



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** - 12:00 PM
- **Start** - 12:30 PM
- **Entry** - \$10

Longshanks:

<https://malifaux.longshanks.org/event/16964/>

Ticket:

<https://shop.afk.games/products/august-malifaux-tournament>

This tournament will follow the rules presented in:

- Malifaux 3E Rulebook
- Malifaux Burns
- Madness of Malifaux
- Ashes of Malifaux
- Gaining Grounds
- Most recent Errata & 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
- Bans will be allowed

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 - 12:00 PM - 12:30 PM

Round 1 - 12:30 PM - 3:45 PM

Lunch - 3:45 PM - 4:15 PM

Round 2 - 4:15 PM - 7:30 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: **Corner**

Strategy: **Cloak and Dagger**

Schemes: **Ensnare, Let Them Bleed, Power Ritual, Espionage, Information Overload**

Round 2

Deployment: **Wedge**

Strategy: **Raid the Vaults**

Schemes: **Protected Territory, Death Beds, Outflank, Take Prisoner, Deliver A Message**