



**MALIFEAUX 2017**



# SOUTHERN HEMISPHERE OPEN: MALIFAUX

## A MALIFAUX GAINING GROUNDS 2017 EVENT

Where: Souther Hemisphere Open  
Ascot Race Course, 71 Grandstand Road, Perth, Western Australia

When: Saturday 23rd of September 2017

Organiser: Liam Tennant ('osoi' on Wyrd forums)

Contact: [obsec@optusnet.com.au](mailto:obsec@optusnet.com.au)



### Tournament Organiser (TO)

The TO will be fair and equitable in their adjudication of debates and rules questions, regardless of the outcome, a TO'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 TO to answer questions.

### Gaining Grounds 2017 Tournament

Northern Aggression is a Gaining Grounds 2017 event. Where there are divergences they will be listed in this players pack. The Gaining Grounds document is available for download from <http://www.wyrd-games.net/resources> (under organised play formats) this includes the strategies and schemes.

### Player Responsibility

Players are responsible for providing:

- Crew models (including summoned models)
- Rulebooks and Stat Cards
- Strategy and Scheme rules (Crewfaux app works well for this)
- Fate Deck
- Measuring tape
- Counters/Markers/Tokens

### Proxy/Conversion/Painting Rules

Proxies are allowable only for unreleased models. Proxies must get the approval of the TO beforehand. Conversions are an excellent way to show off your modelling skills. Original sculpts are allowed if the TO deems them to be accurate representations of the models portrayed (seek prior approval so you aren't disappointed if the TO says no).



A base standard or 3 colour minimum is required for all models hired in each crew. There will be a painting award issued as the crews are judged at lunch. Only crews wholly painted by their owner are eligible for the painting award.

### **Cheating**

There is **zero tolerance** for cheating (other than Cheating Fate, which is, of course, encouraged). If the TO determines that a player is cheating, the player will be immediately disqualified from the tournament.

### **Format**

Northern Aggression will comprise of 4 game rounds in one day. Each game round is 120 minutes long, including time for crew construction and setup.

Crews are to be constructed to a maximum size of 50ss. All crews must be from the same faction for the entire event but may include different models in each round (including Masters)

Each game round will have a predetermined Strategy and scheme pool

Pairings will be randomly assigned for round 1 with subsequent rounds pairings being determined by TP then VP. You will not play the same player twice

All terrain on the tables is fixed by the TO and may not be moved or altered in any way by any player without seeking approval from the TO first.

Deployment for all game rounds is listed with Strategies and Schemes

### **Winning Southern Hemisphere Open: Malifaux 2017**

At the end of each game round each player will record Victory Points (VP) earned and conceded. The winner is awarded 3 Tournament Points (TP), each player 1TP for a draw and the loser 0TP.

To win you must have the highest number of VP in the case of a draw countbacks go to TP then VP differential and finally if it is still a draw to the flip of a card

Byes will be handled as per Gaining Grounds 2017, there will not be a 'ringer'

### **Awards**

Best Painted Crew: Judge voted of one of your painted crews (only models painted by the player are eligible for winning) must be of the same faction as playing with on the day and consist of a minimum of 6 models.

Overall Winner: Highest TP (count back via VP scored then VP conceded then finally a flip of the cards)

Second & Third Place

Wrecked by the Deck: Last Place

In addition there may be additional door and raffle prizes.



## Schedule

9:00 – 9:20	Sign in and registration
9:30 – 11:30	<b>Game round 1 (including crew selection and setup)</b>  <u>Strategy</u> : Turf War, Standard Deployment  <u>Scheme pool</u> : <i>Claim Jump, Dig their Graves, Leave your Mark, Hidden Trap, Last Stand</i>
11:45 – 1:45	<b>Game round 2 (including crew selection and setup)</b>  <u>Strategy</u> : Headhunter, Flank Deployment  <u>Scheme pool</u> : <i>Claim Jump, Eliminate the Leadership, Frame for Murder, Accusation!, Mark for Death</i>
<b>Lunch</b>	<b>1:45 – 2:15</b>
2:20 – 4:20	<b>Game round 3 (including crew selection and setup)</b>  <u>Strategy</u> : Interference, Close Deployment  <u>Scheme pool</u> : <i>Claim Jump, Frame for Murder, Leave your Mark, Undercover Entourage, Recover Evidence</i>
4:35 – 6:35	<b>Game round 4 (including crew selection and setup)</b>  <u>Strategy</u> : Squatter's Rights, Corner Deployment  <u>Scheme pool</u> : <i>Claim Jump, Accusation!, Leave your Mark, Inspection, Search the Ruins</i>
6:45	<b>Results and Awards</b>



# PAINTING SCORING

The following criteria will be used to judge painting:

## JUDGES PAINTING SCORECARD

**Name:**

### Painting

All models painted 3 colour minimum to reasonable neatness	3pts
3 colour minimum plus basic shading/highlighting	8pts
As above plus details picked out and more layered shading/highlighting	13pts
As above plus other effects such as freehand and other techniques	18pts
Crew has a cohesive look	+2pts
<b>Max points available in this section = 20</b>	

### Model Preparation & Basing

Prep work done with no obvious mould lines/flash	3pts
Bases all painted with up to 1 texture	1pt
Bases all painted with more than 1 texture	3pts
Bases all painted with several textures and additional features or advanced painting	7pts
<b>Max points available in this section = 10</b>	

### Other Details

Freehand work	up to 3pts
Cohesive basing	up to 3pts
Conversions	up to 3pts
Extra Details/effort on Master	up to 3pts
Display Base	up to 3pts
<b>Max points available in this section = 10</b>	

