Malifaux Third Edition

Business Time

Clocks out for Cojo

7th May 2023

Introduction & Entry

This is a standard M3E Gaining Grounds 3 event held at Powder Monkey Gaming in Huddersfield, UK on Sunday, **7th May 2023**.

Entry tickets cost **£15** and should be paid via PayPal to obi-yan@hotmail.co.uk as 'Friends & Family'. Please include your name and name of the event in the notes. The number of players will be capped at 14 with potential of expanding up to 16.

Up-to-date information about the event will be maintained on the Wyrd forum and the Facebook event.

Schedule

As this is a beginner-friendly event, the rounds will be a little longer than usual, at 2h30m. This is in order to give all players a good amount of time to finish their games.

09:00-09:30 Registration
09:30-12:00 Round 1
12:00-12:45 Lunch & Best Painted
12:45-15:15 Round 2
15:15-17:45 Round 3
17:45-18:15 Awards & Prizes

Please provide your own lunch. A selection of drinks and snacks will be available to purchase from the store. There is a variety of shops a short distance from the venue.

The Venue

The event will take place at Powder Monkey Gaming, located at:

Powder Monkey Gaming Ltd.
271 Old Wakefield Road
Moldgreen
Huddersfield
HD5 8AA

There is free on-street parking in close proximity to the venue. The venue is a 20 minute walk from Huddersfield train station.

Prizes & Raffle

There will be awards for 1st, 2nd and 3rd place, the best painted Master & Totem and a special wooden spoon for the player who places last.

A raffle will be drawn at the end, with a variety of prizes available. Each player will receive 1 raffle ticket as standard, but everyone will be able to earn more raffle tickets through completing various achievements throughout the day. These will be awarded as follows:

- 1 raffle ticket per round you use a fully painted crew
- 1 raffle ticket per round you hire no more than one non-keyword model in your crew
- 1 raffle ticket per round you don't clock out
- 1 raffle ticket per 'most fun opponent' slip
- 1 raffle ticket per 'most pleasantly painted crew' slip

Tournament Rules

All players should familiarise themselves with this document. The event will use **Gaining Grounds 3** strategies and schemes which will be provided in advance closer to the date of the event, unless **GG4** is released at least a week prior to the event.

Content from the **Madness of Malifaux book will not be permitted**. This decision may be reviewed in the case of an errata release prior to the event.

The event is **fixed faction**. Factions will be declared at registration.

Hiring of additional non-keyword masters will not be permitted for this event. Dead Man's Hand models are not permitted for this event.

Proxies & Painting Rules

Reasonable 'in-theme' proxies and conversions will be allowed for this event as long as they clearly represent the intended model. Any proxies should be explained to your opponent before each round. If you are not sure if your proxy meets these requirements, please contact me directly to verify (see 'Contact').

There is no painting requirement for this event but fully painted crews will be rewarded through additional raffle tickets (see 'Prizes & Raffle').

Rules Queries

If any rules queries present themselves during the game and are not answered by checking the official rulebook and FAQ, players should consult the TO who will make a rules call.

To mitigate any potential 'feel bad' moments on the day, if you have any questions about a specific rules interaction that relates to a crew/model you plan on playing, please feel free to get in touch before the event and I can let you know what my ruling will be (see 'Contact').

Chess Clocks

Each player should provide their own chess clock. Dedicated chess clocks (rather than mobile device apps) are recommended. If you are unable to provide your own chess clock, please contact me (see 'Contact') and I will be happy to help work out a solution.

Each player will gets 70 minutes on the clock. An additional 10 minutes is calculated into the round times for getting to your table, declaring crews, etc. There will be a call out 10 minutes into each Round to make sure everyone has started their clocks. See 'Clock Rules' for more details.

Deck Etiquette

Whenever a deck is called to be shuffled in the game, it should be shuffled at least five times. After either deck is shuffled, it should be offered to the other player to be cut.

Terrain

Terrain will be set up by the TO in advance and should not be moved. If destructible terrain needs to be removed from the board during a game, please make sure to put it back in the same location after the game.

Bag o' Tools

The tournament will be tracked using Bag o' Tools and submitted to UK Malifaux Rankings. Players will be able to register in advance and then be approved on the day.

Contact

If you would like to contact me for any reason prior to the event, my email address is pietrzakyan@gmail.com. You can also send me a direct message either on Facebook or Discord.

Clock Rules

Core Principles

The clock runs for the player who is acting or thinking.

You may pass the clock to your opponent at any time.

Rules for Clock Use

You are responsible for your own time.

- When you are done acting, it is your responsibility to pass the clock to your opponent.

Alternate end phases, scoring and shared time.

- Make note of who has the clock on the first instance of shared time. Alternate who has the clock during each subsequent instance.
- Pass the clock to your opponent if you are finished with shared time and they are not.

When time runs out you may no longer act.

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

Avoid pausing the clock.

- During the tournament, the clock may only be paused by the TO.

Sportsmanship Tips

- Verbally indicate whenever you pass the clock.
- Give your opponent a few seconds to cheat/stone. Then, pass the clock if they are still thinking.
- If your opponent does not pass the clock to you, use verbal cues to remind them.
- You are responsible for your time, including noticing when the clock should be yours. Intentionally playing on your opponent's time is cheating.

Clock Setup

When does the clock start?

- Start the clock during Deployment. Time starts when the Attacker begins deploying.

When does the game end?

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

How much time is on the clock?

- Round time is split evenly between players.
- Each player starts with 70 minutes on the clock.
- During the tournament, only the TO or judge may adjust the allotted time.

If You Clock Out

You may not…

- Activate models
- Declare actions
- Declare triggers
- Move models (your opponent may still move your models through their effects)
- Choose to use any 'may' abilities on your models
- Cheat Fate
- 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.

Clocks FAQ

I forgot to pass the clock for one of my activations. What should I do?

- Some opponents will let you take an activation on their time, but they are not obligated to do so.
- Ultimately, it is your responsibility to manage your own time.

I regularly forget to pass the clock to my opponent and I'm not getting my full time. What should I do?

- Talk to your opponent and ask them to help you remember to pass the clock.
- If both players are struggling with the clocks, ask the TO for help. If no TO is available they may designate someone else to help.
- Passing the clock becomes muscle memory with practice. Pass time back and forth in casual games without enforcing a 'clock-out' time.

I think my opponent is intentionally playing on my time, or they are passing the clock without alerting me. What should I do?

- Call over the TO.

My opponent is passing the clock immediately after each flip. What should I do?

- Call over the TO.

Examples of Clock Use

Standard Play Example

Player A activates Titania and begins attacking Mah Tucket. On the first attack, Player A is hitting on positives so Player B cheats defensively. Since it only took Player B a couple seconds to determine their cheat, the clock stayed on Player A for the entire action.

On the second attack, Player A misses and cheats to hit. This generated Scamper effects from multiple models in Player B's crew, so Player A passes the clock to Player B to resolve the Scampers.

On the third attack, Player A hits again, and now Mah could die if Titania hits for severe damage. Player B says they need a second to think and Player A passes the clock to Player B. After a minute, Player B decides not to cheat but spends a Soulstone to put the damage flip on a negative, passing the clock back to Player A. Player A flips severe anyway and Player B spends another Soulstone to reduce damage. Since Player B didn't need to take any time to think about it, the clock stayed on Player A for the reduction.

End Phase Example

Player A and Player B reach the end of Turn 1. Player A had the last activation, so the clock stays on them and the players make note of this.

Player A has little to do during the End Phase and finished cleanup quickly. Player B is playing McMourning and is resolving the Poison on their crew, so Player A passes the clock to Player B. They flip initiative on Player B's clock but then Player A needs to think about cheating initiative, so Player B passes the clock back.

Next End Phase, the clock starts on Player B (because it started on Player A last turn). Player A quickly resolves their clean-up, including stoning away some Poison damage, before Player B finished resolving their friendly Poison. The clock stays on Player B the entire End Phase.