



UMS "Agram" proudly invites you to our 16th annual
AGRAM ARENA SUMMER
2018



STAR WARS
X-WING
 MINIATURES GAME

MALIFAUX 2E

Black Queen
 Hobby and Miniature Painting Competition

LEAGUE
 INVITATIONAL

07. 07. 2018.

14.-15. 07. 2018.

21. 07. 2018.

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ZAGREBAČKA
 ZAVJEDNA
 TEHNIČKE
 KULTURE





Association of miniature collectors,
modellers and tabletop-wargamers

“Agram”

Rulespack

for

AGRAM **A**RENA

SUMMER **2018.**

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GENERAL RULES

About this rules pack

This pack contains the finalized Agram Arena Summer 2018. Tournament rules specially adapted for the tournaments organized by UMS "Agram" to be held during summer 2018. in Zagreb, Croatia.

All Tournament material will be published or presented in English, interpreters or translations can be provided only for Croatian language due to the variety of nationalities that we expect to attend the tournament. Rosters and descriptions of your forces to be handed in have to be in English.

The Chief Referee's (or TO's) decision will be final.

All of the rules and White Dwarf references are from UK publications (US for Malifaux and SW X-Wing).

All competitors should be aware that where any rules interpretation is required, the UK standard will be upheld (for Games Workshop games), and that the Chief Referee will be consulted for any particularly contentious issues.

Entry fee is 0 Euro, yes tournament is **FREE** for all participants and includes refreshing drinks for all and free accommodation (Saturday night) for first time comers who live outside Zagreb !

Lunch for both days is also available at the price of 75 Kn (10 Euro).

However the number of participants is limited, so reserve your ticket as soon as possible (details can be found at the end of this chapter).

Please note that the most of the rules included in this rules pack are written, published and owned by Games Workshop, FFG and Wyrd respectively. All rights reserved.

The schedule for the tournament as well as the scoring system and some adaptations to the rules are written by members of UMS "Agram" and are copyfree.

If you have any questions about the event please e-mail: ums.agram@gmail.com.

It is **very important** that all players who are interested in taking part at the tournaments **register at least 30 days before each event!**

Otherwise we won't be able to guarantee that those who haven't registered will be able to participate or to get their Saturday night accomodation for the price of 13 Euro / night.

Note: The participants who are **ONLY** participating in the Black Queen Painting Competition and or Star Wars X-Wing Tournament also get the offer of free accomodation for Saturday night!

Registrations start with the release of this rulespack, however if you are competing only in the Painting Competition and do not need reservations for accommodation you can register at the start of the competition!

Registration can be sent via snail mail at: UMS "Agram", Frankopanska 4, HR-10000, Zagreb;

e-mail: ums.agram@gmail.com ; telephone:+385 1 3791987; fax: +385 1 4848506

or GSM (sms): +385 91 7620584.

Registration **must include** name of the participant(s), contact e-mail or GSM number and if you need accomodation for Saturday night (please let us know if you are vegetarian or have any special requests). You are also free to include the army you will be playing with.

If you need accomodation for Friday or Sunday night as well - we can make reservations for you (price is 18 Euro / night) !

A single person can no longer send registrations for his/her's club/team mates. Each participant is required to register himself. The only exception being a parent registering himself/herself and his/her child.

Note:

After the end of the registrations of each respective event (June 5th for X-Wing, June 12th for BQ and Malifaux and June 18th for Legen Invitational) it is no longer possible to cancel your accommodation and you will be billed for the accommodation at full price (18€ per night regardless of any discounts you might be elligable for).

AGRAM ARENA SUMMER 2018. STAR WARS X-WING

This pack contains the full Agram Arena Summer 2018.- Star Wars X- Tournament rules specially adapted for the tournament organized by UMS "Agram" to be held on 7th of July 2018 in Zagreb, Croatia

Registrations for the Star Wars X-Wing Tournament start with the release of this rulespack and end on 5th June 2018. **If you need accommodation, you MUST register by that date.** Registration could be sent via snail mail at: UMS "Agram", Frankopanska 4, HR-10000, Zagreb; e-mail: ums.agram@gmail.com ; telephone:+385 1 3791987; fax: +385 1 4848506 or GSM (sms): +385 91 7620584.

Registration **must include** name of the participant(s), game you wish to play, contact e-mail or GSM number and if you need accommodation for Friday and/or Saturday night (18€ per person per night). Note that participating in Star Wars X-Wing Tournament this year also qualifies you for free accommodation on Saturday night if you're a first time comer to one of our Arenas.

The entire Tournament material will be published or presented in English, interpreters or translations can be provided only for Croatian language due to the variety of nationalities that we expect to attend the tournament. Entry to the tournament is FREE for all participants and includes refreshing drinks!

Special offer: Participants who have never participated at our Agram Arenas before are going to get a free lunch! Rest of the participants can get lunch for 37,5kn (5€). To make our job easier – make a note with your registration that this is your first Agram Arena!

Registrations to be sent to: ums.agram@gmail.com.

Maximum number of participants is 40.

If you have any questions about the event please e-mail: ums.agram@gmail.com.

X-Wing Tournament Rules

Tier of play for this tournament is **FORMAL**. The tournament will use the latest version of the official FFG tournament regulations that can be downloaded from the Support >Tournament Resources section of the official FFG website:

<https://www.fantasyflightgames.com/en/products/x-wing/>

During registration, every player must submit his own printed squad list. You can use an online squad builder such as Voidstate's Squad Builder (<http://xwing-builder.co.uk/build>) or the official FFG Squad List Sheet:

https://images-cdn.fantasyflightgames.com/filer_public/ec/88/ec882449-8a1a-4a8f-a245-57f4a95b34ad/xwing-deck-sheet2.pdf

The X-Wing tournament will be played over five rounds. The pairings for the first round will be randomly determined and in the later rounds, the Swiss system will be applied.

THINGS YOU NEED TO BRING WITH YOU

- ❖ Squad lists are standard 100 points.
- ❖ You need to bring at least two sets of lists, one to be handed to the referee and the other for use during games.
- ❖ The use of proxies is strictly prohibited.
- ❖ Every player must have original models and cards to suit the list he/she is playing.
- ❖ Every player must bring his own basic set needed for playing the game – dice, tokens, range rulers, templates, asteroids etc.
- ❖ Make sure to include in your list the three asteroid/debris tokens you will be using throughout the tournament.
- ❖ Playmats will be provided by the tournament organizers, however players are welcome to

bring their own playmats if they wish to do so. All playmats must be the official size ie. 90x90cm.

SPORTSMANSHIP AND RULES QUESTIONS

The primary purpose of this tournament is to get together for the weekend, so that we can play our favourite game and meet other players who share our interests. Finding 'champion players' is a byproduct of this, and we're really much more interested in creating a quality gaming experience for all the people that take part, where they get to play lots of games and meet a whole bunch of new players.

This being said we do understand that sometimes even the friendliest of players can lose their cool, especially if the dice have been going against them all day. The most common causes of friction in a game are questions about the rules of the game. Rules questions arise in most games of SW X-Wing, both because the huge number of variables involved in the game make it just about impossible for the rules manual to cover every situation that might occur, and because different people interpret the rules in different ways. In order to avoid arguments we recommend that you refer to the appropriate rules manual as soon as a question arises.

If the rules do not cover the situation, then roll a dice to decide what happens. In other words, a friendly dice roll should decide any question that cannot be answered by referring to the rules. Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves!

If you really want a Referee to arbitrate a rules question or help you out with a situation both players genuinely don't understand, then you are free to call one over, and our Referee may intervene if he sees an argument. Be warned, however, that our Referee is under strict instructions to give players one of two answers to any question they are asked:

1. He will show you the rule in its relevant place in the rulebook (or FAQ or errata).
2. To roll a dice to sort out any rules problems not solved by the above.

You should also note that the prime duty of our Referee is to make sure that the majority of players in the tournament get a nice friendly game where winning is secondary to having a good time. Anyone who keeps on spoiling a game with picky rules questions or who consistently bends the rules in their favour will be asked to desist or suffer the consequences.

Referee will have a simple card system to adjudicate this kind of ruling:

YELLOW: A Yellow Card will be shown to the player(s) and their player number and name logged. This card is a warning.

RED: A Red Card will be shown to the player(s) and their player number and name logged. Five points per Red Card will be taken from a Red booked player's Tournament Points totals.

The decision of the Referee is final, and no discussion will be entered into.

Arguing with the Referee following a decision will be a RED CARD offence.

SCHEDULE:

SATURDAY 7th July 2018

Please note that there is no point queuing up until 9:00 (especially if it's raining).

09:00 – 09:30 Earliest entry and registration

09:30 – 09:45 Briefing and introduction

10:00-11:15 Round 1

11:30-12:45 Round 2

13:00-14:00 Lunch break

13:45-15:00 Round 3

15:15-16:30 Round 4

16:45-18:00 Round 5

RULES FOR THE BLACK QUEEN HOBBY & MINIATURE PAINTING COMPETITION 2018.

This pack contains the full Black Queen Hobby and Miniature Painting Competition rules by UMS "Agram" to be held on 14th and 15th of July 2018 in Zagreb, Croatia as part of the Agram Arena Summer 2018 Tournament.

This year **Black Queen** event will be divided into two parts, Exhibition and Competition. All material will be published or presented in English, interpreters or translations can be provided only for Croatian language due to the variety of nationalities that we expect to attend the tournament.

Miniature / Army Descriptions to be handed in have to be in English.

The entry to this competition is free and includes refreshing drinks for all participants. Lunch for both days is also available at the price of 75 Kn (10 Euro).

If you have any questions about the event please e-mail: ums.agram@gmail.com

If you have any questions about this rules pack please e-mail:

marko.paunovic@yahoo.com

Schedule for the competition as well as scoring system and the rules and categories are written by members of UMS "Agram" and are copyfree.

Entry to the Exhibition and any of the categories of the Competition gives UMS "Agram" the right to photograph and publish details of models entered as we see fit.

How the Black Queen Exhibition works ?

On Saturday morning during registration for Agram Arena Summer 2018 Tournament you will enter your exhibits along with your entries for the competition. The exhibition will last until 18:00 on Sunday.

Each individual exhibitor will be given his / her own space for his / her miniatures with the name clearly visible.

None of this exhibits will be eligible for the competition!

IMPORTANT: Only the competitors in the Black Queen Painting Competition, former winners of our painting competitions and the

judges can exhibit their miniatures! (so if you want to exhibit your models you must enter at least one entry in the Painting Competition).

THINGS YOU NEED TO BRING WITH YOU

- ❖ Your painted miniatures
- ❖ Your entry form

It is **very important** that all out-of-town competitors who are interested in taking part at the competition **register until 12th of June !!!**

Otherwise we won't be able to make reservations for the Saturday night accommodation. Price is 13 Euro. First time comers get Saturday night free accommodation.

If you need accommodation for Friday or Sunday night as well - we can make reservations for you (price is 18 Euro / night) !

Registrations start with the publication of this rulespack !

Registration could be sent via snail mail at: UMS "Agram", Frankopanska 4, HR-10000, Zagreb;

e-mail: ums.agram@gmail.com ;

telephone: +385 1 3791987;

fax: +385 1 4848506

GSM (sms): +385 91 7620584.

Registration **must include** name of the participant(s), contact e-mail or GSM number (please let us know if you are vegetarian or have any special requests).

A single person can send registrations for his/hers club/team mates (with their consent, of course).

How the Black Queen Painting Competition works ?

On Saturday morning during registration for Agram Arena Summer 2018 Tournament you will enter your models / armies for the competition. Your models will be displayed the whole length of the tournament with the judging being carried out during the Saturday and the Awards Ceremony at the end of the tournament on Sunday. For the whole duration of the competition your models will be under close guard of our security personnel. However, all competitors will be fully responsible for the transport of their own entries to and from the competition, and for storing their own transport and packing materials on the day. Please don't ask us to look after carrying cases and giant cardboard boxes. Once entries are booked in we will, of course, undertake to look after them as carefully as we can. However, we can accept no responsibility for loss or damage to individual entries. Although the models will be under constant surveillance, they are entered at the competitor's own risk.

Finally, remember that the point of the painting competition is to showcase the efforts of all those who paint miniatures in our hobby and to have some fun. You may not agree with the final outcome, but please bear in mind that the judges' decisions are final and we will not enter into any correspondence regarding them.

After all the miniatures are submitted they will be divided into appropriate categories and displayed.

When submitting your miniatures you will also submit your entry form which is found at the end of this rules pack.

Each entry will be given an entry number by which the marks will be given.

RULES

- ❖ You are allowed as many entries per category as you like
- ❖ Any models that have already taken part in one of our painting competitions are not allowed to re-enter in the same category (namely, if you had a model as an entry for fantasy miniature category in one of our previous competitions you can still put it as a part of a diorama or a unit etc. this year)
- ❖ There must be at least three entries from different painters per category in order for the category to be valid
- ❖ Painters will be rewarded, not the entries!
- ❖ If there are not enough entries in any one category, it will be joined with another category (closest to the original)
- ❖ The judges will divide models into categories
- ❖ The models must be on approximately appropriate sized bases, however they can still be attached to a display base or a plinth
- ❖ Competitors need not be present at the Arena (you can send your models via your friend, however we will not accept models sent by mail)
- ❖ If you are competing in any of the games (Malifaux, most notably) note that you can still enter the Black Queen Hobby and Miniature Painting Competition with some of the models you are playing with. You just won't be able to use them during the judging of the Black Queen during Round 2 of the Malifaux tournament!

CATEGORIES

The competition is divided into following categories:

- | | |
|---------------------------------------|---|
| 1. Single Miniature | 5. Diorama / Duel |
| 2. Mounted and Large Miniature | 6. Open |
| 3. Unit / Squad | 7. Bust !NEW! |
| 4. Masterclass | 8. Here be Dragons sponsored by Artefakt |

All categories can cover wide range of fantasy / SF miniatures from various manufacturers like Games Workshop or Rackham etc. However they must not be pre-painted!

Single Miniature category includes human sized models up to troll / ogre size. Single miniatures can not be mounted models. The models must be on approximately appropriate sized bases,

however they can still be attached to a display base or a plinth (not much larger than 50x50mm). (Painters with our invitation are not allowed to enter)

Mounted and Large Miniature category includes ogres / trolls and larger models (up to giant and dragon size) and human sized models on mounts. The models must be on approximately appropriate sized bases, however they can still be attached to a display base or a plinth. (Painters with our invitation are not allowed to enter)

Unit / Squad category comprises of units / squads with at least 4 models. Armies from small skirmish games (such as Confrontation, Mordheim, Necromunda etc.) will be placed into this category. Note that units can have display bases. Display base is a piece of terrain with a hole in it for the bases / movement tray. If the display base does not have holes for the models (or some other means for attaching models on to it – magnets for example) it will be put into Diorama / Duel category and the unit will remain in the unit category. Vehicles and warmachines will be placed in the most appropriate category, either Unit / Squad or Diorama / Duel or even Open category at the judges' discretion. (For example: tanks will definitely go into open category, a warmachine like a trebuchet with a display base would go into Diorama / Duel category, while the same model without a base but with a crew would go into Unit / Squad category). (Painters with our invitation are not allowed to enter)

Masterclass Category, the most prestigious category (with the best prizes!), is made for pro painters and painters who received our invitation. However, anyone can enter this category even without our invitation as long as they entered at least one other category. The entry for this category can vary from a single model and can include units up to three models in size. Note that monsters and larger units from the painters with our invitation will be placed into Open category. The painters with our invitation can only enter this and Diorama / Duel and Open category. The winners of the Masterclass Category get an invitation to future Black Queens Hobby and Miniature Painting Competitions by default.

Diorama / Duel category is just what it says. Dioramas can be up to approximately 30x30x30cm in size. Also, here you can also place your tabletop scenery. (Open for painters with our invitation)

Open category is a category in which you can let your imagination run wild. Your entry can either be a large monster (like the Mumak, Dragon, Giant, Fell Beast etc.), large scale model (Inquisitor etc.), heavily converted model, scratch built model... Also, note that if your miniature is not on an appropriately sized base it will be placed into this category. (Open for painters with our invitation)

Bust is also just what it says. A category reserved for busts. Any scale and theme (fantasy, sci-fi, postapoc, steampunk or historic).

Here be Dragons! is a special category sponsored by Artefakt where all the models from all other categories that somehow fit the „Here be Dragons“ theme (not necessarily dragons themselves) are judged together by Mr Winton Afrić of Artefakt and the best is the winner of this category.

DECIDING THE WINNERS

The first three places (painters, not entries – each painter can get only one award per category) of each category will be decided and awarded by our panel of judges (3).

PEOPLE'S CHOICE AWARD

All the entries in all the categories go into this competition and this category will be decided by our visitors' and participants' votes. The voting will take place during the whole event from noon on Saturday until 15.00. The participant with the miniature(s) with the most votes in the whole competition will be declared the winner.

Who can vote? For the People's Choice Award every staff member, visitor and competitor at the tournament can vote with the exception of the judges.

How the scoring works? During the exhibition the above mentioned people will be able to vote for the People's Choice Award. They will get a piece of paper and vote for only one entry in the

whole competition they like the most. At the end of the tournament the judges will add the votes and the entry with the most votes will win the People's Choice Award at the Black Queen Painting Competition. If there is a tie in any of the categories the panel of judges will decide the winner.

SCHEDULE:



SATURDAY

Please note that there is no point queuing up until 9:00 (especially if it's raining).

9:00 – 9:45 Earliest entry and registration

9:45 – 10:00 Briefing and introduction

10:00 – 19:30 EXHIBITION AND
COMPETITION

SUNDAY

Again, please note that there is no point queuing up until 9:30 AM.

10:00 – 18:00 EXHIBITION AND
COMPETITION

18:00 – 19:00 Final reckoning and
awards ceremony

The Legend of the Black Queen

There once was a lady who was very wicked towards her servants, and as she always wore black she became known as the Black Queen. Nobody was allowed to enter her lands and whoever did was arrested and thrown to the lions which she kept for just that reason, or was attacked by two eagles who were trained to pick out the eyeballs of their victims.

When the Turks raided throughout the Croatian lands, they didn't forget Medvedgrad. When they approached the fortress, the queen called her servants to defend the castle, but none came. She was in quite a predicament so she swore to the Devil that if he helped her she would give him Medvedgrad. Noone answered. Then she offered Medvedgrad and all the gold, but still noone answered. She then offered Medvedgrad and herself and the Devil repelled the Turks!

But now the Queen wanted to get rid of the curse so she proclaimed that she would give a hoard of treasure to anyone who would carry her around her fortress three times to lift the curse. A coal miner volunteered. The queen turned herself into a raven to make it easier for the coal miner to carry her but warned him not to be scared of anything that happens along the way. First they encountered wolves and lions but the coal miner pressed on, then snakes attacked him but still he walked on. As he was but a few steps from completing the task all at once the Devil appeared in front of him, his knees buckling he dropped the Queen. Later on a brigand volunteered but he also failed the test and so the Queen died cursed.

A couple of days after her death, one of the servants came to ask her for some money because his children were dying of hunger. He came to her chambers, knocked on the door but noone answered. He opened the door and found the Queen lying dead beside a viper. First he was scared but then he decided to take some coins. He went to the vault and found two chests, one filled with gold the other with silver. He noticed that lying on top of the gold there was another viper so he took the silver. Once outside he wanted to count the money but the silver turned to coal. He returned for the gold but the viper would not let him in, so he went home penniless.

To this day the viper lies outside the vault letting none in...

Agram Arena Summer 2018.

BLACK QUEEN HOBBY & MINIATURE PAINTING COMPETITION

Entry Form

Name & Surname:

(Ime i prezime:) _____

Club & Country / city:

(klub i država / grad:) _____

GSM Number & e-mail:

(Mob. i e-mail:) _____

Entry No1:

(izložak broj 1:) _____

Number of models / broj figura: _____

Display base / Movement tray: yes no

Entry No2:

(izložak broj 2:) _____

Number of models / broj figura: _____

Display base / Movement tray: yes no

Entry No3:

(izložak broj 3:) _____

Number of models / broj figura: _____

Display base / Movement tray: yes no

Entry No4:

(izložak broj 4:) _____

Number of models / broj figura: _____

Display base / Movement tray: yes no

Entry No5:

(izložak broj 5:) _____

Number of models / broj figura: _____

Display base / Movement tray: yes no

Entry No6:

(izložak broj 6:) _____

Number of models / broj figura: _____

Display base / Movement tray: yes no

Entry No7:

(izložak broj 7:) _____

Number of models / broj figura: _____

Display base / Movement tray: yes no

Entry No8:

(izložak broj 8:) _____

Number of models / broj figura: _____

Display base / Movement tray: yes no

Entry No9:

(izložak broj 9:) _____

Number of models / broj figura: _____

Display base / Movement tray: yes no

Entry No10:

(izložak broj 10:) _____

Number of models / broj figura: _____

Display base / Movement tray: yes no

Entry No11:

(izložak broj 11:) _____

Number of models / broj figura: _____

Display base / Movement tray: yes no

Entry No12:

(izložak broj 12:) _____

Number of models / broj figura: _____

Display base / Movement tray: yes no

Name & Surname:

(Ime i prezime:) _____

Total number of entries:

(Broj izložaka:) _____

Total Number of models (in all entries):

Ukupan broj figura (u svim izlošcima:) _____

AGRAM ARENA SUMMER 2018. TOURNAMENT



This pack contains the full Agram Arena Summer 2018.- International Malifaux Tournament rules specially adapted for the tournament organized by UMS "Agram" to be held on 14th and 15th of July 2018 in Zagreb, Croatia.

It is **very important** that all players who are interested in taking part at the tournament send their **registrations no later than on 12th June 2018.**

Otherwise we won't be able to guarantee that those who haven't registered will be able to participate or to get their Saturday night accommodation. Registrations start with the release of this rulespack. Yes, now!

Registration could be sent via snail mail at: UMS "Agram", Frankopanska 4, HR-10000, Zagreb; e-mail: ums.agram@gmail.com ; telephone:+385 1 3791987; fax: +385 1 4848506 or GSM (sms): +385 91 7620584.

Registration **must include** name of the participant(s), contact e-mail or GSM number and if you need accommodation for Saturday night (please let us know if you are vegetarian or have any special requests) or any other nights.

The rules from the books (Rules Manual M2E and the new M2E big rulebooks) and Gaining Grounds 2018 Edition apply to this tournament. You can only include the models that are released by June 2018 and who have the appropriate M2E stat cards in your army.

All measurements are in **INCHES.**

Please note that the most of the rules included in this rules pack are written, published and owned by Wyrd. All rights reserved.

The schedule for the tournament as well as the scoring system and some adaptations to the rules are written by members of UMS "Agram" and are copyfree.

THINGS YOU NEED TO BRING WITH YOU

You will need to bring with you any gaming material you require to play Malifaux, including:

- ❖ Your painted single faction crew miniatures with their stat cards (if you are using proxies and don't have stat cards you **MUST** have the original book with the stats for your models).
- ❖ All the markers/counters/tokens you might need
- ❖ Two copies of your Crew Roster
- ❖ Rosters **MUST** be printed.
- ❖ This rules pack
- ❖ Pen and paper
- ❖ Rulebooks and supplemental texts are not necessary but are useful
- ❖ Deck of cards
- ❖ Reference sheets
- ❖ Tape measure (imperial scale)
- ❖ Superglue (for emergency repairs)

How the tournament works?

You will participate in a series of 50 SS games (6), with one game forming a round. Each game you will play against a different opponent.

In the first round, players will be matched randomly against an opponent. The draw will be orchestrated so you don't play against a player with the same master (or faction if at all possible). Other than that, pairings for the first round will be random.

After round one, pairings will be done by the SWISS format, first against second, third against fourth and so on.

The only exception is that you can never play the same opponent twice; should this happen, a referee will step in and sort things out so that the players face fresh opponents of a suitable calibre. It only matters that you play a relatively well-matched opponent.

Once your opponent has been determined you will be assigned a table. Each game will be played on a 90cm by 90cm table. Please try to keep the playing area clear of unnecessary things. Each table will be a pre-designed battlefield with fixed scenery. The event organizers will provide no other games equipment and the players must provide all other materials – COUNTERS and MARKERS.

Set-up, game length and victory conditions are described in The Rounds rules, while the attached schedule shows how long each gaming session lasts. This time includes 5-15 minutes 'warmup' period. To keep on with the schedule, we would appreciate it if you could play with no time-wasting.

Each player will be given a special results card at the beginning of the tournament. Once you've finished your game, you must fill in the card and then hand it to the Referee.

Your results will then be entered into the tournament database.

CREW ROSTER

When you arrive at the tournament you must bring a copy of your Crew Roster for the Referee to refer to. You will require a second copy of the roster, which you should keep with you when you are playing.

The roster must include all of the models in your crew, their points value and their upgrades. Please put your name on all copies of the roster you'll be using. Before and during the round 1 the Referee will check the rosters.

Models that exceed some of the limits below, will be removed from play until the end of tournament. If mistake is found later during the tournament - player will lose all his generalship points gained with illegal force.

THE FORCES

Single Faction

With their registration at the event players need to send in the name of the Faction they'll be playing with during the course of the Tournament. Each player commits to a specific Faction then follows the normal hiring restrictions and time limit for each round. The amount of SS spent on the models that can be brought to the tournament (Hiring Pool for the purposes of this tournament is your Crew Roster) is not limited. However, a player that opts to bring several Masters **MUST** play at least one game with each of the masters he brought to the tournament. All the miniatures must be painted!

Hiring Pool Guidelines:

- Leaders are not factored into the Hiring Pool Soulstones, but should be listed.
- A Henchman that a player might hire as a Minion and not a Leader at some point during the Tournament is included in the Hiring Pool.
- Out of Faction models may be included in a Hiring Pool if one or more special hiring rules would allow those models to be included in at least one Crew the player might build. These models **do not** cost an additional Soulstone when calculating the Hiring Pool total. However, when generating a Crew list for a Tournament round apply any hiring discounts or increases as per the special rules for those models being included in that Crew.
- A player needs to include models in his or her Hiring Pool even if the model does not cost

Soulstones (e.g. Summonable models). At the start of each Round, a player builds his or her Crew using only the models in his or her Hiring Pool. Any special hiring rules (such as Comes Cheap, Beastmaster, or Special Forces restrictions) are applied to that specific list for the round, including any increases or discounts in Soulstone Costs for hiring the models into that Crew.

THE ROUNDS

The tournament consists of six rounds (games).

Round Time Limit

The amount of time provided for each round is two hours. The round time begins when all players are at their assigned tables. A 10-minute period occurs at the beginning of each round, during which players complete the Encounter Setup. Players may begin play if they complete set-up prior to the end of the 10 minutes. The TO will announce the end of the Encounter setup period and the start of the timing for the round.

Calling Time

10 minutes before the time limit the TO calls "Last Turn" to inform players that they should complete the Turn they are on and not start another turn. At the end of the allotted time, the TO calls "Last Activation" to inform players to finish the current model activation then and then resolve the Turn's closing phases as described in Gaining Grounds 2018. After this players count their Victory Points (VPs).

Strategy and Deployment Selection

Strategies that are selected for each round are as follows (as per Gaining Grounds M2E 2018 Edition):

- | | |
|--|---------------------|
| ❖ Round 1. (50 SS game) Ours | Standard deployment |
| ❖ Round 2. (50 SS game) Supply Wagons | Flank deployment |
| ❖ Round 3. (50 SS game) Guard the Stash | Close deployment |
| ❖ Round 4. (50 SS game) Symbols of Authority | Corner deployment |
| ❖ Round 5. (50 SS game) Interference | Close deployment |
| ❖ Round 6. (50 SS game) Public Executions | Flank deployment |

Hiring Crews

At the start of the Round, players choose the leader and the models from their Hiring Pool after they find out who their opponent is and what models he has in his/her Hiring Pool but before choosing the Schemes for the round.

Scheme Usage

Each round, apart from the Strategy points, the player also uses Schemes to help achieve victory. Choice of schemes for each round:

ROUND 1	ROUND 2	ROUND 3	ROUND 4	ROUND 5	ROUND 6
Guarded Treasure	Guarded Treasure	Guarded Treasure	Punish the Weak	Punish the Weak	Eliminate the Leadership
Set up	Covert Breakthrough	Set up	Covert Breakthrough	Inescapable Trap	Inescapable Trap
Inescapable Trap	Undercover Entourage	Undercover Entourage	Dig Their Graves	Show of Force	Recover Evidence
Take Prisoner	Take One For the Team	Show of Force	Hold Up Their Forces	Take Prisoner	Vendetta
Public Demonstration	Public Demonstration	Take One For the Team	Search The Ruins	Recover Evidence	Guarded Treasure

- ❖ Since the time available for each battle is limited, players are asked to be efficient with available time.
- ❖ Repeated **stalling** is a **red card offence** and if your opponent stalls the game, you are free to ask a Referee to intervene!

- ❖ Scenery for the battle will be set up by the Referee prior to start of the game and may not be moved or changed by the players. The referee holds the right to intervene (even if not called for) if he spots a case of rules misinterpretation (deliberate or not) and to clear the situation.
- ❖ You can use proxies as long as it is clearly visible which model they represent and as long as you have the ORIGINAL stat card (or have brought the appropriate rulebook with it's stats. Copies and printouts are not allowed).

THE RINGER

In case of an odd number of players, the TO will be the ringer. The ringer can place but cannot win any prizes. The Ringer cannot take part in the Grand Finale.

THE WARM-UP PERIOD

Before the battle commences there will be a fifteen minute 'warm-up' period. During this period players must first show their opponent all the models in their crews they are using and their roster. Players are allowed to ask their opponent questions about the forces and the rules that apply to the warriors and heroes in it.

After inspecting the forces, both players should discuss the terrain for the battle, and how each feels it will affect the models in play.

They can also discuss any other rules issues that they think may come up in the battle. Decisions upon the terrain difficulty are left to players' mutual agreement. Finally, both players shake hands and then battle can commence.

DECIDING WHO WINS THE TOURNAMENT

The winner of the Malifaux Tournament will be the player who gets most points after the Tournament Points are added to the Painting and Sportsmanship scores. In the case of a tie, the higher placed player will be the player who scored the most points in the Tournament Point category. If still tied, the winner will be the player with the most Victory Points. If still tied the winner will be the one with the most Sportsmanship points (it pays of to be nice). If still tied, the winner will be the player who won their head to head game. If still tied, the flip of the card will decide. In addition to the overall winner award, there will also be awards for 2nd and 3rd place and there will be special contest & award for the Best Painted Crew (read more below) as well as Best General award for the player with the biggest TP count (tiebreaker will be the VP difference).

Tournament Points (0-18 points)

Procedure for working out the Tournament points is simple. What's more, we're expecting you to work out the points for each battle and record them on your results card.

The player with more Victory Points wins the game.

Tournament Points are awarded for each round (game) as follows:

Result	ROUND 1	ROUND 2	ROUND 3	ROUND 4	ROUND 5	ROUND 6
Win (more VPs)	3 TP	3 TP	3 TP	3 TP	3 TP	3 TP
Draw (same VPs)	1 TP	1 TP	1 TP	1 TP	1 TP	1 TP
Loss (less VPs)	0 TP	0 TP	0 TP	0 TP	0 TP	0 TP

Forces Painting (0-7,5 points)

Painting standards and overall composition of your forces are rated by the referees during Round 1 and 2. The system used is described below. In a nutshell, a player who brings along his crew that is painted, based and characterful will pick up a lot of points in this category, while one who brings hardly painted and non-themed forces will not. All models must be painted and by that we

suppose that there are at least three colours on the model. Forces are given marks for painting and character. Each category has its own set of criteria for determining the mark awarded. The system allows referees to mark the armies that they see by following a set of Guidelines. We believe that the measure of a person's painting of a force (all subjective opinions aside) is whether they are painted, based, and what degree of detail has been added to the overall effect of those forces.

When judging a force, all of the models must fulfill the criteria. The presence of a single model that doesn't will compromise the score, even if everything else does conform to the standards requested.

For example, a single model with an unpainted base would cancel the 'based' points for the entire army. Regarding selection, we seek to reward the player who carefully constructs forces that conform to the rules of the tournament and which also retain their own unique flavour and character.

We hope the guidelines below will help you to measure the score your own army can expect.

During Rounds 1. and 2. referee will come to your table and judge your crew (every model in your hiring pool). So please leave your models outside.

Forces Painting (0-7,5pts)

Bases (0-0,5pts)

0 pts: Only painted in a single colour, with no additions on them.

0,2 pts: Bases are textured with one kind of texture or one kind of flock.

0,4 pts: Bases are textured and/or flocked with water features, snow, bushes, stone cobbles etc...

+0,1 pt: Display base

Shading and Highlighting (0-1,8 pts)

0 pts: There are no shading or highlighting attempts on your models.

1,2 pts: There are only crude shading or highlighting techniques on your models, like drybrushing.

1,5 pts: Your models are highlighted and/or shaded.

1,8 pts: Your models have shading **and** highlighting with clear shadows present.

Details (0-1,8 pts)

0 pts: You didn't bother with any details or your details are very untidy. Also, some of your models have visible moulding lines.

1,0 pts: Your details are neatly painted, but not very precise (like painting gems, swords or armour etc. in a flat colour...) but there are no moulding lines.

1,4 pts: Your details are very good (like painting gems, swords, or armour etc. in several shades of the same colour, eyes are also painted).

1,8 pts: All of your details are stunning (all the eyes and teeth are masterfully painted, facial expressions are clearly visible - please note that just painted eyes do not count as a facial expression).

Conversions (0-0,9 pts)

0 pts: Your crew has no conversions, it is „straight from the box/clam“.

0,4 pts: Your crew has some minor conversions, like head or arm swapping.

0,7 pts: Your crew has, in addition to minor, several complex conversions, involving green stuff.

0,9 pts: Your crew has 25% of models converted with various techniques involving power tools like drills or saws as well as green stuff, or are even scratchbuilt.

Army Character (0-1,6 pts) - UNIFORMITY - this is introduced to "punish" the players with borrowed models. (note: if you use an alliance (mercs etc.) – each of the factions forming an alliance can be painted (or based) in a different way).

0 pts: Either your army has no visible unifying colour scheme or one or more units are borrowed and a clash of painting styles is visible.

1,0 pts: Your army has a unifying painting scheme (ie, several main colours are used on most troop types).

1,3 pts: The same as for one point, but also your bases are all done in a style to match your army (Gremlins on a Bayou style bases, Family in Badlands etc.). Also, there is a higher degree of character detail present.

1,6 pts: your bases and colour painting scheme correspond tightly with the background story!

Heroes (0-0,3 pts) - this category is introduced so the players can more easily recognize the opponent's heroes.

0 pts: Your characters don't stand out from the rest of your crew, neither by painting or converting.

0,2 pts: Your characters do stand out from your crew and special care in painting or creating bases has been paid to them.

0,3 pts: Your characters are heavily converted and painted so that they stand out from the rest of the crew.

Expert Painting (0-0,3 pts)

0 pts: Either your crew has no centerpiece model(s) or your painting isn't that great.

0,1 pts: Your heroes and large models (50mm bases...) are painted or based in such a manner that one can not see the strokes of the brush.

0,3 pts: Your entire crew is painted in the above mentioned fashion.

Expert Conversions (0-0,3 pts)

0 pts: Either your crew has no centerpiece model(s) or your converting isn't that great.

0,1 pts: Your heroes and large models (50mm base) are converted in such a manner that they hardly resemble the original and/or are scratchbuilt..

0,3 pts: At least 75% of your crew is converted in the above mentioned fashion.

Sportsmanship/Fair play (0-3 points)

This category is included to encourage players to take part in the tournament in the right spirit.

At the end of the last game you must secretly rate all the opponents in the following manner, recording the result on your Results Card. Score Description:

+0,5 One of the best games I've ever played! My opponent was great fun and an example of sportsmanship, and I'd like to play him again. Rules problems? What rules problems?

+0,3 A good, fun and/or interesting game. The opponent was friendly and cheerful. There was no need to call the referee, as we solved any rule problem or unusual situation by looking it up in the manuals or rolling a dice for it.

+0,1 A nervous, tense game. The opponent was quite argumentative or did not know the rules that well. We had to call the referee several times.

+0 What a nightmare! I don't want to play this person again if at all possible!

YOU CAN ONLY GIVE ONE 0,5 AND ONE 0 !!!! Other marks can be given freely.

At the end of the Tournament the six scores given will be added to give the final Sportsmanship score.

However if there is evidence of tempering with the marks (deliberately raising the score between friends or lowering the scores to a third party by a couple of players etc.) – the referee will subtract all the culprits' sportsmanship score!

All summarized, maximum of points that can be won in generalship category is 18. In forces painting and sportsmanship is 10,5 giving the **Grand Total of 28,5 points.**

SPORTSMANSHIP AND RULES QUESTIONS

The primary purpose of this tournament is to get together for the weekend, so that we can play our favourite game and meet other players who share our interests. Finding 'champion players' is a byproduct of this, and we're really much more interested in creating a quality gaming experience for all the people that take part, where they get to play lots of games and meet a whole bunch of new players.

This being said we do understand that sometimes even the friendliest of players can lose their cool, especially if the dice have been going against them all day. The most common causes of friction in a game are questions about the rules of the game. Rules questions arise in most games of Malifaux, both because the huge number of variables involved in the game make it just about impossible for the rules manual to cover every situation that might occur, and because different people interpret the rules in different ways. In order to avoid arguments we recommend that you refer to the appropriate rules manual as soon as a question arises.

If the rules do not cover the situation, then flip a card to decide what happens. In other words, a friendly flip should decide any question that cannot be answered by referring to the rules. Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves!

If you really want a Referee to arbitrate a rules question or help you out with a situation both players genuinely don't understand, then you are free to call one over, and our Referee may intervene if he sees an argument. Be warned, however, that our Referee is under strict instructions to give players one of two answers to any question they are asked:

1. He will show you the rule in its relevant place in the rulebook (or FAQ or errata).
2. To flip a card to sort out any rules problems not solved by the above.

You should also note that the prime duty of our Referee is to make sure that the majority of players in the tournament get a nice friendly game where winning is secondary to having a good time. Anyone who keeps on spoiling a game with picky rules questions or who consistently bends the rules in their favour will be asked to desist or suffer the consequences.

Referee will have a simple card system to adjudicate this kind of ruling:

YELLOW: A Yellow Card will be shown to the player(s) and their player number and name logged. This card is a warning.

RED: A Red Card will be shown to the player(s) and their player number and name logged. One point per Red Card will be taken from a Red booked player's Tournament Points totals.

The decision of the Referee is final, and no discussion will be entered into.

Arguing with the Referee following a decision will be a RED CARD offence.

Forfeits and Conceded Games

If a player forfeits or concedes an Encounter for any reason, the opposing player picks up a full score of 3 TP/+8 DIF/8 VP for the round, with the forfeiting player receiving 0 TP/-8 DIF/0 VP for the round. A forfeit will not be questioned, as the player may have an emergency or a personal situation arise that he or she may not want to discuss.

A player forfeiting an Encounter must forfeit the entire Tournament, losing the opportunity to win any awards for the Tournament itself, but still eligible for any side awards such as for a painting contest. If the forfeit was not emergency related, that player may be excluded from future Official Tournaments based on the TO's ruling.

Forfeiting to boost another player's score is considered cheating.

BEST PAINTED CREW

There will be an additional contest during the weekend, the BEST PAINTED CREW contest. This will be awarded to the army that, in the opinion of all contestants, is the best in terms of painting and character.

We do this because our hobby is not just about playing games, but also collecting and painting armies.

It's not uncommon now for players to use armies that include miniatures which they haven't painted themselves.

However, we do want to make sure that the Best Painted Army award goes to the player who painted their forces themselves – the reward for the extra personal effort required to create and

play with gorgeous forces. For this reason armies with borrowed models cannot be entered for this competition, after all we want to reward your sacrifice and labour.
Only the top 4 armies with the score of over 3,0 in Forces Painting section will be eligible for the competition. If there are more than 4 armies with the score of over 3,0 , the bar will be set higher (only the top 4 armies can enter!). However, if there are less than 4 armies the bar will NOT be lowered.

Score of 3,0 is the bottom limit of eligibility for the competition. Every competitor in the tournament gets to vote except the competitors whose armies are entered in the BPA competition. On Sunday during lunch break, everyone will get a piece of paper and will vote for his FIRST and SECOND CHOICE army. The winner will be the army with the most first choice votes. If there is a tie, the winner will be the army with the most second choice votes. If there is still a tie, the chief referee will decide the winner

SCHEDULE

Saturday:

Please note that there is no point queuing up until 9:00 (especially if it's raining).

09:00 – 09:30 Earliest entry and registration

09:30 – 09:45 Briefing and introduction

09:45 – 11:45 Round 1 (50 SS)

12:00 – 14:00 Round 2 (50 SS)

14:00 – 15:00 Break for lunch

15:15 – 17:15 Round 3 (50 SS)

Sunday:

Again, please note that there is no point queuing up until 9:30 AM.

10:45 – 12:45 Round 4 (50 SS)

12:45 – 13:45 Break for lunch + Best painted Crew contest

14:00 – 16:00 Round 5 (50 SS)

16:15 – 18:15 Round 6 (50 SS)

18:15 – 19:00 Final reckoning and awards ceremony.



AGRAM ARENA SUMMER 2018. DEMO GAMES / OPEN PLAY

This pack contains the full Agram Arena Summer 2018.- Demo Games / Open Play guidelines specially adapted for the tournament organized by UMS "Agram" to be held on 14th and 15th of July 2018 in Zagreb, Croatia.

As the registrations for the Malifaux tournament end on **14th June 2018**, UMS "Agram" will allocate a certain number of tables for Demo Games / Open Play for other games. According to interest we might allocate more tables to some games and reduce numbers to other, so the registrations for Demo Games will take place from 5th July 2018 until 12th July 2018. Registration could be sent via snail mail at: UMS "Agram", Frankopanska 4, HR-10000, Zagreb; e-mail: ums.agram@gmail.com ; telephone:+385 1 3791987; fax: +385 1 4848506 or GSM (sms): +385 91 7620584.

Registration **must include** name of the participant(s), game you wish to play, contact e-mail or GSM number and if you need accommodation for Saturday night (please let us know if you are vegetarian or have any special requests) or any other nights. Note that participating in Demo Games / Open Play does not qualify you for free accommodation on Saturday night.

SCHEDULE:

SATURDAY 14th July 2018



SUNDAY 15th July 2018



THINGS YOU NEED TO BRING WITH YOU

You don't need to bring with you any gaming material. However, if you do have miniatures feel free to bring them along with all the gaming materials you possess, including:

- ❖ Your painted crew/army miniatures
- ❖ All the markers/counters you might need
- ❖ Pen and paper
- ❖ Rulebooks and supplemental texts are not necessary but are useful
- ❖ Dice
- ❖ Reference sheets
- ❖ Tape measure (imperial scale / metric scale – according to the game)
- ❖ Superglue (for emergency repair)

How the Demo Games / Open Play work ?

Up to two tables for each game will be set up. Due to the lack of space available, we urge you to be patient, everyone will get his/her turn playing.

AGRAM ARENA SUMMER 2018. LEGEN INVITATIONAL

This pack contains the full Agram Arena Summer 2018.- Legen Invitational guidelines specially adapted for the tournament organized by UMS "Agram" to be held on 21st of July 2018 in Zagreb, Croatia.

Legen is a one day invitational event consisting of a single multiplayer game of Age of Sigmar skirmish. The weight is on the narrative aspect rather than the competitive. The game itself is preceded by months of preparations by the invited participants, including converting and painting warbands, monsters and NPCs; building custom table and scenery for the scenario; inventing rules and backstories for the characters represented by the miniatures, and sharing the results of that work with the wider community through blogs and social media.

Registration could be sent via snail mail at: UMS "Agram", Frankopanska 4, HR-10000, Zagreb; e-mail: ums.agram@gmail.com ; telephone:+385 1 3791987; fax: +385 1 4848506 or GSM (sms): +385 91 7620584. The final deadline for the registration is **18th of June 2018!** Registration **must include** name of the participant(s), game you wish to play, contact e-mail or GSM number and if you need accommodation for Saturday night (please let us know if you are vegetarian or have any special requests) or any other nights.

How does the Legen Invitational work ?

The game will be played using basic rules for Warhammer: Age of Sigmar:
https://www.games-workshop.com/resources/PDF/AoS_Rulesheets/warhammer-aos-rules-en.pdf

There are no faction restrictions and no point cost. Custom Warscrolls may be freely created for the players' characters. This is most conveniently done by converting the closest official Warscroll to suit the character's particular stats and abilities.

THINGS YOU NEED TO BRING WITH YOU

You don't need to bring with you any gaming material. However, if you do have miniatures feel free to bring them along with all the gaming materials you possess, including:

- ❖ Your painted army miniatures
- ❖ All the markers/counters you might need
- ❖ Pen and paper
- ❖ Rulebooks and supplemental texts are not necessary but are useful
- ❖ Dice
- ❖ Reference sheets
- ❖ Tape measure (imperial scale / metric scale – according to the game)
- ❖ Superglue (for emergency repair)

SETTING

The encounter takes place on an island in Ulgu, one of the Mortal Realms of Age of Sigmar.

News spread of unusual gargant activity in the north-west. Survivors report of a herd of gargants raiding villages. The herd is making its way south, leaving a trail of destruction in its wake. Bold knights from many lands head north to engage the destructive throng, either sent by their rulers or driven forth by their own lust for glory. Folk say this is all because the Legen-King has returned. Surely not, these are old-wives' tales...

The unfortunate village of Dol will serve as the battlefield. There, the pillaging gargants are finally met by knights coming from all across the isles. Will the giants be stopped or will they continue on their path of destruction?

WARBAND GUIDELINES

Each player brings a warband consisting of a knight and optionally a small retinue of 1 to 5 members. The knight must be mounted on something – a horse, boar, mechanical steed, griffin, whatever weird creature the participant invents; could even be a centaur knight... As long as it moves at roughly horse speed and is of reasonable size. The retinue should be on foot – squire, mage, hound, men-at-arms, slaves, bard... Racewise, anything goes except Beastmen, Seraphon, Ogors and Stormcast. In case of a Chaos-affiliated warband, we encourage inventing a new minor god or Daemon Prince for the knight to follow.

A participant can also, or alternatively, bring a gargant model. Terrified, fleeing peasants which will populate Dol are welcome, too.

SCHEDULE:

SATURDAY 21st July 2018

9:00-10:00	Setup
10:00-14:00	Game
14:00-15:00	Lunch break
15:00-18:00	Game



DOLLEGEN