

DeadZone Spring 2014 League

Purpose

The purpose of any game league is to allow players to build armies and play games. It is all for fun. We are trying to build a Mantic Deadzone game community in the Dayton area. As such, bad sportsmanship will not be tolerated. The league is open to all ages and is in a public store, so please refrain from foul language as well. Even when getting beat mercilessly by a nine year old girl.

Remember that even though the goal of playing a game is to win, the purpose of gaming is to have fun. These are not mutually exclusive.

Location

The Hobby Shop, 153 N. Springboro Pike, Dayton OH

Organizer

The league organizer is your friendly, local Mantic Pathfinder, Mike Carter. His preferred contact method is email at puggimer@gmail.com, but can also be reached at 937-478-9412. Rules and current standings will be posted at <http://puggimer.net/deadzone.htm>.

Cost

Nothing. Nada. Zip. The big goose egg. \$0.00.

Unless that is, people want to pay to be in the league – and if so, then all costs to participate will be returned back as prizes at the end of the league. However I am working at just building interest at this point, not getting super competitive, so that is why there is no cost (and not a lot of prizes). It is about building and army and playing. Now the tournament at the end – that's a bit different. That is where you get to use your newly created army and crush your enemies before you and revel in the lamentations of their women (or their men as the case may be).

Scoring

The league will run for four 2-week turns. For each turn everyone needs to get in a game against someone in the league you have not played previously. Your score will be your victory points from the game plus up to two additional points for painting – 1 point if more of your models are painted than the previous game, or 2 points if your entire force for the game is painted. The maximum score for the league is thus 48 points.

Point Values

All games will be played at the standard 70 point level.

Games

Games may be played at any time during the turn, and at any location. Regular league meetings are there for a convenient time and place to get in a game, as well as build and paint your army. You are not required to attend any

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meetings – however to earn your points for the turn you must report the games you played (who you played and who won) before the next turn. You must show the organizer that you have the appropriate models painted.

You may not play the same opponent more than once to score for the league. This encourages you to play other people (even if, say, another member of the league lives in the same household). This is a chance to meet and play with many different people that you may not know at the beginning of the league. Since this league only requires four games this should be easily doable.

Factions

First off, you have to use the same faction throughout the league. So decide what models you like.

Second, while you have to use the same faction, you can change your list up as you like. So if you decide that your initial 70 point list was complete crud and utterly worthless, feel free to scrap it. However to get your full painting score the team you use for the game must be painted, even if it is completely different models.

Awards

Since this is a free, fun league, there is no guarantee of any awards beyond certificates. However there may be some prizes if I can get prize support from Mantic.

Tournament

I would like to finish off the league with a Deadzone tournament in July. This would most likely be a three round event at a cost of \$10 each, all of which would be used as prize support (1st, 2nd and Best Appearance). The tournament would be fixed missions and deployment. I would like to have this sometime in July.

Schedule

April 2014 - Signup
April 7, 2014 (signup / practice games) 6 – 8 pm
April 14, 2014 (signup / practice games) 6 – 8 pm
April 21, 2014 (signup / practice games) 6 – 8 pm
April 28, 2014 (signup / practice games) 6 – 8 pm
May 2014
May 5, 2014 (Turn 1) 6 – 9 pm
May 12, 2014 (Turn 1) 6 – 9 pm
May 19, 2014 (Turn 2) 6 – 9 pm
May 26, 2014 (Turn 2) 6 – 9 pm
June 2014
June 2, 2014 (Turn 3) 6 – 9 pm
June 9, 2014 (Turn 3) 6 – 9 pm
June 16, 2014 (Turn 4) 6 – 9 pm
June 23, 2014 (Turn 4) 6 – 9 pm
June 30, 2014 (Make up games) 6 – 9 pm
July 2014
July ??, 2014 Tournament (5 th , 19 or 26)

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