

The Battle for Malifaux

Background:

The ancient city of Malifaux is in disarray. A recent influx of cheap convict labor has incited strikes and riots from the Miners and Steamfitters Union. The violent clashes between union workers and the convict scabs have stretched the Guild's law enforcement to the limit...This is the moment you have been waiting for.

All your preparations are about to come to fruition. In safe houses and strongholds hidden throughout the city your minions await the command to strike. Seize the moment and wrest control of the city.

Rules:

- The league will cost \$20 for each participant. 100% of the cost will go to prize support for the league.
- Participants will need to be present on Sunday, September 11th in order to generate their starting locations for the league.
 - Each participant will begin the league controlling between X and X locations.
 - All flips for initial locations must be made under the supervision of Howie, Blaine or Jason.
 - The first flip is for number of initial locations a player controls.
 - Black Joker = X Starting Territories
 - 1 - 13 = X Starting Territories
 - Red Joker = X Starting Territories
 - Once the number of initial locations has been determined, players will flip a number of cards from their fate deck equal to the number of initial locations they control (i.e. between X to X) to determine whether they are indoor or outdoor locations.
 - Black or Red Joker = Players Choice
 - 1-7 = Outdoor location
 - 8-13 = Indoor location
 - After a player has determined the number of indoor and outdoor locations they control, they will then flip a number of cards from their fate deck equal to the number of initial locations they control (i.e. between 3 to 5) to determine the locations they control.

CONTROLLED LOCATIONS

Outdoor Locations

1. Hags Territory
2. Gremlin Village
3. Bayou's Edge
4. Bogs
5. Downtown
6. Industrial Zone
7. Slums
8. Quarantine Zone
9. Ruins
10. Mine
11. Pioneer/ Ghost Town
12. Badlands
13. Mountains

Black or Red Joker = Players Choice

Indoor Locations

1. Theatre
2. Sewers
3. Arcanist's Lab
4. Resurrectionist's Lab
5. Guild Library
6. Necropolis
7. Guild Holding Facility
8. Warehouse
9. Research Facility
10. Cave/ Mine System
11. Ancient Ruins
12. Large Tavern
13. Collapsed City Block

Black or Red Joker = Players Choice

During league games, all participants will "wager" one of their controlled locations each game (unless they do not currently own any).

- The winner of the game will gain the location "wagered" by his opponent.
- The loser of the game will lose the location that he "wagered".
- **Salting the Earth Rule:** In order to discourage camping or protecting favored locations, games that end in a draw will result in both players losing the benefit of the "wagered" location for the duration of the league. Salted Locations do contribute to the Governor of Malifaux award unless multiple players are tied for most controlled locations. In this circumstance the Governor of Malifaux award will be awarded to the player with the fewest Salted locations. Salted locations may be "wagered" by a player only after all of his other controlled locations have been lost.
- **The Ronin Rule:** Players without a location to "wager" (henceforth referred to as Ronin), instead choose one from their opponents list of controlled locations to fight over. In this circumstance, the player that has locations under his control does not "Wager" another location. The winner of this game either gains or retains control of the selected location. Two Ronin players may not play league games against each other. A player loses the Ronin title once he gains control of at least one Location.
- During league games a player may only use the Special Benefit of the Location that is being "wagered" and no others they control, i.e. you may not use the benefit of a "Collapsed City Block" if you "Wagered" control of "Downtown".
- Participants are expected to play at least 2 league games per month, for a total of 2 games by the end.
 - These games may occur anywhere, as long as they are reported to Howie, Blaine or Jason.
 - A player may play all of their games in one month if they choose.
 - A league score sheet must be completed by both participants and turned into Howie, Blaine or Jason.
 - **To encourage game playing outside of the *Battle for Malifaux* League, should you play a game with a player outside of the League you may earn 1 extra soulstone to be used in your next *Battle for Malifaux* game. These may be cached, but you can only use one extra soulstone per game.**
- The following changes to the standard Game rules will be in effect throughout the league:
 - Players must use the same Master/ Henchman thru out the league.
 - Games may be played at any size. (Henchman being played as Masters may use their Henchman Reserve to exceed the Encounter Size in accordance with their rules on page 71 of the Rules Manual).
 - Once players have determined the locations they will "wager" for the game, both will flip a card from their fate decks. The high card determines the encounters location between the two that were "wagered".
 - Deployment type and Strategies are determined as normal except:
 - Strategies will be generated by each player from the Individual Strategies Chart on page 69 of the Rules Manual. Should both players generate the same individual strategy then the game will be a Shared Strategy.
- Schemes may be chosen in accordance with pages 72-73 of the Rules Manual.

Location Benefits:

- **Outdoor Locations**
 1. **Hag's Territory** - Once per game at any time during the turn, you may reshuffle your discard pile back into your Fate Deck.
 2. **Gremlin Village** - Once per game, one of your models may use a 0 action to make a Healing Flip.
 3. **Bayou's Edge** - Once per game, you may add a - flip to one of your opponent's actions.
 4. **Bogs** - During the Deploy Crews portion of the Encounter Setup, you may place one of your models up to 8" beyond your deployment zone.
 5. **Downtown** - One of your models costs 1 less Soul Stone to hire.
 6. **Industrial Zone** - After deployment, you may place one Scrap Counter outside of your deployment zone.
 7. **Slums** - Once per game, you may add a - flip to one of your opponent's actions.
 8. **Quarantine Zone** - Once per game, you may add a M to the flip.
 9. **Ruins** - Once per game during the Start Draw Phase, you may increase your crews maximum hand size by 1 until the End Closing Phase.
 10. **Mine** - Once per game a Master or Henchman model may use an Interact 1 action to gain a Soul Stone.
 11. **Pioneer/ Ghost Town** - Once per game, you may add a R to the flip.
 12. **Badlands** - Once per game you may increase the AP cost of one of your opponents Actions by 1.
 13. **Mountains** - Once per game, you may re-flip your initiative without expending a Soul Stone.

- **Indoor Locations**
 1. **Theatre** - Once per game at any time during the turn, you may reshuffle your discard pile back into your Fate Deck.
 2. **Sewers** - During the Deploy Crews portion of the Encounter Setup, you may place one of your models up to 8" beyond your deployment zone.
 3. **Arcanist's Lab** - Once per game, you may add a T to the flip.
 4. **Resurrectionist's Lab** - Once per game, you may add a C to the flip.
 5. **Guild Library** - Once per game, you may add a + flip to one of your models actions.
 6. **Necropolis** - After deployment, you may place one Corpse Counter outside of your deployment zone.
 7. **Guild Holding Facility** - One of your models costs 1 less Soul Stone to hire
 8. **Warehouse** - After deployment, you may place one Scrap Counter outside of your deployment zone.
 9. **Research Facility** - Once per game, you may add a + flip to one of your models actions.
 10. **Cave/ Mine System** - Once per game a Master or Henchman model may use an Interact 1 action to gain a Soul Stone.
 11. **Ancient Ruins** - Once per game during the Start Draw Phase, you may increase your crews maximum hand size by 1 until the End Closing Phase.
 12. **Large Tavern** - Once per game, one of your models may use a 0 action to make a Healing Flip.
 13. **Collapsed City Block** - After deployment, you may place one Corpse Counter outside of your deployment zone.

League Prizes:

- **"Governor of Malifaux"(Best Over All) Prize TBD.**
 - The player that controls the largest number of Locations upon completion of the league as of December 2011 will be the leagues overall winner and receive a prize. **(Final date TBD)**
 - In the event multiple players are tied for the number of controlled locations then the player with the lowest number of Salted lands will be the final winner.
 - In the event multiple players are tied for number of controlled locations and unsalted lands, then VP differential for all league games will be computed and used to determine the final winner.
 - In the event multiple players are tied for both number of controlled locations and VP differential then a series of "sudden death" games will be utilized to determine the final league winner.

- **"Lantern Rouge"(The worst placed player) Student of Conflict Totem or Prize TBD.**
 - The player with the least amount of locations under their control will receive the "Lantern Rouge" prize.
 - In the event multiple players are tied with the lowest number of controlled locations, then the player with the lowest amount of VP's for all league games will be deemed the final "Lantern Rouge" recipient.
 - In the event multiple players are tied with both number of controlled locations and lowest league VP total then a series of "sudden death" games will be utilized to determine the final "Lantern Rouge" recipient.

- **"Ambassador of Malifaux"(The Best Sportsman) Prize TBD.**
 - This award will be giving to the player that receives the highest average Sportsmanship award for the league.
 - Players will grade their opponents upon completion of each game utilizing the following criteria:
 - Did you enjoy the game (Not the outcome the actual conduct)? (0-1 Point).
 - Would you play your opponent again? (0-1 Point).
 - Would you go out of your way to avoid playing your opponent again? (-1 Point)
 - Would you recommend your opponent for a demo game with new players? (0-1 Point).
 - Was your opponent forthcoming with information about his crews' abilities when asked? (0-1 Point).
 - Was your Opponent a gracious winner or loser? (0-1 Point).
 - The recipient of the "Ambassador of Malifaux" award is eligible to receive any other league awards.
 - Players that consistently receive 0 or less points for sportsmanship during the league may be asked to leave without a refund of the participation fee. Although this is considered a "Competitive environment" it is not an excuse to be a jerk. Enjoy the game and help foster a larger community!