



# M3E HENCHMAN HARDCORE TOURNAMENT

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Event Time: 08/05/22

Event Time: 11:00am - 4:00 pm

Fixed Crew, 30 SS Henchman Hardcore, 4 Round Event

## GENERAL RULES

All Malifaux Events will use the following:

- Rules presented in the Malifaux Third Edition Core Rulebook.
- Model official stats presented in any current Faction Packs, Faction Books, or available online at [wyrd-games.net](http://wyrd-games.net).
- Any current FAQ or Errata documents.
- Any additional rules presented within these documents.

## HENCHMAN HARDCORE RULES

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- Game Size is 30 Soulstones. Player's Crews are fixed for the event and cannot change.
- Round Time Limit is 45 minutes.
- Only Henchmen can be chosen as a Crew's Leader.
- Leader's Cost are not treated as 0 when hiring.
- A Crew's Soulstone Pool can never exceed 3 (any excess Soulstones are discarded).
- Players have a maximum hand size of 4.
- All Crews must contain exactly 4 models, no more, no less, and cannot change throughout the event.
- 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

- All Rounds – Plant Explosives, as listed in GG0 on Wedge Deployment
  - » Assassinate, Vendetta

## HEALTH & SAFETY

In order to prevent and disease or blight spreading among players over the course of the event, players will be asked to use provided hand sanitizer before and after every round of the event as well as helping to clean up the individual table they are playing at. Face Masks for all players are required at all times as per Gen Con Health and Safety guidelines.