



EVENT INFO

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Malifaux 2nd Edition Send-Off Tournament

- Event Date: 3/30/19
- Event Time: 8:30 p.m. – 5:00 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.
8. Strategies and Schemes have been pulled from past year's Gaining Grounds Documents.

TRACKING

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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

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1. Number of Rounds: 3
2. Round Time Limit: 120 minute time limit, which includes 15 minutes for crew selection and setup. There will be a projected Time Clock for everyone to reference in the hall.
3. Strategy Selection: Fixed Shared Strategy
 - » Round 1 – Gaining Grounds 2016 Guard The Stash Flank Deployment
 - » Round 2 – Gaining Grounds 2017 Headhunter, Corner Deployment
 - » Round 3 – Gaining Grounds 2018 Symbols of Authority, Standard Deployment
4. Scheme Selection: Fixed Shared Schemes
 - » Round 1 –GG16 - Convict Labor, Leave Your Mark, Mark For Death, Search The Ruins, Show Of Force
 - » Round 2 – GG17 - Claim Jump, Hunting Party, Undercover Entourage, Dig Their Graves, Accusation
 - » Round 3 – GG18 - Punish the Weak, Set Up, Take Prisoner, Recover Evidence, Public Demonstration
 - » Game Size: 50 Soulstones

AWARDS

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- 1st Place
- 2nd Place
- 3rd Place
- Best Appearance
- Best in Faction

SCHEDULE

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8:30 a.m. – 9:00 a.m.	Registration
9:00 a.m. – 9:15 a.m.	Table Assignments for Round 1
9:15 a.m. – 11:15 a.m.	Round 1
11:15 a.m. – 11:30 a.m.	Table Assignments for Round 2
11:30 a.m. – 1:30 p.m.	Round 2
1:30 p.m. – 2:30 p.m.	Table Assignments for Round 3
2:30 p.m. – 4:30 p.m.	Round 3
4:45 p.m. – 5:00 p.m.	Awards

ROUND 1: GG16

STRATEGY

GUARD THE STASH

Set Up

Place two 50mm Stash Markers (Ht5, blocking, impassable, hard cover) on the Centerline each 5" on either side of the Center of the board (10" apart from each other).

Victory Points

At the end of each turn after the first, a Crew earns 1 **VP** if it has at least one non-Peon model within 2" of each Stash Marker.

SCHEMES

CONVICT LABOR

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

At the end of every Turn after the first, if this Crew has at least three Scheme Markers within 2" of the Centerline of the board which do not have an enemy model or another friendly Scheme Marker within 2" of them, this Crew scores 1 **VP**.

These Scheme Markers may still be used to score **VP** from other Schemes during Turns in which they were not used to score **VP** for Convict Labor (but they may not be used to Score **VP** from both Convict Labor and a different Scheme during a single Turn).

LEAVE YOUR MARK

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

At the end of every Turn after the first, this Crew may remove one of its Scheme Markers which is on the opponent's half of the board, not within 6" of the of the Centerline, and not within 4" of a non-Peon enemy model to score 1 **VP**.

MARK FOR DEATH

This Scheme may not start revealed.

All non-Peon models in this Crew may target a non-Peon enemy model they are engaged with with a **(1) Interact** Action to give the target the following Condition for the rest of the game:

"Marked: This condition may not be removed or ended."

Reveal this Scheme once an enemy model gains the **Marked** condition. When an enemy model with the **Marked** Condition is reduced to 0 Wounds or leaves play, gain 1 **VP**.

SEARCH THE RUINS

The ruins dotting Malifaux's surface are ancient and terrible; there is no telling what you may learn from their excavation.

This Scheme may not start revealed.

At the end of the game, this Crew earns 2 **VP** if it has 3 or more Scheme Markers within 6" of the Center of the board.

If at least two of those Scheme Markers are on the opponent's half of the table, earn 1 additional **VP**. Scheme Markers which are within 2" of one or more other friendly Scheme Markers do not count towards this Scheme.

SHOW OF FORCE

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

At the end of every Turn after the first, count the number of face-up Upgrades with a printed cost greater than 0 attached to each non-Master model within 6" of the center of the board for each Crew. Upgrades which began the game attached to a Master do not count toward this total.

If this Crew has at least one qualifying Upgrade and has a number of qualifying Upgrades equal to or exceeding the opposing Crew's number of qualifying Upgrades, this crew scores 1**VP**.

ROUND 2: GG17

STRATEGY

HEADHUNTER

Special Rules

Whenever a model kills or sacrifices a non-Peon model which it considers an enemy, the model which made the kill must place a 30mm Head Marker within 3" and LoS of the killed or sacrificed model before removing it from play. This Marker may not be placed in base contact with any model. If there is nowhere it can legally be placed, the Head Marker is not placed.

Any model in base contact with a Head Marker may make a **(1) Interact** Action with it to remove it from play.

Victory Points

At the end of every Turn after the first, a Crew earns 1 **VP** if it removed at least one Head Marker from play that turn.

SCHEMES

CLAIM JUMP

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

At the end of every Turn after the first, if this Crew has at least two Scheme Markers within 2" of the Centerline of the board, not within 2" of an enemy model, and not within 4" of another friendly Scheme Marker, this Crew scores 1 **VP** and removes all friendly Scheme Markers within 2" of the Centerline.

HUNTING PARTY

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

At the end of every Turn after the first, score 1 **VP** if at least one enemy Minion or Peon model was killed by one of this Crew's Enforcer or Henchmen models.

At the end of every Turn after the first, if the enemy Crew has no Minion or Peon models in play, score 1 **VP**. No more than 1 **VP** per Turn may be scored from this Scheme.

UNDERCOVER ENTOURAGE

This Scheme may not start revealed.

When you choose this Scheme, note down one of this Crew's Master or Henchman models. At the end of the game, if the chosen model is in the opponent's half of the table, this Crew earns 1 **VP**.

If the chosen model is in the enemy Deployment Zone at the end of the game, this Crew earns 1 additional **VP**.

If the chosen model is in the opponent's half of the table at the end of the game and has half or more of its Wounds remaining, this Crew earns 1 additional **VP**.

DIG THEIR GRAVES

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

Once per turn, after this Crew kills or sacrifices an enemy non-Peon model that is within 4" of one or more Scheme Markers friendly to this Crew, score 1 **VP**, then your opponent may remove one Scheme Marker friendly to your Crew within 4" of the killed (or sacrificed) model.

If this Scheme and another of your Schemes would score any **VP** off the same model being killed or sacrificed, you must choose only one of your Schemes to score from.

ACCUSATION

This Scheme may not start revealed.

All non-Peon models in this Crew may target a non-Peon enemy model within 1" that has not yet Activated this Turn with a **(1) Interact** Action to give the target the following Condition for the rest of the game:

Accused: This model gains the following Action: "(1) Hold It!: Remove the **Accused** Condition from this model. This Action may not be taken while this model is engaged." No other Action or Ability can remove this Condition.

The first time an enemy model gains the **Accused** Condition, reveal this Scheme. At the end of every Turn after the first, this Crew may end the **Accused** Condition on one enemy model in play to gain 1 **VP**.

ROUND 3: GG18

STRATEGY

SYMBOLS OF AUTHORITY

Set Up

Before either player deploys models, starting with the second player, each player places three 50mm, Ht 5, Blocking, Impassable Strategy Markers fully on their side of the table, not in their deployment zone, and at least 10" from another Strategy Marker on their side of the table. These markers cannot be placed in base contact with impassable terrain.

Special Rules

On any Turn after the first, non-Peon models may take a **(1) Interact** Action targeting a Strategy Marker within 1" on their opponent's side of the board to remove it from play.

Victory Points

At the end of every Turn after the first, a Crew earns 1 **VP** if it removed one or more Strategy Markers this Turn.

At the end of the game, a Crew earns 1 **VP** if they have any Strategy Markers on their side of the table.

SCHEMES

PUNISH THE WEAK

This Scheme may not start revealed. Reveal this Scheme once this Crew has earned any **VP** from it.

At the end of every Turn after the first in which at least one enemy Minion or Peon model was killed by one of this Crew's Henchman or Master models, this Crew earns 1 **VP**.

At the end of every Turn after the first, if the opposing Crew has no Minion or Peon models in play outside their own Deployment Zone, this Crew earns 1 **VP**.

No more than 1 **VP** per Turn may be earned from this Scheme.

SET UP

This Scheme may not start revealed.

When you choose this Scheme, note down an enemy Master, Henchman, or Enforcer model.

Once per game, at the end of any Turn, this Crew may reveal this Scheme to earn a number of **VP** equal to the number of this Crew's Scheme Markers within 4" of the noted enemy model. Then remove all of this Crew's Scheme Markers within 4" of the noted enemy model.

TAKE PRISONER

This Scheme may not start revealed.

When you choose this Scheme, note down an enemy model. At the end of the game, if this Crew has at least one non-Peon model engaged with the noted enemy model, this Crew earns 2 **VP**.

If this Crew earns any **VP** from this Scheme and there are no other enemy models within 3" of the noted model, this Crew earns 1 additional **VP**.

RECOVER EVIDENCE

This Scheme may not start revealed. You may reveal this Scheme at the beginning of any Turn. After revealing this Scheme, the opponent chooses five of their models in play (or all of their models in play if they have less than five remaining).

Place an enemy Evidence Marker in base contact with the models chosen by the opponent. Models in this Crew may use a **(1) Interact** Action to remove an enemy Evidence Marker in base contact with itself. If they do, this Crew earns 1 **VP**.

PUBLIC DEMONSTRATION

This Scheme may not start revealed.

When you choose this Scheme, note down up to three Minion models in this Crew with a combined Soulstone Cost of at least 15.

Once per game, at the end of any Turn, this Crew may reveal this Scheme to earn 1 **VP** for each of the noted models within 4" and LoS of an enemy Master, Henchman, or Enforcer.