

Card Empire Malifaux Achievements League

Based in an alternate Earth, Malifaux uses gothic, steampunk and victorian horror with a dose of the wild west to inject fun and depth into the magical lawlessness of a world rife with monsters, necropunks, man-machine hybrids, gunslingers, and power-hungry politicians. Actively using character-driven stories to define the world of Malifaux, seek your fortune in this fast paced and brutal 32mm tabletop miniature skirmish game. Assemble your crew and stake your claim!

Organizers: Jason Morosky, Blaine Williams

Registration: Donations

Contact Info: jm.malifaux.ct@gmail.com (More Updated after we get the website running.)

League Start Date: September 11, 2011

League End Date: December 2011 (**Final date TBD**)

League Crew Construction: Players must declare a faction before flipping the strategy for each game and will hire crews from within that faction according to the rules for hiring crews on page 70 of the rules manual.

Proxy Rule: no proxies are allowed in any circumstances

Prize Ruling:

Governor (Top achievement points) = TBD, Based on Participation

Secretary (2nd place) = TBD, Based on Participation

Guard (3rd place) = TBD, Based on Participation

Sleeping Agent (random draw*) = TBD, Based on Participation

Top Monthly Achievement Earner** = TBD, Based on Participation

** The eligible players for the random draw are all participants that played at least five games, excluding the three winning players.*

***Based on top number of achievements earned that month. Players may win multiple times, with four possible prizes in total.*

Rules:

The **Card Empire Malifaux Achievements League** is set-up to encourage Malifaux players to play regular games over the time period of the league (4 months) and accumulate achievement points during the league.

The league will follow the tournament rules as detailed by the Gaining Ground document published by Wyrd Miniatures, except for the following:

- **The winner** of the league will be determined by the achievements scored during the league (see achievement list). In case of a tie, the tie breaker will be number of victories, and if still tied, number of tied games. If it still tied, players will share the prizes.
- **No time limit** will be imposed for games, but players may agree on time limits if they wish.
- **Painting** is not mandatory, but achievement points will be awarded for painted crews.
- No minimum number of games is set. Only the first **3 games against each opponent** will be considered for achievements.
- **Strategy selection:** Random Expanded Strategy Tournament (page 69 of the Rules Manual). After their initial flip, players can pay 1SS to re-flip their strategy. If the player pays to re-flip his/her strategy, he/she must keep the second flip.

Games and Achievements must be reported at the end of the game to the store staff or Jason or Blaine by filling out the game report sheet. A tracking sheet will be kept at the store in order for games to be played at any time during the week. Multiple achievements can be earned within the same game. Some achievements can be earned multiple times during the league, as noted in the scoring sheet. Achievements are intentionally designed with the expectation that nobody will complete them all. The idea is to give people a variety of paths to “scoring” while also encouraging growth of our Malifaux community.

Any rule questions will be answered by one of the local judges if they are present and not involved in the game being disputed. If no judge is present, players are expected to reach an agreement and use the rule for the game. If no agreement is possible, flip a card to randomly resolve the situation. The goal is to have fun, so keep it friendly and honest. Any questions not covered in these rules will be answered by the TO. Decisions are final.

Community Achievements Rules

- **Pipers call:** When a new player joins the league, they may nominate up to 2 existing player to get the achievement. Each player may earn more than one point this way.
- **Train Troops:** Model must be either purchased after July 1, or be authenticated by 2 other players as being a new paint job. You may not authenticate a model of someone you authenticated.
- **Expand the Empire:** Models must be either purchased after July 1st, or be authenticated by a staff member before being painted.
- **Take the building:** Must be table top quality, and need not be a building. Any special terrain from the rule book will suffice (Soulstone Mine, Hanging Tree, etc). The terrain will be donated to the store terrain selection.
- **Brain storm:** The list of submitted achievements will be reviewed at near end of league, and all those used will be given achievements. Multiple may be submitted, max one per player. These will be used for the next league.

Reporting Results

After each game, both players must report the results to a staff member of the store that will update the player sheet for them:

1. Fill in the faction you used for the game (G – Guild, R – Resurrectionists, A – Arcanists, N – Neverborn, O – Outcasts), the name of the opponent, the result of the game (W – Win, T – Tie, L – Loss), how many achievements you earned in the game, and the accumulated total of achievements so far.
2. Mark all achievements earned in the game in the list of achievements.
3. Due to the variety and number of achievements that can possibly be earned in each game, both players are responsible for tracking and accurately reporting the results to the staff member. It is recommended that players keep a copy of the achievement list with them during the game to keep track of which ones were completed.

Special thanks to Bill Andersen and Gamer’s Vault for the Achievements list and league concept.

Setup Achievements

- O / O Play/Win a 5 SS scrap
- O / O Play/Win a 25 SS scrap
- O / O Play/Win a 35 SS scrap
- O / O Play/Win a 50 SS scrap
- O / O Play/Win Brawl

O Be Gentle: Play a game where you allow your opponent to select your schemes for you (i.e. Black Joker for strategy), (Must be announced before strategies are flipped, can be used if a black joker is flipped)

O Here Comes The Horde: Earn a game while giving your opponent a +5ss crew advantage. (Must be announced before strategies are flipped)

O A Leap Of Fate: Play a game where you select your crew before flipping for Strategy. (Must be announced before strategies are flipped).

O Tadaaaa!: Play a game where you reveal your crew to your opponent before they select their crew. (Announced after strategy flip, before crew selection).

O The Mirror Universe: play a match where both players hire their crews, then switch. (Both players must agree, announce after both players have done crew selection, strategies may be switched also, both players must agree).

Strategies

- O / O Play/Win Line in the sand
- O / O Play/Win Claim Jump
- O / O Play/Win Contain power
- O / O Play/Win Deliver a message
- O / O Play/Win Destroy the evidence
- O / O Play/Win Distract
- O / O Play/Win Escape & Survive

- O / O Play/Win Plant the evidence
- O / O Play/Win Reconnoiter
- O / O Play/Win Slaughter
- O / O Play/Win Supply Wagon
- O / O Play/Win Treasure Hunt
- O / O Play/Win Turf War

Schemes - General

- O / O Play/Earn Assassinate
- O / O Play/Earn Body Guard
- O / O Play/Earn Breakthrough
- O / O Play/Earn Extermination
- O / O Play/Earn Eye for an Eye
- O / O Play/Earn Framed for Murder
- O / O Play/Earn Grudge
- O / O Play/Earn Hold Out
- O / O Play/Earn Kill Protégé
- O / O Play/Earn Stake a Claim
- O / O Play/Earn Steal Relic

Schemes - Guild

- O / O Play/Earn Round Up
- O / O Play/Earn Raid
- O / O Play/Earn Lay these S...(Lady Justice)
- O / O Play/Earn Subjugate (Sonia)
- O / O Play/Earn Family justice (Perdita)
- O / O Play/Earn Machine Spirit (Hoffman)

Schemes - Resurrectionists

- O / O Play/Earn Army of the dead
- O / O Play/Earn Death after death
- O / O Play/Earn My Little Friend (Seamus)
- O / O Play/Earn Surrounded by ... (Nicodem)
- O / O Play/Earn That one is a... (McMourning)
- O / O Play/Earn Betrayed by spirits (Kirai)

Schemes - Arcanists

- O / O Play/Earn Power Ritual
- O / O Play/Earn Sabotage
- O / O Play/Earn Do I have to do ... (Ramos)
- O / O Play/Earn Reflections of... (Rasputina)
- O / O Play/Earn Primal Source (Marcus)
- O / O Play/Earn Perfect perform... (Colette)

Schemes - Neverborn

- O / O Play/Earn Kidnap
- O / O Play/Earn Reclaim Malifaux
- O / O Play/Earn Mothers Love (Lilith)
- O / O Play/Earn Spread madness (Pandora)
- O / O Play/Earn Seeds of betrayal (Zorida)
- O / O Play/Earn Bump in the night (Dreamer)

Schemes - Outcasts

- O / O Play/Earn thwart
- O / O Play/Earn gather Soulstones
- O / O Play/Earn Soulless life (Leveticus)
- O / O Play/Earn First blood (Victoria)
- O / O Play/Earn Pig Food (Somer)
- O / O Play/Earn Plague on Malifaux

O Loyalist Win: Points from both a faction specific and master-specific scheme in the same game

O Single Minded: Win a game earning no schemes.

Opponent

- O / O Play / Win against Guild
- O / O Play / Win against Resurrectionist
- O / O Play / Win against Arcanist
- O / O Play / Win against Neverborn
- O / O Play / Win against Outcast

Crew Creation

- O **Gun for hire:** Play a game where your crew includes a mercenary.
- O **You're all special:** Play a game with no duplicated models in the Crew (whole game).
- O **Who's that other guy:** Play a game with a minion from another faction in your crew.
- O **Thinking Outside The Box:** Play a game using a master without any of the models in that Master's box set (whole game).
- O **I am not for sale:** play all the games of the league using the same faction. This achievement is worth **4 points** and is awarded at the end of the league.

Shenanigan Achievements

- O **Flawless Victory!:** Wipe out all your opponent's models while winning a game.
- O **Let's Delegate:** Win a game with a Henchman leading your crew.
- O **You Didn't See That Coming, Did Ya?:** Win a game with NO models left on the table.
- O **Just for Show:** Win a game with the exact number of Soulstones you started with.
- O **Let's Mix It Up!:** Win a mirror match.
- O **Now That's Just Frightening:** Have three different friendly models fail morale duels and flee during a single game.

- O **From The Grave:** Kill an enemy model using a slow to die action.
- O **Red Stain:** Deal damage to a model equal or more to double its wounds total.
- O **Venomous Bastard:** An enemy model dies from Poison tokens you placed on it.
- O **Spread the Pain:** Kill more than one enemy model with a single spell casting.
- O **That's Gotta Hurt!:** Kill an enemy master by flipping a Red Joker and backing it up by flipping a Severe card.
- O **Not Pulling Your Own Weight:** A model in your crew costing 7SS or more lives through the game without making an attack.
- O **Not So Fast!:** Use a Soulstone to re-flip Initiative and win Initiative as a result.
- O **Wheee!!!!:** One of your models ends the turn 20" or further away from where it started the turn.
- O **DON'T MOOOOV... oops!:** Make a ranged attack into a melee combat, hit your own model and kill it without killing any of the opponent's models.
- O **So Many Choices:** End a duel where your total includes three different suits.
- O **Cheat to Win!:** Cheat a lower card into a duel while still winning the duel.

- O **Join me!:** Summon or place two new minions that were not purchased in your starting crew during a single game
- O **No, Really, JOIN ME!!!:** Summon or place five new minions that were not purchased in your starting crew during a single game
- O **OvahPowah:** End a duel where your total was 30 or greater
- O **Aaaargh!:** Flip (not cheat) the Black Joker for a duel when normally having the ability to cheat afterwards.
- O **Are we There Yet?:** Play a game that goes to Turn 8.

Community Achievements

- O **The Piper's call:** Introduce a new player to the game and they join the league. This one can be claimed multiple times! New player must sign sheet, and name up to 2 players as Pipers.
- O **Show The Colors:** Play a fully painted crew
- O **Expand the Empire :** Paint a new box you didn't have painted at the start of the league
- O **Train troops:** Paint a new minion you didn't have painted at the start of the league
- O **Take the Building:** Build a new terrain piece
- O **Brainstorm:** Submit new achievement for next league.

