

MALIFAUX



M3E DOUBLE RANDOM RUSH TOURNAMENT

Event Date: Friday 08/04/22
Event Time: 6:00pm - 10:00pm
3 Round Event

SCHEDULE

6:00 - 6:05 Registration	8:35 - 8:45 Break
6:05 - 7:15 Round 1	8:45 - 9:55 Round 3
7:15 - 7:25 Break	9:55 - 10:00 Ceremonies
7:25 - 8:35 Round 2	

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*.
 - ♦ Model official stats presented in any current Faction Packs, Faction Books, or available online at [wyrd-games.net](#).
 - ♦ Any current FAQ and Errata documents.
 - ♦ 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.

DOUBLE RANDOM RUSH RULES

- ♦ Crews are not hired by players and are instead determined by the TO at the start of each Tournament Round, based on a player's table. Crews & Teams should stay fixed to a single table, with players rotating changing both Crews and Teammates in-between Tournament Rounds.
- ♦ During a game, each player will have one teammate, however each player is separate for event standings.
- ♦ For Deployment and Scoring, each Team is considered one player.
- ♦ 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 (in a language both teams can understand, if possible).
- ♦ A Crew's Soulstone Pool can never exceed 3 (any excess Soulstones are discarded).
- ♦ Players have a Maximum Hand Size of 4.
- ♦ 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.
- ♦ **VP** from Strategies may be scored during Turn 1.
- ♦ Round Time Limit is 1 hour and 10 minutes.
- ♦ There will be a 10 minute Break between each Round.

ENCOUNTERS

- ♦ All Rounds – Plant Explosive & Reckoning, as listed in GG0, on Standard Deployment, there are no schemes. Each Strategy may score up to 4 **VP**, for a total of 8 **VP**.