



ADEPTICON 2014

MALIFAU× TEAM TØURNAMENT

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 MALIFAU× 2.0 TØURNAMENTS

- The Malifaux Team Tournament 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

- **Round Time Limit:** 120 minute time limit, including 15 minutes for crew selection and setup.
- **Strategy Selection:** Fixed Shared Strategy
 - Round 1 - Turf War
 - Round 2 - Reckoning
 - Round 3 - Squatter's Rights.
- **Scheme Selection** (Randomly selected using @malifauxschemes on Twitter):
 - Round 1 -A Line in the Sand, Assassinate, Bodyguard, Cursed Object, Plant Evidence
 - Round 2 -A Line in the Sand, Protect Territory, Breakthrough, Vendetta, Spring the Trap
 - Round 3 -A Line in the Sand, Assassinate, Breakthrough, Frame for Murder, Plant Explosives
 - Round 4 -A Line in the Sand, Distract, Protect Territory, Murder Protégé, Take Prisoner
- **Deployment:**
 - Round 1- Standard
 - Round 2- Corner
 - Round 3- Standard
 - Round 4- Flank Deployment
- **Game Size:** 70 Stones (35 Stones per player)
- **Crew Construction:** Single Faction. At the start of the Tournament, the team will sign up with a specific faction and follow the Hiring restrictions for that faction as normal to hire their crews. The same crew will be used each round with no changes allowed.
 - 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.



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SPECIAL RULES

- Each player will control his own 35 stone crew. He/She will have his/her own control deck and his/her own pool of Soul Stones to work with. Only the player's crew are considered "Friendly" for purposes of rules interactions. The Teammate's models are considered allied. Allied models are affected by neither negative or positive effects from Teammate's models.
- 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 (Lady J and Perdita) are playing against Team B (Lilith and Pandora). Team A selects Lady J to flip initiative. Team B selects Lilith. Lilith has a doppelganger in his crew so Lilith will be able to cheat Team B's Initiative Flip (from LILITH'S hand not Pandora's) before soulstones are spent to reflip the Initiative Flip.
- 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. Lady J chooses to take the 1st Player card. Perdita is then left with the 3rd player card. Lilith then takes the 2nd player card leaving Pandora with the 4th player card. Lady J will then activate his first model, followed by Lilith, then to Perdita and finally Pandora. 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: Pandora has been eliminated from the game. Team B had one initiative this round so Lilith can now choose to activate his models on either Phase 1 or Phase 3. She must activate on at least one of those phases but she can choose to activate on both if she has inactivated models to do so.

SCORING

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

AWARDS

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