



# ADEPTICON 2013

## MALIFAUXT TEAM TOURNAMENT

Last Update: 01.22.2013

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 MALIFAUXT TOURNAMENTS

- The Malifaux Team 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

- **Round Time Limit:** 180 minute time limit, including 10 minutes for crew selection and setup.
- **Strategy Selection:** Fixed Shared Strategy.

#### ROUND 1 - 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 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.

#### 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.



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## MALIFAUX TEAM TOURNAMENT

- **Game Size:** 50 Stones (25 Stones per player)
- **Crew Construction:** Fixed Crews (Team Compatible Masters). Each player will draft a 25 stone scrap crew for the tournament independent of their teammate. With the following exceptions below:
  - A Team's set of Masters must be Team compatible ([follow this link](#) to see what Masters are compatible with which other Masters).
  - Model Rarity is handled on a crew basis. Example: If your Masters are Lady Justice and Perdita, both of your crews can contain an Executioner.
  - Unique models may only be taken once per team. Example: In the above example only one of your crews could contain Nino Ortega.
  - Dual faction Masters must choose which faction they are representing first, then figure out there compatibly.

*For example if a team would like to use Lucas McCabe as one of their Masters they must specify if they are using him as a Guild Master or as a 10 Thunders Master. After that they can determine what other Master they are compatible with.*

## SPECIAL RULES

- Each player will control his own 25 stone crew. He/She will have his own control deck and his/her own pool of Soul Stones to work with
- **Initiative:** Each turn each team will nominate one player to flip initiative for their team. That player uses his/her own control deck and soul stone pull for the flip. Only his/her models can affect their flip or their opponents flip.  
*Example: Team A (Dan and Dave) are playing against Team B (Victor and Bret). Team A selects Dave to flip initiative. Team B selects Bret. Dave has a doppelganger in his crew so Team B will have a negative flip to their initiative.*
- **Model Activation Sequence:** After initiative is flipped, the winning team selects one team member to be the first player and the other player to be the third player. The opposing team then selects which player will be the second player and which player will be the fourth player. The turn then begins with the players activating in the order selected above. This order remains the same through the entire game turn. When a player has run out of models to activate his phase is skipped.  
*Examples: Team A has won initiative. Dan chooses to take the 1st Player card. Dave is then left with the 3rd player card. Bret then takes the 2nd player card leaving Victor with the 4th player card. Dan will then activate his first model, followed by Bret, then to Dave and finally Victor. This order will remain the same for the entire game turn.*
- **Player Elimination and Activation Sequence:** In the event that one player is eliminated from the game. His/Her teammate then gains the option to activate on either or both of the activation phases.  
*Examples: Victor has been eliminated from the game. Team B had one initiative this round so Bret can now choose to activate his models on either Phase 1 or Phase 3. He must activate on at least one of those phases but he can choose to activate on both if he has inactivated models to do so.*
- **Schemes:** Each player will select one scheme each round. When selecting the Scheme they must reveal which opposing crew they are performing the Scheme against. Schemes are unique and may only be used once in the tournament per team.

## SCORING

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

## AWARDS

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