2022 Malifaux World Series

Trials of Fate

Schedule

- May 14 - Registration Deadline
- May 16 to May 22 - Round 1
- May 23 to May 29 - Round 2
- May 30 to Jun 5 - Round 3
- Jun 6 to Jun 12 - Round 4
- Jun 13 to Jun 19 - Round 5
- Jun 20 to Jun 26 - Round 6
- Jun 29 - Results & Standings Update

Tournament Organizers

This event is run by the World Series Committee.

Use @World Series Committee in the Malifaux Vassal LFG Discord server to tag committee members.

Join the Malifaux Vassal LFG Discord: https://discord.gg/85AezScFW8

Event Rules

- All rounds are 50ss GG2 games using the standard format (double masters allowed). DMH is not allowed.
- Player on the left side of pairings is the Defender. Player on the right is Attacker.
- 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 by the end date marked on the event schedule.
- If you cannot play your game, contact your TO. Unplayed games will be recorded as a 0-0 tie if no one is at fault. If one player is at fault for a missed game, the game will be scored 6-2 in favor of the player who was able to play the game. See the World Series FAQ and Code of Conduct for more info.
- Conceded games will be scored based on the current game state, or a 6-2 tie if no apparent score can be determined. See the FAQ for more info.
- Report results in the #results-reporting channel in the World Series 2022 section of the Vassal LFG discord and tag @World Series Committee. Include declared master, title, and final score with strat/scheme breakdown for each player.
- All MWS games use the World Series Rulings and FAQ. Contact the WSC or your TOs directly for any rules disputes not resolved by that document.
- All competitors must behave in a sporting manner and treat fellow competitors, TOs, and the Malifaux community with respect. Failure to adhere to the MWS Code of Conduct may result in disqualification from this event or the series.
- Terrain definitions for this event are included at the end of this document.

MWS

Round 1

Cactus Fields

Wedge - Symbols of Authority

Vendetta

Assassinate

Death Beds

Let Them Bleed

Bait and Switch

Round 2

Northern Path v2

Flank - Corrupted Ley Lines

Detonate Charges

Assassinate

Hidden Martyrs

Let Them Bleed

Spread Them Out

Round 3

Lazy River

Standard - Turf War

Detonate Charges

Vendetta

Catch and Release

Spread Them Out

Bait and Switch

Round 4

The Village

Corner - Break the Line

Vendetta

Death Beds

Outflank

Research Mission

Bait and Switch

Round 5

Platform Scrap

Wedge - Corrupted Ley Lines

Breakthrough

Detonate Charges

Claim Jump

Hidden Martyrs

Catch and Release

Round 6

Boomtown v2

Flank - Symbols of Authority

Breakthrough

Hidden Martyrs

Catch and Release

Research Mission

Spread Them Out

Terrain Denitions

The following terrain definitions are standard for ever map in this event. If there is a difference between what is listed here and what is on the map, this document takes precedence.

- **Bars in Walls (Barred Windows) -** Impassable.
- **Buildings with Roofs (Sheds, Shacks, Etc) -** Blocking. Impassable. Height as marked (or Ht 4 if unmarked).
- **Barbed Wire -** Hazardous (Injured +1)
- **Barrels / Crates -** Destructible. Blocking. Climbable. Height as marked (or Ht 1 if unmarked).
- **Boardwalks / Walkways -** No terrain traits. Divides water into separate terrain pieces.
- **Cactus -** Blocking. Impassable. Hazardous (1 Damage). Height as marked (or Ht 2 if unmarked).
- **Cliffs -** Blocking. Climbable. Height equal to attached hill.
- **Craters -** Severe.
- **Fences -** Climbable. Height as marked (or Ht 2 if unmarked).
- **Fog Banks -** Dense. Concealing. Height as marked (or no Ht trait if unmarked).
- **Forests / Plants / Bushes -** Dense. Severe. Concealing. Height as marked.
- **Headstones -** No terrain traits.
- **Hills -** Dense. Height 2. Hills add height to models standing on them as follows: 0 ht if any part of the model's base is not on the hill, +1 ht if the model is entirely on the hill but any part of the model's base is on the rim of the hill, +2 ht if all of the model's base is on the summit of the hill.
- **Lava -** Hazardous (Damage 1, Burning +1).
- **Open Graves / Coffins -** Severe.
- **Railroad Tracks -** No terrain traits.
- **Rivers / Water -** Severe.
- **Roads / Paths -** No terrain traits.
- **Rocks -** Blocking. Climbable. Height as marked (or Ht 2 if unmarked).
- **Ruined Buildings -** Floors of ruined building have no terrain traits and do not count as part of the terrain piece. Each section of wall (divided by doors or broken wall) counts as a separate terrain piece.
- **Sarcophagus -** Blocking. Climbable. Height as marked (or Ht 1 if unmarked).
- **Scorch Marks** - Models look cooler standing in the remnants of an explosion.
- **Trains (with X) -** Blocking. Impassable. Height as marked (or Ht 4 if unmarked).
- **Trains (no X) -** Blocking. Climbable. Height as marked (or Ht 2 if unmarked).
- **Walls -** Blocking. Climbable. Height as marked (or Ht 4 if unmarked).