



ADEPTICØN

DEADZØNE TØURNAMENT

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!



ADEPTICON 2023

DEADZONE TOURNAMENT

TOURNAMENT RULES



- **Force Construction:** 200pts 3rd Edition Core Rules with Living Legends allowed.
- **Recon Table:** Recon table will be used as detail on page 47 of the Core Rulebook. Winner of Recon roll can roll a number of dice based on the difference (max of 3). Use the following table for this second dice roll. These effects take place before Scout.

RESULT	EFFECT
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1	Look at 1 item token, then replace it, face down in the cube it came from
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2	Look up to 3 item tokens, then replace them face down in the cube they came from
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3	Choose an item token and discard it without looking at it
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4-6	Move one model in your Strike Team up to one cube. Do not mark it as activated. It cannot move into a cube with an enemy. It can only be moved this way once.
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7	Optionally redeploy up to two models in your Strike Team. Must stay within the same Deployment Zone.
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8	Choose any result
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- **Items:** The appropriate amount of Item tokens will be at each map. Players are responsible for placing the items on their map prior to troop placement. Randomly select an item token and place it on the X's shown on the map. Place the Item token face down in the topmost intersecting cube.



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SCENARIO I: DEEPSTRIKE

		A		X		B	
X		A			X	B	
	4	A				B4	
		A	X			B	
	A			X	B		
	A4				B	4	
	A	X			B		X
	A		X		B		

SETUP

Gameplay follows Deepstrike on pg 53 of Core Rulebook.

VICTORY

At the end of the game, score the round for Tournament Points (TP) using the following chart:

TP	OBJECTIVE	SCORING CONDITIONS
+5	<i>Primary</i>	Score more Victory Points than opponent at the end of the game. Winning Player gets 5TP. Losing Player gets 1TP. Both Players get 2TP for a Draw
+1	<i>Secondary</i>	The first Player to discover the Intel item will receive 1TP. The Item must be found on the map, not as a reward for Hacking a Terminal. This is awarded once per game.
+1	<i>Tertiary</i>	A Player who has a model in the enemy deployment zone will receive 1TP. Both Players may earn this and is awarded once per game.
+2	<i>Bounty Hunting</i>	Killing the opponent's Leader will earn 2TP for the Player. Both Players may earn this.





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SCENARIO 2: AREA DENIAL

A	A			X		A	A
A			X				A
		1			1	X	
X				2			
			2				X
	X	1			1		
B				X			B
B	B		X			B	B

SETUP

Gameplay follows Area Denial on pg 54 of Core Rulebook.

VICTORY

At the end of the game, score the round for Tournament Points (TP) using the following chart:

TP	OBJECTIVE	SCORING CONDITIONS
+5	<i>Primary</i>	Score more Victory Points than opponent at the end of the game. Winning Player gets 5TP. Losing Player gets 1TP. Both Players get 2TP for a Draw
+1	<i>Secondary</i>	The first Player to discover the Intel item will receive 1TP. The Item must be found on the map, not as a reward for Hacking a Terminal. This is awarded once per game.
+1	<i>Tertiary</i>	A Player who has a model in the enemy deployment zone will receive 1TP. Both Players may earn this and is awarded once per game.
+2	<i>Bounty Hunting</i>	Killing the opponent's Leader will earn 2TP for the Player. Both Players may earn this.





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SCENARIØ 3: INVADE

A	A	A	A	A	A	A	A
		X		4			
					X		
	1		X				X
X				X		1	
		X					
			4		X		
B	B	B	B	B	B	B	B

SETUP

Gameplay follows Invaade on pg 52 of Core Rulebook.

VICTORY

At the end of the game, score the round for Tournament Points (TP) using the following chart:

TP	OBJECTIVE	SCORING CONDITIONS
+5	<i>Primary</i>	Score more Victory Points than opponent at the end of the game. If the game is a draw, both Players score 2 tournament points.
+1	<i>Secondary</i>	The first Player to discover the Intel item will receive 1TP. The Item must be found on the map, not as a reward for Hacking a Terminal. This is awarded once per game.
+1	<i>Tertiary</i>	A Player who has a model in the enemy deployment zone will receive 1TP. Both Players may earn this and is awarded once per game.
+2	<i>Bounty Hunting</i>	Killing the opponent's Leader will earn 2TP for the Player. Both Players may earn this.





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SCENARIO 4: DIVIDE AND CONQUER

		A	A	A	A		
X			A	A			X
2	X				X		2
2		X				X	2
X			B	B			X
		B	B	B	B		

SETUP

Gameplay follows Divide and Conquer on pg 51 of Core Rulebook.

VICTORY

At the end of the game, score the round for Tournament Points (TP) using the following chart:

TP	OBJECTIVE	SCORING CONDITIONS
+5	<i>Primary</i>	Score more Victory Points than opponent at the end of the game. Winning Player gets 5TP. Losing Player gets 1TP. Both Players get 2TP for a Draw
+1	<i>Secondary</i>	The first Player to discover the Intel item will receive 1TP. The Item must be found on the map, not as a reward for Hacking a Terminal. This is awarded once per game.
+1	<i>Tertiary</i>	A Player who has a model in the enemy deployment zone will receive 1TP. Both Players may earn this and is awarded once per game.
+2	<i>Bounty Hunting</i>	Killing the opponent's Leader will earn 2TP for the Player. Both Players may earn this.





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DEADZONE TOURNAMENT

DEADZONE SPORTSMANSHIP SCORECARD

YOUR NAME: _____

Rank your favorite opponents. Sportsman points will be awarded based on their ranking and calculated at the end of the tournament to determine the Best Sportsman.

POINTS	OPPONENT'S NAME
+4	
+3	
+2	
+1	

NOTES

Turn in this sheet to the Tournament Organizer when complete.



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DEADZONE TOURNAMENT

DEADZONE TOURNAMENT SCORING SHEET

PLAYER NAME	
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ROUND 1	OPPONENT NAME			
	WIN/LOSS	TP	VP	KILLS
YOU				
OPPONENT				

ROUND 2	OPPONENT NAME			
	WIN/LOSS	TP	VP	KILLS
YOU				
OPPONENT				

ROUND 3	OPPONENT NAME			
	WIN/LOSS	TP	VP	KILLS
YOU				
OPPONENT				

ROUND 4	OPPONENT NAME			
	WIN/LOSS	TP	VP	KILLS
YOU				
OPPONENT				

Turn in to the Tournament Organizer after each Round