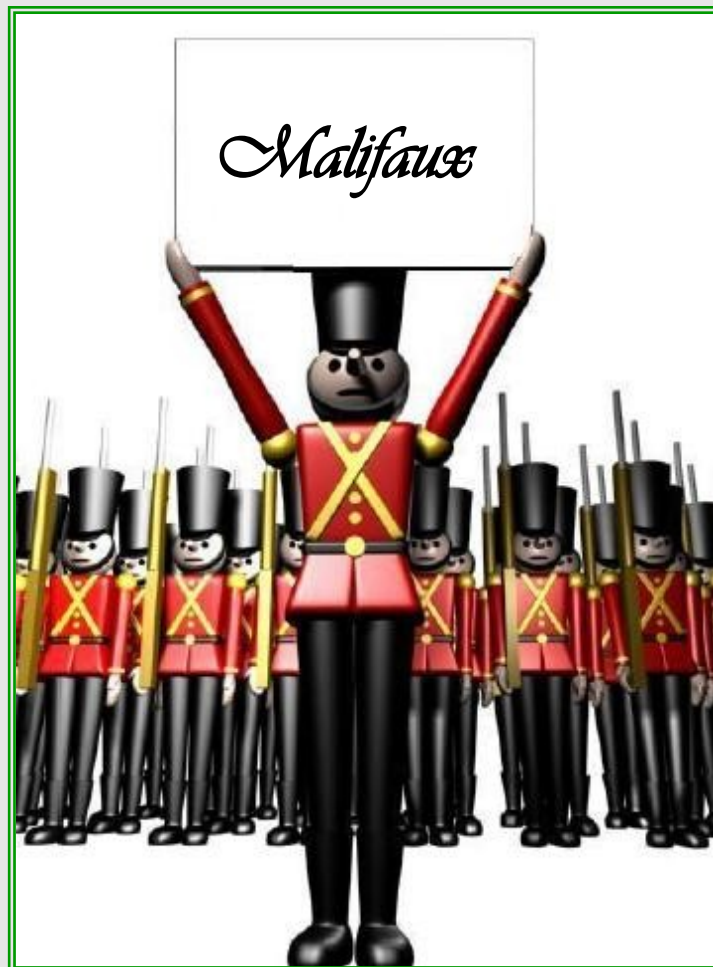


Toy Soldier 2011



Malifaux

You Will Need To Bring

- Your fully painted crew (see below for details about crew selection)
- Tape Measure
- Rulebooks/Crew Cards
- Markers/wound counters

Event Times

Saturday

09:00-09:30	Registration
09:30-12:00	Game 1
12:00-13:00	Lunch
13:00-15:30	Game 2
16:00-18:30	Game 3

Sunday

09:30-12:00	Game 4
12:00-13:00	Lunch
13:00-15:30	Game 5
16:00	Prize Giving

Awards

- 1st Place Overall
- 2nd Place Overall
- Best Painted

Crew Selection

You should submit a master and a crew listing of 50 soulstones in registration, you will choose a crew of 35 soulstones for each game, each model can be used multiple times, and some might not be used at all. The same Master must be used for all games.

Proxies

Suitable proxies can be used for unreleased models, these proxy models should be identifiable as the model they are standing in for.

For released models proxies will be dealt with on a case by case basis – any queries you should contact me on ninjahamster@gmail.com

Your crew should be fully painted and based to a minimum of three colours.

Tournament Rules

The latest PDF Malifaux rules & errata will be used – these should be available on <http://www.wyrd-games.net/> from the 25th March.

Each table will have preset terrain, which will not be moved during the weekend.

Between each game the terrain will be checked to ensure as little ‘terrain creep’ as possible.

A unique special terrain feature, as per the rulebook charts, will be pre setup and fixed per table and details of this feature will be left on each table..

Each game will use the following setup:

- Each player makes an individual flip on the basic strategy chart, each strategy can only be used twice during the weekend, if you have flipped a strategy for the third time, reflip until you get a different one.
- The player can use a soulstone to reflip the strategy – if they get the same strategy again no reflip is allowed, this will only give them 34 soulstones to recruit their crew.
- Each player then selects 35 soulstones (34 if they reflipped) worth of models from their 50 soulstone pool.
- Once crews have been selected each player selects up to two schemes, these can include your own faction specific ones. Again each scheme can only be used twice during the weekend. Schemes can be exchanged for extra soulstones for your pool, as per the rules (these extra soulstones cannot be used to recruit models)

Deployment zones are then selected, schemes announced and the game starts as normal.

The game will last 6 turns, with the standard flips for additional turns as per the rules.

A time warning will go up 15min before the end of the available game time, players should decide between themselves if there is another time for another full turn. If you are still playing at the end of the game time, the game will be called and the result will stand ‘as is’.

Scoring

Each game will be scored on a Win/Lose/Draw basis with 3 points for a win, 1 point for a draw and 0 points for a loss. An additional 1 point will be awarded if a player has won the game by 4 VPs or above. Each players VPs should be recorded, as the VP difference and totals will be used as a tie breaker.

Example

Jimmy's Rasputina crew beats Barney's Perdita crew by 8 Vps to 2 Vps

Jimmy will score 4 tournament points (3 points for a win, 1 extra point for winning by >4 Vps)

Barney will score 0 tournament points

Jimmy's VP difference will be +6

Barney's will be -6