2022 Malifaux World Series

Trials of Time

Schedule

- Jul 9 - Registration Deadline
- Jul 11 to Jul 17 - Round 1
- Jul 18 to Jul 24 - Round 2
- Jul 25 to Jul 31 - Round 3
- Aug 1 to Aug 7 - Round 4
- Aug 10 - 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 games using the singles (single master only) format with pools created using the "all" ruleset. DMH is not allowed.
- Player on the left side of pairings is the Defender. Player on the right is Attacker.
- Games must be played using player clocks. Each player has 90 minutes. See opposite page for clock rules.
- 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

Rules for Clock Use

Each player is responsible for their own time.

- Players have the right to pass time to their opponent whenever their opponent spends time making a decision or moving models.

Players alternate "shuffling time."

- Cleanup and deck management time between turns is shared time and should alternate between players.
- Make note of who has the time at the end phase of Turn 1. Alternate who has the clock during each subsequent end phase.
- If the time is on you and you are finished shuffling and your opponent is not, don't forget rule #1!

When a player's time runs out, they may no longer act.

- They must finish their current action, then pass the time to their opponent. The opponent may continue to play until the game ends (until the last turn is scored, or their own time runs out).

Players should not pause the clock.

- If both players agree to a break, the clock can be paused. Or, the clock can be paused while waiting for a TO ruling. Only a TO or judge may adjust the clock.

Players may only touch their own clock button.

- You may pass the time to your opponent. If your opponent does not pass the clock to you, use verbal queues to indicate they should do so.
- You are responsible for your own time, which includes noticing when the clock should be on you. Intentionally playing on your opponent's time is cheating.

Clock Setup

When does the clock start?

- Start the clock when initiative is flipped. Time starts on the player who wins initiative.

When does the game end?

- Ideally, the game ends naturally, at the end of Turn 5.
- A new turn may not be started once both players have less than 5:00 minutes remaining. If that occurs, the current turn will be scored as the final turn of the game.

How much time is on the clock?

- Round time is split evenly between the players.
- Each player gets 90 minutes.

When You Clock Out

You may not...

- Activate models
- Declare actions
- Declare trigger
- Move models
- Choose to use "may" abilities on your models
- Use soulstones
- Draw cards

You may still...

- Score points
- Win the game
- Flip duels generated by your opponent
- Discard soulstones, cards, or markers from your opponent's effects
- Resolve "must" abilities on your models that do not require moving models or flipping cards

Round 1

Broken Streets

Corner - Plant Explosives

Lugharcan's Clover

Spread Them Out

Take Prisoner

Power Ritual

Deliver a Message

Round 2

Welcome to the Jungle

Wedge - Recover Evidence

Vendetta

Assassinate

Let Them Bleed

Dig Their Graves

Hold Up Their Forces

Round 3

Cactus Town

Standard - Break the Line

Breakthrough

Outflank

Bait and Switch

Leave Your Mark

Harness the Ley Line

Round 4

Mausoleam

Flank - Corrupted Ley Lines

Hidden Martyrs

Death Beds

Catch and Release

Research Mission

Deliver a Message

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).