

# ADEPTICON 2015

## MALIFAUx STORY ENCOUNTER

### TOURNAMENT STRATEGIES

Last Update: 02.01.15

### ROUND I - THE BARKER AND THE MIDWAY

*"Welcome boys and girls of all ages to the Wrangling Brothers Circus and Carn-E-Val! Step right up and try your strength to ring the Bell of Olympus! Think you have the eye of a sharpshooter? Then give VonGauss's Mechanika Shooting Gallery a whirl! Visit Manfred the Magnificent. He can weigh your body with his mind! Do you have the pain tolerance to keep your grip on The Shocker? Step right up and win fabulous prizes!"*

#### SETUP

Setup is as normal. Place The Barker model in the center of the table. The encounter will have four Midway Game Markers set up before the players deploy their crews. Each token will have a number from 1 to 4 on it and will be randomly placed with the numbers face up. The tokens will be placed one in each table quarter 6 inches from both the X axis line and the Y axis line so they form a square around the center point of the table.

#### SPECIAL

- Any model may perform a (0) Interact action while in base contact with a numbered Game Marker to turn the marker over and reveal the Midway Game in that spot.
- After a Midway Game is revealed. Any model may take an (1) Interact action while in base contact with the Game Marker to play the Midway Game and attempt to win tickets. Refer to THE MIDWAY GAMES chart below to see how each game is played
- I WON! : For every increment of 5 over the TN the model receives one TICKET MARKER. so if the flip plus the Attribute equals 9-14, the model receives 1 ticket. 15-19 2 tickets. 20-24 3 tickets.
- After turn 1, Any model may turn in the TICKET MARKERS they carry by making a (0) Interact Action with THE BARKER model within 1" of the model holding the tickets.
- The BARKER may not be the target of any abilities, attacks or interactions other than to turn in tickets.
- Any of the special named interactions for this strategy may be taken by ANY model including Peons and Insignificant models.

#### THE MIDWAY GAMES

The Bell of Olympus	Make a (1)Ml action against a TN of 9 which MAY NOT be Cheated. The attack does no damage and no triggers are allowed. Refer to the I WON! section above for results.
VonGauss' Mechanika Shooting Gallery	Make a (1)Sh action against a TN of 9 which MAY NOT be Cheated. The attack does no damage and no triggers are allowed. Refer to the I WON! section above for results.
Manfried the Magnificent	Make a Wp test against a TN of 9 which MAY NOT be Cheated. The attack does no damage and no triggers are allowed. Refer to the I WON! section above for results.
The Shocker	Make a Df test against a TN of 9 which MAY NOT be Cheated. The attack does no damage and no triggers are allowed. Refer to the I WON! section above for results.

#### VICTORY CONDITIONS

- Every turn after the first, each player whose models turns in TICKET MARKERS to THE BARKER score 1 VP.
- The player whose crew turns in the most TICKET MARKERS to THE BARKER at the end of the game receives +1 VP.



# ADEPTICON 2015

## MALIFAUX STORY ENCOUNTER TOURNAMENT STRATEGIES

Last Update: 02.01.15

### ROUND 2 - THE FUNHOUSE

*Having proven your crews skills at the Midway, you make your way through the rides and attraction that the Wrangling Brothers Circus presents for your entertainment. "Hey Boss! Look a Funhouse! Let's give it a go." Handing over some of the tickets your crew won at The Midway, you enter the Funhouse through one of the doors. As you do, you think you spot a rival Crew entering through one of the other doors. You enter the darkness thinking to yourself "What a great place to set up an ambush." You turn to your crew to find them gone. "Awwwwww Hell! Now where the hell did they go?"*


#### SETUP

This encounter uses the Blind Deployment rule found in the M2E main rulebook Story Encounter Section pg.80 in the M2E Big Book with the following addition. No card may be place within 4 inches of another.

#### SPECIAL

- Your Crew must gather to get directions from their Crew Leader. Until a model receives the **"THERE YOU ARE!"** Condition, they may not make interact actions of any kind other than the **"HEY BOSS!"** Action below
- Any model may take a (0) **"HEY BOSS!"** interact Action with a friendly Crew Leader in base contact to gain the following Condition until the end of the game **"THERE YOU ARE!:** This model may now make Interact Actions as normal"
- Any model with the **"THERE YOU ARE!"** condition may make a (1) Interact action on an Enemy Crew Leader or the model with the highest soulstone cost in the opponent's crew. The Enemy model gains the following condition until the end of the game **"CONFUSED BY MIRRORS:** This condition has no effect on the model. It is only used for Victory Conditions."
- Any abilities that allow a model to choose to not gain conditions do not apply to the **CONFUSED BY MIRRORS** Condition.
- Any of the special named interactions for this strategy may be taken by ANY model including Peons and Insignificant models.

#### VICTORY CONDITIONS

- Once per game, if the Enemy Crew Leader has the CONFUSED BY MIRRORS condition at the end of the turn, gain +1 VP.
  - Once per game, if the Highest soulstone cost Enemy Model has the CONFUSED BY MIRRORS condition at the end of the turn, gain +1 VP.
  - Once per game, if both the Enemy Crew Leader AND the Enemy Model With the Highest Soulstone cost as the CONFUSED BY MIRRORS condition at the end of the turn, gain +1 VP.
  - If you gain more than 1VP from this strategy by turn four, gain an additional +1 VP.
- 





# ADEPTICON 2015

## MALIFAUx STORY ENCOUNTER TOURNAMENT STRATEGIES

Last Update: 01.30.15

### ROUND 3 - THE TUNNEL OF LOVE

*Well, the Funhouse didn't turn out to be the trap you thought it could. But, at least your crew managed to befuddle those dimwits in that rival crew. "What shall we do next boys?"*

*"Aww Boss. Did you see that purdy gal in the Funhouse?"*

*"What you mean the walkin' corpse? What's wrong with you boy? You can put all the makeup on a dead hooker you want.. She's still DEAD for cryin out loud!"*

*"Yeah....but, didja see the dress she was wearin' and the way it hung on her body?"*

*"No! I was too distracted by the way her BODY WAS HANGING OFF HER BODY! Get yer head on boy....wait....where'd Jeb go?!?!? AWWW HELL! That idjet is following that dead hooker into the Tunnel of Love!"*

#### SETUP

This encounter uses Standard Deployment

#### SPECIAL

- Any Crew member may make the following (1) Interaction on any enemy model of a equal or higher SS cost than the acting model or any enemy Master within 1": **"YER PURDY:** Target enemy model gains the following condition until the end of the game: **Awww Shucks!** This model blushes. It has no effect other than for Victory Conditions"
- Any Crew member may make a (1) **"YUCK! I'm not into....whatever you are!"** Action to remove the **"Aww Shucks!"** Condition.
- Any abilities that allow a model to choose to not gain conditions do not apply to the **Awww Shucks!** Condition.
- Any of the special named interactions for this strategy may be taken by ANY model including Peons and Insignificant models.

#### VICTORY CONDITIONS

- Every turn after the first, if two or more Enemy Models have the **"Awww Shucks!"** Condition at the end of the turn, gain 1 VP .
- If you gain more than 1VP by turn four, gain an additional +1 VP

# MALIFAUx

