Cartographer’s Cup 2026

Schedule and registration

22-23 August 2026 - tournament days.

Ursynów District City Hall (same place as last year)

Aleja Komisji Edukacji Narodowej 61

02-777 Warszawa

SATURDAY:

First round: 9:00 - 12:00

Second round: 13:00 - 16:00

Third round: 16:00 - 19:00

AFTER PARTY (WIP, same place with better service or other place)

SUNDAY:

Fourth round: 9:00 - 12:00

Fifth round: 13:00 - 16:00

Awards Ceremony: 16:30

Registration rules:

- Captains can register a Team via email (contact.the.cartographers@gmail.com) or Longshanks.
- Registration should include names of 7 players, their Longshanks IDs number and factions.
- Captain can register team even before he/she complete all players to secure a spot for country.
- Until 15.06.2026 we are sticking to a limit 1 team per country, after that FIRST COME, FIRST SERVED!
- Team ticket 210 euro (payment to zlo@o2.pl through Paypal. Use send to friend option).

Event Format

- Cartographer’s Cup 2026 is a team event, with teams of 7 players, each player representing a different Faction. (one faction is out of course)
- The tournament consists of 5 rounds played over the two days: 3 rounds on Saturday and 2 rounds on Sunday. All rounds are 50 SS, using the Singles variant. Most probably, we will use the most recent set of rules (GG1, hopefully). This point is still subject to change, obviously.

- Each tournament round consists of 7 individual games. Each individual game will use a unique Scheme Pool. Players should expect any mix of Strategies across the 7 games making a round. Chances of playing 7x Informants are low, but never zero.
- Any models released in the app when the tournament starts will be allowed during the event. Official errata will be adopted as soon as it is in the app.
- The time limit for this event is 75 minutes per player (2,5 hours total). Clocks start as soon as the Referee declares the start of the round.

Player Expectations

- See the MWS FAQ for common rules questions and rulings.
- Use the official Malifaux app to declare Faction/Master/Crew.
- After the game, one player must report the score in Longshanks. Agree with your opponent who will do so, and make sure reporting is done before the end of the round. Include Attacker/Defender, declared masters, titles, and final scores with strat/scheme breakdown.
- It is the responsibility of both players to verify the reported score is correct. Once a new round begins, whatever score was reported will stand for the event.
- Players are required to have painted models with decorated bases. We expect an **honest effort** when it comes to painting and bases. If a player is worried about their models being accepted then they are welcome to send us photos via email for consultation: contact.the.cartographers@gmail.com. Translucent models will be accepted as painted at the event, however, they still need to have decorated bases. Dayglow (non translucent colored plastic) models are not considered painted.

Event Policies

- Conceded games will be scored based on the current game state, or a 8-3 if no apparent score can be determined.
- Tiebreakers for teams with equal TP will be: 1) Individual W/L/D score, 2) Strength of Schedule, 3) Differential, and 4) Total VP.
- Attacker and defender will be randomised by the app.
- Games must be played within the time limit established in the document. It is assumed that the players will play using clocks, splitting time equally.
- If both players agree not to use clocks, they may do so, but they must keep a single timer running and play within the event time limit. If either player prefers using clocks, then clock use is mandatory.
- If the players are not using clocks, the Referee will not intervene regarding slow play or enforce other time related issues.
- Whenever there is an argument between two players, they are encouraged to settle it between themselves and, if necessary, bring it to their teams' captains' attention. If the argument cannot be settled by the Captains, only then should the Referee be notified.
- **This document may be subject to change!**

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Unsportsmanlike Behavior

The event will have a penalty system for unsportsmanlike behavior (which we hope will not be enforced)

- Incorrectly playing rules of your models, sloppy measurements or incorrectly playing general rules: **Warning**
- Arguing with Referees: **Yellow Card**
- Blatant Cheating (rigged decks, looking at deck, etc), Aggressive Behavior: **Red Card**

2 Warnings = 1 Yellow Card
2 Yellow Cards = 1 Red Card (auto 8:0 for the current match)
2 Reds = Disqualification of the player. The team will play with 6 players and the unfilled spot will be a 4:0 loss

Not every case of incorrectly playing rules etc will be noted with an automatic warning. The Refs will have a watchlist of players that play rules wrong or play sloppy.

Pairings

Pairing process will be run according to the following algorithm:

1. One of the opposing teams becomes Team Hare, the other becomes Team Tortoise. Captains choose which team becomes Team Hare by playing Rock-Paper-Scissors (best of 3), or flip a card, or roll the dice, or flip a coin.
2. Team Hare assigns a player to a table. Each table will have a Strategy & Scheme pool assigned, as well as a Deployment type.
3. Team Tortoise offers two players for Team Hare to choose from.
4. Team Hare makes their choice.
5. Team Hare becomes Team Tortoise and vice versa.
6. Repeat steps 2-5 until there is only one player remaining in each team. These two players are paired together on the last remaining table.

Example:

Vatican plays against Monaco. Both Captains play Rock-Paper-Scissors (best of 3). Team Vatican is victorious and becomes Team Hare. Vatican then deploys their Ten Thunders player to Table 5, and also Game 5 (Cloak and Dagger on Corner Deployment with a particular Scheme pool). Monaco offers Guild and Resurrectionists. Vatican chooses to play against Resurrectionists and becomes the new Team Tortoise.

Monaco (new Team Hare) deploys Guild to Table 2 (Raid the Vaults on Flank). Vatican offers Outcasts and Bayou. Monaco chooses Bayou.

Vatican deploys Arcanists to Table 7 (Raid the Vaults on Wedge). Monaco offers Arcanists and Neverborn. Vatican chooses Neverborn.

Monaco deploys Bayou to Table 4 (Stuff the Ballots on Standard). Vatican offers Explorers Society and Outcasts. Monaco chooses Outcasts.

Vatican deploys Explorers Society to Table 6 (Plant Explosives on Flank). Monaco offers Arcanists and Outcasts. Vatican chooses Arcanists.

Monaco deploys Ten Thunders to Table 1 (Stuff the Ballots on Corner). Vatican offers Resurrectionists and Neverborn. Monaco chooses Neverborn.

Vatican deploys Resurrectionists to Table 3 (Plant Explosives on Standard). Monaco has only one player (Outcasts) at their disposal and deploys them.

The process is concluded with the following pairings:

Table	***Strategy***	***Deployment***	***Vatican***	***Monaco***
1	*Plant Explosives*	*Corner*	*Neverborn*	*Ten Thunders*
2	*Informants*	*Flank*	*Bayou*	*Guild*
3	*Plant Explosives*	*Standard*	*Resurrectionists*	*Outcasts*
4	*Boundary Dispute*	*Standard*	*Outcasts*	*Bayou*
5	*Recover Evidence*	*Corner*	*Ten Thunders*	*Resurrectionists*
6	*Informants*	*Wedge*	*Explorers Society*	*Arcanists*
7	*Recover Evidence*	*Wedge*	*Arcanists*	*Neverborn*

Tournament Organizers

This event is organized and judged by: Krzysztof Białek, Łukasz Bober and Paweł Korpal.

Terrain Definitions

The following terrain definitions are standard for every map in this event.

Buildings with Flat Roofs - Blocking, Climbable, Ht as measured in inches

Buildings with Sloped Roofs - Blocking, Impassable, Ht as measured in inches

Barrels: Destructible, Blocking, Climbable, Ht 1

Boardwalks: No terrain traits. Divides water into separate terrain pieces.

Bonfire: Blocking, Impassable, Ht 1, Hazardous (Burning)

Bridge: Walkable across with no penalty, has Ht 1, fences on sides: Blocking, Impassable, Ht 1

Cactus: Blocking, Impassable, Hazardous (Injured), Ht 1

Cactus House: Blocking, Impassable, Ht 3

Coffins: Blocking, Climbable, Destructible, Ht 1

Craters: Severe

Crates: Blocking, Climbable, Destructible, Ht 1

Derelict tractor: Blocking, Impassable, Ht 2

Dino skeleton: Blocking, Impassable, Ht 2

Fences (parts of buildings): Blocking, Impassable, Ht 1

Fences (standalone): Blocking, Climbable, Destructible, Ht 1

Field: Dense, Severe, Concealing, Ht 2

Frozen lake: Severe

Furniture: Blocking, Climbable, Destructible, Ht 1

Fog Banks: Dense, Concealing

Forests: Dense, Severe, Concealing

Fountain: Blocking, Climbable, Concealing); sculpture inside: Blocking, Impassable, Ht 2

Gallows: Climbable, Concealing, Ht 1

Graves: Blocking, Climbable, Height 1

Green Water: Severe, Hazardous (Damage 1, Poison)

Ice Walls: Blocking, Impassable, Destructible, Ht 2

Lava: Hazardous (Damage 1, Burning)

Mud: Severe

Paths: No terrain traits

Pipes: Height 1, Blocking, Climbable

Open Graves: Severe

Railroad Tracks: No terrain traits

Roads: No terrain traits

Rocks: Blocking, Impassable, Ht as measured in inches

Rough ground: Severe

Ruins: Blocking, Climbable, Destructible, Ht 1

Stairs: Stairs rule applies

Stargate: Impassable, Concealing

Tents: Blocking, Impassable, Ht as measured in inches

T**rains:** Blocking, Impassable, Ht as measured in inches

Trees: Concealing, Impassable, Ht as measured in inches

Water: Severe

Clock Rules

Core Principles

- **The clock runs for the player who is acting or thinking.**
- **You may pass the clock to your opponent at any time.**

Rules for Clock Use

You are responsible for your own time.

- When you are done acting, it is your responsibility to pass the clock to your opponent.

Alternate end phases, scoring, and shared time

- Make note of who has the clock on the first instance of shared time. Alternate who has the clock during each subsequent instance.
- Pass the clock to your opponent if you are finished with shared time and they have not.
- When time runs out, you may no longer act.

If you clock out, you must finish your current action, then pass the clock to your opponent.

- Your opponent may continue to play until the game ends (until the last turn is scored, or their own time runs out).

Avoid pausing the clock.

- During a tournament, the clock may only be paused by the Referee.

Sportsmanship Tips

- Verbally indicate whenever you pass the clock.
- Give your opponent a few seconds to cheat/stone. Then, pass the clock if they are thinking.
- If your opponent does not pass the clock to you, use verbal queues to remind them.
- Verbally indicate if you need thinking time during your opponent's activation.
- You are responsible for your time, including noticing when the clock should be yours. Intentionally playing on your opponent's time is cheating.

Clock Setup

When does the clock start?

- Start the clock as soon as the Referee declares the start of the round.

When does the game end?

- Ideally, the game ends naturally, at the end of Turn 5.

- A new turn may not be started if both players have less than 5:00 minutes remaining. If that occurs, the current turn will be scored as the final turn of the game.

How much time is on the clock?

- Round time is split evenly between the players.
- Each player gets 75 minutes of play per tournament round.
- During a tournament, only a Referee may adjust the allotted playtime.

If You Clock Out

You may not...

- Activate models
- Declare actions
- Declare trigger
- Move models
- Choose to use “may” abilities on your models
- Cheat fate
- Use soulstones
- Draw cards

You may still...

- Score points
- Win the game
- Flip duels generated by your opponent
- Discard soulstones, cards, or markers from your opponent’s effects
- Resolve “must” abilities on your models that do not require moving models or flipping cards

Clocks FAQ

I forgot to pass the clock for one of my activations. What should I do?

- Some opponents will let you take an activation on their time, but they are not obligated to do so.
- Ultimately, it is your responsibility to manage your own time.

I regularly forget to pass the clock to my opponent and I’m not getting my full time. What should I do?

- Talk to your opponent and ask them to help you remember to pass the clock.
- If both players are struggling with the clocks, ask for a Referee to help out.

I think my opponent is intentionally playing on my time, or they are passing the clock without alerting me. What should I do?

- Call for a Referee.

My opponent is passing the clock immediately after each flip. What should I do?

- Call for a Referee.

Examples of Clock Use

Standard Play Example

Player A activates Titania, and begins attacking Mah Tucket. On the first attack, Player A is hitting on positives, so Player B cheats defensively. Since it only took Player B a couple seconds to determine his cheat, the clock stayed on Player A for the entire action.

On the second attack, Player A missed and cheated to hit. This generated Scamper effects from multiple models in Player B's crew, so Player A passed the clock to Player B to resolve the Scampers.

On the third attack, Player A hit again, and now Mah could die if Titania hits severe damage. Player B says he needs a second to think, and Player A passes the clock to him. After a minute, Player B decides not to cheat, but spends a stone to put the attack on negs, passing the clock back to Player A. Player A flips severe anyways, and Player B spends another stone to reduce the damage. Since Player B didn't need to take any time to think about it, the clock stayed on Player A for the reduction.

End Phase Example

Player A and Player B reach the end of Turn 1. Player A had the last activation, so the clock stays on him and the players make note of this.

Player A had little to do during the end phase, and he finished his cleanup quickly. Player B is playing McMourning and is resolving poison on his crew, so Player A passes the clock to Player B. They flip initiative on Player B's clock, but then Player A needs to think about cheating initiative, so Player B passes the clock back.

Next end phase, the clock starts on Player B (because it started on Player A last turn). Player A quickly resolves his cleanup, including stoning away some poison damage, before Player B finishes resolving his friendly poison. The clock stays on Player B the entire end phase.

All rules contained above are subject to change!!!

Painting Contest

During the tournament, a Painting Contest will be held. All players may participate in the contest. Final works will be presented during the tournament, and winners will be selected by a jury.

We want to discourage players from submitting already painted models, therefore in order to submit their entry, a participant has to send a photo of **unpainted** models to contact.the.cartographers+painting.contest@gmail.com. Then, after painting the models, participants should e-mail a photo of their final work. Deadlines are as follows:

- Initial submission (unpainted models) should be sent before July 31.
- Final submission (painted models) should be sent before August 16.

Finally, an entry should consist of **at least 3 models sharing a keyword**.

There is a limit of one entry per participant.