



# ADEPTICON 2018

## MASTERS OF MALIFAUX 2018

EVENT DATE: 03.24.2018

LAST UPDATE: 01.20.2018

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 to the event after 2/1/2018.

## GENERAL RULES

The Masters of Malifaux 2018 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 2018 Tournament Packet](#) with the following changes/additions superseding rules presented in the Gaining Ground 2018 Tournament Packet.

Proxies are allowed at this event for models that are not available before **FEBRUARY 28, 2018**. 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, 2018. NO PROXIES WILL BE APPROVED AFTER FEBRUARY 28, 2018**. 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](mailto:adepticonsean@gmail.com) for approval.

We will use the GG2018 rules for the [Malifaux "Bad Things Happen" app](#) with these additions and clarifications:

- You must track activations by placing a token next to your model on the board to show the model has activated for the turn.
- You must have the latest official printed upgrade card for each upgrade that you want to place on a model different than the model the upgrades started on. For Errata cards 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.

Clarifications for those not using the [Malifaux "Bad Things Happen" app](#):

- You must have the latest official printed stat card for each model, including proxy models. For Errata cards 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.
- You must track your models' activations using one of the following options for the duration of the game: mark your card with a dry erase in some fashion to indicate the model has activated, turn the card to some degree to differentiate it from cards that have not activated or place a token on the card.

Using the app by itself is not sufficient to track conditions and wounds because it does not provide enough visibility to your opponent. The system for marking wounds and conditions is as follows for both app using and non-app using players:



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- 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. This means every effort should be made by non-app using players to mark their wounds and conditions on their stat cards.
- You must track damage with either an erasable marker to write on the model's stat card, or dice placed either on the stat card or next to the applicable model on the table.
- If a non-app player elects to use dice to mark their models wounds, they should notify their opponent at the start of the game. App players WILL use dice to mark their models wounds on the table. Players will use D6's only. Players will 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 next to the model on the table or on its stat card.
- You must track conditions with either an erasable marker to write on the model's stat card, tokens or dice. App players WILL use tokens or dice to mark their models with conditions on the table.
- 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.
- If using tokens for conditions the tokens should be different and discernible for each condition represented.

**ALL** schemes chosen along with appropriate selected crew information regarding the scheme **MUST BE** written down by each player on the official AdeptiCon rules packet before the start of each game. Failure to write down your schemes and adding any relevant information for the scheme on the official rules packet before the start of a game will score the player zero points for said unmarked scheme. The additional information is referring to writing down the model selected for Undercover Entourage, for example.

- 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 exception; any non-Grey plastics produced by Wyrd such as translucent models for example. Any standard Grey plastic models or pre-plastic metal models that do not show at least some effort was made to conform to the 3 color standard can cause those models to be disqualified from use within the tournament. The Tournament Organizer will make the final determination if a player's models have complied with this event policy should models be called into question.
- 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 2018 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, which includes 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 - Public Executions, Flank Deployment
  - Round 2 - Ours, Standard Deployment



# ADEPTICØN 2018

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- Round 3 - Symbols of Authority, Close Deployment
- Round 4 - Supply Wagons, Flank Deployment
- Round 5 - Ply for Information, Standard Deployment
- Scheme Selection: Fixed Shared Schemes
  - Round 1 - Eliminate the Leadership, Hold Up Their Forces, Public Demonstration, Take One For The Team, Take Prisoner
  - Round 2 - Guarded Treasure, Dig Their Graves, Search The Ruins, Show Of Force, Vendetta
  - Round 3 - Punish the Weak, Recover Evidence, Set Up, Take Prisoner, Undercover Entourage
  - Round 4 - Guarded Treasure, Inescapable Trap, Public Demonstration, Recover Evidence, Search The Ruins
  - Round 5 - Surround Them, Covert Breakthrough, Dig Their Graves, Set Up, Vendetta
- Game Size: 50 Soulstones

## SCORING

- Domination Format [TP/Diff/VP]

## AWARDS

- 1st Place
- 2nd Place
- 3rd Place
- Best Appearance
- Best in Faction

## SCHEDULE

### SATURDAY, MARCH 24<sup>TH</sup> (8:00AM - 9:15PM)

8:00AM - 8:45AM	Registration
8:45AM - 9:00AM	Table Assignments for Round 1
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