

BRISTOL VANGUARD

PRESENTS



GERTFAUX

A MALIFAux EVENT

28 . 02 . 15

Bristol Vanguard is proud to present the first Vanguard Malifaux event "Gertfaux" As a club; we have been successfully running multi system tournaments for several years. Gertfaux will give players 4 rounds of Malifaux action in a fun, laid back atmosphere. The aim of Gertfaux is to provide a worthy addition to the Malifaux tournament calendar as well as provide a showcase to local gamers to entice them into the game.

If after reading this pack you have any questions, please contact us on Bristol.vanguard@yahoo.co.uk. Alternatively you can contact the TO directly on twitter @munkeykungfu or through the Wyrd (Munkeykungfu) / Bristol Vanguard (Monk) forums

Venue information

Gertfaux will be held at **Bristol Independent Gaming**, 16 Clothier road, Brislington trading estate, Bristol, BS4 5PS. Parking is available on site

Tickets

Tickets are priced as follows:

- £15
- £13.50 for Vanguard club members.

Tickets for Gertfaux include lunch which will be provided by the venue.

Payment is to be sent to

Bristol.vanguard@yahoo.co.uk via PayPal.

Please mark payments as '**Friends and family**'.

Please also include your Name, gaming club, contact email address and the name of the event you are paying for (Bristol Vanguard runs regular events and this will help ensure your ticket is not assigned to another event)

Timetable

9:00	Arrival and Registration
09:30 – 09:45	Introductions
09:45 – 11:30	Round 1
11:45 – 13:30	Round 2
13:30 – 14:15	Lunch
14:15 – 16:00	Round 3
16:15 – 18:00	Round 4
18:15	Awards & Close

Schemes & Strategies

Schemes and Strategies will be flipped randomly prior to the tournament. Strategies and deployment will be announced via twitter @Munkeykungfu the week before. Schemes will be announced on the day prior to round 1.

Crew Construction

- This event is a **fixed Master** event
- Games will be **50SS**
- Each participant will be required to select of a **pool** of models / upgrades totalling no great than **100SS**. Upgrades will only need to be selected once in the pool and can be used multiple times up to their printed restrictions .
- Dual faction masters will be required to nominate their faction before Round 1. Once round 1 has begun this option cannot be changed.

What you need to bring

- Your models (See Painting below)
- All required model and upgrade cards (PDF print outs are not permitted)
- A copy of your 100SS pool to hand in during registration
- Rulebook, FAQ / Errata
- Fate Deck, Tape Measure, relevant scheme / faction specific markers
- Glue (In case of accidents)
- Tray (for carrying your army from table to table)
- Deodorant
- A pen & Paper

Prizes

Prizes will be awarded as follows:

- 1st Place
- 2nd Place
- Wooden Spoon

As this is our first Malifaux tournament and numbers are unknown the prize pool at present is conservative. This will increase in line with ticket sales.

Painting Requirements

Models must be fully painted and based (3 colour minimum). Non painted models are not permitted.

Proxies

Proxies are allowed for this event. Models however should be a clear representation of the model they are replacing, should not be an existing Malifaux model to confuse opponents and should be cleared with the TO **before** the event.

Round Allocation

Round 1 will be paired randomly, aiming to avoid club pairings. If there are club groups attending please ensure you inform us when paying to avoid any pairing issues.

After round 1, players will be paired with opponents with similar TP scores. For rounds 2 onwards players will be paired against opponents with similar TP, and VP differences.

Round timings

Each round will last for 1hr 45 minutes. Announcements will be made when there are 1hr remaining and 30 minutes remaining.

Fifteen minutes before the time limit "Last Turn" will be called 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 before the end of the rounds allocated time, "Last Activation" will be called to inform players to finish the current model's activation then and then resolve the Turn's End Phase before the end of the Encounter.

Scoring

At the end of each round, players will record the outcome of their game and submit it to the TO. Players will score the overall outcome as well as the total Victory points scored.

Scoring will be as follows:

- Win – 3 Tournament Points [TP]
- Tie – 1 TP
- Loss – 0 TP

In the event of a player conceding, they will score -3 TP for that round, award their opponent a win with maximum Victory Points [VP] and be ineligible for all trophies.

Position Tiebreakers will be determined by:

1. Total TP
2. Victory Point Difference (Total VP scored minus total VP scored by opponents)
3. Total VP scored

Sportsmanship

Malifaux is designed to be fun for all players. Players are expected to behave civilly and respectfully at all times.

When asked, players should provide the information and statistics for models as well as any relevant additional public information. 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.

Warning System

Players are given a single warning when the TO judges their behaviour toward other players or the TO to be unacceptable. If the behaviour persists, and the TO determines the player to be a disruption to the tournament, it is within the TO's authority to disqualify the player from the tournament. **Don't be that player.**

Cheating

There is zero tolerance for cheating (other than Cheating Fate, which is, of course, encouraged). If the TO determines that a player is cheating, the player will be immediately disqualified from the tournament.