

GAINING GROUNDS



2018 Edition

Gaining Grounds

You hold in your hands a guide to the Malifaux 2nd Edition (M2E) tournament scene. This document defines the Gaining Grounds tournament format, which is the official M2E tournament format. While individual Tournament Organizers may wish to run other unique formats, this document contains the official system used by Wyrd Miniatures.

This document will be updated every year at the beginning of the tournament season and will be available on our website: www.wyrd-games.net.

THE RULES OF MALIFAU

Each game is played using Malifaux 2nd Edition (M2E) and the most recent FAQ and Errata Document (available at <https://www.wyrd-games.net/malifaux-faq-errata>). When new documents are published they come into effect for events held two weeks (14 calendar days) after their publication.

For example, an errata published on the 1st of June will come into effect for events starting from the 15th of June.

WHAT TO EXPECT

An M2E tournament is an event where players come together to test their mettle and to enjoy the hobby and game as a group. While the tournament does focus on providing a competitive environment for players to test their skills, it is also a coming together of like-minded hobbyists. Players who are learning the game or who aren't confident in their tactical acumen are both more than welcome at M2E tournaments, and they are encouraged to come play a few games of M2E in an organized environment. It's a great way to meet other like-minded players (that you may crush beneath your boot later on).

The Gaining Grounds tournament format is designed to be played in a series of Rounds. Each Round will consist of a single game of Malifaux 2nd Edition played against an opponent. Once the game is over, the players will report their results to the Organizer who will then record the results and use them to determine the next Round's player matches.

The tournament could be as few as 3 Rounds, or many more, depending on the number of players.

TOURNAMENT ORGANIZER

The Tournament Organizer (Organizer or TO, for short) is the person who is running the event. He or she does not play in the event, but instead orchestrates each Round and answers rules questions.

The Organizer is the sole authority at the M2E tournament. Organizers are expected to be fair and equitable in their adjudication of debates and rules questions. Regardless of the outcome, an Organizer's decision is final. Players are encouraged to work out simple rules disputes among themselves because the Round clock does not stop while waiting for the Organizer to answer questions.

CHECK IN

As players arrive at the event before the first Round they are required to check in with the Organizer. The Organizer will register each player's name and their declared Faction. Some Organizers may include additional information (such as gaming clubs) but this does not influence the tournament mechanically.

Each player is required to declare a single Faction that they will be playing during the tournament. This is identical to the Faction declaration step that occurs in a standard game of Malifaux, except that the player is required to declare the same Faction for all their games during the event.

SPORTSMANSHIP

In Gaining Grounds tournaments, good sportsmanship is not only expected, it is required. This means that all players and the Organizer are to behave civilly and respectfully at all times. Players must be open and honest about the rules of their models. There is zero tolerance for cheating.

Players are given a single warning when the Organizer judges their behavior toward other players or the Organizer to be unacceptable. If the behavior persists and the Organizer determines the player to be a disruption, it is within the Organizer's authority to disqualify the player from the tournament.

If a player is cheating, the Organizer will immediately disqualify that player from the tournament.

For details of disqualification see the disqualification section.

PLAYER RESPONSIBILITY

Players are responsible for providing:

- Models for their Crew(s)
- The rulebook and official Wyrd Stat Cards
- A Fate Deck (one with Malifaux Suits)
- A measuring tape
- Appropriate Counters/Markers/Tokens

PAINTING RULES

Part of a miniature game is the hobby aspect, and we aim to promote that in official Malifaux tournaments.

Painted models are required for play. Players will have a wide range of individual skill, and there is, therefore, a considerable amount of leeway to this rule. There is no guideline or painting rubric, rather the player is simply expected to put in some effort. Bare models or those with just primer are not allowed.

Models made from non-gray plastic may be unpainted, as paint would defeat the translucent or day-glow effect.

Note: This rule is not meant to exclude inexperienced painters from playing, it is simply an expectation that players are making an effort.

STAT AND UPGRADE CARDS

Players must physically possess the official up-to-date stat card for each individual model hired or summoned into play and each individual upgrade attached to a model. The cards may be photo-copied from the book or printed from an official digital release (such as with cards that have official errata).

Stat Cards available on the Bad Things Happen official Malifaux app may be used in place of physical cards. However, should an opponent wish to view a stat card the digital version of the stat card or an official printed card must be available to the opponent to view. Additionally, upgrades attached to enemy models during play (eg. Jack Daw) must be attached with an official physical card. Should a player's app stop working, and the player has no way of recovering their Crew's cards (i.e. their device has died) the player must have physical versions of the stat cards to use for the remainder of the game. If they do not, they must concede the Round.

CONVERSIONS & PROXIES

Proxy models are not allowed in Gaining Grounds tournaments. A player must use the official Wyrd Miniatures model.

Conversions, however, are acceptable if the Organizer deems them to be accurate representations of the models portrayed. They are an excellent way to show off your modeling skills. If using a model that was converted, no more than 33% of the finished model may be built using non-Wyrd models, while the rest must be Wyrd manufactured pieces, as determined by the Organizer.

The only exception to this rule is if a model has an officially released stat card available, but no model is yet released, the player may field a conversion, but it must be easily identifiable, as per the Organizer's discretion.

OFFICIAL "PROXIES"

The rule disallowing proxies is in place because it is unfair to expect an opponent to memorize which models are something else entirely. Limited edition models, such as the "Miss" series, Nightmare models, or the Dead Justice crew are legal models that may be played as the models they were noted as in their original release.

However, some specific "proxies" are allowed, as the models no longer have rules, and instead count as a different model. These models must be mounted on the current legal base size.

Old Model	Treated As
Minion Hamelin	Master Hamelin
Minion Misaki	Master Misaki
Candy the Petulant Youth	Candy
Nightmare Hanged	Montresor
The Carver	Killjoy

Any Avatar may be used as a proxy for one Emissary of Fate. The Avatar must be the same Faction as the Emissary of Fate to be a legal proxy, regardless of which model is leading the Crew. For example, Kirai may proxy Avatar Seamus as the Carrion Emissary, but a Guild Crew could not use Avatar Seamus as a proxy. Sim 29 counts as an Avatar for proxy purposes.

PUBLIC INFORMATION

All information is considered public unless noted otherwise in the rulebook (such as a player's hand, deck, hidden schemes, etc.) and must be presented to an opponent if they ask. Players must answer all questions about their Crew fully and honestly. All stat cards, upgrade cards, and information which is tracked (such as damage and conditions) are public knowledge, with the exception noted below.

Some upgrades begin the game face down (such as Killswitch or Jack Daw's curses). These upgrades must be given to your opponent to read before the game, after selecting lists. Which model has which face down upgrade is hidden information.

As cards are placed into the discard pile, they must be shown to your opponent. Once they are in the discard pile, only the top card of the discard pile is public information.

DECK ETIQUETTE

Players may only touch a Fate deck if the rules specifically call for them to do so (such as when drawing or shuffling) or if the deck needs to be moved because it is in the way. Picking up or fiddling with a deck when it is unnecessary is against the rules.

Whenever a player shuffles their fate deck they must offer it to their opponent for a cut or shuffle. The opponent may then cut or shuffle the deck. The opponent may refuse to cut or shuffle, but it is recommended that they do so.

TRACKING

There are many different elements to track in Malifaux (such as damage and conditions). In the interest of making the board as clear to all players as possible, in the next column are the official rules for tracking during a tournament (if a situation which must be tracked arises which is not covered here, consult the Organizer). Players using the Bad Things Happen app must track any conditions or damage in play on the tabletop to allow for readability during gameplay. Purposely trying to obfuscate any game state of any of your models is considered bad sportsmanship, and, in some cases, may be considered to be cheating.

DAMAGE

When a model suffers damage, it must be tracked by either using an erasable marker to mark off the damage on its stat card or with an easily readable die (or dice) placed next to the model on the table.

MARKERS

Markers refer to bases which are placed on the board during play (such as 30mm bases for Scheme Markers). Players must come with all relevant base sizes for any Markers their crew may create during the game, and they must be visibly differentiated in some way (for example, using translucent purple bases for Scheme Markers and green bases for Corpse Markers). This could be as simple as a dot of paint on a base or as elaborate as a conversion.

CONDITIONS

There are three legal ways to track conditions: erasable marker to write on the model's stat card, tokens (such as colored glass beads), or dice. Tokens and dice may be placed on the model's stat card or next to the physical model on the table. No matter how a player chooses to track conditions, it must do so consistently for the same condition. For example, if a player tracks Poison with dice on a model's stat card, all instances of Poison in the Crew must be tracked in the same way, but the player could track Paralyzed with a token. Additionally, a player must come prepared to track each condition that their Crew can apply. When tracking conditions with dice, no two conditions may be tracked using the same color of dice and when tracking different conditions with tokens, the tokens for different conditions must be clearly differentiated in some way (either through different colors, having the condition's name printed on, etc). Conditions tracked using erasable marker must be written clearly. When you apply a condition to an opponent's model, you must offer your opponent the option of using your tracking tools; they may refuse if they have their own.

Malifaux has many moving parts. If the board is cluttered or confusing, feel free to call the Organizer over to work out the situation.

NUMBER OF ROUNDS

Events are played over a number of Rounds, each consisting of a single game of Malifaux 2nd Edition.

The number of Rounds in an event depends on the number of players in attendance. The Organizer may choose to establish the number of Rounds based on time constraints or other reasons, but the suggested number of Rounds are:

- 4-15 Attendees: 3 Round Event
- 16-32 Attendees: 4 Round Event
- 33+ Attendees: 5 Round Event

ROUND TIME LIMIT

The amount of time provided for each Round should be based on the Soulstone Size of the Encounter as well as other constraints. The Round time begins when the players are assigned their tables and opponent.

The suggested Round time for a 50 Soulstone game is two hours, 120 minutes in total.

The Organizer will clearly announce the start of the round, and the time remaining at regular intervals during the round (usually about every half hour), plus an additional warning with 15 minutes remaining. Many Organizers will have a visible timing clock, so that players may see how much time remains.

CALLING TIME

When the Organizer calls time, players should complete the Activation they are on. No new Activation may be started after this call is made, and when the Activation is complete the game immediately ends. This means:

1. Perform the Upkeep step of the End Phase.
2. Perform the the Earn Victory Points step of the End Phase.
3. Perform the steps 1 through 6 of Winning the Encounter.

SLOW PLAY

Slow play is delaying the game in a way that gains an advantage. If you think your opponent is slow playing, call an Organizer over. Organizers must use their best judgment in these situations, watching the game carefully and giving a warning to speed up. If the player continues to play slowly, further action may be taken by the Organizer, at their discretion. Organizers should be mindful of newer players, who may play more slowly as they learn the game.

ROUND PAIRINGS

First Round pairings are randomly assigned. In some environments the Organizer may take steps to ensure that two players who play each other often are not paired against one another in the first Round. However, the Organizer is free to match players completely randomly, especially in larger competitive environments.

After the first Round, the Organizer pairs players based on their Tournament Point (TP) scores. Players will always play other players with similar TP scores. After Round one, and continuing for all Rounds, players with higher TPs should be paired off against one another, while players with lower TPs will be paired off against one another. In the event of multiple ties, pairings should attempt to be made by similar Differential scores and then VP scores.

No two players should play each other twice in the space of three Rounds. So for example, two players who met in Round one could not meet again until Round four.

VARIATION BY ORGANIZER

While the rules outlined in this document are how official Wyrdrun tournaments will be executed, individual Organizers may change the rules presented here to meet local needs. For example, maybe your group just started, so you want to be lax with the painting or time requirements. Whatever the case, the Organizer may choose to use these rules as a guideline to create their own events. All deviations from these rules must be announced ahead of time.

SCORING

At the end of each Round, players count and record the Victory Points (**VPs**) they earned during the Encounter. The player that earned the most **VPs** wins the Encounter. When each player earns the same number of **VPs**, the Encounter is a Draw.

The number of Tournament Points (**TP**) a player receives depends on if she Wins, Draws, or Loses the Encounter.

A player who wins the Encounter earns 3 **TP**, while a player who loses earns 0 **TP**. Players who draw earn 1 **TP**. Tournament Points are used to determine the winner of the Tournament (and final standings), with ties broken by Differential and **VP** (see below).

The difference between the players' **VP** at the end of the Encounter should also be noted and is known as the Differential (**Diff**). The player with the higher **VP** score receives a Differential equal to the positive amount of that difference, while the player with the lower **VP** score receives Differential equal to the negative amount of that difference.

*Example: Josh and Emma report that Josh earned 4 **VP**, and Emma earned 6 during the Encounter. This makes Emma the winner, so she records 3 **TP**, while Josh records 0 **TP**. Finally, Josh receives -2 Differential for the loss, while Emma receives +2 Differential for her victory.*

STANDINGS

Players are ranked from highest to lowest as follows:

1. Players are ranked by their total Tournament Points (**TP**), so players with higher **TP** finish above those with lower **TP**.
2. Players who have the same **TP** as each other are then ranked by their total Differential (**Diff**).
3. Finally, players who are still tied are ranked by their total Victory Points (**VP**).

Where two or more players are tied on all three categories then they receive a joint placing. For example, if two players are tied for seventh they both place seventh and the player below them finishes ninth.

ODD NUMBER OF PLAYERS

If there are an odd number of players in the Tournament, the TO will use a Ringer or Bye for the Tournament.

When a Ringer is available, it's preferable to a Bye and should be used. The Bye is a secondary option available when a Ringer is not.

During the first Round, a random player is matched up with the Ringer or given a Bye. After the first round, the lowest placed player (based on Scoring) is matched up with the Ringer or given the Bye. A player should never be given a Bye or matched against the Ringer twice in a tournament. If they would be, assign it to the next lowest placed player instead.

THE RINGER

The Ringer is a player who agrees to play only if there are an odd number of players. Whenever possible, a Ringer should be used. The Ringer is not eligible to win the tournament.

The Ringer isn't listed in any final results and is ignored when determining final rankings. The Ringer is always matched against the player who would have otherwise received a Bye, but the games are otherwise scored normally.

ASSIGNING A BYE

When a player receives a bye, the player will earn 3 **TP**/+5 **DIFF**/10 **VP**.

SCORING EXAMPLE

The final scores for four players at an event are:

Clare	9TP	+6 Diff	19VP
Tom	4TP	+1 Diff	16VP
Emma	4TP	0 Diff	14VP
Josh	0TP	-8 Diff	10VP

Clare is ranked highest as she has the most Tournament Points (**TP**). Tom and Emma both scored the same **TP**, but Tom is ranked higher as his Differential is higher than Emma's. Josh has the lowest **TP** and therefore finishes lowest on the table.

UNUSUAL RESULTS

Under certain circumstances games may end prematurely or be unable to be completed. While this is far from optimal, it is an inevitability, and advice for the most common issues is given below.

AGREED RESULTS

On occasion it may be possible for players to know the outcome of the game before it reaches its natural conclusion, or the result of the game is clear but there is insufficient time to play the game to its natural conclusion. For example, it is turn four and neither player can earn any more victory points, so the conclusion is forgone.

Under these circumstances players may agree what the result of their game will be without playing it to completion.

Players may not agree on a result which is not a likely outcome of the game as it stands. Players may not offer or receive any form of inducement to agree to the result of the game. Such agreements constitute cheating.

Both players must agree on the result and the Organizer must be notified that the game has been agreed before any part of the game is packed away. The Organizer has the right to require the players to play the game to conclusion.

This option is offered as a preference to players conceding games, as a full concession is handled differently.

CONCEDED GAMES

A player may need to concede a game, as the player may have an emergency or a personal situation. Players are free to concede without explanation (as they may be personal).

A player conceding a game notifies the Organizer and stands down from the event. He may take no further part in proceedings.

If a player concedes, the opposing player earns a score of 3 TP/+10 DIFF/10 VP for the round. The conceding player is removed from the roster and no longer matched against opponents. If possible, the Ringer should be matched with players to avoid a bye.

FORFEITED GAMES

Under certain circumstances the Organizer may decide a player must be required to forfeit a game. Normally this will happen as the result of a significant error the player has made which has invalidated the results of the game. For example, the player is found to have hired an illegal crew or be missing a card from their fate deck. This may also happen if a player fails to show up for a game. Inappropriate conduct and/or any instance of cheating are also grounds for forfeiture.

The Organizer has the final judgment as to whether or not the issue warrants a forfeit.

Where a game is forfeited the forfeiting player earns 0 TP/-10 DIFF/0 VP for the round. Their opponent will receive 3 TP/+10 DIFF/10 VP.

Where a player forfeits a game the Organizer must also consider disqualifying them from the event.

DISQUALIFICATION

It is hopefully rare, but unfortunately necessary, to discuss the process for disqualifying a disruptive or cheating player from a tournament. There are certain rare occasions where an Organizer may need to disqualify a player from an event.

Sometimes an Organizer will judge that it is in the best interests of an event that a player no longer participates. When this extreme situation happens, the player is disqualified. This should be reserved for players who are caught cheating, or are acting in an abusive manner to other players, event staff, or bystanders.

A player who is disqualified from an event will take no further part in the event. Any game in progress will be forfeited and they will not be ranked. The player will not be scored for the event and will not appear in the final standings.

Strategies & Schemes

Unlike standard games of Malifaux 2nd Edition, games will not be played with randomized Strategies or Scheme pools at each table. Instead, every table will play the same Strategy and will choose Schemes from the same Scheme Pool.

STRATEGY

Tournaments should have the Strategies being used for each round provided beforehand. No Strategy should be used in multiple Rounds, and each should be selected from the current tournament season's Strategy options. Any Strategy available that is not in the core rules has its rules printed on the following pages of this document.

The 2018 Gaining Grounds Tournament Season makes use of the following Strategies:

- Ply for Information (🕵️)
- Extraction (👁️)
- Ours (✂️)
- Guard the Stash (✂️)
- Symbols of Authority (👑)
- Interference (👊)
- Public Executions (📖)
- Headhunter (📖)
- Supply Wagons (🃏)

DEPLOYMENT

Like Strategies, the Deployment type is determined ahead of time for each Round and provided to players in advance of the event. Unlike Strategies, Deployment does not need to be unique each Round, but at least 3 different Deployments should be used.

The 2018 Gaining Grounds Tournament Season makes use of the following Deployments:

- Standard Deployment
- Corner Deployment
- Flank Deployment
- Close Deployment

SCHEME POOL

Gaining Grounds 2018 events use the Scheme Pool presented in this document. The Organizer may choose to generate these Schemes in advance or to flip for them at the beginning of each Round. Regardless, the Schemes must be communicated to all players at the same time.

When randomly determining Scheme Pools, the Organizer will use a Fate Deck as normal, flipping cards to generate the Pool for each Round. However, they will not shuffle the deck or put the cards flipped back in between each Round. This will increase the variety of Schemes available to all players, while retaining a chance of duplication between Rounds.

DOCUMENTING SCHEMES

When a player selects their Schemes, they must document them in a manner chosen by the TO. The selections must be clear, using the full name of the Scheme and all variables (such as chosen models for certain Schemes).

If a player has failed to document a Scheme or has not documented the proper variables for the Scheme, that player may not score any **VP** for that Scheme. If a player fails to show their documented Scheme to their opponent when the Scheme notes it must be revealed, the player may not gain **VP** from it.



2018 ROTATION

The rotation provided below is a suggestion for Strategy and Deployment selections for each Round. These suggestions are merely a guide, and TOs are encouraged to vary the rotation if they run more than one tournament during a timeframe listed.

JANUARY THROUGH MARCH

- Round 1 - Public Executions, Close Deployment
- Round 2 - Ply for Information, Standard Deployment
- Round 3 - Ours, Corner Deployment
- Round 4 - Symbols of Authority, Standard Deployment
- Round 5 - Supply Wagons, Flank Deployment

APRIL THROUGH JUNE

- Round 1 - Extraction, Standard Deployment
- Round 2 - Ply for Information, Flank Deployment
- Round 3 - Headhunter, Close Deployment
- Round 4 - Supply Wagons, Standard Deployment
- Round 5 - Guard the Stash, Corner Deployment

JULY THROUGH SEPTEMBER

- Round 1 - Ours, Standard Deployment
- Round 2 - Public Executions, Flank Deployment
- Round 3 - Guard the Stash, Close Deployment
- Round 4 - Symbols of Authority, Corner Deployment
- Round 5 - Interference, Close Deployment

OCTOBER THROUGH DECEMBER

- Round 1 - Interference, Standard Deployment
- Round 2 - Supply Wagons, Corner Deployment
- Round 3 - Symbols of Authority, Flank Deployment
- Round 4 - Public Executions, Standard Deployment
- Round 5 - Extraction, Close Deployment



STRATEGY RULES

Below are the new Strategies used in Gaining Grounds 2018. Every Strategy in Gaining Grounds 2018 has its own Paired Scheme, making one Scheme that always goes along with that Strategy. This is determined by your Strategy's suit and can be found on page 12. A player can never earn more than 4 **VP** from a Strategy.

PLY FOR INFORMATION (P)

Knowing your opponent is half the battle.

On any Turn after the first, non-Peon models may take a (1) Interact Action targeting an enemy model they are engaged with that does not have the **Gathered Intel** Condition to gain the following Condition until the end of the game:

Gathered Intel: This Condition is removed if this model suffers Severe damage.

This Condition cannot be gained in any way other than as is stated in this Strategy.

VICTORY POINTS

At the end of every Turn after the first, if a Crew has more models in play with the **Gathered Intel** Condition than the opposing crew, that Crew earns 1 **VP**. Then remove the **Gathered Intel** Condition from every model in play.

OURS (X)

A victor gives no quarter!

Divide the table into four 18" by 18" table Quarters.

VICTORY POINTS

At the end of every Turn after the first, add up the Soulstone cost of all friendly non-Peon models in each table Quarter, not counting any models that: were summoned this game, are within any other table Quarters, or are within 6" of the Center of the table. The Crew with the highest Soulstone cost within each table Quarter controls it. For this Strategy, Masters and non-Master models with a cost of 0 count as having a cost of 10.

If a Crew controls at least two table Quarters, that Crew earns 1 **VP**.

SYMBOLS OF AUTHORITY (W)

Leave behind the symbols that will be remembered for years to come.

Before either player deploys models, starting with the second player, each player places three 50mm, Ht 5, Blocking, Impassable, Hard Cover Strategy Markers fully on their side of the table, not in their deployment zone, and at least 10" from another Strategy Marker on their side of the table. These markers cannot be placed in base contact with impassable terrain.

SPECIAL

On any Turn after the first, non-Peon models may take a (1) Interact Action targeting a Strategy Marker within 1" on their opponent's side of the board to remove it from play.

VICTORY POINTS

At the end of every Turn after the first, a Crew earns 1 **VP** if it removed one or more Strategy Markers this Turn.

At the end of the game, a Crew earns 1 **VP** if they have any Strategy Markers on their side of the table.

PUBLIC EXECUTIONS (B)

Make them bleed, and watch the look of horror on your enemy's face.

On any Turn after the first, whenever a non-Peon model kills or sacrifices a non-Peon model it considers an enemy, it gains the following Condition until the end of the game:

Shed Blood: At the end of this model's Activation, remove this condition if no enemy models have line of sight to this model.

This Condition cannot be gained in any way other than as is stated in this Strategy.

VICTORY POINTS

At the end of every Turn after the first, if a Crew has more models in play with the **Shed Blood** Condition than the opposing crew, that Crew earns 1 **VP**. Then remove the **Shed Blood** Condition from every model in play.

SUPPLY WAGONS (JOKERS)

Who doesn't love a good escort mission?

Before either player deploys models, starting with the second player, each player places one 50mm, Ht 3, Blocking, Impassable, Hard Cover friendly Supply Wagon Marker on their side of the table, anywhere completely in their deployment zone and not in terrain.

SPECIAL

Non-Peon models in base contact with a Supply Wagon Marker may take a (1) Interact Action to push the Marker in any direction, ignoring intervening models.

If this Marker would come into base contact with impassable terrain, it stops in base contact with the terrain, if that terrain was a Terrain Marker, remove that marker and then continue the push as normal. Supply Wagon Markers cannot end a push on a models base. The distance of the push depends on the model's base size:

- 30mm: Up to 2"
- 40mm: Up to 3"
- 50mm: Up to 4"

VICTORY POINTS

At the end of every Turn after the first, a Crew earns 1 VP if they have a friendly Supply Wagon at least partially on their opponent's side of the board.

2018 SCHEME RULES

This is the new Scheme chart for Gaining Grounds 2018.

When generating the Scheme options, players will always have the option of the Paired Scheme, which is determined by the suit of their Strategy. If a Joker is flipped, use Guarded Treasure.

Then, one player will shuffle their Fate deck and flip four cards face up, reflipping jokers and any values already flipped. These cards will determine the rest of the Schemes available to all players during the game.

A player can never earn more than 3 VP from a single Scheme. If any two Schemes would earn any VP off the same model being killed or sacrificed, you must choose only one of your Schemes to score from.

VALUE	SCHEME
1	Covert Breakthrough
2	Dig Their Graves
3	Set Up
4	Hold Up Their Forces
5	Undercover Entourage
6	Inescapable Trap
7	Show Of Force
8	Search The Ruins
9	Take Prisoner
10	Take One For The Team
11	Recover Evidence
12	Vendetta
13	Public Demonstration



PAIRED SCHEMES

Below are the Paired Schemes used in Gaining Grounds 2018. Only one Paired Scheme is ever used, which is determined by the suit of the Strategy card flipped.

♠ PAIRED: SURROUND THEM

Attack your enemy from all sides.

This Scheme may not start revealed.

At the end of the game, this Crew earns 1 **VP** if it has a Scheme Marker within 6" of a Table Corner in the enemy crew's deployment zone.

At the end of the game, this Crew earns 1 **VP** for each other Table Corner with a friendly Scheme Marker within 6" (up to a maximum of 2 **VP**). Only one Table Corner within this Crew's Deployment Zone may count towards this Scheme.

♠ & JOKER PAIRED: GUARDED TREASURE

What's better than guarding a big, fat, stack of loot.

This Scheme may not start revealed. Reveal this Scheme once this Crew has earned any **VP** from it.

At the end of every Turn after the first, this Crew earns 1 **VP** if it has at least two Scheme Markers within 2" of the Centerline, at least 8" apart, and each has at least 1 friendly non-Peon, non-Minion model within 3". After scoring, remove all friendly Scheme Markers within 2" of the Centerline.

SUIT	ALWAYS SCHEME
♠	Surround Them
♠	Guarded Treasure
♠	Punish the Weak
♠	Eliminate the Leadership
Joker	Guarded Treasure

♥ PAIRED: PUNISH THE WEAK

Bring an end to those who might stand up against us.

This Scheme may not start revealed. Reveal this Scheme once this Crew has earned any **VP** from it.

At the end of every Turn after the first, if at least one enemy Minion or Peon model was killed by one of this Crew's Henchman or Master models, this Crew earns 1 **VP**.

At the end of every Turn after the first, if the opposing Crew has no Minion or Peon models in play outside of their own Deployment Zone, this Crew earns 1 **VP**. No more than 1 **VP** per Turn may be earned from this Scheme.

♠ PAIRED: ELIMINATE THE LEADERSHIP

Checkmate.

This Scheme may not start revealed. Reveal this Scheme once this Crew has earned any **VP** from it.

The first time the enemy Leader is reduced below half of their starting Wounds, this Crew earns 1 **VP**.

The first time the enemy Leader is reduced to 0 Wounds, Killed, or Sacrificed this Crew earns 1 **VP**.

If there is no enemy Leader in play at the end of the game, this Crew earns 1 **VP**.



NUMBERED SCHEMES

Below are the numbered Schemes used in Gaining Grounds 2018.

1: COVERT BREAKTHROUGH

The Crew must push into enemy territory, but keep quiet about it!

This Scheme may not start revealed.

At the end of the game, this Crew earns 1 **VP** for each of its Scheme Markers within 6" of the enemy Deployment Zone.

2: DIG THEIR GRAVES

Or put their head on a pike. Whatever floats your boat.

This Scheme may not start revealed. Reveal this Scheme once this Crew has earned any **VP** from it.

Once per turn, after this Crew kills or sacrifices an enemy non-Peon model that is within 4" of one or more Scheme Markers friendly to this Crew, this Crew earns 1 **VP**. After Scoring, your opponent may remove one Scheme Marker friendly to your Crew within 4" of the killed or sacrificed model.

3: SET UP

Get the enemy right where you want them and then knock them down.

This Scheme may not start revealed.

When you choose this Scheme, note down an enemy Master, Henchman, or Enforcer model.

Once per game, at the end of any Turn, this Crew may reveal this Scheme to earn a number of **VP** equal to the number of this Crew's Scheme Markers within 4" of the noted enemy model. Then remove all of this Crew's Scheme Markers within 4" of the noted enemy model.

4: HOLD UP THEIR FORCES

The longer we can hold them here, the better chance our boys have of making it back home.

This Scheme may not start revealed. Reveal this Scheme once this Crew has earned any **VP** from it.

At the end of every Turn after the first, this Crew earns 1 **VP** if at least one of its non-Peon models is engaged with at least two enemy models with no other friendly models engaging them.

5: UNDERCOVER ENTOURAGE

It is vital that an important person be delivered into enemy territory.

This Scheme may not start revealed.

When you choose this Scheme, note down one of this Crew's Master or Henchman models. At the end of the game, if the chosen model is in the opponent's half of the table, this Crew earns 1 **VP**.

If the chosen model is in the enemy Deployment Zone at the end of the game, this Crew earns 1 additional **VP**.

If the chosen model is in the opponent's half of the table at the end of the game and has half or more of its Wounds remaining, this Crew earns 1 additional **VP**.

6: INESCAPABLE TRAP

Bring them all together, then spring the trap! It will work, trust me.

This Scheme may not start revealed. Reveal this Scheme once this Crew has earned any **VP** from it.

At the end of every Turn after the first, this Crew earns 1 **VP** if two or more enemy non-Peon-models are within 3" of one or more Scheme Markers friendly to this Crew. Then, remove one qualifying Scheme Marker.

7: SHOW OF FORCE

Sometimes showing up well-armed is all you need to put down a riot.

This Scheme may not start revealed. Reveal this Scheme once this Crew has earned any **VP** from it.

At the end of every Turn after the first, count the number of face-up Upgrades with a printed cost greater than 0 attached to each non-Master model within 6" of the center of the board for each Crew. Upgrades which began the game attached to a Master do not count toward this total.

If this Crew has at least one qualifying Upgrade and has a number of qualifying Upgrades equal to or exceeding the opposing Crew's number of qualifying Upgrades, this crew earns 1 **VP**.

8: SEARCH THE RUINS

In order for the ritual to go off without a hitch, your crew has to harness the magical energies of the ley line running beneath the battlefield.

This Scheme may not start revealed.

At the end of the game, this Crew earns 2 **VP** if it has 3 or more Scheme Markers within 6" of the Center of the board and not within 2" of other friendly Scheme Markers.

If at least two qualifying Scheme Markers are on the opponent's half of the table, earn 1 additional **VP**.

9: TAKE PRISONER

Sometimes, you just have to keep someone alive for questioning.

This Scheme may not start revealed.

When you choose this Scheme, note down an enemy model. At the end of the game, if this Crew has at least one non-Peon model engaged with the noted enemy model, this Crew earns 2 **VP**.

If this Crew earns any **VP** from this Scheme and there are no other enemy models within 3" of the noted model, this Crew earns 1 additional **VP**.

10: TAKE ONE FOR THE TEAM

We never really liked him anyway.

This Scheme may not start revealed. Reveal this Scheme once this Crew has earned any **VP** from it.

When you choose this Scheme, note one of this Crew's non-Peon, non-Leader models as the "sucker." If the chosen "sucker" model is killed or sacrificed by an enemy model, this Crew earns 1 **VP**.

If the enemy model has a higher Soulstone cost than the "sucker" or was a Master, this Crew earns 1 additional **VP**. Some Henchman Models have a Soulstone cost of 0, these models count as having a cost of 13 minus their Cache.

If this Scheme was revealed on or after Turn 4, this Crew earns 1 additional **VP**.

11: RECOVER EVIDENCE

The enemy has incriminating evidence against your leader! It's time to get it back!

This Scheme may not start revealed. You may reveal this Scheme at the beginning of any Turn. After revealing this Scheme, the opponent chooses five of their models in play (or all of their models in play if they have less than five remaining).

Place an enemy Evidence Marker in base contact with the models chosen by the opponent.

Models in this Crew may use a (1) Interact Action to remove an enemy Evidence Marker in base contact with itself. If they do, this Crew earns 1 **VP**.

12: VENDETTA

This one is personal.

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

The scheming player notes one of their non-Leader, non-Peon models with a Soulstone cost greater than 0 and an enemy model with a Soulstone cost equal to or greater than the scheming player's chosen model.

If the noted friendly model's first Attack Action in the game is against the noted enemy model, score 1 **VP** and reveal this Scheme.

If the noted enemy model is not in play at the end of the game, and this Scheme has been revealed, score 1 additional **VP**.

If the noted enemy model is killed by the chosen friendly model, score 3 **VP**.

13: PUBLIC DEMONSTRATION

Make your voice heard!

This Scheme may not start revealed.

When you choose this Scheme, note down up to three Minion models in this Crew with a combined Soulstone Cost of at least 15.

Once per game, at the end of any Turn, this Crew may reveal this Scheme to earn 1 **VP** for each of the noted models within 4" and LoS of an enemy Master, Henchman, or Enforcer.



OTHER STRATEGIES

These Strategies are used in the Rotation, but are not flipped for in regular games. If you wish to flip on a more diverse Strategy table, you can use these Strategies when you flip even numbers, the GG18 Strategies when you flip odd numbers. Remember that the Paired Scheme is chosen by the suit of the Strategy in GG18.

HEADHUNTER (📖)

"Maybe this time they'll believe me when I say I killed 5 men" he muttered to himself as he cut off the next fellow's scalp. It was gruesome work, but this time he was going to get paid.

Whenever a model kills or sacrifices a non-Peon model which it considers an enemy, the Acting model's controller must place a 30mm Head Marker within 3" and LoS of the killed or sacrificed model before removing it from play. This Marker may not be placed in base contact with any model; if there is nowhere it can legally be placed, then skip placing a Marker. Any model in base contact with a Head Marker may make a (1) Interact Action with it to remove it from play.

VICTORY POINTS

At the end of every Turn after the first, a Crew earns 1 VP if it removed at least one Head Marker from play that turn.

EXTRACTION (🔍)

Rumor was he discovered something valuable during his last excavation, something that anyone would kill for. It's our job to make sure we're the only ones who hear what he has to say.

Place an Informant Marker at the Center of the table.

SPECIAL

At the end of every Turn after the first, after earning VP, the player with the most non-Peon models within 6" of the Informant Marker may place the Marker up to 3" from its current location, not into terrain or base contact with a model.

VICTORY POINTS

At the end of each Turn after the first, a Crew earns 1 VP if it has two or more non-Peon within 6" of the Informant Marker.

STRATEGY	WHEN
Ply for Information	Odd ♠
Extraction	Even ♠
Ours	Odd ✕
Guard the Stash	Even ✕
Symbols of Authority	Odd ♣
Interference	Even ♣
Public Executions	Odd 📖
Headhunter	Even 📖
Supply Wagons	Jokers

INTERFERENCE (🗨️)

"What do you think they're doing?" the Handler asked, looking over the stationary Gamin spread out across the field.

"No idea, but let's stop them just in case."

Divide the table into four 18" by 18" table Quarters.

VICTORY POINTS

At the end of each Turn after the first, a Crew earns 1 VP if it controls two or more table Quarters.

To control a table Quarter, the Crew must have the most unengaged non-Peon models within the table Quarter. These models cannot be within 6" of the Center of the table, or partially within another table Quarter.

GUARD THE STASH (✕)

"I told you we shouldn't pick such a central location to hide the Soulstones!"

"Well, it must have been a good choice if they're hiding theirs there, too!"

Place two 50mm Stash Markers (Ht5, blocking, impassable, hard cover) on the Centerline each 5" on either side of the Center of the board (10" apart from each other).

VICTORY POINTS

At the end of each turn after the first, a Crew earns 1 VP if it has at least one non-Peon model within 2" of each Stash Marker.