

# MALIFAUX

THIRD EDITION

## BREACH IN THE NORTH

A NORTH WEST MALIFOLKS EVENT

### Introduction

Welcome to the Breach in the North rulespack, this document will contain all of the information necessary for the single day events held in 2023.

These events are fixed faction, 5000 events. They are being held at Element Games in Stockport.

Tickets for the event are £15 and the payment should be made to [carl7lee@hotmail.com](mailto:carl7lee@hotmail.com) via PayPal and as a 'Friends and Family' payment - this ensures all of the entry fees go towards the event.

As a player you are required to bring the following: models you plan to use, a fate deck (a second fate deck is always useful to avoid fate deck clashes or challenges against the fate deck), a copy of the rules and current FAQ, measuring equipment and any tokens/markers that are relevant to the models you may use.

The list of entrants will be updated via the Wyrd Forum, I will update the forum, discord channel and the Facebook event with news etc.

### Painting

This event has no painting requirement, players who use fully painted crews will be rewarded with additional raffle tickets for the prize draw and will also be able to entered into the 'Best Painted'.

### Schedule

#### Day 1

Registration - 9:15-9:45

Game 1 - 9:45 - 12:00

Lunch - 12:00 - 12:45

Game 2 - 12:45 - 15:00

Break - 15:00 - 15:15

Game 3 - 15:15 - 17:30

Prizes and awards

### The Venue

The event is taking place at Element Games and the venue address is:

Hallam Business Centre

Hallam Street

Stockport

SK2 6PT

United Kingdom

The venue has local free parking, has accessible transport links and is close to Manchester Airport



## Prizes and Raffle

The event will have trophies for the player who finishes 1st, 2nd and 3rd and the player who places last will win a special spoon and a new fate deck. There will also be a trophy for the 'Best Painted' as voted for by the players.

A raffle will be drawn at the end of the event, the prizes will be announced on the event pages periodically.

## Tournament rules

The following rules are what will be used in the event and apply to all players attending. Please read these and ensure you understand the rules and are familiar with them.

The event will use strategies and schemes as per the current Gaining Grounds Season.

## Fixed faction

The event is fixed faction, players will declare their faction during registration.

## Hiring masters

The hiring of additional non-keyword masters will not be permitted at this event.

## Dead Mans Hand

Models from 'Dead Mans Hand' are not permitted for use in the event

## Rounds

Each round will have a two hours and fifteen minute slot, this gives some time to get to your table, introduce yourselves to each other and define terrain. Likewise it will give some time after the game ends to organise your models/tokens etc.

## Games that do not finish

Ideally all games will finish within the time period given. In the rare circumstance that it does not and the game ends mid-turn then both players will discuss the potential points that would have been scored at the end of the turn.

This is designed to eliminate any potential imbalance caused by the game finishing early. Please note that the potential points scored should be clear and achievable. Both players must decide on any additional points and the final 'would-be' score.

If there is any disagreement then call the TO who will make a judgement based on the information given.

## Deck Etiquette

With this event I want to establish a standardised 'deck etiquette' used by all players. Before the game and after each turn ends the player is to shuffle their deck at least five times to ensure the cards are sufficiently broken up from the previous turn, the decks will then be cut.

This may seem stringent but it is an attempt to ensure that decks avoid becoming stacked and remain as random as possible.

## Proxies and conversions

All proxy models need to be approved in advance by the TO. Anything requested on the day will not be considered.

Proxies need to be in theme of the model they are proxying for. Exercise a measure of commonsense.

## Contact

Feel free to contact me regarding the event, my email address is [carl7lee@hotmail.com](mailto:carl7lee@hotmail.com) or you can message me on the forum or via Facebook/Twitter