



ADEPTICON 2012

MALIFAUx STORY ENCOUNTER TOURNAMENT

GENERAL TOURNAMENT RULES

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 STORY ENCOUNTER TOURNAMENT (25 STONES)

Round Time Limit: Scraps (including Setup) - 25 stones – 90 Minute time limit

Strategy Selection

- **Fixed Shared Strategy Tournament:** A packet will be provide that contains a set of three custom Story Encounter Strategies for this tournament. The Packet will be complete by Mid-January 2012 and published on the AdeptiCon site.

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 (VP Primary Format)

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

Determining a Winner (VP/TP/DIFF)

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

SATURDAY	
7:00PM – 7:30PM	Registration
7:30PM – 9:00PM	Round 1 (The Informants)
9:00PM – 9:30PM	Break (Paint Judging)
9:30PM – 11:00PM	Round 2 (Scout the Location)
11:00PM – 11:30PM	Break (Paint Judging)
11:30PM – 1:00AM	Round 3 (The Heist)
1:00AM – 1:30AM	Results & Awards

Awards

1st Place, 2nd Place, Best Sportsman, Best Painted 25 Stone Crew



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MALIFAUx STORY ENCOUNTER STRATEGIES

The Guild has just finished constructing a prototype of new weapon. Reports are sketchy on exactly what it is but many important people in Malifaux want to get their hands on it. Are you going to steal it? Or have you sold your services to the Guild to protect it for some secret favor?

Determining Your Allegiance

Who you are working for each round depends on your declared faction and your opponent's faction. See the chart below. Find your faction on the left hand column and your opponent's faction on the top row. Where the entries converge is what side you are on for that round.

	Guild	Ressurrectionist	Neverborn	Arcanist	Outcasts
Guild	Flip	The Law	The Law	The Law	Special
Ressurrectionist	The Crooks	Flip	The Law	The Law	Special
Neverborn	The Crooks	The Crooks	Flip	The Law	Special
Arcanist	The Crooks	The Crooks	The Crooks	Flip	Special
Outcasts	Special	Special	Special	Special	Flip

Special: Outcasts fighting any other faction may choose what side they fight for.

Flip: If both sides are the same faction, each player flips a card and the highest card chooses which side they want to be on. Reflip on a tie.

ROUND 1 – THE INFORMANTS

The Crooks

Briefing: Your employer has identified three men who have information regarding the prototype. Find them and interrogate them. Be on the lookout for Agents of the Guild. Word on the street is they are on to your plans and are looking to raid your hideout for more information.

Setup: Place one 30mm Informant Marker completely inside your opponent's Deployment Zone and two 30mm Informant Markers completely within 10" of your opponent's Deployment Zone. These Markers must be placed at least 8" from one another.

Special: Your models in base contact with an Informant Marker may take a (1) Interact Action to interrogate the Informant and remove the Marker from the game. Insignificant models and models engaged with enemy models cannot take this action.

Victory	
2 VP	Interrogate 2 Informants.
+1 VP	Interrogate all 3 Informants.
+1 VP	Prevent the Agents of the Guild from Raiding your hideout.

The Law

Briefing: Our sources have located the hideout of the thieves planning to steal the prototype. Seize it and eliminate anyone that gets in your way. Be on the lookout for the scum trying to shake down information from honest Malifaux citizens.

Setup: Place a 30mm Hideout Marker at least 8" away from the center of the table and at least 12" from your Deployment Zone.

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

Victory	
2 VP	You have more models within 3" of the Hideout than your opponent does at the end of the encounter. You have successfully Raided the Hideout .
+1 VP	You have twice as many models within 3" of the Hideout than your opponent at the end of the encounter.
+1 VP	Prevent the crooks from interrogating any Informants.



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ROUND 2 – SCOUT THE LOCATION

The Crooks

Briefing: The information you have gathered has given you the route the Prototype will take. Scout the area to determine the best place to strike. The Guild agents are sniffing around as well, don't let them arrest or kill your leader.

Setup: Divide the table into equal quarters.

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

Victory	
2 VP	You have scouted 3 table quarters by the end of the encounter.
+1 VP	You have scouted all 4 table quarters.
+1 VP	Your crew leader is still alive at the end of the encounter.

The Law

Briefing: The Crooks might have gotten away, but we know where they will strike. Lucius' orders are to cut the head of the snake.

Victory	
2 VP	Your opponent's crew's leader is no longer in the game at the end of the encounter.
+1 VP	Your crew's leader personally killed or sacrificed your opponent's leader.
+1 VP	Your opponent did not successfully scout at least 3 table quarters.

ROUND 3 – THE HEIST

Special Rules – The Prototype

Briefing: Your mysterious employer has arranged for a little mechanical accident to occur on the prototype. The Guild guards have lost control of it. Seize it now!

Setup: Place a 50mm Prototype Marker in the center of the table.

Special: For the first 4 turns, at the start of the resolution phase, The Crook player flips a card. The prototype moves 6" directly towards the direction indicated by the card suit. Impassible terrain stops the Prototype. Models do not block the prototype's movement. Models in the path of the prototype suffer 2 Wounds. Models under the prototype after its push is complete are pushed into base contact with the prototype. The Prototype stops moving after the end of turn 4.

Card	Direction
Ram	The Law's Deployment Zone
Tome	The Crook's Deployment Zone
Crow	The Crook's Left Table Edge
Masks	The Crook's Right Table Edge

The Crooks - Victory

1 VP	You have more non-insignificant models within 3" of the Prototype at the end of the encounter.
+1 VP	You have more non-insignificant models in base contact with the prototype at the end of the encounter.
+2 VP	Your opponent has no non-insignificant models within 3" of the Prototype at the end of the encounter.

The Law - Victory

1 VP	You have more non-insignificant models within 3" of the Prototype at the end of the encounter.
+1 VP	You have more non-insignificant models in play at the end of the encounter.
+2 VP	Your opponent Leader has been removed from play by the end of the encounter.



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ROUND 3

PLAYER NAME	
OPPONENT'S NAME	

PLAYER #	
OPPONENT'S #	

	NAME	DECLARED (YES/NO)	POINTS SCORED
STRATEGY			
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	
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 2

PLAYER NAME	
OPPONENT'S NAME	

PLAYER #	
OPPONENT'S #	

	NAME	DECLARED (YES/NO)	POINTS SCORED
STRATEGY			
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.
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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 #



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ROUND I

PLAYER NAME	
OPPONENT'S NAME	

PLAYER #	
OPPONENT'S #	

	NAME	DECLARED (YES/NO)	POINTS SCORED
STRATEGY			
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.
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REGISTRATION FORM

Welcome to the First Annual Malifaux Story Encounter Tournament at AdeptiCon 2012. This Tournament will be a 25 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

