

Manifest

Twisting Fates introduces a new model type to the Malifaux skirmish game: Avatars. Avatars represent a Master's ability to channel increased aetheric energy into itself, manifesting on the table during the Encounter as a new model with different stats and abilities. Avatars are not hired before an Encounter begins. Instead, players have the option of using some of their Soulstones to attach a potential Avatar to each Master during hiring. Once the Encounter begins, the Master must complete Manifest Requirements to unlock the Manifest Action which calls the Avatar into play. The full rules on how to attach and Manifest Avatars are included in this chapter.

New Model Type: Avatar The following rules apply specifically to Avatars:

- All Avatars are Unique.
- An Avatar must be attached to a Master during Crew Hiring (see Attaching Avatars below).
- Avatars can only enter the game through the (*) Manifest Action (see Manifesting Avatars below).
- An Avatar's Talents and Spells cannot be used or copied by another non-Totem model.
- Avatars can be affected by Talents and Spells that reference the model they replaced by name. Example: Kirai, Avatar of Vengeance remains a "friendly Kirai" for the Seishin's Spirit Sheath Ability.
- An Avatar counts as both an Avatar and Master for game effects, Talents, and Spells, unless they specifically state they affect or cannot affect Avatars. Example: An Avatar has the Use Soulstone Ability just like a Master does.
- An Avatar still counts as the Master it replaces for all Encounter purposes, included, but not limited to, calculating VP. Example: Marcus, Avatar of Instinct can complete Marcus' Master-specific Primal Source Scheme.

Attaching Avatars Avatars do not have a printed Soulstone Cost. Instead, when hiring his or her Crew, a player has the option of attaching one Avatar to each of his or her Masters by spending two Soulstones per Master from his or her available Soulstones. Each Avatar indicates which Master it can be attached to as an Avatar (Master Name) in its Characteristics. That Avatar may be attached to any one Master in the player's Crew with that name. Example: The Avatar of Dread lists Avatar (Seamus) in its Characteristics. This means that the Avatar of Dread can only be attached to Seamus, the Mad Hatter. The attached Avatar is not deployed at the start of the Encounter, but instead remains out of the game and cannot be interacted with by any game effects other than the (*) Manifest Action (see Manifesting Avatars below). Players must announce what Masters in their Crews have attached Avatars, but not specifically which Avatars, when announcing their Crew compositions.

Manifesting Avatars There are two components to Manifesting an Avatar during an Encounter: the Avatar's Manifest Requirements, and the (*) Manifest Action.

Manifest Requirements The first component in Manifesting an Avatar is the pair of Manifest Requirements. Each Avatar possesses two unique Manifest Requirements (sometimes referenced as Requirement), which can be completed in any order the player chooses. A Requirement indicates what the Master must do in order to check it off as completed. Once the Master satisfies the listed Requirement, the player checks off that Requirement as completed. Players can track their Master's progress toward completing these Requirements on the Avatar's Stat Card. Some Requirements can take multiple Actions or activations to complete. In these cases a Requirement has multiple bullet holes to check off. Check off the bullet holes as they are met, but the Requirement is not completed until they are all checked off. Some Requirements state they must take place over multiple activations or Turns; this is considered part of the Requirement. Some game events may contribute toward completing both of a Master's Requirements. When that can occur, the Master's player must choose which of the two Requirements the event will contribute toward. It cannot benefit both Requirements.

Manifest Requirement Example: Kill one enemy model with the Magician's Duel Spell. Colette du Bois must successfully kill one enemy model with her Magician's Duel Spell as one of her Manifest Requirements. Once she has done so, her player checks off the bullet hole indicating that Requirement has been completed.

Multi-Requirements Example: Successfully cast Illusionary Forest during two different Turns. For Lilith to complete this Requirement, she must successfully cast the Spell twice AND these castings must be on two different Turns.

Multi-Event Requirements Example: Inflict 10 Wd on enemy models with Spells. Successfully cast Inferno twice. Both of Sonnia's Requirements key off her Spells. When she casts Inferno she must decide whether the casting helps meet her Inferno Requirement, or her inflicting Wd Requirement. It cannot meet to both.

Manifest Clock	Turn	1	2	3	4	5	6	Requirements Met	Cannot Manifest	Cannot Manifest	Cannot Manifest
Manifest (2)	(1)	Choose (1) or (0)	(Automatic)	(Automatic)	1 Requirement Met	Cannot Manifest	Cannot Manifest	Cannot Manifest	Cannot Manifest	Cannot Manifest	Cannot Manifest
Manifest (All)	(2)	(1)	Choose (1) or (0)	(Automatic)							

The (*) Manifest Action The second component to Manifesting is the (*) Manifest Action. The AP cost of the Action depends on the Turn number and how many Manifest Requirements the Master has completed as indicated on the Manifest Clock above. It is important to note that a Master cannot Manifest its Avatar on the first turn of an Encounter. Once the Master completes one of its Manifest Requirements, it gains the (*) Manifest Action. Meeting the second Manifest Requirement reduces the Manifest Action's AP cost as indicated on the Manifest Clock. The Manifest Clock is reprinted on each Avatar's Stat Card for player reference.

Choose AP Cost When the AP cost for the Manifest Action is "Choose (1) or (0)", the Master's Controller can choose which AP cost to use. (Automatic) AP Cost Starting on Turn 6 (or Turn 5 if the Master has met both Requirements), when the Manifest Action's AP cost is listed as (Automatic) the Master must perform the Manifest Action at no AP cost at the beginning of its activation, before it can perform any other Actions. The Master can sacrifice (remove from its Soulstone Pool, not discard) one Soulstone each time it activates to avoid taking this Action. If the Master completes its second Manifest Requirement during Turn 5, once the event which completed the Requirement is resolved, the Master immediately takes the Manifest Action at no AP cost before it can take any other Actions, even those generated by a Trigger. The Master can sacrifice one Soulstone each time it activates to avoid taking this Action.

Automatic Manifest Example: Colette Du Bois has one Manifest Requirement completed. At the start of Turn 6 she must take the Manifest Action. Colette's player decides she would rather leave Colette's Master form in play, and therefore sacrifices one of her Crew's Soulstones to prevent it. Note, in Colette's case she must sacrifice the Soulstone, her Artificial Soulstone Ability would not apply. Colette continues her activation as normal. Later in the Turn, Colette Reactivates. She must again sacrifice a Soulstone or automatically take the Manifest Action.

Manifest Steps When a Master takes the (*) Manifest Action, its Controller takes the following standard Manifest Steps in order (these Steps are repeated on the Stat Card). Some Avatars require additional special Manifest Steps, such as placing Markers or Summoning/Placing additional models into play. These Steps are stated where appropriate in that Avatar's specific

Manifest Steps.

- Remove from the game all Totems attached to the Master.
- Replace the Master model with the Master's associated Avatar.
- The Avatar may immediately discard one Soulstone to make a Healing Flip.
- Replace the Master's stat card with the Avatar's stat card for the remainder of the Encounter.
- Continue the model's activation as normal for a Replaced model. Additional models Summoned or Placed activate as per the Summoning or Placing rules.

Manifesting Example: Jim is building a Colette Crew. He removes two Soulstones from his available amount and attaches the Avatar of Deception to Colette during Crew building. When it comes time to announce Crews, Jim states he has attached an Avatar to Colette, but does not specify the Avatar of Deception. Colette performs the Illusionist Action three times. These Actions must take place over at least two separate activations. Colette kills one enemy model with the Magician's Duel Spell. During the Encounter, Colette completes the Magician's Duel Requirement, filling in the bullet holes on her Avatar Statcard. On Turn Four, Jim decides to Manifest Colette's Avatar, and she takes the Manifest Action, checking the Turn 4 line of the Manifest Clock and paying the (1) AP cost for having met one Requirement. Jim then follows the Manifest Steps in order.

- Remove from the game all Totems attached to Colette Du Bois.
- Discard all Tokens and end all effects on Colette.
- Replace Colette with Colette, Avatar of Deception.
- Colette, Avatar of Deception may immediately discard a Soulstone to perform a Healing Flip.
- Place two additional Colette, Avatar of Deception models into play within 3" of the first.
- Using the Shell Game Ability, secretly nominate which model is Colette, Avatar of Deception and which models are the Decoys.
- Replace the Colette Du Bois stat card and this card with the Colette, Avatar of Deception stat card and the Decoy stat cards for the remainder of the Encounter. Then continue Colette, Avatar of Deception's activation as normal for a Replaced model.