

TOURNAMENT RULES:

Force construction: 175pts 3rd Edition Core Rules with Living Legends allowed.

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 | Result | Effect |
| --- | --- | --- | --- |
| 1 | Look at 1 item token, then replace it, face down in the cube it came from | 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. |
| 2 | Look up to 3 item tokens, then replace them face down in the cube they came from | 7 | Optionally redeploy up to two models in your Strike Team. Must stay within the same Deployment Zone. |
| 3 | Choose an item token and discard it without looking at it | 8 | Choose any result |

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 top most intersecting cube.

Scenario 1: Deepstrike

|  |  | A |  | X |  | B |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| X |  | A |  |  | X | B |  |
|  | **4** | A |  |  |  | B**4** |  |
|  |  | A | X |  |  | B |  |
|  | A |  |  | X | B |  |  |
|  | A**4** |  |  |  | B | **4** |  |
|  | A | X |  |  | B |  | X |
|  | A |  | X |  | B |  |  |

Gameplay follows Deepstrike on pg 53 of Core Rulebook

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

| **TP** | **Objective** | **Scoring Conditions** |
| --- | --- | --- |
| +5 | *Primary* | 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 | *Secondary* | 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 | *Tertiary* | 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 | *Bounty Hunting* | Killing the opponent’s Leader will earn 2TP for the Player. Both Players may earn this. |

Scenario 2: Occupy

| A | A | A |  |  | X |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| A |  |  |  |  |  |  | X |
| A |  |  |  | X |  |  |  |
|  |  |  | 2 | 2 |  | X |  |
|  | X |  | 2 | 2 |  |  |  |
|  |  |  | X |  |  |  | B |
| X |  |  |  |  |  |  | B |
|  |  | X |  |  | B | B | B |

Gameplay follows Occupy on pg 52 of Core Rulebook

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

| **TP** | **Objective** | **Scoring Conditions** |
| --- | --- | --- |
| +5 | *Primary* | 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 | *Secondary* | 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 | *Tertiary* | 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 | *Bounty Hunting* | Killing the opponent’s Leader will earn 2TP for the Player. Both Players may earn this. |

Scenario 3: Area Denial

| A | A |  |  | X |  | A | A |
| --- | --- | --- | --- | --- | --- | --- | --- |
| A |  |  | X |  |  |  | A |
|  |  | 1 |  |  | 1 | X |  |
| X |  |  | 2 | 2 |  |  |  |
|  |  |  | 2 | 2 |  |  | X |
|  | X | 1 |  |  | 1 |  |  |
| B |  |  |  | X |  |  | B |
| B | B |  | X |  |  | B | B |

Gameplay follows Area Denial on pg 54 of Core Rulebook

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

| **TP** | **Objective** | **Scoring Conditions** |
| --- | --- | --- |
| +5 | *Primary* | 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 | *Secondary* | 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 | *Tertiary* | 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 | *Bounty Hunting* | Killing the opponent’s Leader will earn 2TP for the Player. Both Players may earn this. |

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 |  |  |

Gameplay follows Divide and Conquer on pg 51 of Core Rulebook

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

| **TP** | **Objective** | **Scoring Conditions** |
| --- | --- | --- |
| +5 | *Primary* | 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 | *Secondary* | 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 | *Tertiary* | 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 | *Bounty Hunting* | Killing the opponent’s Leader will earn 2TP for the Player. Both Players may earn this. |

Deadzone Tournament

Sportsmanship Score Card

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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 | Player Name |
| --- | --- |
| +4 |  |
| +3 |  |
| +2 |  |
| +1 |  |

Turn in this sheet to Tournament Organizer when complete

Deadzone Tournament Scoring Sheet

Turn in this sheet to Tournament Organizer when complete.

Round: 1 2 3 4

[Circle the round number]

| Player One’s Name |  |
| --- | --- |
| Player One’s Total Tournament Points (TP) |  |
| Player One’s Total Victory Points (VP) |  |
| Did Player One Win, Lose, or Draw? |  |
| Player One Kills |  |
|  |  |
| Player Two’s Name |  |
| Player Two’s Total Tournament Points (TP) |  |
| Player Two’s Total Victory Points (VP) |  |
| Did Player Two Win, Lose, or Draw? |  |
| Player Two Kills |  |

Both players must sign this sheet before turning it in.

| Player One’s Signature | Player Two’s Signature |
| --- | --- |
|  |  |

Deadzone Tournament Scoring Sheet

Turn in this sheet to Tournament Organizer when complete.

Round: 1 2 3 4

[Circle the round number]

| Player One’s Name |  |
| --- | --- |
| Player One’s Total Tournament Points (TP) |  |
| Player One’s Total Victory Points (VP) |  |
| Did Player One Win, Lose, or Draw? |  |
| Player One Kills |  |
|  |  |
| Player Two’s Name |  |
| Player Two’s Total Tournament Points (TP) |  |
| Player Two’s Total Victory Points (VP) |  |
| Did Player Two Win, Lose, or Draw? |  |
| Player Two Kills |  |

Both players must sign this sheet before turning it in.

| Player One’s Signature | Player Two’s Signature |
| --- | --- |
|  |  |

Deadzone Tournament Scoring Sheet

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Round: 1 2 3 4

[Circle the round number]

| Player One’s Name |  |
| --- | --- |
| Player One’s Total Tournament Points (TP) |  |
| Player One’s Total Victory Points (VP) |  |
| Did Player One Win, Lose, or Draw? |  |
| Player One Kills |  |
|  |  |
| Player Two’s Name |  |
| Player Two’s Total Tournament Points (TP) |  |
| Player Two’s Total Victory Points (VP) |  |
| Did Player Two Win, Lose, or Draw? |  |
| Player Two Kills |  |

Both players must sign this sheet before turning it in.

| Player One’s Signature | Player Two’s Signature |
| --- | --- |
|  |  |

Deadzone Tournament Scoring Sheet

Turn in this sheet to Tournament Organizer when complete.

Round: 1 2 3 4

[Circle the round number]

| Player One’s Name |  |
| --- | --- |
| Player One’s Total Tournament Points (TP) |  |
| Player One’s Total Victory Points (VP) |  |
| Did Player One Win, Lose, or Draw? |  |
| Player One Kills |  |
|  |  |
| Player Two’s Name |  |
| Player Two’s Total Tournament Points (TP) |  |
| Player Two’s Total Victory Points (VP) |  |
| Did Player Two Win, Lose, or Draw? |  |
| Player Two Kills |  |

Both players must sign this sheet before turning it in.

| Player One’s Signature | Player Two’s Signature |
| --- | --- |
|  |  |