



ADEPTICON 2016

MASTERS OF MALIFAUX 2016

LAUNCH DATE: 04.02.2016

INITIATION CODE: 6D7823329

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 Masters of Malifaux 2016 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 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, each player may pick **ONE** type of counter to be used on the table if necessary to mark conditions or to mark that a model has activated.
 - If a die is desired to be used to mark wounds, let your opponent know at the start of the game. D6's only. Use the format of marking wounds **REMAINING** on the dice for consistency. Also, if a model has taken no wounds, there should not be any dice by it. In summary, each player may only have one additional marker type per player on the table above strategy, scheme, corpse, scrap and markers generated by models abilities such as Waldgeist's Forrest markers.
 - If using dice for wounds and conditions, they must be of differing colors and easily discernible 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' rulings are final. 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: 5
- Round Time Limit: 120 minute time limit, including 15 minutes for crew selection and setup. There will be a projected Time Clock for everyone to reference in the hall.
- Strategy Selection: Fixed Shared Strategy
 - Round 1 - Reconnoiter, Flank Deployment
 - Round 2 - Extraction, Standard Deployment
 - Round 3 - Collect The Bounty, Close Deployment
 - Round 4 - Reckoning, Corner Deployment
 - Round 5 - Guard The Stash, Standard Deployment
- Scheme Selection: Schemes will be randomly drawn and announce at the event as per GG2016.
- Game Size: 50 Soulstones

SCORING

- Domination Format [TP/Diff/VP]

AWARDS

- 1st Place
- 2nd Place
- Best Appearance

SCHEDULE

SATURDAY, APRIL 2ND (9:00AM - MIDNIGHT!!!)

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