



OFFICIAL M-MATCH RULES “MINDSTALKERS - MISSION: MIDDLE AGES” v.2.1

Rules

- **Rules Applied:**

- 1) Manual "Fast Mindstalkers - Mission Middle Ages" (Mindstalkers v.2.0 Core Rulebook)
- 2) RuleX “Cavalry”
- 3) RuleX “Advanced Combats”, to the extent of what has been published on the Official Website
- 4) Deck of Special Skill Cards and Deck of Weapons/Objects Cards
- 5) All FAQ and "Errata & Updates" published on the Mindstalkers Official Website should be considered by all means as Official Rules and/or Explanations, and they are therefore an integral part of these Tournament Rules.

- **Models allowed:**

You are allowed to line up in a Team only those models with Profile Card that has been published on the Official Mindstalkers Website: this rules out any model that has been “previewed” in the Model Gallery but whose Profile Card has not been published yet with its playing features.

Furthermore, all the models playing in the Tournament must come from the “Mindstalkers – Mission: Middle Ages” range of miniatures (**models of different brands will not be allowed**), and they must be assembled and preferably painted. There are no Bonus Game Points for the way they are painted, but the Tournament organizers are entitled to reject any model that has not been painted at all.

Excubitor and “Utility Player”

Excubitors are M-Match Tournament Official Referees, and they are appointed directly by ManorHouse Miniatures on account of their experience and knowledge of the game.

- An M-Match Tournament shall be considered as “Official” (and therefore the results of the players can be listed in the National Official Points Table), **only if there is at least one Excubitor** who is refereeing the tournament and who will certify the outcome.
- The players can call on Excubitors, who might likewise step in without being solicited, in order to shed doubts or settle disputes or in order to point out wrong behaviours during the game or when a Rule is applied incorrectly. In all cases the Excubitors’ judgement is final and binding for all players.
- The players may settle a dispute by mutual agreement without turning to the Excubitor: however this does not set a precedent for the Rules (therefore a dispute may be settled by agreement between parts, but an Excubitor may have a different opinion and his judgement is final and binding).
- Whenever the Tournament starts with an odd number of players, or in case one or several players leaves the Tournament while it’s running and therefore the number of players becomes odd, in case at the Tournament there are at least two Excubitors, one of them may turn into a “Utility player” so that the overall number is even: indeed, **as soon as the Excubitor starts playing as Utility Player he loses his Referee status**: the other players cannot (and must not) refer to him for counsel or for settling disputes, and another Referee must settle the dispute if he and his opponent cannot do otherwise.



If the Utility Player starts during the First Round, his opponent will be decided by chance like the other pairings, otherwise if he starts during the Second or Third Round he will play that round against the player ranking last. Supposing he starts playing at the First or Second Round and he will play for the following rounds, he will be paired off according to his **Points in the Table**, exactly as would happen with the other players.

Obviously, all Points gained (or lost) by the Utility Player's opponents will by all means be valid, while all points gained or lost by the Utility Player will not count for the Tournament but may be used for the pairings of the next Rounds.

Course of play

- The Tournament consists in 3 “Swiss” Rounds, therefore the players are not eliminated: they will all play the 3 Rounds. For the first Round the players will be paired off by chance; for the second and third Round they will be paired off according to their standing in the table (the first will play against the second, the third against the fourth, and so on). If two players have been opponents in a previous Round, two players with consecutive standings in the table may switch standings (only for pairing purposes, of course) and make a new pair.
- One Round will take place in the morning and two in the afternoon (the times are specified in the Tournament Announcement). The time for the beginning of each Round may vary slightly from the schedule, but players are not allowed to show up at the table with more than 5 minutes' delay. If any player shows up with more than 5 minutes' delay, his opponent is awarded the victory and gains the whole of his opponent's Team Point value and also the points for the Primary Objective.
- Each Round will consist in a Mission that each pair of players has to carry out. The organizers assign these Missions and they are the same ones for everyone taking part in each Round. Each Mission has a set number of playing Turns and a Time limit. After playing all the Turns, or once the Time has run out (depending on which happens first), you must count all the Points the players won, even supposing the Primary Objective of the Mission hasn't been accomplished.

Remark for Fair-Play : It is strictly forbidden, for anyone who has finished his own Round before time runs out, to take part or comment on games that are still being played. Of course he may watch other games, but must do so without commenting, suggesting or in any way bothering the concentration of the other contenders still playing their Round, **and will undergo a disqualification penalty or will be penalized in terms of Game Points, depending on what the Referees unarguably decide.**

- Play all Missions on 80x80cm playing areas with elements of the setting placed exactly in the same way for all tables.
- If a player notices anything wrong with how the playing board is set up and/or how the Opposing Team is formed and/or lined up, he must call the Excubitor before the Round starts; no matter how long it takes to clear things up, the whole time necessary will be made up at the end of the Round. If the Excubitor is made aware after the Round has started, he may take action as he sees fit and make changes to make the situation “legal” again. His judgement cannot be questioned and the Round will continue and will not be repeated, neither partially nor wholly.
- There is no time limit for every single “move” (activating each model), but all moves must take place within reasonable time (more or less within 2/3 minutes per “move”): The Referees may unquestionably take action and prompt a player to make his move if he seems to be “playing for time” so as to reach the time limit while he is winning.



- During the Tournament you **MUST** use all the Status Markers next to the Model's Profile Cards and/or on the playing area, as mentioned and specified in the Rulebook for "Fast Mindstalkers - Mission Middle Ages v.2.0" and following RuleX and Vexilla, so as to avoid any unnecessary dispute and waste of time.

Scores

- You score **Game Points** by eliminating your opponent's models and by accomplishing specific Mission objectives. For each player the following aspects must be taken into account:
 - Having accomplished the Primary Objective: its Value in Points is specified for each Mission
 - Having accomplished each Secondary Objective, if any: its Value in Points is specified for each Mission
 - Any Bonus points you win for accomplishing any combination of Objectives (the Value in Points of these Bonuses is specified for each Mission), and/or for having eliminated the Standard Bearers or seizing the Standards (see below).
 - Each model you eliminate (including Cavalry models) is worth to the opponent as many Game Points as the Model Cost, and at the same time means for the owner of the eliminated model **losing** Game Points worth half as much as the Model Cost (rounding down the value). However, if only the Horse is eliminated from the Cavalry model and the knight is still playing at the end of the Round, the opponent wins 100 Game Points while the owner loses 50.

Scores for Standards and Standard Bearers

As specified in the Model's Profile Cards and in the Special Skill Card "Standard Bearer", because of the honour implied in carrying it, the Standard Bearer models cannot drop or pass the Standard to others. However, if the model is eliminated the Standard becomes a portable Object that any model can pick up, whether friend or enemy. Therefore:

- If, at the end of the Round, a Faction's Standard has fallen in the opponent's hands (or the opponent has taken it off the playing area), the opponent wins a Bonus 60 Game Points (if the Standard is "normal"), otherwise a Bonus 100 Game Points (if it is the Army Grand Standard).
- If, at the end of the Round, a Faction's Standard is on the ground (therefore neither Faction is holding it), the opposing Faction wins a Bonus 30 Game Points (if the Standard is "normal"), otherwise a Bonus 50 Game Points (if it is the Army Grand Standard).

In either case the Standard Bearer's owner gets a penalty worth **the whole Model Cost** and not half the value, as would happen for other models.

- Otherwise, if a model of the same Faction retrieves the Standard and now holds it (or a friendly model carries it off the playing area), the penalty for losing the Standard Bearer is the same as for other models.
Please notice that only the "original" Standard bearer (the model with this "office" at the beginning of the game) can cause the complete penalty: any model that later picks up the Standard and thus becomes Standard Bearer will only cause a penalty worth half its cost, as for all other models.

- Therefore, at the end of the Round, simply add the value in Points by summing Objectives, Bonuses and eliminated opponent's models and subtract your own eliminated models to calculate the Final Game Score for each player.
Then calculate the difference in Final Scores of the Round for the pair of players and the **Match Points** are assigned as indicated in the following table:



Game Point difference		Result...		Match Points assigned	
From...	...To	...for the Winner	...for the Loser	to the Winner:	to the Loser:
0	250	Tie		5	5
251	500	Narrow Victory	Narrow Defeat	6	4
501	1000	Victory	Defeat	7	3
1001	1500	Great Victory	Scalding Defeat	8	2
1501	...or more	Glorious Victory	Thrashing Defeat	10	0

You must add **3 Bonus Match Points** for the player who manages to accomplish the **Main Objective** of the Mission (even supposing the player has come out as Loser after counting the Game Points).

Notice that for some Missions the Objective may award each player a 1 Match Point Bonus, if the objective is still in contention at the end of the Round; this grant must be expressly specified in the Mission, otherwise any Objective, whether in contention, not reached or lost (for instance if an object is retrieved but then left or lost on the battlefield) will not award any Bonus.

When each Round ends, the sum of all **Match Points** from the previous Rounds will set the players' standing in the table (and therefore will be used for pairing up in the following Round).

- The players ranked first, second and third at the end of the 3 Rounds will be awarded a Prize.

How to make each player's Team

- Each team must be worth 1500 Points (+ or - 10 Point allowance).
In order to reach this Value you can customize models using the Cards of the "Special Skill" Deck and/or the "Weapon&Object" Deck you will find on the official Mindstalkers website. You can assign 1 Special Skill Card for each model (whether Infantry or Cavalry), and 2 different Weapons/Equipment Cards (for each Infantry model). You cannot assign "duplicate" Skills (for instance, you cannot buy "Standard Bearer" for a model who already has this Skill in his Profile Card).

You cannot ever make a model's value lower by removing weapons, equipment, Special Skills or PSI Powers already on the Model's Profile Card.

- Each Team must have one model Ranked 4, 5, 6 or S, and at least 2 models Ranked 3 or less.
- Each Team can line up at the same time (therefore excluding the Reserve) up to **15** models. There is no minimum number of models.
- You can line up in the same Team two of the same Characters (for "Character" we mean a model with a specific name, such as Malachia, Fredrik von Lizemburg, etc.).



- You are allowed to line up multiple (same) generic models (therefore without a specific name, such as Archer, Templar Initiate or Teutonic Sergeant) within the same Team.
- "Custom" models are not allowed (customization can be done only with Cards from the Special Skill and Weapons&Objects Decks). You are allowed to customize the looks of a model but the looks will not alter the features on the customized model's Profile Card.
- Each Team must have at least half the models, rounding up, coming from the Faction you are playing (therefore a player from the Shadow Templars must have at least 4 models from the Shadow Templars if he lines up 7 models. The remaining models can come from other Factions (although obviously they don't necessarily have to), according to the Mercenary Rules hereunder.

Allied and Mercenary models

Each Faction playing has its own history and its own political and "philosophical" guidelines that will allow it to make alliances and/or hire soldiers, specialists or mercenaries from other Factions. On the other hand, alliance with other factions will undoubtedly be impossible. In order to use allied or mercenary models in your Faction's Team, use these rules:

- 1) You can use as Mercenaries only the models ranked 1, 2 3 or 4. This rules out all other Ranks.
- 2) Check the table below to see which Factions are allowed to make alliances (or supply mercenaries) to yours: choose the row with your Faction, and then look where your row crosses the columns to see if you can choose that faction ("Yes") or not ("X").

		2. Can count on ...							
		Duchy of Milan	Republic of Venice	Order of the Shadow Templars	Great Priory of the Ospitaliers			Order of the Teutonic Knights	Guild of Rogues
					"Ordinary" Troops	Hunters	Murderers		
1. FACTION:	Duchy of Milan	X	Yes	X	Yes	X	Yes	Yes	
	Republic of Venice	X	X	Yes	X	Yes	Yes	Yes	
	Order of the Shadow Templars	Yes	X	X	Yes	X	Yes	Yes	
	Great Priory of the Ospitaliers	X	Yes	X			Yes	Yes	
	Order of the Teutonic Knights	Yes	Yes	Yes	Yes	Yes		Yes	
	Guild of Rogues	X	X	X	X	Yes	Yes	X	

- b) All the models you will use as mercenaries must come from the same Faction, apart from Hunters and Murderers (who secretly work for the Great Priory of the Ospitaliers, but who "officially" are independent mercenaries). Indeed, you can put only one Hunter or only one Murderer in any other Faction, even supposing you choose mercenaries who are not from the Ospitaliers.



Examples:

- The Duchy of Milan Faction may get up to half of its models from the Shadow Templars, plus one Hunter;
- The Republic of Venice Faction may get up to half of its models from the Teutonic Knights, plus one Murderer.
- The Teutonic Faction may get up to half of its models from Venice, plus one Murderer or Ospitalier Hunter.

Clearly there are just examples and a player may also have only one Hunter or Murderer and let the rest of his Team come from his own Faction (for instance, a Team completely made up of Shadow Templars may anyway line up a Hunter), or for instance only have mercenaries/allies from one eligible Faction, but neither Hunters nor Murderers.

NOTICE:

1) Any model you include in your Team, wherever it comes from and whether it's an ally or mercenary, will keep all the characteristics (Profile, Weapons, Special Skills, PSI Powers, etc.) listed in his Profile Card.

2) A Standard Bearer model, even supposing it comes from a different Faction, will count as Standard Bearer of the Team it has "joined". **All** models belonging to his Team will benefit from his Modifiers.

Betrayals!

If a Faction lines up one or several models Ranked 1, 2 or 3 as Allies or Mercenaries from a different Faction and the opponent is playing with these models' Faction, the opponent may try to "corrupt" a model from its Faction so that it will betray its current Team. You can try this **only once per Game**.

This attempt **must** be made at the beginning of a Turn, **before you set the Initiative**, and **only after the third playing Turn (no sooner)**. After calling this intention, the player who wants to bring back the opponent's model must take a Will Test on the highest **WI currently** playing in his Team. If he fails the test nothing will happen and the model stays where it was.

If he passes it, the other player will also have to pass a Will Test on the highest **WI** playing in his Team. If he passes the test the model stays in his Team, otherwise the model moves over to the opponent's Team: from that moment onward the other player will use the model, and if it's killed the Points go to the original owner, now his enemy!!

NOTICE: This Betrayal Rule does not apply to all models **Ranking 4, all Cavalry models and all Hunters and Murderers** of the Grand Priory of the Ospitaliers (**no matter what Rank**), plus all Shadow Templar models.

Reserve

- You can (but do not have to) include in your Team from one to three "reserve" models; **before** starting each game, the players can replace from 1 to 3 models with others he kept as reserve, according to these Rules:

a) After the "replacements", the overall Team's Value in Points must be 1500 Points (with a + or - 10 Point allowance)



b) After the replacements, there must be at least one model Ranking 4-5-6 or S and at least 2 Ranking 3 or less

c) After the replacements, there must be at least half or more models coming from the Faction you are playing, even though there may be models originally from different Factions (for instance generic warriors, mercenaries, etc.)

d) After the replacements, the overall number of models must be less than 15.

Points for the National Points Table

The final Points Table for the Tournament will assign Points that set each player's Official standing in the National Points Table, that will be published on the official Mindstalkers website. These Points will be added to the Points won in other official M-Matches during the year and at the end of the year this Points Table will give rise to an invitational Final Tournament where the 2007 Mindstalkers National Champion will be decided.

The Points are awarded as follows:

Final Position in Table:	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th	11 th	12 th	13 th	14 th	From 15 th on...
Tournament Points Won:	25	21	18	16	15	14	13	12	11	10	9	8	7	6	5

These Points **are inclusive** of a 5 Point bonus awarded for taking part in the Tournament and therefore all players of a M-Match win at least 5 points, no matter their final position.

Notice: Players that finish an M-Match with a **negative** Final Score, will only win the 5 Points for having taken part and will be computed as having finished less than 14th, whatever their Final Standing (indeed, it may be quite good, supposing the players taking part are less than 14).

Playing material

The player has to bring along all the miniatures he needs and the Model's Profile Cards, markers, dice (d6 and d3) and a suitable measuring device (such as a measuring tape).

The Tournament Organization will provide a copy of the manuals (Core Rulebook, Vexilla, RuleX etc.), but we advise you to bring along your own copy to make any research quicker, so as not to slow down your game (and the others'!).

Signing in and documentation

You must e-mail to the Tournament Organization the list of models selected for your Team, including the "Reserve" models, to the email address included in the Tournament Announcement. You **must** also e-mail a copy to contact@mindstalkers.com within 2 days from Tournament date, so we can ascertain the correctness and suitability of the Team.

The Tournament's Head Excubitor will judge whether a Team is allowed to enter the Tournament if the player changes the list of models or didn't send the roster to the organization. This decision will be taken before the beginning of the tournament and cannot be debated.

In any case, once the Tournament starts you cannot change the Team Roster (including Reserves).