May-lifaux Tournament Pack

Tournament Format

- 1 day, 3 rounds, 50 Soul Stones per crew.
- This event will use the latest version of Gaining Grounds, whatever that may be at the time. See ‘Tournament Format’ below.

Prizes

Prizes (in the form of Imps Gaming Store vouchers) will be awarded for:

- 1st
- 2nd
- 3rd
- Best Painted Totem Model

Event Rules

This is a fixed faction event. You will need to declare your faction at the start of the day on registration.
Crew construction follows the standard rules for a 50ss game, with no limitations on the hiring pool. The only exception is the dual master rule, which is not adopted at this event with the exception of ‘dual masters’ e.g. The Viktorias.

Please remember that for non-versatile models, outside of your key words there is the +1ss tax.

Terrain will be set up at the start of the event, please leave terrain as it is. As much as possible it will be balanced. Should the arrangement of terrain be unsuitable for the scenario, please contact the TO who will endeavor to ensure a fair game.

Ensure you discuss with your opponents before the game what terrain traits you want to assign to different terrain pieces. If you need assistance with this step please ask the TO.

Proxy, Painting and Conversion Rules

Proxies for models that don't currently exist are allowed, as long as the models appropriately represent the model they are. You are not permitted to use a model for a different purpose, e.g. you cannot use a metal gamin to represent an ice gamin.

Please check with your opponent before crew creation if you want to use such models, so that it can be agreed upon. If you are unsure, prior to the event, please contact me to check whether the model is suitable.

Models must be assembled and glued to a base. There is no formal requirement for models to be painted, however there will be an opportunity to showcase a painted model in a painting competition.

You are permitted to use any model currently available via the official M3E app. Please be aware that although many use the app to track the game state, please ensure that you have the relevant cards from the faction box, or printed should this not be an appropriate option.

Schedule

Registration: 9:45 am - 10:00am
Game 1: 10:00 am - 12:30 pm
Lunch: 12:30 pm - 1:15 pm
Game 2: 1:15 pm - 3:45 pm
Game 3: 4:00 pm - 6:30pm
Prizes: 6:40 pm

The Games

Game 1:

Deployment: Wedge
Strategy: Carve a Path

Scheme Pool: Breakthrough, Spread Them Out, Public Demonstration, Set the Trap, In Your Face

Game 2:

Deployment: Standard
Strategy: Cursed Objects

Scheme Pool: Breakthrough, Vendetta, Leave Your Mark, Hidden Martyrs, Secret Meetup

Game 3:

Deployment: Flank
Strategy: Covert Operation

Scheme Pool: Assassinate, Sabotage, Spread Them Out, Load ‘Em Up, Set the Trap

Food and Drink

Lunch will not be provided, however, there are shops and takeaways within a mile of Imps, including:
Tesco, ALDI, Mcdonald's, Domino’s, Subway, and Costa.
There’s also plenty of additional delivery options available thanks to Deliveroo/Uber Eats/Just Eat/etc.

The store also has a range of snacks and drinks available to purchase throughout the day.

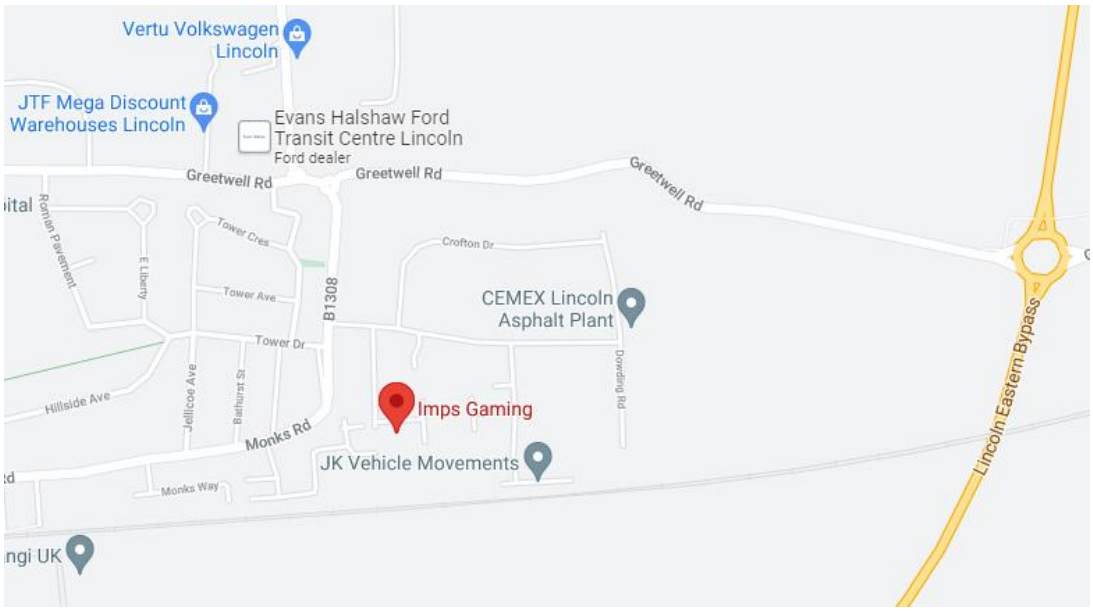
Parking and Travel

Imps Gaming is a large gaming hall in an industrial estate on the edge of Lincoln. If you are arriving by train it is 40 minutes’ walk away (nearest station is Lincoln), so please let the organisers know and lifts can be arranged on the day.
A taxi from the station costs around £6, and Direct Cars have an app (Android / iOS)

If you are driving there is plenty of **free parking** space outside of Imps or in the adjacent industrial units.

Event Venue Information

This event will be held at Imps Gaming located at:
Imps Gaming
15 Crofton Close
Lincoln
LN3 4NT



For any more information or questions on this event please contact me via:

Ellie.Middleton21@gmail.com

For any questions for the store please contact them via:

Phone: 01522 535103

events@imps-gaming.com

www.imps-gaming.com

www.facebook.com/ImpsGaming