

FRIDAY  
APRIL 20  
6:00PM  
2:00AM

SATURDAY  
APRIL 21  
9:00AM  
5:00PM



# ADEPTICON MASTER OF MALIFAUX QUALIFIERS

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 2012

## ADEPTICON MASTER OF MALIFAUX QUALIFIER

### 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.
- Any non-emergency related forfeits in the 1st Masters Qualifier will disqualify a player from participating in the 2nd Masters Qualifier.
- All Schemes are considered unique during the tournament and may only be selected once through the entire tournament.

### ADEPTICON MASTER OF MALIFAUX QUALIFIER RULES (30 STONES)

**Round Time Limit:** Scraps (including Setup) - 30 stones – 90 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 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.

#### 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.

#### Pairings and Scoring Format (TP Primary Format)

First round pairings are random. After the first round, the TO pairs players based on their TP scores. Players will always play other players with similar TP scores. After round one, and continuing for all rounds, players with higher TPs should be paired off against one another, while players with lower TPs should be paired off against one another.

#### Determining a Winner (TP/DIFF/VP)

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

FRIDAY	
6:00PM – 6:30PM	Registration
6:30PM – 8:00PM	Round 1
8:00PM – 9:00PM	Dinner Break & Paint Judging
9:00PM – 10:30PM	Round 2
10:30PM – 11:00PM	Break
11:00PM – 12:30AM	Round 3
12:30AM – 1:00AM	Results & Awards

SATURDAY	
9:00AM – 9:30AM	Registration
9:30AM – 11:00AM	Round 1
11:00AM – 12:00PM	Lunch Break & Paint Judging
12:00PM – 1:30PM	Round 2
1:30PM – 2:00PM	Break
2:00PM – 3:30PM	Round 3
3:30PM – 4:00PM	Results & Awards

#### Awards

Best Painted 30 Stone Crew, Best Sportsman, Four Tickets to the Masters Finals on Sunday



# ADEPTICON 2012

ADEPTICON MASTER OF MALIFAUX QUALIFIER

ROUND 3

PLAYER NAME	
OPPONENT'S NAME	

PLAYER #	
OPPONENT'S #	

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

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

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



# ADEPTICON 2012

ADEPTICON MASTER OF MALIFAUX QUALIFIER

## ROUND 2

PLAYER NAME	
OPPONENT'S NAME	

PLAYER #	
OPPONENT'S #	

	NAME	DECLARED (YES/NO)	POINTS SCORED
STRATEGY	Shared Escape and Survive (RM 97)	N/A	
SCHEME 1			
SCHEME 2			

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

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



# ADEPTICON 2012

ADEPTICON MASTER OF MALIFAUX QUALIFIER

PAINT SUBMISSION SHEET

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

PUT YOUR CREW HERE!

PLAYER NAME

PLAYER #



# ADEPTICON 2012

ADEPTICON MASTER OF MALIFAUX QUALIFIER

## ROUND 1

PLAYER NAME	
OPPONENT'S NAME	

PLAYER #	
OPPONENT'S #	

	NAME	DECLARED (YES/NO)	POINTS SCORED
STRATEGY	Shared Destroy the Evidence (RM 96)	N/A	
SCHEME 1			
SCHEME 2			

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

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



# ADEPTICON 2012

ADEPTICON MASTER OF MALIFAUX QUALIFIER

## REGISTRATION FORM

Welcome to the First Annual AdeptiCon Master of Malifaux Tournament at AdeptiCon 2012. This Tournament will be a 30 Soulstone Scrap.

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

# MALIFAUX

