



Aegis Games presents

Railroad Avenue Rampage

A competitive, two-day Malifaux tournament in Bellingham, WA

Aegis Games, 1431 Railroad Ave, Bellingham, WA 98225

50ss Tournament: Saturday April 29 - Sunday April 30

Crew Painting Contest: Saturday during the event

Bonanza Brawl: Saturday after dark

Registration

\$50 registration fee for the tournament. No fee to participate in Bonanza Brawl only.

Seats available for up to 20 players.

Secure your spot by pre-registering here: <https://aegislgs.com/Railroad-Avenue-Rampage-2222-14095/>

Once registered, add yourself to Longshanks: <https://www.longshanks.org/event/6378/>

Accommodations

We aren't big enough to have a hotel block, but we have some recommendations of where to stay if you're coming from out of town.

Both options are close to Aegis Games (5 min drive / 25 min walk / 20 minute bus).

Spendy option: [Sheraton Four Points](#)

Budget option: [The Coachman Inn](#)

Sponsors and support



Tournament Format

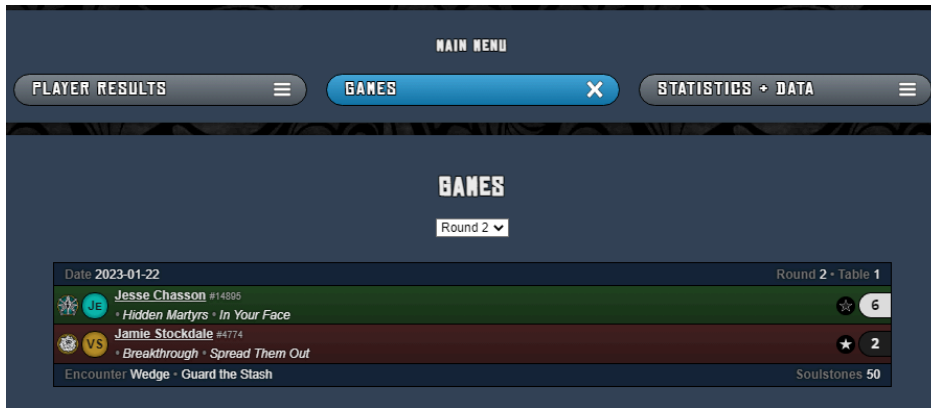
Gaining Grounds 3, Standard (50ss, no variants, double masters allowed, no DMH)

4-round event if registration is 16 players or less. At 17 registrants, we will jump to 5-rounds.

Aegis events use the Malifaux World Series Rulings and FAQ document: <https://bit.ly/MWS-FAQ>

Attacker / Defender are determined by Longshanks pairings. From the tournament games view:

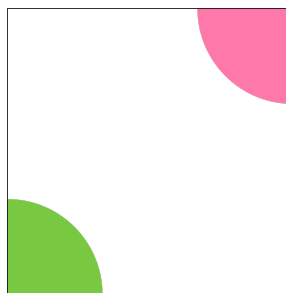
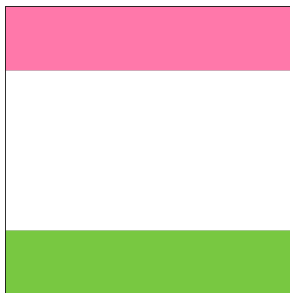
- Top player: defender
- Bottom player: attacker



Clocks are mandatory for players with more wins than losses Round 1 onward. Other games may be played without a clock if both players agree to waive them. If waived, the TO will not adjudicate issues related to slow play. If either player requests a clock, then a clock must be used. [See full clock rules.](#)

Round time: 1:07 per person, with 15 minutes of shared setup (2:30 total).

Tables have restricted deployment options. Tables are only set up for front-to-back deployment zones for Standard and Wedge. Tables are only set up for left-to-right deployment zones on Corner and Flank



Tournament Schedule

Subject to change depending on registration numbers

Day 1 - April 29

- **Doors & Check-In:** 8:30 – 9:15
- **Player Meeting:** 9:15
- **Flip 1:** 9:30 – 12:00
- **Lunch (Long):** 12:00 – 1:00
- **Flip 2:** 1:00 – 3:30
- **Flip 3:** 4:00 – 6:30

Day 2 - April 30

- **Doors & Check-In:** 9:00 – 10:00
- **Flip 4:** 10:00 – 12:30
- **Lunch (Short):** 12:30 – 1:00
- **Flip 5:** 1:00 – 3:30
- **Awards:** 4:00

Sunday Lunch

On Sunday, since we have a short lunch, we will get Jimmy John's sandwiches delivered to the store. Give us an email address via this form to make sure you receive the prompt to add your order to the delivery:

<https://forms.gle/8utTBDd9CpsF9wZeA>

Railroad Avenue Rampage Pools

Round 1

Deployment: Flank

Strategy: Carve a Path

Scheme Pool:

6: Hidden Martyrs

8: Spread Them Out

9: Load 'Em Up

10: Public Demonstration

13: Secret Meetup



Round 2

Deployment: Corner

Strategy: Covert Operation

Scheme Pool:

1: Breakthrough

4: Leave Your Mark

8: Spread Them Out

7: Catch and Release

12: In Your Face



Round 3

Deployment: Wedge

Strategy: Cursed Objects

Scheme Pool:

3: Assassinate

5: Sabotage

7: Catch and Release

8: Spread Them Out

11: Set the Trap



Round 4

Deployment: Standard

Strategy: Carve a Path

2: Vendetta

3: Assassinate

11: Set the Trap

12: In Your Face

13: Secret Meetup



Round 5

Deployment: Corner

Strategy: Guard the Stash

Scheme Pool:

2: Vendetta

5: Sabotage

6: Hidden Martyrs

7: Catch and Release

11: Set the Trap



Bonanza Brawl

Join us Saturday evening for a night of Bonanza Brawl!

Aegis Games is hosting this after-hours event so we can unwind and let loose after a long day of competitive faux.

Bonanza Brawl is a community-developed format designed by the [Steam Powered Scoundrels](#). It is a multiplayer format for up to eight players. Players control a single model that infinitely respawns and scores points by knocking down other players, dropping schemes, and collecting wacky upgrades! This is the EDH of Malifaux, but with more gatling guns.

Check out the rules for [Bonanza Brawl, here](#)

Event time: 7:30pm – Midnight

Rampage competitor registration: Free!

Walk-in registration: \$5

What do I need to play? One model and a fate deck. But really just yourself, because we'll have models and decks to spare!

Crew Painting Hobby Contest

Submission must be a legal 50ss crew in the competitor's registered faction

The competitor does not need to play the submitted crew or master in the tournament

Individual model conversions and kitbashes are allowed, but the majority of the submitted crew should be Wyrd product

Submissions should be displayed by lunch on Saturday. Additional judging may be done on Sunday if required.

Judging will be based on the rubric shown below. In the case of a rubric tie, the hobby judge will assign bonus points as they deem appropriate.

Basics (1 point each)

All models are painted ("3-color standard" with no noticeable primer)	
All models are based (structurally sound, no visible glue, clean attachment points)	
All models have mold lines removed and gaps filled	
All models are painted with effort put into depth and details	
All models are based with effort put into a consistent style	

Fundamentals (1-5 pts based on overall presentation and standout models)

Details are highlighted and stand out (belts, buckles, claws, eyes, gems, rivets, and bone shards/teeth, etc.)	
Effective blending and use of color	
Effective use of depth (shading, highlighting, etc)	
Effective use of advanced techniques such as OSL, weather, camouflage, glow, NMM, or freehand	

Basing/Display (1-3 points based on overall presentation and standout models)

Bases showcase painted and/or modeled features	
Thematic display board or diorama	
Centerpiece model or other point of interest accentuates display	

Extras (1-3 points based on overall presentation and standout models)

Evocative and interesting theme and consistent aesthetics	
Advanced hobbying and conversion present	