

# MALIFAUX



## BONANZA BRAWL TOURNAMENT

Event Date: Sunday 03/24/24  
Event Time: 9:00 am - 2:30 pm  
3 Round Event

### SCHEDULE

9:00 - 9:10 Registration    12:00 - 1:00 Lunch  
9:10 - 10:30 Round 1    1:00 - 2:20 Round 3  
10:30 - 10:40 Break    2:20 - 2:30 Ceremonies  
10:40 - 12:00 Round 2

### GENERAL RULES

- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The models used in your army must comply with the [AdeptiCon Model Policy](#).
- 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.

### BONANZA BRAWL RULES

- Bonanza is a unique Malifaux Scenario. The complete rules will be provided during the Event and can be downloaded at Wyrd's [Resources](#) page under Alternate Play.
- Participants should bring their own non-Master model of Cost 10 or less.

#### ROUND 1 - TABLE # \_\_\_\_\_

PLAYER NAME	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS
OPPONENT 1	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS
OPPONENT 2	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS
OPPONENT 3	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS
OPPONENT 4	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS
OPPONENT 5	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS
OPPONENT 6	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS
OPPONENT 7	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS

#### ROUND 2 - TABLE # \_\_\_\_\_

PLAYER NAME	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS
OPPONENT 1	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS
OPPONENT 2	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS
OPPONENT 3	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS
OPPONENT 4	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS
OPPONENT 5	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS
OPPONENT 6	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS
OPPONENT 7	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS

#### ROUND 3 - TABLE # \_\_\_\_\_

PLAYER NAME	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS
OPPONENT 1	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS
OPPONENT 2	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS
OPPONENT 3	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS
OPPONENT 4	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS
OPPONENT 5	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS
OPPONENT 6	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS
OPPONENT 7	<input type="checkbox"/> WIN <input type="checkbox"/> LOSS

PLAYER TOTAL WINS