

GAINING GROUNDS



2015 EDITION

You hold in your hands a guide to the world of Malifaux 2nd Edition (M2E) Tournament scene. This document defines the Gaining Ground Tournament format, which is the official M2E Tournament format. While individual Tournament Organizers may wish to run other unique formats, this document contains the official system used by Wyrd Miniatures.

This document will be updated every year at the beginning of the tournament season. Check out www.wyrd-games.net to get the latest Gaining Grounds document.

WHAT TO EXPECT

An M2E Tournament is an event where players come together to test their mettle and to enjoy the hobby and universe as a group. While the Tournament does focus on providing a competitive environment for players to test their skills, it is also a coming together of like-minded hobbyists. Even players who are learning the game or who just aren't confident in their tactical acumen are both welcome at M2E Tournaments, and they are encouraged to come play a few games of M2E in an organized environment. It's a great way to meet other like-minded players that you may crush beneath your boot later on.

The Gaining Grounds Tournament format is designed to be played in a series of Rounds. Each Round will consist of a single game of Malifaux 2nd Edition played against an opponent. Once the game is over, the players will report their results to the Organizer who will then record the results and use them to determine the next round's player matches.

The tournament could be as few as 3 rounds, or as many as 5, depending on the number of players. Especially large tournaments might even go more rounds than that.

THE RULES OF MALIFAU

Each game is played using Malifaux 2nd Edition (M2E) and the most recent FAQ and Errata Document (available at www.wyrd-games.net). When new documents are published they come into effect for events held two weeks (14 calendar days) after their publication.

For example an Errata published on the 1st of June will come into effect for events starting from the 15th of June.

TOURNAMENT ORGANIZER

The Tournament Organizer, or Organizer, is the person who is running the event. He or she does not play in the event, but instead orchestrates each round and answers rules questions.

The Organizer is the sole authority at the M2E Tournament. Organizers are expected to be fair and equitable in their adjudication of debates and rules questions. Regardless of the outcome, an Organizer's decision is final. Players are encouraged to work out simple rules disputes among themselves because the round clock does not stop while waiting for the Organizer to answer questions.

PLAYER RESPONSIBILITY

Players are responsible for providing:

- Crew models
- Rulebooks and official Wyrd Stat Cards
- A Fate Deck (one with Malifaux Suits)
- Measuring tape
- Appropriate Counters/Markers/Tokens

SPORTSMANSHIP

Malifaux is designed to be fun for all players. Players are expected to behave civilly and respectfully at all times.

When asked, players should provide the information and statistics for models as well as any relevant additional public information. Players must be open and honest about the rules of their models. Activations should be played in a timely manner; players should not waste time. There is zero tolerance for cheating. If the Organizer determines that a player is cheating, the player will be immediately disqualified from the Tournament.

SHUFFLING

Whenever a player shuffles their fate deck they must offer it to their opponent for a cut or shuffle. The opponent must then cut or shuffle the deck. The opponent may not refuse to cut or shuffle, but he may cut as shallow (1 card), or deep (53 cards), as he wishes.

This prevents possible stacking, or other shuffling issues, that can arise with physical decks.

Players are given a single warning when the Organizer judges their behavior toward other players or the Organizer to be unacceptable. If the behavior persists and the Organizer determines the player to be a disruption, it is within the Organizer's authority to disqualify the player from the Tournament.

For details of disqualification see the disqualification section below.

CONVERSIONS & PROXIES

Proxy models are not allowed in M2E Tournaments. A player must use the official Wyrd Miniatures model. This prevents a score of issues, most notably an opponent not being able to visually "read" the table.

Conversions, however, are acceptable. They are an excellent way to show off your modelling skills, and that is part of the fun. Original sculpts and conversions are allowed if the Organizer deems them to be accurate representations of the models portrayed. If using a model that was converted with manufactured pieces, no more than 33% of the finished model may be built using other game companies' models, while the rest must be either wholly or a combination of original sculpt or Wyrd manufactured pieces, as determined by the Organizer. If a model has an officially released (non-beta) stat card available, but no model is yet released, the player may field a conversion, but it must be easily identifiable, as per the Organizer's discretion.

STAT AND UPGRADE CARDS

Players must physically possess the official up-to-date versions of stat cards for organized play. The cards may be photo-copied from the Malifaux 2nd Edition rulebook, or printed from an official digital release (such as with cards that have official errata).

PAINTING RULES

Part of a miniature game is the hobby aspect, and we aim to promote that in official Wyrd tournaments. Painted models are required for play, with the expectation that players are attempting to field a crew that they can be proud of.

Players will have a wide range of individual skill, and there is, therefore, a considerable amount of leeway to

this rule. There is no guideline or painting rubric, rather the player is simply expected to put in some effort. Bare or models with just primer are not allowed.

Models made from non-grey plastic may be unpainted, as paint would defeat the translucent or day-glow effect. Note: This rule is not meant to exclude inexperienced painters from playing, it is simply an expectation that players are making an effort.

CHECK IN

As players arrive at the event before the first round they are required to check in with the Organizer. The Organizer will register each player's name and their declared Faction. Some Organizer's may include additional information, such as gaming clubs, but this does not influence the tournament mechanically.

Each player is required to declare a single Faction that they will be playing during the tournament. This is identical to the Faction declaration step that occurs in a standard game of Malifaux, except that the player is required to declare the same Faction for all their games during the event.

OFFICIAL "PROXIES"

The rule disallowing proxies is in place because it is unfair to expect an opponent to memorize which of your models are something else entirely. Limited edition models, such as the "Miss" series, Nightmare models, or the Dead Justice crew are legal models that may be played as the models they were noted as in their original release. Check the FAQ for additional notes with regards to the Dead Justice crew.

However, some specific "proxies" are allowed, as the models no longer have rules, and instead count as a different model.

Old Model

Minion Hamelin
Minion Misaki
Candy the Petulant Youth
Nightmare Hanged

Treated As

Master Hamelin
Master Misaki
Candy
Montresor

NUMBER OF ROUNDS

Events are normally played over a number of rounds, each consisting of a single game of Malifaux 2nd Edition. The number of rounds in an event depends on the number of players in attendance. The Organizer may choose to establish the number of rounds based on time constraints or other reasons, but the suggested number of rounds are:

- 4-15 Attendees: 3 Round Event
- 16-32 Attendees: 4 Round Event
- 33+ Attendees: 5 Round Event

ROUND TIME LIMIT

The amount of time provided for each round should be based on the Soulstone Size of the Encounter as well as other constraints. The round time begins when the players are assigned their tables and opponent.

The suggested time for a 50 Soulstone round/game is one hour and forty-five minutes, 105 minutes in total.

The Organizer will clearly announce the start of the round, and the time remaining at regular intervals during the round, usually about every half hour, plus an additional warning with 15 minutes remaining. Many Organizers will have a visible timing clock, so that players may see how much time remains.

CALLING TIME

Fifteen minutes before the time limit the Organizer calls “Last Turn” to inform players that they should complete the Turn they are on. Players should make every effort to play this final turn completely. No new turn may be started after this call is made, even if the players feel that they could complete another turn.

If the players do not complete the current turn, the Organizer may call “Last Activation” to inform players to finish the current model's activation and then resolve the Turn's End Phase before the end of the Encounter.

The Organizer will be mindful at this point for players who are attempting to delay the game to gain an advantage.

ROUND PAIRINGS

First round pairings are randomly assigned. In some environments the Organizer may take steps to ensure that two players who play each other often are not paired against one another in the first round. However, the Organizer is free to match players completely randomly, especially in larger competitive environments.

After the first round, the Organizer pairs players based on their Tournament Point (TP) scores. Players will always play other players with similar TP scores. After round one, and continuing for all rounds, players with higher TPs should be paired off against one another, while players with lower TPs will be paired off against one another. In the event of multiple ties, pairings should attempt to be made by similar Differential scores and then VP scores.

No two players should play each other twice in the space of three rounds. So for example two players who met in round one could not meet again until round four.

SCORING

At the end of each Round, players count the VPs they earned during the Encounter. The player that earned the most VPs wins the Encounter. When each player earns the same VPs, the Encounter is a Draw.

The number of Tournament Points a player receives depends on if he or she Wins, Draws, or Loses the Encounter.



TOURNAMENT POINTS [TP]

A player who wins the Encounter earns 3 TP, while a player who loses earns 0 TP. Players who draw earn 1 TP. Tournament Points are used to determine the winner of the Tournament (and final standings) with ties broken by Differential and VP (see below).

The Round Reporting Sheet has a place for the players to note whether they won, loss, or drew.

Example: Emma has won her game against Josh and receives 3 TP. Josh earns 0 TP for the loss.

VICTORY POINTS [VP]

The players will also report the total number of VP that they earned during the Encounter. These are used to break ties under certain conditions (see below).

Example: Josh and Emma report that Josh earned 4 VP, and Emma earned 6 during the Encounter.

DIFFERENTIAL [DIFF]

Note the Difference between the players' VP at the end of the Encounter. The player with the higher VP score receives a Differential equal to the positive amount of that difference, while the player with the lower VP score receives Differential equal to the negative amount of that Difference.

Example: Using the example above, Josh receives -2 Differential for the loss, while Emma receives +2 Differential for her victory.

Players should fill in the appropriate Game Tracker for the round and provide it to the Organizer, using the scoring system above.

BYES AND SCORING

If there are an odd number of players in the Tournament, and no ringers are available to fill in, the TO will establish Byes for the Tournament. No player should receive more than one Bye round in an event.

When a ringer is available it's preferable to a bye, and should be used. The bye is a secondary option available when a Ringer is not.

ASSIGNING A BYE

During the first round, a random player receives the Bye. After the first round, the lowest placed player on Tournament Points (TP) is assigned the bye. In the case of ties, Differential (Diff) is used to break the tie, and then VP (if a tie persists).

If a player has already received a bye then the lowest scored player who has not already received a bye is assigned the bye.

When a player receives a bye, the player will earn 3 TP/+5DIFF/10VP

THE RINGER

Assigning a bye is not the optimal solution during a tournament. There are potential scoring and pairing issues with a bye (regardless of how it is scored) and the players who receive the bye in any round are losing out on a game of Malifaux, which is the whole reason for attending an organized event.

Instead, whenever possible, a Ringer should be used. The Ringer is a player who agrees to play only if there are an odd number of players. The Ringer could come from a variety of sources, and may or may not be eligible to win the tournament, depending on the circumstances. When the Ringer is simply a friendly player who agrees to help out, they should be registered for the tournament and treated like any other player.

When the Ringer is an event staff member, they are disqualified from winning the tournament. The Ringer isn't listed in any final results, and is ignored when determining final rankings. When this happens, the Ringer is always matched against the player who would have otherwise received the bye, but the games are otherwise scored normally.

The Ringer may also be entered into the tournament if a player drops or is disqualified. In this event, the Ringer is always matched with the player who would have received the bye, and is not ranked in the final results, even if he is a friendly player who agreed to help out. It is perfectly acceptable, however, to call this wonderful fellow player out at some point so that everyone can give a round of applause to such a splendid member of the community.

UNUSUAL RESULTS

Under certain circumstances games may end prematurely or be unable to be completed. While this is far from optimal, it is an inevitability, and advice for the most common issues is given below.

AGREED RESULTS

On occasion it may be possible for players to know the outcome of the game before it reaches its natural conclusion, or the result of the game is clear but there is insufficient time to play the game to its natural conclusion. For example, it is turn four and neither player can score any more victory points, so the conclusion is forgone.

Under these circumstances players may agree what the result of their game will be without playing it to completion.

Players may not agree on a result which is not a likely outcome of the game as it stands. Players may not offer or receive any form of inducement to agree to the result of the game. Such agreements would constitute cheating.

Both players must agree on the result and the Organizer must be notified that the game has been agreed before any part of the game is packed away. The Organizer has the right to require the players to play the game to conclusion.

This option is offered as a preference to players conceding games, as a full concession is handled differently.

CONCEDED GAMES

A player may need to concede a game, as the player may have an emergency or a personal situation. Players are free to concede without explanation (as they may be personal).

A player conceding a game notifies the Organizer and stands down from the event. He may take no further part in proceedings.

If a player concedes, the opposing player earns a score of 3 TP/+10 DIFF/10 VP for the round. The conceding player is removed from the roster and no longer matched against opponents. If possible, the Ringer should be matched with players to avoid a bye.

FORFEITED GAMES

Under certain circumstances the Organizer may decide a player must be required to forfeit a game. Normally this will happen as the result of a significant error the player has made which has invalidated the results of the game. For example the player is found to have hired an illegal crew or be missing a card from their fate deck. This may also happen if a player fails to show up for a game. Inappropriate conduct and/or any instance of cheating are also grounds for forfeiture.

The Organizer has the final judgment as to whether or not the issue warrants a forfeit.

Where a game is forfeited the forfeiting player earns 0 TP/-10 DIFF/0 VP for the round. Their opponent will receive 3 TP/+10 DIFF/10 VP.

Where a player forfeits a game the Organizer must also consider disqualifying them from the event.

DISQUALIFICATION

It is hopefully rare, but unfortunately necessary, to discuss the process for disqualifying a disruptive or cheating player from a tournament. There are certain rare occasions where an Organizer may need to disqualify a player from an event.

Sometimes an Organizer will judge that it is in the best interests of an event that a player no longer participates. When this extreme situation happens, the player is disqualified. This should be reserved for players who are caught cheating, or are acting in an abusive manner to other players, event staff, or bystanders.

A player who is disqualified from an event will take no further part in the event. Any game in progress will be forfeited and they will not be ranked. The player will not be scored for the event and will not appear in the final standings.

STRATEGIES & SCHEMES

Unlike standard games of Malifaux 2nd Edition, games will not be played with randomized Strategies or Scheme pools at each table. Instead, every table will play the same Strategy and will choose Schemes from the same Scheme Pool.

STRATEGY

Every tournament will have 5 Strategies, one assigned to each round. In the event that a tournament doesn't have enough players to warrant all 5 rounds, the additional Strategies are ignored.

Tournaments should have the Strategies being used for each round provided beforehand. Each Strategy should be unique and selected from the current tournament season's Strategy options. Any Strategy available that is not in the core rules has its rules printed at the back of this document.

The 2015 Gaining Grounds Tournament Season makes use of the following Strategies:

- Extraction
- Interference
- Headhunter
- Guard the Stash
- Collect the Bounty
- Turf War
- Reckoning
- Reconnoiter
- Squatter's Rights
- Stake a Claim

SCHEME POOL

Unlike the Strategy, which the players know in advance of the tournament, the Scheme Pool is randomized, and the players do not have any fore-warning.

The Organizer will announce the Scheme Pool for each round, making them available to all the players at the same time.

In some situations, the Organizer may wish to determine the Scheme Pool for each round in advance, so that they may be provided in written form the day of the event.

However, the Organizer may wish to randomly determine the Scheme Pool before each round, flipping cards to generate a pool.

When randomly determining Scheme Pools, the Organizer will use a Fate Deck as normal, flipping cards to generate the Pool for each round. However, he will not shuffle the deck or put the cards flipped back in between each round. This will increase the variety of Schemes available to all players, while retaining a chance of duplication between rounds.

DEPLOYMENT

Like Strategies, the Deployment type is determined ahead of time for each round and provided to players in advance of the event. Unlike Strategies, Deployment does not need to be unique each round, but at least 3 different Deployments should be used.

The 2015 Gaining Grounds Tournament Season makes use of the following Deployments:

- Standard Deployment
- Corner Deployment
- Flank Deployment
- Close Deployment

ROTATION

At the back of this document are optional Rotations that can be used to automatically supply you with Strategies and Deployments for each round.





FINAL STANDINGS

Once the last round of the tournament is complete the Organizer will calculate and the final standings. Players are ranked from highest to lowest as follows:

- First players are ranked by their Tournament Points (TP), so players with higher TP finish above those with lower TP.
- Players who have the same TP as each other are then ranked by their Differential (Diff).
- Finally players who are still tied are ranked by their Victory Points (VP).

Details of these scores can be found in the Scoring section above.

Example: The final scores for four players at an event are:

Clare	9TP	+6 Diff	19VP
Tom	4TP	+1 Diff	16VP
Emma	4TP	0 Diff	14VP
Josh	0TP	-8 Diff	10VP

Clare is ranked highest as she has the most Tournament Points (TP). Tom and Emma both scored the same TP, but Tom is ranked higher as his Differential is higher than Emma's. Josh has the lowest TP and therefore finishes lowest on the table.

Where two or more players are tied on all three categories then they receive a joint placing. For example if two players are tied for seventh they both place seventh and the player below them finishes ninth.

PRIZES

The prizes for Tournaments are random and determined by the number of participants in the Tournament. In order, players participating should select a prize from the Tournament Kit (or Prize Kit, if used instead) until all prizes are chosen.

STRATEGY RULES

These are the Strategies that are used in Gaining Grounds that are not in the core rules. These Strategies are unique to Gaining Grounds and can only be found here.

EXTRACTION (☪)

Rumor was he discovered something valuable during his last excavation, something that anyone would kill for. It's our job to make sure we're the only ones who hear what he has to say.

SET UP

Place an Informant Marker at the Center 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 (☪)

"What do you think they're doing?" the Handler asked, looking over the stationary Gamins spread out across the field.

"No idea, but let's stop them just in case."

SET UP

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 Center of the table, or partially within another table Quarter.

HEADHUNTER (☐)

"Maybe this time they'll believe me when I say I killed 5 men" he muttered to himself as he cut off the next fellow's scalp. It was gruesome work, but this time he was going to get paid.

SPECIAL RULES

Whenever a model kills or sacrifices a non-Peon model which it considers an enemy, the Acting model's controller 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.

GUARD THE STASH (X)

"I told you we shouldn't pick such a central location to hide the Soulstones!"

"Well, it must have been a good choice if they're hiding theirs there, too!"

SET UP

Place two 50mm Stash Markers (Ht5, blocking, impassable, hard cover) on the Centerline each 5" on either side of the Center of the board (10" apart from each other).

VICTORY POINTS

At the end of each turn after the first, a Crew earns 1 VP if it has at least one non-Peon model within 2" of each Stash Marker.

COLLECT THE BOUNTY (JOKERS)

"You're telling me that thing is only worth 10 Scrip?" he whined.

"That's what I'm telling you."

"It's one of those Hanged! No WAY that's only worth 10 Scrip!"

"I don't make the rules, bud. Take it or leave it."

SPECIAL

Whenever an enemy model is killed or sacrificed, the acting model's controller scores a number of Bounty Points depending on the type of model which was killed or sacrificed. 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.



NEW ROTATION

JANUARY THROUGH MARCH

Round 1 - Extraction, Standard Deployment
Round 2 - Reckoning, Corner Deployment
Round 3 - Headhunter, Standard Deployment
Round 4 - Reconnoiter, Flank Deployment
Round 5 - Stake a Claim, Close Deployment

APRIL THROUGH JUNE

Round 1 - Interference, Flank Deployment
Round 2 - Collect the Bounty, Standard Deployment
Round 3 - Guard the Stash, Close Deployment
Round 4 - Squatter's Rights, Corner Deployment
Round 5 - Turf War, Standard Deployment

JULY THROUGH SEPTEMBER

Round 1 - Headhunter, Corner Deployment
Round 2 - Turf War, Standard Deployment
Round 3 - Collect the Bounty, Flank Deployment
Round 4 - Reckoning, Standard Deployment
Round 5 - Reconnoiter, Close Deployment

OCTOBER THROUGH DECEMBER

Round 1 - Guard the Stash, Standard Deployment
Round 2 - Interference, Flank Deployment
Round 3 - Extraction, Close Deployment
Round 4 - Stake a Claim, Standard Deployment
Round 5 - Squatter's Rights, Corner Deployment

CLASSIC ROTATION

JANUARY THROUGH MARCH

Round 1 - Turf War, Standard Deployment
Round 2 - Reckoning, Corner Deployment
Round 3 - Squatter's Rights, Standard Deployment
Round 4 - Reconnoiter, Flank Deployment
Round 5 - Stake a Claim, Close Deployment

APRIL THROUGH JUNE

Round 1 - Reconnoiter, Flank Deployment
Round 2 - Stake a Claim, Standard Deployment
Round 3 - Reckoning, Close Deployment
Round 4 - Squatter's Rights, Corner Deployment
Round 5 - Turf War, Standard Deployment

JULY THROUGH SEPTEMBER

Round 1 - Squatter's Rights, Corner Deployment
Round 2 - Turf War, Standard Deployment
Round 3 - Stake a Claim, Flank Deployment
Round 4 - Reckoning, Standard Deployment
Round 5 - Reconnoiter, Close Deployment

OCTOBER THROUGH DECEMBER

Round 1 - Reckoning, Standard Deployment
Round 2 - Reconnoiter, Flank Deployment
Round 3 - Turf War, Close Deployment
Round 4 - Stake a Claim, Standard Deployment
Round 5 - Squatter's Rights, Corner Deployment

POOLS

It is possible to organize a tournament with a variant that uses Pools. Pools are a limiting factor on what can be taken in an event. While not the standard, Pools can provide an interesting level of complexity coming into an event.

Pools are formed by selecting models available to your chosen Faction (even if only available to certain Masters) that you would like to take during the event. The total cost of all of these models cannot exceed the size of the Pool (called Soulstone Allowance), and any additional model costs (such as for Mercenary) are factored in.

When using a Pool, players are required to submit their Pool during Check In for the tournament and may only hire models during the tournament that are a part of their Pool and they would normally be allowed to hire.

There are three options for Pools in Gaining Grounds, although Organizers are welcome to create their own.

SOULSTONE ALLOWANCE

A player's Soulstone Allowance is the total number of Soulstones they can spend on the type of Pool selected.

For example, if the Soulstone Allowance is 60, players can only use up to 60 Soulstones in their Pool (what exactly that entails is determined by the type of Pool).

RESTRICTIVE POOL

A Restrictive Pool is all-inclusive. This means that players must select everything they are including for the tournament. This includes Upgrades and any models they might summon.

In a Restrictive Pool event, there can be no model or Upgrade in play that was not a part of the Pool provided at Check In.

Any model that is taken more than once must be accounted for as such in the Pool.

Restrictive Pools should generally have larger Soulstone allowances than other Pools, as it will still allow players much of the flexibility that is core to Malifaux.

OPEN POOL

An Open Pool event is a format where players only need to choose what models they are hiring. Open Pools do not keep track of Upgrades, summons, or multiples of models.

During the hiring step, players may choose any models (and any number of those models) that they have listed in their Pool. All Upgrades are always available.

Open Pools should generally be the smallest type of Pool in terms of Soulstone allowances, as it holds the fewest restrictions on what you can bring to the game.

LIMITED POOL

A Limited Pool is one that only limits models. All models that will be used in the event, whether hired or summoned, must be provided in the initial Limited Pool.

Limited Pools do not require players to list the number of models, however, and do not take into account Upgrades.

Limited Pools are a balance between Restrictive and Open Pools.

