

MALIFAUX



M3E DOUBLE RANDOM RUSH TOURNAMENT

Event Date: Thursday 03/21/24

Event Time: 10:00 am - 4:00 pm

3 Round Event

SCHEDULE

10:00 - 10:10 Registration	2:10 - 2:20 Break
10:10 - 11:40 Round 1	2:20 - 3:50 Round 3
11:40 - 12:40 Lunch	3:50 - 4:00 Ceremonies
12:40 - 2:10 Round 2	

GENERAL RULES

1. All players are expected to abide by the [AdeptiCon Conduct Policy](#).
2. The models used in your army must comply with the [AdeptiCon Model Policy](#).
3. 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 or Errata documents.
 - ♦ Any additional rules presented within these documents.

DOUBLE RANDOM RUSH RULES

1. 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.
2. During a game, each player will have one teammate, however each player is separate for event standings.
3. For Deployment and Scoring, each Team is considered one player.
4. Each player has their own Fate Deck and Control Hand and controls their own models.
5. All models on a team's Crews are considered friendly to each other.
6. 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).
7. A Crew's Soulstone Pool can never exceed 3 (any excess Soulstones are discarded).
8. Players have a Maximum Hand Size of 4.
9. Leaders have an Action limit of 2 instead of 3.
10. Models cannot be Summoned. If a model would be Summoned, the Summon effect is ignored.
11. **VP** from Strategies may be scored during Turn 1.
12. Round Time Limit is 1 hour and 30 minutes.
13. There will be a 10 minute break between each Round.

ENCOUNTERS

1. All Rounds – Plant Explosive (GG4) & Reckoning (GG0), on Standard Deployment, there are no Schemes. Each Strategy may score up to 4 **VP**, for a total of 8 **VP**.