

DEAD HEAT IN NO MEAN CITY...NORTHERN WINDS: G3 LEAGUE

DEAD HEAT IN NO MEAN CITY...SOUTHERN WASTELAND: SPELLBOUND LEAGUE

DEAD HEAT IN NO MEAN CITY...THERE'S BEEN A MURDER! TOURNAMENT

MALIFAUX SUMMER ACHIEVEMENT LEAGUE AND EVENT

DEAD HEAT IN NO MEAN CITY...THERE'S BEEN A MURDER! WILL MOST LIKELY TAKE PLACE IN THE WOODSIDE HALLS, AND IS INTENDED TO BE THE FINAL BATTLE TO DECIDE THE FATE OF NO MEAN CITY! A SEPARATE DOCUMENT WILL BE ISSUED TO OUTLINE PRIZES FOR THE BIG EVENT, BUT EXPECT SOMETHING AS JUICY AS PERHAPS A NIGHTMARE TEDDY?

AUGUST 1 - SEPTEMBER 31 2012

MALIFAUX ACHIEVEMENT LEAGUE

ORIGINATED BY BILL ANDERSON, LOCALISED BY BARRY KELLY

Based in an alternate Earth, Malifaux uses gothic, steampunk, Victorian horror with a dose of the Wild West to inject fun and depth into the magical lawlessness of a world rife with monsters, necropunks, manmachine hybrids, gunslingers, and power-hungry politicians. Actively using character-driven stories to define the world of Malifaux, seek your fortune in this fast paced and brutal 32mm tabletop miniature skirmish game. Assemble your crew and stake your claim! The factions that do best in the Dead Heat Summer challenge will get extra Goodies released!

Basics:

League Location:

G3 for Northern Winds

Spellbound for Southern Wasteland

TBC for There's been a Murder

League Start Date: August 1, 2012

League End Date: September 31, 2012

Event Date TBC

LEAGUE CREW CONSTRUCTION:

Players must declare a faction at the start of the league and will select crews from within that faction for all league games.

Crews will be selected according to the rules for hiring crews on page 70 of the rules manual.

Proxy Rule: a minimum of 75% of the models in a crew must be Wyrd Miniatures

PRIZES:

- Top Man (Top achievement points in each faction)
- Taggart (top achievement points overall in during the League)
- Gied it a go (Lowest Achievement score having played at least one game each week of the league)
- In it for the craic (Lose every game)
- Young Team Number 1 (Win every Game)
- Pusher (Recruited most players)
- Pure Mad Davinci (painted most models from bare metal/resin)
- Pure Senga (Played against most players from both leagues)
- Hoose fur an Art lover (Best modelled markers for Line in the Sand)
- Check oot ma wheels (Best modelled markers for Supply Wagon)
- Check oot ma team (Best Painted Crew)

Some of these will go to the same people, but the nature of Malifaux means that you can get each of them exclusive of the others!

LEAGUE SPECIFICS:

The Malifaux Achievement League is set-up to encourage Malifaux players to play a regular games over the time period of the league (around 8 weeks) and accumulate achievement points during the league.

Games and Achievements must be tracked on the Achievement tracking sheet (this thing) and kept through the end of the League. Each player is responsible for their own sheet, and must submit their achievement sheet with achievements signed by their opponent on September 31 to Barry Kelly.

Games are encouraged to be played at G3 or Spellbound as appropriate, but can be played anywhere.

During a single game, a player may earn one achievement from each category.

Achievements are intentionally designed with the expectation that nobody will complete them all. The idea is to give people a variety of paths to “scoring” while also encouraging growth of our Malifaux community.

All results will feed back into the global Dead Heat Campaign!

MORE INFO HERE:

<http://breachside.coda.net/>

MORE INFO ON MALIFAUX:

<http://www.malifaux.com/>

CHEAT FATE OR LOSE YOUR SOUL!

Name:	
Faction:	

<i>WINNING ACHIEVEMENTS</i>		
2	2 Won a game (week 1): Points for winning a league game during week 1. This can be achieved 3 times.	
2	2 Won a game (week 2): Points for winning a league game during week 2. This can be achieved 3 times.	
2	2 Won a game (week 3): Points for winning a league game during week 3. This can be achieved 3 times.	
2	2 Won a game (week 4): Points for winning a league game during week 4. This can be achieved 3 times.	
2	2 Won a game (week 5): Points for winning a league game during week 5. This can be achieved 3 times.	
2	2 Won a game (week 6): Points for winning a league game during week 6. This can be achieved 3 times.	
2	2 Won a game (week 7): Points for winning a league game during week 7. This can be achieved 3 times.	
2	2 Won a game (week 8): Points for winning a league game during week 8. This can be achieved 3 times.	

LOSING ACHIEVEMENTS

1	1 Lost a game (week 1): Points for losing a league game during week 1. This can be achieved 3 times.	
1	1 Lost a game (week 2): Points for losing a league game during week 2. This can be achieved 3 times.	
1	1 Lost a game (week 3): Points for losing a league game during week 3. This can be achieved 3 times.	
1	1 Lost a game (week 4): Points for losing a league game during week 4. This can be achieved 3 times.	
1	1 Lost a game (week 5): Points for losing a league game during week 5. This can be achieved 3 times.	
1	1 Lost a game (week 6): Points for losing a league game during week 6. This can be achieved 3 times.	
1	1 Lost a game (week 7): Points for losing a league game during week 7. This can be achieved 3 times.	
1	1 Lost a game (week 8): Points for losing a league game during week8. This can be achieved 3 times.	

PAINTING ACHIEVEMENTS

5	Pretty Colours: Play a game with a fully-painted crew.(Can be achieved once)	
10	Strutting Your Stuff: Play every game with a fully-painted crew.(Can be achieved once)	
3	Arise My Pretty: Paint a new minion (not in a box set) that you didn't have painted at the start of the league.(Can be achieved 3 times)	
5	My Masterpiece: Paint a new box set you didn't have painted at the start of the league(Can be achieved once)	

CREW / FACTION RELATED ACHIEVEMENTS

5	Make up your mind: Play a game with each master in a select faction. 1 Point per master Faction: _____	
5	Getting Around: Play a game against each of the 5 factions. 1 point earned per faction.	
12	Get in Line: Play a game against 6 different Malifaux players. 2 points per player.	
2	Gun for hire: Play a game where your crew includes a mercenary. (can be achieved once)	
2	You're all special: Play a game with no duplicated models in the Crew.(Can be achieved once)	
2	Thinking Outside The Box: Play a game using a master without any of the models in that Master's box set.	
1	Who's that other guy: Play a game with a minion from another faction in your crew.	

MASTER RELATED ACHIEVEMENTS

4	By Our Powers Combined: Successfully manifest all four of your factions Avatars. Proxies are allowed for unreleased avatars. 1 point per avatar manifested.	
2	It's a race! Manifest an avatar on turn 3	
2	Make up your mind: Play a game with each master in your faction.	

SETUP RELATED ACHIEVEMENTS

2	First Encounter: Play a 25SS Scrap.	
3	Yikes!: Play a game where your crew has no ss-cache.	
3	Here Comes The Horde: Win a game while giving your opponent a +5ss crew advantage.	
1	Overwhelming Numbers: Win a game where you have +5ss advantage or more!	

WINNING / SCHEME / STRATEGY RELATED ACHIEVEMENTS

5	Loyalist: Accomplish both a faction-specific and master-specific scheme in the same game	
3	Single Minded: Win a game using no schemes. (I.E win on <i>strategy</i> alone)	
1	A Leap Of Fate: Play a game where you select your crew before flipping for Strategy.	
5	Be Gentle: Play a game where you allow your opponent to select your scheme for you (i.e. Black Joker for strategy).	
5	Complete Strategist: Play all the Strategies available at least once.	
5	Wee Schemey: Accomplish every Scheme available to your faction at least once.	

WINNING RELATED ACHIEVEMENTS

5	Flawless Victory: Wipe out all your opponent's models while winning a game.	
2	Let's Delegate: Win a game with a Henchman leading your crew	

WINNING RELATED ACHIEVEMENTS

10	The only real action is inaction! Win a game with NO models left on the table. [Tough but not impossible].	
4	Just for Show: Win a game with the exact number of Soul Stones you started with.	
2	No , Really, I'M SPARTACUS!: Win a Mirror Match!	

COMBAT RELATED ACHIEVEMENTS

1	Now That's Just Frightening: Have three different friendly models fail morale duels and flee during a single game.	
1	I Shot the Sheriff: Kill three Guild minions in one game	
1	Dead Again: Kill three Resurrectionist minions in one game.	
1	Blood Money: Kill three Outcast minions in one game.	
1	This is Our Home Now: Kill three Neverborn minions in one game	
1	For the Greater Good: Kill three Arcanist minions in one game.	

3	From The Grave: Kill an enemy model using a slow to die action.	
3	Red Stain: Deal damage to a model equal to double its wounds total.	
4	It's Only A...: Kill an enemy master with a totem.	
3	Venomous Bastard: An enemy model dies from Poison tokens you placed on it.	

COMBAT RELATED ACHIEVEMENTS

<p>3</p>	<p>Spread the Pain: Kill more than one enemy model from the same casting of the same spell.</p>	
<p>3</p>	<p>Where did she Go?: Kill your opponents Avatar on the turn it manifests</p>	
<p>2</p>	<p>How long is that chain?: Successfully chain one strike or spell 4 times using only 1 AP. (i.e. Onslaught, Trigger Happy, etc.)</p>	
<p>4</p>	<p>That's Gotta Hurt!: Kill an enemy master by flipping a Red Joker and backing it up by flipping a Severe card.</p>	

OTHER ACHIEVEMENTS

2	Not Pulling Your Own Weight: A model in your crew costing 7SS or more lives through the game without making an attack	
1	Not So Fast!!: Use a Soulstone to reflip Initiative and win initiative as a result.	
2	Wheee!!!!: One of your models ends the turn 20" or further away from where it started the turn.	
3	So Many Choices: End a duel where your total includes three different suits.	
1	Cheat to Win!: Cheat a lower card into a duel while still winning the duel.	
1	Join me!: Summon or place two new minions that were not purchased in your starting crew during a single game.	
3	No, Really, JOIN ME!!!!: Summon or place five new minions that were not purchased in your starting crew during a single game.	
2	OvahPowah: End a duel where your total was 30 or greater.	
2	Aaaargh!!: Flip (not cheat) the Black Joker for a duel.	

2	<p>Are we There Yet?: Play a game that goes to Turn 8.</p>	
3	<p>The Mirror Match: Play a match where both players hire their crews, then switch (this would depend on some fairness of play, and would give players insight into other masters).</p>	
18	<p>Paparazzo: Post a battle report of your game including pictures of the models and playing board. Battle report should be posted to the G3 forum, or posted to a personal blog or Wyrd forum with a link in the G3 forum. 3 Points per report, can be achieved 6 times</p>	

Keep a hold of this document throughout the league, make sure you mark which league you are in on the top of the achievement grid...G3 or Spellbound as there are separate prizes for each league!

**NOW GET OUT THERE AND RECLAIM
MALIFAUZ!**