

# DEADZONE



**DeadZone National  
Championships 2023**  
AdeptiCon

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**Deadzone....**

Deadzone has seen massive growth over the last year and we are thrilled to see the game expanding and getting the attention we know it deserves. There has been a huge influx of new gamers, which has grown the player base, and the number of games being played globally is fantastic to see. Entire tournament scenes have sprung up and players are embracing the simplicity of the rules and the awesome modeling opportunities that the system allows for. We've seen some truly inspiring models and Strike Forces and some wacky ones too!

Deadzone continues to be one of the best war-gaming communities, both online and at events. We hear this spoken about many times and it really does fill us with pride to see everything gel in this way. People are starting to regularly turn up at a Deadzone tournament to play their first ever games and have immense fun doing so. It's great to see and hear about these stories. It really is what the hobby is about.

We would like to thank the Deadzone Rules Committee for the huge amount of work they do in preparing FAQs, engaging with, and answering questions for the community, and helping write new material to further develop the game. Deadzone would certainly not be the same without their tireless efforts. And so to the big events in the US. The big Deadzone tournament at the Las Vegas Open in February and again in March at AdeptiCon.

Good luck, and I hope to see you at either of those events!

**Community Pat**

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## AdeptiCon Deadzone Tournament

### Tickets

Please visit <http://www.adepticon.org> and sign up for the Deadzone Tournament

One ticket is required per person to play in the Tournament.

The ticket enters a player for all the games on the day (as noted in the tournament schedule below). Tickets can be purchased from the AdeptiCon website. Please bring a printed copy of your order with you to the event.

### Prizes

There will be prizes for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> places.

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

### Age limit

Players must be aged **14** or over. Any player under the age of **16** must be accompanied by an adult (playing or non-playing).

### Items you should provide

In addition to your army and copies of your army list, you need to make sure you bring the following:

- All dice, rule-books, damage markers, pencils and other gaming accessories you will need. Make it clear to your opponents how you will be tracking damage. Please bring dice that are clear to read for both you and your opponents.
- Having a tray to carry your Strike Force between games is a great way of keeping the tournament moving smoothly and in a timely fashion.

## Building your Strike Force

### Strike Force

This tournament uses the **Deadzone v3 Rulebook** and Strike Force list from **Deadzone v3 Force Book** 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.

**Living Legends are allowed but Mercenaries are not.**

### Fan Lists

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

### Miniatures

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 3 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 Teratons) 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 **seventy-five (75)** minutes for each game, including deployment.

### Schedule

The tournament will take place over one day and will adhere to the following schedule:

- 9:00 - 9:30      Event registration
- 9:30 – 10:45    Game 1
- 11:00 – 12:15   Game 2
- 12:30 – 1:30    Lunch
- 1:30 – 2:45      Game 3
- 3:00 – 4:15      Game 4
- 4:15              Awards

Note that the time allocated for each game includes 75 minutes for the game itself plus 15 minutes for meeting, discussing rules and the completing and submitting paperwork afterwards. The schedule may be adjusted on the day if things are running behind (or ahead!).

## Game Sequence

The tournament will follow this set up rules

1. Mission will be determined by TO and announced prior to setup
2. Roll to choose sides. Highest player chooses any one of the four sides.
3. Place objectives according to the scenario.
4. Roll for Recon. The results will be used on the Recon Table.
5. Deploy as normal with the above changes.

## 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.

## Tournament Points

### Scoring

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 +5 Tournament Points for Winning the battle
- Players will earn +2 Tournament Points in the case of a Draw.
- Players will earn +1 Tournament Point for a Loss
- Players will earn +1 Tournament Points for discovering the Intel item. Both players may earn this.
- Players will earn +1 Tournament Points having a model in the enemy's deployment zone at the end of a round
- Players will earn +2 Tournament Points for killing the opponent's commander.

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.

## Notes

### Sportsmanship

The tournament includes its own award for sportsmanship. At the end of the final game, players will rank their opponents from 4 points to 1 point. These scores will then be tallied to determine the winner. 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 v3 Core Rulebook. 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.