The Founder's Return

Aug- September Malifaux Vassal Tournament Player Pack

Round 1: Aug 8th-Aug 14th

Round 2: Aug 15th - Aug 21st

Round 3: Aug 22nd - Aug 28th

Round 4: Aug 29th - Sep 4st

Event Organizer

Dan Brown

Discord dannydb#8008

Wyrd Forums: dannydb

The World Series Pub was a lively venue right in the heart of Malifaux, from all over the city people would come to take part in there events, sample the fine food and ales. The place was packed to the rafters save for the founders chair on most evenings with Landlord Alcathous barking orders to his many staff, while Head Chef Wulf made sure the kitchen was running a tight ship

It was on one unusually stormy night in August, when a strange cloaked figure entered the inn, at first he was ignored, strange cloaked figures were not exactly uncommon in malifaux and it was generally a better idea to give them a wide berth to avoid having your face melted or to be eaten by some undead monstrosity. However, as the figure approached and sat on the founder's chair, the entire pub stopped and turned. No one had sat in the chair for a very long time, it had been left empty always as a sign of respect and everyone in

malifaux knew about it, who was this stranger, and how dare they disrespect the founder of these hallowed walls

"Oi Cackle, Go move that fool" Alcathous growled at a staff member "clearly the numbskull hasn't heard the customs round here"

Cackle nervously approached the new commer "sorry sir that seat is reserved for the founder of the pub"

The stranger looked up and removed his hood to gasps round the entire establishment "yes you newb, Its reserved for me"

There was suddenly a squeal from Nick as he dropped the pints he was carrying to a table full of angry texans "your back?"

Event Info

- All rounds are 50ss games using the singles (single master only) format. DMH is not allowed.
- The event will use Malifaux Vassal Series FAQ.
- 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. There will be random clock checks during games.
- Games must be completed within one week of posted pairings.
- This event is a qualifier for the MWS
- If you cannot play your game, make sure to contact me and/or the opponent to avoid a DQ. 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 4-0 in favor of the player who was able to play the game. See the rules FAQ for more info.
    - Conceded games will be scored based on the current game state, or a 6-2 if no apparent score can be determined. See the rules FAQ for more info.
- Report results in the Malifaux Vassal Discord (channel will be updated) of the Malifaux Vassal LFG Discord. **Please @ dannydb#8008 and gubbinz#5654 in the message.**

  ○ Include declared masters and titles, which schemes each player chose, and final score with strat/scheme points per player.

- Pairings and Attacker/Defender will be established by Bag of Tools. Bag of Tools automatically breaks same-country pairings in R1 and creates Swiss pairings based on record for the rest of the event.

  ○ Players in the left column are defenders; players in the right column are attackers.

- This series has a FAQ to answer common rules questions here. Contact me directly for any rules disputes not resolved by that document. I will try to be available as often as possible. The members of the world series will act as additional judges for this event 😊
- All participants must adhere to the MWS code of conduct and penalties received during this event will affect the ability to participate in future MWS events

Round 1:

Map: Forests Edge

Strategy: Cursed objects

Deployment: Corner

Schemes:
Breakthrough

Assassinate

Sabotage

Catch and Release

Load Em Up

Round 2:

Map: Main Street

Strategy: Guard the Stash

Deployment: Wedge

Schemes:
Vendetta

Leave your mark

Hidden Martyrs

Spread them out

Public Demonstration

Round 3:

Map: Grave Hill

Strategy: Carve a path

Deployment: Flank

Schemes:
Set the Trap

In your Face

Secret Meet up

Sabotage

Leave your Mark

Round 4:

Map: Come and Take it

Strategy: Covert Operation
Deployment: Standard

Schemes:

Breakthrough

In your Face

Spread them out

Public Demo

Vendetta