



Come and join us for Malifaux gaming at the LVO 2017!

Friday : [Purchase you Friday Malifaux ticket, here.](#)

- **Enforcer Brawl**
- **12:00 pm Start Time**
- **4pm End Time**
- **Max Players 24**

Wyrd Official Enforcer Brawl Format:

The Enforcer Brawl is an arena death match where players take their favorite Enforcers and wreak as much mayhem as possible! This is a great format to use if you have spent all day playing competitively and your group is looking for something more laid back for the evening. It is also a great way to spend an afternoon if you want something different. This format is best played with between 4 and 8 participants; if your group has more people than this, you may want to consider breaking up into multiple Enforcer Brawls which are played simultaneously.

Rules:

Each player selects one Enforcer and attaches up to one Upgrade to it. The Upgrade must be something the Enforcer could have attached at the start of a normal game considering its Faction(s). (Leader only Upgrades may not be selected, for example.) The Enforcer must be one with a Cost which may be hired (no Coryphee Duets, for example). The game is played on a standard table. Each player flips a card to determine deployment order; the player who flips highest deploys first, followed by the second highest, etc., until each player has deployed their Enforcer. If two or more players are tied, they reflip amongst themselves. Models may be deployed anywhere on the table which is more than 6" from another model. Play proceeds for 6 rounds. Each round, all players flip for initiative; the player who flips highest must go

first, followed by the second highest, etc. until all players have gone. If two or more players are tied, they reflip amongst themselves. If a model receives Reactivate, it receives a second Activation at initiative -1 (if multiple models Reactivate, they flip to determine which goes first). Before the game, assign a suit (R, t, etc.) to each table edge. On a player's initiative, if they have no models in play or buried, they must flip a card which may not be cheated (reflipping jokers). The player places a new copy of the model they chose at the start of the Brawl (including its Upgrade) within 6" of the board edge corresponding to the suit flipped and then proceeds with their Activation as normal..

Restrictions

The Enforcer Brawl has the following restrictions/rules:

- Players have a hand of 4 cards, instead of the usual 6.
- Any Actions, Abilities, or Triggers which summon models are considered to be "blank" (they may not be used and have no effect on the game, as if they were not printed on the model).
- When a model is buried, it may choose to be sacrificed instead (in which case it counts as sacrificed by the model which forced it to become buried).

Scoring

At the end of 6 Turns, the player with the highest Victory Points wins. Players score VP in the following manner:

- 3 VP for each opposing model killed or sacrificed. A player scores 4 VP instead if the model they killed or sacrificed had a higher Soulstone Cost (including the cost of Upgrades) than their model did.
- 1 VP for dealing 1 or more damage to an undamaged enemy (this may stack with killing the model). A player scores 2 VP instead if the model they damaged had a higher Soulstone Cost (including the cost of Upgrades) than their model did
- -3 VP for each time the player's model was killed or sacrificed.
- Groups are encouraged to come up with their own variant methods of scoring by including things like hidden Schemes, bonus points for killing certain models, area control, rules for attaching more Upgrades, etc. These are the base rules, have fun with them!



Friday: [Purchase your Friday Malifaux ticket, here.](#)

- Henchman Hardcore
- 7:00 pm Start Time
- 9:30 pm End Time
- Max Players 24

Wyrd Official Henchman Hardcore Format:

Henchman Hardcore is a tournament version of Malifaux which focuses on quick, brutal decision making. It is perfect for a group which wants to face a new challenge and experiment with Malifaux in a slightly different environment. The key differences between Henchman Hardcore and regular Malifaux are the reduced game size (20 Soulstones) and the fact that all Crews must be led by a Henchman. Due to the emphasis on speed it may not be the best format for new players, but this can be overcome by adjusting the round times to the needs of your group.

Restrictions

Henchman Hardcore is different from standard Malifaux in the following ways:

- All Crews must be led by a Henchman, not a Master.
- The game size is 20 Soulstones.
- All Crews must contain exactly 4 models, no more, no less.
- Upgrades may be purchased, as allowed by the standard rules of Malifaux.
- The size of a Crew's Soulstone Pool is limited by the Cache of the Henchman leading it; any Soulstones above this amount are discarded.
- Any Actions, Abilities, or Triggers which summon models are considered to be "blank" (they may not be used and have no effect on the game, as if they were not printed on the model).
- Only one Scheme will be available.

- The same Crew must be used in each round of the event.

Set Up

All rounds use the following set up:

- Deployment: Close.
- Strategy: Hardcore Turf War. This Strategy uses the Turf War rules (Core Rulebook pg. 66) with the exception that VP may be scored on the first Turn.
- Scheme Pool: Assassinate (Core Rulebook pg. 68). This is the only Scheme available and it must always be taken.

Tournament Rules

Use Gaining Grounds to determine pairings and score the event to determine the winner. Only the round times are different from the Gaining Grounds tournament standard:

- All round times are 30 minutes.

Saturday: [Purchase your Saturday Malifaux ticket, here.](#)

- “Gamble Your Life” Masters Qualifier
- 9:30 am Registration
- 10:00 am Start Time
- 8:00 pm End Time
- 4 Rounds. Each round is 105 minutes plus 10 minutes for setup
- Lunch from 12:00pm-1:00pm
- Paint and basing required (basing has to have at least paint, sand or flock on it)
- Max Players 34

Top 12 from Saturday move on to Gamble Your Life Masters tournament on Sunday.

Sunday (Top 12)

- “Gamble Your Life” Masters (Nova Open Qualifier)
- 10:00 am Registration Time
- 10:30 am Start Time
- 5:30 pm End Time
- Award Ceremony 6:00pm
- 3 Rounds. Each round is 105 minutes plus 10 minutes for setup
- Lunch from 12:30-1:30

- Paint and basing required (basing has to have at least paint, sand, or flock on it)
- Max Players 12

Sunday

- “Malifaux Open Gaming”
- 10:00am to 6:00pm
- Free to participate in with the purchase of your Convention Badge.
- Play fun, easy pickup games with fellow Malifaux enthusiasts!