



ADEPTICON 2014

ADEPTICON MASTERS OF MALIFAUX 2014

Last Update: 03.09.2014

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 3/9/2014.

GENERAL RULES FOR ALL MALIFAUX 2.0 TOURNAMENTS

- The Masters of Malifaux 2014 will be run using ALL of the following:
 - the rules presented in the Malifaux 2.0 book
 - the most recent Errata and FAQs
 - The M2E Gaining Ground Tournament packet found at <http://wyrd-games.net/community/files/file/52-gaining-grounds/>With the following changes/additions superseding rules presented in the Gaining Ground Tournament packet
- All Models must be fully painted (3 color standard) and based with the following exceptions: No Shelter Here Transparent Green Set, No Shelter Here Dayglow Green Set, Herald of Obliteration Transparent Smoke Set, Children of December Transparent Blue Set..
- 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 proxy, 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 adepticonsean@gmail.com for approval.
- You must have the latest official printed stat card for each model, including proxy models. For Wave 1 models, this means the actual card for the model. For Wave 2 models, this means a printout of the Wave 2 PDF from the Download Section of the Wyrd website. For Errata models, this means a printout of the Errata Card from the Download Section of the Wyrd website. The tournament staff will not be able to provide printouts. So, don't leave home without them.

BASIC RULES

- Number of Rounds: 3 Saturday & 3 Sunday
- Round Time Limit: 120 minute time limit, including 15 minutes for crew selection and setup.
- Strategy Selection: Fixed Shared Strategy (as per Gaining Ground but using all strategies before repeating)
 - Round 1 - Turf War
 - Round 2 - Reckoning
 - Round 3 - Squatter's Rights
 - Round 4 - Reconnoiter
 - Round 5 - Stake a Claim
 - Round 6 - Turf War
- Scheme Selection (Randomly selected using @malifauxschemes on Twitter):
 - Round 1 - A Line in the Sand, Protect Territory, Bodyguard, Entourage, Frame for Murder
 - Round 2 - A Line in the Sand, Breakthrough, Distract, Deliver a Message, Spring the Trap
 - Round 3 - A Line in the Sand, Assassinate, Distract, Cursed Object, Plant Explosives
 - Round 4 - A Line in the Sand, Breakthrough, Protect Territory, Outflank, Power Ritual
 - Round 5 - A Line in the Sand, Breakthrough, Assassinate, Cursed Object, Deliver a Message
 - Round 6 - A Line in the Sand, Assassinate, Protect Territory, Cursed Object, Plant Evidence
- Deployment Type (as per Gaining Ground but using all deployments):
 - Round 1- Standard
 - Round 2- Corner
 - Round 3- Standard
 - Round 4- Flank
 - Round 5- Standard
 - Round 6- Close
- Game Size: 50 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

- Domination Format [TP/Diff/VP]

AWARDS

- 1st Place
- 2nd Place
- Last Place
- Best Appearance