

# **DEADZONE LEAGUE**

**ATTENTION CITIZENS OF GARMAN IX FOR YOUR OWN SAFETY A CONTAINMENT PROTOCOL HAS BEEN ENACTED. PLEASE HEAD TO YOUR NEAREST RELOCATION CENTRE FOR DEBRIEFING.**

**THERE IS NO NEED TO PANIC YOUR COOPERATION IS MANDATORY AND FOR YOUR OWN SAFETY. WOULD YOU LIKE TO KNOW MORE..?**

This Deadzone Escalation league is played over four weeks. You may design your strike force from using the Force List book. After week one your strike forces will need to be painted in order to use them. Secret missions may be used with the approval of each player. You may use any models to represent your forces with the following restrictions:

- Any model used to represent a fighter in your strike force that is not from the appropriate Deadzone range from Mantic Games is “counts as”.
- Counts as models must get approval from the organiser before use.
- Counts as models must be consistent in their use.
- Anyone using counts as models must declare before play what each model is representing in the strike fore.

Awards are for Best Strike Force & Highest Scoring.



Matches will take place weekly at the following points values.

Weeks 1 & 2  
100 points

Weeks 3  
150 points

Weeks 4  
200 points

You will score the following points for each match with the possibility of bonus points.

Win – 3  
Draw -2  
Loss – 1

This is modified using the following arbitrary factors. They can be awarded during play.

Wipeout + 1 *all opponents models dead in one game*  
True Survivor +1 *one surviving model on your side and victory claimed*  
\*\*\*\*! +1 *one of your models performs a stunt worthy of this accolade*

A note will be kept of victory points scored. They may be used in the event of a Tie Breaker.



**#DEADZONEISLIFE**

