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DEADZONE

SKIRMISHES ON FORSAKEN WORLDS



NEXUS PSI

A DEADZONE SUPPLEMENT

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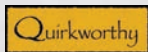
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'...and what is it, then, that has given humanity this prominent position in the galaxy? What quirk of fate or genetics has led to the fact that it is Humans, and not the Sphyr, the Forge Fathers, the Teratons, or the Gaelians, to create the largest, most prosperous, most exalted polity in known space?

Simply put, it is the human spirit of free enterprise. It is the technology of capitalism that has ensured our primacy in the galaxy. For centuries we traded amongst ourselves, utilising every resource at our disposal, seeking every advantage we could - and so it was that when we left the pale blue dot that was our homeworld, we had something no other civilisation had: a history of mercantilism and exploitation that blossomed into the greatest galaxy-spanning trade empire ever known.

Our ancestors once said, "Per aspera ad astra" - To the stars through hardships. Today, I say to you: "Per avarice ad astra" - to the stars through greed.'

Prof. T. M. Freeman IV, Commencement Address to Accutek Academy, Class of 3108

CONTAINMENT PROTOCOL: CONTAGION

THE FRONTIER

The Galactic Co-Prosperity Sphere is a vast conglomerate of systems, held together by numerous agreements, licenses and treaties. The Core Worlds are the political and geographical centre of this huge web, but at its outer limits there is the Frontier, a region of space whose borders are forever expanding outwards as new worlds are colonised and settled.

Life on the Frontier is very different from life in the inner Spheres. From the moment a planet is judged to be suitable for incorporation, a frenzy of colonists, engineers, cartographers, mineralogists and more descend upon the planet to begin the laborious process of cataloguing and exploiting its various resources.

While the relative distance of Frontier planets from the GCPS Core makes them ideal for entrepreneurial endeavours, legal or otherwise, it also makes them prime targets. So far from the protection of the Core Worlds, life on the Frontier is hard and dangerous. And there are more than just pirates and violent aliens to fear...



To the galactic north-east of the GCPS lies the Death Arc, a region of space that is considered by some to be one of the greatest mysteries of the galaxy. It was first explored by long-range scout ships from Canco Ltd., who discovered a world whose verdant forests hid the ruins of a widespread urban culture. The scouts duly noted this, conducted a brief survey and moved on. At the time, little was thought of the deceased population. Intelligent life is common in the galaxy, but many species fail to make the transition to a hi-tech society without destroying themselves through war or environmental collapse. The planet-sized graves of those failed peoples dot the stars.

What the Canco scouts had found, however, was not a lone tomb, but the first headstone in a cemetery.

THE DEATH ARC

The Death Arc is the first, and so far only, permanent border for the GCPS. Having deemed it too dangerous to allow further exploration into the Death Arc, the Council of Seven has ordered a fleet of Enforcer ships to blockade further entrance into the Death Arc.

This was done to protect the GCPS from whatever contagion eradicated all intelligent life from the worlds located in the Death Arc. Desiccated bones, crumbling streets and collapsing buildings, overgrown with plants, are the only indicators that sentient civilization ever held sway on these planets.

Xenoanthropologists and xenoarcheologists agree that damage to the civilization's infrastructure was not consistent with large-scale warfare or cosmic phenomena. Furthermore, studies also showed that whatever had so fully eliminated sentient life on these planets had done so multiple times during the planet's history. It was this revelation that lead to the Council's decision to blockade the Death Arc from the rest of GCPS space.

This might have been sufficient if the contagion was restricted to those planets within the Death Arc. Unfortunately, planets within GCPS space had already been contaminated.





ARTEFACTS

While most colonisations and explorations in the Fifth Sphere of Corporation space pass without incident, occasionally an expedition will come across what has come to be known as an 'artefact'. These alien objects all appear to be ancient, and are commonly covered in strange markings. Beyond these similarities however, they share little in common, varying widely in shape and size. Regardless of their physical properties, such artefacts become the focus of entire mining operations, as such a find could be worth untold wealth to the owning corporation.



Ironically, the Council's tight control over information regarding these artefacts ensures the corporations' continued interest in them. Unaware of the danger these artefacts represent, corporations prioritize unearthing them for research and sale. Most artefacts activate within a few hours of being unearthed, infecting those in the immediate vicinity.

As soon as an artefact is flagged and reported to Corporation Central (via one of the many listening posts and relay hubs), a specialist Enforcer, a 'Recon Unit', is dispatched to the planet's surface. It will make a silent landing via drop-shuttle within a hundred miles of the artefact site, and will deploy a drone cloud – hundreds of cloaked surveillance devices. The Recon Unit's mission is to verify the existence of an artefact and – if at all possible – secure it for extraction while still dormant.

Even with the thoroughness and efficiency of a Containment Protocol, eventually news of a Deadzone reaches other ears. Whether looking for a chance to strike at the GCPS, obtain valuable corporation information and materiel, or simply to take advantage of a planet that doesn't officially exist, raiders and mercenaries attempt to break the planet's cordon. Stopping all of them is a tall order, even for a power as mammoth as the Council.

It is only a matter of time before the planet is torn apart by warfare. Teams of raiders clash as they vie for abandoned resources, while Enforcer patrols battle against the ever-growing threat of the Plague. Any civilians lucky enough to have survived the initial outbreak will find themselves fighting for their lives with almost zero chance of survival.

NEXUS PSI

Nexus Psi is a new discovery, a world on the edge of the Frontier that's brimming with potential. It has five main continents and a thriving ecosystem with dense forests ringing the equator. It's a warm, wet world, with very few arid regions and almost no tundra. The equatorial forests are home to countless mountain ranges and canyons, evidence of massive seismic activity in the planet's past.

Nexus Psi's colonisation was primarily funded by the Reiker Corporation, a leader in planetary development licensing. Since explorers first made planetfall, several outposts have sprung up across the planet. Each outpost is basic but functional, but some of the older ones are getting bigger, and four or five now have their own commercial districts. When each outpost was founded, it was given an alphanumeric code ('B1', 'G62') but many have been given nicknames by colonists.

The artefact on Nexus Psi was discovered by Exploration/Retrieval Team Six-Alpha, which was based at Outpost W4. One of the newer mining outposts, W4 consisted of a walled compound surrounding half a dozen buildings and a landing pad in a forest clearing. There was a small troop barracks, a mess hall, a dormitory block, a 'basecamp' unit (operations, medical centre and comms room), a vehicle pool and an equipment shed.

Six-Alpha was made aware of the existence of the artefact by a standard survey sweep. An extraction team, complete with armed guard, was assembled and immediate removal of the artefact was scheduled. Led by Dr Remy Urovic, the team's goal was to excavate the artefact and transport it back to W4 for further study.

The artefact activated mid-transport, transforming Dr Urovic into something new... new, violent and incredibly dangerous.

Dr Gayle Simmonds, Urovic's subordinate, took charge of the surviving excavation team, leading them back to Outpost W4, while the creature that was once Dr Urovic chased them through the jungles of Nexus Psi.

Starting from Urovic and spreading through an ever-growing network of vectors, the Plague spread across the planet in a matter of days. Outpost W4 lasted less than two weeks. Within a month, virtually no opposition remained.

THE PLAGUE

There are recognised stages of the virulent infestation known to the GCPS simply as 'the Plague', and these are all catalogued in confidential archives by the Council.

The Stage 1 Plague are made up of those individuals that were unlucky enough to be in close proximity of the artefact during its activation. Most individuals who are present for this event are killed outright as their bodies are unable to cope with the amount and types of changes that instantaneously wrack their forms. Those that do survive are turned into huge, humanoid monstrosities, protected by bone-like exoskeletons, and driven by an animalistic, insatiable drive to kill and further spread the virus.

Those infected by a Stage 1 have around a 20% survival rate, typically becoming Stage 2As, though there are other forms of Stage 2 Plague that do occur. Those that don't survive infection suffer from internal haemorrhaging and cardiac strain which sees them simply bleed out. Stage 2A aren't as big or strong as Stage 1s, but maintain a greater degree of their former cunning and speed.



The most disturbing changes, however, are those that occur to Stage 3 Plague victims. Roughly half of those infected by Stage 2s become Stage 3As. Stage 3As are smaller still than Stage 2As, though are yet larger and stronger than they were before infection. More troubling than their physical changes, however, is the startling amount of cognitive abilities they retain. This arguably makes them the most dangerous, as they have the ability to help the Plague escape a planet into the wider galaxy.

Those infected by the Stage 2s that do not become 3As typically become 3Zs, or, as called by those GCPS soldiers who have seen them, 'zombies'. These zombies exhibit very little higher brain function and act purely on instinct. Occasionally, even a zombie will have enough cognitive ability remaining to take orders from other Plague forces, but even then, the commands must be simple. The vast majority will attack whatever they find on sight, trying in vain to slake the insatiable hunger that drives them. Strangely, they don't seem interested in attacking one another without provocation.

Like their more aware cousins the Stage 3As, zombies are not Plague vectors, and so cannot pass on their affliction to others. They will run through a populated area like wildfire, stripping it of life before eventually moving on.

CONTAINMENT PROTOCOL

When something as serious as a Plague outbreak takes place, quarantine is the only option. This is an action of last resort that can only be

ordered by the Council of Seven itself, as its repercussions are immense and it can cost corporations countless billions of credits. When a Containment Protocol is called, the planet in question (or sometimes even the surrounding system) is entirely cut off from outside contact. Planetary and interplanetary communications are jammed, and any ships in orbit or on the surface are grounded. The location is scrubbed from NavCorp records, rendering it almost impossible for any vessel to find it without resorting to illegal means, and published records will be altered to remove any reference to it. For all intents and purposes, the infected planet ceases to exist. It is testament to the invasive power of the Council that all of this is possible with a few commands given from across the galaxy.

At the same time, a blockade fleet will move into place. While this is mostly made up of Enforcer patrol ships, Corporation military vessels can be pressed into service if necessary, although they won't be given any more information than to prevent anything entering or leaving the planet's atmosphere.

While the administrative process of Containment Protocol is relatively simple, the reality on-world is horrific, especially on a developing world like Nexus Psi. Isolated outposts reliant on radio contact suddenly find themselves cut off from the rest of the world. Supply lines with nearby production systems are cut, leading to rapid shortages of essential resources. Most importantly, the planet's inhabitants are stranded on the surface with whatever caused the quarantine.



OUTPOST H36

It wasn't long after securing rights to incorporate Nexus Psi that Reiker Corporation was inundated with colony bids from across the GCPS. Mazon Labs, a medical care and research company, secured rights for several outposts across Nexus Psi. In particular, a large Mazon research complex would be built just south of what would eventually become Reiker City.

Outpost H36, as the Mazon facility was designated, became central to the hunt for Dr Remy Urovic.

The Council was wary of Reiker's acquisition of Nexus Psi's exploitation license, wary enough that it had originally overturned Reiker's access to the newly purchased planet. After a tense bout of legal manoeuvring, the Council relented, allowing Reiker conditional colonisation rights.

As soon as word of the artefact hit the data-stream, however, the Council was ready and waiting. A team of five Enforcer Pathfinders was sent to Nexus Psi. The team was led by Recon Unit N32-19. While the team's goal was to gather information on the planet and key targets, its most important job was to relay any visual confirmation of Plague outbreak.

After the Containment Protocol was enacted, N32-19 made it his duty to gather as much information on Urovic as he could. His intention was to track Urovic until Enforcer units arrived, expediting the creature's eradication.

It was at Outpost H36 that N32-19 finally caught up with Urovic. It was clear that Urovic's forces had met resistance taking the facility, though disturbingly, that resistance seemed to have come from other Plague forces. It is not uncommon for Plague forces to turn on one another, though usually this does not occur until much later in an outbreak when supplies dwindle and spread of the infection begins to stall.



When Enforcer units arrived at Nexus Psi in force, a large Strike Force was immediately routed to meet up with N32-19 and tasked with the swift and complete destruction of Dr Urovic.

What they found inside the Mazon facility was much more worrisome than the threat posed by Urovic, however. Labs, holding cells and datalogs indicated a huge increase in research conducted in the last few weeks, well after the outbreak began. The nature of the research seemed to be bent towards the control and empowerment of the Plague virus. Additionally, the communication centre of the outpost seemed to be transmitting an encrypted wide-band signal off-planet. Each and every test and datalog was credited to the same research license: a license owned by one Dr Gayle Simmonds.

Dr Simmonds was one of the genius minds dispatched to Nexus Psi by the Reiker Corporation to prepare the planet for colonisation. She stayed on long after her contract's break clause, offering her guidance to the planet's many research facilities once the colonies were thriving.

GCPS dataminers immediately set to work using any information they could find to assemble a timeline of Simmond's life and actions since the outbreak occurred.

It was clear that Simmonds had, at some point during the fall of Outpost W4, become infected and mutated into a Stage 3 creature, maintaining a dangerous degree of intellectual and cognitive ability. Since then she appears to have made her way from lab to lab, experimenting on Human and Plague specimens alike, all the while working feverishly towards one end: escaping Nexus Psi.





NEW RULES

The following rules represent new weapons and units available to armies from the Deadzone core rulebook. Each entry will indicate which factions/army lists have access to the indicated equipment or units.

NEW EQUIPMENT

Heavy Burst Laser

The heavy frame of a Strider allows for the deployment of this up-scaled version of the ubiquitous Burst Laser. Add this weapon to the Enforcers, Rebs, and Plague weapon lists, as well as any Elite army lists that include Striders, Rebs Striders, or Plague Striders.

Weapon	Pts	VP	Range	Abilities	Group
Heavy Burst Laser (**)	8	1	R10	<i>Suppression, Weight of Fire (2)</i>	Walker (Automatic)

** counts as 2 Hardpoints

GR95 MODEL STRIDER

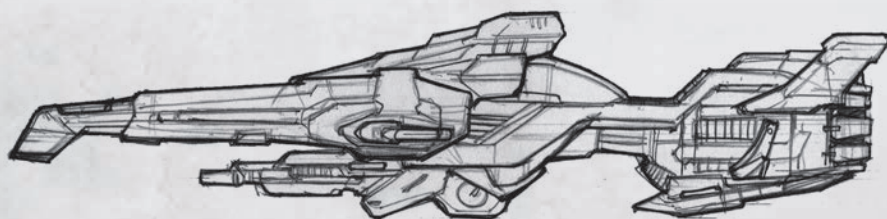
Developed during the Trotronic war, the GR95 model Strider, commonly known as the 'Ajax' variant, was developed to help corporate forces break through armoured checkpoints. Carrying an up-scaled version of the Defender shield, and wielding a specialised Grav-ram Spear, the Ajax can deliver a colossal amount of force to a defined area or launch individual spearheads a short distance against moving targets. Given time, the Ajax can reduce even the strongest structure or armour to rubble and wreckage. Add these weapons to the Enforcers weapon list, as well as any Elite army lists that include Enforcer Striders.



Weapon	Pts	VP	Range	Abilities	Group
Strider Aggressor Shield	10	1	-	<i>Walker Shield</i>	Walker (Shield)
Strider Grav-ram Spear	15	1	RF	<i>AP2</i>	Walker (Explosive)
	-	-	R4	<i>AP2, Frag (3)</i>	-

New Ability: Walker Shield

A model equipped with this gains +1 Armour



NEW UNITS

PLAGUE

Add the following units to the Plague Army list in the Deadzone core rulebook.

SPECIALISTS

Murderbirds

19 pts / 2 VPs



S	F	Sv
-	4+	5+



- Tough
- Beast
- Flight
- Scout



Weapon Options:

None

Campaign Ability Options:

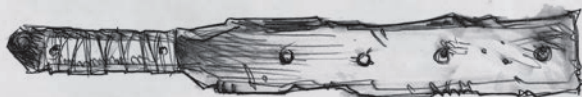
None



Flocks of Plague-infected flying creatures frequently attack the uninfected. Larger Murderbirds, believed to be 2nd Gen. creatures, are aggressive pack hunters, while 3rd Gen. flocks may number hundreds of smaller creatures and act as 'screens' for other Plague forms. The co-ordination in these attacks suggests a directing intelligence. Whether this 'master' is a 1st Gen. Plague Lord or some other, as yet unidentified variant is as yet unconfirmed.

New Ability: Flight

A model with this ability does not require a wall or ramp to change levels. It may move over gaps of any size on the same level. The model must end its move in a cube (and position) that allows it to be physically placed on the gaming table.



Stage 2B Burster

11 pts / 1 VPs



S	F	Sv
-	5+	4+



- Boom (4)



Weapon Options:

None

Campaign Ability Options:

Melee



Stage 2B Plague, colloquially known as 'Burstsers', are the main source of transmission of the Plague. If allowed to close with an uninfected enemy they will inject infectious material through spines in their limbs and torsos. Well-placed weapons-fire can cause the Burstses to literally explode, but the risk of infection for those caught in the spray of ejected material, through wounds or damaged armour, is still very real. Mechanical targets are of course immune to infection, but a 2B is still strong enough to tear them apart.

NEXUS PSI DEADZONE FACTIONS

The release of the Plague virus on Nexus Psi has caused the complete collapse of civil structure. The resultant panic has made life horrific and short, not only because of the virus infecting and mutating all with which it comes in contact, but because the domestic unrest has made the planet a ripe target for pirates, mercenaries and raiders. This section describes some of the various factions fighting in the Nexus Psi Deadzone and their motivations for doing so.

ELITE ARMY LISTS

The Army Lists found in the Deadzone Core Rulebook describe the most common fighting forces found in the war-torn battlefields of the GCPs, and offer the most flexibility when making a Strike Team to fight in a Deadzone.

However, the galaxy is a big place, and within each Faction there is often great variation in the leadership styles and composition of units within them. In Deadzone, these elite commando units are represented by Elite Army Lists.

Using an Elite Army List to build your Strike Team works largely in the same way as building your Strike Team from a normal Army List.

The major differences are the units available when building the Strike Team. Many commanders favour certain strategies and styles of combat.

As a result, they tend to prefer specific units over others. So while Recon Unit N32-19 is an Enforcer, and theoretically has access to Peacekeeper units,

he would not requisition such assets when given command of his own Strike Teams. As a result, when using these rules, you may only draft your Strike Team from those units listed in the chosen Elite Army List.



When using an Elite Army List, the Character model in the list serves as the Leader for any Strike Teams made using the Elite Army list. You must take the Character model; it will count as both a Leader type and Character type model during the game for any objectives or other rules that refer to model types. Like Leaders from standard Army Lists, these characters have a Recon value and an Army Special ability. These attributes are only relevant when the Character is the Leader of the Strike Team, not when they are a hired Mercenary.





Elite Army Lists in Campaigns.

It is possible to play with Elite Army Lists in Campaigns as well. 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 their available resources into saving the Leader. 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.

In all other ways, the Strike Team is built in the same way as normal. Hire a Leader (the Character) and a number of units. Unless otherwise specified by the Army List, Specialists and Vehicles are restricted according to the number of Troops as normal, although units that count as Specialist models in the standard Army List might count as Troops in the Elite Army List (and vice versa). Elite Army Lists may not hire Mercenaries with the Character model type, but may still hire Mercenaries of other model types, and are limited to one per strike force. Additional Items are restricted by the total point size of the battle and the rarity of the Item. An Elite Strike Team is of the same Faction listed in their title. For example, a Strike Team drawn from 'Enforcer Elite Army List: Recon Unit N32-19' is considered to be from the Enforcer Faction.



ENFORCERS

RECON UNIT N32-19

Pathfinders are a special breed of Enforcer. Each one wears stripped-down Enforcer armour, is trained extensively to survive with minimal support for long periods of time in hostile environments, and their standard armament is the Tag Rifle. They are scouting specialists who excel in gathering intelligence, mapping out enemy movements and sabotaging hostile forces clandestinely.

N32-19 was placed in charge of the Pathfinder unit investigating the potential for Plague outbreak on Nexus Psi. Each member of the team was given a specific mission. Many of these missions included gathering intel on important places or people; some were expected to lift valuable information from Corporation data terminals. But the most important mission always falls to the most experienced member of the team. This mission was to set up the Vigilance Control System and seek out visual confirmation of Plague outbreak. On Nexus Psi, this mission fell to N32-19.

The Vigilance Control System, or VCS, is a dead-man's switch, an alarm that flags the planet for immediate containment if it is not deactivated within a given amount of time. Because of this, even if N32-19 were killed while obtaining visual confirmation, the planet would still be marked for containment.

N32-19 landed several kilometres from the location of the artefact and began tracking Six-Alpha. What he found in the ruins of the team's convoy confirmed the fears of the Council: bodies wracked with mutation, corpses of those members unlucky enough to be prey of the infected and an inert, activated artefact.

With no reason to deactivate the VCS, N32-19 immediately set to work tracking the Stage 1 that he eventually identified as Urovic.

Because of their roles as scouts, Pathfinders often serve as guides after the main Enforcer fleets arrive. Their knowledge of the local area, as well as their ability to track and infiltrate through hostile territories, makes them too valuable for immediate extraction once a Containment Protocol is enacted. N32-19 knew that this would be the best chance for locating Urovic and took the responsibility for doing so on himself. N32-19 was unaware of the danger that Dr Simmonds represented until Enforcer units finally converged on Outpost H36 to put an end to Urovic. Had he known, he would surely have tagged her for highest priority disposal.



N32-19 deftly vaulted over the swing of the Stage 2A. He hit the ground hard on the far side of the creature, rolling up to his feet. He had just enough time to fire twice, each shot dropping a rapidly approaching 3A, before he was dodging the razor-sharp claws of the 2A again.

His clashes with the various strains of Plague creatures were becoming more common, and the freshness of the corpses the Prime Vector left in its wake indicated he was closer to his prey than ever. None of that mattered at the present.

19 ducked as claws flashed; a frustrated roar rent the air. Such anger was easy to manipulate. The speed of the 2A's assault left 19 little time to assess his environment. A chime in 19's comms rang as the creature charged again. The remaining 3As had arrived.

There was no better time.

As the 3As fell in around 19, he rushed the frenzied 2A. The 2A leapt at him, a malicious snarl on its lips. 19 dropped to his knees and bent backwards as far as possible. The 2A missed entirely, its airborne body providing cover for 19 from the shots of the 3As behind him. 19 rammed his knife into the 2A's side as momentum carried him past. Six inches of steel cut a four-inch incision through the creature's right external oblique before the knife was wrenched from 19's grasp.

Such a wound would have shredded the intestines of a man, but the 2A's rage only intensified. The creature's eyes glazed over as its wounds pushed it into a total rampage. The 3As continued moving forward, chasing 19, oblivious to their imminent destruction.

19 catapulted to his feet as the 2A charged into the group of 3As, tearing them apart. The drone that had warned him of their approach slowly hovered over his shoulder as he brought up his rifle. The drone's built-in targeting system guided his rifle's aim. A little red dot hovered over the back of the 2A's cranium just as it shredded the last of the 3As. He fired.



ENFORCER ELITE ARMY LIST

Recon Unit N32-19 (Character)

30 pts / 3 VPs



S | **F** | **Sv**

4+ | 6+ | 3+



- Tactician (1)

- Recon Drone



Tag Rifle: R6, Tag; Holo Sight

Weapon Options:

None

Campaign Ability Options:

None

Recon Unit N23-19 may also be used as a Mercenary for Strike Teams using other Enforcer Army Lists.



Not afraid of a close-in fight, Strike Teams led by Recon Unit N32-19 specialize in reconnaissance in force, bringing enough guns, knives and grenades to eliminate everything that stands between them and the intel they seek.

Rope-a-dope: Spend an Army Special result when an enemy model moves into a cube containing one of your unactivated models. Move an unactivated model in that cube one cube, as if it had a Move Command Dice played on it; it does not need to make a test to leave an enemy occupied cube. This model remains unactivated.

Recon: 3+

New Ability - Recon Drone:

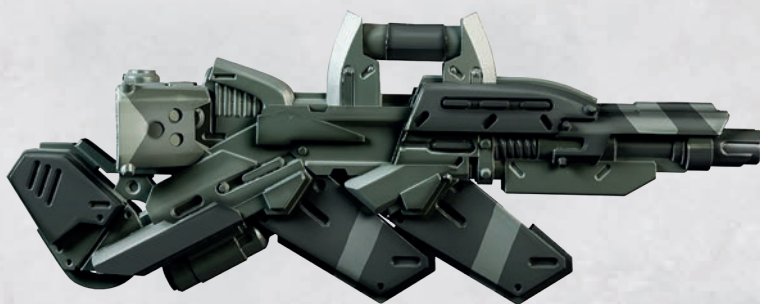
When deploying your models, in addition to your Strike Team, deploy one Recon Drone model in your deployment zone. For the purposes of Campaigns, the Recon Drone is not considered to be part of the Army List, gains no experience and is never added to the player's Army Roster.

New Ability - Non-Lethal:

The weapon does no direct Damage. If the attack is a HIT, other effects of the weapon occur as normal.



Name	Points	Type	Speed	Shoot	Fight	Survive	Size	Armour	VPs	Weapons & Equip.	Abilities
Recon Drone	-	T	2-3	5+	6+	4+	1	-	0	Electro Shock: RF, <i>Knockback</i> Rangefinder: R10, <i>Tag, Non-Lethal</i>	<i>Scout, Beast, Construct</i>
Pathfinders	15	T	1-2	4+	6+	4+	1	-	2	Tag Rifle: R6, <i>Tag</i>	<i>Scout</i>
Pathfinder Specialist	15	S	1-2	4+	6+	4+	1	-	2	Tag Rifle: R6, <i>Tag</i>	<i>Scout</i>
Assault Enforcer	14	S	1-2	5+	5+	4+	1	1	1	Pistol: R3 Wristblade: RF, AP1 Jump Pack	
Enforcer Engineer	14	S	1-2	5+	6+	4+	1	1	2	Lase Rifle: R6, <i>Rapid Fire</i> Jump Pack	<i>Engineer</i>
DOG Drone	12	S	2-4	6+	-	6+	1	-	1	Burst Laser: R8, <i>Weight of Fire (1), Suppression</i>	<i>Construct, Beast</i>
Enforcer Jetbike	24	V	1-5	4+	6+	4+	2	1	2	DB Laser Rifle: R6, <i>Weight of Fire (1), Rapid Fire</i>	<i>Vehicle</i>



Name	Weapon Upgrades	Skill Table(s)	Item	Points	Rarity
Pathfinder	Small Arms, Recon	Ranged	Ammo	2	Common
Pathfinder Specialist	Small Arms, Recon, Light (Sniper)	Ranged, Specialist	AP Ammo	4	Rare
Assault Enforcer	Small Arms, Light (Melee)	Melee	Defender Shield	5	Rare
Enforcer Engineer	Small Arms	Ranged, Specialist	Frag Grenade	6	Common
DOG Drone	-		Medi-Pack	5	Common
Enforcer Jetbike	Heavy (Automatic), Light (Explosive)	Ranged	Sentry Gun	8	Rare
			Smoke Grenade	3	Common
			Thermal Mines	4	Rare
			Mono-Wheel Scout Bike	12	Unique

PLAGUE FORCES

DR SIMMONDS

Dr Simmonds was a rising star in various fields of academia, including xenoarcheology and biomechanics. Her assignment to Nexus Psi was an opportunity to gain valuable research data, further her career and help build a GCPS colony from the ground up.

Simmonds was deputy project lead of Exploration/Retrieval Team Six-Alpha, assigned the responsibility of containing and retrieving the artefact discovered on Nexus Psi. Despite her protests, Dr Urovic, the project lead and her direct supervisor, chose to eschew standard safety protocols in favour of moving the artefact as quickly as possible back to Outpost W4 for research. This simple act sealed the fate of the planet.

When the artefact activated en route to Outpost W4, not all members of Six-Alpha were in close enough proximity to be infected. It is arguable whether it was a blessing for Simmonds that she was not close enough to be infected by the initial outbreak. She led the surviving members of the team back to W4, where they valiantly held off Plague attacks for nearly two weeks. Ultimately, however, she fell to the Plague, transformed at the hands of a Stage 2A, becoming something no longer human, but more than a mere Stage 3A.

As a specimen, Gayle Simmonds is quite interesting. She maintains an incredible amount of control over her mental faculties, even compared to normal Stage 3As. Her fury at the casual abandonment of Nexus Psi by the Council of Seven has twisted her brilliance to one end: the destruction of the GCPS.



After her transformation she set herself two primary goals. The first was to further weaponise the Plague virus. The second was to crack the Grounding Protocols put into place by the Containment Protocol, allowing herself and the Plague to escape the confines of Nexus Psi and enter further into GCPS controlled space. Both of these aims required facilities and labourers.

One of the many outposts she has used in her time since transforming was Outpost H36, a Mazon Labs complex. While the facilities at H36 were extensive, she eventually required more non-infected test subjects than remained in the local vicinity. She abandoned the research centre to aggressive Plague forces, not bothering to destroy evidence of her work, and moved her base to Reiker City. Though Urovic lead the Enforcers to the facility, by the time they learned of Simmonds' research and intentions there was little time left to thwart them.

//transcript:nexuspsi/

W4/25449721[FINAL]

***They're back. The perimeter is down.*

***If anyone picks this up, you need to tell everyone what happened here.*

***The Council can't get away with this.*

***Tell them w*



PLAGUE ELITE ARMY LIST

Dr Simmonds (Character)

18 pts / 2 VPs



S | F | Sv

6+ | 5+ | 3+



- Tough
- Tactician (1)



- Medic

Rifle: R6, *Rapid Fire*

Weapon Options:

None

Campaign Ability Options:

None

Dr Simmonds may also be used as a Mercenary for Strike Teams using other Plague Army Lists.



A genius in the fields of xenoarcheology and xenobiology, polymath and autodidact, the change the Plague wrought has honed Dr Simmonds' brilliant mind towards a single goal: bringing the Plague to the heart of the GCPS and using it to destroy the Council of Seven, in revenge for using her and her scientists to unearth the Plague artefact that destroyed Nexus Psi.

Under the Knife: Spend an Army Special result to activate the bio-modifications Dr Simmonds has implanted within her troops. The non-vehicle active model gains an effect of the player's choice from the following list:

- Claws: Gain a RF, AP2 weapon until the end of the round.
- Adrenal Burst: Gain +1/+0 speed until the end of the round.
- Grav-Pods: Gain Jump Pack and Glide until the end of the round.

Recon: 4+



Name	Points	Type	Speed	Shoot	Fight	Survive	Size	Armour	VPs	Weapons & Equip.	Abilities
Stage 3A	10	T	2-3	6+	5+	5+	1	-	1	Rifle: R6, <i>Rapid Fire</i>	
Stage 3Z Zombie	6	T	1-2	-	5+	6+	1	-	0	None	<i>Horde, Vulnerable</i>
Stage 2A	16	S	1-2	-	4+	4+	2	1	2	None	<i>Rampage</i>
Stage 3A Specialist	10	S	2-3	5+	6+	5+	1	-	1	Rifle: R6, <i>Rapid Fire</i>	
Plague Enforcer	20	S	1-2	5+	5+	5+	1	1	2	Experimental Weapon: R5, <i>Experimental</i> Jump Pack	
Plague Teraton	24	S	1-2	-	4+	5+	3	1	3	Claws: RF, <i>Knockback</i>	<i>Teleport, Tough</i>
Plague Strider	30	V	1-2	6+	4+	4+	4	3	3	None	<i>Vehicle</i>

Name	Weapon Upgrades	Skill Table(s)	Item	Points	Rarity
Plague 3A	Small Arms	Melee	Ammo	2	Common
Plague 3A Specialist	Small Arms, Light (All)	Ranged	AP Ammo	4	Rare
Plague Enforcer	Heavy (Automatic, Assault, Explosive)	Ranged, Melee	Frag Grenade	6	Common
Plague Teraton	-	Melee, Specialist	Holo Sight	8	Rare
Plague Strider	Hardpoints (2) – Walker (All)	Ranged, Melee	Medi-Pack	5	Common
Stage 2A	-	Melee	Smoke Grenade	3	Common
			Energy Shield (3)	12	Unique



STAGE 3Z

Some Stage 3Z are smart enough to be herded or led into combat by Plague forces. The vast majority, however, are too stupid to tell friend from foe and will attack anything that does not have a similar enough scent to itself. The rules that follow present you with a way to play with neutral forces such as these.

Artificial Stupidity

Rules that control forces in games are often called AI, short for Artificial Intelligence. Zombies, however, are legendarily dumb, so these rules are called AS, for Artificial Stupidity. Zombies acting under AS rules use the same stats as zombies from the Deadzone core rulebook (including any relevant errata).

Zombies don't take normal turns as a Strike Team does. Instead, they react to nearby sound and movement. After an activation by a Strike Team model, nearby zombies may react. In addition, at the end of each Round the zombies test to see if they react further (see Noise Test below). Never mark reacting zombie models as activated. They may react as many times a Round as permitted by the following rules. Go through the following list, resolving the first one that applies.

Zombies are not clever. If they are required to move they will go by the shortest route. Whether this is around, over or through is immaterial to the zombies as they can go up and down levels just

- If the active model used a Shoot or Fight action, all zombies within 4 cubes will move 1 cube towards where the action occurred. Add 1 dice to the Noise Test.
- If the active model entered a new cube by any means, all zombies that have LOS to the model after the move will move 1 cube towards it.
- If the active model took any other action, add 1 dice to the Noise Test.
- If the active model is marked as activated, but no action was taken, no zombies are moved and no dice are added to the Noise Test.

Note: +1 model activation Command Dice interrupt zombie reactions (cancelling them), so using this Command Dice at opportune moments can save lives.



like other models using Move actions. However, if two routes are equidistant then they will choose the clear one rather than the dead end. Even so, this still allows a watchful player to lead them into cul-de-sacs where they will mill about in frustration, unable to reach their prey. This also means that zombies will sometimes end up moving into a cube and fighting a model other than the active one. This kind of confusion is entirely normal for zombies. If a zombie moves into the same cube as a Strike Team model then it makes an immediate Fight action as normal. If there is more than one eligible model for the zombie to attack, randomize his target.

A cube may contain up to four non-Strike Team zombies, in addition to its normal capacities. If a zombie is already in a cube containing a Strike Team model then it will not disengage; it has already found its prey! If the active model is killed at some point during their activation, or in the zombies' subsequent reaction, then any zombies that have not yet reacted to that activation do nothing.

Noise Test

In addition to the immediate response of nearby zombies, the noise of the Strike Team[s] may draw attention from zombies into the battle.

At the end of each Round before VPs have been tallied, the player with Initiative makes a Noise Test. This is a 3 dice 4+ test. The number of dice is increased by a Strike Team's actions during that Turn (see page 22). Count the total number of successes and compare this number to the number of zombies in play. Rolls of 8 explode as normal.

If the total number of successes made during the Noise Test is smaller than or equal to the total number of zombies on the mat, all zombies will activate. If the total number of successes is greater than the number of zombies on the mat, activate all of the zombies as above, and in addition, spawn one new zombie for each activation in excess of the number of zombies currently in play.

Activating Zombies

Starting with the player with Initiative, each player activates one zombie at a time until all zombies have been activated. Each zombie makes one action during its activation. Zombies that are not in a cube with a Strike Team model may only make a Move action, moving one cube towards the closest Strike Team member. If more than one Strike Team member are equidistant, the activating player may choose which model the zombie moves towards.





Zombies that are in a cube with a Strike Team model may only make a Fight action. If there is more than one model eligible to be attacked, the activating player may choose which model the zombie attacks. The only action a Pinned zombie may make is to Stand Up. Fight actions resulting from Move or Stand Up actions occur as normal.

Spawning Zombies

Zombies spawn on the first level around the edges of the mat. In order to determine the mat edge on which they spawn, roll a d8 for each zombie. On a 1-2 they spawn on the left-hand mat edge (in relation to the player who has Initiative), a 3-4 spawns them on the far mat edge, a 5-6 spawns them on the right-hand mat edge, and a 7-8 spawns them on the nearest mat edge. Roll another dice to determine which of the 8 cubes along that edge the zombie spawns in. If a zombie spawns in a location where they cannot participate in the battle, reroll their spawn point.

If a zombie is placed in a cube with a Strike Team model in this way then the zombie will make an immediate Fight action as normal.

Zombies and Missions

All Strike Teams consider zombies enemy models for the purposes of holding objectives. Killing non-Strike Team zombies never confers VP, unless a scenario specifically states otherwise.

They're Everywhere!

Scenarios written with zombies in mind will indicate how many and where to deploy them. This is done by placing a single zombie on the lowest accessible level in any cube marked with a 'Z' on the map. If you are playing a normal game, however, and want to have the zombies as an added challenge for both sides, then use the following rules. After you have placed the items on the mat, each player should take 4 zombie models. Starting with the player who placed the first item, players alternate placing zombies in any cubes they wish, though they may not be placed in either player's deployment zones. Next, use dice to place 8 more zombies, just as you would place items (see page 8 of the Deadzone core rules). Just like items, if a zombie lands in a player's deployment zone, discard it.





THE GCPS SPHERES

First Sphere, or 'The Core Worlds' – This is the heart of the GCPS, a rough ball of star systems about one hundred and fifty light years across that represent the first diaspora from Old Earth. The worlds here are so long settled that they are highly developed, civilised places. They represent the acme of Corporation culture, genuine heavens on Earth for those that can afford to live there, where high technology allows people to live lives of unfettered pleasure. Starships come from all over the GCPS to supply the Core, its population long since having outstripped its own world's capacity to support it.

The Second Sphere, or 'The Outer Core' – Similar to the Core, but less developed, and where social inequality is far more pronounced, nevertheless, the Second Sphere is where many GCPS citizens aspire to live when they strike it lucky.

The Third Sphere, or 'New Space' – Beyond the Second Sphere, space becomes more regionalized. Large tracts of unsettled systems separate star clusters inhabited by 'nations', each supporting and supported by numerous smaller settlements. In this, they are a microcosm of the GCPS. Much of the worlds in the Third Sphere have been settled for centuries, the term 'New Space' comes from a time when the Third Sphere was the frontier of the GCPS.



The Fifth Sphere, or 'The Frontier' – The Fourth Sphere shades into the Fifth, the actual edge of the GCPS. Claimed by Corporation Central, the influence of the GCPS is minimal this far out; and the species that live here would take violent exception to any mention that they were in Corporation space at all. It is a realm unknown, where advance scouts hurry from star to star, hunting out new planets for their corporate masters. In places, the Fifth Sphere is squeezed thin as the GCPS brushes up against the territory of other mighty realms. Elsewhere it is an active warzone. Corporation Border Stations, funded directly by Corporation central keep watch, while swift fleets of Enforcers patrol the endless black.

CAMPAIGNS ON NEXUS PSI

Nexus Psi presents many opportunities for creating exciting stories through your games. Being a Frontier planet, there are countless ways the myriad Factions can plot and interact. Many back-alley deals that would be too difficult to arrange in the inner Spheres of the GCPS simply require a bit of palm-greasing in the less-regulated Fifth Sphere.

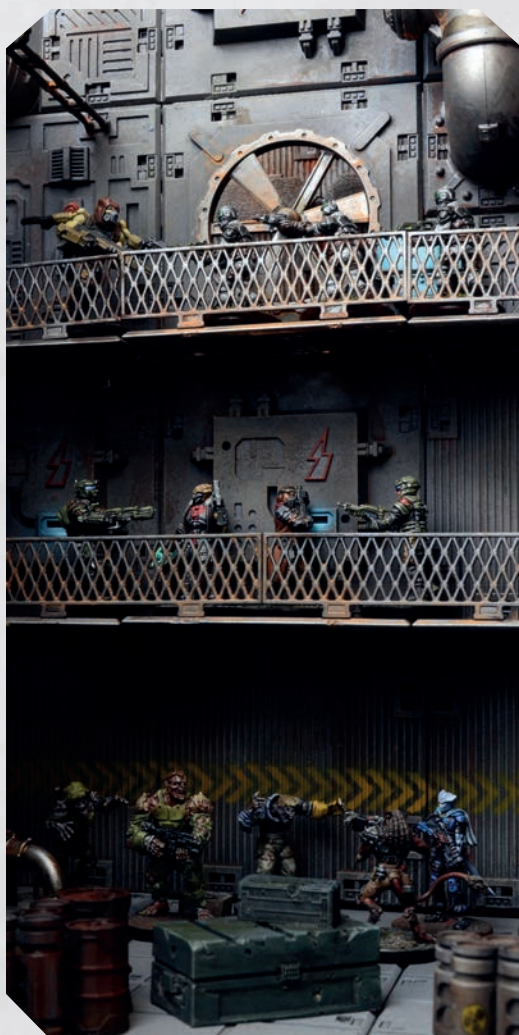
This book presents two narrative campaigns, one detailing the efforts of a group of soldiers trying to survive a zombie apocalypse, and one detailing the battles between the Enforcer and Plague forces in and around Outpost H36.

With a bit of work and imagination, the scenarios in this book can be adapted to fit the goals and desires of any of the other Factions with a stake in Nexus Psi's fate; alternatively, players might feel inspired to create their own conflicts and custom scenarios to share with their friends. Broadly speaking, the various Factions' strategic objectives for Nexus Psi boil down to three major categories: Escape, Containment or Plunder.



Escape

There are many Factions that wish to escape the quarantine of Nexus Psi, not least of all the Plague, which wishes to spread itself among the stars. Other Factions wishing to escape the containment zone could include Rebs insurrectionists, a Marauder mercenary team on secret orders or a clandestine Forge Father mining team. A Veer-myn Brood would also have no interest in staying on a Plague world (even their well-known love for diseases only goes so far). These groups are interested in escape; anything else is secondary.



Containment

Besides the Enforcers, another group that has long battled to contain the danger of Plague infection throughout the stars is the Asterians. Asterians know very well the havoc that the Plague would wreak if it were to find a way to spread across the stars. These groups know that the Plague must be stopped, before it can spread any further.

Plunder

Factions that have come to Nexus Psi in search of spoils have risked their very lives on obtaining the bountiful wealth of the GCPS. While Rebs, Marauders and Forge Fathers are all listed as wanting to escape the containment zone, the thing that likely brought them in the first place is the valuable GCPS materiel ripe for the taking. Once the teams have looted what they can, they typically fall back on the Escape objective.

RUNNING A NEXUS PSI CAMPAIGN

The Campaign rules in the Deadzone core rulebook are intended for use in a wide variety of campaigns, and the rules presented here build from them. If you wish to have your Strike Team advance in experience and acquire new skills, abilities and resources between games, you will need a copy of the Deadzone rulebook; otherwise, players who simply want to play through the linked scenarios using a fresh Strike Team for each scenario should feel free to do so.

Nexus Psi Exploration Table

Being a Frontier planet, not only is the landscape of Nexus Psi much less adapted than that of inner Sphere worlds, but the basic civilised infrastructure available is more limited as well. Before starting the campaign, the campaign coordinator should decide which Exploration Table the Campaign will use, choosing from the table in the Deadzone core rulebook, the Nexus Psi table (page 47), or a table included in another Deadzone supplement, such as Deadzone Infestation. All players should always roll on the same Exploration Table.

Whichever Exploration Table you choose to use, the process remains the same. This process is outlined on page 105 of the Deadzone core rulebook.



Strategic Assets

Note that Strategic Assets in Nexus Psi work in the exact same way as they do in the Deadzone core rulebook. Though individual Strategic Assets and their benefits may differ from one Exploration Table to the next, the method of securing them remains unchanged from those presented on page 108 of the Deadzone core rulebook.

MISSION DESCRIPTIONS

Scoring

Sometimes Campaign Points will be awarded to the winner or the loser of each Campaign Mission. Keep track of these points on your Army Roster. At the end of the Campaign, the player with the most Campaign Points is the overall winner of the Campaign.





Force Composition & Terrain

This section of the scenario will set out the points value for the game, along with any restrictions on model types. The forces available to each player may be limited by terrain, logistics or the results of previous games in the Campaign.

It will also discuss whether a particular terrain piece such as a fortification or landing pad is required or recommended for the scenario, as well as other guidelines to use your existing terrain collection to depict the type of battlefield envisioned in the scenario.

If your terrain collection doesn't contain the exact pieces required or recommended, don't worry – do your best with what you have.

Deployment

This section will contain a map of the mat showing the deployment zones for each side and any cubes containing objectives.



Victory Conditions

This section specifies the victory conditions for each player. Each player may have the same victory condition, or a unique condition to their side to model the different strategic priorities of the two factions.

Challenge Scenarios

War is not fair. While Deadzone aims to be an enjoyable game, balancing the various Factions available to players so that each player has a path to victory, in life this is quite often not the case.

To represent this, the Missions presented in these Campaigns have an optional Challenge scenario, which will unbalance the Mission in one way or another.

Our intention in presenting these is to offer a change of pace for players looking for something to challenge their mastery of the game. These Challenge scenarios exist to offer a refreshing change to the mission, allowing you to stretch your tactical acumen in new directions.

Consequences

This section will describe any ongoing effects for the remainder of the narrative Campaign. For example, if the player fails to send a distress signal in the second Mission of the Survival of the Fittest Campaign, he is going to need to wait longer for rescue during the last Mission of the Campaign.



SURVIVAL OF THE FITTEST

Introduction

This mini-campaign details the heroic and desperate actions of a Strike Force, cut off from command, attempting to escape a zombie apocalypse.

The Campaign begins with a team of sentries being overrun by the initial wave. The group then sends out a desperate message, calling for extraction at a specific time and place.

After a frantic run to the appointed extraction zone, the Campaign culminates with the team taking and holding a landing zone while they wait for the transport that will take them to safety.

Solo Play AS Rules

When setting up each scenario, place one zombie model in each indicated cube. Zombies should be placed in the lowest, accessible cube in each stack, in every cube indicated with a 'Z' on the map.

Playing the Campaign

This Campaign consists of four, one-player scenarios, focussing on the survival of a Strike Force that has become separated from its parent command. You can use any of the available Factions, including the Plague if you choose. Your enemies are hordes of unthinking zombies. Use the Artificial Stupidity rules on page 22 to control these models.

Play the four scenarios in order. Whether you win or lose a scenario modifies future scenarios. Normal Missions are not used in this Campaign. Instead, each scenario has its own victory conditions that must be satisfied. You win the whole Campaign if you win the last scenario, regardless of the outcomes of earlier battles.

The first thing you must do to play this campaign is build your Army. This is done exactly in the same way as outlined on page 100 of the Deadzone core rulebook, with the only exception being the size of the Army.





Instead of the usual 500 points used to build an Army, an Army built for this Campaign will only contain 300 points worth of models and Items.

Since this Campaign highlights the efforts of a small group of unsupported soldiers trying to survive against a horde of zombies, you may not add Vehicles to your Army Roster.

Finally, unless you are using an Elite Army List, Mercenaries are not allowed, and even then, the only Mercenary allowed is the Leader of your Elite Army List.

The Missions in this Campaign list specific consequences that occur when a Mission is failed. Rather than replaying a scenario until you win, if you lose, simply move on to the next one, and apply the penalties indicated.

Additionally, since there is no option for emergency evacuation of personnel, models that are removed from each battle are left to their fate and are considered to have rolled a 1 on the Casualty Table. Remove them from your roster.

There is no chance between missions to enlist new recruits or resupply, so there is no reason to calculate RP. Skip this part of the Post-Game Sequence.

You may roll in the Exploration Phase as normal. Again, there is no reason to track RP, but other effects of the roll still apply. Due to the nature of the zombie threat, it is unwise to stay in one place for long. Therefore, you may not hold Strategic Assets.

Do not make a Recon test at the beginning of the game while playing any of these scenarios.

Mission 1: First Contact

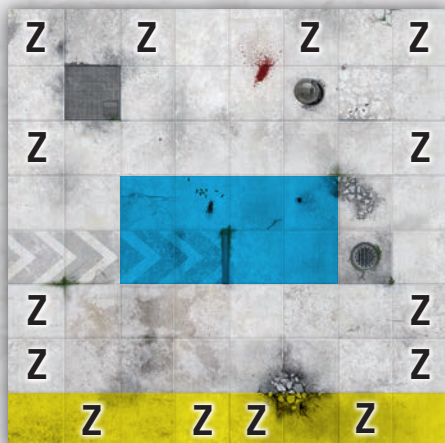
Your Strike Team has been cut off from the main force. At times like these, procedure tells you to assess and regroup. Dispatching small groups to set up observation posts on all the major approaches to your position, you hope to cover enough ground to avoid any nasty surprises. Meanwhile, you can attempt to contact your superiors. Unfortunately, there is a lot of ground to cover with very limited resources and the threat is closer than you think...

Force Composition & Terrain

The Strike Team is a reduced size observation group, chosen from your Army. You may spend up to 100 points on your Strike Team.

Deployment

All Strike Team models start within the blue deployment zone.



Special Rule: Hold Position

Observation groups are expected to remain in position against minor threats, though they will fall back if overwhelmed.

Members of the Strike Team may not leave the deployment zone until the team has destroyed at least 4 zombies.

After they have destroyed at least 4 zombies, the Strike Team may leave the mat by way of the yellow mat edge.

Victory Conditions

When there are no more Strike Team models left on the mat the game ends. If at least one Strike Team member escaped to raise the alarm, then the battle is a victory. Anything else results in a loss.

Challenge Scenario

Members of the Strike Team may not leave the deployment zone until the team has destroyed at least 8 zombies.

Consequences

If the battle is won, each surviving member of the Strike Team gains an additional point of experience.

In the case of a loss, the player will be unable to bring as much strength to bear for the following Mission, having been surprised by the zombie wave. When selecting their Strike Force for the next mission, they must include 2 Troop models for each Specialist they wish to include, rather than the normal 1.



Mission 2: Beacon of Hope

You now know what you're up against, and the scale of the threat is greater than you could have imagined. You have sent dispatches to command, but your meagre resources can't guarantee the quality or strength of the signal. Remembering a nearby radio tower, you hatch a daring plan. If you can find a functioning data-terminal you can guarantee that your message reaches your allies. If only the area wasn't already overrun with zombies.

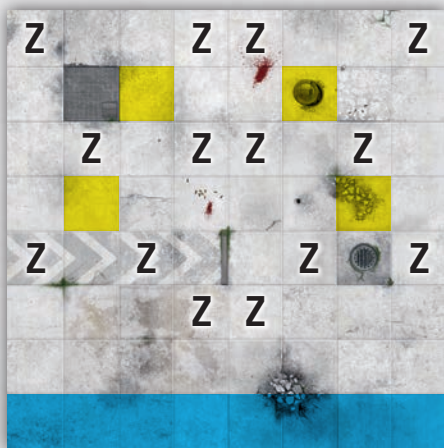
Force Composition & Terrain

Choose a Strike Team of up to 150 points.

Deployment

All Strike Team models start within the blue deployment zone.

Separate three 1 VP tracking tokens and one 3 VP tracking token. Place these counters face down at random on the topmost level in the yellow cubes marked on the map.



Special Rule: Call for Backup

The goal of this scenario is to find and control the cube with the 3 VP tracking token at the end of any Round. As soon as this occurs, the player must then move his Strike Team off the mat edge via his own deployment zone.

The player may also choose to abort the Mission by moving all of his models off the mat edge before he sends the message. Any models that are sent off the mat edge in this manner are not destroyed, but also do not receive any experience. Furthermore, aborting this mission results in a loss for this scenario, which will have negative consequences later in the Campaign.



Victory Conditions

When there are no more Strike Team models left on the mat the game ends. If the player managed to send their message (i.e., control the cube containing the 3 VP tracking token at the end of at least one Round), the battle is a victory.

If the battle was aborted, or the Strike Team was wiped out before they could send their message, then the battle was lost.

Challenge Scenario

The Strike Team must control the cube containing the 3 VP tracking token at the end of at least 2 Rounds to send the distress signal.

Consequences

If you win the battle, each surviving member of the Strike Team gains an additional point of experience.

If the battle was lost, the player will not know when and if extraction will be a possibility. Apply the Special Rule: Are They Coming?! when playing Mission 4 (see page 37).

Mission 3: Slip the Noose

You have no choice now but to trust that your message got through. The inexorable press of the zombies is slowly closing in around your position. The only hope you now have is to punch a gap through them and escape to the extraction point. As the noose tightens, you give the order and the remnants of your team pick up everything they can carry and get ready to make a run for it. You won't get a second chance at this.

Force Composition & Terrain

The Strike Team consists of all the surviving models in the Army and everything they can carry (if there is more than one Leader, select one to lead the force, ignoring the Army Special and Recon values of any others). Any Items not carried are lost; remove them from your roster.

Deployment

All Strike Team models start within the blue deployment zone.



Victory Conditions

When there are no more Strike Team models left on the mat the game ends. Strike Team models may leave the mat from any of the yellow cubes indicated on the map. If any Strike Team models escaped, then the battle is a victory.

If the Strike Team was wiped out, then the escape has failed and the Campaign ends in a loss.

Challenge Scenario

Deploy 8 additional zombies on the mat using the rules outlined on page 24.

Consequences

If you win the battle, each surviving member of the Strike Team gains an additional point of experience.



Mission 4: Salvation

It wasn't easy, but some of your force made it through the zombies, and in the distance you can see the tower you designated as an extraction point. With any luck, air support should be waiting to withdraw you just as soon as you clear the landing zone. Your team is exhausted, and chances for survival are slim, but there is hope. Can you keep morale high enough that they continue functioning as a team, or will it be a mad, self-interested scramble for safety?

Force Composition & Terrain

The Strike Team consists of all the surviving models in the Army and everything they can carry (if there is more than one Leader, select one to lead the force, ignoring the Army Special and Recon values of any others). Any Items not carried are lost; remove them from your roster.

The yellow cubes mark a tower at the coordinates you sent to your allies. This is your objective. It should be the tallest thing on the battlefield and should ideally be at least 2-3 cubes high. The highest level cubes in the tower should be the same height.

Deployment

All Strike Team models must start the game in the blue deployment area.



Special Rule: Are They Coming?!

This special rule is only in effect if Mission 2 resulted in a loss. The Strike Team can't be sure if the distress signal reached their allies in time. When rolling to call the transport, it will only arrive on a 5+.

Victory Conditions

This is it. It's every man for himself. You can see the extraction point ahead; you just need to get into position.

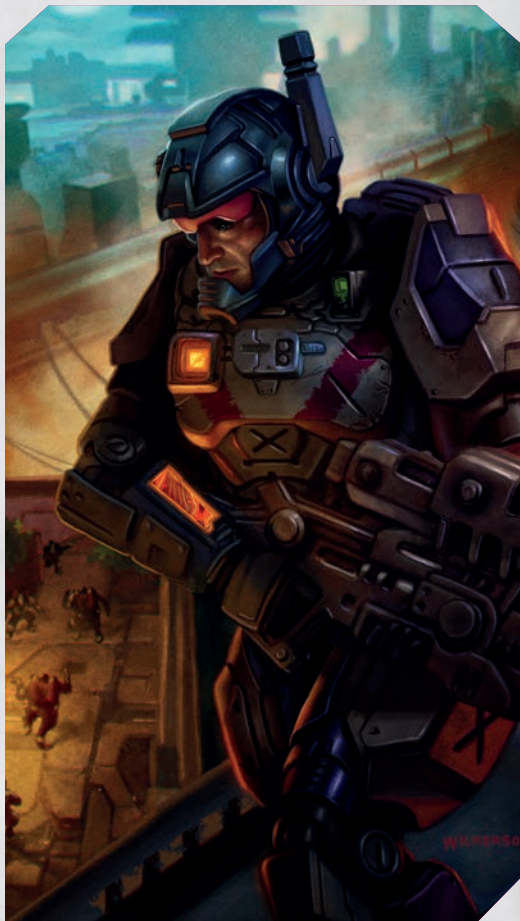
A landing pad cube is defined as the uppermost level cube in the tower. You may call the transport at the end of any Round, but only when there are no zombies on the landing pad. Roll a die, on a 3+ the transport arrives, rescuing any models on the landing pad. Anyone not on the landing pad when the transport arrives is left for dead.

Challenge Scenario

The noise you've been making has stirred a hornet's nest of zombies. Spawn 4 zombies at the end of every Round, in addition to anything that would spawn normally as a result of the Noise Test.

Consequences

Work out how many points of your Strike Force was rescued and note that as your level of victory for the Campaign. Try playing it again with a different Strike Force or Faction and see if you can improve your score.



THE PURGE OF OUTPOST H36

Introduction

The Purge of Outpost H36 Campaign is a two-player narrative Campaign consisting of five scenarios. It focusses on the brutal combat between Enforcer and Plague forces in and around Outpost H36 during the hunt for the Stage 1A beast that was once Dr Remy Urovic.

Dr Remy Urovic was a brilliant scientist on Nexus Psi, and allowing that intellect to fall into the Plague's service is unacceptable. Recon Unit N32-19 tracked the Stage 1A that he believed to have evolved from Dr Urovic. As the Enforcers made their move to eliminate Urovic, however, they had underestimated the cunning and resourcefulness of Urovic's deputy project lead, Dr Simmonds. A Stage 3A, Simmonds has been working on a way for the Plague to escape Nexus Psi...

Using these Scenarios

This campaign consists of five, two-player scenarios. They were written with the intention that one player would take control of the Enforcers attempting to destroy Urovic, and the other would play the part of the Plague, plotting to escape the planet's quarantine. However, it is possible to use any of the available factions with some creativity and imagination (see page 28).

Each player should make an Army as outlined on page 100 of the Deadzone core rulebook. Feel free to play using the Elite Army Lists presented in this book.



Players should follow the Pre-Game and Post-Game sequences for Campaign games listed in the Deadzone core rulebook, starting on page 101. We recommend using the Exploration Table found on page 47 of this book in place of the standard Exploration Table, in order to better represent the unique environments of Nexus Psi. We also suggest using the Artificial Stupidity rules listed on page 22 of this book if you wish to challenge yourself and add a bit more tension to the scenarios.





Emerging Narrative

It's all very well to talk about narrative wargaming, but what does that mean in practice? Surely it's just a game, with clear rules, winners and losers, right?

Tabletop wargames (and their close cousin, tabletop role-playing games) are played as much in the imagination as they are on the table. Your playing pieces aren't just pawns on a chessboard; they are heroes and villains in a larger-than-life battle.

On one level, a game of Deadzone tells a story of who wins and loses the battle; the scenarios in this book will talk about the stakes of the conflict, and the consequences for each faction should they win or lose.

On another level, Deadzone gives rise to an emergent narrative through play – maybe there's one Assault Enforcer in your Strike Team who, through force of will alone, survived a direct hit from a Strider's Polaris Cannon, claiming the necessary objective and winning the game.

These moments will live on as anecdotes in your gaming group and grow in the telling; a unique story that you created.

There's no wrong way to have fun, and if this aspect of the hobby doesn't appeal to you, that's fine. Some players prefer tactical play, and some prefer painting and modelling miniatures. The important thing to remember is that we all share this hobby. Appreciating each other's enthusiasm and showing mutual respect will help us to grow the community and enjoy it all the more.

Mission 1: Frontal Assault

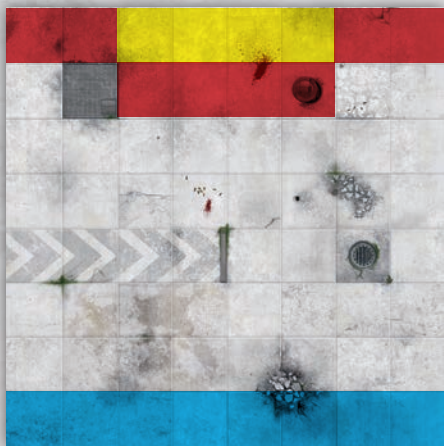
The Enforcer Strike Force assigned to retake Outpost H36 opened with a three-prong strike, surprising and disorientating the Plague defenders. The primary goal of the mission was to find and eliminate the creature that was once Dr Urovic. The largest team attacked the facility's main entrance. The outnumbered Plague forces on guard fought bitterly, trying to delay the oncoming Enforcers while the facility's inhabitants rallied a defence.

Force Composition & Terrain

The Enforcer player may spend up to 200 points when building their Strike Team. The Plague player may spend up to 175 points building their Strike Team. This battlefield represents the main entrance to the Mazon Research Facility, and the Plague forces have long since built barricades and cover to guard the approach.

Deployment

The Enforcer player uses the blue deployment zone. The Plague player uses the red deployment zone.



Victory Conditions

The Enforcers need to keep the pressure up if they are to catch Dr Urovic; they can't afford to get caught up in a protracted engagement outside the facility. The Enforcer player gains VPs by moving his models off the mat through one of the cubes marked in yellow. VPs earned are equal to the VP value of the model if it were killed by the enemy.

The Plague forces are simply trying to stall the attack while forces inside the facility rally a defence. At the end of each Round, before checking for a winner, the Plague player gains 3 VPs.

The Enforcer requires 12 VP to win. The Plague player must earn 15 VPs to win.

Challenge Scenario

The Plague player may spend up to 200 points while building their Strike Team.

Consequences

The **winning player** earns:

- 2 Campaign Points.

The **losing player** earns:

- 1 Campaign Point.
- If the Plague player wins this Mission, they count as scoring 2 additional successes in the Recon roll for Mission 2.
- If the Enforcer player wins this Mission, at the beginning of Mission 2 they may move up to two models as if they had the Scout ability.



Mission 2: Decisive Action

Enforcer units moved quickly to cut off Dr Urovic in an attempt to eliminate any possibility for escape. Rather than forcing the Enforcers to fight through wave after wave of Plague creatures, Urovic chose instead to lead a counter-assault into the heart of the Enforcer cordon.

Force Composition & Terrain

Both players may spend up to 175 points to build their Strike Teams. The Plague player does not purchase a Leader, but rather takes a standard Plague Stage 1A (representing Dr Urovic) as his Leader for this scenario, even if he does not have one available on his Army Roster. The Plague player does not pay any points for his Leader in this scenario. There are no special terrain requirements for this scenario.

Deployment

The Enforcer player uses the blue deployment zone. The Plague player uses the red deployment zone.



Victory Conditions

Players gain VPs for killing enemy models as normal. However, due to the importance of Dr Urovic to the Enforcers, the Enforcer player must kill him to win the scenario. Dr Urovic is worth double VPs if he is destroyed.

The first player to reach 16 VPs wins.

Challenge Scenario

Dr Urovic is accompanied by his honour guard. Add one 2A and three 3As (no upgrades) to the Plague player's Strike Team.

Consequences

The **winning player** earns:

- 2 Campaign Points.

The **losing player** earns:

- 1 Campaign Point.
- If the Plague player wins this Mission, they may add an extra 25 points to their Strike Force when playing Mission 5.
- If the Enforcer player wins this Mission, they may add an extra 25 points to their Strike Force when playing Mission 4.



Mission 3: A New Threat

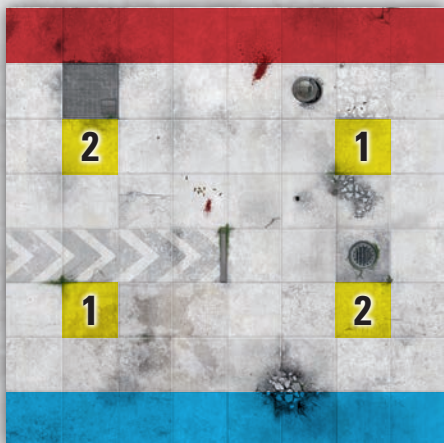
After destroying Urovic, the Enforcers began sweeping the terminals and data-networks within the outpost. Disturbingly, they found experimentation logs that were dated to have occurred well after the Plague outbreak was at its height. A secondary target was identified by the name which accompanied each and every one of the recent experiments: *Simmonds*.

Force Composition & Terrain

Each player may spend up to 200 points to build their Strike Team. There are no special terrain requirements for this scenario.

Deployment

The Enforcer player uses the blue deployment zone. The Plague player uses the red deployment zone. Place the corresponding objective markers in each of the yellow cubes on the map.



Victory Conditions

The Enforcers are looking for information on the terminals scattered throughout the map (represented by objective markers). The Enforcer player gains VPs by holding objectives. Additionally, if the Enforcer finds Intel, it is worth 3 VPs rather than the normal 1.

The Plague forces are attempting to disrupt the Enforcer's progress. They gain VPs for killing enemy models as normal.

The first player to reach 20 VPs wins.

Challenge Scenario

Rather than placing the objective counters as shown on the map, shuffle them together and place them face-down randomly on the squares marked on the map. This may end up with one side of the battlefield being more important than the other.

Consequences

The **winning player** earns:

- 2 Campaign Points.

The **losing player** earns:

- 1 Campaign Point.
- If the Plague player wins this Mission, they gain +1 Command Dice each Round for the duration of mission 4.
- If the Enforcer player wins this Mission, they require only 12 VPs to win in Mission 4, rather than 15.



Mission 4: Message Received

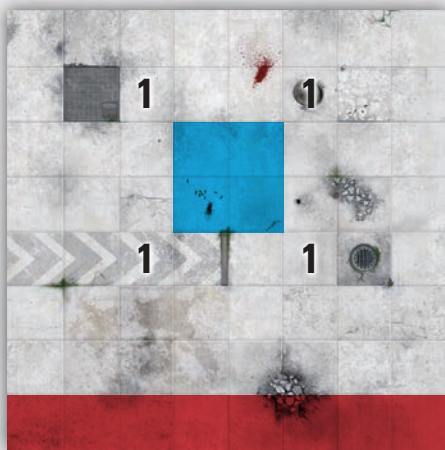
Information located on facility terminals eventually led Enforcer units to the Outpost's communication hub where a highly encrypted, wide-band signal was being broadcast. Unsure of who or what the Plague would be attempting to contact, Enforcers on site begin the laborious process of decryption. The Plague do not give up their secrets so easily, however, and it didn't take long before a team of saboteurs arrived to destroy the tower.

Force Composition & Terrain

The Enforcer player may spend up to 200 points to build their Strike Team, while the Plague player may spend up to 225 points to build their Strike Team. A large broadcasting tower should be built in the Enforcer player's deployment zone, indicated on the map. This tower is the target of the Plague's attack.

Deployment

The Enforcer player uses the blue deployment zone. The Plague player uses the red deployment zone. Place an objective marker in each of the 4 cubes indicated on the map. The VP value of the markers does not matter.



Victory Conditions

The Enforcer player is trying to prevent the tower from being destroyed while the signal is being decrypted. At the end of each Round, before checking for a winner, the Enforcer player gains 3 VPs. The Enforcer player requires 15 VP to win.

The Plague's only goal in this mission is to destroy the broadcasting tower. In order to destroy the tower, the Plague player must place explosives in key locations. To do so, he must control each of the objectives at the end of at least one of his turns.

To help you remember which explosives have been placed, once an objective has been held remove the objective marker from the mat.

Note: the Plague player does not need to control all objectives at the same time; they simply need to have controlled all four deployment zones at least once.

Challenge Scenario

The Plague player needs only to control three of the four objectives to destroy the tower.

Consequences

The **winning player** earns:

- 2 Campaign Points.

The **losing player** earns:

- 1 Campaign Point.
- If the Plague player wins this Mission, they may add an extra 25 points to their Strike Force when playing Mission 5.
- If the Enforcer player wins this Mission, they may add an extra 25 points to their Strike Force when playing Mission 5.



Mission 5: Launch Code Accepted

After breaking the Containment Protocol's launch code overrides, all of the remaining Plague forces launched an attack to secure the sub-orbital transport ships located in the outpost's many landing zones. If the transport ships were to make it off-world and onto even one of the starships in orbit around Nexus Psi, the entirety of the GCPS could be compromised.

Force Composition & Terrain

Each player may spend up to 250 points to build their Strike Team. The blue deployment zone represents a large landing pad which the Enforcers must try to hold against the fury of the Plague assault. If you do not have a landing pad, use a large, flat area for this terrain piece, preferably at least one level above the mat.

Deployment

The Enforcer player uses the blue deployment zone. The Plague player uses the red deployment zone.



Victory Conditions

Both players earn VP by killing enemy models as normal. Additionally, at the end of each Round before checking for a winner, the Plague player gains 1 VP for each landing pad cube that he controls. A landing pad cube is defined as the uppermost level cube in the stack in the Enforcer deployment zone. The first player to earn 20 VPs wins.

Challenge Scenario

The Enforcers must hold the Plague back. If the Plague makes it off-planet, containing the infection will become much more difficult. Likewise, the Plague forces know that without getting off-world, the virus will eventually burn itself out, and are willing to sacrifice everything at a chance to escape the quarantine. Consider having both players deploy their entire remaining Army, regardless of the relative points values of each Army.

Consequences

The **winning player** earns:

- 2 Campaign Points.

The **losing player** earns:

- 1 Campaign Point.
- If the Plague player has the most Campaign Points and has won Mission 5, they win a Major Victory. If they do not have the most Campaign Points but won Mission 5, they win a Minor Victory.
- If the Enforcer player has the most Campaign Points and has won Mission 2, they win a Major Victory. If they do not have the most Campaign Points, but they won Mission 2, they win a Minor Victory.







Nexus Psi Exploration Table

D88 Result

Event

11	Shopping Centre - You fight your way into a civilian shopping centre to loot what you can. The events that occurred as you fought hordes of zombies within the mall would make for a great movie, but you're more concerned with the goods you managed to secure. Roll 4d8, add the results and gain that many RP.
12-13	Downed Freight Drone - Your team comes across a freight drone that seems to have been shot down with its cargo in tow. Roll a dice to find out what is inside the crate: <ul style="list-style-type: none"> • 1-2: Gain 3 Ammo and 1 Frag Grenade • 3-4: Gain 1 AP Ammo and 1 Holo Sight • 5-6: Gain 1 Energy Shield (3) • 7-8: Gain 2 Medi-Packs and a Smoke Grenade
14-15	Last Stand - You come across a large plaza riddled with corpses. This must have been the site of a fierce battle between Corporation Marines and Plague forces. Picking through the bodies you find 2 Ammo and a Frag Grenade.
16-18	Ambush - Your squad comes under fire by some unseen assailants. You fight them off, and recover a cache of supplies they were protecting. Gain 8 RP but choose one model to roll on the Casualty Table. You may discard a Medi-Pack to ignore this injury.
21-23	Fifteen Minutes - While examining a PDA you found on the body of a civilian, you find clear footage of an infected Sphyr transformed into a Plague beast by a hulking Stage 2A. The bidding war over something like this would be quite profitable; gain 1d8 RP.
24-26	Corporation Bunker - You come across a bunker that was being used by Corporation Marines in defence against the Plague. It's been pretty well picked-over, but the looters have missed a few pieces. Gain 1 Ammo and 1 Smoke Grenade.
27-32	Friday Night Lights - Pawing through an office of a Reiker Corp executive hoping to find data worth salvaging, you stumble across an autographed Dreadball from ZlurpCup XVIII, signed by Lucky Logan himself. Valuable to a collector, you take the ball and add it to your stash. Gain 1d8 RP.
33-36	Water Purifier - STRATEGIC ASSET: You locate a functioning water purifier. In addition to providing clean, fresh water for your troops, it will be invaluable in aiding emergency medical procedures. You may reroll one Casualty Table result per game.



37-42	Abandoned Mine Rig - You find an abandoned mine rig loaded with valuable hardware. Salvaging a large amount of equipment could be risky though, as gantries and walkways are narrow. You may select a model to attempt to scavenge the rigging. Roll a dice. On a 7 or 8, the model must roll on the Casualty Table; otherwise, gain RP equal to the number on the dice.
43-46	Distribution Centre - STRATEGIC ASSET: You find a large Almar distribution centre that has miraculously managed to avoid looting so far. By carefully rationing what you take from the facility, you can make the supplies last a long time. Gain 2 extra RP during the Exploration Phase after each game you play.
47-52	Abandoned Hab-block - Your team searches some abandoned civilian tenements. There is little of value here, but you manage to scavenge a little from amongst the corpses and ruined lives. Gain 1d4 RP.
53-56	Radio Station - STRATEGIC ASSET: The advanced equipment housed in this radio station helps you to more efficiently and effectively monitor communications. You may reroll one Recon Dice at the beginning of every game.
57-62	Survival Shelter - Inside of a civilian hab-block you find a small, sealed survival shelter. Upon opening it, you find all the occupants are dead. As near as you can tell, the oxygen recycler failed shortly after the shelter sealed, trapping the inhabitants inside with an ever-dwindling supply of air. Roll 1d4+1 and gain that many RP for salvaging what you can from the shelter.
63-66	Motor Pool - STRATEGIC ASSET: You have located a valuable motor pool, complete with a large supply of fuel, maintenance tools and ample space. Using these facilities will greatly improve your ability to upkeep and deploy vehicles in the surrounding areas. When building Strike Teams, the first vehicle in your list only requires two Troops, rather than three. Any further vehicles added to the Strike Team require three additional Troops as normal (e.g., the first vehicle would require two Troops, the second would require five, etc.).
67-72	Horde of 3Z - You come across a large horde of 3Z blocking further progress. You could turn back now, in which case nothing happens. Alternatively, you can choose one model to roll on the Casualty Table and spend 1 Ammo to clear a path through the zombies. If you do so, you may roll again on the Exploration Table.
73-75	Murderbird Nest - The Plague has had devastating effects on the local bird population. You have inadvertently agitated a nest of Murderbirds which attack one member of your team. A random member of your Strike Team must roll on the Casualty Table. You may discard a Smoke Grenade before rolling to scatter the flock, allowing you to ignore the injury.
76-78	Mazon Lab - While looters have taken most of the valuable supplies from this medical research centre, you manage to scrounge together enough to serve as a battlefield medkit. Gain 1 Medi-Pack.
81-83	Start-up Incubator - Your team pries open a blast door set into the floor of an otherwise unassuming office block. Inside they find what appears to be a black site research lab. With power systems having been out so long, whatever researchers were breeding in here escaped long ago. One attacks before you can seal off the compound. Choose one model to roll on the Casualty Table. You can discard a Frag Grenade to destroy the creature before it closes on your team, ignoring this injury.
84-85	Accutek Prototype - In one of Accutek's many development labs you locate a valuable prototype weapon. Though the weapon's firing mechanism is protected by a corporate bio-lock, and is therefore useless to you, other corporations would be glad to pay for something like this that could be reverse-engineered. Gain 1d4 RP.
86-87	Sub-licensing Strategies - You locate a Reiker Corporate office and find a functioning terminal. Within the mainframe is a file containing the Reiker Corporation's sub-licensing strategies for the next 6 months, a valuable find indeed! Gain 1d8 RP.
88	Rogue Aberration - While scavenging in a ruined tenement hab, you are ambushed by a rogue Aberration. With fast thinking and a little bit of luck, one of your soldiers manages to put it down, though not before getting hurt in the process. Choose one model from your Strike Team to roll on the Casualty Table. This roll may be affected by medics and similar effects as normal. If the model survives, he gains +5 XP.



DEADZONE

A planet has disappeared. Yet, despite what NavCorp systems might say, Nexus Psi still exists. It has become a Deadzone, quarantined by the Council of Seven to protect the rest of the GCPS from contamination... contamination from what might be the deadliest virus in existence.

The Plague is an alien mutagen capable of destroying entire planets. It spreads quickly, mutating its victims into huge, violent and ravenous beasts with only one goal: the further spread of the virus.

With great risk comes greater opportunity. Gather your forces and descend upon Nexus Psi. It is time to claim victory on the surface of the Nexus Psi Deadzone!

In this rulebook you will find:

- **New Equipment and Units** for use in all of your games of Deadzone.
- **Two new Army Lists** featuring major characters from Nexus Psi.
- Rules for using **Plague zombies** as neutral factions in your games.
- **Two new campaigns** to play through, a solo campaign and a two-player campaign.



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