Gaining Grounds

2016 Edition

You hold in your hands a guide to the world of Malifaux 2nd Edition (M2E) Tournament scene. This document defines the Gaining Grounds Tournament format, which is the official M2E Tournament format. While individual Tournament Organizers may wish to run other unique formats, this document contains the official system used by Wyrd Miniatures.

This document will be updated every year at the beginning of the tournament season. Check out www.wyrd-games.net to get the latest Gaining Grounds document.

What to Expect

An M2E Tournament is an event where players come together to test their mettle and to enjoy the hobby and universe as a group. While the Tournament does focus on providing a competitive environment for players to test their skills, it is also a coming together of like-minded hobbyists. Even players who are learning the game or who just aren't confident in their tactical acumen are both welcome at M2E Tournaments, and they are encouraged to come play a few games of M2E in an organized environment. It's a great way to meet other like-minded players that you may crush beneath your boot later on.

The Gaining Grounds Tournament format is designed to be played in a series of Rounds. Each Round will consist of a single game of Malifaux 2nd Edition played against an opponent. Once the game is over, the players will report their results to the Organizer who will then record the results and use them to determine the next round's player matches.

The tournament could be as few as 3 rounds, or as many as 5, depending on the number of players. Especially large tournaments might even go more rounds than that.

The Rules of Malifaux

Each game is played using Malifaux 2nd Edition (M2E) and the most recent FAQ and Errata Document (available at www.wyrd-games.net). When new documents are published they come into effect for events held two weeks (14 calendar days) after their publication.

For example, an Errata published on the 1st of June will come into effect for events starting from the 15th of June.

Tournament Organizer

The Tournament Organizer, or Organizer, is the person who is running the event. He or she does not play in the event, but instead orchestrates each round and answers rules questions.

The Organizer is the sole authority at the M2E Tournament. Organizers are expected to be fair and equitable in their adjudication of debates and rules questions. Regardless of the outcome, an Organizer'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 Organizer to answer questions.

Player Responsibility

Players are responsible for providing:
- Crew models
- Rulebooks and official Wyrd Stat Cards
- A Fate Deck (one with Malifaux Suits)
- Measuring tape
- Appropriate Counters/Markers/Tokens

Sportsmanship

Malifaux is designed to be fun for all players. Players are expected to behave civilly and respectfully at all times. Players must be open and honest about the rules of their models. Activations should be played in a timely manner; players should not waste time. There is zero tolerance for cheating. If the Organizer determines that a player is cheating, the player will be immediately disqualified from the Tournament. Players are given a single warning when the Organizer judges their behavior toward other players or the Organizer to be unacceptable. If the behavior persists and the Organizer determines the player to be a disruption, it is within the Organizer's authority to disqualify the player from the Tournament. For details of disqualification see the disqualification section.

Shuffling

Whenever a player shuffles their fate deck they must offer it to their opponent for a cut or shuffle. The opponent must then cut or shuffle the deck. The opponent may not refuse to cut or shuffle, but he may cut as shallow (1 card), or deep (53 cards), as he wishes.

This prevents possible stacking, or other shuffling issues, that can arise with physical decks.

Touching The Deck

Players may only touch either deck if the rules specifically call for them to do so (such as when drawing or shuffling) or if the deck needs to be moved because it is in the way. Picking up or fiddling with a deck when it is unnecessary is against the rules.

Conversions & Proxies

Proxy models are not allowed in M2E Tournaments. A player must use the official Wyrd Miniatures model. This prevents a score of issues, most notably an opponent not being able to visually "read" the table.

Conversions, however, are acceptable. They are an excellent way to show off your modelling skills, and that is part of the fun. Original sculpts and conversions are allowed if the Organizer deems them to be accurate representations of the models portrayed. If using a model that was converted with manufactured pieces, no more than 33% of the finished model may be built using other game companies' models, while the rest must be either wholly or a combination of original sculpt or Wyrd manufactured pieces, as determined by the Organizer. If a model has an officially released (non-beta) stat card available, but no model is yet released, the player may field a conversion, but it must be easily identifiable, as per the Organizer's discretion.

Stat and Upgrade Cards

Players must physically possess the official up-to-date stat card for each individual model hired or summoned into play and each individual upgrade attached to a model. The cards may be photo-copied from the book, or printed from an official digital release (such as with cards that have official errata).

Painting Rules

Part of a miniature game is the hobby aspect, and we aim to promote that in official Wyrd tournaments. Painted models are required for play, with the expectation that players are attempting to field a crew that they can be proud of.

Players will have a wide range of individual skill, and there is, therefore, a considerable amount of leeway to this rule. There is no guideline or painting rubric, rather the player is simply expected to put in some effort. Bare or models with just primer are not allowed.

Models made from non-gray plastic may be unpainted, as paint would defeat the translucent or day-glow effect.

Note: This rule is not meant to exclude inexperienced painters from playing, it is simply an expectation that players are making an effort.

Check In

As players arrive at the event before the first round they are required to check in with the Organizer. The Organizer will register each player's name and their declared Faction. Some Organizers may include additional information, such as gaming clubs, but this does not influence the tournament mechanically.

Each player is required to declare a single Faction that they will be playing during the tournament. This is identical to the Faction declaration step that occurs in a standard game of Malifaux, except that the player is required to declare the same Faction for all their games during the event.

Official "Proxies"

The rule disallowing proxies is in place because it is unfair to expect an opponent to memorize which models are something else entirely. Limited edition models, such as the "Miss" series, Nightmare models, or the Dead Justice crew are legal models that may be played as the models they were noted as in their original release. Check the FAQ for additional notes with regards to the Dead Justice crew.

However, some specific "proxies" are allowed, as the models no longer have rules, and instead count as a different model. These models must be mounted on the current legal base size.

Old Model	Treated As
Minion Hamelin	Master Hamelin
Minion Misaki	Master Misaki
Candy the Petulant Youth	Candy
Nightmare Hanged	Montresor

Any Avatar may be used as a proxy for one Emissary of Fate. The Avatar must be the same Faction as the Emissary of Fate to be a legal proxy, regardless of which model is leading the Crew. For example, Kirai may proxy Avatar Seamus as the Carrion Emissary, but a Guild Crew could not use Avatar Seamus as a proxy. Sim 29 counts as an Avatar for proxy purposes.

Public Information

All information is considered public unless noted otherwise in the rulebook (such as a player's hand, deck, hidden schemes, etc) and must be presented to an opponent to read if they ask. All stat cards, upgrade cards, and information which is tracked (such as damage and conditions) are public knowledge. You must present any stat or upgrade cards to your opponent when asked (except face down upgrades - see below).

Some upgrades begin the game face down (such as Killswitch or Jack Daw's curses). These upgrades must be given to your opponent to read before the game, after selecting lists. Which model has which face down upgrade is hidden information.

As cards are placed into the discard pile, they must be shown to your opponent, however once they are in the discard pile only the top card of the discard pile is public information. Players must answer all questions about their Crew fully and honestly. It is against the rules to attempt to obfuscate or conceal your Crew's capabilities from your opponent.

Tracking

There are many different elements to track in Malifaux (such as damage and conditions). In the interest of making the board as clear to all players as possible, below are the official rules for tracking during a tournament (if a situation which must be tracked arises which is not covered here, consult the Organizer):

Damage

When a model suffers damage, it must be tracked by either using an erasable marker to mark off the damage on its stat card, or with a six-sided die (or dice) placed next to the model on the table.

Markers

Markers refer to bases which are placed on the board during play (such as 30mm bases for Scheme Markers). Players must come with all relevant base sizes for any Markers their crew may create during the game, and they must be visibly differentiated in some way (for example, using translucent purple bases for scheme markers and green bases for corpse markers). It could even be as simple as a dot of paint on a base or as elaborate as a conversion.

Conditions

There are three legal ways to track conditions: erasable marker to write on the model's stat card, tokens (such as colored glass beads), or six-sided dice. Tokens and dice may be placed on the model's stat card or next to the physical model on the table. No matter how a crew chooses to track conditions, it must do so consistently for the same condition. For example, if a crew tracks Poison with dice on a model's stat card, all instances of Poison in the crew must be tracked in the same way, but the crew could track Paralyzed with a token. Additionally, a crew must come prepared to track each condition it can apply. When tracking conditions with dice, no two conditions may be tracked using the same color of dice and when tracking different conditions with tokens, the tokens for different conditions must be clearly differentiated in some way (either through different colors, having the condition's name printed on, etc). Conditions tracked using erasable marker must be written clearly. When you apply a condition to an opponent's model, you must offer your opponent the option of using your tracking tools; they may refuse if they have their own.

Malifaux has many moving parts. If the board is cluttered or confusing, feel free to call the Organizer over to work out the situation.

Number of Rounds

Events are normally played over a number of rounds, each consisting of a single game of Malifaux 2nd Edition. The number of rounds in an event depends on the number of players in attendance. The Organizer may choose to establish the number of rounds based on time constraints or other reasons, but the suggested number of rounds are:

• 4-15 Attendees: 3 Round Event
• 16-32 Attendees: 4 Round Event
• 33+ Attendees: 5 Round Event

Round Time Limit

The amount of time provided for each round should be based on the Soulstone Size of the Encounter as well as other constraints. The round time begins when the players are assigned their tables and opponent.

The suggested time for a 50 Soulstone round/game is one hour and forty-five minutes, 105 minutes in total.
The Organizer will clearly announce the start of the round, and the time remaining at regular intervals during the round, usually about every half hour, plus an additional warning with 15 minutes remaining. Many Organizers will have a visible timing clock, so that players may see how much time remains.

Calling Time

Fifteen minutes before the time limit the Organizer calls "Last Turn" to inform players that they should complete the Turn they are on. Players should make every effort to play this final turn completely. No new turn may be started after this call is made, even if the players feel that they could complete another turn.

If the players do not complete the current turn, the Organizer may call "Last Activation" to inform players to finish the current model's activation and then resolve the Turn's End Phase before the end of the Encounter.

Slow Play

Slow play is intentionally delaying the game in order to gain an advantage, and it is a form of cheating. Unfortunately, it can be difficult to tell if a player is intentionally slow playing or just being careful with their decisions, and Organizers should be mindful of newer players. If you think your opponent is slow playing, call an Organizer over. Organizers must use their best judgement in these situations, watching the game carefully and giving a warning. If the player ignores the warning and continues the behavior, further action may be taken.

Round Pairings

First round pairings are randomly assigned. In some environments the Organizer may take steps to ensure that two players who play each other often are not paired against one another in the first round. However, the Organizer is free to match players completely randomly, especially in larger competitive environments.

After the first round, the Organizer pairs players based on their Tournament Point (TP) scores. Players will always play other players with similar TP scores. After round one, and continuing for all rounds, players with higher TPs should be paired off against one another, while players with lower TPs will be paired off against one another. In the event of multiple ties, pairings should attempt to be made by similar Differential scores and then VP scores.
No two players should play each other twice in the space of three rounds. So for example, two players who met in round one could not meet again until round four.

Scoring

At the end of each Round, players count the VPs they earned during the Encounter. The player that earned the most VPs wins the Encounter. When each player earns the same VPs, the Encounter is a Draw.

The number of Tournament Points a player receives depends on if he or she Wins, Draws, or Loses the Encounter.

Tournament Points [TP]

A player who wins the Encounter earns 3 TP, while a player who loses earns 0 TP. Players who draw earn 1 TP. Tournament Points are used to determine the winner of the Tournament (and final standings) with ties broken by Differential and VP (see below).

The Round Reporting Sheet has a place for the players to note whether they won, loss, or drew.

Example: Emma has won her game against Josh and receives 3 TP. Josh earns 0 TP for the loss.

Victory Points [VP]

The players will also report the total number of VP that they earned during the Encounter. These are used to break ties under certain conditions (see below).

Example: Josh and Emma report that Josh earned 4 VP, and Emma earned 6 during the Encounter.

Differential [Diff]

Note the Difference between the players' VP at the end of the Encounter. The player with the higher VP score receives a Differential equal to the positive amount of that difference, while the player with the lower VP score receives Differential equal to the negative amount of that Difference.

Example: Using the example above, Josh receives -2 Differential for the loss, while Emma receives +2 Differential for her victory.

Players should fill in the appropriate Game Tracker for the round and provide it to the Organizer, using the scoring system above.

Byes and Scoring

If there are an odd number of players in the Tournament, and no ringers are available to fill in, the TO will establish Byes for the Tournament. No player should receive more than one Bye round in an event.

When a ringer is available it's preferable to a bye, and should be used. The bye is a secondary option available when a Ringer is not.

Assigning a Bye

During the first round, a random player receives the Bye. After the first round, the lowest placed player on Tournament Points (TP) is assigned the bye. In the case of ties, Differential (Diff) is used to break the tie, and then VP (if a tie persists).

If a player has already received a bye then the lowest scored player who has not already received a bye is assigned the bye.

When a player receives a bye, the player will earn 3 TP/+5DIFF/10VP

The Ringer

Assigning a bye is not the optimal solution during a tournament. There are potential scoring and pairing issues with a bye (regardless of how it is scored) and the players who receive the bye in any round are losing out on a game of Malifaux, which is the whole reason for attending an organized event.

Instead, whenever possible, a Ringer should be used. The Ringer is a player who agrees to play only if there are an odd number of players. The Ringer could come from a variety of sources, and may or may not be eligible to win the tournament, depending on the circumstances. When the Ringer is simply a friendly player who agrees to help out, they should be registered for the tournament and treated like any other player.

When the Ringer is an event staff member, they are disqualified from winning the tournament. The Ringer isn't listed in any final results, and is ignored when determining final rankings. When this happens, the Ringer is always matched against the player who would have otherwise received the bye, but the games are otherwise scored normally.

The Ringer may also be entered into the tournament if a player drops or is disqualified. In this event, the Ringer is always matched with the player who would have received the bye, and is not ranked in the final results, even if he is a friendly player who agreed to help out. It is perfectly acceptable, however, to call this wonderful fellow player out at some point so that everyone can give a round of applause to such a splendid member of the community.

Unusual Results

Under certain circumstances games may end prematurely or be unable to be completed. While this is far from optimal, it is an inevitability, and advice for the most common issues is given below.

Agreed Results

On occasion it may be possible for players to know the outcome of the game before it reaches its natural conclusion, or the result of the game is clear but there is insufficient time to play the game to its natural conclusion. For example, it is turn four and neither player can score any more victory points, so the conclusion is forgone.

Under these circumstances players may agree what the result of their game will be without playing it to completion.

Players may not agree on a result which is not a likely outcome of the game as it stands. Players may not offer or receive any form of inducement to agree to the result of the game. Such agreements constitute cheating.

Both players must agree on the result and the Organizer must be notified that the game has been agreed before any part of the game is packed away. The Organizer has the right to require the players to play the game to conclusion.

This option is offered as a preference to players conceding games, as a full concession is handled differently.

Conceded Games

A player may need to concede a game, as the player may have an emergency or a personal situation. Players are free to concede without explanation (as they may be personal).

A player conceding a game notifies the Organizer and stands down from the event. He may take no further part in proceedings.

If a player concedes, the opposing player earns a score of 3 TP/+10 DIFF/10 VP for the round. The conceding player is removed from the roster and no longer matched against opponents. If possible, the Ringer should be matched with players to avoid a bye.

Forfeited Games

Under certain circumstances the Organizer may decide a player must be required to forfeit a game. Normally this will happen as the result of a significant error the player has made which has invalidated the results of the game. For example, the player is found to have hired an illegal crew or be missing a card from their fate deck. This may also happen if a player fails to show up for a game. Inappropriate conduct and/or any instance of cheating are also grounds for forfeiture.

The Organizer has the final judgment as to whether or not the issue warrants a forfeit.

Where a game is forfeited the forfeiting player earns 0 TP/-10 DIFF/0 VP for the round. Their opponent will receive 3 TP/+10 DIFF/10 VP.

Where a player forfeits a game the Organizer must also consider disqualifying them from the event.

Final Standings

Once the last round of the tournament is complete the Organizer will calculate the final standings. Players are ranked from highest to lowest as follows:

• First players are ranked by their Tournament Points (TP), so players with higher TP finish above those with lower TP.
• Players who have the same TP as each other are then ranked by their Differential (Diff).
• Finally players who are still tied are ranked by their Victory Points (VP).

Details of these scores can be found in the Scoring section above.

Example: The final scores for four players at an event are:

Clare 9TP   +6 Diff 19VP
Tom   4TP   +1 Diff 16VP
Emma 4TP   0 Diff 14VP
Josh   0TP   -8 Diff 10VP

Clare is ranked highest as she has the most Tournament Points (TP). Tom and Emma both scored the same TP, but Tom is ranked higher as his Differential is higher than Emma's. Josh has the lowest TP and therefore finishes lowest on the table.

Where two or more players are tied on all three categories then they receive a joint placing. For example, if two players are tied for seventh they both place seventh and the player below them finishes ninth.

Disqualification

It is hopefully rare, but unfortunately necessary, to discuss the process for disqualifying a disruptive or cheating player from a tournament. There are certain rare occasions where an Organizer may need to disqualify a player from an event.

Sometimes an Organizer will judge that it is in the best interests of an event that a player no longer participates. When this extreme situation happens, the player is disqualified. This should be reserved for players who are caught cheating, or are acting in an abusive manner to other players, event staff, or bystanders.

A player who is disqualified from an event will take no further part in the event. Any game in progress will be forfeited and they will not be ranked. The player will not be scored for the event and will not appear in the final standings.

Variation By Organizer

While the rules outlined in this document are how official Wyrd-run tournaments will be executed, individual Organizers may change the rules presented here to meet local needs. For example, maybe your group just started, so you want to be lax with the painting requirements. Or your group has an unusual way of tracking Conditions or prefers to play with fixed lists. Whatever the case, the Organizer may choose to use these rules as a guideline to create their own events. All deviations from these rules must be announced ahead of time.

Strategies & Schemes

Unlike standard games of Malifaux 2nd Edition, games will not be played with randomized Strategies or Scheme pools at each table. Instead, every table will play the same Strategy and will choose Schemes from the same Scheme Pool.

Strategy

Tournaments should have the Strategies being used for each round provided beforehand. Each Strategy should be unique and selected from the current tournament season's Strategy options. Any Strategy available that is not in the core rules has its rules printed on the following pages of this document.

The 2016 Gaining Grounds Tournament Season makes use of the following Strategies (note that Collect the Bounty had a slight wording change since the 2015 version):

- Extraction
- Interference
- Headhunter
- Guard the Stash
- Collect the Bounty
- Turf War
- Reckoning
- Reconnoiter
- Squatter's Rights
- Stake a Claim

Scheme Pool

There are two charts of Schemes from which Schemes can be generated; the one on pg. 68 of the core M2E book and the one at the back of this document. Which chart is being used to determine Schemes for the event is up to the Organizer and must be made public before the event. Whichever chart is chosen must be consistently used throughout the event.

Unlike the Strategy, which the players know in advance of the tournament, the Scheme Pool is randomized, and the players do not have any fore-warning.

The Organizer will announce the Scheme Pool for each round, making them available to all the players at the same time.

In some situations, the Organizer may wish to determine the Scheme Pool for each round in advance, so that they may be provided in written form the day of the event.

However, the Organizer may wish to randomly determine the Scheme Pool before each round, flipping cards to generate a pool.

When randomly determining Scheme Pools, the Organizer will use a Fate Deck as normal, flipping cards to generate the Pool for each round. However, he or she will not shuffle the deck or put the cards flipped back in between each round. This will increase the variety of Schemes available to all players, while retaining a chance of duplication between rounds.

Documenting Schemes

When a player selects their Schemes, they must document them in a manner chosen by the TO (whether or not the Schemes are revealed). If the Schemes are written down, they must be written clearly, using the full name of the Scheme, and all variables must also be documented (such as the noted model for the Take Prisoner Scheme, etc). If a player has failed to document a Scheme or has not documented the proper variables for the Scheme, that player may not score any VP for that Scheme. If a player fails to show their documented Scheme to their opponent when the Scheme notes it must be revealed, the player may not gain VP from it. Many TOs may provide a score sheet and require players to write Schemes down there.

Deployment

Like Strategies, the Deployment type is determined ahead of time for each round and provided to players in advance of the event. Unlike Strategies, Deployment does not need to be unique each round, but at least 3 different Deployments should be used.

The 2016 Gaining Grounds Tournament Season makes use of the following Deployments:

- Standard Deployment
- Corner Deployment
- Flank Deployment
- Close Deployment

Rotation

At the back of this document are optional Rotations that can be used to automatically supply you with Strategies and Deployments for each round.

STRATEGY RULES

These are the Strategies that are used in Gaining Grounds that are not in the core rules. These Strategies are unique to Gaining Grounds and can only be found here.

EXTRACTION (☙)

Rumor was he discovered something valuable during his last excavation, something that anyone would kill for. It's our job to make sure we're the only ones who hear what he has to say.

SET UP
Place an Informant Marker at the Center of the table.

SPECIAL RULES
At the end of every Turn after the first, after scoring VP, the player with the most non-Peon models within 6" of the Informant Marker may place the Marker up to 3" from its current location, not into terrain or base contact with a model.

VICTORY POINTS
At the end of each Turn after the first, a Crew earns 1 VP if it has two or more non-Peon models within 6" of the Informant Marker.

INTERFERENCE (🦇)

"What do you think they're doing?" the Handler asked, looking over the stationary Gamin spread out across the field.

"No idea, but let's stop them just in case."

SET UP
Divide the table into four 18" by 18" table Quarters.

VICTORY POINTS
At the end of each Turn after the first, a Crew earns 1 VP if it controls two or more table Quarters.

To control a table Quarter, the Crew must have the most unengaged non-Peon models within the table Quarter. These models cannot be within 6" of the Center of the table, or partially within another table Quarter.

HEADHUNTER (📖)

"Maybe this time they'll believe me when I say I killed 5 men" he muttered to himself as he cut off the next fellow's scalp. It was gruesome work, but this time he was going to get paid.

SPECIAL RULES
Whenever a model kills or sacrifices a non-Peon model which it considers an enemy, the model which made the kill must place a 30mm Head Marker within 3" and LoS of the killed or sacrificed model before removing it from play. This Marker may not be placed in base contact with any model; if there is nowhere it can legally be placed, then skip placing a Marker. Any model in base contact with a Head Marker may make a (1) Interact Action with it to remove it from play.

VICTORY POINTS
At the end of every Turn after the first, a Crew earns 1 VP if it removed at least one Head Marker from play that turn.

GUARD THE STASH (✕)

"I told you we shouldn't pick such a central location to hide the Soulstones!"

"Well, it must have been a good choice if they're hiding theirs there, too!"

SET UP
Place two 50mm Stash Markers (Ht5, blocking, impassable, hard cover) on the Centerline each 5" on either side of the Center of the board (10" apart from each other).

VICTORY POINTS
At the end of each turn after the first, a Crew earns 1 VP if it has at least one non-Peon model within 2" of each Stash Marker.

Collect the Bounty (Jokers)

"You're telling me that thing is only worth 10 Scrip?" he whined.

"That's what I'm telling you."

"It's one of those Hanged! No WAY that's only worth 10 Scrip!"

"I don't make the rules, bud. Take it or leave it."

Special
Whenever a model is reduced to 0 Wounds by a non-Peon model, the Crew which reduced it to 0 Wounds gains a number of Bounty Points depending on the type of model which was reduced to 0 Wounds, so long as the Crew considered the model an enemy. Models are worth the following number of Bounty Points:

Peons: 0

Minions: 1

Enforcers: 2

Henchmen: 3

Masters: 4

At the end of each Turn, after calculating VP, reset each player to 0 Bounty Points.

Victory Points
At the end of every Turn after the first, the player with the most Bounty Points scores 1 VP. Either player may also score 1 VP if the opposing player has no models left in play. No more than 1 VP may be scored from this strategy per Turn. If both players still have models in play and they are tied for Bounty Points, neither will score any VP.

2016 Rotation

January Through March
Round 1 - Interference, Standard Deployment
Round 2 - Squatter's Rights, Corner Deployment
Round 3 - Headhunter, Standard Deployment
Round 4 - Turf War, Flank Deployment
Round 5 - Stake a Claim, Close Deployment

April Through June
Round 1 - Reconnoiter, Flank Deployment
Round 2 - Extraction, Standard Deployment
Round 3 - Collect The Bounty, Close Deployment
Round 4 - Reckoning, Corner Deployment
Round 5 - Guard The Stash, Standard Deployment

July Through September
Round 1 - Guard The Stash, Corner Deployment
Round 2 - Turf War, Standard Deployment
Round 3 - Reckoning, Flank Deployment
Round 4 - Headhunter, Standard Deployment
Round 5 - Extraction, Close Deployment

October Through December
Round 1 - Collect The Bounty, Standard Deployment
Round 2 - Interference, Flank Deployment
Round 3 - Stake A Claim, Corner Deployment
Round 4 - Reconnoiter, Standard Deployment
Round 5 - Squatter's Rights, Corner Deployment

SCHEME RULES

This is the new Scheme chart that is used in Gaining Grounds that is not in the core rules. This chart is unique to Gaining Grounds and can only be found here.

EARNING VP FROM SCHEMES

Remember, a player can never earn more than 3 **VP** from a single Scheme.

SUIT/VALUE	SCHEME
Always Available	Convict Labor
Available on Doubles	Take Prisoner
♠	Exhaust Their Forces
✗	Hunting Party
📖	Leave Your Mark
👁	Show Of Force
1	Covert Breakthrough
2	Undercover Entourage
3	Neutralize The Leader
4	Catch And Release
5	Frame For Murder
6	Detonate The Charges
7	Set Up
8	Search The Ruins
9	Mark For Death
10	Public Demonstration
11	Inspection
12	A Quick Murder
13	Occupy Their Turf

ALWAYS: CONVICT LABOR

Keep that chain gang on task!

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

At the end of every Turn after the first, if this Crew has at least three Scheme Markers within 2" of the Centerline of the board which do not have an enemy model or another friendly Scheme Marker within 2" of them, this Crew scores 1 **VP**.

These Scheme Markers may still be used to score **VP** from other Schemes during Turns in which they were not used to score **VP** for Convict Labor (but they may not be used to Score **VP** from both Convict Labor and a different Scheme during a single Turn).

DOUBLES: TAKE PRISONER

Sometimes, you just have to keep someone alive for questioning.

This Scheme may not start revealed.

When you choose this Scheme, note down an enemy model. At the end of the game, if this Crew has at least one non-Peon model engaged with the noted enemy model, this Crew earns 2 **VP**.

If this Crew has at least one non-Peon model engaged with the noted enemy model and there are no other enemy models within 3" of the noted model, this Crew earns 1 additional **VP**.

MASKS: EXHAUST THEIR FORCES
Sometimes wearing them out is good enough.

This Scheme may not start revealed.

All non-Peon models in this Crew may target a non-Peon enemy model within 1" with an Interact Action. If the target has already Activated this Turn, the Interact Action is a (2) Action, if it has not Activated, it is a (1) Action. Give the target of the Interact Action the following Condition for the rest of the game:

Exhausted: This model gains the following Action: "**(1) Shake It Off:** Remove the Exhausted Condition from this model. This Action may not be taken while this model is engaged." No other Action or Ability can remove this Condition.

The first time an enemy model gains the **Exhausted** Condition, reveal this Scheme. At the end of every Turn after the first, this Crew may end the **Exhausted** Condition on one enemy model in play to gain 1 **VP**.

CROWS: HUNTING PARTY
Hunt them down and make them pay.

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

At the end of every Turn after the first, score 1 **VP** if at least one enemy Minion or Peon model was killed by one of this Crew's Enforcer or Henchmen models.

At the end of every Turn after the first, if the enemy Crew has no Minion or Peon models in play, score 1 **VP**. No more than 1 **VP** per Turn may be scored from this Scheme.

TOME: LEAVE YOUR MARK
Let the world know you were here.

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

At the end of every Turn after the first, this Crew may remove one of its Scheme Markers which is on the opponent's half of the board, not within 6" of the of the Centerline, and not within 4" of a non-Peon enemy model to score 1 **VP**.

RAMS: SHOW OF FORCE
Sometimes showing up well-armed is all you need to put down a riot.

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

At the end of every Turn after the first, count the number of face-up Upgrades with a printed cost greater than 0 attached to each non-Master model within 6" of the center of the board for each Crew. Upgrades which began the game attached to a Master do not count toward this total.

If this Crew has at least one qualifying Upgrade and has a number of qualifying Upgrades equal to or exceeding the opposing Crew's number of qualifying Upgrades, this crew scores 1**VP**.

1: COVERT BREAKTHROUGH
The Crew must push into enemy territory, but keep quiet about it!

This Scheme may not start revealed.

At the end of the game, this Crew earns 1 **VP** for each of its Scheme Markers within 6" of the enemy Deployment Zone.

2: UNDERCOVER ENTOURAGE
It is vital that an important person be secretly delivered into enemy territory.

This Scheme may not start revealed.

When you choose this Scheme, note down one of this Crew's Master or Henchman models. At the end of the game, if the chosen model is in the opponent's half of the table, this Crew earns 1 **VP**.

If the chosen model is in the enemy Deployment Zone at the end of the game, this Crew earns 1 additional **VP**.

If the chosen model is in the opponent's half of the table at the end of the game and has half or more of its Wounds remaining, this Crew earns 1 additional **VP**.

3: Neutralize The Leader
Cut off the head, and the snake will die.

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

The first time the enemy Leader is reduced below half of their starting Wounds, gain 1 **VP**.

The first time the enemy Leader leaves play, score 2 **VP**.

4: Catch And Release
The flora and fauna of Malifaux must be cataloged!

This Scheme may not start revealed.

All non-Peon models in this Crew may target a non-Peon enemy model within 1" with a (1) Interact Action to give the target the following Condition for the rest of the game:

Tagged: This model gains the following Action: "(2) Rip It Out: Remove this Condition from this model. This Action may not be taken while this model is engaged." No other Action or Ability can remove this Condition.

The first time an enemy model gains the **Tagged** Condition, reveal this Scheme. At the end of every Turn, this Crew earns 1 **VP** if at least two enemy models in play have the **Tagged** Condition.

5: Frame For Murder
Convince the enemy leader to kill some poor sap!

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

When you choose this Scheme, note one of this Crew's non-Peon models as the "sucker." If the chosen "sucker" model is killed or sacrificed by an enemy model, score 1 **VP**.

If the enemy model was a Master or Henchman, score 1 additional **VP**.

If this Scheme was accomplished on or before Turn 3, score 1 additional **VP**.

6: Detonate The Charges
It's time to blow some stuff up!

This Scheme may not start revealed.

Once per game, at the end of any Turn, this Crew may reveal this Scheme and earn 1 **VP** for each enemy model that is within 3" of at least one of this Crew's Scheme Markers. Then, remove all of this Crew's Scheme Markers which are within 3" of an enemy model.

If only one Scheme Marker is removed in this way, this Crew can only score a maximum of 2 **VP** from this Scheme.

7: Set Up
Get the enemy right where you want them and then spring your trap!

This Scheme may not start revealed.

When you choose this Scheme, note down an enemy Master, Henchman, or Enforcer model.

Once per game, at the end of any Turn, this Crew may reveal this Scheme to score a number of **VP** equal to the number of this Crew's Scheme Markers within 4" of the noted model. Then remove all of this Crew's Scheme Markers within 4" of the noted model.

8: Search The Ruins
The ruins dotting Malifaux's surface are ancient and terrible; there is no telling what you may learn from their excavation.

This Scheme may not start revealed.

At the end of the game, this Crew earns 2 **VP** if it has 3 or more Scheme Markers within 6" of the Center of the board.

If at least two of those Scheme Markers are on the opponent's half of the table, earn 1 additional **VP**.

Scheme Markers which are within 2" of one or more other friendly Scheme Markers do not count towards this Scheme.

9: Mark For Death

It's always good to keep the slaughter organized.

This Scheme may not start revealed.

All non-Peon models in this Crew may target a non-Peon enemy model they are engaged with with a (1) Interact Action to give the target the following Condition for the rest of the game:

"**Marked:** This condition may not be removed or ended."

Reveal this Scheme once an enemy model gains the **Marked** condition. When an enemy model with the **Marked** Condition is reduced to 0 Wounds or leaves play, gain 1 **VP**.

10: Public Demonstration

Make your voice heard!

This Scheme may not start revealed.

When you choose this Scheme, secretly note down up to three Minion models in this Crew with a combined Soulstone Cost of at least 15.

Once per game, at the end of any Turn, this Crew may reveal this Scheme to score 1 **VP** for each of the noted models within 4" and LoS of an enemy Master, Henchman, or Enforcer.

11: Inspection

Time to bust down some doors and flip some beds!

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

At the end of every Turn after the first, this Crew scores 1 **VP** if it has at least one non-Peon model within 4" of where each end of the Centerline of the board meets the board edge (or corner).

12: A Quick Murder

There is nothing like a quick murder to get things started!

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

When you choose this Scheme, note down the enemy model with the highest Soulstone Cost. If multiple models are tied for the highest Soulstone Cost, then choose one of those models and note it down.

This Crew earns 2 **VP** if the noted enemy model is killed or sacrificed before the end of the game.

If the noted enemy model is killed or sacrificed on or before Turn 3, earn 1 additional **VP**.

13: Occupy Their Turf

Take everything they have.

This Scheme may not start revealed.

Once per game, at the end of any Turn, this Crew may reveal this Scheme to score a number of **VP** equal to the number of this Crew's Minion models on the enemy half of the board which are not within 10" of the Centerline.