

# MALIFAUX



## M3E HENCHMAN HARDCORE TOURNAMENT

**Event Date:** Thursday 08/03/22

**Event Time:** 1:00pm - 6:00 pm

**Fixed Crew, 30 SS Henchman Hardcore, 4 Round Event**

### SCHEDULE

1:00 - 1:10 Registration	3:30 - 4:30 Round 3
1:10 - 2:10 Round 1	4:30 - 4:40 Break
2:10 - 2:20 Break	4:40 - 5:50 Round 3
2:20 - 3:20 Round 2	5:50 - 6:00 Ceremonies
3:20 - 3:30 Break	

### GENERAL RULES

1. All players are expected to abide by the [Gen Con Show Policies](#).
2. All Malifaux Events will use the following:
  - ♦ Rules presented in the 2023 Malifaux Third Edition *Core Rulebook*.
  - ♦ Any current FAQ and Errata documents.
  - ♦ Model official stats presented in any current Faction Packs, Faction Books, or available online at [wyrd-games.net](#).
  - ♦ Any additional rules presented within these documents.
3. All players are expected to be Punctual:
  - ♦ To arrive at the Event location at the beginning of Registration.
  - ♦ To be back at the Event location at least 5 minutes before the end of each Break.
  - ♦ To turn in their score sheets promptly once a final score is agreed upon.
4. Players who fail to be Punctual may suffer a -1 VP penalty to the current Round, at the TO's discretion. This penalty may increase to no more than -3 VP for repeat infractions during different Rounds of the same Event.

### HENCHMAN HARDCORE RULES

- ♦ Game Size is 30 Soulstones. Player's Crews are fixed for the event and cannot change.
- ♦ Round Time Limit is 60 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