



ADEPTICON 2014

MALIFAUX 2.0 STORY ENCOUNTER TOURNAMENT

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 Malifaux 2.0 Story Encounter 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
- **Round Time Limit:** 120 minute time limit, including 15 minutes for crew selection and setup.
- **Strategy Selection: Fixed Story Encounter Strategies.** See **AdeptiCon 2014 Strategies in the download section of the [Malifaux M2E Story Encounter Tournament & Costume Party](#)** listing on the AdeptiCon Site or contact adepticonsean@gmail.com for details.
- **Scheme Selection :**
 - Round 1 -A Line in the Sand, Bodyguard, Protect Territory, Deliver A Message, Plant Explosives
 - Round 2 -A Line in the Sand, Assassination, Protect Territory, Power Ritual, Spring the Trap
 - Round 3 -A Line in the Sand, Breakthrough, Distract, Plant Evidence, Make Them Suffer
- **Deployment:**
 - Round 1- Standard
 - Round 2- Corner
 - Round 3- Standard
- **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.
- **Costume Contest Entrants** will be judged alongside the Malifaux 1.5 Story Encounter Entrants and one prize will be awarded for best costume of all Entrants.

SCORING

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

AWARDS

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