

## **Summary**

During the Campaign each player will have a number of Assets. Each Asset will give you an ability you can use once per battle. If you play a game, each player will have the opportunity to steal one of his opponent's Assets!

Each Asset is worth a number of points. The player who has the highest score of all his assets combined will win the Campaign!

Find more info about available Assets and Campaign events at:

<https://ttsqosadow.github.io/PfWLeague/>

## **Starting the Campaign**

At the start of the Campaign the starting Assets will be determined. A number of cards are flipped equal to the number of participating players. One player will be the first player, he will select an available Asset first. Then the second player, etc. When all Assets have been chosen a new set of cards is flipped. The picking order is reversed. A third set will be flipped, select these at the original order. Each player now has 3 Assets. All new Assets have a value of 1.

## **Playing games**

Once you have found your opponent, but before starting pre-game, each player selects one of his opponents Assets. These Assets are the Ante for the game. Then each player selects another one of his own Assets. These Assets are the base Assets for the game.

The games are 50ss by default, and can only be played with the official model rules (no playtesting), but you may mutually agree on another size and to both use playtesting rules.

## Players without too few or too many Assets

If you have less than 3 Assets the league organizer will flip you a card. You can choose an Asset from this flip.

If you have more than 6 Assets, choose one to discard. You can only have control over a maximum of 6 Assets.

## During a game

Each player can use the effect of both their Ante and base Assets once per game.

## Outcome of the game

If you win or draw the game, take control of your opponent's anted Asset. This Asset decreases one (1) in value, to a minimum of 1. If the game is a draw, both players take their opponent's Asset. The base Assets have their value increased by 2.

Note these changes in value on the Asset cards, or notify your league organizer of the results.

## **Winning the Campaign**

The Campaign will last 8 weeks. The last day of the Campaign will be a day where games can be played. At the end of this day the player with the highest combined Asset value has won the Campaign! Runner up will be the player with second highest value, etc.

He has won everlasting glory, and maybe there are other rewards as well!

### **Assets**

Assets describe your control over various parts of Malifaux. They will have an effect that can be used during the games in which they are anted. There are 19 different Assets. When selecting assets from flipped cards you can either choose to pick the Asset associated to the value flipped (bj, 1–13, rj) or associated to the suit flipped (ram, tome, crow, mask). Each Asset starts at value 1, and will increase in value the longer you can keep possession of it. The way Assets change ownership and increase in value is described in the previous paragraph, 'Playing games'.

Find all available Assets here: <https://tsgosadow.github.io/PfWLeague/allAssets.html>

### **Campaign Events**

These Events will occur every now and then; there is one campaign event per week. Each Campaign Event has a number of effects described on the Event. These effects are only applied to your first game you play after the Event has been revealed. Note that it is possible to play more than one game under the effects of the Campaign Event, if you play multiple players for their first game after the Event.

Find the current Campaign Event at the homepage of the league, here:

<https://tsgosadow.github.io/PfWLeague/>

Find all available Campaign Events here:

<https://tsgosadow.github.io/PfWLeague/allAssets.html>