



EVENT INFO

Malifaux 2nd Edition Enforcer Brawl

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible.

GENERAL RULES

1. The Malifaux 2nd Edition Enforcer Brawl will be run using **ALL** of the following:
 - » The rules presented in the Malifaux 2.0 book
 - » The most recent Errata and FAQs
 - » The [M2E Gaining Ground 2018 Tournament Packet](#) with the following changes/additions superseding rules presented in the Gaining Ground 2018 Tournament Packet.
2. All players are expected to abide by the [AdeptiCon Conduct Policy](#).
3. The models used in your army must comply with the [AdeptiCon Model Policy](#). All models must be fully painted (3 color standard) and based with the following exception; any non-gray plastics produced by Wyrd such as translucent models for example. Any standard gray plastic models or pre-plastic metal models that do not show at least some effort was made to conform to the 3 color standard can cause those models to be disqualified from use within the tournament. The Tournament Organizer will make the final determination if a player's models have complied with this event policy should models be called into question.
4. If illegal units or rules violations are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted and award eligibility may be forfeited. Please use the feedback form on the [AdeptiCon 2019 website](#) to ask any questions you or your club may have regarding rules issues or legal units in advance!
5. AdeptiCon Tournament Judges' rulings are final. Arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the event or AdeptiCon itself with no refunds allowed.
6. Proxy models are not allowed at this event, other than those official proxies listed in the Gaining Grounds 2018 Tournament Packet.
7. You must have the latest official game cards for your models and Upgrades whether printed or from the [Malifaux "Bad Things Happen" app](#). For Errata cards, this means a printout of the Errata from the [Resources Section](#) of the Wyrd website or from Print On Demand Services such as [WargameVault.com](#). Players must have the latest official printed upgrade card for each upgrade that they want to place on a model different than the model the upgrades started on. The tournament staff will not be able to provide printouts. So, don't leave home without them.

TRACKING

All players, including those using the App must follow these rules for Tracking damage and Conditions:

1. Every attempt should be made to keep the table clean so as to avoid confusion in the eventuality a judge needs to make a ruling. This means every effort should be made by non-app using players to mark their wounds and conditions on their stat cards.
2. Players must track damage with either an erasable marker to write on the model's stat card, or dice placed either on the stat card or next to the applicable model on the table.
3. Players using Dice to track must use D6's only. Players will use the format of marking wounds REMAINING on the dice for consistency. Also, if a model has taken no wounds, there should not be any dice next to the model on the table or on its stat card.
4. Players must track conditions with either an erasable marker to write on the model's stat card, tokens or dice.
5. If using dice for wounds and conditions, they must be of differing colors and easily discernible by your opponent and the judges. Also, inform your opponent which is which before the game.
6. If using tokens for conditions, the tokens should be different and discernible for each condition represented.

BASIC RULES

1. Each player selects one Enforcer and attaches up to one Upgrade to it. The Upgrade must be something the Enforcer could have attached at the start of a normal game considering its Faction(s). (Leader only Upgrades may not be selected, for example.) The Enforcer must be one with a Cost which may be hired.
2. The game is played on a standard table. Each player flips a card to determine deployment order; the player who flips highest deploys first, followed by the second highest, etc., until each player has deployed their Enforcer. If two or more players are tied, they reflip amongst themselves. Models may be deployed anywhere on the table which is more than 6" from another model.
3. Before the game, assign a suit (♠, ♣, ♠, ♣) to each table edge. On a player's initiative, if they have no models in play or buried, they must flip a card which may not be cheated (reflipping jokers). The player places a new copy of the model they chose at the start of the Brawl (including its Upgrade) within 6" of the board edge corresponding to the suit flipped and then proceeds with their Activation as normal.
4. Play proceeds for 6 rounds. Each round, all players flip for initiative; the player who flips highest must go first, followed by the second highest, etc. until all players have gone. If two or more players are tied, they reflip amongst themselves. If a model receives Reactivate, it receives a second Activation at initiative -1 (if multiple models Reactivate, they flip to determine which goes first).
5. The Enforcer Brawl has the following restrictions/rules:
 - » Players have a hand of 4 cards, instead of the usual 6.
 - » Any Actions, Abilities, or Triggers which summon models are considered to be "blank" (they may not be used and have no effect on the game, as if they were not printed on the model).
 - » When a model is buried, it may choose to be sacrificed instead (in which case it counts as sacrificed by the model which forced it to become buried).

SCORING

At the end of 6 Turns, the player with the highest Victory Points wins. Players score VP in the following manner:

- 3 VP for each opposing model killed or sacrificed. A player scores 4 VP instead if the model they killed or sacrificed had a higher Soulstone Cost (including the cost of Upgrades) than their model did.
- 1 VP for dealing 1 or more damage to an undamaged enemy (this may stack with killing the model). A player scores 2 VP instead if the model they damaged had a higher Soulstone Cost (including the cost of Upgrades) than their model did.
- -3 VP for each time the player's model was killed or sacrificed.