when you move down 2 or more cubes of height.

Models with a Jump Pack or the Flight or Glide abilities will not take falling damage. A model with the Solid of Construct abilities will still take falling damage but will not be Pinned by the fall.

Fall height	Gravity
1 cube (jump)	No damage
2 cube fall	3 x 5+
3 cube fall	4 x 5+
4 cube fall	5 x 5+

Pinning

25) If a model with Rampage is Pinned and wounded and then rolls a 7-8 on the Rampage table, can that model stand up for free?

In this case, have the model Stand Up as normal for their first action, then give them their free Move before they take their second action.

26) Does being Pinned end my activation?

Yes. The only action you may perform when pinned is to Stand Up. A Stand Up action may only be performed at the start of your activation, or in response to an enemy model entering your cube.

27) What happens if my model is Pinned in a cube with an enemy and the enemy model Breaks Away?

Your model will Stand Up as a free action but will only be able to roll for Survive as will the model Breaking Away and therefore no Fight will occur.

28a) What happens if a Pinned model is moved as a result of forced movement (Knockback, Frag, etc) into a cube containing an enemy model?

If your model enters a cube containing an enemy model you will initiate a Fight as per the rules on page 22, 23 and 26 of the Deadzone 2.0 Rulebook. Your opponent may choose which model to attack with and will receive the +1 bonus dice for fighting a Pinned model. The model moving into the cube will get to Stand Up for free and will gain the +1 dice for moving into a cube, but will only be able to make a survive test, as per Dice Modifiers on page 23.

If the cube you moved into contains a Pinned enemy model then both you and the enemy model will stand up and effectively no fight will occur as you would both roll survive tests. If the cube contains a Pinned enemy model and an unpinned model the defender chooses which model to Fight with. If the Pinned enemy model does not Fight he does not get to Stand Up for free.

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!

28b) If I am moved by the Smash! Ability into a cube with an enemy can I use my Fight stat?

Yes. You may fight as normal using your Fight stat with the plus 1 dice modifier for moving into a cube. You are only Pinned at the end of the movement.

Knockback

29) During a Fight can I Knockback into the ground?

No. You may choose the direction of knockback into any cube on the same horizontal level. You may choose to knockback into a wall or into an empty space, including off of a building.

Strike Team Building

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

One Vehicle AND three Specialists.

31a) 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.

31b) What happens when I want to replace an existing weapon with two fire modes, such as Asterian Charge Gloves?

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.

31c) If I buy a new weapon for a model that comes with a pistol as its default weapon do I lose the pistol?

No. You may keep a default pistol if it is marked * in the weapon list and buy the additional weapon.

31d) Can I buy a new ranged weapon and a pistol marked *?

Yes. You may upgrade a weapon and additionally also buy a pistol marked * to give you two ranged weapons. The advantage to do this may come from situations where you do not want to use your main weapon such as with Indirect, It Burns! etc.

32) Is the weapon category “Heavy” the same thing as the weapon ability “Heavy”?

No.

33) How do I use Elite lists?

Elite lists are led by a Merc and have specific choices for models you can take in a strike team. There will also be a new Army Special Ability for this leader. In all other ways elite lists are built in the same way as any other strike team. Elite Army Lists may not hire mercenaries.

When using an Elite Army list in a campaign, the same rules apply to building your Army roster as for building your Strike Team, with a few small adjustments. Normally, Character models are not added to an army roster. This rule does not apply to the leader of an Elite Army however, so purchasing the leader puts him on the Army list permanently. Additionally, the Leader of an Elite Army is immune to permanent injury and will never permanently die from injury. If the Leader rolls a Permanent Injury or Death result during the post-game sequence, their troops sink all of their available resources into saving them. You will forfeit any RP earned for winning or losing the game; though you will still earn RP for completing any non-Kill objectives and from the Exploration Table (and from the Exploration Table result) as normal.

Items and Equipment

34) 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.

35a) For the Rebel Commander's Always Short Army 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.

35b) 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.

36) What is the difference between an item and equipment? What are examples of both?

Items can be carried, dropped and picked up. Equipment is included in a model's profile and is fixed, and does not "use up" the model's item slot. This applies even in the case of an item that is also available as equipment, for example an Energy Shield that comes with an Asterian model as part of its profile is equipment, but an Energy Shield bought from the items section of the Asterian list would be an item, making it possible to have two Energy Shields on a single model.

37) Can I use more than one ammo Item in a shoot action with a model with scavenger who can carry more than one item?

No. A maximum of 1 ammo or AP ammo can be used per action.

38a) Must an Engineer be in the same cube as a Sentry Gun to place it?

No. You may deploy a sentry gun carried by another model as long as it is within 3 cubes of an Engineer.

38b) Does a Sentry Gun count as a friendly model for Fight bonuses?

Yes, as long as the Sentry Gun is deployed.

38c) Can a Sentry Gun be activated when there is an enemy model in the same cube?

Yes, but it cannot Fight or Shoot and therefore can only do nothing.

39) Can a model with the Scavenger ability pick up more than 1 item at a time?

Yes, models with scavenger can pick up and carry a maximum of 3 items at a time

40a) Can a model drop an item with (+) and another model pick it up?

Yes, although swapping, dropping or picking up items can only be performed as part of a move action.

40b) Can I take a Nameless Ogre's Defender shield if I kill it?

No. I am afraid as it comes stock on the model it is equipment rather than an item and therefore does not get dropped when the model dies. It's a shame we'd love people to rip it off too.

General

41) 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 manoeuvring.

42) What sized base does the D.O.G drone go on?

The D.O.G drone should be based on either a 25mm or 40mm base.

43a) If I choose to trigger Boom! (n) as a Special Action is my model removed as killed?

Yes, and your opponent will gain the VPs for losing a model.

43b) Can I trigger Boom! (n) as a Special Action if an enemy model is in the same cube?

Yes.

44) 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?

No. Only if they suffer a further wound.

45) 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

46) In campaigns, can weapons be added later to a model – e.g. 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.

47) 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.

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

Yes.

49) In a campaign, if a model picks up a permanent injury, it loses a level. Is this just for working out veteran level, or is the XP/ability/dice/stat bonus also lost?

Losing a veteran level does not remove the veteran dice, new ability or stat upgrade that you had gained from initially entering that level. Your veteran level for determining underdog dice also remains at the initial level. However, your XP is reduced to the top value of the Rank below your current one. This means that you will be at a disadvantage for determining underdog dice and you will need to gain XP to return to your initial Rank but will only gain further advantages when you progress to the rank above the rank you were at when you received your permanent injury.

For example a Rank 3, 11XP Marauder Commando has been removed killed during a game and needs to roll on the resolve casualties table (page 102). He rolls a new permanent injury giving him a reduction in his Survive stat but retains the three upgrades gained from entering ranks 1, 2 and 3. Furthermore, his XP total drops from 11 to 5 (top of rank 2) and he will only be able to claim further veteran benefits when he enters Rank 4 on reaching 14 XP. Underdog dice are still calculated from his previous Rank 4 when calculating Strike Team relative veteran level.

50) If a model goes BOOM! in a campaign game, does it get a roll on the injury table?

Yes. A model removed due to BOOM! during a game still counts as a casualty and therefore still rolls on the injury table on page 102-3 of the Deadzone 2.0 Rulebook.

51) If a model is killed in a campaign game and returns as a Plague Victim using the Fast acting Serum Army Special ability does it roll on the injury table?

Yes. Roll for the original model on the injury table and remove the newly created Plague Victim from your roster.

52) Can a non-enforcer (e.g. Forge Father) strike team pick up a mono-wheel in a game and use it in a later game?

Yes, any items you pick up in game are added to your stores. You may use these in later games even if you do not normally have access to them in your faction.