



## AUSTRALIAN DEFENCE FORCE WARGAMING ASSOCIATION (ADFwGA)

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### **MALIFAUx PLAYERS PACK**

**ANZAC CUP 2016 (28 – 29 MAY 16)**

**Please ensure that you have read the General Event Information document prior to reading this players pack. It contains information applicable to the whole event.**

### **2016 Malifaux Organiser**

*Jayson Gregory* – [brisbane\\_malifaux\\_events@outlook.com](mailto:brisbane_malifaux_events@outlook.com)

### **Entry and Tickets:**

Tickets are to be purchased online at [www.adfwga.com](http://www.adfwga.com).

Entries close on Wednesday 25 May 16 or when tickets sell out. Malifaux will be holding two single day events. Your ticket covers you for the whole weekend's play. If you cannot make both days you are required to let the Game Organiser know by email. You are encouraged to stay for the whole weekend to have fun and roll dice.

### **Event Details**

Both events will utilise the new 2016 Gaining Grounds document released by Wyrd Games, using the new scheme pool in addition to a mix of the strategy pools.

### **Equipment Required**

- A copy of the second edition rules and any applicable errata documents or cards specific to your crew.
- A suitable set of Counters/Markers/Tokens
- Pen.
- Paper for notes.
- Tape measure.
- Fate Deck (please do not use regular decks of cards as these can be confusing for new players).

### **Proxy Models**

Proxies for unreleased models are allowed, though check with the game organiser first to ensure the model used is suitable.

## Painting Requirements

Models are not required to be painted, however it is encouraged to increase enjoyment for all participants.

## Saturday Format and Awards

Players must submit (3 x 50ss) lists from the same faction for this event. The same master is not required however in each of the lists, nor must all 3 lists be used during the event.

Certificates will be awarded for 1st, 2nd, 3rd, Best Painted and most Sporting.

## Saturday Timetable

0800	Venue open and registration at main entry
0815 - 0830	Malifaux Event and Safety Brief
0830 - 1015	Game 1
1030 - 1215	Game 2
1215 - 1245	Lunch
1245 - 1430	Game 3
1445 - 1630	Game 4
1630 - 1700	Game Tidy up and Awards.

## Game Details - Saturday

Game 1	Reconnoitre, Flank Deployment, Convict Labour, Show of Force, Leave Your Mark, Set Up, Public Demonstration.
Game 2	Extraction, Standard Deployment, Convict Labour, Hunting Party, Exhaust Their Forces, Covert Breakthrough, Mark for Death.
Game 3	Collect the Bounty, Close Deployment, Convict Labour, Take Prisoner, Hunting Party, Frame for Murder, Occupy Their Turf.
Game 4	Reckoning, Corner Deployment, Convict Labour, Exhaust Their Forces, Show of Force, Plant Extra Explosives, Mark for Death.

## Sunday Format and Awards

Players must select a faction to play during the day's games, with crew selection happening at the start of each game. Schemes will be flipped at the end of the previous round, allowing you time to come up with a loose list. 15 minutes will be given at the start of each round to finalise selection upon knowing your opponent's declared faction.

## Sunday Timetable

0800	Venue open and registration at main entry
0815 - 0830	Malifaux Event and Safety Brief
0830 - 1030	Game 1
1045 - 1245	Game 2
1245 - 1330	Lunch
1330 - 1530	Game 3
1530 - 1600	Event tidy up and Awards

## Game Details – Sunday

Game 1	Interference, Standard Deployment
Game 2	Turf War, Corner Deployment
Game 3	Headhunter, Standard Deployment

## Scheme Rules

This is the new Scheme chart that is used in Gaining Grounds that is not in the core rules. Earning VP from Schemes. Remember, a player can never earn more than 3 **VP** from a single Scheme.

Always: Convict Labour	This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any VP from it. At the end of every Turn after the first, if this Crew has at least three Scheme Markers within 2" of the Centerline of the board which do not have an enemy model or another friendly Scheme Marker within 2" of them, this Crew scores 1 VP. No other Schemes may be used to score VP from these Markers this Turn, but they may be used in other Schemes on subsequent Turns.
Doubles: Take Prisoner	This Scheme may not start revealed. The scheming player notes down a model in the opponent's crew. At the end of the game, if this Crew has at least one non-Peon model engaged with the noted enemy model this Crew earns 2 <b>VP</b> . If there are no other enemy models within 3" of the chosen model, and this Crew has at least one non-Peon model engaged with the chosen model, this Crew earns 3 <b>VP</b> instead.
Masks: Exhaust Their Forces	This Scheme may not start revealed. All non-Peon models in this Crew may target a non-Peon enemy model within 1" with an Interact Action. If the target has already Activated this Turn, the Interact Action is a (2) Action, if it has not Activated, it is a (1) Action. Give the target of the Interact Action the following Condition for the rest of the game: "Exhausted: This model may take a (1) Action to perform a TN 13 Wk duel. If successful, remove this Condition from this model. No other Action may remove this Condition." The first time an enemy model gains the Exhausted Condition, reveal this Scheme. At the end of every Turn after the first, this Crew may end the Exhausted Condition on one enemy model to gain 1 VP.
Crows: Hunting Party	This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any VP from it. At the end of every Turn after the first in which at least one enemy Minion or Peon model was killed by one of this Crew's Enforcer or Master models, score 1 VP. At the end of every Turn after the first, if the opposing Crew has no Minion or Peon models, score 1 VP. No more than 1 VP per Turn may be scored from this Scheme.
Tome: Leave Your Mark - <i>Let the world know you were here...</i>	This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any VP from it. At the end of every Turn after the first, this Crew may remove one of its Scheme Markers from within 3" of the Centre of the board to score 1 VP.
Tome: Leave Your Mark	This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any VP from it. At the end of every Turn after the first, this Crew may

	remove one of its Scheme Markers from within 3" of the Centre of the board to score 1 VP.
Rams: Show of Force	This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any VP from it. At the end of every Turn after the first, count the number of face-up Upgrades with a printed cost greater than 0 attached to each non-Master model within 6" of the centre of the board for each Crew. If this Crew has at least one qualifying Upgrade, and has a number of qualifying Upgrades equal to or exceeding the opposing Crew's number of qualifying Upgrades, this crew scores 1 VP.
1: Covert Breakthrough	This Scheme may not start revealed. At the end of the game, this Crew earns 1 VP for each of its Scheme Markers within 6" of the enemy Deployment Zone.
2: Covert Entourage	This Scheme may not be revealed. The scheming player chooses a Master or Henchman model in her crew. At the end of the game, if the chosen model is in the Enemy Half of the table, the Crew earns 1 VP. If the chosen model is in the enemy's Deployment Zone at the end of the game the Crew earns 1 additional VP. If the chosen model is in the Enemy Half of the table at the end of the game and it has half or more of its Wounds remaining, this Crew earns 1 additional VP.
3: Neutralize The Commander	This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any VP from it. The first time the enemy Leader is reduced below half of their starting Wounds, gain 1 VP. The first time the enemy Leader leaves play, score 2 VP.
4: Distract	This Scheme may not start revealed. All non-Peon models in this Crew may target a non-Peon enemy model within 1" with a (1) Interact Action to give the target the following Condition for the rest of the game: "Distracted: This model may take a (2) Interact Action to remove this Condition from itself. No other Action may remove this Condition." The first time an enemy model gains the Distracted Condition, reveal this Scheme. At the end of every Turn, this Crew earns 1 VP if at least two enemy models have the Distracted Condition.
5: Frame For Murder	This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any VP from it. The scheming player notes one of her own non-Peon models as the "sucker." If the chosen "sucker" model is killed or sacrificed by an enemy model, score 1 VP. If the enemy model was a Master or Henchman, score 2 VP instead. If this Scheme was accomplished on or before Turn 3, score 1 additional VP.
6: Plant Explosives	This Scheme may not start revealed. Once per game, at the end of any Turn, this Crew may reveal this Scheme and earn 1 VP for each enemy model that is within 3" of at least one of this Crew's Scheme Markers. Then, remove all of this Crew's Scheme Markers which are within 3" of an enemy model.
7: Set Up	This Scheme may not start revealed. At the start of the game note down an enemy Master, Henchman, or Enforcer model. Once per game, at the end of any Turn, reveal this Scheme and score a number of VP equal to the number of this Crew's Scheme Markers within 4" of the noted model. Then remove all of this Crew's Scheme Markers within 4" of the noted model.
8: Inspect The Ruins	This Scheme may not start revealed. At the end of the game, this Crew earns 2 VP if it has 3 or more Scheme Markers within 6" of the Center of the board. If at least two of those Scheme Markers are on the opponent's half of the table, this Crew earns 3 VP instead.
9: Catch and "Release"	This Scheme may not start revealed. All non-Peon models in this Crew may target a non-Peon enemy model they are engaged with a (1) Interact Action to give the target the following Condition for the rest of the game: "Documented" This condition may not be removed or ended." Reveal this Scheme once an enemy model gains the Documented condition. When an enemy model with the Documented Condition is reduced to 0 Wounds or leaves play, gain 1 VP.
10: Public Demonstration	This Scheme may not start revealed. At the start of the game, secretly note down three Minion models in this Crew with a combined Soulstone Cost of at least 15. Once per game, at the end of any Turn after the first reveal this Scheme and score 1 VP for each of the noted models within 4" and LoS of an enemy Master, Henchman, or Enforcer.
11: Inspection	This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any VP from it. At the end of every Turn after the first, this Crew scores 1 VP if it has at least one non-Peon model within 3" of where each end of the

	Centreline of the board meets the board edge (or corner).
12: A Quick Murder	This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any VP from it. Note down the enemy model with the highest Soulstone cost. If multiple models are tied for the highest Soulstone Cost, then any of those models may be noted down. This Crew earns 2 VP if the noted enemy model is killed or sacrificed before the end of the game. If the noted enemy is killed or sacrificed on or before Turn 3, earn 1 additional VP.
13: Occupy Their Turf	This Scheme may not start revealed. At the end of any Turn after the first reveal this Scheme and gain a number of VP equal to the number of this Crew's Minion models in the enemy Deployment Zone which are not within 6" of the Centreline. This may only be done once per game.

## Strategy Rules

### Extraction

Setup	Place an Informant Marker at the Centre of the table
Special Rules	At the end of every Turn after the first, after scoring VP, the player with the most non-Peon models within 6" of the Informant Marker may place the Marker up to 3" from its current location, not into terrain or base contact with a model.
Victory Points	At the end of each Turn after the first, a Crew earns 1 VP if it has two or more non-Peon within 6" of the Informant Marker.

### Interference

Setup	Divide the table into four 18" by 18" table Quarters
Victory Points	At the end of each Turn after the first, a Crew earns 1 VP if it controls two or more table Quarters. To control a table Quarter, the Crew must have the most unengaged non-Peon models within the table Quarter. These models cannot be within 6" of the Centre of the table, or partially within another table Quarter.

### Headhunter

Special Rules	Whenever a model kills or sacrifices a non-Peon model which it considers an enemy, the model which made the kill must place a 30mm Head Marker within 3" and LoS of the killed or sacrificed model before removing it from play. This Marker may not be placed in base contact with any model; if there is nowhere it can legally be placed, then skip placing a Marker. Any model in base contact with a Head Marker may make a (1) Interact Action with it to remove it from play.
Victory Points	At the end of every Turn after the first, a Crew earns 1 VP if it removed at least one Head Marker from play that turn.

### Collect the Bounty

Special Rules	Whenever a model is reduced to 0 Wounds by a non-Peon model, the Crew which reduced it to 0 Wounds gains a number of Bounty Points depending on the type of model which was reduced to 0 Wounds, so long as the Crew considered the model an enemy. Models are worth the following number of Bounty Points: Peons: 0 Minions: 1 Enforcers: 2 Henchmen: 3 Masters: 4 At the end of each Turn, after calculating VP, reset each player to 0 Bounty Points.
Victory Points	At the end of every Turn after the first, the player with the most Bounty Points scores 1 VP. Either player may also score 1 VP if the opposing player has no models left in play. No more than 1 VP may be scored from this strategy per Turn. If both players still have models in play and they are tied for Bounty Points, neither will score any VP.

