

SATURDAY :: MARCH 25



DEADZONE REDUX TOURNAMENT

Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament. If you lose this packet, be prepared to be docked points!

BUILDING YOUR STRIKE FORCE

Strike Force: This tournament uses the Deadzone v2 Rulebook, with a maximum army total of 200 Points and adhering to the standard rules of Strike Force composition as detailed in the Deadzone rulebook. Players must choose a single Force List up to this points limit and no more than this will be used for all the games on the day.

Your Force List must be chosen from one of the official army lists noted below. Mercenaries will not be used.

Players may choose from the following official, core Deadzone army lists and Infestation. **ELITE ARMY LIST WILL NOT BE USED.**

Fan Lists: Fan-lists are considered unofficial and may not be used.

Miniatures: Players are permitted to use any number of non-Mantic miniatures in their armies. Remember that the best-painted award will only consider armies with Mantic models however.

Models must be based on the appropriate base size and shape for their type.

Models should be painted in at least 2 colours.

If any model is used as a “counts-as” or a proxy for another, this must be made clear to your opponent before a game begins (and during if required). Counts-as and proxy models should be appropriate replacements (no Commandos acting as Terratons) and they should be on appropriate bases.

Force Lists: You are required to submit a copy of your Force List to the organisers at the start of the tournament – please write out all units, points costs and any additional equipment in full. You should also have at least one copy for yourself and another spare for your opponents to reference on request. Using a program or list-builder application to create and print out your sheet is often the best option.

You will require spare copies of your Force List, which you should keep with you when you are playing. Your army list must include:

- All of the models in your army.
- Their equipment and the point value of everything in your army.
- Your name on all copies of the roster.

Please do not use acronyms on any copy of your Force List. If any mistakes are found during the tournament that were not picked up on, the results of all the games in which the player has used the illegal list will immediately be changed to 20-0 Tournament points, in favour of their opponents. This will apply even if the mistake was a totally honest one, so please do double check your Force List before the tournament.

If you are unsure of your army list, please feel free to submit it to the tournament organisers prior to the event for checking.

Tournament Rules

Game Time and Victory Conditions: The tournament consists of four games over the course of the day. Each player has ninety (90) minutes for each game, including deployment.

Game Sequence: The tournament will follow this set up rules.

1. Mission will be determined by TO and announced prior to setup
2. Players will roll secret missions and write on a card to be placed off to the side.
3. Setup Battlefield
4. Place objective and items according to the scenario
5. Recon and Deploy

Rounds: The match-ups of the first round (Game 1) will be random. In the following rounds (Game 2 onwards) players will be paired using Tournament Points (TP), as explained below. Once players have completed their game in a given round they should jointly complete the result sheet provided and hand it in to the tournament organisers as soon as possible so that the next rounds can be organised in time.

Sportsmanship: There are no sportsmanship scores at this tournament but there will be an award. We expect all games to be played in an enjoyable manner. We feel that all players should be fair and respectful to their opponent, displaying a fun and inclusive attitude to the game for themselves and their opponent.

Rules Questions and Player Conduct: As noted, all rules will be taken from the Deadzone v2 hardback book. In addition, any official FAQ rulings and errata from Mantic Games (published on their website or official forums) will also be used.

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves. If in doubt, the organisers are available to resolve

your problem. Please also respect the time each player has. If a question cannot be resolved quickly, please stop the clock until the answer or a solution is decided upon.

Judges will be on hand if players require a ruling. Your judges for the event will be pointed out at the start of the day. A judge's ruling is final.

The organisers reserve the right to take appropriate action for any player they deem to be playing unfairly or acting inappropriately. This may be in the form of a warning, a time or TP penalty or even a forced Time Out result. In extreme circumstances a player may be ejected from the Tournament for inappropriate behaviour (such as cheating, excessive swearing, shouting or verbal abuse).

Crowd at the Table: If one player feels discomfort with amount of spectators present at his table, he may request them to step aside. When this happens, a referee will ask everyone around to step away from the table.

Reporting Battle Results: As noted previously, players will be given enough time to play a full game of Deadzone and enough time to hand in results. In order to ensure that the tournament runs smoothly, TP penalties (2 points) may be given to players that report battle results after the scheduled time is over at the tournament organiser's discretion. This penalty will always affect both players.

SCORING

Tournament Points: Tournament Points will be awarded as follows:

- Players will score a number of Tournament Points equal to the number of Victory Points they achieve for the round. The maximum amount of Victory Points for a single game is 20. Any Victory Points earned above 20 will be ignored.
- Players will earn +4 Tournament Points for Winning the battle
- Players will earn +2 Tournament Points in the case of a Draw.
- Players will earn +2 Tournament Points for completing their secret mission.

The player with the most Tournament Points at the end of Game 4 will be the winner.

Ties will be broken as follows:

1. Win/Loss Record
2. Number of Core Mission Goals Completed
3. Number of Models Killed
4. Dice Off!

Winning the Tournament: The winner is determined at the end of the last game (game 4), according to the following criteria:

- The player with the most TP will be the winner
- In the case of players having the same highest TP, the tie breaker tree will be used.

PRIZES

There will be prizes for 1st, 2nd and 3rd places.

There will be additional prizes for the Best Sportsman and the best painted Mantic Strike Force

SCHEDULE

SATURDAY, MARCH 25 th , 2017	
9:00AM - 9:45AM	Check-in and Registration
9:45AM - 10:00AM	Tournament Briefing
10:00AM - 11:30AM	Game 1
11:30AM - 12:30PM	Lunch
12:30PM - 2:00PM	Game 2
2:00PM - 2:15PM	Break
2:15PM - 3:45PM	Game 3
3:45PM - 4:00PM	Break
4:00PM - 5:30PM	Game 4
5:30PM - 6:00PM	Awards

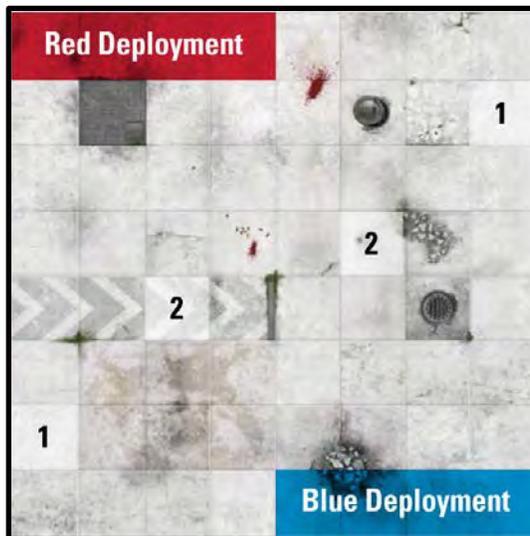


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ROUND I: STANDARD PATROL



VICTORY CONDITIONS

20 VPs is the target score to win this mission. VPs are earned for the following:

- Killing an enemy model (VP value of that model as shown in their stat line).
- Holding an objective: You must have the only model(s) in that cube. You get 1VP or 2 VPs (depending on the objective) at the end of each Round you hold it. The VPs are awarded per objective controlled, not per model on the objective.
- Collecting Intel (1VP per Intel counter, which is one of the items, collected).

Remember to keep track of the VPs each player scores by using VP counters as you go along, and keep these proudly on display to raise tension!

SECRET MISSIONS: PATROL

1-2	Standard Patrol
3-4	Staking a Claim Objectives earn double VPs. Model kills are worth half the normal VPs, rounding down.
5-6	Assassination Earn double VPs for killing enemy Leaders. Objectives earn 1 VP.
7-8	Lie of the Land Each friendly model that moves off the board through the enemy deployment zone earns twice their own value in VPs.



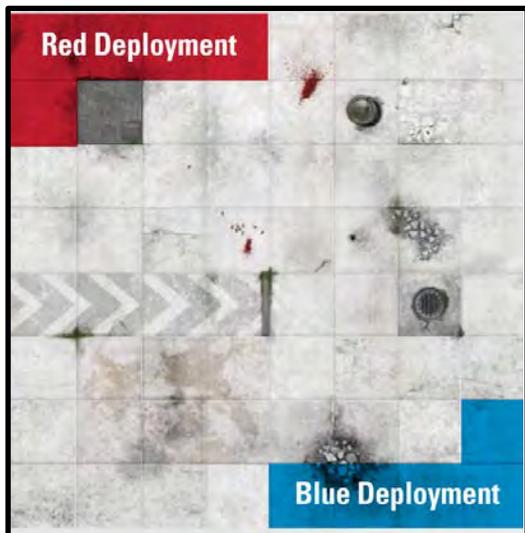


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ROUND 2: SCOUR



This sector of the Deadzone contains highly valuable equipment and information, which everyone stands to gain from. This mission represents a chance encounter in a resource heavy area as both Strike Teams attempt to retrieve as many resources as possible before disengaging.

VICTORY CONDITIONS

20 points to win this mission. VPs in this mission are gained by:

- Killing enemy models
- Retrieving items (1 VP per item retrieved).
- Finding Intel (2 VPs per intel item discovered).

To retrieve an item, you must first pick up an item counter placed during set-up, and then the model carrying this item must move off the board via its own deployment zone. If an item counter is an Intel item, immediately gain 2 VP rather than the normal 1 VP.

Note: Use 12 item counters in this game, rather than 8. Ensure that Intel is one of the counters selected.

SECRET MISSIONS: SCOUR

1-2	Standard Scour
3-4	Push Through Each model in your Strike Team that moves off the mat through the enemy deployment zone earns twice their own value in VPs. Items carried off the board in this manner earn 1VPs.
5-6	Motherload Intel is worth 5 VPs, retrieving items is worth 0 VPs.
7-8	Disrupt Gain an additional 1 VP for killing an enemy model carrying an item that was placed during set-up.

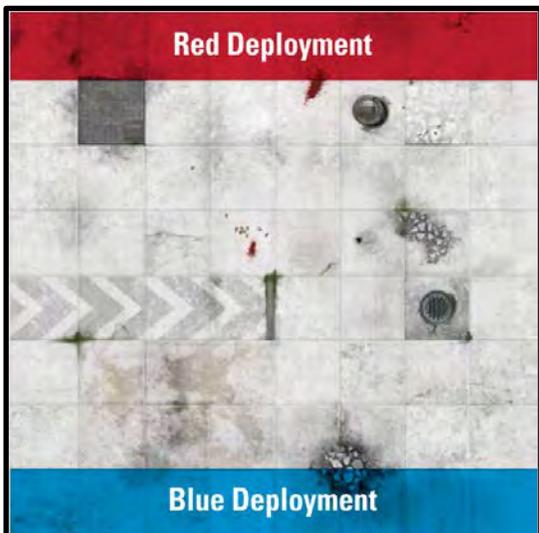


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ROUND 3: BREAKTHROUGH



In this mission, both Strike Teams are attempting to keep moving, past the enemy and into the territory beyond, perhaps as a flanking maneuver for a larger strike, or simply due to being cut off and stuck behind enemy lines with their only route back to their main force being blocked by the enemy.

VICTORY CONDITIONS

20 VP's to win this mission. VPs in this mission are gained by:

- Killing enemy models.
- Moving off the mat through your opponent's deployment zone (VPs gained = the amount the model is normally worth if killed).

To leave the board a model must move directly off the board edge through the opponent's deployment zone. Immediately gain VPs equal to the number of VPs that would be gained if that model was killed by the enemy.

SECRET MISSIONS: BREAKTHROUGH

1-2

Standard Breakthrough

3-4

Thin the Ranks

Enemy Specialists are worth double the normal number of VPs.

5-6

Assassinate

Enemy Leader is worth double the normal number of VPs.

7-8

Headhunter

The enemy model with the largest Size is worth double the normal number of VPs. If two or more models are tied for largest Size, the one that is worth the most points counts for this objective. If two or more models are tied for largest Size and most points cost, the first such model killed counts for this objective.

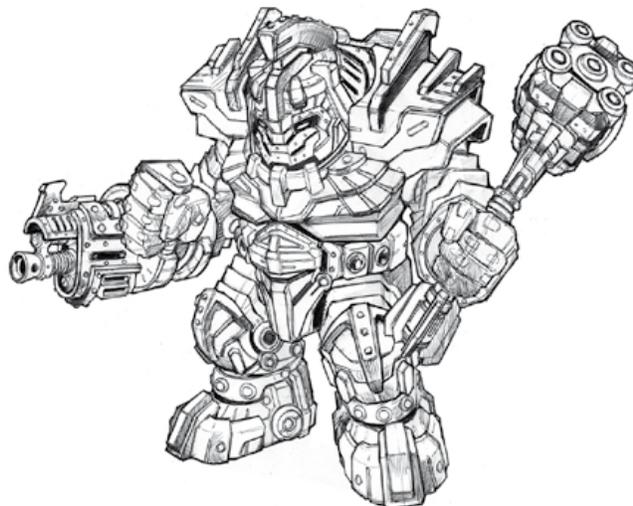
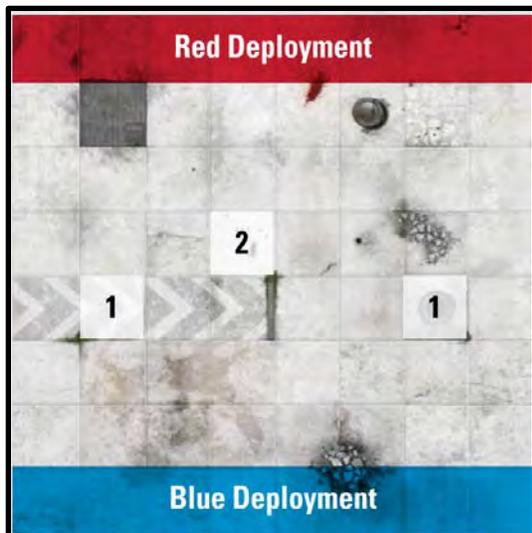


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ROUND 4: SEARCH AND DESTROY



One of the Strike Teams has discovered intel about the location of a nearby threat, and is seeking to eliminate it. The other Strike Team has not been caught off-guard however, and prepares for a brutal fight to the death.

VICTORY CONDITIONS

20 VPs to win this mission.

The numbers on the map indicate where objectives are placed during this mission. These numbers also indicate the VPs gained for controlling that objective at the end of a Round. VPs in this mission are gained by:

- Killing enemy models.
- Controlling objectives.

SECRET MISSIONS: SEARCH AND DESTROY

1-2

Standard Search and Destroy

3-4

Terminate

Enemy Leader is worth double the normal number of VPs. 1 VP objectives are worth 1 VPs. 2 VP objective is worth 1 VPs.

5-6

Take and Hold

All objectives are worth 2 VPs. All kills are worth 1 VPs.

7-8

Eradicate

All objectives are worth 1 VPs. Enemy Leaders and Specialists are worth double the normal number of VPs.





Deazone Tournamet Score Sheet

Name: _____

Faction: _____

Game 1		Running Total
Opponet's Name: _____	Opponent's Faction: _____	Game 1: _____
Your VP's: _____	Opponents's VP's: _____	
Win Tie Loss	Win Tie Loss	
Secret Mission Done: _____	Secret Mission Done: _____	
Game 2		Running Total
Opponet's Name: _____	Opponent's Faction: _____	Game 1: _____
Your VP's: _____	Opponents's VP's: _____	Game 2: _____
Win Tie Loss	Win Tie Loss	Total: _____
Secret Mission Done: _____	Secret Mission Done: _____	
Game 3		Running Total
Opponet's Name: _____	Opponent's Faction: _____	Game 1: _____
Your VP's: _____	Opponents's VP's: _____	Game 2: _____
Win Tie Loss	Win Tie Loss	Game 3: _____
Secret Mission Done: _____	Secret Mission Done: _____	Total: _____
Game 4		Running Total
Opponet's Name: _____	Opponent's Faction: _____	Game 1: _____
Your VP's: _____	Opponents's VP's: _____	Game 2: _____
Win Tie Loss	Win Tie Loss	Game 3: _____
Secret Mission Done: _____	Secret Mission Done: _____	Game 4: _____
		Total: _____