



EVENT INFO

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Malifaux 2nd Edition Henchman Hardcore

- Event Date: 3/28/19
- Event Time: 8:30 p.m. – 12:30 p.m.

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

GENERAL RULES

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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. Number of Rounds: 5
2. Round Time Limit: 30 minute time limit with 10 minute breaks.
There will be a projected Time Clock for everyone to reference in the hall.
3. Strategy and Scheme Selection (all rounds):
 - » Deployment: Close.
 - » Strategy: Hardcore Turf War. This Strategy uses the Turf War rules (Core Rulebook pg. 66) with the exception that VP may be scored on the first Turn.
 - » Scheme Pool: Assassinate (Core Rulebook pg. 68). This is the only Scheme available and it must always be taken.
4. Game Size (all Crews MUST BE led by a Henchman, NOT a Master):
 - » The game size is 20 Soulstones.
 - » All Crews must contain exactly 4 models, no more, no less.
 - » Upgrades may be purchased, as allowed by the standard rules of Malifaux.
 - » The size of a Crew's Soulstone Pool is limited by the Cache of the Henchman leading it; any Soulstones above this amount are discarded.
 - » The same Crew must be used in each round of the event.
5. Any Actions, Abilities, or Triggers that 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).

AWARDS

- 1st Place
- 2nd Place
- Best Appearance