2495 Cedar Street STE 14-B
Holt, MI 48842
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Tournament Format

- **Rounds** - 2
- **Round time** - 3 hours + 15 minutes for setup
- **Table Size** - 3x3
- **Format** - Swiss
- **Software** - Longshanks
- **Doors** - 11:30 AM
- **Start** - 12:00 PM
- **Entry** - $10

This tournament will follow the rules presented in:

- Malifaux 3E Rulebook
- Malifaux Burns
- Madness of Malifaux
- Ashes of Malifaux
- Gaining Grounds
- Most recent Eratta & FAQ

Crew Selection

- Fixed Master - declared at registration
- Singles (When hiring, Masters not sharing a Keyword with the Crew's Leader cannot be hired)
- Dead Man's Hand models will not be allowed
- 50SS Crew
- Gaining Grounds 4

Player Responsibilities

- Models
- Stat cards or Crew Builder app
- A Fate deck
- Something to measure with
- Wound/Token tracking
- Scheme markers and any other markers you may need (Terrain, blast, scrap, corpse, etc…)
- Token used to display Soulstones

Players are also responsible for conducting themselves in an appropriate, sportsmanlike manner.

Schedule

Registration - 11:30 PM - 12:00 PM
Round 1 - 12:00 PM - 3:15 PM
Lunch - 3:15 PM - 3:45 PM
Round 2 - 3:45 PM - 6:45 PM

Raffle Prizes

Players will earn tickets for the conditions in the section below.

- Players will receive a Ticket for showing up to registration 15 minutes before the start time
- You will receive your tickets once your game is finished.
- Players will earn an additional ticket for each win
- You will have until the beginning of the next round to write your name on the tickets and place them in the appropriate cups for prizing.

Example prizes such as:

- Model kits
- Store Credit
- Hobby Supplies
    - Brushes
    - Paints
    - Etc

Raffle Tickets

Win a Game - 1 Ticket
Play a Game - 1 Ticket
Fully painted crew - 1 Ticket
Be ready 15 minutes before the start of round 1 - 1 Ticket

Round 1

Deployment:

Standard

Strategy:

Plant Explosives

Schemes:

Espionage
Deliver a Message
Ensnare
Sweating Bullets
In Your Face

Round 2

Deployment:

Wedge

Strategy:

Cloak and Dagger

Schemes:

Protected Territory
Death Beds
Hold Up Their Forces
Outflank
Espionage