



proudly presents...

DEADZONE DRAYTON

Rules & Scenario Pack
Saturday 6th April 2024



Hello and welcome to the 2024 **Mighty Melee Games** Deadzone: Drayton!

Bring your best 150pt force and get ready to battle in our exciting four-round, ten-player tournament.

Entry fee is £25 per player, which includes entry to the event, 2 course meal and a drink at The Red Lion, our favourite Joules hostelry, and prizes.

We will be playing the following four scenarios, which are being used at the **Adepticon US National Championships**

Scenario 1: Deepstrike

Scenario 2: Scatter

Scenario 3: Invade

Scenario 4: Divide and Conquer

Scenarios will be decided by rolling an 8-sided die:

Roll	Scenario
1 & 2	Deepstrike
3 & 4	Scatter
5 & 6	Invade
7 & 8	Divide and Conquer

Rules

We will be using 3rd Edition Deadzone rules and any official Mantic FAQ revisions made prior to the event.

Venue

The tournament will take place on Saturday 6th April at;

Mighty Melee Games
10 High Street
Market Drayton
TF9 1PY

While there is no parking available at the store, there are multiple public car parks a dice throw away from the venue and there is also parking available at The Red Lion. There is secure parking behind the Post Office TF9 1PY for £2 for 24hrs. The carpark is through the arch to the left of the Post Office, just up from Mighty Melee.

Refreshments

There will be some refreshments available on the day, but you are more than welcome to bring your own food and drinks. We also have a lovely family run coffee shop across the road which serves cakes, beverages and light snacks.

Schedule

Please arrive by 9:00am so that matches can commence promptly at 9:30am.

Each game will last 1hr 15m. A 5-minute warning will be given before the end of each game. At this point, any remaining turns can still be completed; any remaining rounds will, however, have to be forfeited.

Please see below the time schedule. These times are subject to change.

Time	
9:00am	Arrival
9:30am	Game 1
10:45am	Game 1 Concludes
11:00am	Game 2
12:15pm	Game 2 Concludes
12:30pm	Lunch
2:00pm	Game 3
3:15pm	Game 3 Concludes
3:30pm	Game 4
4:45pm	Game 4 Concludes
5:00pm	Presentations



What To Bring

Please make sure to bring the following with you to the MMG DZ Tournament:

- Miniatures - these can be painted, unpainted, works in progress... We know how stressful it can be painting to a deadline.
- Strike Force List - **NOTE** lists must be submitted via the Mantic Companion or via email. An event code will be sent to entrants once their ticket has been confirmed.
- Rule Books - it would be advantageous if you could bring your own rule book but there will be spares on the day.
- D8 dice
- Damage counters, activation markers etc.

Terrain

The terrain will already be set up on each table and will remain in place for the entirety of the tournament. This will hopefully keep the pace flowing smoothly and will enable us to complete the tournament to schedule.

Players will change tables after each game, allowing everyone to play with a range of terrain.

Fixtures

Each competitor will pick a number from a dice bag numbered 1 to 10 and the numbers will determine the fixture line up. All fixtures have been randomly selected to keep games as fair as possible.

R1	R2	R3	R4
1 v 9	6 v 1	1 v 10	5 v 1
3 v 6	10 v 9	6 v 5	4 v 10
2 v 10	5 v 3	9 v 4	8 v 6
7 v 5	4 v 2	3 v 8	7 v 9
8 v 4	8 v 7	2 v 7	2 v 3

Lunch At The Red Lion

Our friendly neighbours will be providing lunch for all competitors at 12:30pm (but please remember game 3 starts promptly at 2pm!).

The pub have requested that food be pre-booked in advance. We will send a menu out to all competitors before the event. Please make your choice and return the form to us pre-event.

Prizes

Prizes will be awarded to the player with the most TP (The Winner), and to the 2nd and 3rd placed players. There will also be prizes for the Most Sporting Player, **as adjudged by each player after the final game**, and Best Painted Army (ditto). We will also be awarding The Wooden Spoon in time honoured fashion.

All prizes have been very kindly provided by Mighty Melee Games and Mantic Games.

Lastly, good luck and may the best faction win!



Scenario 1 : 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		

Gameplay follows Deepstrike on page 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. Winning Player gets 5TP. Losing Player gets 1TP. Both Players get 2TP for a Draw
+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 : Scatter

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

Gameplay follows Scatter on page 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. Winning Player gets 5TP. Losing Player gets 1TP. Both Players get 2TP for a Draw
+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 : 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

Gameplay follows Invade on page 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. Winning Player gets 5TP. Losing Player gets 1TP. Both Players get 2TP for a Draw
+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 page 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. Winning Player gets 5TP. Losing Player gets 1TP. Both Players get 2TP for a Draw
+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.



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