



ADEPTICON 2016

MALIFAUx STORY ENCOUNTER TOURNAMENT

LAUNCH DATE: 04.03.2016

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 Story Encounter Tournament 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: 3
- 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 and Scheme Selection (all rounds): Special Strategy and scheme Pools for each round. See the story encounters after the rules section.
- Game Size: 50 Soulstones

SCORING

- Domination Format [TP/Diff/VP]

AWARDS

- 1st Place
- 2nd Place
- Best Appearance

SCHEDULE

SUNDAY, APRIL 3RD (9:00AM - 4:00PM)

8:00AM - 8:30AM	Registration
8:30AM - 8:45AM	Table Assignments for Round 1
8:45AM - 10:45AM	Round 1
10:45AM - 11:00AM	Break and Table Assignments for Round 2
11:00AM - 1:00PM	Round 2
1:00PM - 1:45PM	Lunch Break and Table Assignments for Round 3
1:45PM - 3:45PM	Round 3
4:00PM	Awards





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MALIFAUx STORY ENCOUNTER TOURNAMENT STRATEGIES

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The Chaos Carnival, like almost all of Malifaux's ghost stories, is real. It's a story told in the dark and in whispers. Some say it appears nine days before a disaster, others that it can be summoned by thrice calling out into the night the name of the Carnival's demonic ringleader. Whatever the truth is, if there even is a single version of it, the reality remains the same. For one night only and never in the same place, the Chaos Carnival appears, standing as grand as though it had always been. Ready to take with it any who seek the delights from the greatest show unearthed.

ROUND I - TICKETS TO THE GREATEST SHOW ON EARTH

Get tickets! Your whole crew needs them if they want to enter. But beware the Horror at the Ticket Booth!"

Deployment: Flank

Schemes: Assassinate, Protect Territory, Vendetta, Power Ritual, Line in the Sand, Faction Specific

Strategy:

- 2VP if all your models you have left alive at the end of the game have a ticket.
- 2VP if you have more tickets than your opponent, if there is a tie then both players get 2 points.

Special Rules

Before flipping to see who deploys first, place two 50mm Ticket Booth markers on the center line, 6" away from the center of the table.

Ticket Booths: HT 5, Blocking, Hard Cover, Impassible, Terrain. Any model within its melee range of a Ticket Booth may spend 1AP to Interact or 2AP to Interact if Engaged. Interacting with the Ticket Booths gives the model who took the action 1 Ticket token.

Tickets: Models can have multiple tickets. During their activation, a model may spend 1 AP to give the ticket to another model in its engagement range. When a model kills another model with a melee attack, the acting model takes 1 ticket from the other and the rest are discarded.

The Ticket Booth Horror: When a model takes the interact action with the Ticket Booth they must pass a Def/Wp -11 duel (whichever is lower) or the action fails.

- On success, the Interaction is completed as normal.
- On failure, The Horror deals 2/4/5 uncheatable damage flip and the model is pulled into base contact with the booth.

Hunger: At the end of the turn, any model in base contact with the ticket booth takes 2 damage.

The Growing Horror: Each turn the Ticket Booths will move about as they seek prey! At the end of each turn, both players flip a card, which maybe cheated, the player with the highest card value must push the Ticket Booth Horror 4" in any direction. Any model that comes into base contact with the Ticket Booth is removed from the table then at the end of the Ticket Booth's push is placed in base contact with it. Repeat this process for both booths!



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ROUND 2 - DEVIL GAMES

Prizes! Prizes Prizes! Win one and gain great power from these esoteric and probably dangerous awards for winning a carnival game! Be the crew that wins the most!

Deployment: Standard

Schemes: Bodyguard, Distract, Frame for Murder, Spring the Trap, Line in the Sand, Faction Specific

In addition to the schemes listed, the following additional schemes may be chosen:

- **MVP:** If at the end of the game, a single model in your crew was responsible for scoring you 2 VP or more from the Strategy, scores 3 VP. This scheme does not benefit from being announced.
- **Intercept:** If at the end of the game, one of your models scored 1VP from the Strategy by taking a Game condition from an enemy model by killing/sacrificing it, then you score 2VP. If you announce this game and scored 2VP from it then you score an addition 1 VP.

Strategy: At the end of each turn after the first, earn 1 VP for each Game condition you resolve. To resolve a Game Condition, execute the task on the condition which removes it, removing the condition earns you a VP. A player may only score from each type of marker once.

Special Rules

Deployment and Setup: Before flipping for who deploys first, and before announcing schemes, both players flip a card and the one with the highest chooses and places one of the four different Game Booth markers first. Alternate placing markers until all four are deployed. Markers must be placed as follows: each marker must be placed within 2" of the center line and must be 8" away from any other Game Booth markers.

Game Booth Marker: There are 4 marker types, Mask, Tome, Ram, and Crow. It takes 1 AP to interact with one of these markers. When a model interacts with a marker that model gains the associated condition (see conditions below) which cannot be removed by any means other than the model being killed or sacrificed or completing the requirements of the condition. Flip the game booth marker over; no model may interact with the marker once it is flipped. If a model is killed or scarified while having a Game condition the model that killed or sacrificed it gains the condition. Models may gain more than 1 condition, there for a single model could score multiple times. After a condition is removed, flip the counter back over, it may now be interacted with again.

Game (Rams) – Condition: Game DIE!!!: This model chooses to gain melee expert +1 or ranged expert +1 or casting expert +1. When this condition is gained, note the most expensive enemy model currently in play if this model kills that model before the end of the game, end this condition and gain 1 VP.

Game (Tome) - Condition: Game Break In: This model automatically drops a scheme marker at the end of its activation. If, at the end of any turn, this model has dropped a marker touching the enemy's deployment table edge, end this condition and score 1 VP.

Game (Crow) - Condition: Game Survive: This model gains armor +1 and hard to wound+1. If this model is alive at the end of the game, earn 1 VP.

Game (Mask) - Condition: Game Speed Run: This model gains nimble. When this model kills or sacrificed an enemy model its controller may place a 30mm Remains Marker within 3", any model may interact with these markers for 1AP to remove them. If this model picks up at least one Remains marker before the end of the game, end this condition and score 1 VP.



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ROUND 3 - TRAPPED IN THE HOUSE OF MIRRORS

It's time to escape! The carnival is coming to a close and anyone left behind won't be making it home ever again!

Deployment: Standard

Schemes: Assassinate, Bodyguard, Murder Protégée, Make Them Suffer, Line in the Sand, Faction Specific

Strategy: At the end of the game, earn 1 VP, up to 4, for each non-peon model a player hired at the start of the game that is in the enemy's deployment zone.

Special Rules

During deployment label each table quarter 1, 2, 3, or 4, it does not matter which is which only that each has a number. Place a marker in the center of the board this marker has no effect but it helps with measure the Mirrors effect.

Random Effect: After deciding who has won the initiative (after cheating and stoning for reflips) use the card with the highest value to generate this turns effect. The suit of the card determines the effect that will apply for the turn.

- (Mask) Quickening: All models gain +2" charge range.
- (Crow) Distending: All models gain +1" melee range.
- (Ram) Super Charged: All models gain +2" range to all Sh attacks.
- (Tome) Mirror: All models gain +2" range to all Ca attacks.
- Either Joker: Both players may cheat fate if a black joker is flipped (follow all rules for cheating as normal).

Mirrors: Any model may spend 2AP, if they are not engaged, to use the Mirrors effect, if they do, the flip a card, which may be cheated, to determine where they are placed. The suit of the card flipped is the table quarter: Mask -> Quarter 1, Crow -> Q2, Tome -> Q3, Ram -> Q4 and the value of the card is the exact number of inches from the center of the board they must be placed. If a black joker is flipped the model does not get teleported. If a red joker is flipped, they may choose any quarter to be placed in.

The Ring Leader: After deployment, before the start of the first turn, place a Ring Leader Model with a base size of 30mm in the center of the board. Whichever player activates a model first on turn 1 gains control of this model first. This model counts as a part of this models crew in every way. At the start of each turn after the first, this model's controller switches to the other player.

Whenever this model is attacked, the player who is not doing the attack flips the resist and cheats from their hand. This model has the following stats:

The Ring Leader

Df	Wp	Wd	Wk	Cg	Ht
5	6	10	5	7	2

Incorporeal, Hard to Kill, Hard to Wound

Stay With Us Forever: If this model kills a non-peon model it considers an enemy, the player who controlled this model gains 1VP.***

- (1) **Claws of Madness:** (ML 6 / Rst: Df / Rg: (CLAW) 2"): Target suffers 2/4/6 and gains the following condition until the end of the turn **Mad:** This model suffers a negative flip to all duels while within 3" of the Ring Leader Model.
- (1) **Clown Laughter:** (CA 6 / Rst: Wp / Rg: 12) Target suffers 2 damage and must make a Horror 12 duel.
- (0) **Feed:** (Ca 6 / Rst: Df / Rg: 10) If the target was an enemy model, this model heals 2 wounds and draws 1 card.



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FREQUENTLY ASKED QUESTIONS

Round 1

Deployment: Remember the center line is diagonal during flank deployment.

Ticket Booth Token: If a model would normally be allowed to take interact actions while engaged or if the model is taking the interact action outside of its activation the cost will remain 1AP, abilities that lower the AP cost of interactions also still apply as normal.

Ticket Tokens: The number of tickets can be kept track in anyway; marker, tokens, and so on. They are placed on the models card and have no direct effect on the game.

Passing Tokens: ONLY the model with the tickets may spend the AP to transfer the tickets and only during their activation.

Taking Tokens: If a model dies from a condition such as poison or from an ability/effect where normally no model would receive credit for the kill then ticket is removed from the game.

The Horror: The Ticket Booths are moved before checking if any models are in base contact to deal the 2 damage. Models pushed out of the way are placed in base contact by the player whose crew the models belong too. Models that have abilities that prevent pushing or being moved do not apply. The ticket booth always moves the entire direction its pushed and models in its path are placed in base contact with it regardless of any rules that would prevent it. Ticket booths do stop if they touch unclimbable or impassible terrain. If the booth cannot be reasonable placed on top of the terrain then they stop in base contact.

Round 2

Deployment: Basically there should only be 2 Game Booth markers on each players half of the board.

Game Booth Markers: Select either 4 colors or use any means that makes sense to both players to signify which tokes represent what suit. Follow normal rules for interactions. If a model dies from a source other than another model, such as poison or in cases was no model would normally receive credit for the kill/sacrifice, the condition is lost and the game booth marker of the same suit flips back over.

Game Die!!!: If two models tie for being the most expensive then the acting player chooses either.