

MALIFAUXX

AT

BONES CON

FEBRUARY 16TH – 18TH 2018

FEBRUARY 16TH TO 18TH 2018

WE ARE PLEASED TO HAVE MALIFAUXX EVENTS AT THE INAUGRAL BONESCON EVENT IN BIRMINGHAM. THE AIM IS TO OFFER FUN AND FRIENDLY EVENTS TO APPEAL TO ALL PLAYERS, LEAVING TIME TO ALSO ENJOY THE OTHER ATTRACTIONS AT THIS CONVENTION.

THE CORE OF THE ACTIVITIES WILL BE THE SIXTH RUNNING OF LOST LOVE. DUE TO THE EVENT TIMING IT MOVES LOCATION AND CONTINUES THE THEME OF THE LAST FIVE YEARS BY FOCUSING ON NEWCOMERS, BUT PROVIDING A CHALLENGE TO MORE EXPERIENCED PLAYERS, THROUGH THE IMPOSITION OF A LIMITED POOL AND A FIXED MASTER.

THE MAIN TOURNAMENT IS BOOKENDED BY AN ENFORCER BRAWL AND A VERY MIXED DOUBLES EVENT. CASUAL PLAY IS ALSO WELCOME, AS IS PLAYING OTHER WYRD GAMES, SUCH AS PUPPET WARS & THE OTHER SIDE.

HAVE FUN, AND DON'T BE AFRAID TO ASK ANY QUESTIONS.

DAVID BROWN
(AKA CLOUSSEAU)



CRAIG COLLEY
(AKA RESERVOIR DOG)



GENERAL EVENT RULES

PROXY, CONVERSION, AND PAINTING RULES

PROXIES ARE ALLOWED AS LONG AS THEY ARE APPROPRIATE REPRESENTATIONS OF THE MODEL THEY STAND FOR. WYRD MODELS MAY ONLY BE USED TO REPRESENT WHAT THEY ARE, UNLESS THEY ARE SIGNIFICANTLY CONVERTED. PLEASE CHECK IN ADVANCE WITH THE ORGANIZER FOR SUITABILITY.

CONVERSIONS ARE AN EXCELLENT WAY TO SHOW OFF YOUR MODELING SKILLS. IF USING A MODEL THAT WAS CONVERTED WITH PRE-MADE BITS, ONLY 30% OF THE MODEL MAY BE BUILT FROM OTHER GAME COMPANIES' MODELS, WHILE THE REST HAS TO BE SELF-SCULPTED OR WYRD BITS.

MODELS MUST BE ASSEMBLED (GLUED) AND FIXED TO THE APPROPRIATE SIZE BASE. THE MINIMUM PAINTING REQUIREMENT IS UNDERCOAT, BUT PAINTED MODELS ARE PREFERRED.

PLAYERS ARE ENCOURAGED TO ENTER ANY BONESCON PAINTING COMPETITIONS.

TERRAIN SETUP

TERRAIN WILL BE PLACED IN ADVANCE BY THE TO AND MUST NOT BE MOVED BY THE PLAYERS.

ENTRY

ENTRY WILL BE VIA ONE A DAY OR WEEKEND TICKET FOR BONESCON AND THEN BY SELECTING THE RELEVANT EVENT(S).

TO ENTER PLEASE PAY THROUGH THE RELEVANT LINK ON THE WEBSITE [HTTP://BONESCON.COM/](http://bonescon.com/)

A LIST OF ENTRANTS WILL BE MAINTAINED ON THE WYRD FORUM POST.

PRIZES WILL BE AWARDED BASED ON THE NUMBER OF ENTRIES, AND YES THERE WILL BE WOODEN SPOONS.



ENFORCER BRAWL – TOURNAMENT RULES

FRIDAY FROM 7: 00PM

TO WILL BE CRAIG

INTRODUCTION

THE ENFORCER BRAWL IS AN ARENA DEATHMATCH WHERE PLAYERS TAKE THEIR FAVORITE ENFORCERS AND WREAK AS MUCH MAYHEM AS POSSIBLE! UP TO 8 PLAYERS WILL BE COMPETING ON A SINGLE TABLE. IF THERE ARE SUFFICIENT NUMBERS/INTEREST WE CAN RUN MULTIPLE TABLES AND EVEN HAVE AN ULTIMATE BRAWL FOR THE BEST ENFORCERS.

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. (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 (♠/♣/♥/♦) 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

LOST LOVE 6 - TOURNAMENT RULES

SATURDAY FROM 9: 30
TO WILL BE DAVID

THE TOURNAMENT FORMAT

THIS EVENT WILL FOLLOW THE GUIDELINES IN GAINING GROUNDS 2018.

NUMBER OF ROUNDS AND SCHEDULE

SATURDAY

09: 30 REGISTRATION

10: 00 ROUND 1

12: 00 LUNCH

13: 00 ROUND 2

15: 15 ROUND 3

17: 30 PRIZES (THE RESULTS WILL BE SUBMITTED TO MALIFAUX RANKINGS – PLEASE ADVISE IF YOU WISH TO BE ANONYMOUS.)

CREW CONSTRUCTION

LIMITED FACTION POOL [SINGLE MASTER]

PRIOR TO THE START OF THE TOURNAMENT, EACH PLAYER WILL SIGN UP WITH A SPECIFIC MASTER. DUAL FACTION MASTERS MUST DECLARE THEIR FACTION (AND STICK TO IT!). PLAYERS MUST ALSO DECLARE A POOL OF UP TO 70SS, INCLUDING UPGRADES, BEFORE (OR AT) REGISTRATION.

AT THE START OF EACH ROUND, THE PLAYERS WILL HIRE THEIR CREW FOR THE ENCOUNTER UP TO 45SS INCLUDING UPGRADES.



RANDOM DOUBLES - TOURNAMENT RULES

SUNDAY FROM 9: 30
TO WILL BE DAVID.

THE TOURNAMENT FORMAT

THIS EVENT WILL FOLLOW THE GUIDELINES IN GAINING GROUNDS 2018 (PROBABLY!).

NUMBER OF ROUNDS AND SCHEDULE

SUNDAY

09: 30 REGISTRATION AND PAIRINGS
10: 00 ROUND 1
12: 00 LUNCH
13: 00 ROUND 2
15: 15 ROUND 3
17: 30 PRIZES



CREW CONSTRUCTION

FIXED MASTER

AT REGISTRATION EACH PLAYER WILL SIGN UP WITH A SPECIFIC MASTER. DUAL FACTION MASTERS MUST DECLARE THEIR FACTION (AND STICK TO IT!). EACH PLAYER WILL THEN PLAY EACH GAME WITH 25SS OF MODELS AND UPGRADES – UNUSED SS ARE NOT TRANSLATED INTO SOULSTONES AS THIS WILL SIMPLY BE THOSE GENERATED BY THE MASTERS. ONE FATE DECK AND CONTROL HAND WILL BE SHARED BY BOTH PLAYERS. PLAYERS MUST ACTIVATE & CONTROL THEIR OWN MODELS.

DON'T YOU KNOW WHO I AM

ABILITIES / ACTIONS ON MASTERS CARDS AND UPGRADES CANNOT BE USED ON THE OTHER MASTER IN YOUR PAIRING.

FRACTIOUS ALLIANCE

PLAYERS ARE FREE TO USE MASTERS FROM DIFFERENT FACTIONS, HOWEVER IF YOU CHOOSE TO TAKE ADVANTAGE OF THIS, NOTE THAT MODELS FROM ONE CREW ARE NOT CONSIDERED FRIENDLY TO THE OTHER CREW. THEY ARE NOT ENEMIES (WELL NOT OVERTLY ANYWAY) BUT YOU WOULD HARDLY CONSIDER THEM FRIENDS. THIS MEANS THE FOLLOWING:

- ☞ ABILITIES/ACTIONS THAT ONLY WORK ON FRIENDLY MODELS DON'T WORK ON MODELS FROM THE OTHER CREW
- ☞ UNFRIENDLY MODELS CANNOT CHOOSE TO RELENT WHEN TARGETED BY AN ACTION. SO NO USING HAMELIN TO OBEY NEKIMA FOR EXAMPLE WITHOUT FLIPPING CARDS FOR HER TO RESIST.

OTHER INFO

SCHEME MARKERS ARE CONSIDERED FRIENDLY PER PAIR REGARDLESS OF WHICH FACTIONS MAKE UP THE PAIR.

PAIRINGS

JUST BEFORE EACH ROUND PLAYERS WILL BE PAIRED, AND THE DRAW FOR TABLES MADE. THE PAIRINGS WILL BE DIFFERENT EACH ROUND BASED ON A YET TO BE DETERMINED METHOD (I. E. YOU WILL PLAY WITH A DIFFERENT PARTNER EACH ROUND, SO YOU MAY PLAY AGAINST THE PERSON YOU PARTNERED THE PREVIOUS ROUND!).

POINTS WILL BE AWARDED AND THERE WILL BE PRIZES.

MALIFAUX



Wyrd
MINIATURES