

GAINING GROUNDS

SEASON ZERO

MALIFAUX

THIRD EDITION

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INTRODUCTION

Gaining Grounds events are the official tournament format for Malifaux. This document will be updated as needed in addition to the beginning of every tournament season and will be made available on our website: www.wyrd-games.net

Every Gaining Grounds event is run by a Tournament Organizer, or TO, who is responsible for running the event and acting as a rules judge. This includes organizing the Rounds, setting pairings, and determining the winner(s). The TO may choose to make alterations to this document as they see fit to adjust events for their local communities, but any changes should be clearly noted before the event.

For some larger events, the TO may see fit to bring in help to act as additional rules judges.

OVERVIEW

Gaining Grounds events are a competitive environment that pits players against a wide field of opponents to determine an overall winner. While these events are competitive, players of all skill levels are welcome.

All players participating in an event will be matched against other players in a series of Rounds, with each Round earning a player points toward achieving an overall victory for the entire event.

All Gaining Grounds events are Fixed Faction, so players attending the event must declare one Faction that they will play through the entire event.

THE RULES OF THE GAME

Players are expected to be familiar with the game's rules. All Gaining Grounds games are played using the Malifaux: Third Edition rules, including any FAQ and Errata released at least one month prior to the event.

If any rules disputes arise and cannot be settled among the players, the TO and any designated rules judges are the sole authority on the rules at Gaining Grounds events, and they are expected to be fair and equitable in their decisions. Their decision(s) at an event is final.

PLAYER RESPONSIBILITIES

While the TO is responsible for the organization of an event, players have a number of responsibilities when they attend events.

The primary responsibility of the players is to be welcoming and respectful to other players at all times. Wargames are built upon communities, and Gaining Grounds events welcome all members of the community. Players at events are expected to be respectful and practice good sportsmanship. A player who does not meet these expectations can be removed from the event at any time by the TO.

The secondary responsibility of the players is to have all of the materials they need to play the game. This includes all of the models they'll be using, a Fate Deck, a way to easily measure, any tokens or markers needed for tracking, and all relevant game cards (stat cards, upgrade cards, etc.). Players are also encouraged to bring a copy of the rules for easy reference, though this is not required.

Players are not required to have the most recent Errata cards on hand for Gaining Grounds events. However, they must have the official rules for the most recent version of any game cards they use on hand via the Malifaux Crew Builder app or some other means.

The final responsibility of the players is to assist the TO. Remember that the TO is not playing the game, and they have organized this for the benefit of the players. The main ways that players can assist the TO are:

- Checking in when they arrive at the event, including providing the TO with all necessary information (such as the Faction being played).
- Listening respectfully when the TO is speaking.
- Submitting game results in a clear and timely manner.
- Being respectful to opponents and other players.

Deck Etiquette

Players may not touch a Fate Deck unless the rules specifically call for them to do so (such as when drawing or shuffling) or if the deck needs to be moved because it is in the way. Picking up or fiddling with a deck when it is unnecessary is not allowed.

Public Information

All information in Gaining Grounds games is considered public information unless it is specifically stated otherwise in the rules (such as a player's Control Hand, Fate Deck, chosen Schemes).

If a player's opponent wants to see a game card, know how many Fate Cards are in their Control Hand, or seeks other pertinent information, that information must be provided. Players may not lie or purposefully mislead their opponents about public information in the game.

Information about the outcomes of games and the status of the event is also public information.

Slow Play

Since time is limited in an event, it is important that players make decisions quickly to move the game along.

If a player is taking too long to play, it may be considered poor sportsmanship. Players should make every effort to complete the entire game in the time allotted.

If you feel your opponent is playing too slowly, call the Organizer over to have them make a decision or take other corrective measures. Slow Play may be unintentional, but it should be avoided when possible.

Tracking

Every attempt should be made to keep the table clean so as to avoid confusion in the eventuality a TO needs to make a ruling.

Players must track Activations, Conditions, Health, and Tokens with any combination of the following methods, which must be announced before the game:

- The Official M3E Crew Builder app from Wyrld Games.
- An erasable marker used to write on a model's stat card.
- D6s of differing colors for each effect.
- Markers of differing colors for each effect.

FOR THE ORGANIZER

Thank you for running a Gaining Grounds event! Below is some information that may help you in organizing and preparing the event.

Location: Make sure you have a location prepared that can accommodate the event. If your local game store will be hosting, ensure that they are aware and the space is reserved. You will also need terrain to place on each table, so having that prepared in advance will be helpful.

Communication: The only way you'll have players is if they know it is happening! Make sure you have communicated when the event is happening well in advance so players can get it on their calendars. The more ways you advertise the upcoming event to potential players the better! Any communication should specify the variants chosen and any other adjustments made for the event.

Tracking Sheets: You will need some way to keep track of game results for each Round. Be prepared to collect game data from all the players. Some TOs like to give players score sheets that players use to turn in their results.

Rules Queries: You may be called upon to make rulings at some point during the event. Make sure you are familiar with the rules and any FAQ or Errata so you are prepared for common questions. If you need to make a ruling in the event, stand by it through the entire event. Consistency is important. You should have a copy of the rules and any FAQ and Errata on-hand.

Comments on Games: To avoid any interruption or confusion, you should avoid making any comments about ongoing games, unless it is called upon by a player or is major rules issue, at which point stepping in to adjust the issue is fine.

Judgment Calls: Sometimes you may need to make a judgment call on sportsmanship (including things like slow playing). Be decisive, respectful, and fair if you need to make a call.

PAINTING

Gaining Grounds events do not require any players to use painted models, but players are greatly encouraged to do so. The hobby aspect of a skirmish game is very rewarding, and a painted Crew on the table looks much more intimidating to opponents!

Should a TO wish to conduct a painting competition alongside their Gaining Grounds event, they may do so. Any player who wishes their models to participate should inform the TO when they check in to the event.

The models entered into the competition should form a legal Crew the player may hire for the event, as determined by the TO.

Proxies and Conversions

Players are expected to use official models when playing Malifaux as this facilitates the ease of understanding for that player's opponents. Proxy models are not allowed, though official "Counts as" models may be used. The only exception to this rule is if a model has an officially released stat card available but no model is yet released, the player may field a suitable proxy but it must be easily identifiable, as per the TO's discretion.

With that said, conversions are allowed at Gaining Grounds events with the following restrictions:

- The converted model must be built off of the model it is intended to represent.
- The converted model must still clearly represent the model it is converted from.
- No more than 50% of the finished model may be built using non-Wyrd product produced by another game company.

Repeat Entries

No models that were part of a painting competition victory are eligible to win another painting competition put on by the same TO in the same year.

Players are encouraged to keep painting more models to add to their collection and submit new pieces for subsequent painting competitions.

JUDGING PAINTED MODELS

At some point during the event determined by the TO, painting competition entrants must set out their models for judging.

Gaining Grounds painting competitions can be judged in many ways, as determined by the TO. Below are a few examples of ways to determine the best painted Crew:

Executive: In smaller competitions, the TO may decide to forgo judging and select a winner themselves.

Community Vote: Each player within the tournament secretly votes for another player's Crew that they believe is the best painted among the Contest Entries. Whichever Crew receives the most votes is the winner. Some larger tournaments may choose to give players multiple votes of varying points so as to give a scale to the player's votes.

Score: The competition judge (usually the TO) will view each piece and score it using the criteria below. The highest scoring entry is the winner. These criteria are used to emphasize the overall look over advanced techniques, though all different aspects should play a role in determining the winner.

Presentation (0 to 5 points):

How does the overall presentation of the models look? This includes factors like basing, any diorama, and general visual appeal.

Technique (0 to 5 points):

How strong is the technique used in painting the models? Are brush strokes visible? Are advanced techniques used?

Theme (0 to 5 points):

How well do the models fit in their theme? Are all pieces a part of a cohesive theme? Is that theme readily identifiable?

WOW Factor (0 to 5 points):

Did the model wow you? What was really cool about the model? Did they bring the character to life?

TABLE SETUP

Below are a few tips and guidelines meant to assist those TOs not familiar with creating a Malifaux table. While these may be helpful for some communities, TOs should keep their own community in mind when implementing any of these suggestions.

Theming

Whether set in the heart of the Bayou, inside a Guild Weapons facility, or on the snowy mountain tops of the Ten Peaks, a thematic tabletop can have a profound impact on the players at the table and those around it. Tables such as these will often stick around for players and bring them back to your events, while also allowing for more cinematic scenarios to take place throughout an event.

Terrain Density (% and # of Pieces)

When putting together a Malifaux table it is best to cover the board in roughly 40%-50% terrain of various shapes and types. This can easily be measured by setting all the terrain for a table to one side until they roughly cover about 40% of the table when placed next to each other. Once you have enough terrain it can be spread out across the board to create paths, chokepoints, etc.

Chokepoints/Paths

Chokepoints are sections of a board without terrain that naturally draw in combatants due to their tight nature and the surrounding terrain forcing player movement down a specific path.

Paths are a simpler form of a chokepoint that is stretched along a straight area of the board, providing an invisible division of the board that is lacking any terrain. These create a shooting lane or quick highway for movement for either player to use at their own risk.

These areas are important to create conflict on a table but should be used with caution, making sure their width is large enough for models to move freely if by themselves (at least 50mm wide).

Unreachable Areas/Sectioning

TOs should take care to avoid sectioning off areas of a board with impassable walls or other large features that are unwieldy for a standard model to move through. Try to avoid creating unreachable areas on the table and/or removing playable sections of the board.

Disruption of Movement

Impassable (Climbable), Hazardous, Severe

This type of terrain should make up roughly 70% of the terrain on the table, and while primarily made up of Impassable Terrain, it should also include Hazardous and Severe Terrain in sparing amounts. Severe and Hazardous Terrain are most impactful when opposite to an existing chokepoint, providing an additional avenue of movement with a heavier toll on a model's movement.

Disruption of LoS

Blocking, Dense, Concealing

This type of terrain should make up roughly 80% of the terrain on the tabletop, and should be a fairly evenly split between Concealing and Blocking Terrain, with Dense used occasionally primarily in combination with another terrain trait. When setting up this terrain, effort should be made so that there are very few unhindered sight lines that can be drawn from one Deployment Zone to another.

Blocking Terrain can be made any size, however Concealing Terrain should avoid covering large swaths of the tabletop with a single terrain piece. Instead, it is best utilized when placed near chokepoints and disrupting paths.

Scatter Terrain

Commonly represented by small crates, barrels, or other small objects, Scatter Terrain is traditionally a small piece of Destructible Terrain with some other terrain trait (Blocking, Concealing, etc.). Scatter Terrain can be used to create small disruptions in player movement or LoS without taking up swaths of table space while also giving players a tactical choice to remove it or not. Scatter Terrain is great to use to block a path, pinch the width of a chokepoint, or even provide base cover from a large firing range.

Interactivity

Most commonly accomplished with Destructible Terrain, interactive tables can provide players with tactical choices throughout a game and allow for interesting and creative table designs, whether from a simple piece of destructible terrain or a changing landscape based on player input.

TOURNAMENT STRUCTURE

GAME ROUNDS

Gaining Grounds events are played over a number of Rounds, each consisting of a single game of Malifaux.

Number of Rounds

The number of Rounds in an event depends on the number of players in attendance. The Organizer may choose to establish the number of Rounds based on time constraints or other reasons, but the suggested number of Rounds are:

- 4-15 Attendees: 3 Round Event
- 16-32 Attendees: 4 Round Event
- 33+ Attendees: 5 Round Event

Round Time Limit

The amount of time for each Round is based on the size of the game. For a 50 Soulstone game, which is the standard format, it is recommended that players have 120-135 minutes to play and an additional 15 minutes for Encounter Setup.

When there are 15 minutes left in a Round, the TO will call last Turn. Players should complete the Turn they are on and end the game in Step C of the End Phase regardless of the current Turn.

When the TO calls time, players should complete the Activation they are on. No new Activation may be started after this call is made, and when the Activation is complete players immediately proceed to the End Phase of the Turn, ending the game in Step C regardless of the current Turn.

Round Pairings

The pairings for the first Round are randomly assigned. In larger events, TOs are encouraged to avoid pairing players from the same area together in the first Round.

The pairings for every Round after the first are based off players' standing. Starting with the highest standing, players should be matched against players with the next highest standing. In the case of any ties, these pairings should be determined randomly. Two players should almost never play each other twice in an event.

Odd Number of Players

If there are an odd number of players in the event, the TO should use a Ringer or Bye for the event.

When a Ringer is available, it's preferable over a Bye and should be used. The Bye is a secondary option available when a Ringer is not.

During the first Round, a random player is paired against the Ringer or given a Bye. After the first Round, the lowest placed player is matched up with the Ringer or given the Bye. A player should never be given a Bye or matched against the Ringer twice in an event. If they would be, assign it to the next lowest placed player instead.

The Ringer

The Ringer is a player who agrees to play only if there are an odd number of players. Whenever possible, a Ringer should be used instead of a Bye. The Ringer is not eligible to win the event. If the TO is comfortable and has time, they may fill in as a Ringer.

The Ringer isn't listed in any final results and is ignored when determining standings.

Byes

While all efforts should be taken to avoid a player having a Bye (including the TO stepping in as a Ringer) occasionally a player must receive a Bye.

When a player receives a Bye, they do not play a game during the Round and instead earn a flat 3 TP / +2 DIFF / 4 VP for the Round.

SCORING

At the end of each Round, players record the results of the game, based on the Encounter used in the game and the formula below.

A player earns a number of Tournament Points (TP) based on the result of the game. Players earn 3 TP for a win, 1 for a tie, and 0 for a loss.

The player records the total number of VP they scored in the game.

A player also gains a Differential (DIFF) equal to the difference in the number of Victory Points (VP) between themselves and their opponent. For example, if the final score was 5 to 2, the winning player would have a DIFF of 3 and the losing player would have a DIFF of -3.

Event Standings

Players are ranked from highest to lowest as follows:

1. Players are ranked by their total TP, so players with higher TP finish above those with lower TP.
2. Players who have the same TP as each other are then ranked by their total Differential (DIFF).
3. Finally, players who are still tied are ranked by their total Victory Points (VP).

Where two or more players are tied on all three categories, then they receive a joint placing. For example, if two players are tied for 7th, they both place 7th and the player below them finishes 9th.

Disqualification

It is hopefully rare, but unfortunately necessary, to discuss the process for disqualifying a disruptive or cheating player from an event. There are certain rare occasions where an Organizer may need to disqualify a player from an event.

Sometimes an Organizer will judge that it is in the best interests of an event that a player no longer participates. When this extreme situation happens, the player is disqualified. This should be reserved for players who are caught cheating or are acting in an abusive manner to other players, event staff, or bystanders.

A player who is disqualified from an event will take no further part in the event. Any game in progress will be forfeited and they will not be ranked. The player will not be scored for the event and will not appear in the final standings.

UNUSUAL RESULTS

Under certain circumstances, games may end prematurely or be unable to be completed. The rules below should be used in these situations:

Agreed Results

If players are unable to finish a game for any reason or one player wishes to concede, they may use agreed results. Agreed results should only be used as a last resort when nothing else is possible. Players are always encouraged to play games through to their conclusion, as the primary purpose of an event is to have fun playing the game itself.

Players may not agree on a result that is not a likely outcome of the game as it stands, meaning that players cannot theorize on scoring in future Turns. Players may not offer or receive any form of inducement to agree to the result of the game.

The players and the TO must all make an informed agreement in order for the agreed results to count. If an agreement cannot be reached, the result of the game as it currently stands is used (or, in special circumstances, the TO may make a call about the final result).

Forfeited Games

Under certain circumstances, the TO may decide a player must be required to forfeit a game. Normally this will happen as the result of a significant error the player has made which has invalidated the results of the game. Inappropriate conduct and/or any instance of cheating are also grounds for forfeiture.

The TO has the final judgment as to whether or not the issue warrants a forfeit.

If a game is forfeited, the forfeiting player earns 0 TP / -8 DIFF / 0 VP for the Round. Their opponent will receive 3 TP / +8 DIFF / 8 VP.

If a player forfeits a game due to inappropriate conduct, poor sportsmanship, or purposeful cheating, the player should also be disqualified from the event, preventing any further participation.

GAMEPLAY CHANGES

SET-UP CHANGES

Gaining Grounds games are played using the standard Encounter Set Up from the Core Rulebook, except as noted below.

Determine Encounter Size

The standard game size of a Gaining Grounds Event is 50 Soulstones.

Place and Define Terrain

In many events, the terrain will already be set up. If it is not also defined, it is important to discuss the terrain ahead of time with the opponent.

While some terrain may be large and span across the board, it is encouraged to break up the terrain into smaller sections, if possible.

Determine Scenario

Most events will have predetermined Strategies and Deployment for each Round, so this step is normally skipped.

The player with the higher standing is considered to be the Attacker. If the standings are the same (for example, on the first Round), then the Attacker is randomly determined as normal.

Generate Schemes

Most events will have predetermined Schemes for each Round, chosen by the TO, so this step is skipped.

Choose Faction and Leader

All Gaining Grounds events use Fixed Factions. As such, players may only choose a Leader that is within the Faction they declared for the event. Players may not choose a Dead Man's Hand (DMH) model as their Leader.

Hire Crew

Players may not hire Dead Man's Hand models.

Choose Schemes

When a Scheme is chosen by a player it, and any relevant information must be noted by that player.

GAME VARIANTS

When preparing and running an event, some TOs may find that their community enjoys a specific aspect of the game over others. Because of different communities across the world, we encourage TOs to utilize the Game Variant(s) for their event that are appropriate for their community. These Game Variants adjust small portions of the game, so a TO can tailor their event accordingly.

TOs must clearly provide the Game Variants their event is using in advance so that players can make an informed decision about playing in the event.

Singles

When Hiring, Masters not sharing a Keyword with the Crew's Leader cannot be hired.

Alternating Leaders

During Encounter Set-up, players may not hire a Master or Henchman that was hired in a previous Round in the same day of the event.

Bans

After Leaders are announced, starting with the Attacker, each player may name a Keyword not listed on their opponent's Leader. Their opponent may not hire models that have the named Keyword, unless they also share a Keyword with their Leader or have the Versatile Characteristic.

Classic

When choosing their Leader and Hiring models, players may ignore the DMH designation on any models specified by the TO in advance, such as Classic (Ramos) or Classic (Lilith & Nicodem).

Fixed Leaders

When checking into a Fixed Leaders event, players must name a model that can be used as a Leader. When choosing their Leader, players may only declared the named model.

Vanilla

When Hiring, Upgrades other than Effigy of Fate cannot be Attached to models.

Fixed Pool (X)

When checking into a Fixed Pool event, players must provide a pool of models with Cost that add up to no more than X. When hiring, other than their chosen leader (and any of its associated Totems), players may only hire models from their provided pool. Upgrades may be hired as normal.

Too Many Secrets

When generating Schemes, generate two additional Schemes. When choosing Schemes, each player chooses two Reveal Schemes and two End Schemes. Reveal Schemes may only score **VP** from their Reveal Condition and End Schemes may only score **VP** from their End Condition.

Team Event

Team Events implement the following gameplay changes:

- Each player must have a teammate, and each team is considered a single entity for event standings (players win or lose as a team).
- Both players are treated as a single player for encounter purposes (Deployment & Strategies).
- Each player hires their own Crew, independent from their partner's Crew and declared Faction. While these two Crews are independent, at no point can the combined Crews of both players contain more of a single model than its model limit.
- Each player has their own Fate Deck and Control Hand and controls their own models.
- All models on a team's Crews are considered friendly to each other.
- Teammates may show each other their Control Hands without revealing them to the opposing team. However, all other communication must be public and in view/hearing range of the opposing team (and in a language they can understand, if possible).
- When determining Initiative, only one player on each team flips for Initiative. When choosing for a model to Activate, each player on a team must alternate activating one model at a time, if able.
- Pass Tokens are shared by a team and may be used by either player.

GAME FORMATS

When preparing for an event, if a TO does not feel comfortable picking and choosing their own Game Variants, they may choose from one of the below Formats, which each introduce various Game Variants to promote certain aspects of play.

Limited

Limited games are for players who wish to test their mettle, removing the bells and whistles to get down and test their tactical prowess.

The Limited Format implements the following Game Variants:

- Fixed Pool (75)
- Fixed Leader
- Vanilla
- Singles

Wild

Wild games are for players who want the craziest experiences Malifaux has to offer and the most diverse event possible.

The Wild Format implements the following Game Variants:

- Alternating Leaders
- Bans
- Classic

Base

Base games do not implement any Game Variants, following all rules listed previously in this document and in the Malifaux Third Edition Core Rulebook.

Don't like any of these formats? Make your own! Nobody's stopping you.

Every community plays Malifaux differently. Game Variants exist to give you all the ability to customize the game in a way that works best for the players in your area.



NEW GAME MODES

In addition to alternative formats, TOs may choose to run an event using a different Game Mode. These events dramatically change how the game is played, game time, and player interaction. If an event is using a new Game Mode, it must clearly document that in advance so that players can make an informed decision about playing in the event.

Double Rush

Double Rush follows all the rules for the Team Event Game Variant with the following additions:

- Game Size is 10 Soulstones.
- Player Crews are fixed for the event, and thus cannot change between games.
- Encounters use Standard Deployment.
- Schemes are not generated or selected.
- Players use two Strategies: Plant Explosives & Reckoning. Each may be scored for a maximum of 4 VP (8 VP total).
- VP from Strategies may be scored during Turn 1.
- Player's have a maximum hand size of 4.
- Leaders and Masters have an Action limit of 2 instead of 3.
- Models cannot be Summoned. If a model would be Summoned, the Summon effect is ignored.

All Out Brawl

All Out Brawl is a game mode for 4-8 players and differs from standard Malifaux in the following ways:

- Players may choose any one non-Master, non-Henchman with Cost 10 or less as their Leader. No other models are hired.
- Players may deploy their model anywhere not within 6" of another model (in a random order).
- Leaders have an Action limit of 2 instead of 3.
- Players have a maximum hand size of 3.
- Models cannot be Buried. If a model would be Buried, it instead suffers 2 irreducible damage.
- Each player flips for Initiative. When determining Initiative, the player with the highest Initiative is first, then the second highest, and so on. When Activating, play proceeds in this same order.
- When a player would Activate a model, if they have no models in play, they may summon their Leader within 6" of a random table edge. Their Leader then gains Slow.
- Models cannot be Summoned from any effect other than the above effect, if a model would be Summoned, the Summon effect is ignored.
- Instead of using Schemes and Strategies, players may gain/lose VP in any of the following ways:
 - After a model is killed, the Crew controlling the model that killed it gains 2 VP.
 - At the end of a model's Activation, its controller gains 1 VP for each model damaged during that Activation.
 - During the End Phase, a Crew gains 1 VP if it has any models within 6" of the Centerpoint.

Henchman Hardcore

Henchman Hardcore is different from standard Malifaux in the following ways:

- Encounter Size is 30 Soulstones.
- Round Time Limit is 30 minutes.
- Only Henchmen can be chosen as a Crew's Leader.
- A Leader's Cost is not treated as 0 when hiring.
- A Crew's Soulstone Pool can never exceed 3 (any excess Soulstones are discarded).
- Player's have a maximum hand size of 4.
- Player Crews must contain exactly 4 models and are fixed for the event, and thus cannot change between games.
- Leaders have an Action limit of 2 instead of 3.
- Models cannot be Summoned. If a model would be Summoned, the Summon effect is ignored.
- The **Helping Hand** ability listed on Effigy models is ignored.
- VP from Strategies may be scored during Turn 1.
- Encounters are predetermined:
 - Deployment: Wedge
 - Strategy: Plant Explosives
 - Schemes: Vendetta & Assassinate

ADJUSTED RULES

Unreachable Areas

When playing in a Gaining Grounds event, there may be some locations on the game board that are unreachable through normal means of play, such as atop or within a lofty mountain, sectioned off from the board via an inexplicably tall fence, or within the center of impassible terrain, and those areas that a Mv 5 model without any additional movement capabilities (such as Flight or Incorporeal) cannot reach in a single activation.

Unreachable areas can never have Markers or models placed inside or moved within them, and should never take up more than 20% of a player's Deployment Zone.

Strategy Markers

When playing in a Gaining Grounds event, if a Strategy Marker would be Dropped by a Strategy and cannot be Dropped in the indicated location, the player with Initiative must instead Drop the Strategy Marker as close as possible to the indicated position and in a way so that it both players or a judge agree has no additional beneficial effects for either player. If the Marker cannot be Dropped in such a way, it is not Dropped.

Scheme and Strategy Addendums

Schemes and Strategies used for Gaining Grounds Season Zero can be found on pages 12-15. However, though these Schemes and Strategies are those listed in the M3E Core Rulebook, some have had minor changes for balance and gameplay variance.

Those Schemes and Strategies that have had a gameplay addendum have been marked with an "/*".

Also, the winner of every event must burn their models as a sacrifice to the one true imp... me!

Just kidding. But to be clear: this document is malleable, and should a TO disagree with something in here, it is completely up to them to make the change for the benefit of themselves and their community. It's your event, not mine.





STRATEGIES



Reckoning (X)

At the end of each Turn, a Crew gains 1 **VP** if more enemy models were killed that Turn than it has scored **VP** for this Strategy, or if there are no more enemy models in play.

For the purposes of this Strategy, enemy Leaders and Masters each count as three models when killed and enemy Henchmen each count as two models when killed.

Turf War (P)

Divide the table into four table quarters. In the center of each table quarter, Drop a neutral Strategy Marker. Drop another neutral Strategy Marker in the center of the table.

Strategy Markers are Impassable.

Strategy Markers can be either friendly, neutral, or enemy. A Strategy Marker friendly to one player is enemy to the other (and vice versa). A model can take the **Interact** Action targeting a Strategy Marker in base contact with it to change its alignment from enemy to neutral or from neutral to friendly.

When a friendly model kills an enemy model, it can change one Strategy Marker in the same table quarter as the killed model from enemy to neutral, if possible (the Marker in the center is considered to be in every table quarter).

If a model is in more than one table quarter, the model that killed it may decide which table quarter the killed model was in.

At the end of each Turn, a Crew gains 1 **VP** if it has more friendly Strategy Markers than it has scored **VP** for this Strategy.

Plant Explosives* (☒)

After Deployment, starting with the player with Initiative, each player alternates placing Explosives Tokens on their deployed models until each player has placed a total of five Explosives Tokens on their models.

Minions can have a maximum of one Explosive Token placed on them, while non-Minions can have a maximum of two Explosive Tokens placed on them.

A model with one or more Explosives Tokens can take the **Interact** Action to discard an Explosives Token and Drop a Strategy Marker into base contact with itself on the enemy Table Half. Strategy Markers cannot be Dropped within 6" of another friendly Strategy Marker. This Action cannot be taken if a Marker cannot be Dropped this way.

A model in base contact with a Strategy Marker can take the **Interact** Action to discard the Strategy Marker and gain an Explosives Token.

If a model with one or more Explosives Tokens is killed, an enemy model within 3" of the killed model may gain the killed model's Explosives Tokens. Otherwise, they are discarded.

At the end of each Turn, a Crew gains 1 **VP** if there are more Strategy Markers on the opponent's table half than this Crew has earned **VP** from this Strategy. Strategy Markers on the centerline count as being on both table halves.

Corrupted Idols* (☒)

At the start of each Turn, after determining which player has Initiative, Create a Strategy Marker centered in one of the following positions. The location of the Strategy Marker is determined by the suit of the Initiative Flip of the player with Initiative (and the direction is calculated from that player's perspective):

♠: On the Centerline, halfway between the Centerpoint and the table edge on the left.

♣: On the Centerline, halfway between the Centerpoint and the table edge on the right.

♦: On the Centerpoint.

♠: On the Centerline, where the Centerline meets the table edge (player with Initiative chooses which table edge).

Joker: Reflip.

Strategy Markers are Concealing and Impassable.

A model in base contact with a Strategy Marker can take the **Interact** Action and choose to suffer up to three irreducible damage, ignoring **Hard to Kill**. If this **Interact** Action is controlled by another model, the model which controls the Action must choose to suffer the irreducible damage instead of the model taking the Action.

The Interacting model may then Drop the Strategy Marker anywhere within X" of its current location, not into base contact with a model or Impassable Terrain, where X is equal to the amount of damage suffered by the Action.

At the end of each Turn, a Crew gains 1 **VP** if there are more Strategy Markers completely on the opponent's table half than it has earned **VP** from this Strategy.

SCHEMES

1. Detonate Charges

Reveal: At the end of the Turn, if you have two or more friendly Scheme Markers within 2" of the same enemy model, you may reveal this Scheme and remove two such Scheme Markers to gain 1 VP.

End: At the end of the game, if you have two or more friendly Scheme Markers within 2" of the same enemy model, you may remove two such Scheme Markers to gain 1 VP.

2. Breakthrough

Reveal: At the end of the Turn, if you have one or more friendly Scheme Markers and a friendly model in the enemy Deployment Zone, and there are no enemy models within 3" of that model, you may reveal this Scheme and remove one such Scheme Marker to gain 1 VP.

End: At the end of the game, if you have three or more friendly Scheme Markers in the enemy Deployment Zone, you may remove three such Scheme Markers to gain 1 VP.

3. Harness the Ley Line

Reveal: At the end of the Turn, if you have three or more friendly Scheme Markers on the Centerline, you may reveal this Scheme and remove three such Scheme Markers to gain 1 VP.

End: At the end of the game, if you have three or more friendly Scheme Markers on the Centerline, you may remove three such Scheme Markers to gain 1 VP.

4. Search the Ruins*

Reveal: At the end of the Turn, if you have two or more friendly Scheme Markers on the opponent's Table Half, each in base contact with a different piece of non-Marker terrain that is completely on your opponent's Table Half, you may reveal this Scheme and remove two such Scheme Markers to gain 1 VP.

End: At the end of the game, if you have three or more friendly Scheme Markers on the opponent's Table Half, each in base contact with a different piece of non-Marker terrain that is completely on your opponents Table Half, you may reveal this Scheme and remove three such Scheme Markers to gain 1 VP.

5. Dig Their Graves

Reveal: After killing an enemy model within 1" of one or more friendly Scheme Markers, you may reveal this Scheme and remove one such Scheme Marker to gain 1 VP.

End: At the end of the game, if you have three or more different Scheme Markers within 1" of three different Corpse or Scrap Markers, you may remove three such Scheme Markers to gain 1 VP.

6. Hold Up Their Forces

Reveal: At the end of the Turn, if you have two or more friendly models, each engaging a different enemy model with higher Cost than itself, you may reveal this Scheme to gain 1 VP.

End: At the end of the game, if you have two or more friendly models, each engaging a different enemy model with higher Cost than itself, gain 1 VP.

7. Take Prisoner

At the beginning of the game, secretly choose an enemy Minion or Enforcer.

Reveal: At the end of the Turn, if you have a friendly model engaging the secretly chosen model and there are no other enemy models within 4" of the secretly chosen model, you may reveal this Scheme to gain 1 VP.

End: At the end of the game, if you have a friendly model engaging the secretly chosen model, or after this Scheme was revealed, if the secretly chosen model was killed by a model which was friendly to it, gain 1 VP.

8. Power Ritual

Reveal: At the end of the Turn, if you have a friendly Scheme Marker within 3" of a table corner not part of your Deployment Zone, you may reveal this Scheme and remove that Scheme Marker to gain 1 VP.

End: At the end of the game, if you have three or more different friendly Scheme Markers within 3" of three different table corners, with no more than one table corner as part of your Deployment Zone, you may remove those Scheme Markers to gain 1 VP.

9. Outflank

Reveal: At the end of the Turn, if you have two models, each within 3" of where the Centerline meets a different table edge or corner, you may reveal this Scheme to gain 1 VP.

End: At the end of the game, if you have two models, each within 3" of where the Centerline meets a different table edge or corner, gain 1 VP.

10. Assassinate

Reveal: At the end of the Turn, if the enemy Leader is in play and has half its maximum Health or less, you may reveal this Scheme to gain 1 VP.

End: At the end of the game, if the enemy Leader is not in play, gain 1 VP.

11. Deliver a Message

At the beginning of the game, secretly choose an enemy Leader or Master.

Reveal: During its Activation, a friendly model within 1" of the secretly chosen model can take the **Interact** Action to target the secretly chosen model (the secretly chosen model is not treated as engaging the friendly model for the purposes of this **Interact** Action). If it does so, you may reveal this Scheme to gain 1 VP.

End: At the end of the game, if the secretly chosen model is still in play and within 2" of a friendly Scheme Marker, or after this Scheme was revealed, if the secretly chosen model was killed by a model which was friendly to it, gain 1 VP.

12. Claim Jump

At the beginning of the game, secretly choose a friendly non-Leader model.

Reveal: At the end of the Turn, if there are no enemy models within 3" of the secretly chosen model and the secretly chosen model is within 2" of the Centerpoint, you may reveal this Scheme to gain 1 VP.

End: At the end of the game, if the secretly chosen model is still in play with half or more of its maximum Health and within 2" of the Centerpoint, gain 1 VP.

13. Vendetta*

At the beginning of the game, secretly choose a friendly non-Totem model and an enemy non-Leader model with equal or higher Cost.

Reveal: At the end of the friendly model's Activation, if it successfully dealt damage to the secretly chosen enemy model and the enemy model has half its maximum Health or less (but is still in play), you may reveal this Scheme to gain 1 VP.

End: At the end of the game, if the friendly model is in play and the enemy model is not, gain 1 VP.