



ADEPTICON 2015

MASTERS OF MALIFAU 2015

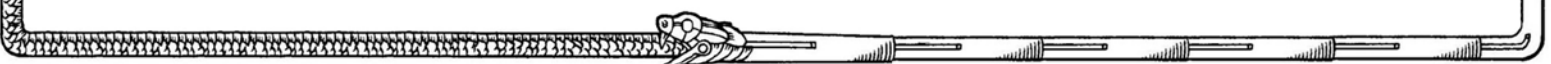
Last Update: 01.06.15

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 2/1/2015.

GENERAL RULES FOR ALL MALIFAU 2.0 TOURNAMENTS

- The Masters of Malifau 2015 will be run using **ALL** of the following:
 - The rules presented in the Malifau 2.0 book
 - The most recent Errata and FAQs
 - The [M2E Gaining Ground Tournament packet](#)
 - 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: Any non-Grey plastics produced by Wyrd. However, given this is the Masters.....I would hope people put some work into those models as well. I mean....come on....it's the Masters. Also, any non-Grey models that have not had some effort put into them will disqualify the player from a painting score.
- Proxies are allowed at this event for models that are not available readily before **FEBRUARY 15, 2015**. The official cards must be used. No photocopies/prints allowed. All proxies **MUST BE** approved by the Tournament Organizer **BEFORE FEBRUARY 15, 2015. NO PROXIES WILL BE APPROVED AFTER FEBRUARY 15, 2015**. When planning your proxy, think to yourself "If I put this model in front of someone who plays Malifau 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 Errata models that have not made it into the Wave 2 Arsenal Decks, 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.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The models used in your army must comply with the [AdeptiCon Model Policy](#) (all models **MUST** be WYSIWYG and 3-colors).
- If illegal units or rules violations are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted and award eligibility may be forfeited. Please use the feedback form on the [AdeptiCon 2015 website](#) to ask any questions you or your club may have regarding rules issues or legal units in advance!
- AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the event or AdeptiCon itself with no refunds allowed.

BASIC RULES

- Number of Rounds: 5
 - Round Time Limit: 145 minute time limit, including 15 minutes for crew selection and setup.
 - Strategy Selection: Fixed Shared Strategy
 - Round 1 - Extraction
 - Round 2 - Interference
 - Round 3 - Headhunter
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- Round 4 - Guard the Stash
- Round 5 - Collect the Bounty
- Scheme Selection:
 - Round 1 - A Line in the Sand, Assassinate, Distract, Outflank, Cursed Object
 - Round 2 - A Line in the Sand, Bodyguard, Breakthrough, Entourage, Plant Evidence
 - Round 3 - A Line in the Sand, Distract, Protect Territory, Take Prisoner, Deliver A Message
 - Round 4 - A Line in the Sand, Bodyguard, Protect Territory, Vendetta, Make Them Suffer
 - Round 5 - A Line in the Sand, Assassinate, Breakthrough, Plant Explosives, Power Ritual
- 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.
- Deployment: All rounds use the Standard Deployment

SCORING

- Domination Format [TP/Diff/VP]

AWARDS

- 1st Place
- 2nd Place
- Best Appearance

SCHEDULE

Things are REAL tight for this event. So, please be considerate of your opponents and your Tournament Organizers and be **EARLY** to all rounds. Also, please get your results into the TO's as quickly as you can then discuss the round with your friends.

SATURDAY, MARCH 21ST (8:00AM - 6:30PM)

7:00AM - 7:45AM	Registration
7:45AM - 8:00AM	Table Assignments for Round 1
8:00AM - 9:45AM	Round 1
9:45AM - 10:00AM	Break and Table Assignments for Round 2
10:00AM - 11:45AM	Round 2
11:45AM - 12:30PM	Lunch Break and Table Assignments for Round 3
12:30PM - 2:15PM	Round 3
2:15PM - 2:30PM	Break and Table Assignments for Round 4
2:30PM - 4:15PM	Round 4
4:15PM - 4:30PM	Break and Table Assignments for Round 5
4:30PM - 6:15PM	Round 5
6:15PM - 6:30PM	Awards