

# **Rise of the Burning Man**

**(A Malifaux 3E Event for Briscon)**



**When: April 23rd and 24<sup>th</sup>, refer to timetable for details**

**Where: Mt Gravatt Showgrounds**

**Entry cost: \$50 (Tickets purchased on the Briscon Website  
<http://www.briscon.com.au/tournaments.html> )**

**Maximum player count: 16**

**Tournament Organiser: Daniel Tacken**

**Brisbane Malifaux Discord group: <https://discord.gg/VadmrU5nVJ>**

## **Event Info:**

- This event will consist of three (3) rounds spread across 2 days. Each game will be 50 Soulstones and use the Gaining Grounds 2 pack. If a new Gaining Grounds is released by the event, the new pack will be used. Dead Man's Hand models may not be used.
- This event will follow the standard Gaining Grounds rules for crew selection for each game. This means there are no restrictions on OOK/versatile models, and you can use a different master each game.
- Games will be played on the standard 3-hour round timer. The TO will alert players when half an hour remains for the current game, and then again at the 15-minute mark. Players may not begin a new turn once the 15-minute remaining warning has been sounded.
- Conceded games will be scored based on the game state at the point of concession or considered a 6-2 score if no score can be easily determined at that point.

- The Strategy and Scheme pools will be set for each game round and will be released one week before the event. Attacker and Defender will be determined randomly by the players once they are at their assigned table.
- Tournament management will be through the Bag of Tools website (<https://www.bag-o-tools.com/>). Attendees will be required to make an account and register in the event. A link to the Bag o Tools event will be provided to attendees one (1) week prior to the event.

### **Prizes**

- First place wins bragging rights as the Briscon Champion
- There will be a community vote for the Best Painted crew. Crews can be set up for display during the lunch break, and votes will be tallied, and a winner announced after the third round. The winner will get their choice of prize from the prize pool.
- Malifaux is a game where storytelling is part of the mechanics. During the event, if game mechanics, player decisions, and luck conspire to create an awesome, funny, or tragic moment, please note down the details and let the TO know at the end of the round. The best such story will win a prize from the prize pool at the end of the event.
- The wooden spoon! The player who wins this most glorious of spots will get a prize from the prize pool.

### **Timetable**

<b>DAY 1</b>	9:00 am	Registration
	09:15 am – 12:15 pm	Round 1
	12:15 – 1:00pm	Lunch break
	1:00 pm – 4:00 pm	Round two
<b>DAY 2</b>	9:00 am	Day 2 check-in
	09:15 am – 12:15 pm	Round 3
	12:30 – 12:45pm	Winning ceremony and Prize announcements.
	12:45pm	Pack Up

### **Conduct and time management**

- **Be kind** – We are an awesome, welcoming, and kind community. Players are expected to treat all other players and Briscon attendees with kindness and respect. This may also be the first event for some attendees. This event is

intended to be open, welcoming, and with the emphasis more on encouraging love of the game than winning.

- **Accept that games may finish early** – There is a real chance that many games will finish on Turn 4, and not all models may get an opportunity to activate on the final turn. Please **do not** attempt to game this particular aspect of the event through intentional slow play and make all possible efforts to keep the pace of the game moving. At the same time, we will hopefully have new players with us and not everyone will have the practice to play at speed, so there won't be any formal penalty for playing slow. Just try to be a good sport.

### **Request for terrain and mats for the tournament**

This tournament we are aiming to have 8 tables set up for play. We will require help from our local Malifaux community to provide the terrain and mats to support the tournament.

If you are able to help out with the terrain and mats, can you please contact the TO with the following details:

- Number of mats you can supply
- Number of WHOLE TABLES worth of terrain you can supply
- If you are willing or available to help 'bump in' on the Friday, otherwise the TO will organise to pick up the terrain prior to the tournament

A couple of notes in regard to the supply mats/terrain:

- Ideally if the terrain can be supplied in one box per tables worth of terrain. This helps ensure that all terrain for a single table is accounted for during pack up. As a guide, terrain should cover approximately 1/3 of a Malifaux board, or the rough equivalent of a 21"x21" square
- Terrain/mats may be left in the venue overnight. If you are uncomfortable with this, please let the TO know and your terrain/mats can be packed up in the spare time after round 2 on Saturday

## Unreleased Models and Proxies

Unreleased models are allowed to be proxied in this event. If the models have been released, you cannot proxy them if you do not have them. The following models cannot be proxied at this event:

- Kaeris2, Reva2, Deacon Hillcrest (Embrace the Ember Box)
- Lucius2, Nexus2, Cavatica (Best kept Secrets Box)
- Perdita2, Ophelia2, Sly "Six-shots" (Behind the trigger box)
- Nellie2, Daw2, Auguste Hard (A twisted tale box)

This list will be reviewed and updated based on model availability prior to the event.

Rules for proxies of unreleased models are as per below:

- **Masters:** Where possible, use the original master title. If the master is on a bigger base size, attach it to the larger base size (e.g., bluetack). Prior to the match, inform your opponent that you are playing the Alternate title and ensure your crew in the M3E app has the alternate title as the master
- **Additional models (Hench/enf/minions):** Prior to the event, please contact the organiser on Facebook or on discord with a picture of your intended proxy. The organiser will review the proxy and provide approval. Proxies must use the same base size. Some additional guiding principles:
  - If using a malifaux model, try to use a model that is close to same size and volume. Additionally, if you are using a malifaux model you cannot use another model of the same type in your crew for the game e.g., if using a silent one to proxy raspy2, you cannot include other silent one models in your crew.
  - ideally painted, to ensure the model doesn't get lost/confused in a sea of plastic

