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 Malifaux Team 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 2017 Gaining Grounds Tournament Packet from Wyrd's Organized Play Format section, with the following changes/additions that supersede the 2017 Gaining Grounds Rules.
- 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 2017adepticonteamtournament@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 FAQ and Errata 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 2017 website or AdeptiCon 2017 Malifaux Team Tournament Facebook group 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:** 4
- **Round Time Limit:** 150 minute time limit, including 15 minutes for crew selection and setup. Each round will end when the round time elapses. TO will not call last turn. TO will announce when 15 minutes remains and 5 minutes remain. When the clock runs out, TO will instruct everyone to finish the current activation and add up their scores. There will be a projected Time Clock for everyone to reference in the hall.
- **Strategy Selection (Fixed Shard Strategy with Standard Deployment):**
  - Round 1: Guard the Stash
  - Round 2: Extraction
  - Round 3: Interference
  - Round 4: Headhunter
- **Scheme Selection:** Each player on a team will select only one Scheme. Each player on a team must select a different scheme from the pool below. When selecting the Scheme, if the Scheme targets an opposing crew or model the player must make a note of which opposing crew/model the player is performing the Scheme against. Teammates **MAY COMPLETE** each other's' Schemes.
  - Round 1: Claim Jump, Dig Their Graves, Leave Your Mark, Hidden Trap, Eliminate the Leadership
  - Round 2: Claim Jump, Accusation!, Eliminate the Leadership, Show of Force, Hunting Party
  - Round 3: Claim Jump, Frame for Murder, Leave Your Mark, Recover Evidence, Search the Ruins
  - Round 4: Claim Jump, Accusation!, Frame for Murder, Undercover Entourage, Last Stand
- **Game Size:** 70 Soulstones (35 Soulstones per player)
- **Crew Construction:** Single Faction. At the start of the Tournament, the team will sign up with a specific faction and follow the Hiring restrictions for that faction as normal to hire their crews.
  - Model Rarity is handled on a crew basis. Example: If your Masters are Lady Justice and Perdita, both of your crews can contain one Executioner or one player can select 2 Executioners.
  - Due to time constraints, the judges will not be able to come round to all the tables and check math. Therefore, after constructing your crew, hand your character cards and upgrades to one of your opponents to check math.

SPECIAL RULES

- Each player will control his own 35 stone crew. He/She will have his own control deck and his/her own pool of Soulstones to work with. Teammates' models are considered friendly in all instances other than Chain Activation.
- **Initiative:** Each turn each team will nominate one player to flip initiative for their team. That player uses his/her own control deck and soul stone pool for the flip. Only his/her models can affect their flip or their opponents flip.

  Example: Team A (Lady Justice and Perdita) are playing against Team B (Lilith and Pandora). Team A selects Lady Justice to flip initiative. Team B selects Lilith. Lilith has a doppelganger in her crew so Lilith will able to cheat Team B's Initiative Flip (from LILITH'S hand not Pandora's) before soulstones are spent to re- flip the Initiative Flip.

- **Model Activation Sequence:** After initiative is flipped, the winning team selects one team member to be the first player and the other player to be the third player. The opposing team then selects which player will be the second player and which player will be the fourth player. The turn then begins with the players activating in the order selected above. This order remains the same through the entire game turn. When a player has run out of models see Player Elimination below.

  Examples: Team A has won initiative. Lady Justice chooses to take the 1st Player card. Perdita is then left with the 3rd player card. Lilith then takes the 2nd player card leaving Pandora with the 4th player card. Lady will then

activate his first model, followed by Lilith, then to Perdita and finally Pandora. This order will remain the same for the entire game turn.

- **Player Elimination and Activation Sequence**: In the event that one player is eliminated from the game or has less models than his/her teammate, his/her teammate then gains the option to activate on either or both of the activation phases.

  Examples: Pandora has been eliminated from the game. Team B had won initiative this round so Lilith can now choose to activate her models on either Phase 1 or Phase 3. She must activate on at least one of those phases but she can choose to activate on both if she has un-activated models to do so.

SCORING

- Domination Format [TP/Diff/VP]

AWARDS

Competitive:
- **Masters:** Best in TP/Diff/VP
- **Henchman:** 2nd best in TP/Diff/VP
- **Enforcer:** 3rd best in TP/Diff/VP
- **Faction Heralds:** Essentially best in faction broken down into 75% game performance (TP/Diff/VP), 12.5% Team Display Score, 12.5% Paint Score. Note: Master, Henchman, and Enforcer winners are ineligible for this award

Hobby:
- **Fatemaster Award:** Best Team Theme (combination of display, costumes, and story as to why your models are working together)
- **Masquerade Award:** Best Team Costume
- **Best Turf Award:** Best Team Display (see rubric)
- **Best Painted (**see rubric)
- **Confiscated Lore Award:** Best score in pre-tournament quiz covering both rules and fluff from 2E Rulebooks, Chronicles, and Through the Breach

  Note: Tiebreakers for all Hobby Awards will be VP/Diff/TP. Yes…we know that is backwards…it is on purpose!

SCHEDULE

Things are REAL tight for this event. So, please be considerate of your opponents and your Tournament Organizers and be **EARLY** to all rounds. Also, please get your results into the TO's as quickly as you can then discuss the round with your friends.

FRIDAY, MARCH 24TH (8:00AM – 9:00PM)

8:00AM – 8:30AM	Registration/Quiz	2:45PM – 5:15PM	Round 3
8:30AM	Table Assignments for Round 1	5:15PM - 5:45PM	Dinner Break
8:45AM – 11:15AM	Round 1	5:45PM	Table Assignments for Round 4
11:15AM – 11:45AM	Lunch Break	6:00PM – 8:30PM	Round 4
11:45AM	Table Assignments for Round 2	8:45PM	Awards
12:00PM – 2:30PM	Round 2		