



# ADEPTICON 2013

ADEPTICON MASTERS OF MALIFAUX 2013

Last Update: 01.24.2013

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.

## GENERAL RULES FOR ALL MALIFAUX TOURNAMENTS

- The AdeptiCon Masters of Malifaux 2013 Tournament 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 (MASTERS OF MALIFAUX)

- **Round Time Limit:** 105 minute time limit, including 10 minutes for crew selection and setup.
- **Strategy Selection:** Fixed Shared Strategy.

### ROUND 1 - SHARED LINE IN THE SAND

#### Setup

- Place five 30mm Dynamite Markers along the centerline of the table at least 6" apart.

#### Special

- The Dynamite Markers begin the Encounter disarmed. A model may perform a (1) Interact Action while in base contact with a disarmed Dynamite Marker to arm it. Each player should mark which Dynamite Markers his or her Crew has armed. A model may perform a (1) Interact Action while in base contact with an armed Dynamite Marker to disarm it.
- Insignificant models or models engaged with an enemy model cannot perform the arm or disarm Interact Actions.

#### Victory

- At the end of each Turn after the first a player scores 1 VP if he or she has more Dynamite Markers armed by his or her Crew than his or her opponent does, up to a maximum of 4 VP.

### ROUND 2 - SHARED MASTER OF THE HILL

#### Setup

- Place a hill/pyramid/ziggurat/or other applicable terrain piece in the center of the table. The top of the terrain piece must have room for at least two 50mm bases to fit while in base contact. The terrain piece should not be set up in such a way that no model is prevented from moving to its top. For example, a tall pillar of rock with a flat plateau only Flying models can reach should not be used as the "hill" in this Strategy.

#### Victory

- At the end of each Turn after the first, you score 1 VP if the number of your models with bases completely on the terrain piece is greater than the number of your opponent's models with bases completely on the terrain piece, up to a maximum of 4 VP. . A model counts as two models for determining how many models are on the terrain piece if it is alone at the top.

### ROUND 3 - SHARED BEAT DOWN

#### Victory

- At the end of each Turn after the first, if a player has no models in the game, his or her opponent scores 1 VP. Otherwise the Crew that killed or sacrificed the most enemy models scores 1 VP. A player may score up to a maximum of 4 VP for this Strategy.



# ADEPTICON 2013

## ADEPTICON MASTERS OF MALIFAUX 2013

### ROUND 4 - SHARED CONTAIN POWER

#### Victory

- A player scores 2 VP if all of his or her opponent's leaders are no longer in the game at the end of the Encounter. That player scores +2 VP if his or her leaders killed or sacrificed all of the opponent's leaders.

- **Game Size:** 35 Stones
- **Crew Construction:** Single Faction. At the start of the Tournament, the player will sign up with a specific faction and follows the Hiring restrictions for that faction as normal in each round.

### SCORING (MASTERS OF MALIFAUX)

- **Domination Format [TP/Diff/VP]:** See the latest [Malifaux Gaining Ground 2013 rules](#).

### AWARDS (MASTERS OF MALIFAUX)

- 1<sup>st</sup> Place
- 2<sup>nd</sup> Place
- 3<sup>rd</sup> Place
- Last Place
- Best Appearance

The top 6 to 8 players, depending on prior AdeptiCon winner participation, will get a chance to compete in the AdeptiCon Avatar of AdeptiCon event - an 8-person, single elimination tournament on Sunday (10:00AM – 4:00PM). See below.

### MALIFAUX AVATAR OF ADEPTICON FINALS

- **Round Time Limit:** 100 minute time limit, including 10 minutes for crew selection and setup.
- **Strategy Selection:** Fixed Shared Strategy.

### ROUND 1 - SHARED MASTER OF THE HILL

#### Setup

- Place a hill/pyramid/ziggurat/or other applicable terrain piece in the center of the table. The top of the terrain piece must have room for at least two 50mm bases to fit while in base contact. The terrain piece should not be set up in such a way that no model is prevented from moving to its top. For example, a tall pillar of rock with a flat plateau only Flying models can reach should not be used as the "hill" in this Strategy.

#### Victory

- At the end of each Turn after the first, you score 1 VP if the number of your models with bases completely on the terrain piece is greater than the number of your opponent's models with bases completely on the terrain piece, up to a maximum of 4 VP. . A model counts as two models for determining how many models are on the terrain piece if it is alone at the top.

### ROUND 2 - SHARED LAND GRAB

#### Setup

- Divide the table into equal quarters.

#### Special

- Insignificant models do not count toward the Victory condition. A player controls a table quarter when the majority of models completely within that quarter are theirs.

#### Victory

- At the end of each Turn after the first, a player scores 1 VP if he or she controls more table quarters than his or her opponent, up to a maximum of 4 VP.



# ADEPTICON 2013

ADEPTICON MASTERS OF MALIFAUX 2013

## ROUND 3 - SHARED TREASURE HUNT (GOVERNOR'S DECREE VARIANT)

### Setup

- Place one 30mm Treasure Counter in the center of the table after Crews have deployed, but before the Encounter begins.

### Special

- Beginning on Turn 2, a non-Insignificant model in base contact with the Treasure Counter may perform a (2) Interact Action to pick up the Treasure Counter if it is not engaged by an enemy model. A model carrying the Counter can drop or pass it to another model in base contact as a (1) Interact Action. A model carrying the Treasure Counter changing position on the table by an effect other than the Walk Action or leaving play drops the Treasure Counter in base contact with itself before changing position. While carrying the Counter, a model reduces its Wk to 4 and cannot have its Wk increased by any means. Spirits lose the ability to move through other models and the ability to ignore terrain penalties while carrying the Treasure Counter. Models lose Flight or Float while carrying the Treasure Counter.

### Victory

- At the end of each Turn after the first, if the Treasure Counter is carried by a player's model and that model is not engaged with an enemy model, that player scores 1 VP up to a maximum of 4 VP.

- **Game Size:** 30 Stones
- **Crew Construction:** Single Faction. At the start of the Tournament, the player will sign up with a specific faction and follows the Hiring restrictions for that faction as normal in each round.
- **Scoring:** Single Elimination
- **Tiebreaking:** In the event of a draw, A win will be awarded to the players with highest points scored for the Shared Strategy. If a tie is still present then it will be awarded to the player with the most models still in place at the end of the game. If a tie is still present, then the win will be decided by a card flip.
- **Special Rules:**
  - This event is by qualification only.
  - Slots will be offered first to the winners of the AdeptiCon Masters of Malifaux 2011 and 2012 tournaments.
  - The remaining slots (up to 8) will be filled with the top players from the AdeptiCon Masters of Malifaux 2013 tournament.