March Malifaux Madness

March 4th – April 15th, 2012

**Campaign Rules**

The campaign will split the players into two groups; The “Good Guys” and the “bad Guys.” Players from both sides will play games against each other over the course of each round. Because no one is truly “good” or “evil” in Malifaux, you may play against people on your own side as you compete for resources within your faction, and to establish dominance within your own group. This allows players on the same team to play against each other, allowing for greater variety of play.

1. **Good Guys:** The Guild and the Outcasts
2. **Bad Guy:** The Neverborn, Resurrectionists, and Arcanists
3. **Note:** If there is an imbalanced number of either side, the teams will be balanced to create even teams.

**Games:**

Games will be played based on the point size for that week. Players are given 1 to 2 scenarios per week that will pit them against a player from the opposing faction (i.e. good vs. evil). Players are free to play as many games as they wish during that week, but they must play someone different than the game they just finished. I.e. If John plays Tom and wins; he cannot play Tom again until they both play someone else.

Each round there is one special mission, which will be worth more points than a standard mission. However, this mission is only played once in the round and is played by your sides elected Team Champion for that round (see below).

At the beginning of the campaign, each player will choose their Master to use throughout the campaign. This is to represent your master’s attempt to either reclaim Malifaux for the natives, or to protect it against the forces of “evil.”

1. So, if you choose Lady Justice, she will be your guild master throughout the course of the campaign, as her crew attempts to prevent the forces of “evil” from taking over Malifaux.

**Scoring:**

 Players will earn points depending on who wins each game. Each win is worth 3 (three) points, while a loss is worth 2 (two) points. If there is no clear winner, and the game is a draw, each player is awarded 2 (two) points. These will be tracked on the Most Wanted Board. I will update the standings every week, allowing both teams to see where the other stands.

**Campaign Rounds**

 Each campaign round will last one week. During that time, there will be 2 to 3 missions to play. Each week will have one basic scenario for all the games that week to be played, with 1 to 2 team missions, which count for your side’s goal for that week. You only have to play this scenario once, but it must be played against someone from the opposing team. I.e. If John is playing Perdita, and Tom is playing Pandora, they could play their special mission this week. Any win gets recorded as normal, and each side scores either a win or loss for the special mission that week. Since the “team” missions are scored the same way as normal missions, players may play the “team” mission as many times as they wish, but they must play it at least once.

1. Campaign Rounds will begin every Sunday, starting March 4th.
2. There will be a total of 6 (six) rounds, making the campaign last 6 (six) weeks.
3. The seventh week will be a one day team game

Each campaign round, you play as many games as you would like against opponents form the other side. These are typically missions from the Malifaux Rules Manual.

**Campaign Schedule:**

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| --- | --- | --- | --- |
| Round | Start | End | Soulstones |
| 1 | **March 4** | **March 10** | **Starter Box (20 SS)** |
| 2 | **March 11** | **March 17** | **25 SS** |
| 3 | **March 18** | **March 24** | **25 SS** |
| 4 | **March 25** | **March 31** | **30 SS** |
| 5 | **April 1** | **April 7** | **35 SS** |
| 6 | **April 8** | **April 14** | **35 SS** |
| 7 | **April 15** | **April 15** | **35 SS** |

**Game Size and Lists**

Each game will be played at incremental amounts, and the game sizes will increase according to the round of the campaign (see above).

1. **Winning Streak!** If you **WIN** two games in a row, you will play the next game at 4 soulstones less than the week’s current point cap. For each two wins you have, your list will be played at 2 soulstones less. So, if someone is entering their 4th game undefeated, they will play that game at 6 less soulstones than their opponent.
	1. **Note:** every time you have to play with a reduced point force, you can remake your list. So you do not need to play with a list that has simply removed soulstones from it.
	2. Also note that this means you will be able to tailor your list against your opponent as you drop in points!
2. **Losing Streak!** If you **LOSE** two games in a row, you will play the next game with the ability ***Fate is Smiling on Me***. This ability grants you the use of two special soulstones. These soulstones may be used to cheat any duel during a game. It may not be used to modify damage flips, heal wounds, or prevent wounds. Unlike normal soulstones, these two soulstones may be used by anyone in the crew, not just models with the *use soulstone* ability