DEADZONE

GCPS
ARMY LIST



The Galactic Co-Prosperity Sphere is sold as an idyllic society where multitudinous civilisations live in peace, prospering from free trade and advanced technology. The truth is more complicated however. The events of the Mandrake Rebellion showed the GCPS' rulers that aliens cannot be trusted with humanity's fate. For this reason the various private militaries of the GCPS are almost exclusively human – being simultaneously the first among equals, while also populous enough to be considered expendable by corporate executives.

GCPS marine forces are rarely deployed to Deadzones, mostly because no corporation would risk the Council's ire trying to circumvent a Containment Protocol. In exchange for safeguarding frontier commerce that a Plague incursion, Veer-Myn infestation, or open rebellion would jeopardise, CEOs prefer to let the Enforcer Corps conduct their gruesome work and simply write off any local assets from their ledgers, an exercise in sunk costs versus future investment opportunities elsewhere. Of course, these local assets often include defence garrisons, marine regiments or security details, soldiers with the sheer misfortune of being around when Containment is declared, left for dead.

Cut off by the communications blackout, these forsaken troops are forced to rely on their training, equipment, and cunning to survive in the face of alien invaders, cut-throat mercenaries, and dwindling supplies. Even the Enforcers, often heralded as heroes of humanity, are more likely to execute them than help them – the Council cannot afford to have witnesses to the atrocities of a Deadzone. It is a testament to the courage and resourcefulness of humanity that there are still organised and effective militaries fighting in active Deadzones across the galaxy, although no record will remain of their bravery.

LEADERS

Major-General — 30 pts / 3 VPs

1-2	S	F	Sv
	4+	5+	5+

1

- *Tactician (2)*

1

Pistol: R3; Officer's Sword: RF, AP1

Weapon Options:
Leader, Small Arms, Light (All)

Campaign Ability Options:
Command, Melee, Ranged



High-ranking Corporation officers are not only responsible for conducting battles and campaign strategy, but also budgeting the financial cost of each engagement to their miserly employers.

Drone Strike: Spend an Army Special result. The active model may take a Special Action to perform an R8, *Indirect (2)* attack.

Recon: 5+

Corporation Marine Sergeant — 22 pts / 3 VPs

1-2	S	F	Sv
	5+	5+	4+

1

- *Tactician (1)*

1

Pistol: R3, Energy Gauntlet: RF, *Knockback*

Weapon Options:
Leader, Small Arms, Light (Assault)

Campaign Ability Options:
Command, Ranged, Specialist



Seasoned veterans who have displayed tactical aptitude, but are ultimately still expendable.

Overwatch: Spend an Army Special result when an enemy model moves into a cube containing an unactivated friendly model equipped with a weapon with the Rapid Fire ability. The friendly model may make a free Shoot action with that weapon after the enemy model has moved, but prior to resolving the Fight action initiated as part of the enemy's Move action. This shoot action is not modified for Clear Shot, High Ground or Friendly Fire (Deadzone Rulebook page 20) but is still modified by other bonuses or penalties (eg, Holo-sight or Sniper Scope). This Army Special cannot be played on a friendly model that is in the same cube as an enemy model (other than the model moving into the cube), and the free Shoot action cannot be used to Fire for Effect.

Recon: 6+



Ranger Sergeant — 30 pts / 3 VPs



1-2	S	F	Sv
	4+	5+	4+

1

1

- *Tactician (1)*
- *Aerial Deployment*

Pistol: R3; Energy Gauntlet: RF, *Knockback*

Weapon Options:
Leader, Small Arms, Light (Assault)

Campaign Ability Options:
Command, Ranged, Specialist

Trained to command extended operations behind enemy lines, Ranger Sergeants find the combat conditions of a Deadzone to be all too familiar.

Eye in the Sky: Spend an Army Special result to reroll any number of dice when rolling to hit the target cube with an *Indirect* weapon or grenade during a Shoot action. You may only use 1 Army Special result per Shoot action.

Recon: 5+

TROOPS

Corporation Recruit — 6 pts / 1 VPs



1-2	S	F	Sv
	6+	7+	5+

0

1

Laser Rifle: R6, *Rapid Fire*

Weapon Options:
None

Campaign Ability Options:
Ranged

Cheap to equip and given the bare minimum of training, these inexperienced fighters are employed by corporations who require quantity over quality of their troops.

Corporation Marine — 8 pts / 1 VPs



1-2	S	F	Sv
	5+	6+	5+

0

1

Laser Rifle: R6, *Rapid Fire*

Weapon Options:
Small Arms

Campaign Ability Options:
Ranged

The ubiquitous rank-and-file of professional soldiery in the GCPS.

Corporation Veteran — 11 pts / 1 VPs



1-2	S	F	Sv
	5+	5+	5+

0

1

Laser Carbine: R6, *Rapid Fire, Weight Of Fire (1)*

Weapon Options:
Small Arms

Campaign Ability Options:
Ranged

These career soldiers have honed their combat and survival skills over multiple tours of duty on battlefields across the galaxy.

SPECIALISTS



Heavy Weapons Squad — 12 pts / 1 VPs

1-2	S	F	Sv
	5+	6+	5+

0

3

- *Weapons Team*

Laser Rifle: R6, *Rapid Fire*

Weapon Options:
Heavy (Crew Served Weapons)

Campaign Ability Options:
Ranged, Specialist

The man-portable heavy weapons of a corporate arsenal bring firepower normally reserved for vehicles to the battlefield at a fraction of the price.



Ranger — 16 pts / 2 VPs

1-2	S	F	Sv
	5+	5+	5+

1

1

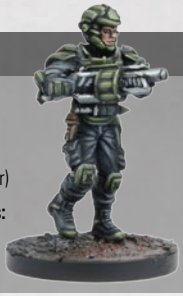
- *Aerial Deployment*

Laser Rifle: R6, *Rapid Fire*

Weapon Options:
Small Arms, Light (Assault, Marksman, Sniper)

Campaign Ability Options:
Ranged, Specialist

Equipped with grav-chutes and oxygen masks to conduct HALO insertions, Rangers are expected to fight in the fiercest and most dangerous hotspots. Training in multiple disciplines from sniping to engineering allows the unit maximum tactical flexibility.



Marine Specialist — 8 pts / 1 VPs

1-2	S	F	Sv
	5+	6+	5+

0

1

Laser Rifle: R6, *Rapid Fire*

Weapon Options:
Small Arms, Light (Assault, Explosive, Marksman, Sniper)

Campaign Ability Options:
Ranged, Specialist

Marine squads are frequently issued with specialist gear to multiply their battlefield presence and keep their operations cost-efficient



Corporation Engineer — 13 pts / 1 VPs

1-2	S	F	Sv
	5+	6+	5+

0

1

- *Engineer*

Laser Rifle: R6, *Rapid Fire*

Weapon Options:
Small Arms

Campaign Ability Options:
Ranged, Specialist

While lacking the intricate talents of Forge Father engineers, these troops are more than capable when it comes to sabotage and demolitions.



Corporation Medic — 13 pts / 1 VPs

1-2	S	F	Sv
	5+	6+	5+

0

1

- *Medic*

Laser Rifle: R6, *Rapid Fire*

Weapon Options:
Small Arms

Campaign Ability Options:
Ranged, Specialist

Trained paramedics whose primary duty is to treat battlefield wounds and stabilise patients for medevac. In the isolation of a Deadzone they become even more vital to a strike team's survival.

VEHICLES



Corporation Strider — 30 pts / 3 VPs

1-2	S	F	Sv
	5+	5+	4+

3

4

- *Beast*
- *Construct*
- *Solid*

Weapon Options:
Hardpoints:
2 - Walker (All)

Campaign Ability Options:
Ranged

Robust and reliable, Corporation striders lack the advanced electronics suite of Enforcer models but are just as hard to kill. Their offensive capabilities are especially prized against large enemies such as Teratons and Goran Hulks.

WEAPONS

Weapon	Points	VPs	Range	AP	Abilities	Type
Pistol*	0	0	R3	-		Small Arms
Laser Rifle (Accutek LR-45)	2	0	R6	-	*Rapid Fire*	Small Arms
Shotgun (Accutek ID-KFA)	1	0	R2	-	*Knockback*	Small Arms
Flamethrower	4	0	R2	-	*Volatile, It Burns!*	Light (Assault)
Grenade Launcher	8	1	R5	-	*Indirect (3)*	Light (Explosive)
Thermal Rifle	7	1	R3	AP2		Light (Assault)
Laser Carbine (Accutek LR-32)	4	0	R6	-	*Rapid Fire, Weight of Fire (1)*	Light (Marksman)
Marksman Rifle (Accutek LR-45 DMR)	8	1	R8	-	*Holo-Sight*	Light (Marksman)
Heavy Laser Rifle (Accutek LR-AM)	6	1	R10	AP1	*Heavy*	Light (Sniper)
Accutek LR-AWP	12	1	R10	-	*Sniper Scope, Heavy*	Light (Sniper)
Autocannon	4	0	R6	-	*Suppression, Weight of Fire (1), Heavy*	Heavy (Crew Served Weapon)
Laser Cannon	8	1	R8	AP3	*Heavy*	Heavy (Crew Served Weapon)
Missile Launcher	10	1	R8	AP1	*Frag (3), Heavy*	Heavy (Crew Served Weapon)
Mortar	12	1	R8	-	*Indirect (4), Heavy*	Heavy (Crew Served Weapon)
Polaris Cannon**	10	1	R10	AP4		Walker (Lance)
Chainsaw	5	0	RF	AP1		Walker (Melee)
Assault Flamer	6	1	R2	-	*Volatile, It Burns!*	Walker (Assault)
Heavy Burst Laser**	8	1	R10	-	*Suppression, Weight of Fire (2)*	Walker (Automatic)
Energy Gauntlet	5	0	RF	-	*Knockback*	Leader
Officer's Sword	5	0	RF	AP1		Leader
Genling 340 "Frontiersman"	4	0	R4	-	*Rapid Fire, Weight of Fire (1)*	Leader

*** Weapon does not replace a default weapon**

**** Weapon uses two hardpoints**

ITEMS

Item	Points	Rarity
Ammo	2	Common
AP Ammo	4	Rare
Commlink	4	Rare
Frag Grenade	6	Common
Medi-Pack	5	Common

Item	Points	Rarity
Sentry Gun	8	Rare
Smoke Grenade	3	Common
Stun Grenade	6	Rare
Thermal Mines	4	Rare
Tripmine	6	Rare

NEW EQUIPMENT

Commlink: A model with a commlink is able to act as a spotter for their comrades. The model may use a special action to call in the co-ordinates of a target. Place a token in a cube within the model's line of sight. Models throwing *Grenades* or using *Indirect* weapons treat this cube as being within their line of sight.

Note that this does not allow models to target cubes outside of their weapon's range, or to otherwise target cubes that are not valid targets.

Marksman Rifle (Accutek LR-45 DMR): This weapon provides accurate fire support in the absence of designated Snipers. The Accutek LR-45 DMR comes with an integrated Holo-sight and gains all the rules for this (see page 37 of the Deadzone Rulebook). However, it does not count as an item and cannot be swapped or picked up by another model. The model bearing the rifle may take an additional item, but further Holo-sights have no additional benefit.

Tripmine: R4, Grenade, one-use, *Trap* [*Frag(3)*]


Laser Pistol


LR-45 Rifle / LR-32 Carbine


Polaris Cannon


Genling 340


LR-45 Rifle (Ranger model)


Energy Gauntlet


LR-AM Heavy Laser Rifle


Officer's Sword


Assault Flamer


Thermal Mine


Thermal Rifle


Grenade Launcher


Flamethrower


Commlink


Laser Cannon


Missile Launcher


Chainsaw


Mortar


Autocannon


Heavy Burst Laser



NEW ABILITIES

Aerial Deployment

This model may choose to make an aerial deployment. If it does so, do not deploy it with the rest of your Strike Team. Once both players have deployed their teams, but before any Scout or Recon moves, a model using aerial deployment may be deployed in any cube not containing an objective and provided it is at least two cubes away from the nearest enemy model. If there are multiple cubes in a stack, it must deploy on the top level cube in that stack. A model may always aerially deploy into the owning player's deployment zone (cube size limits willing) but may never aerially deploy in the enemy's deployment zone.

If both players have models with aerial deployment then alternate aerial deployments starting with the player with the initiative. If this means that a model cannot be deployed due to lack of a 2 cube distance then that model will have to instead be deployed within your deployment zone.

Weapons Team

Models with this rule are typically armed with a mortar, laser cannon, or other man-portable support weapon, and consist of two or more models mounted on a single base.

Treat these models as a single model with the listed size for purposes of movement, cube size limits, and damage it can take before being removed as a casualty. Models with this rule must be equipped with a crew-served weapon when added to your army list; they cannot be deployed unarmed.

While models with this rule are injured, weapons they are equipped with are considered to have the *Slow Reload* rule.

Weapons Teams should be based on a 60mm base. As an alternative models based on 25mm bases can be used as long as each model (weapon, specialist and loader) are placed in base-to-base contact at all times. They cannot be moved, targeted, or removed individually, and are treated as a weapons team as above.

Trap

When a weapon with the *Trap* rule is used, place a Trap token in the targeted cube. Whenever an enemy model enters a cube with a Trap token, the player who placed the token may choose to detonate it; if they do so, immediately resolve the effect in parentheses following the Trap ability (i.e. If a weapon is listed as *Trap* [*Frag(3)*], resolve a *Frag (3)* attack in the cube.) This ends the active model's activation, and the token is removed from play.

The only exception to this rule is if the enemy model entering the cube has the *Engineer* ability. In this case, the owner of the Trap token may not detonate it, as the Engineer knows how to avoid its triggering mechanism. A Trap token may be disarmed by any model with the Engineer ability by spending a Special action to do so, then remove the Trap token from play.

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