‘Syndicate slaughter’

Malifaux Tournment

# Saturday 18th November 2017

### Location:

Khandallah Village Church, Wellington Warlords, 33 Ganges Road, Khandallah, Wellington.

### Crew:

50 Soulstones, fixed faction tournament

### Games:

All games in this tournament can contribute to Wyrd’s Homefront Campaign <https://www.wyrd-games.net/homefront>. At this stage, it’s not clear whether the results will inform Block 3 or Block 4 of the campaign.

The tournament will consist of 3 rounds – each lasting 2.5 hours/150min. Strategies, schemes, and deployment from Gaining Grounds 2017 will be used see <https://www.scribd.com/document/338252841/Gaining-Grounds-2017-pdf>. Schemes will be generated by the umpire for all players prior to the round start, strategies and deployment are fixed and noted below.

Turn length as per main rulebook (5 rounds, flip for further rounds). A **maximum** of the first 10min of each round is used for crew and scheme selection. The remaining 140min should be more than enough to complete 5 -7 turns.

The Umpire will give regular updates on time and it is between the players to ensure the full game is completed where possible. Once the final 15min is reached, the current turn will be finished for both players with no further turns.

Schedule: Strategy Deployment

**Round one:** 9:00am - 11:30am **Headhunter Flank Deployment**

**Lunch:** 11:30am - 12:00pm

**Round Two:** 12:00pm - 2:30pm **Extraction Corner Deployment**

**Afternoon Tea:** 2:30pm - 2:45pm

**Round Three:** 2:45pm - 5:15pm **Interference Close Deployment**

### Registration:

Register through William Hoverd [whoverd@gmail.com](mailto:whoverd@gmail.com)

### PAYMENT:

$10.00 if you are not a Warlords Member - information on membership can be found <https://warlords.org.nz/>

Free for Warlords Members

Payment details are provided following registration, by the event organiser.

### Contact:

Umpire contact details (for any Malifaux specific queries) Wil Hoverd

[whoverd@gmail.com](mailto:whoverd@gmail.com)

### Format:

Winner will be determined by TP/DIFF/VP as per GG 2017

3 TP for a win, 1 for a Draw, 0 for a Loss.

### Fair play

All players must abide by the terms of the GG 2017 for sportsmanship, etiquette & all other sections except for the calling time paragraph.

As noted above time will be called 15min prior to scheduled round end. Both players must then finish within that 15min with the same number of activations completed. For example, if player A has played 5 activations and player B has played 4 activations, player B will complete activations 5 so both players have played 5.

Playing with a painted crew is also considered an important fair play etiquette for your opponent.

### Make sure you bring:

* A copy of the second edition rules and stat cards
* A suitable set of counters/markers/tokens
* A pen
* Whiteboard marker or other way to track wounds
* Tape measure and a Fate Deck (ordinary playing cards will do so long as you have a suit reminder)
* A few pre-though out crew builds so that the game can begin as soon as possible
* Only painted models as per below

### Proxies:

Proxied models are acceptable if they’re on the correct base size and somewhat recognisable. Using Malifaux models as proxies can be very confusing in-game, so confirm what is what with your opponent beforehand. Please contact me with descriptions/photos of any proxies that you plan to use.

### Painting:

A fully assembled and painted crew is required. As per GG 2017 - this means bare models or those with just primer will not be allowed to be used. Models made from non-grey plastic may be unpainted, as paint would defeat the translucent or day-glow effect.