ADEPTICON 2017

MASTERS OF MALIFAUX 2017

LAUNCH DATE: 03.25.2017
INITIATION CODE: 8B6378229
LAST UPDATE: 01.10.2017

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 2/28/2017.

GENERAL RULES

- The Masters of Malifaux 2017 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 2017 Tournament Packet.
- Proxies are allowed at this event for models that are not available readily before **FEBRUARY 28, 2017**. 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 28, 2017. NO PROXIES WILL BE APPROVED AFTER FEBRUARY 28, 2017.** 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.
- 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 2017 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.

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 – Headhunter, Close Deployment
  - Round 2 – Interference, Standard Deployment
  - Round 3 – Squatter's Rights, Flank Deployment
  - Round 4 – Extraction, Standard Deployment
  - Round 5 – Collect the Bounty, Flank Deployment
- Scheme Selection: Fixed Shared Schemes
  - Round 1 - Claim Jump, Eliminate the Leadership, Frame for Murder, Hunting Party, A Quick Murder
  - Round 2 - Claim Jump, Accusation!, Leave Your Mark, Covert Breakthrough, Hidden Trap
  - Round 3 - Claim Jump, Dig Their Graves, Frame for Murder, Recover Evidence, Search the Ruins
  - Round 4 - Claim Jump, Dig Their Graves, Eliminate the Leadership, Undercover Entourage, Last Stand
  - Round 5 - Claim Jump, Accusation!, Leave Your Mark, Tail 'em, Inspection
- Game Size: 50 Soulstones

SCORING

- Domination Format [TP/Diff/VP]

AWARDS

- 1st Place
- 2nd Place
- 3rd Place
- Best Appearance
- Best in each Faction (not in the Top 3)

SCHEDULE

SATURDAY, MARCH 25TH (8:00AM – 9:30PM)	
8:00AM – 8:45AM	Registration
9:00AM – 11:00AM	Round 1
11:00AM – 11:15AM	Break and Table Assignments for Round 2
11:15AM – 1:15PM	Round 2
1:15PM – 2:15PM	Lunch and Table Assignments for Round 3
2:15PM – 4:15PM	Round 3
4:15PM – 4:30PM	Break and Table Assignments for Round 4
4:30PM – 6:30PM	Round 4
6:30PM – 7:00PM	Break and Table Assignments for Round 5
7:00PM – 9:00PM	Round 5
9:15PM	Awards