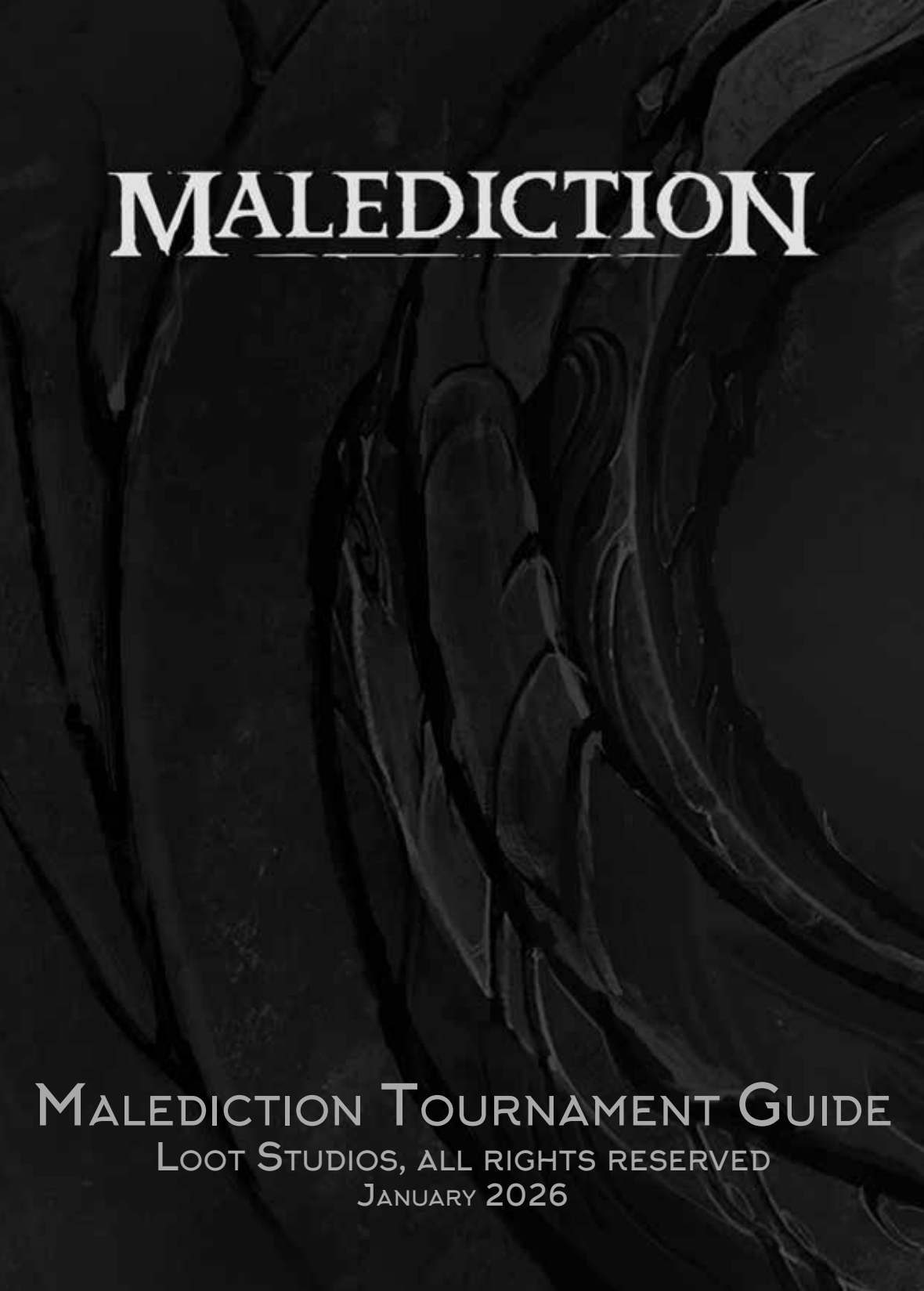




MALEDICTION

MALEDICTION TOURNAMENT GUIDE

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OVERVIEW

The Malediction Tournament Guide is a system for organizing tournaments and celebrating the game's competitive aspects, where players challenge one another to prove their mastery over the game's mechanics. These competitions follow the guidelines provided in this document.

ROLES AND CONDUCT

Every person attending the tournament is expected to act respectfully and take one or more of the following roles.

Event Organizer

Tournaments are run by an **EVENT ORGANIZER (EO)**, responsible for planning and overseeing the tournament. The EO's responsibilities include providing a welcoming space for players that is fitting for the size and chosen game mode for the event, organizing pairings for matches, and taking care of other logistical and communication aspects. The EO may also act as a judge in the absence of one and may rely on their judgment to cover any aspects not predicted in this document, always keeping the best interests of the participants in mind with transparency and clear communication.

It is the EO's responsibility to provide tables with adequate surface area to host the matches. This includes room for the battlefield, relic display, and extra room for players to place their decks, discard piles, banish piles, and undeployed miniatures.

Judge

The **JUDGE** is responsible for assisting players by answering rules questions and resolving rules disputes. The judge is also responsible for making sure participants follow the tournament guidelines and may recommend the removal of participants from the playing area and disqualification of a player to the EO, depending on the severity of the violation of the tournament guidelines.

Player

The **PLAYERS** are the ones competing and playing each match. While players of any level of skill are welcome and encouraged to take part in the tournaments, they are expected to be familiar with the basic rules of the game. Players are responsible for providing their own deck, side-deck, miniatures/

standees, dials/trackers, die, and measuring devices. In some cases, the EO may request players to bring their own terrain, but this must be informed before player subscriptions. Players are expected to be respectful and practice good sportsmanship.

Participant

A **PARTICIPANT** is anyone attending the event, in any of the aforementioned roles or simply as a spectator. Participants may not disturb ongoing games. Only the judge and the EO are allowed to assist players during matches. Participants are encouraged to help maintain an amicable atmosphere at the event and bring to the attention of the EO or judge any situation where they believe the guidelines provided here are not being followed.

Game Rules

Matches on tournaments follow the basic rules available at malediction.gg/game and the rulings on Malediction's official FAQ. If players cannot agree on a particular rule, the judge is the sole authority on the rules.

TOURNAMENT RULES

Game Modes and Board Size

Tournaments can be played in any official game mode or board size listed in the basic rules and official channels. Modes must be communicated by the EO before players enroll in the tournament, so that they can bring all the necessary components required and can properly prepare.

Player Conduct

Maintaining Game State

Players are responsible for maintaining the board state and tracking their resources by following game effects as stated on cards and the basic rules. Both players are responsible for remembering when non-optional abilities should take effect. Players may ask for the assistance of a judge to decide on rulings when something that could affect the outcome of a match is forgotten. Judges may warn players when misplays are affecting the continuation of a match and apply a penalty if they keep occurring.

Judges may also return/alter the game-state to any point they deem ideal for the continuation of the match.

Clear Communication

A certain level of imprecision when moving pieces is expected during the normal course of a match. When resolving any game sequence, it is important to clearly communicate intent to the opponent so that both players can agree that a play is legal under the game's rules or ask for the assistance of a judge. Like stated in the basic rules, players are allowed some flexibility to rollback actions and premeasure, but they must announce after committing to an action so that opponents may respond. Players are allowed to track a unit's health with dice instead of the damage tokens, but any form of tracking must be clear to both players. For instance, players must declare if they are counting up or down when tracking damage in relation to a unit's max health.

Cheating

Any form of cheating can instantly disqualify a player. It is the responsibility of the judge to investigate and determine whether a player is cheating and apply the appropriate penalty. Any participant may report to the judge if they suspect a player is cheating.

Etiquette

Many players put a lot of effort and care into painting and customizing their miniatures and terrain. It is considered good sportsmanship to only touch an opponent's models when required by the rules, or when allowed by that model's owner. You may choose to ask the opponent to position a miniature where you want to place it for game effects under your control.

Whenever a player shuffles a deck, they must hand the deck over to their opponent for the deck to be cut. Their opponent may choose not to cut the deck.

Slow Play

Intentionally taking too long to finish a turn is considered a form of stalling the game, and judges can decide to apply penalties according to the situation. A good rule of thumb is to consider 2 minutes per unit activation turn. While some interactions may cause an activation to last longer than that, add up the number of units on the board and multiply it by 2 to get an idea of how long a given game round should ideally last.

Penalties

Judges and EOs may apply penalties, disqualify players, and ban any participant who is not following the tournament guidelines. Common penalties for constantly having to give a warning to a player may range from a game loss to disqualification from the tournament at the discretion of the judges and EOs.

Pregame Information

Model Coherence

Players may opt to use either the official standees or printed models created by Loot Studios for tournament play. Painting the miniatures is highly recommended, but it is not necessary. Players are allowed some degree of customization to the pieces at the discretion of the judge as long as the models stay coherent to the units they represent and do not impact gameplay.

Card Legality

Only cards produced by Loot Studios are legal for tournament play. Players must adhere to format and game mode restrictions when building decks for tournaments, observing if there are any banned cards for that format.

Deck Construction

Deck lists must be submitted to a judge before the start of the tournament, respecting the time limit and style of submission determined by the EO. Deck checks can be done by judges or the EO at any point during the tournament. Decks that don't follow the basic rules for warband construction found in the game's manual will result in player disqualification. The following restrictions apply to all current game modes and formats of Malediction:

- Warbands consist of your choice of Seeker, its matching legacy, a terrain card, and a deck of 30-50 cards, respecting the deck construction rules in the manual.
- Players are allowed to have a side deck with a maximum of 7 cards.
- In team matches, one player submits the deck list for both players.

Shared Components

It is up to the EO whether to provide the following components:

- Playmats
- Relic Decks
- Husks
- Round Dials
- Terrain

If the EO needs players to provide any of these components, they must announce this before player subscription. In events where players provide these components, it is important to check if the components are following tournament rules and if all relics are accounted for. This is considered part of maintaining the game state and is a responsibility of the players.

TOURNAMENT STRUCTURE

Tournament Round

Each tournament round consists of a match of the game with players facing different opponents or teams each time.

Round Duration

The duration of a round depends on the game mode being played. For **STANDARD** tournaments, we recommend a tournament round of 60 minutes. For **ALLEGIANCE**, we recommend twice that amount.

Number of Tournament Rounds

The number of rounds for the event is determined by the EO according to the number of players and characteristics of the event. The number of rounds and the model of pairing are communicated at the start of the tournament by either the EO or a judge. The following is the suggested number of rounds based on the number of players or teams:

- 4 players/teams - 2 rounds.
- 5-8 players/teams - 3 rounds.
- 9-16 players/teams - 4 rounds.
- 17-32 players/teams - 5 rounds.

Tournament Duration

The duration of a tournament depends on the number of rounds, game mode, and pairing structure determined for the EO, plus any time required for preparation and handing of awards. Allocating around 8 hours for the event should be sufficient for most cases. You may use the schedule in this document as a reference. It considers a tournament for the Standard game mode with 9 to 16 players.

CHECK IN	30 MIN
PAIRINGS AND SETUP	15 MIN
ROUND 1	60 MIN
PAIRINGS AND SETUP	15 MIN
ROUND 2	60 MIN
BREAK	60 MIN
PAIRINGS AND SETUP	15 MIN
ROUND 3	60 MIN
PAIRINGS AND SETUP	15 MIN
ROUND 4	60 MIN
AWARDS	20 MIN

Pairings

The method of pairing is determined by the EO and communicated at the start of the event after the number of players has been set. For tournaments above 3 rounds, we strongly recommend using a method where pairings are randomly assigned for the first round, then based on the tournament points the team or player has, with players with more victories facing others with equivalent standing.

Match Structure

1. At the beginning of a match, players exchange deck lists for consulting.
2. Players may proceed to edit their decks with cards from their side decks.
3. A match is played, and the winner submits the result to the EO.
4. If no player achieves victory within the time limit of the tournament round, they must finish the current activation, and then the team/player with the most mastery wins, if both players have the same mastery, then the match is a tie, and one of the players must submit the result the EO.

Tournament Points

At the end of a match, players submit their results to the judge using the method determined by the EO and are awarded tournament points. The results must include the final mastery achieved for each player/team and who won the game.

- Victory: 3 Tournament Points
- Bye: 3 Tournament Points
- Tie: 2 Tournament Points
- Defeat: 1 Tournament Point

Mastery Differential

Players are ranked in standings by their total tournament points. In case of a tie, the player with the largest **MASTERY DIFFERENTIAL (MD)** is ranked higher. The MD is the difference between the mastery the winning player has over their opponent at the end of a game. Players who lose or tie a match do not gain MD for that match. At the end of a tournament, add up all the MD from each of a player's matches to tally their total MD.

Mastery Differential on Forfeit or Bye

When a player decides to forfeit during a match, the match instantly ends, and their opponent gains the mastery's worth of each relic not in their possession. If a player gets a bye, winning a game for having no opponents to face in the tournament round, then they get a MD of 20 for that match.

