



ADEPTICON 2014

MALIFAUX GASLIGHT ACHIEVEMENT SCORECARD

APPEARANCE

- Play a game with a fully painted crew.
- Play a game with a converted Wyrd painted model.
- Play a game with a fully converted Wyrd crew.
- Kill an opponent's converted Wyrd painted model.
- Score Best Appearance in an event
- Score Best Appearance with two different crews
- Score Best Appearance with three different crews
- Score Best Appearance with four different crew
- Enter the Costume Contest as a Wyrd Character
- Enter the Costume Contest as a split costume 1.5/2E character
- Win the Costume Contest as a Wyrd Character
- Play 3 games in costume as a Wyrd Character
- Play 6 games in costume as a Wyrd Character
- Play 9 games in costume as a Wyrd Character
- Play 16 games in costume as a Wyrd Character
- Introduce a new player to any of the Wyrd Games while dressed as a Wyrd Character

FUN

- Buy a judge a drink (you may claim this multiple times)
- Introduce a player to Malifaux (you may claim this multiple times)
- Play a game of Kings of Artifice
- Play a game of Jetpack Unicorn
- Play a game of Evil Baby Orphanage
- Play a game against DeusInnomen
- Play a game against Nocrarch
- Play a game against Nilus
- Play a game against Shadowopal
- Play a game against Subötai
- Play a game against Mack Martin
- Play a game against a judge
- Play as the ringer in an event
- Play against the ringer in an event
- Convince a Warhammer 40K Player to try a demo of Malifaux
- Convince a Warhammer Fantasy Player to try a demo of Malifaux
- Play one of the University of Transmortis Scenarios
- Record a video battle report (make sure to post it after the con if you can't during. Send the link to adepticonsean@gmail.com)
- Post a written battle report (preferably with photos) on the Wyrd Forums to let them know what fun you're having at AdeptiCon (you will need to show the post to the judges or email a link to adepticonsean@gmail.com during the convention)
- Post a photo to your Facebook talking about the fun of Malifaux at AdeptiCon
- Post a Tweet to your Twitter and link to @WyrdGames



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GAMES

- Play and finish three games
- Play and finish ten games.
- Play and finish thirteen games.
- Play and finish sixteen games.
- Play and finish twenty games.
- Play a game declaring the Guild Faction.
- Play a game declaring the Resurrectionists Faction.
- Play a game declaring the Arcanists Faction.
- Play a game declaring the Outcasts Faction.
- Play a game declaring the Neverborn Faction.
- Play a game declaring the Ten Thunders Faction.
- Play a game declaring the Gremlins Faction.
- Play as each of the Wave 1 Masters from a faction during the weekend
- Play as each of the Masters (Wave 1 &2) from a faction during the weekend
- Play a game against each of the factions.
- Play two games against each of the factions
- Win a game.
- Win two games
- Win four games.
- Win eight games.
- Win sixteen games.
- Win every game you play (you and your opponent must check in with the judges after each game played).
- Lose a game.
- Lose two games.
- Lose four games.
- Lose eight games.
- Lose every game you play (you and your opponent must check in with the judges after each game played).
- Tie in a game.
- Score 10 VP in a single game.

MALIFAUx



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STRATEGY

- Score more strategy VP than your opponent on Story Encounter 1.
- Score more strategy VP than your opponent on Story Encounter 2.
- Score more strategy VP than your opponent on Story Encounter 3.
- Score more strategy VP than your opponent on Story Encounter 4.
- Score less strategy VP than your opponent on a Story Encounter.
- Score more strategy VP than your opponent on Master of Malifaux Game 1
- Score more strategy VP than your opponent on Master of Malifaux Game 2
- Score more strategy VP than your opponent on Master of Malifaux Game 3
- Score more strategy VP than your opponent on Master of Malifaux Game 4
- Score more strategy VP than your opponent on Master of Malifaux Game 5
- Score more strategy VP than your opponent on Master of Malifaux Game 6
- Score more strategy VP than your opponent on Master of Malifaux Game 7
- Score more strategy VP than your opponent on Team Tournament Game 1
- Score more strategy VP than your opponent on Team Tournament Game 2
- Score more strategy VP than your opponent on Team Tournament Game 3
- Score more strategy VP than your opponent on Team Tournament Game 4
- Score more strategy VP than your opponent during a pickup game
- Score less strategy VP than your opponent during an introductory game
- Kill an opponent's master with The Creature
- Kill an opponent's henchmen with The Creature

SCHEMES

- Take two unannounced schemes in one game.
- Take two announced schemes in one game.
- Accomplish one unannounced scheme by scoring 2 VP or more.
- Accomplish two announced schemes in one game by scoring 1 VP or more for each scheme.
- Accomplish a Line in the Sand by scoring 1 VP or more.
- Accomplish Distract by scoring 1 VP or more.
- Accomplish Breakthrough by scoring 1 VP or more.
- Accomplish Assassinate by scoring 1 VP or more.
- Accomplish Protect Territory by scoring 1 VP or more.
- Accomplish Bodyguard by scoring 1 VP or more.
- Accomplish Cursed Object by scoring 1 VP or more.
- Accomplish Outflank by scoring 1 VP or more.
- Accomplish Plant Evidence by scoring 1 VP or more.
- Accomplish Entourage by scoring 1 VP or more.
- Accomplish Vendetta by scoring 1 VP or more.
- Accomplish Plant Explosives by scoring 1 VP or more.
- Accomplish Make Them Suffer by scoring 1 VP or more.
- Accomplish Deliver the Message by scoring 1 VP or more.
- Accomplish Take Prisoner by scoring 1 VP or more.
- Accomplish Spring the Trap by scoring 1 VP or more.

Schemes continued on next page...



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SCHEMES CONTINUED

- Accomplish Murder Protégé by scoring 1 VP or more.
- Accomplish Frame for Murder by scoring 1 VP or more.
- Accomplish Power Ritual by scoring 1 VP or more.
- Prevent your opponent from scoring any VP for his schemes.
- Allow your opponent to score at least 2 VP for each of his schemes.

MISCELLANEOUS

- Discard the Red Joker (show opponent) during the draw phase.
- Buy your opponent a drink after the game. You can claim this one multiple times.
- Cheat in the Red Joker on a damage flip.
- Cheat in the Black Joker on a damage flip.
- Lose every initiative flip in a game.
- Use a dual faction model which survives the game.
- Sacrifice an enemy model.
- Score VP with a totem.
- Play a turn, after the second, dealing no melee damage to enemy models.
- Play a turn, after the first, dealing no ranged damage to enemy models.
- Play a turn after turn 1 without looking at your hand.
- Play a game with no duplicate models in your Crew.
- Play a turn after turn 1 without cheating fate.
- Play a turn after turn 1 with your hand face up.
- Play an entire game without using Soulstones.
- Kill an enemy model by shooting into melee.
- Kill an opposing master with a totem.
- Kill an opponent's Leader with your Leader.
- Win a game without your Master still alive on the board.
- Win every initiative flip in a game.
- Finish a game with your totem still alive on the board.
- End the game with both jokers in your hand.
- End the game with at least one friendly model buried.
- End the game with 4+ cards in hand valued 2 or less.
- End the game with your Leader, alive, in the opponent's deployment zone.
- End the game with more models than you started with.
- End the game with 4+ cards in hand valued 10 or more.
- End the game with both jokers in your hand
- Win a game with none of your models remaining on the board at the end of the game.