

# One Page Deadzone v0.5

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## General Principles

**The Most Important Rule:** Whenever a rule is unclear or does not seem quite right, use common sense and personal preference.

**Quality Tests:** Whenever you must take a Quality test roll three eight-sided dice trying to score the unit's Quality value or higher, and every die that does counts as a success.

**Line of Sight:** If you can draw a straight line from the attacker to the target without passing through any solid obstacle, then he has line of sight.

**Cubes:** Each cube is 3" tall, 3" wide and 3" deep, and can contain any combination of units which total a maximum of size 4.

### Before we begin...

**Army Composition:** Each player may take up to 150pts or 300pts worth of units and upgrades in his army (you decide). Each army may only have one Hero unit and up to two Specialist units.

**Preparation:** The game is played on a flat 8x8 grid of cubes, with at least 5 pieces of terrain on it. The players roll-off, and the winner chooses on what side to deploy and places his army first in the first row on his side, then the opponent does the same.

**Mission:** After 4 rounds the game ends, and both players sum the point value of all enemy units they completely destroyed or that are pinned. The player with the most points wins.

### Playing the Game

The game is played in rounds, in which players alternate in activating a single unit each until all units have been activated. The player that won deployment goes first on the first round, and in each new round the player that finished activating first in the previous round goes first.

### Activation

The player declares which unit he wishes to activate, and it may do one of the following:

Action	Move	Notes
Hold	0	May shoot.
Overwatch	0	May shoot in reaction.
Walk	1	May shoot after moving.
Run	2	May not shoot.
Assault	2	Move into enemy cube.

### Moving

Units may move into any adjacent cube that is on the same level when using Walk or Run actions, and they may only move into cubes occupied by enemy units when using Assault actions. Units may not move into cubes that are completely blocked off by solid walls, and they may disregard cube size limits when moving through friendly cubes.

### Shooting

Units that are in range and have line of sight of an enemy unit may fire one weapon at it. Range is determined by counting the shortest route in cubes between the attacker and his target. The attacker and his target take a Quality test and compare results. For each success that the attacker rolled more than the defender, the target takes 1 wound and is removed as a casualty.

**Clear Line of Sight:** If the target is completely visible from the point of view of the attacker, then he gets +1 die for that shooting.

**Suppressing Fire:** Units may also choose to use shoot suppressing fire, which targets all models in one cube. The attacker takes a Quality test and all targets take a Quality test. For each target, if the attacker has more successes the target is pinned. When using suppressing fire the attacker may activate any friendly unit in its own cube, giving him +1 die for that shooting.

**Overwatch:** Units on overwatch do nothing for their turn, but may react to enemies that either begin or end their activation within their line of sight. The overwatching unit may shoot at the enemy unit, but the target receives +1 die to its defense roll.

## Melee

When using an Assault action you must move the model into a cube occupied by an enemy unit, ignoring the size limits of that cube, and may then target one enemy unit for a melee attack. The assaulting unit then attacks, which is resolved like shooting. If several enemy units are in the same cube in which the melee is fought, then the defender gets +1 die to his defense roll. If there are still enemy units in the cube after the melee was fought, then the assaulting unit must move into an adjacent cube without enemies.

### Morale

Whenever a unit is killed all friendly models in the same cube must take a morale test. Each unit takes a Quality test on one die, and if it is unsuccessful then it counts as pinned (place models on their side to indicate their status). Pinned units may not be activated on the round in which they were pinned, and they must spend their next activation doing nothing to recover (stand the models back up). If a pinned model is attacked then the attacker gets +1 die to its melee attack. Note that pinned units do not give the +1 defense bonus in melee for friendly units in the same cube.

### Terrain

**Cover (boxes, barrels, barricades, etc.):** Units that are behind a piece of cover terrain get +1 die to their defense rolls when targeted by shooting attacks. Note that cover is ignored when units are targeted by suppressing fire attacks.

**Difficult Terrain (mud, water, ooze, etc.):** Units may not use Run actions to move through difficult terrain, and units attacked in melee by an enemy that moved through difficult terrain get +1 die to their defense roll.

**Dangerous Terrain (mines, razor wire, broken glass, etc.):** Whenever a unit moves into or across these cubes roll one die. On a 1 the unit receives a shooting attack without any modifiers.

**Elevation (cliffs, walkways, ledges, etc.):** Units may move up and down levels as part of a Walk, Run or Assault action, provided that there is a solid surface (such as a wall) between the cubes. Models may drop down levels without the need of a solid surface between the cubes, however if they drop more than one level they receive a shooting attack without any modifiers. Units being shot at from lower levels count as in Cover, and units shooting at targets on lower levels get +1 die to their shooting.

### Units Types

**Heroes:** As long as this unit is alive and not stunned it and all friendly units in the same cube may re-roll failed morale tests.

**Specialist:** Units with upgrades and units with the special rule Specialist all count as Specialists.

### Weapons

Weapons with a range value may be used to shoot, others to fight in melee. Units without a melee weapon in their equipment always use fists/claws. Weapons with an AP value add that many dice to their Attack roll in either shooting or melee.

Name	Range	AP
Fists/Claws	-	-
Combat Knife	-	+1
Energy Gauntlet	-	+2
Strider Fist	-	+3
Pistol	2	-
Shotgun	2	+1
Flamethrower	2	+3
Thermal Rifle	4	+2
Fusion Gun	4	+3
Assault Rifle	6	-
Machinegun	6	+1
Grenade Launcher	6	+2
Sniper Rifle	8	+1
Missile Launcher	8	+3

## Special Rules

**Discipline:** When taking morale tests roll one extra die and pick the highest result.

**Engineer:** This model may take a Plant Mine action instead of a regular action. Place a mine marker in the model's cube, and the first enemy unit to enter it counts it as Dangerous terrain (remove marker after resolving the attack).

**Fast:** This model moves +1 cube when using Walk and +2 cubes when using Run/Assault actions.

**Medic:** This model may take a Heal action instead of a regular action. Remove one wound from this model or from a friendly model in the same cube.

**Jump Pack:** This model may move up/down without needing a solid surface, and they may drop down levels without taking any attack. Additionally this model ignores Difficult and Dangerous terrain.

**Rampage:** Whenever this model kills an enemy unit in melee it may immediately attack another enemy in the same cube.

**Slow:** This model may never move more than 1 cube at a time.

**Tactician:** This model may take a Command action instead of a regular action. Roll three dice trying to score 6+, and for each success one friendly model within 4 cubes may either move by 1 cube, assault by moving 1 cube, shoot, or recover from being pinned. Models that have already been activated may be targeted by commands, and this does not count as their activation.

**Tough(X):** This model has to take X wounds to be killed instead of just 1.

# Test Units

## ENFORCERS

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Assault Enforcer [1]	4+	Pistol, Combat Knife	Discipline, Jump Pack, Tough(2)	A	40pts
Tactical Enforcer [1]	4+	Assault Rifle	Discipline, Jump Pack, Tough(2)	A, B	45pts
Peacekeeper [2]	4+	Assault Rifle, Energy Gauntlet	Discipline, Hero, Tactician, Tough(3)	-	65pts

### A | Upgrade with:

Medic Training (Medic)	+5pts
Engineer Training (Engineer)	+10pts
Sergeant Training (Tactician)	+10pts

### B | Replace Assault Rifle:

Flamethrower	Free
Thermal Rifle	Free
Fusion Gun	+5pts
Machinegun	+5pts
Sniper Rifle	+10pts
Missile Launcher	+20pts

### Upgrade with:

Defender Training (Tough(+1), Replace Assault Rifle with Shotgun)	Free
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## PLAGUE

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Plague Dog [1]	5+	Combat Knife	Fast	-	15pts
Plague 3rd Gen [1]	5+	Assault Rifle, Combat Knife	Fast	A	20pts
Plague 2nd Gen [2]	4+	Energy Gauntlet	Rampage, Specialist, Tough(2)	-	35pts
Plague 1st Gen [3]	3+	Strider Fist	Hero, Slow, Tactician, Tough(3)	-	50pts

### A | Replace Assault Rifle:

Machinegun	+5pts
Grenade Launcher	+10pts

### Upgrade with:

General Training (Tactician)	+10pts
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