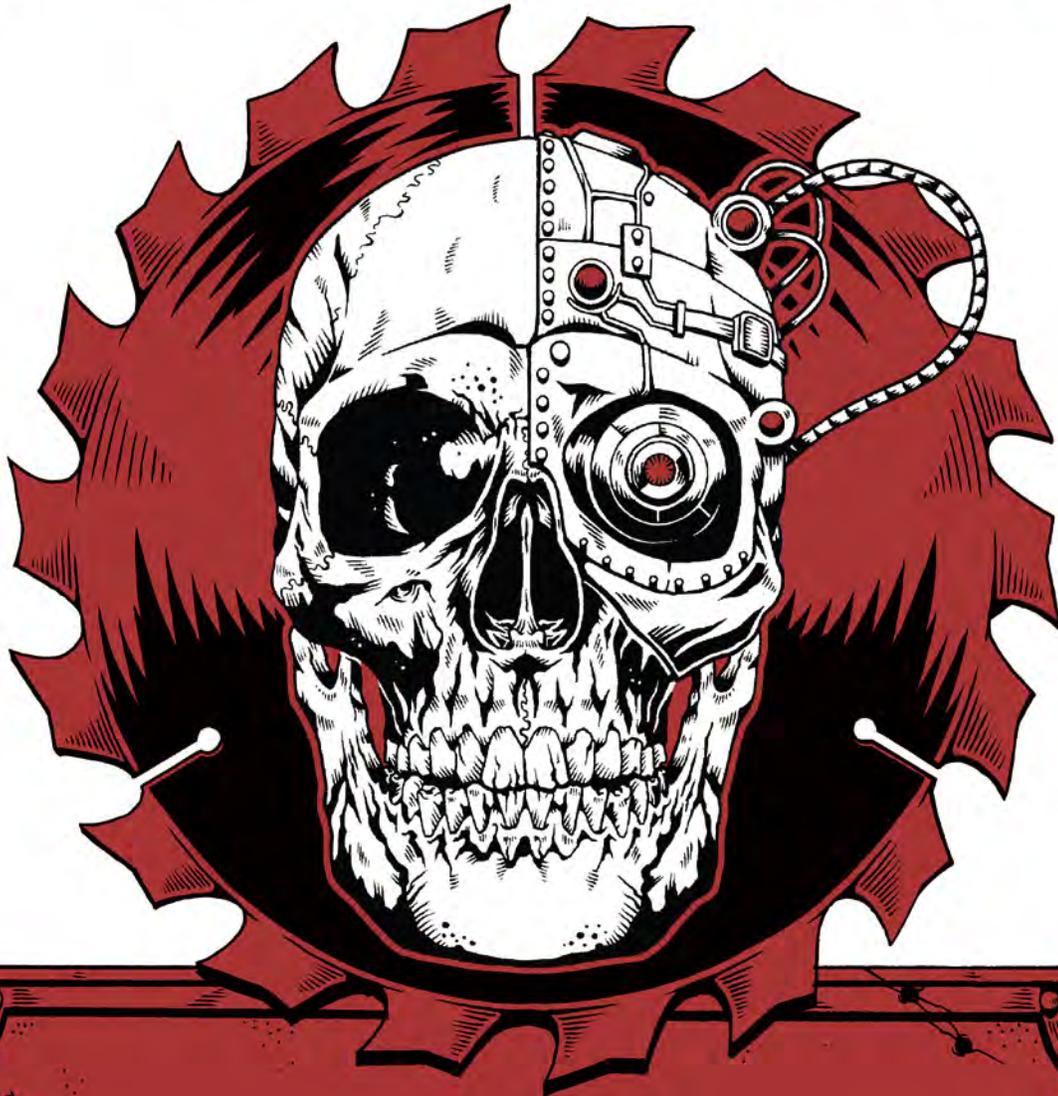


ADEPTICON 2011

APRIL 1ST - 3RD :: WESTIN LOMBARD YORKTOWN CENTER



MALIFAUX
35 SOULSTONE SCRAP
SUNDAY (8:00AM - 4:00PM)

WWW.ADEPTICON.ORG

NOTE: Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament. If you lose this packet, be prepared to be docked points!



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GENERAL TOURNAMENT RULES

Round Time Limit: The amount of time provided for each round is based on the Soulstone Size of the Encounter being played (see below). There is a 10 minute setup period during which players go through the Encounter Setup with their opponents, such as determining Strategies, Schemes, and Hiring their Crews. This is already present in the amount of time provided for each round. Start the round timer once all players are at their assigned tables.

Scraps (including Setup)	
35 Soulstones	90 minute rounds

Ten minutes before the end of the allotted time, the TO calls "Last Turn". This means that the players finish the current turn they are on, and then count their VPs. Play will stop immediately at the time limit.

Deployment Type: Gaining Ground Tournaments only use Standard Deployment for tournament games.

Scheme Usage: Each round, the player has the option to use Schemes to help achieve Victory. Each player can choose from the General Schemes, Faction Specific Schemes, and Master Specific Schemes as long as the choice is valid based on the Strategy and the Crew being used. Refer to p. 100 of the Rules Manual for all the Schemes.

Schemes are considered unique in a Gaining Ground Tournament. This means that each player can select each Scheme only once during the tournament. This overrides any rule the Scheme has about being selected more than once [such as Assassinate or Bodyguard]. Players are responsible for accurately listing their Schemes on their score sheets at the end of each Encounter.

ADEPTICON MALIFAUx TOURNAMENT FORMAT

Strategy Selection

- **Fixed Shared Strategy Tournament:** Each round, the TO announces the Shared Strategy to be used by the players. The TO picks a different Shared Strategy each round. These can be Core or Expanded, and the TO uses the Rules Manual to announce them.

Crew Construction

- **Single Faction:** At the start of the Tournament, the player will sign up with a specific faction and follows the Hiring restrictions for that faction as normal in each round.

Painting Requirements

- **Fully Painted:** All models to be hired by the player or summoned during the game must be fully assembled, completely painted, and based appropriately.

How to Track Scores

- **Total Victory Points, Tournament Points, and Victory Point Differential:** At the end of each Encounter, players tally up the VP that they earned that round. The player that earned more VP than his or her opponent wins the game and the opponent loses the game. In case of the same VP count, the game is a Draw.
 - **Victory Points [VP]:** This is the amount of points each player earned. Using the example above, Drew would have 6 VP while Zee would have 4 VP.
 - **Tournament Points [TP]:** A Win awards 3 TP to the winner, a Draw awards 1 TP to each player, and a Loss awards 0 TP to the defeated player. *Eg. Drew and Zee played a game, and Drew scored 6 VP while Zee scored 4 VP. Drew receives 3 TP, while Zee receives 0 TP.*
 - **Victory Point Differential [VPD]:** Note the difference between the players VP at the end of the Encounter. The player with the higher score scores VPD equal to the positive amount of that difference, while the player that had the lower score receives VPD equal to the negative amount of that difference. Using the example above, Drew would have +2 VPD, while Zee would have -2 VPD.

Combining the above statistics, at the end of round one, Drew has a score of 6VP/3 TP/+2VPD, while Zee has a score of 4VP/0TP/-2VPD.



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Pairings and Scoring Format

- **TP Primary Format:** The first round pairings are random, as described earlier in the packet. After the first round, the TO pairs up players based on their TP scores. Players will always play other players with similar TP scores. After round one, all the winners should be paired off against one another, while the draws and losing players pair off against one another. This continues for the established number of rounds.

Determining a Winner

- **VP/TP/VPD:** At the end of the tournament, rank all of the players in descending order from highest VP to lowest VP. The player with the highest VP is the winner! In case of any ties in the VP, the TP becomes the first tie-breaker. The player with the higher TP wins the tie. If this is also tied, VPD is the final tie-breaker, wherein the player with the higher VPD wins the tie.

OFFICIAL MALIFAUX GAINING GROUND CORE STRATEGIES

Scrap Fixed Schemes (Sunday)	
Round 1	Shared Slaughter
Round 2	Shared Destroy the Evidence
Round 3	Shared Contain Power
Round 4	Shared Claim Jump

Shared Contain Power

Both Masters have watched their opponents gain too much influence and too strong a foothold in Malifaux.

Victory: A player scores **2 VP** if all of his or her opponent's leaders are no longer in the game at the end of the Encounter.

That player scores **+2 VP** if his or her leaders killed or sacrificed all of the opponent's leaders.

Shared Destroy the Evidence

The opposing Crew has come into possession of some potentially damning information your Crew would prefer didn't exist. Destroy the evidence before it's too late!

Setup: Each player places one 30mm Evidence Marker completely inside his or her opponent's Deployment Zone and two Evidence Markers completely within 10" of his or her opponent's Deployment Zone. These Markers must be placed at least 8" from one another. Place an additional neutral Evidence Marker at the center of the table.

Special: A friendly model in base contact with an Evidence Marker that you placed may take a **(2) Interact** Action to Destroy the Evidence and remove the Marker from the game. Any model in base contact with the neutral Evidence Marker may take a **(2) Interact** Action to Destroy the Evidence and remove the Marker from the game. Insignificant models and models engaged with enemy models cannot take this Action.

Victory: A player scores **+1 VP** if his or her Crew Destroys both the Evidence Markers that he or she placed outside an opponent's Deployment Zone.

A player scores **+2 VP** if his or her Crew Destroys the Evidence Marker he or she placed in an opponent's Deployment Zone.

A player scores **+1 VP** if his or her Crew Destroys the neutral Evidence Marker.



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Shared Claim Jump

Time to stake your claim in someone else's territory!

Setup: Place a 30mm Claim Marker in the center of the table.

Special: Insignificant models do not count toward the Victory condition.

Victory: If a player has more models completely within 3" of the Claim Marker than his or her opponent does at the end of the Encounter, that player scores **2 VP**.

If that player's opponent does not have any models completely within 3" of the Claim Marker at the end of the Encounter, he or she scores **+2 VP**.

Shared Slaughter

Only one of us walks away from this...

Special: Each time a player kills or sacrifices an enemy model during the Encounter, that player notes its Soulstone Cost. Masters are worth 10 Soulstones for the purpose of this Strategy (multiple model Masters such as The Dreamer and Viktoria are worth 6 Soulstones per model). Models that are Summoned into play and killed will add their Soulstone costs. Models with no Soulstone cost that enter play by replacing another model(s) are worth the Soulstone cost of the model(s) they replaced. Models that can return to play, when killed for the first time by the opposing player, count their Soulstones only the first time they are killed.

Victory: A player scores **1 VP** if the total Soulstone Cost of enemy models he or she killed or sacrificed is greater than the total Soulstone Cost of his or her models an opponent has killed or sacrificed. That player scores **+1 VP** if the total was 1.5 times that of his or her opponent.

A player scores **+1 VP** if his or her opponent has no leaders in the game at the end of the Encounter.

If the total Soulstone Cost of a player's opponent's models still in play at the end of the Encounter is less than half the total Soulstone Cost of his or her Crew at the start of the Encounter that player scores **+1 VP**.

MALIFAUX



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ROUND 4

PLAYER NAME		PLAYER #	
OPPONENT'S NAME		OPPONENT'S #	

	NAME	DECLARED (YES/NO)	POINTS SCORED
STRATEGY	Shared Claim Jump	N/A	
SCHEME 1			
SCHEME 2			
SCHEME 3			

TOTAL POINTS SCORED

*** STOP ***

Now, in private, rate your Opponent's Sportsmanship by circling the number that best describes your game.
Do **NOT** share these results with your opponent.

SPORTSMANSHIP	
1	Terrible Game (please use sparingly - this result should be reserved for only the worst games/players)
2	Below average game
3	Average Game
4	More Fun Than Average
5	Excellent Game

Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.



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ROUND 3

PLAYER NAME	
OPPONENT'S NAME	

PLAYER #	
OPPONENT'S #	

	NAME	DECLARED (YES/NO)	POINTS SCORED
STRATEGY	Shared Contain Power	N/A	
SCHEME 1			
SCHEME 2			
SCHEME 3			

TOTAL POINTS SCORED

*** STOP ***

Now, in private, rate your Opponent's Sportsmanship by circling the number that best describes your game.
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PAINT SUBMISSION SHEET

If you did not paint this Crew yourself, put them back in your case now!

PUT YOUR 35 SOULSTONE CREW HERE!

PLAYER NAME

PLAYER #



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ROUND 2

PLAYER NAME	
OPPONENT'S NAME	

PLAYER #	
OPPONENT'S #	

	NAME	DECLARED (YES/NO)	POINTS SCORED
STRATEGY	Shared Destroy the Evidence	N/A	
SCHEME 1			
SCHEME 2			
SCHEME 3			

TOTAL POINTS SCORED

*** STOP ***

Now, in private, rate your Opponent's Sportsmanship by circling the number that best describes your game.
Do **NOT** share these results with your opponent.

SPORTSMANSHIP	
1	Terrible Game (please use sparingly - this result should be reserved for only the worst games/players)
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ROUND I

PLAYER NAME	
OPPONENT'S NAME	

PLAYER #	
OPPONENT'S #	

	NAME	DECLARED (YES/NO)	POINTS SCORED
STRATEGY	Shared Slaughter	N/A	
SCHEME 1			
SCHEME 2			
SCHEME 3			

TOTAL POINTS SCORED

*** STOP ***

Now, in private, rate your Opponent's Sportsmanship by circling the number that best describes your game.
Do **NOT** share these results with your opponent.

SPORTSMANSHIP	
1	Terrible Game (please use sparingly - this result should be reserved for only the worst games/players)
2	Below average game
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MALIFAUx 35 SOULSTONE SCRAP

REGISTRATION FORM

Welcome to the First Annual Malifaux Scrap Tournament at AdeptiCon 2011. This Tournament will be a 35 Soulstone Scrap.

Crews will be drafted each round after learning your opponents faction and masters. Strategies will be predetermined and announced ahead of time, three schemes may be selected each round.

Please fill out this Registration Form and turn it in to the Tournament Organizers by 8:30 AM.

NAME

WYRD FORUM NAME

HOME TOWN

FACTION

PLAYER NUMBER*

* Assigned by Tournament Organizer

MALIFAUx

