

SUNDAY
APRIL 21

10:00AM
4:00PM

ADEPTICON



MALIFAUXTM AVATAR OF ADEPTICON

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!



ADEPTICON 2013

ADEPTICON MASTERS OF MALIFAUXTM QUALIFIERS

GENERAL RULES FOR ALL MALIFAUXTM TOURNAMENTS

- The AdeptiCon Masters of Malifaux 2013 Tournament will be run using the latest [Malifaux Gaining Ground 2013 rules](#). Exceptions and special rules are listed below:
 - All Models must be fully painted (3 color standard) and based.
 - Proxies are allowed for currently released model if they accurately represent the model (all proxies must be approved by the TO prior to the event).
 - You must have the latest official printed stat card for each model, including proxied models.
 - All Schemes are considered unique during the tournament and may only be selected once through the entire tournament.

BASIC RULES

- Round Time Limit:** 100 minute time limit, including 10 minutes for crew selection and setup.
- Strategy Selection:** Fixed Shared Strategy.
- Game Size:** 30 Stones
- 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.
- Scoring:** Single Elimination
- Tiebreaking:** In the event of a draw, A win will be awarded to the players with highest points scored for the Shared Strategy. If a tie is still present then it will be awarded to the player with the most models still in place at the end of the game. If a tie is still present, then the win will be decided by a card flip.
- Special Rules:**
 - This event is by qualification only.
 - Slots will be offered first to the winners of the AdeptiCon Masters of Malifaux 2011 and 2012 tournaments.
 - The remaining slots (up to 8) will be filled with the top players from the AdeptiCon Masters of Malifaux 2013 tournament.

SUNDAY (Avatar of AdeptiCon Finals)

10:00AM – 10:15AM	Registration
10:15AM – 10:25AM	Round 1 Setup
10:25AM – 12:00PM	Round 1 (Shared Master of the Hill)
12:00PM – 12:15PM	Break
12:15PM – 12:25PM	Round 2 Setup
12:25PM – 2:00PM	Round 2 (Shared Land Grab)
2:00PM – 2:15PM	Break
2:15PM – 2:25PM	Round 3 Setup
2:25PM – 4:00PM	Round 3 (Shared Treasure Hunt)
4:00PM	Awards



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ROUND 1 - SHARED MASTER OF THE HILL

Setup

- Place a hill/pyramid/ziggurat/or other applicable terrain piece in the center of the table. The top of the terrain piece must have room for at least two 50mm bases to fit while in base contact. The terrain piece should not be set up in such a way that no model is prevented from moving to its top. For example, a tall pillar of rock with a flat plateau only Flying models can reach should not be used as the “hill” in this Strategy.

Victory

- At the end of each Turn after the first, you score 1 VP if the number of your models with bases completely on the terrain piece is greater than the number of your opponent’s models with bases completely on the terrain piece, up to a maximum of 4 VP. A model counts as two models for determining how many models are on the terrain piece if it is alone at the top.

ROUND 2 - SHARED LAND GRAB

Setup

- Divide the table into equal quarters.

Special

- Insignificant models do not count toward the Victory condition. A player controls a table quarter when the majority of models completely within that quarter are theirs.

Victory

- At the end of each Turn after the first, a player scores 1 VP if he or she controls more table quarters than his or her opponent, up to a maximum of 4 VP.

ROUND 3 - SHARED TREASURE HUNT (GOVERNOR'S DECREE VARIANT)

Setup

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

Special

- Beginning on Turn 2, a non-Insignificant model in base contact with the Treasure Counter may perform a (2) Interact Action to pick up the Treasure Counter if it is not engaged by an enemy model. A model carrying the Counter can drop or pass it to another model in base contact as a (1) Interact Action. A model carrying the Treasure Counter 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 before changing position. 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.

Victory

- At the end of each Turn after the first, if the Treasure Counter is carried by a player’s model and that model is not engaged with an enemy model, that player scores 1 VP up to a maximum of 4 VP.



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ROUND 3

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

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

TOTAL POINTS SCORED

MALIFAUXTM



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ROUND 2

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

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

TOTAL POINTS SCORED

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ROUND 1

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

	NAME	DECLARED (YES/NO)	POINTS SCORED
STRATEGY	Shared Master of the Hill	N/A	
SCHEME 1			
SCHEME 2			

TOTAL POINTS SCORED

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REGISTRATION FORM

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.

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

NAME	
WYRD FORUM NAME	
HOME TOWN	
FACTION	
PLAYER NUMBER*	

* Assigned by Tournament Organizer

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