2003 ADEPTICON 2012

MALIFAUX
TEAM TOURNAMENT

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!

GENERAL RULES FOR ALL MALIFAUX TOURNAMENTS

All Tournaments will be run using the Malifaux Gaining Ground 2011 rules. Exceptions and special rules are listed below:

- All Models must be fully painted (3 color standard) and based.
- Proxies are not allowed for any models.
- Conversions are allowed for any publicly release model as long as 66% of the model is either a Wyrd model or hand sculpted. All conversions must be approved by the TO before the start of the event.
- All Schemes are considered unique during the tournament and may only be selected once through the entire tournament.

MALIFAUX TEAM TOURNAMENT (50 STONES)

Round Time Limit: Brawl (including Setup) - 50 stones – 150 Minute time limit

Strategy Selection

- **Fixed Shared Strategy Tournament:** Each round, the TO announces the Shared Strategy to be used by the players. The TO will pick a different Shared Strategy each round. These can be Core or Expanded, and the TO uses the Rules Manual to announce them. These Strategies will be announced ahead of time (mid-January 2012) so crews can be built around them.

Crew Construction

- **Fixed Crews (Brawl Compatible Masters):** Each player will draft a 25 stone scrap crew for the tournament independent of their team mate. With the following exceptions below:

  - A team's set of masters must be brawl compatible (follow this link to see what masters are compatible).
  - Model Rarity is handled on a crew basis. Example: If your masters are Lady Justice and Perdita, both your crews can contain an Executioner.
  - Unique models may only be taken once per team. Example: In the above example only one of your crew could contain Nino Ortega.

Special Rules

- Each player will control his own 25 stone crew. He/She will have his own control deck and his/her own pull of Soul Stones to work with
- **Initiative:** Each round each team will nominate one player to flip initiative for their team. That player uses his/her own control deck and soul stone pull for the flip. Only his/her models can affect their flip or their opponents flip.
  - *Example: Team A (Dan and Dave) are playing against Team B (Victor and Bret). Team A selects Dave to flip initiative. Team B selects Bret. Dave has a doppelganger in his crew so Team B will have a negative flip to their initiative.*
- **Model Activation Sequence:** After imitative is flipped, the winning team selects one team member to be the first player and the other player to be the third player. The opposing team then selects which player will be the second player and which player will be the fourth player. The round then begins with the players activating in the order selected above. This order remains the same through the entire game round. When a player has run out of models to activate his phase is skipped.
  - *Examples: Team A has won initiative. Dan chooses to take the 1st Player card. Dave is then left with the 3rd player card. Bret then takes the 2nd player card leaving Victor with the 4th player card. Dan will then activate his first model, followed by Bret, then to Dave and finally Victor. This order will remain the same for the entire game round.*
- **Player Elimination and Activation Sequence:** In the event that one player is eliminated from the game. His/Her teammate then gains the option to activate on either or both of the activation phases.
  - *Examples: Victor has been eliminated from the game. Team B had one initiative this round so Bret can now choose to activate his models on either Phase 1 or Phase 3. He must activate on at least one of those phases but he can choose to activate on both if he has inactivated models to do so.*
- **Schemes:** Each player will select one scheme each round. When selecting the Scheme they must reveal which opposing crew they are performing the Scheme against. Schemes are unique and may only be used once in the tournament per team.

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.

    o 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.
    o 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.
    o 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.

Pairings and Scoring Format (DIFF Primary Format)
First round pairings are random. After the first round, the TO pairs players based on their DIFF scores. Players will always play other players with similar DIFF scores. After round one, and continuing for all rounds, players with positive DIFF should be paired off against one another, while players with neutral or negative DIFF should be paired off against one another.

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

FREQUENTLY ASKED QUESTIONS

Q: Are my partner's models considered friendly models? IE Do abilities such as Nicodems' Bolster undead work on my partner's models?
A: Yes, your partner's models are considered friendly.

Q: Do Henchman running a crew as a master receive there Soul Stone bonus?
A: Yes

Q: Does each player's crew have their own Soul stone cache and deck of cards?
A: Yes, each player's crew is drafted as its own independent 25 Stone crew. So they receive the cache based on that. Each player also has his/her own deck of cards and hand'

Q: Can partners share information such as each other's hand or information gained from powers such as Crystal Ball?
A: Yes, players can show each other their hands and share any info they receive from using models special abilities.

SCHEDULE

8:00AM – 8:30AM	Registration
8:20AM	All Teams Must Be Present
8:30AM – 11:00AM	Game #1
11:00AM – 11:45AM	Lunch Break and Best Appearance Judging
11:45AM – 2:15PM	Game #2
2:15PM – 2:30PM	Break and Appearance Judging
2:30PM – 5:00PM	Game #3
5:15PM	Awards

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

	NAME	DECLARED (YES/NO)	POINTS SCORED
STRATEGY	**Shared Contain Power (RM 96)**	**Yes**	
SCHEME 1			
SCHEME 2			

TOTAL POINTS SCORED

*** STOP ***

Now, in private, rate your Opponent's Sportsmanship, Team Spirit and Crew Theme by circling a number in each category that best describes your game – 1 being the worst and 5 being the best.
Do **NOT** share these results with your opponent.

SPORTSMANSHIP	TEAM SPIRIT	CREW THEME	DESCRIPTION
1	1	1	Terrible
2	2	2	Below Average
3	3	3	Average
4	4	4	Better Than Average
5	5	5	Excellent

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

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

	NAME	DECLARED (YES/NO)	POINTS SCORED
STRATEGY	**Shared Turf War (RM 99)**	**Yes**	
SCHEME 1			
SCHEME 2			

TOTAL POINTS SCORED

*** STOP ***

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ADEPTICON 2012

MALIFAUX TEAM TOURNAMENT

PAINT SUBMISSION SHEET

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

PUT YOUR CREWS HERE!

TEAM NAME

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

	NAME	DECLARED (YES/NO)	POINTS SCORED
STRATEGY	Shared Claim Jump (RM 95)	Yes	
SCHEME 1			
SCHEME 2			

TOTAL POINTS SCORED

*** STOP ***

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Welcome to the First Annual Malifaux Team Tournament at AdeptiCon 2012. This Tournament will be a 50 Soulstone Brawl.

Please fill out this form and turn it in to the Tournament Organizers before the start of the Tournament.

TEAM NAME	

	PLAYER #1	PLAYER #2
TEAM MEMBERS		
WYRD FORUM NAMES		
HOME TOWNS		
FACTIONS		
PLAYER NUMBERS*		

* Assigned by Tournament Organizer