

SATURDAY
APRIL 5

7:00PM
2:00AM



MALIFAUX 1.5 STORY ENCOUNTER TOURNAMENT

Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament. If you lose this packet, be prepared to be docked points!



ADEPTICON 2014

MALIFAUX 1.5 STORY ENCOUNTER TOURNAMENT

GENERAL RULES FOR ALL MALIFAUX TOURNAMENTS

- The Malifaux Story Encounter Tournament will be run using the latest [Malifaux Gaining Ground 2013 Rules, Errata and FAQ's](#). Exceptions and special rules are listed below:
- All Models must be fully painted (3 color standard) and based.
- Proxies are allowed at this event. However, all proxies MUST BE approved by the Tournament Organizer BEFORE MARCH 24TH, 2014. NO PROXIES WILL BE APPROVED AFTER MARCH 24TH, 2014. When planning your proxies, think to yourself "If I put this model in front of someone who plays Malifaux often would they know what it represents without me saying anything?" If so, it will likely be approved. If not, it will likely not be approved. Send photos of your proxy to adepticsean@gmail.com for approval.
- You must have the latest official printed stat card for each model, including proxy models.

BASIC RULES

- **Number of Rounds:** 3
- **Round Time Limit:** 120 minute time limit, including 15 minutes for crew selection and setup.
- **Strategy Selection:** Story Encounter Strategies will be available before the convention [at the AdeptiCon Website for the 1.5 Story Encounter](#)
- **Scheme Selection:** Scheme Pool will be flipped by the TO before each round starts
- Game Size: 40 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.
- **Costume Contest Entrants** will be judged alongside the Malifaux 2.0 Story Encounter Entrants and one prize will be awarded for best costume of all Entrants.

SCORING

- **Accumulation Format [VP/TP/Diff]**

AWARDS

- 1st Place
- 2nd Place
- Last Place
- Best Appearance
- Best Costume (one award shared between the Malifaux 1.5 and 2.0 Story Encounter Tournaments).

MALIFAUX



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THE CIRCUS IS COMING TO TOWN

A Malifaux Story Encounter

STORY ENCOUNTER I: FOLLOW THE TRAIL

Folks have been attacked! Sheep have been slaughtered. And strange howls have been heard in the night. Nothing unusual for Malifaux. But, this thing has attacked your people. You can't stand for that. The tracks the thing leaves aren't like any you or your crew have seen before. but they have lead you to this area. Now to search all the hidey-holes and kill this thing.

Setup: The encounter will have three **Specific Terrain Pieces** set up along the center line of the table, for the crews to investigate, measuring at least 6"x4" in size. Each Specific Terrain Piece should have at least 5" of space between them.

Special: Searching for the Creature is not an easy task. It is also a very dangerous one. A non-insignificant non-peon model may perform a (1) interact action while completely within one of the three **Specific Terrain Pieces**. The interacting model's controller flips a card and consults the Terrain Search Chart below to see the result. If the Creature is not discovered by the end activation of turn 3, it will appear in the center of the table during the upkeep step of the end phase turn 3. Each **Specific Terrain Piece** may only be searched once per crew per turn.

Activating the Creature: In the upkeep step of the End Phase, each player flips a card from the top of their Fate Deck. The player that flips the higher value card may activate the Creature. A player may spend one soulstone to re-flip their card once. The flip for control of the Creature may not be cheated. The Creature is never considered to be a friendly model to any player that is controlling it. If the Creature is attacked, the opponent of the model attacking the Creature makes all flips and Cheats Fate for it.

IMPORTANT NOTE: The Creature may only perform actions in the Upkeep Step by the player who won the flip to control it. The Creature may not be Obeyed, Lured, Pushed, Buried or Moved in any way during the Activation Phase.

The Creature (Characteristics: Nightmare, Minion)

DF	WP	WD	WK	CG	HT
5	6	12	5	8	3

Terrifying 13, Nimble, Scout, Armor +2, Hard to Wound +2, **Too Scary to Care:** This character is immune to WP duels

Attack Actions (1) The Creature's Multiple Deadly Appendages (RG 2 Melee / CB 6MASK / DG 3/4/5) Models receive Poison 2 when hit. Models killed by this attack do not generate counters
Trigger: Mask Mask-Flay
Trigger: Ram Mask-Onslaught

Actions (0) Horrible Howl: P12. Models must make a TN12 WP duel or suffer 3 Damage.
(0) Go Sideshow: The Creature's Multiple Deadly Appendages action Damage Track changes to 3/4+Slow/5+Paralyzed on his next attack action. Models killed by this attack action do not generate and counters of any type.

Terrain Search Chart (May Not Be Cheated)

Black Joker	LOST! The interacting model is sacrificed.
1-5	NO TRACE The interacting model receives SLOW on its next activation.
6-10	CLUE FOUND! The next search performed by the interacting model's crew receives + on the search flip.
11-13	THE CREATURE STRIKES! The interacting model is taken by surprise! Place the Creature in base contact with the interacting model. The interacting model's activation immediately ends. The Creature performs one melee attack action against the interacting model. If the interacting model is killed by the Creature and there are no other models in the Specific Terrain Piece , remove the Creature from the table to be discovered again.
Red Joker	WE FOUND IT! Place the Creature completely inside the Specific Terrain Piece that the interacting model is in. The Creature receives Slow for its next activation.

Victory

- The player who kills the Creature receives **3 VP**
- The player who discovers the location of the Creature for the first time receives **1 VP**



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MALIFAUx 1.5 STORY ENCOUNTER TOURNAMENT

STORY ENCOUNTER 2: SNAKE OIL SALESMAN

Well, the varmint was a touse. But, your crew managed to put it down. Imagine the surprise when one of your posse saw that darned thing was wearing a collar and a tag on it claiming it was a pet of some nut job by the name of Perry Davis. "Boss" said one of your hired guns "Ain't that the name of the feller selling medicine outside town?" You hadn't heard anything about the man but figure it's worth looking into.

You find the salesman easy enough. Looks like he is just searching around for various plants. He calls out as you approach. "Ah! My good friends if you could reach down carefully and harvest some of those tall grasses right by you, I would be much obliged and willing to share of my valuable stock of cures for any ailment!" Sounds like farming is in our future.

Setup: The encounter will have the **Snake Oil Salesman** model in the center of the table. Then each player will place a 30mm marker on a piece of terrain at least 8" away from the snake oil salesman on the opponent's half of the table.

Special: A non-insignificant model may perform a (1) interact action with either 30mm marker to receive a random Brew Component Token (flip on the Brew Components chart below. flip **MAY NOT** be cheated). A model may only carry one Brew Component Token at a time.

A model carrying a Brew Component Token may take a (1) interact action while in base contact with the **Snake Oil Salesman** to give it to him. After a crew gives him the 2nd Brew Component Tokens, see the **Snake Oil Salesman** Rewards chart below (Flip **MAY NOT** be cheated) for the reward the **Snake Oil Salesman** bestows upon the crew. One flip may be made for every TWO tokens given to the **Snake Oil Salesman** in this way.

A model carrying a Brew Component Token may also take a (1) interact action to ingest it (discarding the token) to receive the benefits of the consumed token (see the Brew Components Chart Below). If a model carrying a Brew Component Token is killed, sacrificed or buried, the Brew Component Token they are carrying is discarded.

A model that ends a move or push within 3" of the Snake Oil Salesman that is not carrying a Brew Component Token suffers 3 damage when he decides to use the crew member as a test subject for one of his elixirs.

Brew Components Chart (Flip May Not Be Cheated)

Ram	Frog Venom: This model gains +2 DG to its melee attack actions until the end of the turn.
Crow	Mandrake : This model gains the Spirit characteristic until the end of the turn.
Tome	Silurid Scale: This model receives Hard Cover until the end of the turn.
Mask	Slippery Root : This model gains Flight and WK+2 until the end of the turn.
Either Joker	No component counter and the model interacting receives Poison 2.

The Snake Oil Salesman Rewards (Flip May Not Be Cheated)

Ram	Richard Stoughton's Elixir: The model that interacts with the Snake Oil Salesman with the SECOND Brew Component Token gains +1DG to its Melee Attack Actions until the end of the turn.
Crow	Lydia E. Pinkham's Vegetable Compound : The model that interacts with the Snake Oil Salesman with the SECOND Brew Component Token gains the ability Scout until the end of the encounter.
Tome	The Kilmer brothers' Swamp Root Kidney and Liver Medicine: The model that interacts with the Snake Oil Salesman with the SECOND Brew Component Token gains Hard to Wound 1 until the end of the encounter. If the model already has Hard to Wound, increase its Hard to Wound by 1.
Mask	Kickapoo Indian Medicine Company's Youth Tonic: The model that interacts with the Snake Oil Salesman with the SECOND Brew Component Token gains Nimble until the end of the encounter.
Black Joker	Violet Blossom's Snake Oil: The model that interacts with the Snake Oil Salesman with the SECOND Brew Component Token is sacrificed
Red Joker	P.T. Barnum's Encore: The model that interacts with the Snake Oil Salesman with the SECOND Brew Component Token gains the Action (0) Reactivate until the end of the encounter.

Victory

- A Player with four rewards or more gained from the Snake Oil Salesman gains **1VP**
- A player with one to three rewards gained from the Snake Oil Salesman gains **2VP**
- The Player with the most rewards gained from the Snake Oil Salesman gains **1VP**



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STORY ENCOUNTER 3: I THINK I SMELL POPCORN!

Well, I'm not sure about all those potions that huckster sold us. I mean Jake fell over dead after drinkin' the one. But, the man said that he was also a scout for a Circus coming to town. The circus train was hijacked and they had to pull onto a side track to get things sorted. The ringmaster sent Mr. Davis ahead to find some strong labor to set up the tents as otherwise they would not be able to open the show in time. You agreed to help, for payment of course. But there are some in the area who aren't too keen to see the circus show up. Better get these tents up quick and keep an eye out for sabotage.

Setup: Setup terrain as normal. Determine which player will activate first (this player will be the Defender and the other player will be the Attacker). The Defender is attempting to set up tents and the Attacker is attempting to tear them down. Terrain Pieces count as being in the quadrant in which the majority of its base occupies. If in doubt, move the terrain pieces until they count as occupying one of the two quadrants before the game begins.

Setting Up and Tearing Down Tents

Turns 1 and 2: If two non-insignificant models from the Defender's Crew take a (1) interact action on the same piece of terrain, a tent may be erected. Once a tent is erected, it takes 2 non-insignificant models from the Attacker's crew taking a (1) interact action on the tented terrain piece to tear down the tent.

Turns 3+: Your crew starts to figure out how to setup and tear down the tents more efficiently and it only takes one (1) interact action and a (0) interact action from two non-insignificant models on the same piece of terrain to setup or tear down a tent.

Defender Victory Points

- Each Quadrant with a tent erected at the end of the game grants the Defender **1 VP**

Attacker Victory Points

- Each Quadrant without a tent erected at the end of the game grants the Attacker **1 VP**

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PAINT SUBMISSION SHEET

If you did not paint this Crew yourself, put them back in your case now!

PUT YOUR CREW HERE!

PLAYER NAME

PLAYER #



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REGISTRATION FORM

Welcome to the fourth Annual Malifaux Story Encounter Tournament at AdeptiCon 2014.

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.

Please fill out this form and turn it in to the Tournament Organizers before the start of the Tournament.

NAME

WYRD FORUM NAME

HOME TOWN

FACTION

PLAYER NUMBER*

* Assigned by Tournament Organizer

MALIFAUX

