



**DELTA SIX**

**Z WAR ONE COMPANION CAMPAIGN**



# DELTA 6 RULES

The Delta 6 campaign is a co-operative game for 1-4 players. All 4 heroes must be used, so where possible, divide them evenly between players (so if you have 2 players, take 2 characters each, with 4 players, 1 each & if you are playing with a team of 3, then 1 player must control 2 heroes whilst the others have 1 each). The character(s) you choose will be yours for the duration of the campaign. Missions should be played in order, with Experience points (XP) being awarded upon successful completion. Players can then spend this XP on "perks", which dramatically improve the performance of their heroes.

Missions 1-4 of the Delta 6 campaign use assets from both issue 1 & 2 of the Z War One Damnation campaign.



## SILVA

Always solid in the face of insurmountable odds, Delta 6's captain Jean Silva is as tough as they come. He is an elite level marksman, dealing out damage at range with both his assault rifle and grenade.



## DUTCH

Delta 6's heavy weapons specialist Alistair "Dutch" Hoost packs a massive, explosive punch with his air burst grenade launcher. For those situations requiring less explosions he has his trusty fall back weapon, the shotgun.



## FROST

With a shotgun and pistol, team medic Joe Frost is equally as happy hurting things as he is healing them. Light on his feet so as to provide aid anywhere on the battlefield at a moments notice, Frost is a valuable team asset.



## HUNT

Damien "dead eye" Hunt is Delta's team sniper. He excels in both ranged & close quarters combat. Carrying a sniper rifle and ballistic knife, Hunt favours a much more measured and precise approach to battle.

## THE GRENADE LAUNCHER

The grenade launcher is a "special" weapon and as such, may only be used by Dutch. It's destructive capability and area effect is the same as a regular grenade.



Unlike a regular grenade, the launcher carries a 5 round magazine and has unlimited range. As with a regular grenade, this weapon's "air burst" feature means that other units (friend or foe) do not block line of sight.

**Tip!** When placing room spawned infected remember that you can place them wherever you choose as long as they are the correct distance away, this provides opportunity to maximise grenade damage.

## THE SNIPER RIFLE

The sniper rifle is a "special" weapon and as such, may only be used by Hunt. The ultimate precision weapon, the sniper rifle can deal out up to 3 kill points of damage in a single shot.

Attacks made against targets with multiple kill points will score the relevant amount of kill points against the target. In the event of a multi kill point roll against a target with less kill points remaining than the amount rolled, the round will kill the target and pass through it to hit any other targets behind. In order to do this, the targets need to be in a straight line, horizontal, vertical or diagonal.



As each of these zombies only require 1 kill point, the roll of a 7 or higher would pass through and kill all three.



The digger on the adjacent square has already taken 1 kill point in damage so a roll of a 7 or higher would kill it & also pass through it to kill the zombie behind.

The "hitman" perk will only cause 1 kill point when used with the sniper rifle. The "pinpoint" perk will still double the sniper rifle's damage (that's up to 6 kill points with a single shot!).

**Tip!** When moving infected units, sometimes multiple squares are equidistant to their target. In these cases the choice is left to the player. Where possible, look to position infected for maximum sniper damage.



# PERKS PRICE LIST - MISSIONS 1-4

## AGILITY PERKS



- 90 70 50 **Redline** - Hero gains an extra 2 AP for 1 turn (Power Perk - 3 uses per game).
- 90 70 50 **Ninja** - Hero may use sprint actions without attracting diggers for 1 turn (Power Perk - 3 uses per game).
- 80 60 40 **Greased** - Hero can move through infected grab zones without the need for grab tests.
- 80 60 40 **Dodgy** - Hero Gains +1 to all grab tests.
- 70 50 30 **Turbo** - Hero may carry out a 7 Square 'sprint' action for 4 AP.
- 70 50 30 **Skinny** - Hero may move diagonally across open doorways.
- 70 50 30 **Hurdler** - Hero may move through squares containing prone units.
- 60 40 20 **Kip Up** - Hero may carry out a 'stand up' action for just 1 AP.

## BALLISTIC PERKS



- 90 70 50 **Dead Eye** - Hero may use aimed shots for 1 AP for 1 turn (Power Perk - 3 uses per game).
- 90 70 50 **Pinpoint** - Hero's ballistic hits cause double damage for 1 turn (Power Perk - 3 uses per game). (Hero movement phase only)
- 80 60 40 **Double Tap** - Hero may convert any semi automatic knockdown to a kill (free action costs 1 ammo).
- 80 60 40 **Run & Gun** - Hero may make a quick fire attack during a 2 AP sprint manoeuvre.
- 70 50 30 **Hit Man** - Hero may perform a ranged automatic kill for 4 AP. No dice roll is needed (costs 1 ammo).
- 70 50 30 **Smile** - Hero may perform an execution from up to 6 squares away with a ballistic weapon.
- 70 50 30 **Catch** - Hero's range when throwing items (eg. a grenade) is increased to 9 squares.
- 60 40 20 **Kneecap** - Hero may convert any aimed shot resulting in a kill to a knockdown (free action costs 0 ammo).

## MELEE PERKS



- 90 70 50 **Berserker** - Hero gains +1 to melee/unarmed melee attack rolls for 1 turn (Power Perk - 3 uses per game).
- 90 70 50 **Haymaker** - Hero's melee hits cause double damage for 1 turn (Power Perk - 3 uses per game). (Hero movement phase only)
- 80 60 40 **Black Belt** - Hero gains +1 to unarmed melee attack rolls.
- 80 60 40 **Shogun** - Hero gains +1 to melee attack rolls.
- 70 50 30 **Hit & Run** - Hero may make a melee attack during a 2 AP sprint manoeuvre.
- 70 50 30 **Snap** - Hero may perform an unarmed assassination for 1 AP.
- 70 50 30 **Stick Around** - Any melee weapon can be thrown in the manner of a ballistic knife (use melee weapon token).
- 60 40 20 **Kerb Stomp** - Hero may perform an unarmed execution for 2 AP.

## SURVIVAL PERKS



- 90 70 50 **Blessed** - Hero may re-roll any failed attack or test (Power Perk - 3 uses per game).
- 90 70 50 **Ransack** - Hero may draw 2 search cards from 1 room search (Power Perk - 3 uses per game).
- 80 60 40 **Scavenger** - Hero may exchange a search card (unless it's a zombie).
- 80 60 40 **Moral Support** - Hero may give 1 of their own action points to another hero in line of sight.
- 70 50 30 **Fence** - Hero may cash in any unused firearms for 10XP per weapon.
- 70 50 30 **Bandit** - Hero may carry out a 'search' action for just 3 AP.
- 70 50 30 **Auto Immune** - Hero gains +1 to infection check rolls.
- 60 40 20 **Quick Draw** - Hero may switch active weapon twice per turn.

# MISSION 1 - SWEEP & CLEAR

50  
XP

November 11th 7:42 hrs - Z Day + 2 Months

## Message from General Thorne:

Good morning Captain,

As you know, we are aiming to establish five forward operating & rescue centres (**FORCs**) across the country, as a means to evacuate survivors and get a better gauge of our situation as a whole. Before the engineers can be sent in to setup the centres the surrounding areas must be swept and cleared of infected activity.

Captain Silva, your team have drawn the short straw and will be operating in the southernmost location (**FORC 5**) where infected activity is expected to be at it's highest.

Sweep the area, terminate infected with extreme prejudice and above all else, bring your men back alive.

Good luck & God speed.







# MISSION 1 - SWEEP & CLEAR

50  
XP




-  ENTRY POINT


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-  SPAWN POINT


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-  OBJECTIVES


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-  ZOMBIE

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-  PISTOL

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-  SHOTGUN

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## THE MISSION

**Sweep & clear!** The Heroes simply need to activate the 6 objective rooms (🚫🚫) (in no particular order) and then exterminate any infected units remaining on the board.

Once every objective room has been activated turn spawning will stop for the duration of the game.

To successfully complete this mission **every active infected unit on the board must be destroyed** (this does not include potential infected in rooms which have not been activated, so where possible, avoid activating new rooms as any room spawned infected will also need to be destroyed). **Once all spawned infected have been destroyed the mission is complete.**

## TURN SPAWN

ROLL 1		ROLL 2	
8	OUTCOME	8	OUTCOME
1-2	Spawn Point A	1-2	1 Zombie
3-4	Spawn Point B	3-4	2 Zombies
5-6	Spawn Point C	5-6	3 Zombies
7-8	Roamer	7-8	4 Zombies

Turn Spawning stops once all objective rooms have been activated.

## ROOM SPAWN

ROLL 1		ROLL 2	
8	OUTCOME	8	DISTANCE
1-2	1 Zombie	1-2	1 Square
3-4	2 Zombies	3-4	2 Squares
5-6	3 Zombies	5-6	3 Squares
7-8	4 Zombies	7-8	4 Squares

February 6th 14:39 hrs - Z Day + 5 Months

## Message from General Thorne:

Good afternoon Captain,

You will be pleased to know that **Operation Hellbound** is well underway. We have just received word from **ECHO-19** that they are in possession of our VIP and are currently exfiltrating the capital, we expect them to reach the extraction site in around 2 days time.

Unfortunately that's the end of the good news. One of our top scientist, **Dr Lance Murdoch** is missing in action somewhere in the vicinity of **FORC 5**. Since your troopers have some knowledge of the area we have decide that you are the ones best qualified to find him and extract him.

I cannot stress to you enough the importance of this mission Captain Silva. For **Hellbound** to be the success we are hoping for, having Dr Murdoch's expertise here at the wall will be essential. We are counting on you and your troopers to bring him back alive and in a timely fashion, millions of lives depend on it.

Good luck and God speed.







**DELTA SIX**

- ENTRY/EXIT

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- SPAWN POINT

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- DR MURDOCH

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- OBJECTIVES

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- ZOMBIE

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- PISTOL

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## THE MISSION

**Search & rescue!** The Heroes must carry out a **search** in each of the 3 objective rooms (🚫🔍) (in no particular order) to find clues as to the whereabouts of Dr Murdoch. Heroes searching the storerooms may also take a search card from the search deck.

Once the 3 rooms have been searched the room containing Dr Murdoch can be opened. Whichever player opens the door will have control over Dr Murdoch for the rest of the game. Dr Murdoch may only carry out actions shown on his NPC card. Infected will treat Dr Murdoch as another hero. If Dr Murdoch is bitten the mission is **immediately failed**.

**"We're attracting too much attention!"**  
From turn 12 onwards there will be **2 sets of spawn rolls every turn!** (that's up to 8 zombies per turn!).

The mission is complete once **Dr Murdoch** and **all heroes** have left the board through the exit (🚪🚶).

## TURN SPAWN

ROLL 1		ROLL 2	
	OUTCOME		OUTCOME
1-2	Spawn Point A	1-3	2 Zombies
3-4	Spawn Point B	4-6	3 Zombies
5-6	Spawn Point C	7-8	4 Zombies
7-8	Roamer		

Spawning doubles from **turn 12** onwards (2 sets of spawn rolls per turn).

## ROOM SPAWN

ROLL 1		ROLL 2	
	OUTCOME		DISTANCE
1-2	Nothing	1-2	1 Square
3-4	1 Zombie	3-4	2 Squares
5-6	2 Zombies	5-6	3 Squares
7-8	3 Zombies	7-8	4 Squares



# MISSION 3 - ESCORT DUTY

40  
XP

February 8th 15:42 hrs - Z Day + 6 Months

## Message from General Thorne:

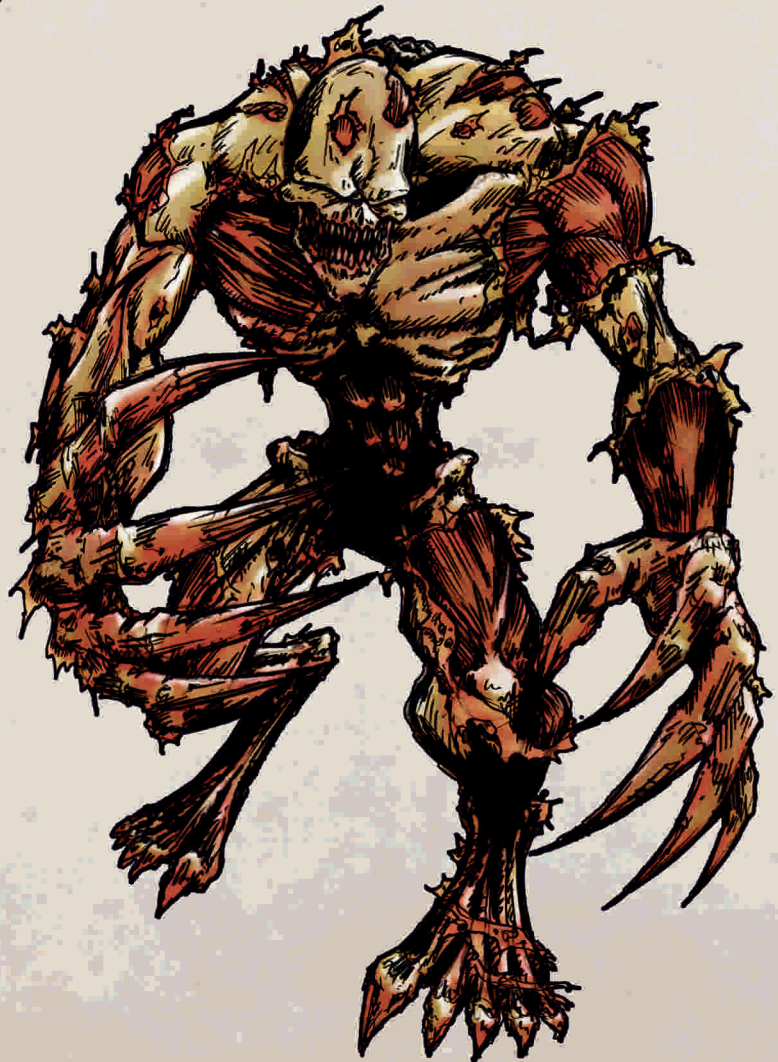
Good afternoon Captain,

Congratulations on your successful extraction of **Dr Murdoch**, I knew that my faith in you and your team would not be misplaced. Unfortunately, the good doctor has informed us that due to the hasty evacuation of **FORC 5**, much of his research vital to the study of the infection has been left behind.

Despite our strongest protests, **Dr Murdoch** has insisted that he be the one to personally retrieve this data and has requested that your team be the ones to provide his escort. You must have made quite the impression.

This mission is high risk, with reports from the air suggesting a massive build up of infected activity on the ground and the likely presence of **class 3 mutations**. Speed will very much be of the essence, and as always the safe return of **Dr Murdoch** is of the highest priority.

Good luck and God speed.





# MISSION 3 - ESCORT DUTY

40  
XP



- ENTRY / EXIT

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- OBJECTIVES

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- SPAWN POINT

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- HEAVY DOOR

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- ZOMBIE

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## THE MISSION

**Escort Duty!** Dr Murdoch must be escorted back to his lab. He is under the control of whichever player is controlling Captain Silva. Dr Murdoch must carry out a **task** in each of the 3 objective rooms inside zone 2 (). **Only Dr Murdoch may carry out the tasks.**

Dr Murdoch may only carry out actions shown on his NPC card. Infected will treat Dr Murdoch as another hero. If Dr Murdoch is bitten the mission is **immediately failed**.

The **heavy doors** () are opened in the same manner as a regular door. However a hero may only open a heavy door whilst another hero is **standing in the security office** (). Heavy doors **automatically close in the end phase**.

Zone 1 will spawn **every turn**. Zone 2 will only spawn on a turn when the heavy door is open **or** there is a hero present (in Zone 2). Infected will **ignore heroes in another zone**, unless the heavy door is **open**. If all infected miniatures are in play and only Zone 1 is spawning, “drop off” infected from the back of Zone 2.

The mission is complete once the **three tasks** have been carried out & **Dr Murdoch** along with **all heroes** have left the board through the exit ().

## TURN SPAWN

ZONE 1		ZONE 2	
8	OUTCOME	8	OUTCOME
1	3 Zombies on A	1	2 Zombies on D
2	3 Zombies on B	2	2 Zombies on E
3	3 Zombies on C	3	3 Zombies on D
4	1 Digger on A	4	3 Zombies on E
5	1 Digger on B	5	4 Zombies on B
6	1 Digger on C	6	4 Zombies on C
7-8	Roamer	7-8	1 Digger on E

## ROOM SPAWN

ROLL 1		ROLL 2	
8	OUTCOME	8	DISTANCE
1-2	1 Zombie	1-2	1 Square
3-4	2 Zombies	3-4	2 Squares
5-6	3 Zombies	5-6	3 Squares
7-8	4 Zombies	7-8	4 Squares



Operation Breakwater, February 19th 13:13 hrs - Z Day + 6 Months

## Message from General Thorne:

Captain Silva,

We have had no contact from **ECHO-19** for 11 days now, so it is with deepest regret that we are declaring Captain Carter's team MIA, the silver bullet we were so desperately hoping for is no longer an option, **Hellbound has failed.**

Enemy numbers are estimated to be in the region of **40 million** and rising, with the bulk of this force now within **100 miles of the wall.** All forward operating bases have been either evacuated or overrun, our tactical situation is dire.

Our only option at this point is a **full retreat.** Preparation for the evacuation of civilians is already underway, and wall defences are being bolstered, but this process will take more time than we currently have.

I am ordering all **RAC teams** to form a second defensive line at choke points 50 miles south of our location, in the hope that this will buy enough time for wall defences to be completed. The Royal Air Force will be carrying out strikes, but, as we have seen with the bombing of London, the impact of these is expected to be minimal.

Captain Silva, you and your men have already given more than I could ask of any soldiers and what I ask of you now goes above and beyond the call of duty. The stakes have never been higher and the survival of our species may very well hang in the balance.

God save us all.





# MISSION 4 - BREAKWATER

40 XP



## DELTA SIX

- ENTRY/EXIT
- SPAWN POINT
- OBJECTIVE
- HEAVY DOOR
- H. EXPLOSIVE
- GRENADE
- PISTOL
- PLANKS
- DOUBLE BARRICADE
- BREAK ZONE



### THE MISSION

Hold the line! The Heroes must hold back the infected advance for **25 turns**. **Double barricades** count as a **single barricade** so turn over both tokens when attacked or repaired with plank tokens (🪵).

The **heavy door** (🚪) is opened in the same manner as a regular door. However a hero may only open a heavy door whilst another hero is standing in the **security office** (🔒). Heavy doors **automatically close in the end phase**. If, during an end phase, the 6 squares of the **break zone** (🔴) are occupied by infected units, the heavy door will break. **Remove it from play for the rest of the game.**

**6** "Zulus, thousands of 'em!" From turn 6 onward, switch to **phase 2 spawning**. All infected units will move at **charge speed** towards the closest objective marker on the bottom board edge (👁️👁️) for the duration of the game, unless they can see/smell or hear (Diggers) a closer hero. If an infected unit reaches one of the objective markers the **mission is failed**. Prior to turn 6 infected will behave as normal (ignoring objectives).

**26** "Fall Back!" From turn 26 onwards, the heroes may exit the board. Any infected units reaching objectives from this point onward are "dropped off" to respawn.

The mission is complete if no infected units have reached the objectives before the **end phase of turn 25** and **all heroes have exited the board** (🚶🚶🚶).

### TURN SPAWN

PHASE 1		PHASE 2	
8	OUTCOME	8	OUTCOME
1	2 Zombies on A	1-2	3 Zombies on A 3 Zombies on C
2	2 Zombies on B	3-4	3 Zombies on C 3 Zombies on B
3	2 Zombies on C	5-6	4 Zombies on B 1 Digger on C
4	3 Zombies on A	7-8	4 Zombies on C 1 Digger on B
5	3 Zombies on B		
6	3 Zombies on C		
7-8	Sinkhole		

Spawning switches to **phase 2** from turn 6 onward.

### ROOM SPAWN

ROLL 1		ROLL 2	
8	OUTCOME	8	DISTANCE
1-2	1 Zombie	1-2	1 Square
3-4	2 Zombies	3-4	2 Squares
5-6	3 Zombies	5-6	3 Squares
7-8	4 Zombies	7-8	4 Squares

Hero

XP

















































































Perks
































Turn Tracker


























1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40





























































3 Turn Timers      Power Perks

1	2	3	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3
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