



ADEPTICON 2013

MALIFAUX CAKE MATCH 3

Last Update: 11.15.2012

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. No fundamental rules changes will be made after 2/1/2013.

EVENT DESCRIPTION

A great empire, like a great cake, is most easily diminished at the edges.

That right! It is the third annual Malifaux Cake Match! Come make friends, play Malifaux and eat cake! Prizes will be awarded for the best looking/tasting cake and like usual...there will be raffles, quizzes and whatever other strange contests we can come up with!

Form a team of 3 players and play one battle each against another team. The team with the most wins gets the losing team's tasty cake. The winner will then present the loser with their cake as a consolation prize for losing.

GENERAL RULES FOR ALL MALIFAUX TOURNAMENTS

- The Malifaux Cake Match 3 will be run using the latest [Malifaux Gaining Ground 2013 rules](#). Exceptions and special rules are listed below:
 - All Models must be fully painted (3 color standard) and based.
 - Proxies are allowed for currently released model if they accurately represent the model (all proxies must be approved by the TO prior to the event).
 - You must have the latest official printed stat card for each model, including proxied models.
 - All Schemes are considered unique during the tournament and may only be selected once through the entire tournament.

BASIC RULES

- Each Team of 3 will each play a game against another team of 3 players.
- Teams can be formed ahead of time or at the event as you choose.
- Encounters will be generated using the standard rules
- Encounters will be 35 SS Scraps.
- The losing team must give the winning team their cake.
- The winning team must then give their cake to the losing team.
- Each player must bring enough cake to feed at least two people (this way there should be plenty of cake for both your opponent and taste testing).

Special Note: This is intended to be a very casual event. Any of the above rules can be changed if both teams agree to a different size game, deployment or winning conditions.

AWARDS

- **Master of Cakes:** The team with the best tasting cake. To be determined by a vote.
- **We Just Came for the Cake:** The team with the worst record. Ties will go to the team who lost the fastest.
- **We Came, We Saw, We Ate Some Cake:** The team with the best record. Ties will go to the team who won games the fastest.

SCHEDULE

8:00PM	Start Time
12:00AM	End Time