



Malifaux League and Event Pack 1.0



MALIFAU: THE GREAT RAILWAY ROBBERY





The aim of the event:

Quite simply to get folks gaming. This is a story based league event that can be run over a number of weeks. The aim of the league is for you, a high ranking member of your faction's hierarchy, to gain as much black market loot as possible to bring to the final daylong event. Here, the bounty you have amassed can be spent on various bonus one off abilities during final gaming day.

The back story:

Mei Feng entered the rail union's crew room and the room fell silent. The meeting had been called and all those in attendance knew something big was going down. Without reason Kang stood up and casually walked towards the rear exit. Mei Feng surveyed the room casually making sure that she caught the eye of everyone sat around the table. Without warning her head whipped round, her eyes focussed on a rail worker sat directly opposite her "traitor" she yelled and with the blink of an eye she had vanished.

Lucius turned to one of his Lawyers "has the informant sent us an update?" The lawyer held out his hand to reveal a signed piece of parchment. He turned away and walked towards the door, his golden gleaming mask hiding his smirk. "Tell them to switch the currency to the counterfeits and load up the train" as he glided out of the office.

No sooner had she vanished, Mei Feng appeared behind the rail worker, he paled before vaulting the table and stumbled for the front door. Mei Feng laughed as the doorway fell in to darkness. Everybody stared in anticipation of what was about to happen as a looming shape appeared in the doorway.

"Mei Feng is getting too big for her boots" Lucius exclaimed, "but we shall use it to our advantage". Lucius stood staring at what appeared to be a beautiful young lady, her back turned to him. Lucius knew more than most how looks were sometimes deceiving, Lady Justice was the guilds deadliest weapon, she scoffed at his remark before turning to face him. Lucius took a step back as Lady Justice turned to face him; he both admired and feared a will with such raw power. Lucius grinned behind his mask "as soon as my marked currency hits the streets of Malifaux you will have a new set of targets". Lady Justice sighed "when will you learn that your games do nothing to help our cause Lucius? Just let me deal with Mei Feng and have done with it".

Mei Feng's Rail Golem stood motionless in the doorway, by the time the union worker had seen the error of his ways, it was too late. The Golem flaming eyes burned red with rage, Mei Feng smiled at how efficient a killing machine she had created. The Golem stamped down hard on the wooden floor causing the whole room to shake, the worker still moving forward, tripped. In a single fluid movement, that seemed impossible for a metal construct to achieve, the golem clubbed the worker with his flaming steel girder. Everyone around the table winced as the Golems victim exploded, every bone in his body shattered in to tiny fragments, his blood and organs showering the room.

Mei Feng reappeared next to her Golem with inhuman speed, "what are you all waiting for? You have your orders in front of you. It's time to rob the guilds express train".





League rules:

- You have to play 8 games of Malifaux over the allocated time period with a single declared faction.
- You cannot play the same opponent more than twice.
- You have to record and send the results of your games in the following format, to the email address: malifauxbadthingshappen@gmail.com

Email Format

Name:

Faction:

Opponents Name:

Opponents Faction:

Points For:

Points Against:

Notes:

The points you score will be converted in to counterfeit currency that you can use at the final day long event to purchase additional bonuses. Each point scored from your schemes and strategies is worth 10 credits. Beware though; handling this currency may well arouse the suspicions of the guild.

- You can play opponents outside of the league and this can counts towards your league score.
- You must declare the league game before the game begins.
- You must use the standard game rules from the Malifaux core rulebook.
- You can play any value SS point game as agreed with your opponent.

This is intended to be a fun league that encourages people of all abilities and experience to get card flipping. Failure to play the game as it is intended can and will result in being removed from the league without any warning.

Once the allocated time for the campaign league has come to an end, we will be setting a tournament day date. This will be a daylong event will use a Swiss system.

As mentioned there will be a twist on the normal strategies /schemes and core rules, as you gamble using the counterfeit money that has found its way in the city. This is additional set of bonuses, that won't change standard gameplay in any way, shape or form.

The tournament pack will be released half way through the campaign. The more counterfeit money you have the more choices you will have for the event.





Tournament

This will be a 3 game event that links in with the campaign/league.

Ticket Price: £7

Event Format

- Single Faction
- 3x50ss games
- Special Rules (see below)
- Schemes and starts will be flipped out before the event by the TO.

The winner of the event will be the player who wins the most games over the day. In the event of a tie, strategy and scheme scores will decide the winner, followed by the scores from the league.

Event Timings

Registration: 09:00-09:30

Game 1: 09:30-12:00

Game 2: 12:30–14:30

Game 3: 14:45-16:45

Awards: 16:45+

You will have 10 minutes to declare factions look at the schemes/strategies and write your lists.

Awards

1. 1st Place (50%)
2. Best Painted (25%)
3. Person who scores the most points over both the league and the tournament (25%)

The size of the prizes will depend on the number of attendees but the prize proportions are listed above.

Special Rules

You may spend your counterfeit cash (gained from taking part in the league) on a number of in game abilities. You may only use one bonus of the same type in any single game. You can however use more than one different bonus/abilities in the same game. You will basically print and fill out the correct tokens you require (see next page) deduct the cost from your counterfeit earnings. The better you do in the league the more you will be able to purchase to use at the event.

Too hot to handle

Please note that each purchased ability has a negative effect to represent a chance of the Guild catching you using the stolen loot, this will be applied at the point quoted on the bonus.





THE BLACK MARKET BIZARRE

The Vision Potion

Cost: 80

Abilities: At any point in the game after you draw your hand and declare the use of soul stones, you may drink the Vision potion to discard your entire hand and then re-draw your hand. The second draw stands and cannot be used in conjunction with soul stones.

Negatives: Guilds have contaminated a number of vials being sold to customers using counterfeit money. After drawing a new hand, flip a card, on a flip of an odd number, your master receives the poison (2) condition.

The band of power

Cost: 130

This arcane device amplifies your master's power. At any point during the game, declare its use, flip a card and apply the result below.

Weak: add one soulstone to your pool

Moderate: add two soulstones to your pool

Severe: add three soulstones to your pool

Negatives: The Guilds have tampered with a number of these devices. As soon as you use the device, flip a card, on a flip of an odd number, your master and any friendly models within 3" suffer the slow condition.

The Book of knowledge

Cost: 180

The Guild's book of secrets knowledge holds secrets about those you face, allowing you to gain an advantage on the field of battle. After declaring factions, but before you choose schemes and strategies, you may read from the book of knowledge. Add one scheme of your choosing to the pool that only you can use.

Negatives: The Guilds have introduced some counterfeit books into the Bizarre, feeding false information to those who read them. At the end of the game, but before you calculate final points, flip a card. If the flip is an odd number, apply the following effect based on the damage value of the flipped card.

Weak: -2 points off your game total.

Moderate: -1 point off your game total

Severe: No effect





BIZARRE ITEM:

COST:

