Fauxvember

Round 1 Monday 2nd November- Sunday 8th November

Round 2 Monday 9th November- Sunday 15th November

Round 3 Monday 16th November- Sunday 22th November

Your standing in this event contributes to qualification of the Malifaux World Championship taking place August 2021. Your championship rank is determined by your top three qualifier results. The 16 highest ranked players at the end of the series will be invited to play in the World Championship invitational.

Event & Series Standings

Event Info

- All rounds are 50ss GG1 games using the singles (single master only) format. DMH is not allowed.
- Games must be played within a 3 hour time limit. Designate one player to start a timer starting at the T1 initiative flip. The timekeeper must announce the 2:45 mark, and no new round may be started after that point.
- Games must be completed within one week of posted pairings.
- Unplayed games will be recorded as a 0-0 tie.
- Report results in the #Tournament-results-report channel of the Malifaux Vassal LFG Discord. Make sure to @ your TO in the message.
    - Include declared masters, final scores, and which schemes each player chose.
- This series has a FAQ to answer common rules questions here. Contact your TO directly for any rules disputes not resolved by that document.
- Sign ups for the events are here

Event Organizer

Name Dan Brown
Discord: dannydb#8008
Wyrd Forums: dannydb

ROUND 1

Map

Grasslands

Deployment

Corner

Strategy

Symbols

Scheme Pool

Catch and Release,

Leave your mark,

Breakthrough,

Venetta

Let them bleed

Map Comments and Terrain Definitions

Water silo: ht 5 impassable

Forests: ht 5 dense, concealing severe

Barrels: ht 1 blocking climbable

Boxes: ht 2 blocking climbable

Pond: Severe

Razor Wire ht 1 Severe Hazardous 1 injured 1

ROUND 2

Map
Supply drop

Deployment
Flank

Strategy
Corrupted Leylines

Scheme Pool
Spread them out
Take Prisoner
Vendetta
Sabotage
Assassinate

Map Comments and Terrain Definitions

River is severe (save for Ford and bridge) 3 separate terrain bits

Buildings are various heights, blocking impassible

Walls are various heights climbable

Door way is 40mm wide

Train is climbable, blocking

Bridge is open terrain, side of stairs are climbable

Barrels are ht 1 destructible, climbable, blocking

Train tracks are severe

Forests are dense, concealing severe

ROUND 3

Map
Undertakers rest

Deployment
Wedge

Strategy
Recover Evidence

Scheme Pool
Research mission,
Runic Binding,
Leave your mark,
Hidden Martyrs,
Claim Jump

Map Comments and Terrain Definitions

Buildings are ht 5 impassable

Pond is severe

Graveyard is severe

Rocks are various hts climbable

Rocky ledge is sz 4

Forest is dense concealing severe

Boxes are sz 2 climbable, blocking destructible