German Nationals 2023

Invitation

Mesdames et Messieurs, Ladies and Gentlemen,

I would like to invite you to TV Rheingönheims sports hall to join the German Malifaux Championship 2023!

As usual, you can expect a friendly, but also for competitive standards organizied event and a great and welcoming communtiy. You will find lovingly designed gaming tables as well as a goodie bag whose content will help you play and afterwards serve as a souvenir of the event. Of course there will also be a well-filled prize table with some special prizes to look out for.

The sports hall we rented this year again covers enough space to be able to give people form all over germany and also some foreign players the chance to participate. There will be delicious lunch and drinks directly and without a wait at the adjacent german-croatian restaurant. On Saturday evening, we invite you to join us for dinner and a beer or two! ;)

You can already sneak a peek at the menu here (in german):https://www.tvrheingoenheim.de/_files/ugd/db5599_d05d59df4c6a40f2af51de0dba8d3f09.pdf

Please follow that link for registration:

https://www.longshanks.org/event/9255

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Hard facts

When and where:

09./10. December 2023

Sports hall TV Rheingönheim

Bürgermeister-Horlacher-Straße 8

67065 Ludwigshafen

Rules:

- **50 Soulstones Single Master** rule (you may not hire additional masters out of keyword)
- **No Dead Mans Hand**
- **5-6 Games of Gaining Grounds latest Season** (Hopefully Season 4…) depending on the number of participants: 3 - 4 games on Saturday and 2 games on Sunday
- **Painting your models is optional,** but we do plan on motivating any painters further with special prizes. **Proxies are allowed** as long as they fit in aesthetically in the world of Malifaux and it's clear what they are supposed to represent (Cool conversions: yes please! Space marines as gremlins: no)
- Like usually for competitive events, we will use **chess clocks**. You will find the rules on the time management on the following pages. Please bring a chess clock or use a suitable app.
- **Schemes und Strategies** will be announced about 2 weeks before the event

Costs:

We base our calculations on a participation fee of **35€ per player**.

This fee includes prizes and goodies, rent for the hall as well as costs for organization and the gaming tables. Please take care to pay in advance via **PayPal** to finalize your registration as a participant. The contact is Marc Leuck (marc@leuck.info).

For organizational reasons, a refund can only be issued up until 2 weeks before the event takes place.

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Chess Clock Etiquette

Time Management

- Each participant has a **personal time of 75 minutes**

- The game ends after a **total game time of 2h 45min** at most (corresponds to 2x 75min + 15min for start/end phase and crew building)

When total game time has run out, **the active player may finish his current Activation**. The passive player may then perform one last Activation before the game is declared finished.

If either both clocks or the total game time run out before the end of turn 5, **both players may agree on a final result**. Otherwise, the players immediately skip to the End Phase, score the final VP and end the game.

If both players have **less than 5:00min on their clocks left** at the end of any turn, **no new turn** may be started. In this case, the game ends with the end of the current turn.

Whose time is running?

- The chess clock runs for the **active player** (the player who is currently deploying or activating models).

- If the passive player needs a **particularly long time** to make a decision (e. g. Cheating, announcing Def Triggers, Pushes), the clock may be given to the passive player. To ensure a smooth flow of the game, this should only be used in exceptional situations.

- Should the passive player want to perform **a longer action** during the active player's Activation (e. g. Parry, Butterfly Jump), the clock is given to the passive player.

- Both clocks are **paused during the Start and End Phase**.

- If a player wants to **call a Judge**, both clocks are paused until the question has been resolved. The total game time for this table is extended by the duration of the Judge call.

EXAMPLES

- The clock is started for the first time when the attacker deploys their models, then is given to the defender for their Deployment. It is paused again after both players have deployed their models (including effects in the Deployment phase such as Underbrush Markers).

- During the Start Phase (drawing cards, Initiative, etc.) the clock is paused. During Activations, the clock usually runs for the active player (exceptions see above)

- During the End Phase (resolve Conditions, score VP, etc.) the clock is paused. It will be restarted with the first Activation of the next turn.

WHAT HAPPENS IF MY CLOCK RUNS OUT?

A player whose chess clock has expired **may still**:

- Finish the current Activation
- Flip cards for Duels generated by the opponent
- Resolve obligatory effects ("must…")
- Discard Soulstones, cards and tokens for enemy effects (e.g. Execute)
- Resolve Conditions and score VP in the End Phase
- Win the game ;)

A player whose chess clock has expired **may no longer:**

- Activate any further models
- Cheat Fate or draw cards
- Use Soulstones
- Announce Actions or Triggers
- Resolve friendly optional effects that generate Duels, drop Markers, cause movement or summon models ("may…"). Other optional effects (such as Laugh Off) are still allowed.

If a player's chess clock runs out, the opposing player may continue to activate their own models until their chess clock runs out as well, the total game time has run out or if the game ends naturally with the end of turn 5.

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Schemes and Strategies

following end of November

RUNDE 1		Deployment:		Strategy:	
Schemes:					

RUNDE 2		Deployment:		Strategy:	
Schemes:					

RUNDE 3		Deployment:		Strategy:	
Schemes:					

RUNDE 4		Deployment:		Strategy:	
Schemes:					

RUNDE 5		Deployment:		Strategy:	
Schemes:					

RUNDE 6 **(nur bei > 40 Spielern)**		Deployment:		Strategy:	
Schemes:					

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Terrain Rules

Houses – blocking, impassable
Ht = Size in Inch (rounded up)
Flat roofs – climbable
Stairways – climbable

Forest / Bushes – concealing, dense, severe

Rivers / Lakes / Water – severe

Hills – dense, Ht 2
Models on hills have +2 Ht

Fences / Walls – blocking, climbable
Ht = Size in Inch (rounded up)

Fog banks – concealing, dense

Boulder – blocking, impassable
Ht = Size in Inch (rounded up)

Stone-Bases – Ht 2, blocking, climbable

Barrels, Boxes, Tomb Stone, etc.
Ht 1, blocking climbable

Streets, Ways, Bridges
no terrain traits

Cactus-Bases – concealing, dense
Hazardous (1 Damage)

Wagons, Wells etc.
Ht 2, blocking climbable

Swamp – severe

Dangerous Terrain
Some special dangerous Terrain pieces will have Hazardous Markers.
Those count as hazardous with the effect noted on the Marker in addtion to their normal terrain traits