



ADEPTICON 2016

MALIFAUx HENCHMAN HARDCORE

LAUNCH DATE: 03.31.2016

INITIATION CODE: 5Y8388451

LAST UPDATE: 01.31.2016

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 2/29/2016.

GENERAL RULES

- The Malifaux Hardcore Henchman 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](#)
 - With the following changes/additions superseding rules presented in the [Gaining Ground 2016 Tournament Packet](#).
- Proxies are allowed at this event for models that are not available readily before **FEBRUARY 29, 2016**. The official cards must be used. Photocopies/prints are allowed. However, we always recommend people use the Print on Demand Service from [WargameVault.com](#). All Proxies and Conversions **MUST BE** approved by the Tournament Organizer BEFORE FEBRUARY 29, 2016. NO PROXIES WILL BE APPROVED AFTER FEBRUARY 29, 2016. 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 Errata models that have not made it into the Arsenal Decks or Print On Demand Service, this means a printout of the Errata Card from the [Resources Section of the Wyrd website](#). The tournament staff will not be able to provide printouts. So, don't leave home without them.
- The recommended system for marking wounds and conditions is as follows
 - Every attempt should be made to keep the table clean so as to avoid confusion in the eventuality a judge needs to make a ruling. In an effort to assist this, we recommend that each player pick ONE type of counter to be used on the table if necessary to mark conditions or that the model has activated.
 - If a die is desired to be used to mark wounds, let your opponent know at the start of the game. Use the format of marking wound TAKEN on the dice for consistency. So, if a model has taken no wounds, there should not be a die by it. D6's only.
 - If using dice for wounds and conditions, they must be of differing colors and easily discernable by your opponent and the judges. Also, inform your opponent which is which before the game.
- 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 fully painted (3 color standard) and based with the following exceptions: Any non-Grey plastics produced by Wyrd. Any non-Grey models that have not had some effort put into them will disqualify the player from a painting score.
- 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 2016 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.



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BASIC RULES

- Number of Rounds: 3
- Round Time Limit: 30 minute time limit. There will be a projected Time Clock for everyone to reference in the hall.
- Strategy and Scheme Selection (all rounds):
 - Deployment: Close.
 - Strategy: Hardcore Turf War. This Strategy uses the Turf War rules (Core Rulebook pg. 66) with the exception that VP may be scored on the first Turn.
 - Scheme Pool: Assassinate (Core Rulebook pg. 68). This is the only Scheme available and it must always be taken.
- Game Size (**all Crews MUST BE led by a Henchman, NOT a Master**):
 - The game size is 20 Soulstones.
 - All Crews must contain exactly 4 models, no more, no less.
 - Upgrades may be purchased, as allowed by the standard rules of Malifaux.
 - The size of a Crew's Soulstone Pool is limited by the Cache of the Henchman leading it; any Soulstones above this amount are discarded.
 - Any Actions, Abilities, or Triggers which summon models are considered to be "blank" (they may not be used and have no effect on the game, as if they were not printed on the model).
 - Only one Scheme will be available.
 - The same Crew must be used in each round of the event.

SCORING

- Domination Format [TP/Diff/VP]

AWARDS

- 1st Place
- 2nd Place
- Best Appearance

SCHEDULE

MALIFAUx HARDCORE HENCHMAN #1 THURSDAY, MARCH 31st (12:00PM – 4:00PM)

12:00PM – 12:30PM	Registration
12:30PM – 1:00PM	Tables Assignments for Round 1
1:00PM – 1:30PM	Round 1
1:30PM – 2:00PM	Tables Assignments for Round 2
2:00PM – 2:30PM	Round 2
2:30PM – 3:00PM	Tables Assignments for Round 3
3:00PM – 3:30PM	Round 3
3:45PM	Awards

MALIFAUx HARDCORE HENCHMAN #2 THURSDAY, MARCH 31st (6:00PM – 10:00PM)

6:00PM – 6:30PM	Registration
6:30PM – 7:00PM	Tables Assignments for Round 1
7:00PM – 7:30PM	Round 1
7:30PM – 8:00PM	Tables Assignments for Round 2
8:00PM – 8:30PM	Round 2
8:30PM – 9:00PM	Tables Assignments for Round 3
9:00PM – 9:30PM	Round 3
9:45PM	Awards

WYRD OFFICIAL HENCHMAN HARDCORE FORMAT

Henchman Hardcore is a tournament version of Malifaux which focuses on quick, brutal decision making. It is perfect for a group which wants to face a new challenge and experiment with Malifaux in a slightly different environment. The key differences between Henchman Hardcore and regular Malifaux are the reduced game size (20 Soulstones) and the fact that all Crews must be led by a Henchman. Due to the emphasis on speed it may not be the best format for new players, but this can be overcome by adjusting the round times to the needs of your group.

RESTRICTIONS

Henchman Hardcore is different from standard Malifaux in the following ways:

- All Crews must be led by a Henchman, not a Master.
- The game size is 20 Soulstones.
- All Crews must contain exactly 4 models, no more, no less.
- Upgrades may be purchased, as allowed by the standard rules of Malifaux.
- The size of a Crew's Soulstone Pool is limited by the Cache of the Henchman leading it; any Soulstones above this amount are discarded.
- Any Actions, Abilities, or Triggers which summon models are considered to be "blank" (they may not be used and have no effect on the game, as if they were not printed on the model).
- Only one Scheme will be available.
- The same Crew must be used in each round of the event.

SET UP

All rounds use the following set up:

- Deployment: Close.
- Strategy: Hardcore Turf War. This Strategy uses the Turf War rules (Core Rulebook pg. 66) with the exception that **VP** may be scored on the first Turn.
- Scheme Pool: Assassinate (Core Rulebook pg. 68). This is the only Scheme available and it must always be taken.

TOURNAMENT RULES

Use Gaining Grounds to determine pairings and score the event to determine the winner. Only the round times are different from the Gaining Grounds tournament standard:

- All round times are 30 minutes.

Thanks to the UK Malifaux scene for first thinking of this format!

