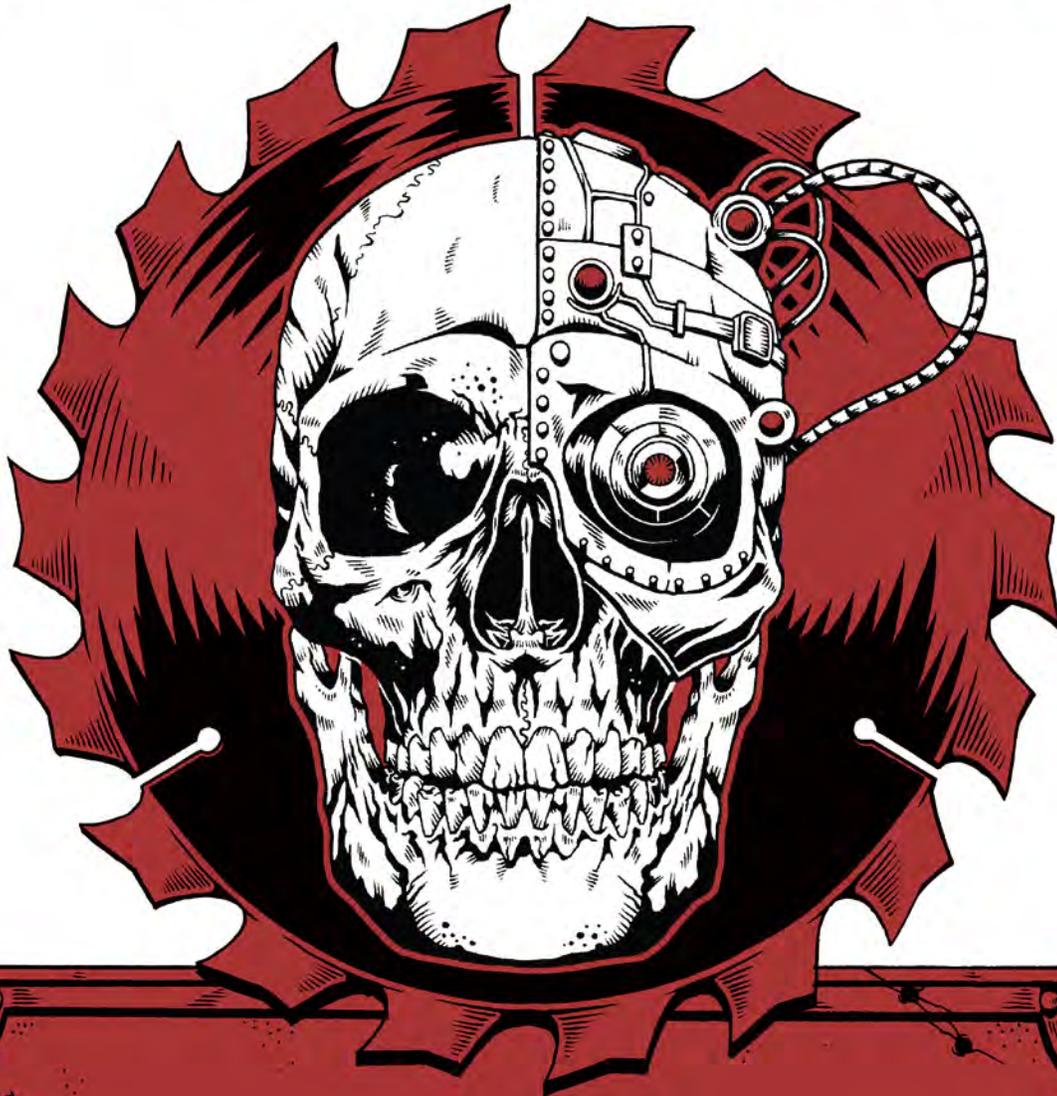


ADEPTICON 2011

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



MALIFAUX
40 SOULSTONE BRAWL
SATURDAY (9:00AM - 7:00PM)

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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MALIFAUX 40 SOULSTONE BRAWL

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.

| Brawls (including Setup) | |
|--------------------------|-------------------|
| 40 Soulstones | 105 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

| Brawl Fixed Schemes | |
|---------------------|-----------------------------|
| Round 1 | Shared Slaughter |
| Round 2 | Shared Destroy the Evidence |
| Round 3 | Shared Contain Power |
| Round 4 | Shared Reconnoiter |
| Round 5 | Shared Treasure Hunt |

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 Treasure Hunt

Both you and your opponent have uncovered the location of an important Malifaux artifact, and must race to be the first to claim it.

Setup: Place one 30mm Treasure Counter in the center of the table after Crews have deployed, but before the Encounter begins.

Special: A model in base contact with the Treasure Counter may take a **(2) Interact** Action to pick up the Treasure Counter. A model carrying the Counter can drop or pass it to another model in base contact as a **(1) Interact** Action. A model changing position on the table by an effect other than the **Walk** Action or leaving play drops the Treasure Counter in base contact with itself. While carrying the Counter, a model reduces its **Wk** to 4 and cannot have its **Wk** increased by any means. Spirits lose the ability to move through other models and the ability to ignore terrain penalties while carrying the Treasure Counter. Models lose Flight or Float while carrying the Treasure Counter.

The Treasure Counter does not count as being carried if carried by an Insignificant model at the end of the Encounter.

Victory: A player scores **2 VP** if, at the end of the Encounter, the Treasure Counter is carried by one of his or her models but is not in his or her Deployment Zone or is completely within his or her Deployment Zone but not carried by a model.

A player scores **4 VP** if the Treasure Counter is carried by one of his or her models and that model is completely within his or her Deployment Zone at the end of the Encounter.



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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.

Shared Reconnoiter

Each of you has decided to investigate the surrounding area in an effort to learn more about it than your opponent.

Setup: Divide the table into equal quarters.

Special: Insignificant models and models within 3" of the center of the table do not count toward the Victory condition. You control a table quarter when the majority of models completely within that quarter are yours.

Victory: A player scores **1 VP** for each table quarter he or she controls at the end of the Encounter.

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**.



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MALIFAUX 40 SOULSTONE BRAWL

BONUS ROUND (IF NEEDED)

| | |
|-----------------|--|
| PLAYER NAME | |
| OPPONENT'S NAME | |

| | |
|--------------|--|
| PLAYER # | |
| OPPONENT'S # | |

| | NAME | DECLARED (YES/NO) | POINTS SCORED |
|----------|------|----------------------|------------------|
| STRATEGY | | 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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MALIFAUX 40 SOULSTONE BRAWL

ROUND 5

| | |
|-----------------|--|
| PLAYER NAME | |
| OPPONENT'S NAME | |

| | |
|--------------|--|
| PLAYER # | |
| OPPONENT'S # | |

| | NAME | DECLARED (YES/NO) | POINTS SCORED |
|----------|----------------------|----------------------|------------------|
| STRATEGY | Shared Treasure Hunt | 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 |

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MALIFAUX 40 SOULSTONE BRAWL

ROUND 4

| | |
|-----------------|--|
| PLAYER NAME | |
| OPPONENT'S NAME | |

| | |
|--------------|--|
| PLAYER # | |
| OPPONENT'S # | |

| | NAME | DECLARED (YES/NO) | POINTS SCORED |
|----------|--------------------|----------------------|------------------|
| STRATEGY | Shared Reconnoiter | 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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| SPORTSMANSHIP | |
|---------------|--|
| 1 | Terrible Game (please use sparingly - this result should be reserved for only the worst games/players) |
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| 3 | Average Game |
| 4 | More Fun Than Average |
| 5 | Excellent Game |

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ROUND 3

| | |
|-----------------|--|
| PLAYER NAME | |
| OPPONENT'S NAME | |

| | |
|--------------|--|
| PLAYER # | |
| OPPONENT'S # | |

| | NAME | DECLARED (YES/NØ) | 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.
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 |

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MALIFAUX 40 SOULSTONE BRAWL

PAINT SUBMISSION SHEET

If you did not paint these Masters yourself, put them back in your case now!

PUT YOUR MASTERS HERE!

PLAYER NAME

PLAYER #



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MALIFAUx 40 SOULSTONE BRAWL

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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| 4 | More Fun Than Average |
| 5 | Excellent Game |

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MALIFAUX 40 SOULSTONE BRAWL

ROUND 1

| | | | |
|------------------------|--|---------------------|--|
| PLAYER NAME | | PLAYER # | |
| OPPONENT'S NAME | | 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) |
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ADEPTICON 2011

MALIFAUx 40 SOULSTONE BRAWL

REGISTRATION FORM

Welcome to the First Annual Malifaux Brawls to the Wall Tournament at AdeptiCon 2011. This Tournament will be a 40 Soulstone Brawl.

Your two masters must be declared at the start of the tournament. 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 9:30 AM.

NAME

WYRD FORUM NAME

HOME TOWN

MASTER 1

MASTER 2

PLAYER NUMBER*

* Assigned by Tournament Organizer

MALIFAUx

