

MALIFAU^X_{2E}

RULES MANUAL





Wyrd Miniatures, LLC
malifaux.com
wyrd-games.net

Customer Service Email - support@wyrd-games.net

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CREDITS

LEAD DESIGN

Justin Gibbs & Mack Martin

ADDITIONAL DESIGN

Matthew Anderson, Redd Cohen, Aaron Darland, David Hanold, Eric Johns, Jacqulyn MacHardy, & Dan Weber

WRITING

Owen Barnes, Justin Gibbs, Mack Martin, Charles May, Chrissy Monfette, Graeme Stephenson, & Dan Weber

ART

Alex Alexandrove, Lino Drieghe, Stéphane Enjorales, Hardy Fowler, Christophe Madaru, Pablo Quiliggotti, & Melvin de Voor

GRAPHIC DESIGN

Redd Cohen & Jorge Gomez

CREATIVE DIRECTION AND

MINIATURE DIRECTION

Nathan Caroland & Eric Johns

MANAGING EDITOR

Casey Johns

EDITING

David Hanold & Charles May

SPECIAL THANKS TO

Alex "Ratty" Cairns
James "mythicFOX" Doxey
Matt Kutchins
Michael "wrabbit37" Kelmelis
Chris "Thalaric" Slazinski

And very special thanks to all of our Playtesters, both behind the scenes and in the open beta!

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CH I: MALIFAUX BASICS

GAME OVERVIEW

Welcome to the character-driven world of the Malifaux skirmish game!

After the reopening of the Great Breach, a “Soulstone Rush” has brought the powerful, the desperate, the ambitious, and the cunning into Malifaux from Earthside. The once abandoned city now teems with life; a boom city with no need for hastily erected buildings. To call Malifaux dangerous is an understatement; the nights are filled with murder and the echoes of gunshots.

Only the Guild’s control of the Breach and regulation of the mining of Soulstones keeps Malifaux under its iron heel. The Arcanists engage in smuggling operations to move Soulstones back Earthside, bypassing the Guild. The ancient Neverborn will not easily surrender their lands to the human invaders, and take great delight in hunting down any human foolish enough to forget why mankind fears the night. All the while, the Resurrectionists exploit the unique necromantic dark arts possible in Malifaux. The Outcasts, a loose collection of mercenaries and other ne’er-do-wells, sell their services to the highest bidder when not pursuing individual objectives. The Ten Thunders crime family has infiltrated every level of society, pulling strings from the shadows. Last, but not least, the Gremlins of the Bayou are a constant nuisance to travelers and mining groups.

In this skirmish game, two players fight one of the infinite conflicts between these groups. Each player selects a Crew made up of individuals from one of the setting’s Factions and pits it against their opponent’s Crew in an Encounter. Each Turn players alternate activating their models, spending Action Points to move, Attack, cast spells, and generally wreak havoc on the opposing Crew. Malifaux does not use dice to resolve conflict, but instead uses a deck of cards, called the Fate Deck, to determine the winner and loser of each conflict. Can you command your Crew to achieve its schemes? There’s only one way to find out. Let’s get started!



WHAT YOU WILL NEED

Malifaux is a skirmish miniatures game for two players. Players need this rulebook as a reference during their Encounter. In addition, several other items are needed to play the game.

PLAYING AREA

A standard game of Malifaux is played on a table or other playing space that can accommodate the standard 3' X 3' Malifaux table size.

TERRAIN

Buildings, trees, and other types of scaled terrain lend to the game's enjoyment. Malifaux's geography and history ensure that just about anything in your terrain collection can find a home on a game table. Even a stack of books can serve as a barrier in a pinch.

MODELS

You will need several Malifaux models to simulate a clash between two Crews. Each player will need his or her own Crew. A model's accompanying stat cards will help you keep track of its rules during a game.

TAPE MEASURE

A tape measure (preferably one for each player) marked in inches is needed to determine movement, Attack ranges, and so forth.

FATE DECKS

Players in a game of Malifaux use decks of cards (called the Fate Deck) to determine game results. Each player will need his or her own Fate Deck. These are standard, 54 card, poker decks.

BASIC CONCEPTS

Before diving into the mechanics of how Crews lay waste to one another, a few general game concepts need defining.

MODELS

As Malifaux is a miniatures skirmish game, one of the key elements is the miniatures. Most of the game rules describe how these figures interact with one another and the table. In Malifaux, a model is a collection of things, including the figure itself, the base it is mounted on, and an associated stat card for the miniature. All of these things combine to describe the model, as it pertains to the game.

Models represent individual characters that are engaging in the conflict. Each model is defined by a collection of statistics. Statistics (stats) are numeric values that represent how well a character defends, attacks, casts spells, or how far they can move. A character capable of running very fast, for instance, will have a higher Walk (**Wk**) statistic.

Each model also has Abilities, which grant the character new ways to deal with situations. This can include immunities, special ways to defend or move, or anything that isn't already described by a model's statistics.

Each model has a number of Actions as well. These Actions are usually Attacks, but they can be a variety of other special maneuvers that a model can perform. Actions cover anything special the model does, like shooting a gun, clawing an enemy, or leaping through the air in a torrent of arcane energy to land in an explosion of debris and thunder.

ENCOUNTER

In Malifaux, an Encounter is the scenario which determines certain rules for the game. Players will generate an Encounter (see pg. 70) at the beginning of the game.

When players build an Encounter they will determine several variables, such as the conditions for winning, how players deploy models at the beginning of the game, and even where the terrain pieces will be placed.

CREW

Each player will be leading a Crew. At its most basic level, a Crew is a group of models that represent a group of characters that the player controls in an Encounter.

The Crews in Malifaux are chosen as part of the Encounter, and are hired after the players know a little bit about the rules of the Encounter.

Wyrd Miniatures sells Crew Boxes, which are often a new player's first entry into the game. These Crew Boxes contain a Crew that works well together.

When a player hires her Crew, one model will be chosen as the Crew's Leader. This is usually a Master, which is a powerful model that must lead a Crew if it is hired. Some Crews have a Henchman who can, in smaller games, also lead the Crew. The process for hiring a Crew is explained more on page 90.

SOULSTONES

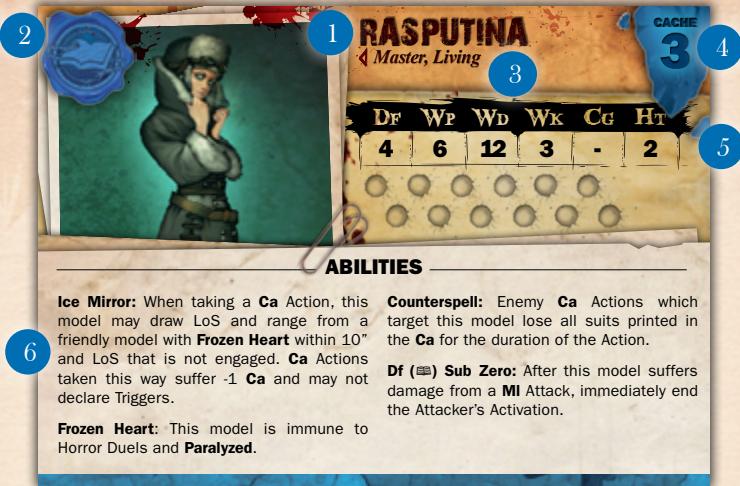
Soulstones are the basic currency that players use to balance two Crews for play in Malifaux. Each player will purchase a Crew of models using their Soulstones. Each player starts with the same amount to spend on their Crew's models and Upgrades.

Soulstones can also be added to the Leader's Cache to form the Soulstone Pool. There are uses described throughout the rules section for the Soulstone Pool. Usually, they are spent to improve or degrade the effectiveness of an Action. There is a synopsis of all the things Soulstones do on page 29.

MARKERS

Malifaux uses various Markers to track different game effects. Some of the rules require standard sizes for Markers and other types of templates, including 30mm and 50mm circles. Wyrd Miniatures sells 30mm, 40mm, and 50mm model bases which work perfectly for Markers and templates.





STAT CARDS

Every model has an associated stat card which lists the information required to use that model in the game.

1. NAME

This is the name of the model. Some rare mechanics may reference the model's name.

2. FACTION

This shows the Faction (or Facts) to which the model belongs. A model's Faction has several effects, from Crew selection to Upgrade options. A model's Faction never changes. There are seven Factions in Malifaux: Arcanists, Gremlins, Guild, Neverborn, Outcasts, Resurrectionists, and the Ten Thunders.

3. CHARACTERISTICS

Characteristics further define a model. Characteristics define a universal element of the model, and are referenced by other game effects. This can include a variety of terms, such as Master, or Beast. If a model is Undead, Living, a Henchman, or some other pre-defined type of creature in Malifaux, it will be noted here.

Many of these terms are simply keywords that Abilities and rules will use to determine legal targets (such as a power that only affects Undead). However, some characteristics will appear in *italics*. These italic characteristics have additional rules (often for hiring Crews). These characteristics are detailed starting on page 64.

ATTACK ACTIONS

(1) **Freeze Over** (Ca 7 / TN: 15 / Rst: Df / Rg: -6): Target model and all non-Leader models in base contact with it gain the **Paralyzed** Condition.

(1) **December's Curse** (Ca 7 / TN: 11 / Rst: Df / Rg: -12): Target suffers 2/4 /5 damage.
Surge: After succeeding, draw a card.
Overpower: After damaging, immediately take this Action again against the same target. This Action may not declare Triggers.

(0) **Biting Chill** (Ca 5 / Rst: Df / Rg: 2): Target suffers 1/2/2 damage.
One Thousand Cuts: After damaging, immediately take this Action again against the same target.

TACTICAL ACTIONS

(1) **December's Touch** (Ca 7 / TN: 11 / Rg: 12): Until the end of the Turn, target model gains the **Frozen Heart** Ability and the following Condition: "**Armor +2:** reduce all damage suffered by this model by 2, to a minimum of 1."
Surge: After succeeding, draw a card.

4. SOULSTONE COST OR CACHE

Cards list values for their Soulstone Cost and their Soulstone Cache prominently, as they are very important values.

SOULSTONE COST

This value is the number of Soulstones that the Crew must spend to hire the model during Encounter setup (pg. 71).

SOULSTONE CACHE

Masters are free to hire and therefore do not have a Soulstone Cost. Instead, they list a Soulstone Cache amount they contribute to a Crew's Soulstone Pool at the start of an Encounter. Henchmen can lead a Crew as well, and when they do, they will use their listed Soulstone Cache (see pg. 90).

5. STATISTICS

A model possesses the following statistics (stats), which represent its physical and mental strengths in numbers and sometimes suits. Stats are always capitalized and when abbreviated they are listed in bold. The higher the stat, the more powerful the model.

Walk (Wk): This is the model's distance, in inches, it may cover when moving.

Charge (Cg): A model performing the Charge Action moves up to this far toward its target. A **Cg** of “-” indicates the model cannot perform the Charge Action.

Height (Ht): The model's relative height in the game. **Ht** is used when drawing Line of Sight (see pg. 40).

Willpower (Wp): Willpower represents the model's strength of will, determination, and self-control.

Defense (Df): This is the model's skill at protecting itself from physical harm.

Wounds (Wd): This is the amount of damage a model can suffer before being killed.

Models also possess stats that are not listed in this block. The Melee (**Ml**), Shooting (**Sh**), and Casting (**Ca**) Stats. These represent skill with a specific Action. Actions that require a duel will list the stat that represents the relevant skill used in the duel.

6. TALENTS

A model's Abilities, Actions, and Triggers are collectively known as its Talents.

ABILITIES

Models have special Abilities that change how they interact with the rules, such as making the model difficult to damage, or giving it strange ways of moving. A model's Abilities are considered to be active during an Encounter unless otherwise indicated in their description. All Abilities are capitalized.

ACTIONS

Actions are special Attacks or maneuvers that a model can take when it Activates. Most Actions are described on the model's stat card, but there are some common Actions available to all models described on page 39. A model's Actions are split into two categories of unique Actions; Tactical and Attack.

Attack Actions are Actions that a target model resists, while Tactical Actions are those that an acting model performs without resistance from other models. See Actions on page 35 for more details on Actions. Action names are capitalized.

TRIGGERS

Triggers allow a model to change the results of an Action (when Attacking, being Attacked, or taking a Tactical Action). Triggers will require that a character has a suit (or multiple suits) in the final duel total.

If a Trigger is part of a specific Action it is listed below the Action's description. These are called Action Triggers and are part of the Action itself. This is most common with Attack Actions. The Trigger will modify the effects of the Attack (like dealing more damage or pushing a target).

A Trigger that is associated with the **Df** or **Wp** stats is a Stat Trigger. These Triggers can be used whenever the character is performing a duel with the associated stat. Most often, these are defensive Triggers that allow a character to defend themselves in clever ways.

7. BASE SIZES

All models are mounted on one of three round base sizes as indicated in their descriptions: small bases (30mm), medium bases (40mm), and large bases (50mm).

UPGRADE CARDS

Upgrade Cards represent special options that some models can access. This could be specialized spells prepared just for the battle, unique or rare equipment, or special tactics.

When some models are hired they may also have an Upgrade purchased and attached to them. This process is explained in detail on page 90.

1. NAME

This is the name of the Upgrade.

2. FACTION

This shows the faction to which the Upgrade belongs. A Crew may only purchase Upgrades for its models that are the same Faction declared by the Crew. If an Upgrade has two or more Faction symbols, it is available to both Factions.

3. SOULSTONE COST

As with models, each Upgrade has a cost in Soulstones that must be paid to purchase the Upgrade.

4. EFFECT

This section contains all the rules for what the Upgrade does mechanically.

5. RESTRICTIONS

Most Upgrade cards list one or more restrictions. This defines who can have the Upgrade attached to them, as well as how many copies of the Upgrade a Crew can have.

There are a variety of ways that an Upgrade might be restricted. These are detailed on page 90, under "Hire Crews."

The image shows a template for an Upgrade card. At the top, the number '1' is in a blue circle, followed by the title 'CHILD OF DECEMBER' in large, bold, white letters on a dark blue background. Below the title, the number '3' is in a blue circle, followed by 'Cost: 1 SS'. There are two numbered sections: '3' and '4'. Section '3' contains the text: '▶ Rasputina gains the following Attack Action: (0) Shatter (Ca 7/ / TN: 10 / Rst: Wp / Rg 10); Target a Paralyzed model. The target suffers 1/ to all duels for the remainder of the Turn.' Section '4' contains: '▶ Splinter: After succeeding, the target suffers 4 damage.' and '▶ Demolish: After succeeding, the target suffers 3 damage for each Upgrade it has attached.' Below these sections, the number '2' is in a blue circle, followed by the word 'RESTRICTIONS' in a black banner. Underneath the banner, the word 'Rasputina' is written in a smaller font. The entire card has a parchment-like texture and a decorative blue seal at the bottom.

THE FATE DECK

Central to the Malifaux game is the deck of cards that each player uses to determine game effects, which is called the Fate Deck (or deck). Each deck is comprised of 54 cards. Each player needs his or her own Fate Deck. Wyrd Miniatures produces an assortment of Fate Decks for Malifaux featuring the artwork of Malifaux, as well as the special suits and other player aids (such as damage notations).

If a player does not have a Malifaux Fate Deck available, a standard poker deck can serve as a Fate Deck.

THE CARDS

A Fate Deck consists of 54 cards. These cards are not very different from a standard poker deck, including aces, face cards, and both of the Jokers. In Malifaux, the ace is valued at 1, and the face cards are valued at 11 (Jack), 12 (Queen), and 13 (King). Each Fate Deck must contain the following 54 cards:

- 2 Jokers (1 Red and 1 Black)
- 13 ♀ (Rams) cards numbered 1 to 13
- 13 ■ (Tomes) cards numbered 1 to 13
- 13 ✕ (Crows) cards numbered 1 to 13
- 13 ♠ (Masks) cards numbered 1 to 13

VALUE

The value of a card ranges from 1 to 13. A card's value is often added to a model's stat when determining the results of a flip (see pg. 23) to resolve Actions. When the rules refer specifically to a Fate Deck card's value they are referring to the printed number on the Fate Deck card.

SUIT

The four suits are used when performing Actions, activating Triggers (see pg. 20), and for some special effects. When the rules refer specifically to a Fate Deck card's suit they are referring to the printed suit on the Fate Deck card.

JOKERS

The Red and Black Jokers in the Fate Deck represent the fickle nature of Fate.

RED JOKER

The Red Joker represents the whims of magic that rush to the aid of even the most downtrodden... albeit somewhat randomly.

USING A STANDARD POKER DECK

When a player uses a standard poker deck in place of a Fate Deck the standard suits represent the special suits of Malifaux.

- Hearts are Rams (🐏)
- Clubs are Tomes (建档立)
- Spades are Crows (🦅)
- Diamonds are Masks (.masks)

Like with a Fate Deck, a Jack is valued at 11, a Queen at 12, and a King at 13.

The Red Joker has a value of 14 and a wild suit. When the Red Joker is flipped or played, the owning player must immediately announce which suit the Red Joker will be during the Action. The Red Joker may also be chosen when a player is compelled to choose the lowest card, even though it is not the lowest card (although the Black Joker will still trump it). See page 17 (Fate Modifiers) for more information on this.

BLACK JOKER

In Malifaux, Bad Things Happen! The Black Joker is the agent of this terrible luck, and when it appears even the most powerful may fall.

The Black Joker has a value of 0 and no suit. The Black Joker must be used regardless of the number of cards flipped (see the Fate Modifiers, pg. 17).



THE CONTROL HAND

During the Turn players will have the chance to affect fate by using the cards in their Control Hand (or hand) to Cheat Fate or activate other Abilities or effects. The size of each player's Control Hand is six cards, although this can change with Abilities and game effects.

A player's hand refills at the start of each Turn. Players must be careful with how quickly they use their cards or they may be left with an empty hand when they need to Cheat Fate most. Additionally, there are some restrictions on when a player can (or cannot) Cheat Fate, which are described later. Use those cards wisely!

THE DISCARD PILE

Cards that have been flipped, cheated, or discarded are moved to the top of that player's Discard Pile face up. Players may not look through Discard Piles unless allowed to by a special rule. The top card of each player's Discard Pile should be visible to all players at all times. When a player moves multiple cards to the Discard Pile at once, she does so in whatever order she chooses, but must show all players what cards are being moved.

When the player would draw or flip from her Fate Deck and there are no cards left, the player shuffles her Discard Pile and uses it to refill her Fate Deck.

CUTTING THE DECK

A player must allow an opponent a quick cut whenever she shuffles the deck. A player can pass on cutting the deck, but the offer should always be made.

MEASURING

All measurements are made in inches, or fractions thereof. When measuring a distance between two objects on the table, measure from the closest point of one object's base to the closest point on the other object's base. All measurements between objects should be made using the shortest distances possible.

In Malifaux, all measurements are done from a top-down perspective. Elevation is not factored into the measurement, although model and object height are used in other ways.

PRE-MEASURING

Players are allowed to measure distances at any time during a game of Malifaux. Because models are constantly being moved on the table during a game, premeasuring allows players to have an accurate understanding of where those models are as well as area effects that may or may not influence their Actions. Players are encouraged to be respectful of one another when premeasuring and not delay the game or distract an opponent with constant measuring.



CH 2: CORE MECHANICS

Malifaux is a game about action and combat. Whether it is two gunfighters engaged in a quick draw competition to the death, an arcane sorcerer hurling bolts of green lightning, or a Guild thug kicking in a locked door, players need a way to resolve whether a model's Actions succeed or fail.

A model's stats are often part of this process, but sometimes the game simply needs to produce a random number. In both situations, Malifaux uses flips & duels.

Both flips and duels follow the same rules, but can be modified in several ways. These include Fate Modifiers, Cheating Fate, Soulstone use, and stat modifiers. In addition, duels have a unique way that they can be modified; Triggers.

FLIPS

When a flip is required, the model turns over one or more cards from the top of the Fate Deck to achieve a random number and/or suit. Flips are used to resolve simple situations, such as suffering damage or healing.

COMMON FLIP TYPES

A few special rules players will encounter make reference to specific types of flips being performed. The following is a quick list of when each type of flip occurs:

Attack flip: The Attacker's flip in an opposed duel.

Defense flip: The Defender's flip in an opposed duel.

Damage flip: A model's flip to deal damage to a target.

Healing flip: A flip that heals damage to a target.

Initiative flip: A player's flip during the Initiative Step.

DUELS

Malifaux uses a duel with fate (or duel) to resolve most game situations. There are two types of duel: Simple Duels and Opposed Duels. Simple Duels pit a model's stat against a Target Number (TN) to determine success, while Opposed Duels pit the stats of two models against one another.

All duels involve the model flipping one or more cards from the top of the Fate Deck and then adding one of the cards to a stat to calculate a total. Both types are detailed starting on pages 22-29.

FATE MODIFIERS OR

Normally, a player flips one card when performing a duel or a flip. However, some factors may increase or decrease the likelihood of success. These Fate Modifiers add additional cards to the model's card flip, possibly improving or interfering with the model's chance of success. There are two types of Fate Modifiers. A bonus modifier is represented by the  symbol, while a penalty modifier is represented by a  symbol.

Bonus modifiers () force a model to flip additional cards and then provide the model with a choice of which card to use. Usually the highest card is chosen, but there are situations in which the model might wish to use a lower card, such as when a specific suit is desired.

Penalty modifiers () force the model to flip additional cards and then use the lowest value card flipped. If two or more cards are tied for the lowest value, then the model may choose which of the lowest value cards is used.

When determining how many cards to flip, the  and  symbols will cancel each other out on a one-to-one basis. Therefore, Fate Modifiers applied to a flip are always completely , completely , or none at all, after cancellations.

Example: A Guild Guard is attempting to shoot a Bayou Gremlin, a common occurrence in Malifaux. Due to a variety of circumstances the Guild Guard has added   to his Attack Duel. The Gremlin, who has taken a firm political stance against wanting to be shot, has taken steps to add a  to the Guild Guard's Attack. The  cancels out one of the  symbols, but one  remains.

The model will flip one card plus one additional card for each Fate Modifier symbol (either  or ).

The maximum number of cards a model may flip is four, regardless of the number of Fate modifiers in effect.

Example: The Guild Guard flips two cards. One base, plus an additional card for the final  (after cancellations).

Once all cards are flipped, the model chooses one to use as its active card. A model flipping cards with one or more  chooses one of the flipped cards as the active card and



discards the others to the Discard Pile. A model flipping cards with one or more \square must choose the flipped card with the lowest value to be his or her active card and discards the others to the Discard Pile. If cards are tied for lowest value the model may choose which of those cards to use. The model cannot Cheat Fate if the flip had any \square .

Example: The Guild Guard, since he has a \oplus , may choose which of the two flipped cards he will use.

JOKERS AND FATE MODIFIERS

When a Joker appears in a flip, they are handled slightly differently. Each Joker has special rules that govern its interaction with Fate Modifiers.

Black Joker: Regardless of the modifier, if the Black Joker is flipped the player must choose it, even if there are one or more cards flipped because of a \oplus .

Red Joker: As long as the Black Joker is not also flipped, the Red Joker may always be chosen during a flip, even if there are one or more cards flipped because of a \square .

USE SOULSTONE

Models that have the Master or Henchman characteristic may use Soulstones to bolster their duels by adding a Fate Modifier or by adding a suit (or both). This is done before any flip is made, as described in the individual duel types (pgs. 30-33).

Add Fate Modifier: A Master or Henchman may spend one Soulstone to enhance the duel (depending on the type of duel).

- If the model is making a simple duel, it may spend one Soulstone to add \oplus to its flip.
- If the model is taking an Attack Action, it may spend one Soulstone to add a \oplus to its Attack flip.
- If a model is defending against an Attack Action, it may spend one Soulstone to add \oplus to its Defense Flip, and to impose \square to any damage flip it might suffer as a result of the Attack.

Add Suit: A model may also spend one Soulstone to choose a suit and add the chosen suit to its final duel total.

Example: The Judge is about to make a crucial Attack against Lilith and knows that success is paramount. The Judge declares his Attack Action. Lilith, as the defender, must declare her use of Soulstones first, so she declares that she will spend one Soulstone, granting her a \oplus to the duel and a \square to any damage flip if she loses the duel.

The Judge decides to use two Soulstones. He uses one Soulstone to gain \oplus to the Attack flip and spends the second Soulstone to add a \spadesuit to his final duel total.

CHEAT FATE

Once a model has chosen the active card from the flip (and any Fate Modifiers) it may then Cheat Fate. To do this, it replaces the active card with one from the player's Control Hand, discarding the old card.

However, if the duel had a Fate Modifier with one or more \square remaining (after cancellations), the player may not Cheat Fate.

While players may Cheat Fate on duels, damage flips, and healing flips, it is important to note that a player may not Cheat Fate unless specifically allowed. Players may not, for instance, Cheat Fate when flipping for initiative.

Example: Despite flipping two cards, the Guild Guard in the example above doesn't have a card high enough to hit that pesky Bayou Gremlin. Because he did not have any \square Fate Modifiers that were not canceled, he can Cheat Fate. He chooses to do so, using a high card from his hand.

JOKERS AND CHEATING FATE

When a Joker appears in a flip it will stop certain players from being able to cheat. If a player flips a Black Joker from her Fate Deck, she is not allowed to Cheat Fate. If a player's opponent flips a Red Joker from her Fate Deck, the player is not able to Cheat Fate.

BREAKING THE RULES

Models in Malifaux have many unique rules which override the core rules. This goes for any special rules, even those from terrain or an Encounter. When a special rule explicitly contradicts these core rules, follow the special rule rather than the core rule.

For instance, an Attack Action that states it does not require Line of Sight (pg. 40), is allowed to disobey the normal Line of Sight rules, and it may therefore choose a target in range, even if it cannot see it.

In the rare instance that two special rules contradict each other, the more specific of the two rules takes precedence.

TRIGGERS

A Trigger changes the result of a duel, usually by giving one or more of the models involved an additional effect beyond simple success or failure. Most models possess one or more Triggers, one of which can be declared when the model's duel total contains the appropriate suits (as shown in the Trigger's description). There are two types of Triggers, Action Triggers and Stat Triggers.

An Action Trigger is listed as part of an Action on the model's card. Whenever the model is performing that Action, it may use one of the Triggers available to the Action if the listed suit (or suits) appears in the final duel total.

An example of an Action Trigger looks like this:

- *Critical Strike*: When damaging the target, this Attack deals +1 damage for each ♠ in the final duel total.

A model's Stat Trigger is always listed with its Abilities, if it has any. Whenever the model is performing a Duel with the listed stat, the model may choose to use one of that stat's Triggers. Stat Triggers are most often associated with defensive stats.

An example Stat Trigger looks like this:

- **(Df) Sub Zero**: After this model suffers damage from a M1 Attack, immediately end the Attacker's Activation.

Additional Actions granted by Triggers do not cost the model AP to perform.

MATH

While not common, sometimes the game will require a bit of multiplication or division. These rules are designed to guide that process when questions arise.

ROUNDING

When the rules require a player to divide a number, the result is rounded up to the nearest whole number (one half of 7 would round up to 4, for instance).

MATH ORDER

Modifiers should be applied in the following order: Multiply, Divide, Add, and then Subtract.

MINIMUM VALUES

All stats, other than Wounds, have a minimum value of 1, regardless of how many modifiers are applied to the stat. Models with a value of “–” in a stat do not have the noted stat, and it may not be modified.

STAT MODIFIERS

These are the simplest way to modify a duel or flip. Stat modifiers are presented as a bonus or penalty to a stat under certain conditions. For instance, a model might gain +2 to its **Sh** on any Attack against a target within 6". In these cases, the **Sh** of the model is increased accordingly, but only for the purposes of resolving the duel.

Alternatively, the model might receive a bonus to the total, rather than the stat. In these cases, simply add the bonus to the total whenever it is calculated.

RANDOM DETERMINATION

When a randomly determined model is required by a model's Actions, that model's controller flips one card for each potentially affected model. The model with the lowest value flip is the randomly determined model. In the case of a tie, the acting model chooses which of the lowest models is the randomly determined model.

When a randomly determined player is required both players flip the top card of their deck. The player with the highest value flip is the randomly determined player. In the case of a tie, both players reflip until no tie remains.



SIMPLE DUELS

Not everything is a test of wills. Sometimes it is important to determine whether or not a model can succeed on a task, such as casting non-attack spells, arming explosives, or smashing down a barricade. Whenever a model performs a duel that is not resisted by another model, it is performing a Simple Duel.

When a model is called on to perform a Simple Duel it will appear in the rules as the model's stat vs. a Target Number (TN). The model will flip a card and then add the appropriate stat. If the total equals or exceeds the TN the model succeeds. To perform a Simple Duel follow these steps:

SIMPLE DUEL SEQUENCE

1. Declare Soulstone Use
2. Flip Fate Card and Add Stat
3. Choose to Cheat Fate
4. Declare one Trigger
5. Determine Success

I. DECLARE SOULSTONE USE

If the model is able to use Soulstones to enhance its duels, it must declare how many Soulstones it spends now (if any) and how it will be using them before flipping any cards (see pg. 18).

MULTIPLE MODELS

Sometimes multiple models are affected by a pulse or other game effect which requires them to perform Simple Duels at the same time. In this case, their controller resolves the Simple Duels in whatever order she chooses, completing one Duel before beginning another. If more than one player's models are affected, the First Player (see pg. 31) for the Turn must resolve her effects first.

WHO FLIPS?

The player who controls an Action flips for the model. This is usually the player who is in control of the model's Crew, but some Actions (like **Obey**) will temporarily change who the controller of an Action is.

2. FLIP FATE CARD AND ADD STAT

The model flips one card (plus any additional cards for Fate Modifiers) then chooses one flipped card as the active card and discards the others. See page 17 for more on choosing cards from Fate Modifiers. Add the current card to the required stat (both value and suit). This is the model's current duel total.

3. CHOOSE TO CHEAT FATE

If the model does not want to Cheat Fate it skips Step 3 and continues with Step 4.

When Cheating Fate, the model generates a new duel total accordingly, replacing the old duel total with one derived from the cheated card (see pg. 19).

4. DECLARE ONE TRIGGER

If the model's duel total meets a Trigger's suit requirement (see Triggers, pg. 20) it may declare it is using that Trigger. A Trigger's effect is resolved immediately unless indicated in the Trigger's description, as it may be resolved later. Some common timing terms used in Triggers are:

- *After succeeding*: These effects are resolved after Step 5, and only if the model wins the duel.
- *After failing*: These effects are resolved after Step 5, and only if the model fails the duel.
- *After resolving*: These effects happen after Step 5, regardless of success or failure.

FRIENDLY AND ENEMY

Some rules reference friendly or enemy models. From a mechanical standpoint, friendly models are any models that are on the same Crew as the model the rule is affecting. Enemy models are any model that isn't on the same Crew.

If a rule does not specifically state that it only affects friendly or enemy models (for instance legal targets for an Attack) then it can and does affect any model.

When a model's Actions are controlled by the opponent (for instance with the **Obey** Action) the model does not change which models are considered friendly, its friends are still its friends.

5. DETERMINE SUCCESS

If the model's duel total equals or exceeds the TN (which includes any required suits) the model has won the duel and resolves the results of a win.

If the model's duel total is less than the TN the model has lost the duel and resolves the results of a loss.

Once success or failure is determined, the cards in use are discarded, and then the results of the success or failure are resolved.

SIMPLE DUEL EXAMPLE

A Guild Guard must succeed on a **Wp** 13 duel to resist the horror of an enemy's **Terrifying 13** Ability. This is a Simple Duel using the guard's **Wp**, in this case 5. There are no Fate Modifiers affecting this duel.

1. DECLARE SOULSTONE USE

The Guild Guard does not have the ability to use Soulstones (as he is not a Master or Henchman), so he does not declare that he is using any.

2. FLIP FATE CARD AND ADD STAT

The Guild Guard flips one card, the 4X. He adds this to his **Wp** of 5 for a current duel total of 9X. A quick look at the duel's TN shows the Guild Guard that he is currently losing the duel.

3. CHOOSE TO CHEAT FATE

Because the Guard would prefer to not be **Paralyzed** and screaming, he Cheats Fate, discarding the 4X, replacing it with the 9H from his hand. His duel total is now $5+9H=14H$.

4. DECLARE ONE TRIGGER

Checking his Triggers, the Guild Guard finds that he does not have a **Wp** Trigger. If he did and its requirement was H he could have declared its use.

5. DETERMINE SUCCESS

The Guard's duel total of 14H equals or exceeds the **Terrifying** TN of 13, winning the duel. He is able to steel himself against the monster's presence instead of running off into the night screaming (see Horror, pg. 55).

DUEL STAT TYPES

Sometimes the rules will refer to duels by their relevant stat type, such as "**Wp** Duel." This is a reference to the stat a model is using to make the duel, and it is specific to the model.

For instance, when an Attacker pits the Attacker's **Sh** against a target's **Df**, the Attacker is making a **Sh** duel, and the defender is making a **Df** duel.

OPPOSED DUELS

Whether it is a powerful Arcanist hurling fire, or a single shot from a rifle that needs to take down a charging warpig, it is an Opposed Duel that resolves many Actions.

Opposed Duels occur between two models, most commonly to resolve whether or not an Attack is successful. In an Opposed Duel there is an Attacking model (the model that is acting) and a Defending model (the model that is targeted by the Attack Action).

When two models are called on to perform an Opposed Duel it will appear in the rules as the Attacking model's stat vs. the Defending model's Stat. When resolving an Opposed Duel the players follow these steps:

OPPOSED DUEL SEQUENCE

1. Declare Soulstone Use
2. Flip Fate Card and Add Stat
3. Choose to Cheat Fate
4. Declare one Trigger
5. Determine Success

I. DECLARE SOULSTONE USE

If either model is able to use Soulstones to enhance its duels, it must declare how many Soulstones it is spending now (if any) and how it will be using them, before flipping any cards (see pg. 18).

If both models are able to use Soulstones, the Defender must declare its use of Soulstones first.



2. FLIP FATE CARD AND ADD STAT

Both models simultaneously flip one card (plus any cards for Fate Modifiers), then choose one of their flipped cards as their active card and discard the others. See page 17 for more on choosing cards from Fate Modifiers. Both models add their active card to the stat they are using. This is each model's current duel total.

When either model has one or more  or , the Defender must choose which card she will use first.

3. CHOOSE TO CHEAT FATE

Each model now has the option to Cheat Fate (see pg. 19).

The model with the lower duel total must choose whether or not to Cheat Fate first. If the models' duel totals are tied then the Defender must choose whether or not to Cheat Fate first.

4. DECLARE ONE TRIGGER

Compare the models' duel totals. First, the model with the lowest total, or the Defender if the totals are tied, may Declare it is using a Trigger if its duel total meets a Trigger's suit requirement (see Triggers, pg. 20).

Next, the other model may announce it is using a Trigger if it meets the Trigger's requirements. A Trigger's effect is resolved immediately unless another time is indicated in its description, as it may be resolved later. Some common timing terms used in Triggers are:

- *After succeeding*: These effects are resolved after Step 5, and only if the model with this Trigger wins the duel.
- *After failing*: These effects are resolved after Step 5, and only if the model with this Trigger fails the duel.
- *After resolving*: These effects happen after Step 5 regardless of who wins the duel.
- *After damaging*: These effects happen after Step 5 and only if the target suffers 1 or more damage from the Action. These effects are resolved before the damaged model is removed if it was killed by the damage.

If two Triggers would resolve at the same time the Defender's Trigger is resolved first.

5. DETERMINE SUCCESS

If the Attacking model's duel total equals or exceeds the Defending model's duel total and any TN associated with the Action (which may include required suits), then the Attacker has won the duel and the Action succeeds. Apply results as applicable, which is often the Defender suffering damage or another ill effect.

If the Defending model's duel total exceeds the Attacking model's duel total, or the Attacker's final duel total fails to meet the TN of the Action (either by not meeting the value or the required suits), the Defender has won the duel and the Action has failed. Apply results if applicable, usually the Defender has simply avoided any negative results.

If the Opposed Duel is an Attack that deals damage, then the difference between the Attacker and Defender's final duel totals will also affect the amount of damage dealt. This is discussed in more detail on page 52, The Damage Flip.

Once success or failure is determined, the cards in use are discarded, and then the results of the success or failure are resolved.

ATTACKING FRIENDLY MODELS

Models can target other friendly models with Actions. The effects of the Action might prohibit the usefulness of this tactic, but it can nevertheless be done.

Whenever two friendly models are engaged in an Opposed Duel, the defending friendly model may choose to lose the duel. Before any cards are flipped, the Defending model may choose to relent. When this happens, the Attacker flips as normal, and the Defender flips no cards, it is instead assumed that the Defender tied the Attacker's final duel total, without any suits.

The Defender may not declare Triggers when it relents to an Action in this way, however the Attacker may still declare Triggers.

OPPOSED DUEL EXAMPLE

Seamus has decided that, like most days, he wants to commit just a wee bit o' murder. His chosen mark for this escapade is a "lucky" Freikorpsmann. Seamus declares his **Bag o' Tools** Attack Action (see pg. 35) against the Freikorpsmann, hoping to deprive the gentleman of critical organs.

1. DECLARE SOULSTONE USE

When both models are able to use Soulstones the defender must declare her use first. The Freikorpsmann does not have the ability to use Soulstones. Seamus is a Master, however, and declares that he is spending two Soulstones on the Attack. He declares that one will be used to add a + to the Attack Action, and the other to add a - to the duel total.

2. FLIP FATE CARD AND ADD STAT

Seamus and the Freikorpsmann both flip their cards and add their relevant stats. Seamus flips two cards (one as normal, plus one more for the + from the Soulstone). His cards are 6X and 11P. Seamus decides to use the 11P, discarding the rest, and adds his MI of 7 for an initial duel total of 18P-. (including the - from the Soulstone).

The poor Freikorpsmann flips only one card, a 3E, his Df of 5 makes his total a 8E.

3. CHOOSE TO CHEAT FATE

Now that the initial duel totals are generated, the Freikorpsmann must decide whether or not to Cheat Fate first, as he is currently losing the duel.

He decides that he wishes to Cheat Fate. The best card in his hand is a 10W, and he decides to use it, discarding the 3E and replacing it with the 10W. His new duel total is 15W.

Seamus accepts that he is only winning the duel by a small margin, and chooses not to Cheat Fate.

4. DECLARE ONE TRIGGER

The Freikorpsmann has no triggers to declare. Seamus declares that he is activating his *Make it Beautiful* Trigger.

5. DETERMINE SUCCESS

Seamus has a duel total of 18P-, which is higher than the Freikorpsmann's 15W. Seamus has won and will proceed to the Attack Action's results, which in this case is a damage flip against the Freikorpsmann (pg. 52).

USE SOULSTONE

The driving economic force within Malifaux is the Soulstone. These wondrous gemstones can't be mined on Earth, and their magical properties are so potent that murder is a small price to pay for even one small Soulstone.

In the Malifaux skirmish game, Soulstones serve not only as the chief currency for hiring a crew, but also as a potent resource on the table top. There are several different uses for Soulstones presented throughout this rulebook.

HIRE A CREW

Each player will have a set number of Soulstones from which they may hire a Crew. In addition, the Crew might spend some of these Soulstones to add to the Soulstone Pool, which may be used during the game. For more information on hiring a Crew, see page 90.

ENHANCE A DUEL

Some models can spend Soulstones from the Crew's Soulstone Pool to increase their chance at success. For more information on enhancing a duel, see pages 18-19.

REFLIP INITIATIVE

A player may spend a Soulstone from the Crew's Soulstone Pool to reflip initiative if she is unhappy with the result. For more information on initiative flips, see page 31.

DRAW ADDITIONAL CARDS

When drawing cards at the beginning of each Turn a player may spend a Soulstone from the Crew's Soulstone Pool to draw additional cards. For more information on drawing cards, see pages 30-31.

PREVENT DAMAGE

Some models can spend Soulstones from the Crew's Soulstone Pool to avoid suffering damage. For more information on damage prevention, see page 53.

CH 3: PLAYING THE GAME

A game of Malifaux, which we call an “Encounter,” is representative of a clash between two Crews. Players attempt to strategically maneuver their models and make use of clever attacks, feints, gambits, and sometimes blind lucky rushes.

The Turn structure and process by which all Encounters are played is discussed in this chapter. Chapter 4: Standard Encounters contains information and rules for players to determine the many variable rules that surround an Encounter, such as deployment area, or the conditions for victory.

With the aim of providing a tactical skirmish experience, play proceeds with a set sequence, called Turns. During a Turn both players will Activate their models in an attempt to defeat the opponent.

THE TURN

A game of Malifaux takes place over multiple Turns, during which each player Activates his or her models and performs a wide range of Actions with them in an attempt to snatch victory from the enemy.

Each Turn is broken down into four phases: the Draw Phase, where hands are refreshed, the Initiative Phase, where the First Player is determined, the Activation Phase, where the real Action takes place, and the End Phase, where end of turn effects are resolved. Phases are followed in order, with the steps within each phase also followed in order.

TURN SEQUENCE

1. **Draw Phase:** Shuffle Discard Piles, Discard Cards, Draw Cards & Meet Hand Size
2. **Initiative Phase:** Flip for Initiative, Use Soulstones, Determine First Player
3. **Activation Phase:** Players Activate Models
4. **End Phase:** Upkeep, Earn Victory Points, Check for Encounter End

DRAW PHASE

During the Draw Phase players have the opportunity to discard unwanted cards from their Control Hands and then refill them for the current Turn.

1. SHUFFLE DISCARD PILES

Players shuffle their Discard Piles back into their Fate Decks. Players should set aside their Control Hands so they do not accidentally shuffle their hand back into the deck as well.

2. DISCARD CARDS

Players may now discard any number of cards from their hands, making room for newer (and hopefully better) cards. During the first Turn neither player should have a hand, so this phase can usually be skipped safely on Turn 1.

3. DRAW CARDS AND MEET HAND SIZE

Players with fewer cards in hand than their maximum Hand Size draw cards until they reach that number of cards. Each player has a default maximum Hand Size of six cards, although Abilities and game effects may alter this.

The players may also spend a single Soulstone to draw two additional cards after drawing up to the Hand Size. The First Player from the previous Turn must declare this use of Soulstone first. If this is the first Turn, the player who deployed first must announce Soulstone use to draw first.

Once the players have drawn up to the maximum Hand Size and then drawn any additional cards, the players must discard cards down to the maximum Hand Size.

A player never ends this phase with more cards in hand than the maximum Hand Size, but effects that allow players to draw cards during the Activation Phase may exceed this limit.

INITIATIVE PHASE

The Initiative Phase is where the players decide who is going first in the Activation Phase. Each player will flip one card, and then have the opportunity to spend a Soulstone to reflip the card.

The players follow these steps:

1. FLIP FOR INITIATIVE

Players simultaneously flip a card. This flip is called the initiative flip. Compare the card values. If the players are tied, both players reflip before choosing to spend any Soulstones.

2. USE SOULSTONES

Beginning with the player who has the lowest value card each player may elect to reflip her card (or cards) by spending a Soulstone from her Soulstone Pool, even if one or more players flipped a Joker. Each player may only reflip using a Soulstone once per Initiative Phase. If the players are tied after choosing whether or not to use a Soulstone, both players must reflip.

3. DETERMINE FIRST PLAYER

The player with the highest value card may choose to be the First or Second Player for the remainder of the Turn.

ACTIVATION PHASE

Beginning with the First Player, each player nominates and Activates (see pg. 33) one of her Crew's models.

When it is a player's Activation she must choose and Activate a model in her Crew that has not yet Activated this Turn. A model may only Activate once per Turn unless it has the **Reactivate** Condition (see pg. 62), or another special rule.

Once the model's Activation is completed, Activation passes to the Second Player who then Activates one of her models, and then back to First Player and so on, in order until all models have completed their Activations.

If a player has no models left to Activate, her place in the Activation Order is skipped.

The Activation Phase ends once both players have Activated all of their models.

END PHASE

1. UPKEEP

The Upkeep Step is where the end of the Turn bookkeeping takes place. Effects that do not list a specific duration, or which end at the end of the Turn, end during the Upkeep Step.

In the unlikely event that the order in which multiple effects ending would affect the outcome, then the affected model's owning player determines the order in which they are resolved. If models from both players are affected, the First Player's models will resolve their effects first.

2. EARN VICTORY POINTS

Crews will earn **VP** for Strategies and Schemes (see pg. 81) that take effect at the end of each Turn during this step.

3. CHECK FOR ENCOUNTER END ON TURN 5

Beginning with the Turn 5, the First Player flips a card during this step. If the card value is 10+, the Encounter continues for another Turn. Increase the value needed to continue the Encounter by +1 each Turn after the fifth (end of Turn 6 requires an 11+ to continue, end of Turn 7 requires a 12+, etc.). If the flip is lower than the value needed, the Encounter ends and players total up their Victory Points.

Once the Encounter ends, players earn Victory Points (or **VP**) for achieving various goals if the rule states that the Crew earns **VP** at "the end of the game." The player with the most is declared the winner. This is discussed in more detail starting on page 93.

ACTIVATIONS

In Malifaux models are Activated individually, with each model spending its Action Points (AP) to perform Actions that can vary from a simple walk across a courtyard to a mighty breath of fire on its enemies. Once an Activated model has spent its AP the opposing player then gets to Activate a model and spend its AP. When a player Activates one of her controlled models the Activation follows these steps in order:

1. Resolve “Activation” Effects
2. Generate AP
3. Take Actions
4. End Activation

RESOLVE “ACTIVATION” EFFECTS.

Some game effects state they resolve “at the start of the model’s Activation.” These effects take place now. A model’s controller chooses what order these effects resolve on the model if more than one occurs at the beginning of the model’s Activation.

CHAIN ACTIVATIONS

Some models will have Abilities that allow them to Activate under certain conditions. The most common of these is the “**Companion**” Ability, which allows the model to Activate when a friendly model ends its Activation within 6”.

These Abilities trump the normal Activation sequence (alternating between players) and can allow one player to Activate two models in a row. However, a player can never declare the use of more than one such Ability between her opponent’s Activations. In this way, a player can never Activate more than two models in a row without her opponent having an opportunity to Activate a model.

A model can not use these Abilities to Activate if it is not eligible to Activate normally at that point in the Turn. For instance, a model that has already Activated (and doesn’t have the **Reactivate** Condition) cannot use **Companion** to Activate again during the Turn.

GENERATE AP

Models use AP to perform their Actions. Each model now generates 2 general AP (Masters generate 3), which can be used for most types of Actions the model is allowed to take. The model may possess other Abilities or Conditions that increase or decrease the number of general AP it generates, or generate AP that can only be used in specific ways.

A model may only gain extra AP from a source once. For instance, a model that gains the **Fast** Condition multiple times would only gain the benefits of **Fast** once. However, different sources stack, so a character with **Fast** and **Melee Expert** would gain an additional general AP (from **Fast**) and an additional AP for **M1** Actions (from **Melee Expert**).

Example: Candy generates AP. She begins with 2 general AP, but has the Ability **Casting Expert**, giving her +1 AP, which can only be used for **Ca** Actions. Candy begins her Activation with 2 general AP and 1 **Ca** Action AP.

TAKE ACTIONS

The model now spends its AP on Actions. Each Action costs a specified amount of AP (usually 1 or 2). If the model does not have enough AP to spend on the Action, it cannot take the Action.

When a model has taken all the Actions it wishes to, it moves to the End Activation phase. A model is not required to spend all of its AP, but otherwise ends its Activation when it cannot take any more Actions.

END ACTIVATION

Any game effects that happen at the end of the model's Activation are resolved now. As with start of Activation effects, the controlling player determines the order in which the effects resolve.

After effects are resolved any unspent AP are lost, and the model's Activation is over.

ZERO AP ACTIONS

Some models will have Actions that have an AP cost of 0. A model may take only one of these “free” Actions per Activation.

ACTIONS

From charging across the hardpan of the Badlands, to unloading a pair of Peacebringer revolvers into an enemy, to summoning the dead; models in Malifaux have a range of Actions they can perform during their Activations. Some Actions, like the Walk Action, are standard to all models, while others, like Sebastian's **Bloody Harvest** Action, are unique to specific models.

Actions are listed on each model's stat card. The Action's AP cost is in parenthesis, then the name of the Action, then the Action's effects. An Action's AP and name are capitalized and in bold so that they are easy to recognize.

Whether standard or unique, all Actions fall into two categories, they are either Tactical Actions or Attack Actions.

RESOLVING ACTIONS

Resolving Actions is a fairly straight forward affair. The model simply proceeds through four steps, regardless of Actions type (Tactical or Attack). During a model's Activation, the following steps are used to resolve an Action by the model:

1. Declare Action & Spend AP
2. Perform Duels
3. Resolve Results

1. DECLARE ACTION AND SPEND AP

The player begins an Action by announcing to her opponent what Action the model is taking. This is done for clarity, and because some models might react to certain Actions. The most common reaction is a disengaging strike, which will prevent a model from moving out of engagement range.

The model also spends the AP required to perform the declared Action. If the model does not have enough AP required for the Action, no AP are spent and the Action is ended without any further effect.

The model also declares any variable in the Action. This depends on the Action, as some Actions have different variables, or affect multiple targets.

It is during this step that the model declares a target. Unless specified by the Action, the target must be in range, and the model must have Line of Sight to the target. Line of Sight (LoS) and Range are discussed further on page 40.

Sometimes a target will have special Abilities (such as **Terrifying**) that requires a duel in response to being targeted. These duels are handled now, after AP is spent and targets are declared.

2. PERFORM DUELS

If the Action requires a duel to be successful, the model now performs the duel (see pg. 22-29).

If the model does not succeed on any required duel, then the Action does not resolve its effects. However, some models may have Stat Triggers that will be resolved if the Action fails, so there may still be other results to resolve.

If no duel was required, then the model simply performs the effects of the Action (such as moving, or taking a swig of moonshine).

3. RESOLVE RESULTS

After the duel is completed, the model performs the Action's effects. The most common effects are dealing damage (see pg. 51) and movement, but other things can occur.

Effects can be extremely varied, and are therefore detailed later. Resolving movement effects is described on page 44, dealing damage is detailed on page 51, and healing effects are described on page 53.

ACTIONS CAUSING ACTIONS

Some Actions will force or allow a model to take another Action. If an Action calls for another Action to be taken (such as Charge or “**Make A New Entry**”) then the additional Action or Actions do not cost any AP. The original Action is not considered resolved until the new Actions are also resolved.

Some Abilities may force models to do something when declaring an Action (such as taking a duel for **Manipulative**). For these Abilities, each new Action generated triggers the Ability separately.

IMMUNITY

A model immune to a game rule cannot be affected by that rule. The model never performs a duel to which it is immune. A model immune to Horror Duels, for instance, simply does not perform the duel.

A model immune to a Condition can never receive the Condition. If an Attack (or other source) causes damage and applies a Condition to a model, the model still suffers the damage, but it would not gain the Condition if it is immune. If a model gains immunity to a Condition while it has the Condition, it immediately removes the Condition.

TACTICAL ACTIONS

Those Actions that do not require an opposed Duel are called Tactical Actions. Tactical Actions may still require a Simple Duel, but they are not resisted by another model.

Some Tactical Actions also have Simple Duel variables in parentheses after the name (such as **Ca** or **TN**), if the Action requires a Simple Duel. First the required stat (and its value) is listed, then the TN of the duel is noted, and finally the maximum Range (**Rg**) the Action can affect.

If the duel is successful, the listed effect, which starts on after the colon, is resolved. Some sample Tactical Actions look like this:

(1) Take a Swig: Target model within 2" heals 1/2/3 damage.

(2) Ya'll Watch This (Ca 4 / TN: 12 / Rg: 02): All models in range suffer 3 damage. Sacrifice this model.

The **Take a Swig** Action shown above does not require a duel; the model simply declares the Action and a target model within 2" and LoS to make a healing flip. However, the Gremlin's **Ya'll Watch This** Action requires it to succeed on a TN 12 Simple Duel to generate the effect following the colon. If it does not win the Simple Duel, it does not deal 3 damage to models in range or sacrifice itself.

ONCE PER TURN ACTIONS

Some Actions note that they can only be taken “once per Turn.” This only refers to the individual model. Although the model may only take the Action once per Turn, other models may still take the Action.

ATTACK ACTIONS

Any Action a model performs which requires an Opposed Duel is considered an Attack Action. Not all Attack Actions deal damage (although many do), some simply move a target, or give them a negative effect.

All Attack Actions have variables presented within parentheses after the name. First the Attacker's stat (and its value) is listed. Next, the Defender's resistance stat for the Opposed Duel is noted, so that the target may resist the Attack. Some Attacks will also list a TN that must be met or exceeded for the Attack to succeed. Lastly, the maximum Range (Rg) the Action can affect is listed. Range may also have a \mathbb{W} symbol denoting a Close Attack, or the $\mathbf{\Gamma}$ symbol denoting a Projectile Attack.

If an Attack has any Triggers, they are listed below the Attacks description.

Attack Actions require a target and LoS (see pg. 40). In addition, a model may never target itself with an Attack Action, unless specifically allowed by another rule.

If the Attacker wins the duel (and equals or exceeds any TN), the effects of the Attack are resolved, usually by dealing damage to the Defender. A sample Attack Action might look like this:

(1) Peacebringer Blade (Ml 5 / Rst: Df / Rg: \mathbb{W} 1): Target suffers 2/3/4 damage.

$\mathbf{\Gamma}$ *Critical Strike:* When damaging the target, this Attack deals +1 damage for each $\mathbf{\Gamma}$ in the final duel total.

PROJECTILE ATTACK MODIFIERS

Projectile ($\mathbf{\Gamma}$) Attack Actions fire an object (such as a bullet or arrow) at a target. These Attacks suffer from certain penalties and restrictions, which are noted here for ease of reference:

- A model cannot perform a $\mathbf{\Gamma}$ Attack Action while it is engaged with an enemy model (see pg. 48).
- A model's $\mathbf{\Gamma}$ Attack flip receives \square when Attacking a model in cover. (see pg. 42).
- A model randomizes its target when targeting a model which is engaged in melee (see pg 45).

GENERAL TACTICAL ACTIONS

There are some things just about anyone can do. By default, all models may perform the following Tactical Actions, even though they will not be listed on the model's card.

(2) Charge: Target a model within LoS. Move this model up to its **Cg** in a straight line. This model must end the move with the target model within its engagement range or this Action may not be taken. This model then takes two Range  Attack Actions against the target model. Each of these Actions must have an AP cost of 1. A model may not declare this Action if it is engaged (see Engagement, pg. 48) or if it has a **Cg** of “—”.

(#) Defensive Stance: The model may discard a card. If the model does so, it gains the following Condition until the start of its next Activation a number of times equal to the AP spent on this Action: “**Defensive +1:** This model gains  to all **Df** duels.”

For instance, a model that spends 2 AP on a Defensive Stance Action may discard a card to gain the **Defensive +1** Condition twice (stacking to **Defensive +2**).

(1) Focus: The model gains the following Condition until the end of the Turn: “**Focused +1:** This model may remove this Condition when declaring an Action to gain a number of  to the Action’s duel and damage flip equal to the value of the **Focused** Condition removed.”

(1) Walk: This model moves up to its **Wk**.

(#) Interact: This Action is performed as part of another rule (usually a Strategy or Scheme). The effects of the Action are listed in the individual rule descriptions.

A model may not declare this Action if it is engaged, unless the Interact Action targets an enemy model.

PLACING SCHEME MARKERS

A model may take a (1) Interact Action to place a Scheme Marker in base contact with itself and not within 4” of another friendly Scheme Marker. Scheme Markers help achieve certain Schemes (see pg. 84).

This Scheme Marker is always considered friendly to the crew of the model that placed it, regardless of who controlled the Interact Action.

A model may take this Action even if its Crew has not selected any Schemes which require Scheme Markers.

A model may take a (1) Interact Action to remove all enemy Scheme Markers in base contact with it. For more information about Scheme Markers, see page 57.

RANGE & LINE OF SIGHT

Actions usually have a Range associated with them. Actions that do not have an associated Range are usually those that affect only the acting model. To determine if a model (or other object) is in range of the Acting model, measure from base to base. If the distance between the two bases is equal to or less than the Range of the Action, then it is within range, and the Action can take effect.

DRAWING LINE OF SIGHT

Any Action that has a target will also require that the acting model is able to see the target. A model's Line of Sight (LoS) represents what it can see on the table. A model either has LoS, or it does not (No LoS).

When determining if a model has LoS, the players should note that:

- Models do not have a specific facing; they can see in any direction at any time.
- All objects in play have a base. Most models are mounted on 30mm, 40mm, or 50mm round bases. The area of table space a piece of terrain takes up is its base (see Terrain, pg. 72).
- Models always have LoS to themselves.
- Players may check LoS at any time, to prevent them from declaring Actions against illegal targets, and so that they may make informed tactical decisions.

TERRAIN TRAITS

Terrain is defined by the traits that it possesses. For Line of Sight purposes the relevant traits are blocking, dense, hard cover, and soft cover. All other terrain traits effect movement, rather than LoS.

Traits, and how they are assigned, are discussed in detail starting on page 73.

LINE OF SIGHT LINES

To determine LoS from a model to a target, the players will draw a series of imaginary straight lines from the acting model to the target model. These LoS lines are drawn from anywhere on the acting model's base to anywhere on the target's base. We assume models represent non-static characters who bob and weave a bit on the tabletop, and using the base to determine LoS serves to represent this.

“WITHIN”

When an Action States that an object must be within a distance, if any portion of that object's base is at that distance or closer it is considered within the stated distance.

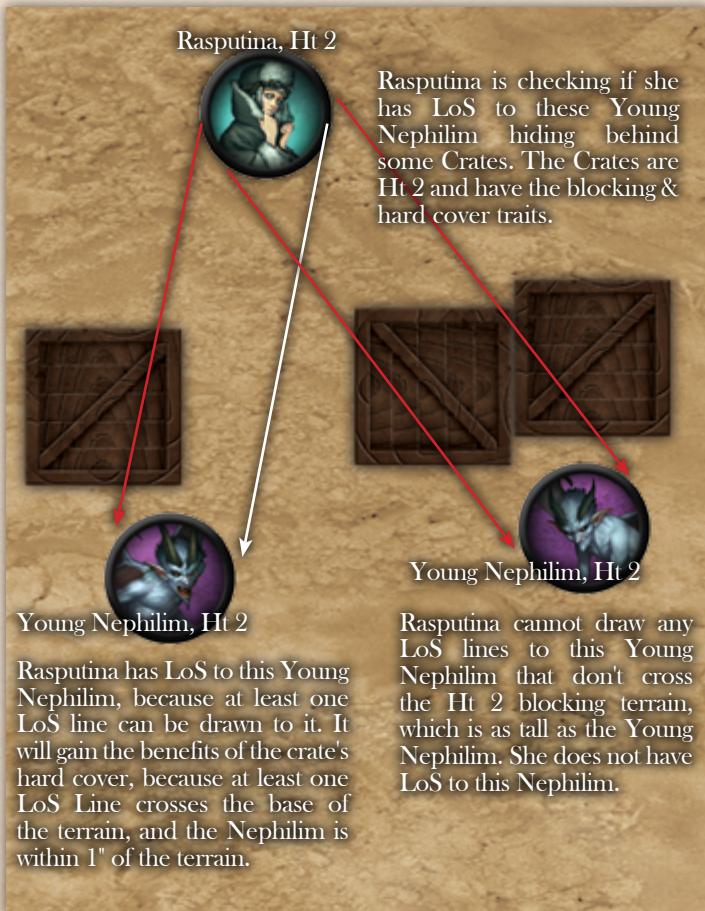
When drawing LoS to an object, the lines are drawn from a “top down” view ignoring all vertical height. The model’s **Ht** stat does, however, come into play when determining the quality of the LoS.

LINE OF SIGHT

A model has LoS to a target if at least one of the LoS lines drawn between the acting model and the target does not cross intervening blocking terrain or models.

NO LINE OF SIGHT

A model has No LoS to a target if no LoS line can be drawn between the acting model and the target model without crossing blocking terrain or the base of another model (friendly or enemy). If an Attacker has No LoS to a model, then that model is not a valid target, unless otherwise noted.



ELEVATION

The **Ht** of the acting model, target, and intervening objects can effect whether or not the acting model has LoS. If the blocking object (terrain or model) between the Attacker and target has **Ht** lower than the Attacker or target's **Ht**, then the blocking object is ignored for LoS quality (but not cover).

VANTAGE POINTS

Terrain which is **Ht** 2 or greater, and that models may stand on (such as the roof of a building), is considered vantage point terrain. When the acting model is on (or is targeting a model on) vantage point terrain, then LoS lines must be drawn diagonally, rather than using a top down view. If the model on vantage point terrain is within its **Ht** of the ledge it is standing on then ignore the ledge it is standing on when drawing LoS.

Drawing LoS lines diagonally is similar to drawing them normally, with a few exceptions:

- Models between the acting and target model which are below the vantage point model are ignored.
- Terrain that is equal to or less than the **Ht** of the lower model is ignored for LoS (but not cover).
- Any LoS lines which pass over the base of blocking terrain (which isn't otherwise ignored) at a point within the terrain's **Ht** are considered blocked.
- Cover is determined normally.

If the acting model and the target model are both on vantage point terrain with the same Height, LoS is drawn normally.

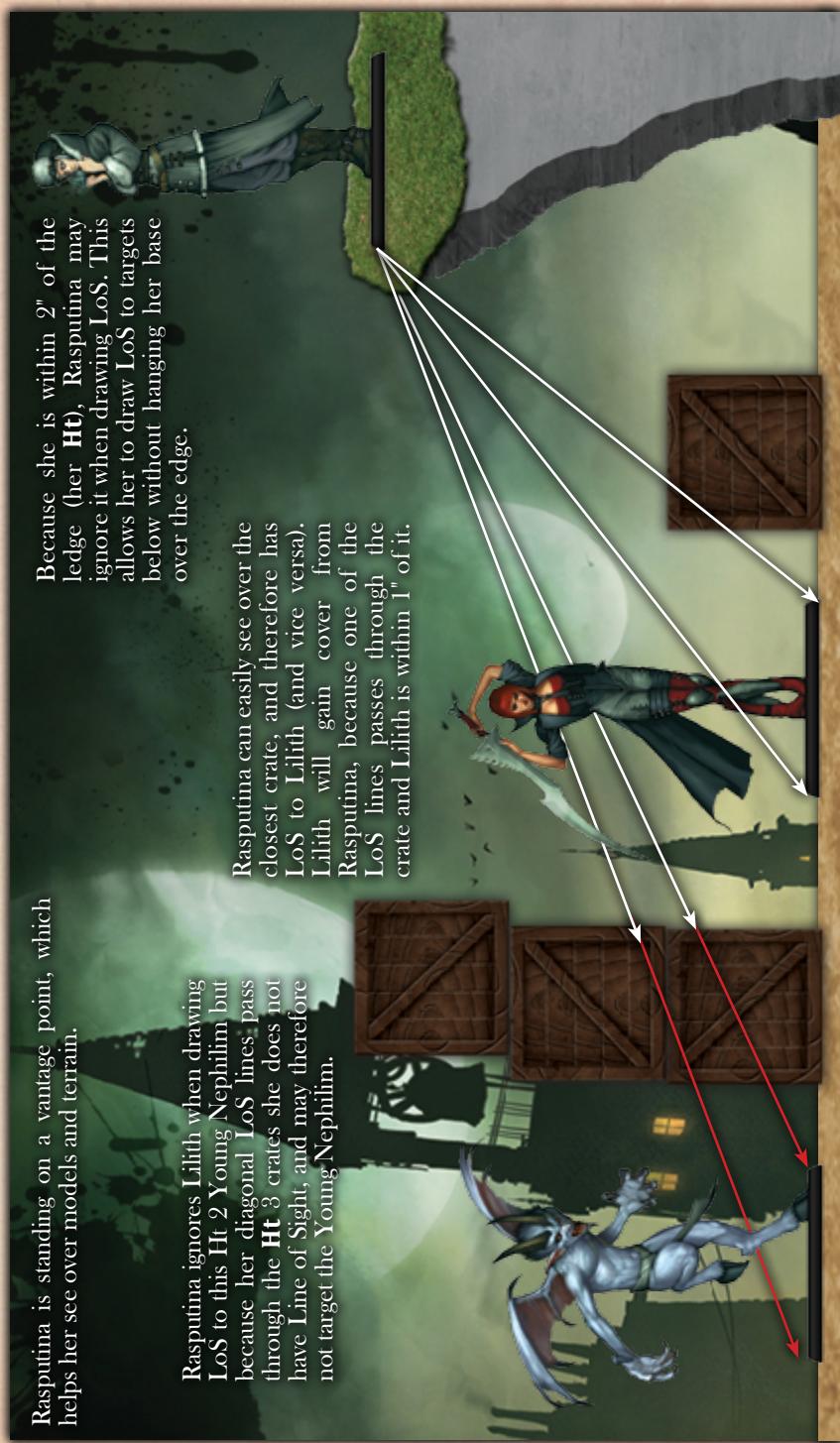
Range is not affected by the vantage point, and is therefore checked in the normal top down manner.

COVER

A model will gain the benefits of cover from a Projectile Attack when any LoS line between the Attacking model and the target model can be drawn through any terrain with the soft or hard cover traits that is within 1" of the target model.

Terrain with the soft cover trait will grant soft cover which imposes a \square to the Attack flip of any (F) Attack Actions.

Terrain with the hard cover trait will grant hard cover which imposes a \square to the Attack and damage flip of any (F) Attack Actions.



Rasputina is standing on a vantage point, which helps her see over models and terrain.

Rasputina ignores Lilith when drawing LoS to this Ht 2 Young Nephilim but because her diagonal LoS lines pass through the Ht 3 crates she does not have Line of Sight, and may therefore not target the Young Nephilim.

Because she is within 2" of the ledge (her **Ht**), Rasputina may ignore it when drawing LoS. This allows her to draw LoS to targets below without hanging her base over the edge.

MOVEMENT

Model movement is an important part of any Encounter. Models jockey for positions from which they can Attack one another, or rush to grab the critical objectives needed to win an Encounter.

Models may change positions on the table in several ways. The most common way for a model to move is when it spends AP to perform the Walk or Charge Actions. Any time a model is moving across the table it is called movement, or the model's move.

To move a model measure from the point of its base closest to the direction it will be moving. Determine how far the model will be moving, and then move the model that distance, ensuring no part of the model moves further than that distance.

Models are free to move around other objects as part of their move distance as long as the move does not exceed the maximum distance they can travel.

When a model moves, it does not have to move up to the full distance allowed. For instance, a model with a **Wk** of 5 performing the Walk Action may move only 2" if it chooses, it does not have to move the full 5".

MOVEMENT & TERRAIN

All terrain in Malifaux has a base. Areas of terrain can effect movement which occurs within the terrain's base. This is defined for each piece of terrain when players discuss terrain while setting up an Encounter (see pg. 71).

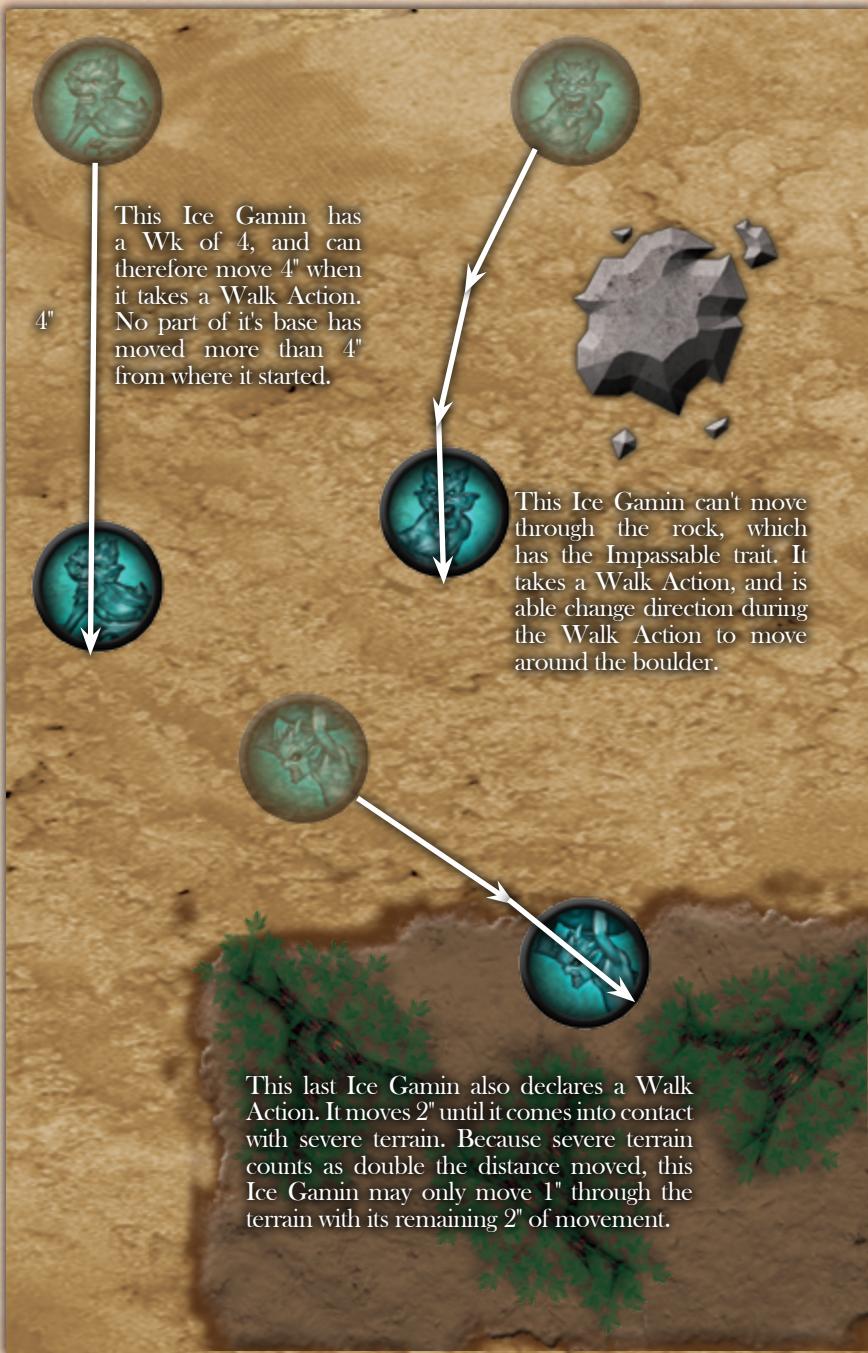
Some terrain will have the severe trait. This is any terrain that constantly makes movement more difficult, such as muddy ground, shallow water, or even snow. Moving through severe terrain costs double the distance moved. For instance, 1" of movement would be treated as 2" of movement.

Some terrain will have the impossible trait. Models cannot enter impossible areas of terrain, which includes moving through a structure's walls or into other solid objects.

Models may move vertically up and down terrain with the climbable trait. Vertical movement costs double the distance moved. Climbable terrain does not include things like stairs or slopes, but rather refers to terrain that requires some effort to scale (such as a ladder or cliff).

Models moving off elevations and falling suffer no damage if the fall was 2" or less. If the fall was more than 2" the fall deals 1 damage per 1", or fraction thereof, fallen.

Example: A model that falls off of a **Ht** 4 cliff would suffer 4 damage. A model that falls from a **Ht** 6 cliff but lands on a **Ht** 3 surface would suffer 3 damage.



PUSHES

A push is an effect that moves a model in a straight line, such as an explosive force shoving a model back, or a model being thrown by a larger friend. Talents that cause a push (instead of a move) will state that the effect is a push.

A push is not a normal move, and it does not count as a “move” for rules purposes. Pushes are not affected by severe terrain.

Usually, when a model is pushed it must be moved as close to the maximum distance of the push as possible, in a straight line. However, some push effects will state that a model is pushed “up to” a distance. In this case, the controller of the pushing effect may choose how far the model is pushed, up to the maximum distance.

Some game effects require a model to be pushed in relation to another object, such as towards or away from another model. When this happens the model must move in a straight line while obeying these restrictions, moving directly towards (or away from) the specified object.

The pushed model cannot pass through impassable objects (such as other models, or walls) or climb. If a pushed model comes into contact with an object that is impassable, the pushed model stops in base contact with the object.

MOVEMENT SPECIAL RULES

Some objects interact with movement in unique ways.

Markers: Markers do not affect movement unless their description states otherwise. Some Markers may gain terrain traits, or other rules that alter movement.

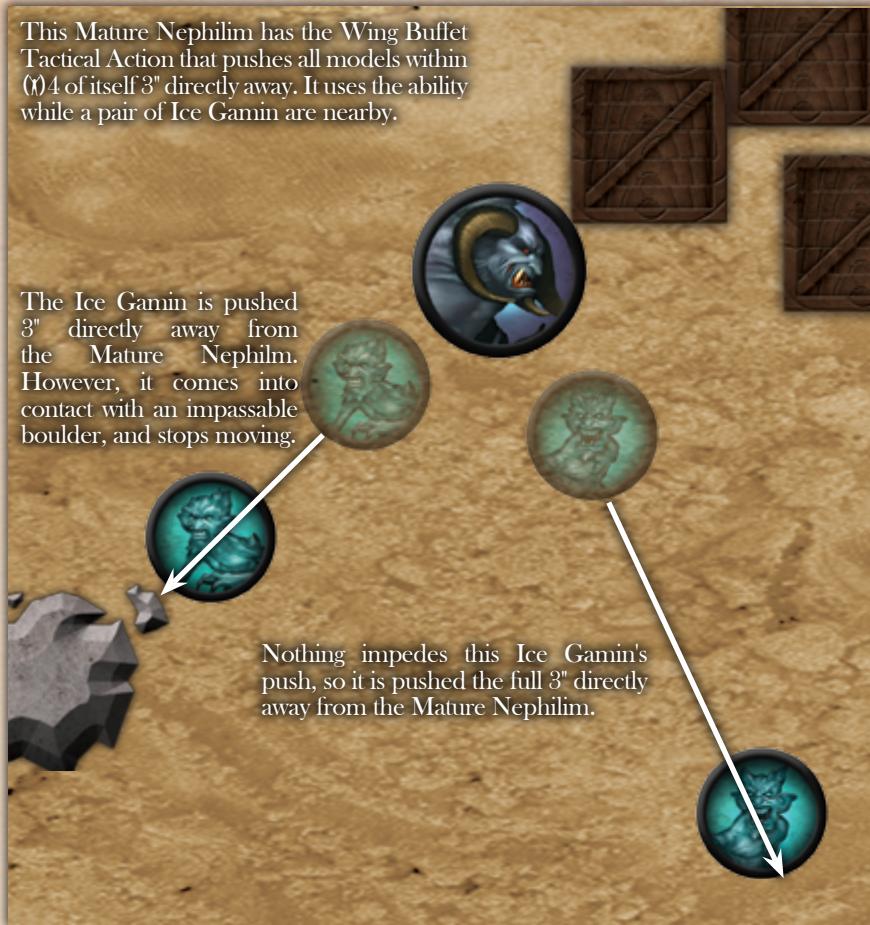
Models: Both friendly and enemy models effect movement in two ways:

- A model cannot move through or over another model’s base.
- A model in range of one or more of an enemy model’s Close ⚡ Attack Actions is engaged by that model (see pg. 48).

Area Abilities: Some Auras, or other Abilities can alter movement in various ways, as described in the effect.

Terrain: Some terrain objects can also effect movement. Rules for terrain can be found on page 72.

This Mature Nephilim has the Wing Buffet Tactical Action that pushes all models within $\text{(\text{f})}4$ of itself 3" directly away. It uses the ability while a pair of Ice Gamin are nearby.



ENGAGEMENTS

Every model has an “engagement range” equal to the distance of its longest range Close (//) Attack. Models are engaged with each other if either model is within the engagement range of the other and at least one of the models has LoS to the other.

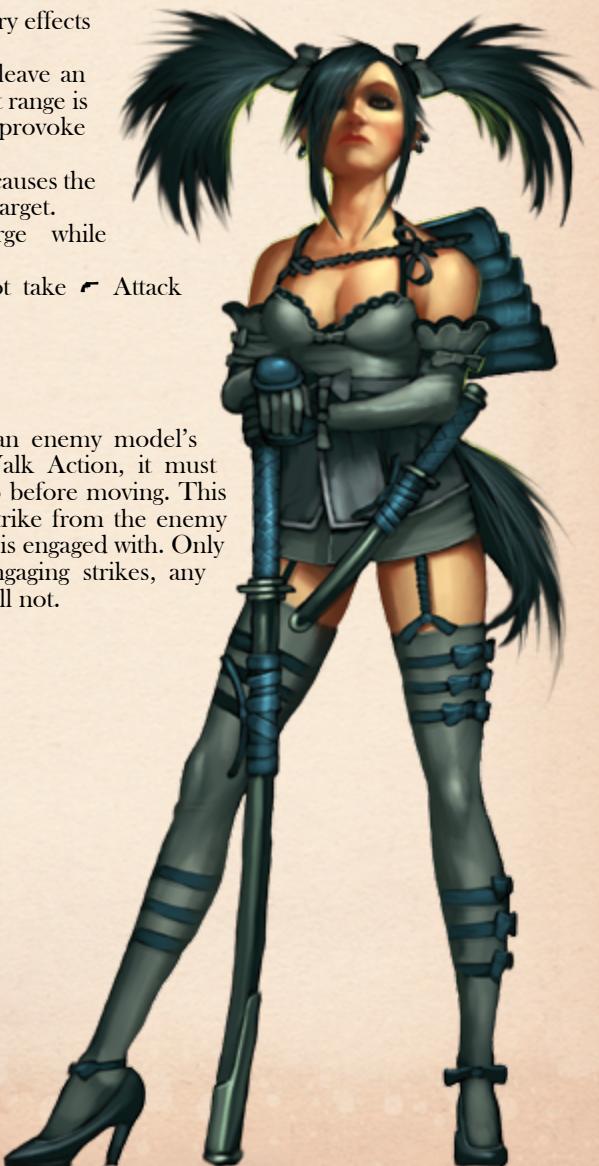
Engagement goes both ways; if an enemy model is within a model’s engagement range, both the enemy and the model are engaged with each other. Models are never engaged with models that are friendly to them.

Engagements have four primary effects on models:

- Using a Walk Action to leave an enemy model’s engagement range is called disengaging, and can provoke disengaging strikes.
- Firing at engaged models causes the Attacker to randomize the target.
- Models may not charge while engaged.
- Engaged models may not take ⚔ Attack Actions.

DISENGAGING

If a model wishes to leave an enemy model’s engagement range with a Walk Action, it must declare that it wishes to do so before moving. This may provoke a disengaging strike from the enemy model that the moving model is engaged with. Only Walk Actions provoke disengaging strikes, any other type of move or push will not.



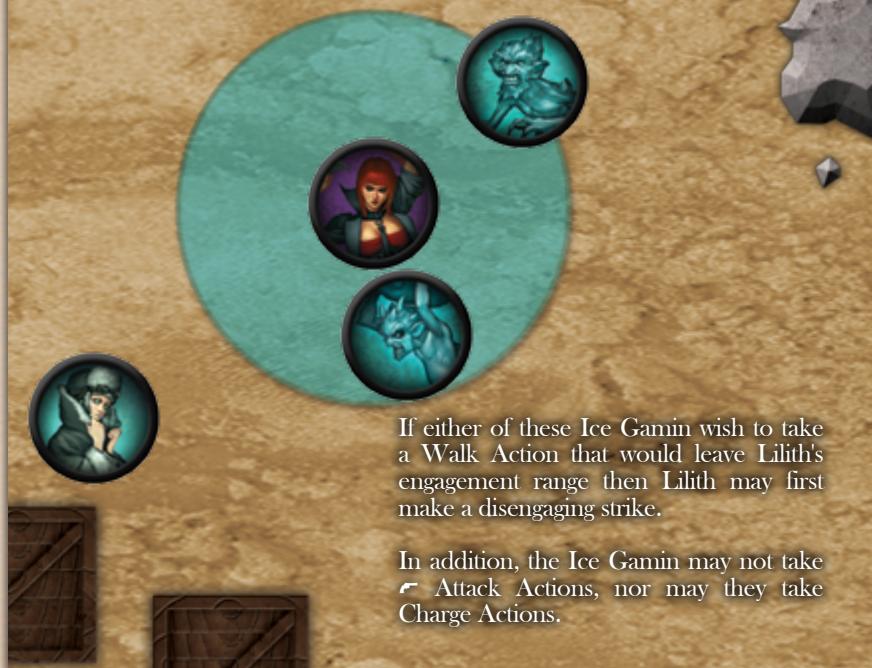
To resolve a disengaging strike, the enemy models that are engaged with the moving model may choose to take a free Attack Action with any one Close (///) Attack which the disengaging model is within range of.

If the Attack hits, the disengaging model may not perform the Walk Action, although it must still spend the required AP. A disengaging strike deals no damage, has no other effect, and may not declare any Triggers.

DISENGAGING AND MOVEMENT SPECIAL ABILITIES

Some models may have special movement abilities (such as **Flight** or **Incorporeal**) that allow the model to ignore other models when moving. These abilities do not prevent disengaging strikes, as the strike happens in response to the Action being taken, and the model is not moving yet.

Lilith's Greatsword has a range of /// 2", which gives her an engagement range of 2" (shown as the blue circle).



If either of these Ice Gamin wish to take a Walk Action that would leave Lilith's engagement range then Lilith may first make a disengaging strike.

In addition, the Ice Gamin may not take ⚔ Attack Actions, nor may they take Charge Actions.

SHOOTING INTO ENGAGEMENTS

When friends and allies are engaged in melee combat with an enemy, a wise man wouldn't risk firing into the scrum. A model may still attempt to shoot at the enemy model, but it runs the risk of hitting the friendly models engaged in close quarters fighting.

When a model wants to perform a Projectile () Attack Action targeting a model which is engaged with one or more models which are also within 2" of the target, it must randomize the target. This happens before any duels that models being targeted might require (such as **Terrifying**). The Attacker chooses a temporary target to determine LoS and Range, but does not make any duels required to target the model.

The Attacker flips one card for each model within 2" of the target model, including the target model itself. The model with the lowest value is now the target of the Attack. In the case of a tie for lowest, the acting model chooses between the models tied for lowest.

If this randomized target has any abilities that require a duel (such as **Terrifying**) the Attacker must now perform those duels.

When firing into an engagement it is possible to hit targets that aren't technically within LoS or range to the Attacker, or to even hit models that aren't engaged (but are within 2" of the target model). Cover is determined as normal.

If the target is engaged, but none of the models it is engaged with are within 2" of it, the Attack is not randomized. In the rare instance that an Attacker is within 2" of the target, but is not engaged, it does not flip a card for itself when randomizing a target.

Example: A Guild Guard is shooting into a melee involving a Death Marshal, a Silurid, and a Terror Tot. All three models are within 2" of one another, so the Guild Guard chooses the Silurid as the target (he has LoS and range to it). He then flips cards: an 8 for the Silurid, a 5 for the Terror Tot, and a 6 for the Death Marshal. Because the lowest value is flipped for the Terror Tot, the Attack targets it, instead of the Silurid.

ENGAGEMENT ELEVATION

If two models are on different elevations, the elevation difference is added to the distance between them when determining engagement range and range for Attack Actions, unless the lower model has a **Ht** greater than the elevation difference.

GENERAL TIMING

Most Abilities grant a passive effect, some of which have their effect when a model suffers damage or is killed. Whenever any Ability happens at the same time as any Triggers, the Triggers are resolved first. If two Abilities happen at the same time, resolve them in the following order:

1. The Acting Model resolves its Abilities.
2. The Defending Model (if there is one) resolves its Abilities.
3. Any other models controlled by the First Player resolves all of their Ability effects in any order the First Player chooses.
4. Any other models controlled by the Second Player resolves all of their Ability effects in any order the Second Player chooses.

DAMAGE AND WOUNDS

During an Encounter, models will very likely come to harm by being shot at, stabbed, gnawed on by teddy bears, engulfed in flames, or even having their souls torn from their bodies.

In Malifaux, how much harm a model inflicts on another model as a result of an Attack or other Action or Ability is represented as the damage (**Dg**) value.

When a number of points of damage is taken by a model, it reduces its current Wounds by that amount. If the model is reduced to 0 or fewer Wounds it is immediately removed from the game as killed.

Damage can be inflicted either in a static amount such as 4 damage, or in a variable amount through a damage flip. A damage flip is indicated as three numbers separated by slashes (such as **Dg** 1/3/5) with the amount of damage dealt depending on the value of the card flipped (see below).

If damage is modified by a static value (such as the **Armor** Ability, or a Trigger), the final damage after the damage flip is modified.



THE DAMAGE FLIP

A damage flip is required when damage is indicated by three numbers separated by slashes. These numbers represent the damage's severity from left to right as Weak/Moderate/Severe.

Example: A Peacebringer's damage is listed as 2/3/5. The slashes denote that the weapon requires a damage flip, where the Peacebringer's Weak damage is 2, its Moderate damage is 3, and its Severe damage is 5.

To perform a damage flip the model dealing the damage flips the top card of its deck and compares the card's value to the damage flip chart below. A model may Cheat Fate on a damage flip with the same restrictions as any other flip.

Damage flips are often the result of a duel. They do not gain any of the modifiers (Fate or otherwise) that were applied directly to the duel that might have caused the damage flip. Effects that modify the damage flip will state that they do so specifically.

ACCURACY MODIFIER

The most common modifier placed on a damage flip is the Accuracy Modifier. Whenever a damage flip is the result of an Opposed Duel, the damage flip will gain a Fate Modifier, which is determined by the difference between the two final duel totals.

CARD	DMG
Black Joker	No damage
1 to 5	Weak
6 to 10	Moderate
11 to 13	Severe
Red Joker	Severe + Weak

DIFFERENCE	MOD
0 (Tied)	↔↔
1 to 5	↔
6 to 10	None
11 or more	⊕

If the Attacker's final duel total is tied with the Defender's, the damage flip will suffer ↔↔. If it is 1 to 5 above the Defender's duel total, the damage flip will suffer a ↔. If the Attacker's final Duel Total is more than 10 above the Defender's final duel total, then the damage flip will gain a ⊕.

JOKERS AND THE DAMAGE FLIP

When a Black Joker is flipped it must always be chosen (even when a Red Joker is also present) regardless of any ⊕ to the damage flip. In addition, the damage flip cannot be cheated when a Black Joker is flipped. The Black Joker always deals no damage, so Triggers which are declared after damaging or while damaging (such as **Critical Strike**) are not applied.

When a Red Joker is flipped it may always be chosen (except when a Black Joker is also present) regardless of any ⊕ to the damage flip. The Red Joker always deals an amount of damage equal to the Severe plus the Weak damage. Damage that is staged down (such as extra models hit by blast damage) becomes Moderate.

DAMAGE PREVENTION

Masters and Henchman have an additional defense against damage. After determining how much damage the Master or Henchman model would take, but before applying the damage, the model may spend a Soulstone to make a damage prevention flip. The player flips a single card, which cannot be cheated, and reduces the damage according to the following table:

CARD	PREVENTION
Black Joker	None
1 to 5	1
6 to 10	2
11 to 13	3
Red Joker	All damage

HEALING

Models may be healed by an effect (instead of taking damage). Some effects heal a specific amount of damage, while others generate a healing flip. When an effect heals a model it increases the model's current Wounds by the number indicated. Healing cannot raise a model's current Wounds total above its starting Wounds stat. Any excess healed Wounds are discarded.

A healing flip is identical to a damage flip, except that it restores Wounds. Healing flips will be presented as Weak/Moderate/Severe, will interact with Jokers like a damage flip, and may be cheated. In addition, the healed model is considered to be the model that makes the flip (and may therefore choose to cheat).



BURIED

Some Actions will bury a model. When a model is buried it is removed from play (usually set on its stat card as a reminder). The model is not counted as killed or sacrificed when it is buried.

Buried models cannot Activate. In addition, buried models are never considered to be in LoS or within range of effects. These models do not count as “in play” for the purposes of other rules that reference whether or not a model is in play.

Buried models still process Conditions and other effects that happen at the end of the Turn (such as the **Burning** or **Poison** Conditions).

If a model becomes buried during its Activation, end its Activation (it loses all AP and moves to the End Activation Step).

UNBURY

Some effects will unbury a model. This is usually described in the Action that initially buried the model. When this happens, place the model back into play as described in the unburying effect.

When unburying models, if the models do not physically fit in the specified location, they are placed in their controller’s Deployment Zone by the player who controls them. If models from multiple players were all unburied at the same time, the First Player (see pg. 31) places her models first.

DEAD & BURIED

It is possible for models to be killed while they are buried, albeit somewhat rarely. If a model that is buried is killed, it will not benefit from any abilities that happen on the model’s death (like **Finish the Job**).

In addition, models that are buried at the end of the game count as killed for Encounter victory purposes.

HORROR

The world of Malifaux is a frightening place. Encounters with horrifying monsters or beings from other dimensions are a daily hazard, and powerful spellcasters wield spells that can melt a mortal's resolve. Sometimes it is too much for a mind to take. These challenges to a model's psyche are known as Horror Duels.

Some Abilities or Actions will call on a model to succeed in a Horror Duel to see if it makes it through the tumult of pants-ruining emotion.

PERFORMING A HORROR DUEL

When a model is required to perform a Horror Duel, it does so using its **Wp** stat. In addition, any effect that causes a Horror Duel will also list a TN for the duel.

The results of the model's Horror Duel will determine whether it can fight or is forced to cower in fear. A model that fails a Horror Duel immediately gains the **Paralyzed** Condition (see pg. 62).

Note that models that gain the **Paralyzed** Condition during their Activation immediately end their Activation (see pg. 62).

If a model is immune to the **Paralyze** Condition (usually as a result of an Ability), it must still perform the Horror Duel, it will simply be immune to the **Paralyze** Condition that it might receive. This is often an important distinction, as some effects might still rely on the duel being made.

A model that passes a Horror Duel may continue to act normally. Additionally, the model is considered immune to Horror Duels from the model that generated the Horror Duel until the End Phase of the Turn. A model, therefore, does not have to pass multiple Horror Duels caused by one model's **Terrifying** Ability, but it might have to test against a different model's **Terrifying** Ability in the same Turn.

A sample Ability that causes a Horror Duel is **Terrifying**, and it will look like this:

Terrifying (Living) 10: Enemy Living models must pass a TN 10 Horror Duel if they end a Walk Action within this model's engagement range or target this model with an Action.

This Ability means that any Living model that wishes to move within reach of the Terrifying model, or Attack it, must first muster its courage.

MARKERS

Markers are placed on the table during an Encounter to represent objectives or other game events based on the Marker's description, such as a pile of scrap metal or a bloody and maligned corpse. By default, Markers simply denote a position on the table, and are ignored most of the time.

A Marker's default size is a 30mm base, unless otherwise noted in the Marker's description. All Markers have the following common rules:

- Markers do not count as terrain and have no **Ht** unless otherwise noted.
- If terrain would be created or moved on top of a Marker, the Marker is placed on top of the terrain without changing the Marker's position on the table's horizontal surface (the Marker simply moves up).
- Models can move over and stop on Markers. A Marker is ignored for movement purposes (but terrain below the Marker is not).
- Markers cannot be moved from their position on the table or destroyed unless an effect states otherwise.

Markers are commonly dropped by models that die, or as part of a Scheme. Sometimes a model will drop multiple Markers. It is perfectly acceptable for two Markers to be on top of each other; both have their effects, it doesn't matter which one is placed on top.

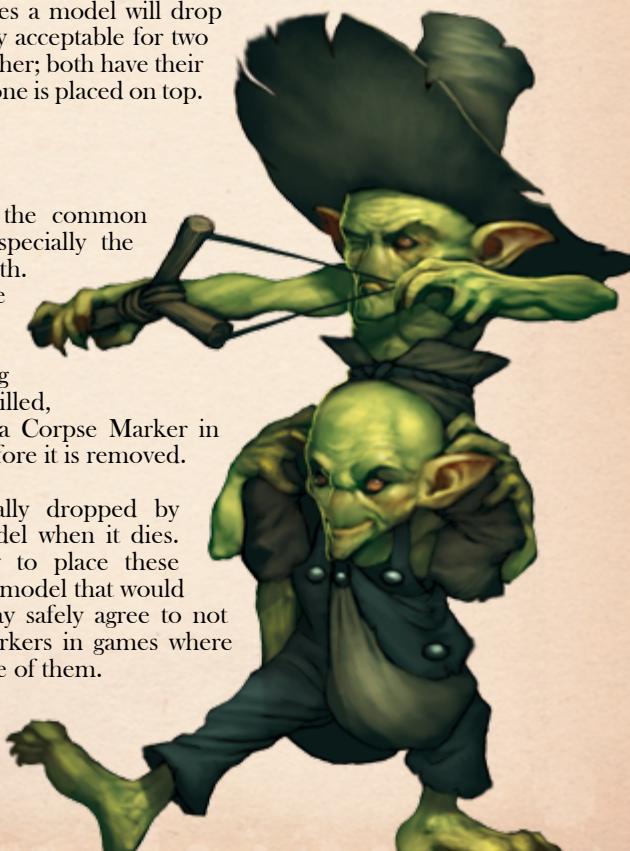
CORPSE MARKERS

Corpse Markers are one of the common Marker types that models (especially the Resurrectionists) will interact with.

Like most Markers, they have special rules.

When a model with the Living or Undead characteristic is killed, the model's controller places a Corpse Marker in base contact with the model before it is removed.

Corpse Markers are technically dropped by every Living and Undead model when it dies. However, it is not necessary to place these Markers if neither player has a model that would interact with them. Players may safely agree to not have models drop Corpse Markers in games where neither Crew will be making use of them.



SCRAP MARKERS

Scrap Markers are another of the common Marker types that models will interact with. Scrap Markers have special rules (like most Markers) for when they are placed.

When a model with the Construct characteristic is killed, the model's controller places a Scrap Marker in base contact with the model before it is removed.

Scrap Markers are technically dropped by every Construct model when it dies. However, it is not necessary to place these Markers if neither player has a model that would interact with them. Players may safely agree to not have models drop Scrap Markers in games where neither Crew will be making use of them.

SCHEME MARKERS

Models may place a Scheme Marker in base contact with themselves and not within 4" of another friendly Scheme Marker by taking the (1) Interact Action (see pg. 39).

These Markers are used as part of Schemes (see pg. 84); they play a role in a Crew attempting to earn Victory Points during an Encounter. However, models may take this Action even if their Crew has not taken any Schemes which require Scheme Markers.

Scheme Markers are Crew specific, and players will need to track which Crew placed each Scheme Marker. Some players might take this opportunity to craft unique Scheme Markers for their crew, or simply paint their Markers a unique color or pattern.

Models may take a (1) Interact Action to remove every enemy Scheme Marker that is in base contact with the model.

LIVING & UNDEAD CONSTRUCTS

Some models are both Living/Undead and Constructs. These models do not drop both a Corpse and Scrap Marker when they are killed. Instead, the model's controller chooses which type of Marker is dropped.

SPECIAL RULES

Many Talents have special rules that go beyond the basic rules for Actions and Abilities. When a player encounters one of these special rules, the rules in the description below apply.

Players may find it helpful to track the effects below with tokens (such as glass beads), especially those effects with a # next to their names (such as **Poison #**).

AURAS

The aura icon () appears as part of a range for some Actions or Abilities. When an aura is present, then the Action or Ability affects an area.

An aura is centered on a model and radiates out in all directions from the edge of the model's base and moves with that model as it moves. By default, all objects within the aura's area, including the model it is centered on, are affected by the aura until they are no longer within it or the effect ends. However, some effects will note that only certain models are affected.

An aura has the same **Ht** as the model it comes from, unless specified otherwise.

An example of this type of Ability might look like this:

Made an Example: Other friendly models within  6 gain +1 **Wp**.

Other friendly models that are within 6" and have line of sight to the model with this ability gain +1 **Wp**.

BLASTS

Some effects (usually damage) contain a blast symbol (). This represents an Attack that affects every model within an area, rather than just a single model; such as dynamite, a burst of flame, or an outburst of emotional turmoil the likes of which would turn an asylum orderly's hair green.

A blast is represented by a round 50mm base. A blast is placed by the Attacker so that it is touching the target's base, but not overlapping it. If multiple blasts are generated (such as  ), each blast must be placed so that it is touching, but

AURAS BLAST & PULSE LOS

A model cannot be affected by an aura or pulse that emanates from a location out of LoS.

In addition, a model cannot be affected by a Blast Marker if the original target of the blast effect is not within LoS of the model.

not overlapping, at least one other Blast Marker. Blasts may be placed into areas the Attacking model did not have LoS to.

All models whose bases are touched or overlapped by one or more Blast Markers are affected, unless the model is more than 3" above or below the blast's target. Any models touched or overlapped by the blast are affected. In situations where the order that models suffer damage matters, the Attacker may determine the order in which the affected models resolve the blast effects.

If a blast is part of a damage flip (which is usually the case) place one Blast Marker for each blast symbol (\clubsuit) in the Damage Severity flipped. The blast deals

diminished damage to models who aren't the original target. The damage dealt by a blast from a damage flip is one step lower than the damage flipped for the initial blast. An Attack with a $2/3\clubsuit/4\clubsuit$ that deals Moderate damage, for instance, would place one Blast Marker (due to the one \clubsuit on the Moderate damage), and deal 3 damage to the original target, and 2 damage to each other model within the blast.

It is important to note that the original target does not take damage twice from the Attack. The Blast is placed, and then all models suffer damage as noted above. Remember, the Red Joker's damage is stepped down to Moderate (not Severe) damage.

PULSES (X)

A pulse is an instant effect that is centered on a model and radiates out in all directions from the edge of the model's base. All elements within the pulse's area, excluding the model it is centered on, are affected by it. A pulse has the same **Ht** as the model it comes from unless specified otherwise. When a pulse is part of an Attack's description, and the Attack misses the target, the pulse is not generated unless its description states otherwise.

Lilith is struck by an Attack with a damage code of $2/3\clubsuit/4\clubsuit$. The damage flip resulted in Severe damage, so the Attacker places a 50mm Blast Marker. The Blast Marker overlaps the base of the Young Nephilim. Lilith suffers Severe damage (4) and the Young Nephilim suffers Moderate damage (3).



SACRIFICE

Effects that sacrifice models remove them from play, but the model does not count as having been killed. Sacrificed models do not drop Markers.

SUMMON

Summoning creates a new model. The model is placed within range of the effect (most often an Action's range). If it is not possible to place the model because of other models or terrain, the effect that caused the summon fails.

A Crew may never exceed a model's Rare limit through summoning. If, for example, an Action would summon a Rare 1 model into a Crew when the Crew already has a copy of that model on the table, the effect that summons the model fails.

If summoning is the result of an Action, the summoned model must be placed within LoS to the acting model. In addition, the summoned model belongs to the acting model's Crew, and is under the control of the acting model's player (regardless of which player controlled the acting model during the Action).

Models that are summoned gain the **Slow** Condition, and may not take Interact Actions during the Turn they are summoned.

Summoned models count toward Victory Rules as normal.

SUMMONING AND UPGRADES

When a model is summoned it is summoned without any Upgrades. Unless a rule specifically states otherwise, summoned models may not have any Upgrades when they are summoned.

PLACEMENT EFFECTS

Some effects will call for a model to be placed in a location. This is most common when effects summon or bury models, but other rules might call for players to "place" a model.

Placement is not movement, the model is simply put into the position described by the rule.

CONDITIONS

Model Conditions are standard ongoing effects models may receive during an Encounter. They include bonuses and penalties to statistics, in addition to several specific effects.

Conditions stack if the Condition's name includes a value and the Conditions have the same name, for instance **Poison +1**. When this is the case, the values are added together and the two Conditions become one. Conditions may also stack with Abilities which share the same name and include a value. Conditions presented without a value in their name do not stack, and a model that would get a second instance of a Condition simply ignores it (the second instance is not applied).

When two or more Conditions stack, their added values also increase the values of some variables. The variables that are increased are noted with a “+” or “-” designator in the description. All Fate Modifiers also stack. For instance, this ability:

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

This model reduces all damage it suffers by 1 to a minimum of 1. If it received another instance of **Armor +1**, it would stack to **Armor +2** and reduce all damage it suffers by 2, to a minimum of 1. Note that the “minimum of 1” never changes, as there is no “+” or “-”.

Unless otherwise specified, all Conditions are removed from a model at the end of the Turn.

BURNING

Sometimes models catch on fire, and this is generally not a state of existence people aspire to. **Burning** is noted with a value (usually +1) when it is applied to a model.

During the Upkeep Step any model with the **Burning** Condition suffers an amount of damage equal to the **Burning** value. The effect is then removed.

Any model within 2" (including the burning model) may take a (1) Interact Action with the burning model to remove 1 from its **Burning** value. If the value reaches 0, the Condition is removed. The **Burning** Condition is considered to read:

Burning +1: At the end of the turn this model suffers +1 damage, then remove this Condition.

DEFENSIVE

Defensive is a Condition gained by a model taking the Defensive Stance Action (see pg. 39). It reads:

Defensive +1: This model gains  to all **Df** duels.

FAST

A model with the **Fast** Condition generates 1 additional general AP when it Activates.

The **Fast** Condition is removed at the end of a model's Activation (not during the End Step). This means that a model that gains the **Fast** Condition during its Activation will gain no benefit.

Fast and **Slow** cancel each other, remove both from the model if both are present at the same time.

FOCUSSED

Focused is a Condition gained by a model taking the Focus Action (see pg. 39). It reads:

Focused +1: This model may remove this Condition when declaring an Action to gain a number of  to the Action's duel and damage flip equal to the value of the **Focused** Condition removed.

PARALYZED

A model with the **Paralyzed** Condition generates no AP and can declare no Actions during its Activation (not even 0 Actions which cost no AP). The range of all  Actions a model has is considered 0 while it is affected by the **Paralyzed** Condition, and will therefore not engage enemy models.

The **Paralyzed** Condition is removed at the end of a model's Activation (not during the End Step).

If a model gains the **Paralyzed** Condition during its Activation it loses all of its AP, may not take any more Actions, and ends its current Action with no effect. Its Activation effectively moves to the "End Activation" step, with no further Actions taken by the model.

Poisoned

Sometimes models are poisoned by low-down cowards who don't want a fair fight. **Poison** is noted with a value (usually +1) when it is applied to a model.

During the Upkeep Step, any model with the **Poison** Condition suffers 1 damage that may not be reduced or negated. After the damage is dealt, lower the value of the **Poison** by 1, removing the Condition if the value hits 0. It should be noted that the damage is not increased by the value of the **Poison** Condition. The Condition is considered to read:

Poison +1: At the end of the turn this model suffers 1 damage, then lower this model's **Poison** Condition value by 1.

REACTIVATE

A model with the **Reactivate** Condition is available to be Activated one additional time during this Turn, as if it had not already taken its Activation.

A model may not benefit from the **Reactivate** Condition more than once per Turn, even if it lost the **Reactivate** Condition and then gained it again.

SLOW

A model with the **Slow** Condition generates 1 less general AP when it Activates.

The **Slow** Condition is removed at the end of a model's Activation (not during the End Step). This means that a model that gains the **Slow** Condition during its Activation will not suffer any consequences.

Fast and **Slow** cancel each other, remove both from the model if both are present at the same time.

STACKING

Most effects in the game stack. When two effects "stack" it means they are both applied. However, some situations have special rules in regards to stacking. They are listed here.

- 1) Sometimes a model will gain a Condition that has the same name as one of its Abilities. Abilities and Conditions stack if they both have a value and they have the same name. For instance, if a model with the **Armor** +1 Ability gains **Armor** +2 as a Condition, the two effects stack. However, they do not merge (as two Conditions do), so a model that loses the Condition does not lose its Ability.
- 2) If a model has an Ability that shares a name with a Condition it gains, but they do not have a value, then the effects do not stack, and the model does not gain the Condition.
- 3) If a model has an Upgrade that provides an Ability that it already has, then it only gains the Ability if both have a value. If they do not have a value, then the model does not gain the new Ability.
- 4) As long as two Conditions have different names, they both affect a model. A model can have multiple Conditions with different names. Sometimes two different Conditions will have similar effects (for instance, both lowering **Wp**), so long as both Conditions have different names, they both affect the model. However, all stats (other than Wounds) have a minimum value of 1 (see the Math sidebar on page 20).

All other effects in the game which are not Conditions always stack unless they state otherwise. For example, enemy models within 01 of Canine Remains suffer -1 Df. If an enemy model is within range of two Canine Remains, it will suffer -2 Df. Another example, the Rush of Magic Ability allows the Crew to draw one additional card in the Draw Phase and then discard a card. If a Crew contains two models with the Rush of Magic ability, that Crew would draw two additional cards in the Draw Phase and then discard two cards.

CHARACTERISTICS

Characteristics are elements of a model that describe its role in the Malifaux game world. These can influence how a model is chosen during Crew selection, or simply tell the player a little bit about the model.

All characteristics function as keywords for effects, such as Attacks that can only target a certain type of model. An Attack might be restricted to targeting Undead models, for instance, and whether or not a model can be targeted is determined by the target's characteristics.

Some characteristics interact with the rules. These are noted in italics on the model's stat card, and the explanations of these characteristics are found here.

CREATURE CHARACTERISTICS

Most models have one Creature characteristic. For the most part, these define what type of entity the model is. A Creature characteristic usually defines the type of Marker a model will drop when it is killed. Some models have multiple Creature characteristics.

Many Creature characteristics have no rules associated with them (such as Beast, or Woe), instead they simply describe the type of being the model is, and function as a keyword for other abilities.

CONSTRUCT

Mechanisms of iron, stone, or some other material, these are creatures given a semblance of life. Construct models drop Scrap Markers when they are killed (see pg. 57). It's amazing what a mechanic can do with bits of frost from an Ice Golem...

LIVING

Living models are the most common type of model, as they include most beasts and humans. If you stop being living, it's likely you aren't considered human anymore. Living models drop Corpse Markers when they are killed (see pg. 56).

UNDEAD

From zombies, to stitched-together abominations, the re-animated corpses of the once living are considered Undead. Undead models drop Corpse markers when they are killed (see pg. 56).

HIRING CHARACTERISTICS

A model with hiring restrictions beyond its Faction symbols is noted as a characteristic. Additionally, these characteristics will restrict whether or not the model may be summoned by a Crew.

In addition, some rules will reference the Hiring Characteristic. This is most common with effects that influence hiring choices.

MERCENARY

Mercenaries will work for the highest bidder. Even Crews not from a Mercenary's Faction can, with a little extra something thrown in, convince the model to fight for the Crew.

A Crew may hire up to two Mercenary models from another Faction than its own, but must pay one additional Soulstone to hire the model. If the model could be hired by the Crew regardless of the Mercenary characteristic, the additional Soulstone does not need to be paid and the model does not count against the Crew's Mercenary limit.

RARE

Some models are uncommon (or unique) and therefore cannot be present in a Crew in large numbers. These models are labeled as Rare, which always has a corresponding value (such as 2). A Crew may not hire (or summon) more of this model than the Rare value.

TOTEM

Totems are emblems of a Master's power on the battlefield. A Totem only takes the field when beckoned by its Master.

A Crew may only hire one model with the Totem characteristic. In addition, some Totem characteristics list a Master, such as Totem (Rasputina). Only Crews lead by the listed Master may hire these Totem models.

STATION CHARACTERISTICS

In Malifaux, not everyone is equal. Some models have achieved great power or influence, and this is described by the model's Station characteristic.

A model never has more than one Station characteristic, as it defines several abilities available to the model. These are:

- How many different Upgrades the model may have.
- Whether or not it can use Soulstones.
- How many General AP it generates when it Activates.
- What size Crew the model leads.

In addition, some rules will reference the Station characteristic. This is especially common with victory rules presented in Chapter 4: Standard Encounters (see pg. 70).

ENFORCER

Enforcers are powerful models able to stand toe to toe with some of the heaviest hitters in Malifaux. An Enforcer model may have up to one Upgrade.

HENCHMAN

While not Masters, a Henchman is a competent leader of men. In smaller games (forty Soulstones or less) a Henchman may be chosen as the Crew's Leader, instead of a Master. In fact, only Henchmen can lead Crews of twenty-five Soulstones or less!

Henchmen can have up to two Upgrades and can use Soulstones (see pg. 7).

MASTER

Masters are major power players within a Faction, working tirelessly towards their agendas. Masters may not be hired by a Crew. Instead, one may be selected as a Crew's Leader in any encounter of more than twenty-five Soulstones. See page 90 for more information on Crew selection.

Masters are decisive figures who martial their forces and are threats in their own right. When a Master Activates, it generates 3 general AP rather than 2. Masters can have up to three Upgrades, and can use Soulstones (see pg. 7).

MINION

Minions are the rank and file of the Crew. Minions follow orders and, hopefully, help usher in the Crew's success.

Minions may not purchase or attach Upgrades at the beginning of the game (although some odd cases may grant them Upgrades during the game).

PEON

Peons are, for lack of a better word, disposable. A Peon model is typically very inexpensive, and many victory rules will eliminate Peons from contributing to its Crew's success.

Peons may not purchase or attach Upgrades at the beginning of the game (although in some odd cases they may be granted Upgrades during the game).

STATION	UPGRADES	USE SOULSTONE	GENERAL AP	LEAD CREW
Master	3	Yes	3	Crews over 25 SS
Henchman	2	Yes	2	Crews up to 40 SS
Enforcer	1	No	2	No
Minion	0	No	2	No
Peon	0	No	2	No

AVATAR UPGRADES

Some of the most potent Upgrade cards available to Masters in Malifaux are the Avatar Upgrades. These represent powerful forms that each Master can take, harnessing unique energies and magics from the aether, a personal reserve, or even a Tyrant.

MANIFESTATION CARDS

When a player purchases an Avatar Upgrade for the Crew's Master, they must also choose one of the Manifestation cards, at no additional cost. When the Manifestation card is selected, it is placed next to the Master's stat card face down. The Manifestation card is not an Upgrade, it is simply a card that lists the chosen manifest requirements to serve as a play aid. The Manifestation card will also list a manifest event. A manifest event is something which happens once, as soon as the Avatar Manifests.

A player must show her opponent the Avatar Upgrade card purchased for her crew's Master (like any other Upgrade) but the Manifest card is kept secret, and is placed face down. The opponent knows that an Avatar can Manifest, but not the game events that will cause the Avatar to appear.

There are five Manifest cards: Delayed, Bloody, Desperate, Planned, and Sacrificial.

THE AVATAR UPGRADE CARD

If an Upgrade is an Avatar Upgrade, it will note this in its restrictions. A model may only have one Avatar Upgrade. Avatar Upgrades are like any other Upgrade, except that there are rules on both sides of the card. One side of the card will be labeled the Pre-Manifest side of the card, and the other side is the Manifested side.

At the start of the game, the Pre-Manifest side of the card is face up, and any Actions or Abilities on it are granted to the Master, exactly like any other Upgrade. At that point, the Manifested side of the card is totally ignored, the Master does not gain anything from the Manifested side.

During the game, the Master may meet its manifest requirements (as listed on the chosen Manifestation card) and manifest into an Avatar. If this happens, the Avatar Upgrade is flipped over to its Manifested side. The Master now loses anything on the Pre-Manifest side of the card and gains all of the Actions and Abilities on the Manifested side. In this way, a Master may only gain the benefits of one side of an Avatar Upgrade at a time.

The Avatar Upgrade may not be removed from the Master model by Actions or Abilities.

AVATAR MODELS

Each Master has an Avatar model that is different than their usual model. This Avatar model replaces the Master's model when an Avatar manifests, and is usually on a larger base (the Manifested side of the Avatar Upgrade will list the new base size, if there is one).

The Avatar model does not have its own stat card, but uses the Master's stat card. For all game purposes, it is still the original Master. The Avatar retains all of the same damage, Conditions, AP, and Upgrades as the original Master. If the original Master was selected for a Scheme, the Avatar counts for that Scheme. If the Master already activated, the Avatar is considered to have activated. The only difference is that the Master may now be on a larger base, and gains the benefits of the Manifested side of its Avatar Upgrade instead of the Pre-Manifest side.

MANIFEST EVENTS

The process of changing into an Avatar can be an explosive and dangerous one. To represent this, a Master may choose a manifest event when it successfully manifests. A manifest event is an effect that happens once, as soon as the Master manifests.

Each Manifestation card lists a manifest event that the Master may choose when it manifests. Additionally, the Pre-Manifest side of the Avatar Upgrade may also list a manifest event which is unique to that Avatar and may be chosen instead of the one listed on the Manifestation card.

When a Master manifests, it may choose only one of the manifest events available to it.

MANIFEST REQUIREMENT

When an Avatar Upgrade is purchased, a Manifestation card is also selected. Any Master may select any one of the five Manifestation cards. Manifestation cards do not cost any Soulstones. Only one Manifestation card may be selected.

The Manifestation card lists the requirements which the Master must meet in order to manifest its Avatar. As soon as the Master has an opportunity to manifest (as noted on the Manifestation card), it may reveal its Manifestation card and follow the steps below. If it chooses not to manifest, the Manifestation card remains hidden and the Master may not manifest until the requirement is met again.

MANIFESTING

When a Master manifests, follow these steps:

1. Reveal the Manifestation card to all players.
2. All other models within 2" of the manifesting Master are pushed 2" directly away from the Master.
3. Place the Avatar model in base contact with the Master model, and then remove the Master model. The Avatar model is now the Master's model.
4. If the Avatar model cannot be placed, then the Master does not manifest, and cannot manifest for the remainder of the Turn. It may attempt to manifest again on subsequent Turns.
5. If the Avatar model was placed, the Master may choose one manifest event available to it and apply its effects. (The Master may also choose not to resolve a manifest event.)
6. The Avatar Upgrade card is now flipped over to the Manifested side. The Master now applies those effects instead of those on the Pre-Manifest side of the Avatar Upgrade card.



CH 4: STANDARD ENCOUNTERS

Mortal enemies eye each other from across a dusty street, each crew member thirsty for their enemy's blood. Curses are exchanged, glares stared down. The tension has reached a tipping point and something is about to give. Somewhere a raven caws, awaiting its banquet of flesh after the fighting ends. Then someone makes the wrong move, a twitch of a finger or a wink. Nobody cares who it was, it was the perfect excuse to fill hands with murder and send it winging toward the enemy. The encounter has begun...

In Malifaux, a game between players is represented by an Encounter between enemy Crews. Setting up an Encounter only takes a few minutes, and presents players with the tools they need to turn every game of Malifaux into a unique combat between their opposing models.

Standard Encounters in Malifaux have several symmetric elements, which means that both players have equal access to them. This is done to help ensure a balanced Encounter between two Crews testing their mettle. These symmetric elements include Deployment Zones, the Strategy, and the available Schemes.

However, each player will still choose their own two Schemes, which generate up to 6 Victory Points (**VP**). Because the shared Strategy is only worth 4 **VP**, it becomes important for players to achieve their own personal Schemes... and to guess which their opponent chose so that they can be denied!

Players who are seeking an Encounter that is completely asymmetrical, wish to tell a specific tale, or want to reenact a battle from the Malifaux universe, will find rules for these Encounters in Chapter 5: Story Encounters (see pg. 94).

Encounter setup is broken down into several steps, as indicated by the following summary and reference table. Each step is then broken down in detail with rules for how to set up terrain, decide what Strategy the players will be using, and any other details necessary to prepare the play area for an Encounter.

Players should find that after a few games the steps become second-nature and are rather quick. The steps for setting up an Encounter are:

1. Define and Place Terrain
2. Determine Encounter Size
3. Announce Factions
4. Determine Deployment
5. Determine Strategy & Available Schemes
6. Hire and Reveal Crews
7. Choose & Reveal Schemes
8. Deploy Crews

Each of these steps may include several steps of their own. A summary is presented here, but the remainder of this chapter is dedicated to discussing each step in full detail.

1. DEFINE AND PLACE TERRAIN

Players discuss and define the terrain they will be using during the Encounter, and then place it on the table (see pg. 72).

2. DETERMINE ENCOUNTER SIZE

Players agree on the number of Soulstones their Crews will use to hire models. This also sets the Encounter Size, which affects certain game rules, such as who can lead a Crew.

3. ANNOUNCE FACTIONS

Each player announces which Faction she will be bringing to the fight.

4. DETERMINE DEPLOYMENT

The players determine what the Deployment Zones for the Encounter are, which includes the location of the Centerline.

5. DETERMINE STRATEGY AND AVAILABLE SCHEMES

The players determine what they are fighting about in the first place, what the shared Strategy will be for the Encounter and what Schemes will be available to choose from later on (in the Choose and Reveal Schemes Step).

6. HIRE AND REVEAL CREWS

Players create their Crews by spending Soulstones. This will include choosing a Leader, hiring models, and purchasing Upgrades. Once both players have finished purchasing their Crews, they will reveal their Crew lists to each other.

7. CHOOSE AND REVEAL SCHEMES

Players will choose personal Schemes, and then have an opportunity to keep them secret, or reveal them for possible bonus points.

8. DEPLOY CREWS

Players deploy their models into their chosen Deployment Zones and begin the Encounter.

WINNING THE ENCOUNTER

While not technically part of the Encounter setup, the rules for determining a winner of an Encounter are detailed on page 93 in this chapter.

DEFINE AND PLACE TERRAIN

The environments in which combat happens in Malifaux are extremely diverse, to say the least. Every gaming group will have different terrain pieces available for their game table, and it's important that the players discuss the terrain they are using, and then place it on the table fairly.

This will create a unique map for the Encounter, with its own tactical choices. It is vitally important that both players agree on what each piece of terrain does before moving forward.

Terrain should be plentiful, but not too dense, and afford models different challenges or paths to victory.

Some questions the players will need to answer are:

What are the **Ht** and base of the terrain?

What traits does the terrain have?

Are there special interactions with the terrain?

NARRATIVE & ORGANIZED PLAY

Throughout this chapter you will find references to narrative and organized play. For the most part, Malifaux is considered a narrative game. The players are playing a strategic game that is heavily influenced by the characters involved. The game is designed to tell a story while also giving each player a tactical experience.

The term “organized play,” with regards to Malifaux, describes an environment in which certain logistical concessions must be made. In an organized environment (like a tournament or campaign league), the event organizers will likely take steps to ensure that games will be easy to set up, and that each player knows what to expect from their event experience (as much as is possible anyway). This includes things like setting the Strategy and Schemes for a round, or placing terrain in advance for each table.

In Malifaux, organized play is not assumed to tell a less engaging story, or to be more competitive than narrative play. When this book talks about organized play, we are simply acknowledging that some play environments might require the event organizers to adapt the encounter creation rules for a quick, efficient, and fun event. It is our goal that this chapter will provide tools for two players engaging in an afternoon of Malifaux, as well as a more structured setting.

DEFINING TERRAIN HEIGHT AND BASE

Each piece of terrain has a **Ht** stat. This is fairly easy to determine. Measure the actual vertical height of the terrain. For every 1" that the terrain piece is tall, it has a **Ht** stat value of 1.

For instance, a rock that is .5" tall has a **Ht** of 0, and the players might choose to ignore it all together if it doesn't also impede movement. Several trees on a base (counting as a grove) that is 4.25" tall would have a **Ht** of 4. In general, the entire piece of terrain has the same **Ht** value.

Every piece of terrain has a base. A terrain's base is often oddly shaped, if it has a physical base at all.

If terrain does not have a physical base, the players must agree on where that "base" ends. This is typically the outermost edge of the terrain's geometry, such as with a building.

If individual terrain elements (like trees) are all mounted on a single base it is usually easiest to agree that the edge of that base counts as the base of the terrain.

Some especially large, complex, or oddly shaped terrain pieces may need to be defined as several different pieces of terrain.

TERRAIN TRAITS

Blocking - Objects with the blocking trait cannot be seen through, and therefore block LoS (see pg. 40) if the **Ht** of the terrain is equal to or greater than the **Ht** of the models attempting to see through it.

Climbable - Models may move vertically up and down terrain that is climbable (see pg. 44). Moving vertically costs double the distance moved. For instance, 1" of movement would be treated as 2" of movement.

Dense - Models can see into this terrain, but not through it. Models outside the dense terrain may draw LoS to targets within the terrain. Models may ignore the dense trait of terrain that they are within, when drawing LoS. Otherwise, the terrain is considered blocking.

Enclosed - Models without the **Incorporeal** ability which begin their movement outside of this terrain may not use Abilities or Actions to ignore this terrain if they are ending their move inside of it. Models without **Incorporeal** lose any Abilities and Actions which allow them to ignore terrain while moving while inside of this terrain. However, models act normally while on top of this terrain and while ending a move on top of this terrain. (For Example: A Nephilim may fly over a building or take flight from its rooftop, but may not teleport through the wall.)

Hard Cover - This terrain deflects ranged Attacks and makes landing a meaningful shot more difficult. This piece of terrain grants hard cover per the rules on page 42.

Hazardous - Terrain that is considered hazardous deals damage to models that Activate while within it, or enter it (if they are pushed, moved, or placed within the terrain). All hazardous terrain deals 1/2/4 damage by default, but some may cause greater damage if both players wish. The opposing player flips for hazardous terrain damage, which may not be cheated. A model may only suffer damage from each piece of hazardous terrain once during each Turn; it is immune to further damage from that piece of terrain during that Turn.

Impassable - Models cannot enter impassable areas of terrain, which includes moving through the walls of a building or into other solid objects.

Severe - Areas of severe terrain slow a model's movement. Moving through severe terrain costs double the distance moved. For instance, 1" of movement would be treated as 2" of movement.

Soft Cover - This terrain obscures vision and makes shooting through it more difficult. This piece of terrain grants soft cover per the rules on page 42.

Vantage Point - Some terrain will provide a visual advantage to models on top of it. If a piece of terrain is at least **Ht** 2 and a model can stand on it (such as the roof of a building) it can be defined as a vantage point. Vantage points are described on page 42.

TERRAIN PLACEMENT

The standard table size for a Malifaux encounter is 3' X 3'. Anything from a 3' square of floor to space on the dining room table will suffice. Many players use a terrain mat from a local gaming store, while others build elaborate gaming boards with permanent terrain features.

Terrain should be plentiful, but not dense, on the table. It is recommended that players should place enough terrain to cover about twenty-five to fifty percent of the table. This depends largely on the size of each individual piece of terrain, but a good general rule is to cover roughly a third of the table with terrain.

Many gaming shops or clubs have a collection of terrain that is already mounted on bases to be placed on the table. If this is the case, the players should agree on what pieces to use (covering about one third of the table). Then the players will randomly determine (flip a card) who will be placing the first piece of terrain and then alternate turns placing one piece each on the table.

If the terrain is already placed by an event organizer, or the terrain is sculpted onto the table, the players simply need to discuss each piece of terrain and agree on its specifics.

TYPICAL TERRAIN PIECES

Some of the most common elements of terrain players might encounter at the local gaming club:

Formations are areas of terrain with stone or other hard obstacles, such as tombstones, boulders, rubble, torn down walls, and so forth. Formations have the blocking, hard cover, and severe traits.

Walls are sturdy emplacements that are typically built in a straight line (although stranger things than a crooked wall have happened in Malifaux). Walls have the blocking, hard cover, climbable, and impassable traits.

Uneven Ground is terrain that impedes movement, such as muddy roads, streams, patches of bog, or even plowed fields. Uneven ground has the severe trait.

Groves of trees are an area of a few trees (usually several tree models on a single base). Groves have the dense, severe, and soft cover traits, while individual trees on the base have the blocking and hard cover traits.

Hills are gently sloping rises in the terrain. Hills have the blocking trait if models on the other side of the hill's crest are drawing LoS to each other, but do not block LoS to models that could realistically be seen.

Cliffs are vertical areas of terrain, usually on one or more sides of a hill. Cliffs have the climbable trait. The edge of a cliff has the vantage point trait.

Structures come in an infinite variety of sizes and shapes in Malifaux. All buildings default to having the enclosed, impassable, blocking, and hard cover traits. Buildings might have climbable areas (if the walls have hand holds), and might have areas that provide a vantage point.

DETERMINE ENCOUNTER SIZE

The size of an Encounter is determined by the number of Soulstones each player has to spend on hiring a Crew.

The players begin each Encounter by agreeing to a number of Soulstones available to both players. In an organized environment, this total may be determined by the event's rules.

The game lengths presented are estimates, and can vary based on the experience of the players.

Shoot-Out: In these games, a Henchman has stumbled on a rival faction and a bloody brawl ensues. These are small games designed to fit nicely within a lunch break, or a fast paced organized event. In a Shoot-Out a Henchman must lead the Crew.

Dustup: This Encounter represents two forces in a small skirmish to achieve an objective of opportunity. These games are designed to present a narrative moment, and players should be able to play a few games of this size in an evening.

Scrap: Games of Scrap size are designed to be the most common game size. A Scrap-sized game should take about an hour to an hour and a half to play, and is suited to a competitive environment. In a Scrap, a Master must lead the Crew.

HIRING SOULSTONES	ENCOUNTER SIZE	LEADER	GAME LENGTH
10 -25	Shoot-Out	Henchman	30 to 45 minutes
26-40	Dustup	Henchman or Master	45 to 60 minutes
41+	Scrap	Master	60 to 90 minutes

DESIGNER'S NOTE: GAME SIZE

Malifaux can be played at many different Soulstone levels, each with its own unique qualities. However, we feel that the game reaches its best balance at fifty Soulstones, and it is what we recommend for organized play.

DECLARE FACTIONS

Each player announces which Faction she will be bringing to the Encounter. This will determine which models are available when hiring Crews, as well as which Upgrades will be available.

Players announce their Factions simultaneously. Once announced, the Faction choice cannot be altered. If necessary, both players should write their Faction down on a piece of paper to be revealed at the same time.

In an organized play environment, players are usually required to declare a single Faction for the entire event. This is also true when players engage in several Encounters that build on one another (see pg. 118).

DESIGNER'S NOTE: HENCHMEN

Although Henchmen can lead Crews, on average, they are not as powerful as Crews lead by Masters. However, rules for using Henchmen to lead Crews have been included to give players more options and to allow players to challenge themselves. Additionally, these rules open up the possibility of playing Henchmen vs. Henchmen games, and they are a good tool for demo games.

DETERMINE DEPLOYMENT

In this step the players will determine how their Crews will deploy, as well as what they will be fighting over. Players will first generate Deployment Zones, and then the Strategy used for the Encounter.

DEPLOYMENT ZONES

These are the areas in which each Crew may place its models at the start of the game. While players will know what the options for each deployment area are, they will not commit to one just yet. That happens during the Deploy Crews Step. To determine the Deployment Zone, the players flip a single card and consult the following table:

TABLE DEFINITIONS

Some rules will use terms that require some official definitions. This is most common with Strategies and Schemes, but it is not impossible for other rules to reference these terms.

Centerline: A line that splits the table into two equal halves.

Table Quarters: Division of the table into four equal 18" x 18" square sections.

Enemy Half: The section of the table on the opposite side of the Centerline from the Crew's own Deployment Zone.

Table Corner: The physical corner of the 3x3 playing area.

CARD	STRATEGY
1 to 7	Standard Deployment
8 to 10	Corner Deployment
11 to 13	Flank Deployment
Either Joker	Close Deployment

DESIGNER'S NOTE: CENTERLINE

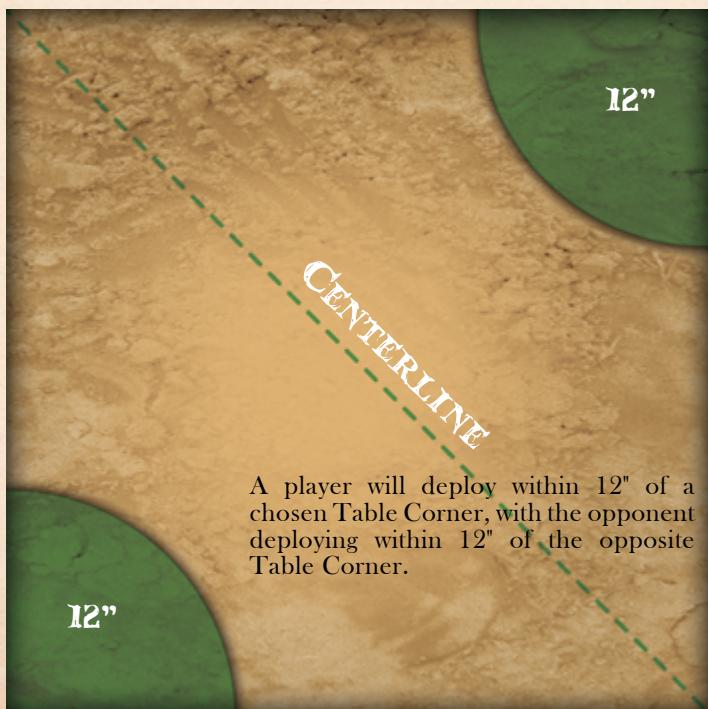
Many Strategies and Schemes reference the Centerline of the board. We recommend that you place a Marker on each table edge where the Centerline meets the edge, and one more in the Center of the table. These Markers have no effect on the game, but they can act as a helpful reminder of where the Centerline is.

8 TO 10: CORNER DEPLOYMENT

1 TO 7: STANDARD DEPLOYMENT



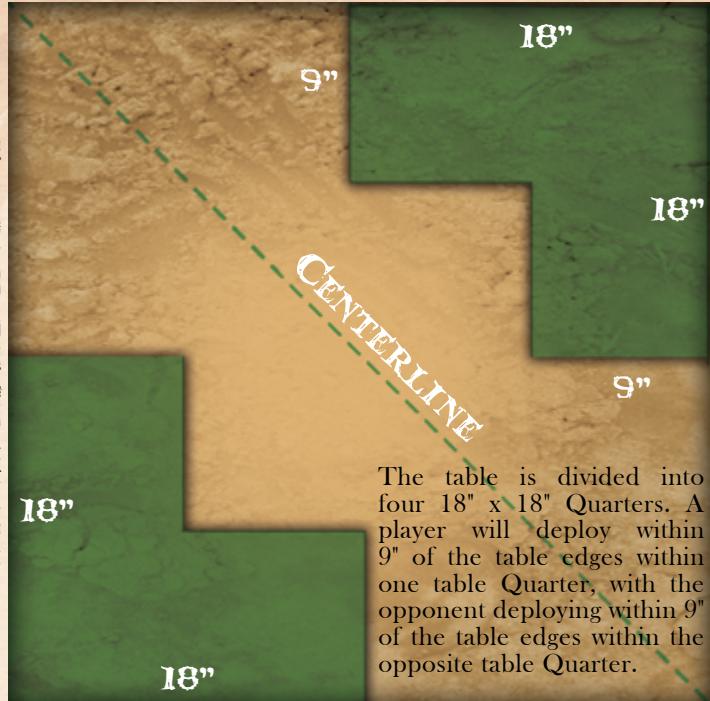
A player will deploy within 6" of a chosen Table Edge, with the opponent deploying within 6" of the opposite Table Edge.



A player will deploy within 12" of a chosen Table Corner, with the opponent deploying within 12" of the opposite Table Corner.

EITHER JOKER: CLOSE DEPLOYMENT

II TO I3: FLANK DEPLOYMENT



A player will deploy within 12" of a chosen Table Edge, with the opponent deploying within 12" of the opposite Table Edge.

DETERMINE STRATEGY & AVAILABLE SCHEMES

A fight isn't nearly as interesting if it's not over something. Strategies and Schemes make up the victory rules used in an Encounter to determine a winner. A Strategy is a shared goal between both Crews; it's what brings the Crews into conflict with one another. A Scheme is a personal goal, which the Crew is attempting to achieve.

At the end of the game, players will total the number of **VP** they have earned, and the player with the most is the winner. Players can earn **VP** from the shared Strategy and their individual Schemes!

Players will first determine the shared Strategy, and then they will generate a pool of five Schemes to choose from. After the players have selected their Crews (see pg. 90) they will choose two Schemes in secret for their Crew, and will then have an opportunity to reveal their Schemes for possible bonus **VP**.

DETERMINE STRATEGIES

To determine the shared Strategy for the game, a player flips a single card and then consults the following table using the card's Suit:

SUIT	STRATEGY
♣	Turf War
✗	Reckoning
♦	Reconnoiter
■	Squatter's Rights
Either Joker	Stake a Claim

EARNING VP FROM STRATEGIES

Strategies are scored at the end of every Turn, in the Upkeep Step (see pg. 32). In addition, no player may ever earn more than 4 Victory Points from the shared Strategy.

NARRATIVE STRATEGIES

The Strategies presented here are designed for general organized play purposes. These Strategies are straightforward and present common conflicts within Malifaux. Players wishing to play a more story-driven Encounter should consult Chapter 5: Story Encounters, starting on page 94.

TURF WAR (⊕)

“Don’t you dare,” Nicodem squinted his eyes at the coroner. “If you say it, there will be death. If it slips from that cobweb of thoughts and delusions you call a mind, and pushes past your tongue to rush past your lips, I’ll end this. I won’t hesitate, blood’s bad enough here. This is my cemetery, these are my bodies. MINE!”

McMourning couldn’t control himself. He choked back the words at first, but his wide grin overcame him. “This graveyard ain’t big enough for the both of us.”

Dark will guided the bones of Nicodem’s zombies as they struck from the shadows. Dark will and fury.

Setup: Place a single Turf Marker at the Center of the table.

Victory Points: At the end of each Turn after the first, a Crew earns 1 **VP** if it has two or more non-Peon models within 6” of the Turf Marker.

RECKONING (✗)

“Only one of us walks away from this alive,” Perdita spoke through gritted teeth as she angled her shoulders to give the other woman a smaller target. A single index finger tickled the well-worn grip of her Peacebringer.

Tara laughed, “Oh hun, I wouldn’t call me alive, exactly.”

Victory Points: At the end of every Turn, after the first, a Crew earns 1 **VP** if it killed or sacrificed two or more enemy models during that Turn.

At the end of every Turn after the first, if a player has no models in play (buried models are not considered “in play”) then her opponent earns 1 **VP**. A player may not earn more than 1 **VP** from this Strategy per Turn.

RECONNOITER (☛)

Lady Justice felt the individual bullets in the cylinder of her Peacekeeper, touching each to be sure it was fully loaded. She whispered to her Marshals, “Fan out for a tomb sweep. Keep eyes on the man to your left and right. If you see Seamus, shoot to kill.”

Setup: Divide the table into four 18” x 18” table Quarters.

Victory Points: At the end of each Turn after the first, a Crew earns 1 **VP** if it controls two or more table Quarters.

To control a table quarter, the Crew must have the most non-Peon models within the table Quarter. These models cannot be within 6” of the Center of the table, or partially within another table Quarter.

SQUATTER'S RIGHTS (■■)

Som'er adjusted his hat so that it stood taller on his thick brow. "Boys, whosits mayhaps fine wheated mash in dem dar stills. Da whosits ain't got no rights to boozin' stills when we gots corned mash for a fixin' the hoochin' stills. Whensome now they might stumble up a day whensome the sands a grem's falls. Whensome idn't aday."

Setup: Place five 30mm Squat Markers along the Centerline. One is placed at the Center of the table. Then, two more are placed on the Centerline 6" away from the Center of the table (one on each side). Lastly, two more are placed on the Centerline 6" away from table's edge (one on each side).

Special Rules: Squat Markers begin the game claimed by neither Crew.

A model may take a (1) Interact Action to claim any Squat marker that is in base contact with the model. A Squat marker is only ever claimed by the last Crew to interact with it, all previous claims are removed.

Victory Points: At the end of each Turn after the first, a Crew earns 1 **VP** if it has claim to at least two Squat Markers.

STAKE A CLAIM (JOKERS)

Zoraida's cracked knuckles gripped the needle so tightly that it threatened to snap. Her eyes peered off into the distance, into futures yet to come. "Oh, that Marcus thinks he's clever, he does. He taps and pulls at the strands of aether. I see the other path, the way the river must flow. Let us guide the roaring magics, let us make his ritual our own."

Special Rules: A model may take a (2) Interact Action to discard all Claim Markers within 6" of itself, and then place a Claim Marker in base contact with itself.

Victory Points: At the end of each Turn after the first, a Crew earns 1 **VP** if there are more Claim Markers on the Enemy Half of the table than its own.

GENERATING SCHEME

OPTIONS

Players now generate the Scheme options that will be available to them after they have hired a Crew. To do this, one of the players shuffles her Fate deck (so that it is a fresh deck) and then flips two cards face up, reflipping any Jokers. These cards will determine the Schemes available to all players during the game.

The players then reference both the value and the suit of both cards to determine which Schemes are available to choose. In this way, each card creates two choices. However, sometimes the suits or values on the two cards will match, creating one less choice. In this case, the Distract Scheme becomes available.

In addition, the players always have the option to choose the A Line in the Sand Scheme.

In this way, every game will have five possible Schemes for each player to choose from.

EARNING VP FROM SCHEMES

A player can never earn more than 3 VP from a single Scheme. Many Schemes require Scheme Markers (see pg. 57)

A LINE IN THE SAND (ALWAYS)

You must mark out a border where your Crew holds influence.

At the end of the game, the Crew earns 2 **VP** if it has at least four Scheme Markers on the Centerline.

If this Scheme is revealed, the Crew earns an additional **VP** if it has at least two Scheme markers on the Centerline at the end of the game.

SUIT/VALUE	SCHEME
Always Available	A Line in the Sand
Available on Doubles	Distract
•	Breakthrough
✗	Assassinate
■	Protect Territory
●	Bodyguard
1	Cursed Object
2	Outflank
3	Plant Evidence
4	Entourage
5	Vendetta
6	Plant Explosives
7	Make Them Suffer
8	Deliver a Message
9	Take Prisoner
10	Spring the Trap
11	Murder Protégé
12	Frame for Murder
13	Power Ritual

DISTRACT (AVAILABLE ON DOUBLES)

It was all a ruse!

All non-Peon models in this Crew may target a non-Peon enemy model within 1" with a (1) Interact Action to give the target the following Condition for the rest of the game:

"Distracted: This model may take a (2) Interact Action to remove this Condition from itself. No other Action may remove this Condition."

This Scheme starts the game unrevealed. The first time an enemy model gains the **Distracted** Condition, reveal this Scheme. At the end of every Turn, this Crew earns 1 **VP** if at least two enemy models have the **Distracted** Condition.

BREAKTHROUGH (Λ)

The Crew must push into enemy territory!

At the end of the game, this Crew earns 1 **VP** for each of its Scheme Markers within 6" of the enemy Deployment Zone.

If this Scheme is revealed and this Crew earns at least 2 **VP** from this Scheme, it earns 1 additional **VP**.

ASSASSINATE (X)

The opposing leader must die!

This Scheme begins the game unrevealed. If the enemy Leader is killed or sacrificed, reveal this Scheme. If the enemy Leader is killed or sacrificed, gain 2 **VP**. If this happens on or before Turn 4, score 3 **VP** instead.

PROTECT TERRITORY (■■)

This territory is yours. Hold it.

At the end of the game, this Crew gains 1 **VP** for each of its Scheme Markers which is at least 6" from its Deployment Zone and has at least one friendly non-Peon model within 2" of it. Scheme Markers with more enemy models than friendly models within 2" do not count towards this Scheme.

If this Scheme is revealed and this Crew earns at least 2 **VP** from this Scheme, it earns 1 additional **VP**.

BODYGUARD (1)

The Crew must keep a valuable asset alive!

The scheming player notes down a non-Leader Henchman or Enforcer model in her Crew that must be protected. If the Crew has no Henchmen or Enforcer models, note down the model with the highest Soulstone cost instead.

This Scheme may be revealed at any time. At the end of every Turn, starting on Turn 4, if this Scheme is revealed, this Crew earns 1 **VP** if the noted model is still in play and at least 8" from its Deployment Zone. At the end of the game, this Crew earns 1 additional **VP** if the noted model is still in play with more than half of its Wounds remaining.

CURSED OBJECT (1)

Here, you hold it!

All non-Peon models in this Crew may target a non-Peon enemy model within 1" with a (1) Interact Action to give the target the following Condition for the rest of the game:

"Cursed Object: This model may take a (1) Interact Action to perform a TN 12 **Wk** duel. If successful, remove this Condition from this model. No other Action may remove this Condition."

This Scheme starts the game unrevealed. The first time an enemy model gains the **Cursed Object** Condition, reveal this Scheme. At the end of every Turn after the first, this Crew may end the **Cursed Object** Condition on one enemy model to gain 1 **VP**.

OUTFLANK (2)

The Crew needs to get the lay of the land!

At the end of the game, this Crew earns 1 **VP** if it has a non-Peon model on the Centerline and within 3" of the point where the Centerline meets the table edge (or corner). This Crew earns an additional 1 **VP** if it has another non-Peon model on the Centerline within 3" of the opposite point where the Centerline meets the table edge (or corner). Models which are engaged with an enemy may not count towards this Scheme.

If this Scheme is revealed, this Crew earns an additional 1 **VP** if it has at least one unengaged non-Peon model within 3" of the point where the Centerline meets the table edge (or corner).

PLANT EVIDENCE (3)

The Crew must get the evidence into place, and the rest of the plan is easy!

At the end of the game, the Crew earns 1 **VP** for each piece of terrain in base contact with at least one of the Crew's Scheme Markers, if the Scheme Marker is within the Enemy Half of the table.

If this Scheme is revealed and this Crew earns at least 2 **VP** from this Scheme, it earns 1 additional **VP**.

ENTOURAGE (4)

It is vital that the Master be delivered into enemy territory.

The scheming player chooses a Master or Henchman model in her crew. At the end of the game, if the chosen model is in the Enemy Half of the table, the Crew earns 1 **VP**.

If the chosen model is in the enemy's Deployment Zone at the end of the game the Crew earns 2 **VP** instead.

If this Scheme is revealed, this crew earns 1 additional **VP** if it earns any **VP** from this Scheme.

VENDETTA (5)

This one is personal.

The scheming player notes one of her non-Leader, non-Peon models with a Soulstone cost greater than 0 and an enemy model with a Soulstone cost equal to or greater than her chosen model. If the noted friendly model's first Attack Action in the game is against the noted enemy model, score 1 **VP** and reveal this Scheme. If the noted enemy model is not in play at the end of the game, and this Scheme has been revealed, score 1 additional **VP**. If the noted enemy model is killed by the noted friendly model, score 3 **VP** (whether or not the Scheme was revealed).

This Scheme may not be revealed at the start of the game.

SOULSTONE COST

When a rule refers to a model's Soulstone Cost it is referring to the printed Soulstone Cost of the model.

Anything that causes a model to cost more (or less) is ignored, such as Upgrades or the Mercenary Characteristic.

PLANT EXPLOSIVES (6)

A message needs to be sent that people for miles will know about, and a column of flame and corpses will do just that.

Once per game, at the end of any Turn, this Crew may reveal this Scheme and earn 1 **VP** for each enemy model that is within 3" of at least one of this Crew's Scheme Markers. Then, remove all of this Crew's Scheme Markers which are within 3" of an enemy model.

This Scheme does not benefit from being revealed.

MAKE THEM SUFFER (7)

If they curse their mother for birthing them, it has just begun.

At the end of every Turn after the first in which at least one enemy Minion or Peon model was killed by one of this Crew's Henchman or Master models, score 1 **VP**. At the end of every Turn after the first, if the opposing Crew has no Minion or Peon models, score 1 **VP**. No more than 1 **VP** per Turn may be scored from this Scheme.

This Scheme must be revealed as soon as any **VP** are scored from it.

DELIVER A MESSAGE (8)

A secret communique must be delivered to the enemy Master.

This Crew's non-Leader, non-Peon models may take a (2) Interact Action targeting an enemy Leader they are engaged with to reveal this Scheme and earn 2 **VP**. This Action can only be taken once during the game.

If this Scheme is revealed at the start of the game, this crew earns 3 **VP** instead of 2 **VP** if it achieves this Scheme.

TAKE PRISONER (9)

Sometimes ya just gotta take one alive. Nobody especially likes doing it... but it's necessary.

The scheming player notes down a model in the opponent's crew. At the end of the game, if this Crew has at least one non-Peon model engaged with the noted enemy model this Crew earns 2 **VP**.

If there are no other enemy models within 3" of the chosen model, and this Crew has at least one non-Peon model engaged with the chosen model, this Crew earns 3 **VP** instead.

This Scheme does not benefit from being revealed.

SPRING THE TRAP (10)

The trap is laid, and now the enemy just has to blunder into it!

Once per game, at the end of any Turn the scheming player may reveal this Scheme. This Crew earns 1 **VP** for every Scheme Marker it has within 4" of the enemy Leader, then remove all of this Crew's Scheme Markers within 4" of the enemy Leader. If the enemy Crew has as many or more models in play than this Crew when this Scheme is revealed, and at least 1 **VP** is scored from this Scheme, score an additional **VP**.

This Scheme may not be revealed at the start of the game.

MURDER PROTÉGÉ (11)

There is nothing like a shocking murder to get things started!

Note down the enemy model with the highest Soulstone Cost. If multiple models are tied for the highest Soulstone Cost, then any of those models may be noted down. This Crew earns 2 **VP** if the noted enemy model is killed or sacrificed before the end of the game.

If this Scheme is revealed, this crew earns 3 **VP** instead of 2 **VP** if it achieves this Scheme.

FRAME FOR MURDER (12)

Convince the enemy leader to kill some poor sap!

The scheming player notes one of her own non-Peon models as the “sucker.” If the chosen “sucker” model is killed or sacrificed by an enemy model, score 1 **VP**. If the enemy model was a Master or Henchman, score 2 **VP** instead. As soon as this Scheme is accomplished, reveal it. If it was accomplished before Turn 4, score 1 additional **VP**.

This Scheme may not be revealed at the start of the game.

POWER RITUAL (13)

A potent ceremony must be completed... or stopped dead.

At the end of the game, for each Table Corner that this Crew has a Scheme marker within 6" of, this Crew earns 1 **VP**. Only one Table Corner within this Crew's Deployment Zone may count towards this Scheme.

If this Scheme is revealed and this Crew earns at least 2 **VP** from this Scheme, it earns 1 additional **VP**.

HIRE CREWS

Now that the players know the conditions for winning the Encounter, it's time to hire the Crews that will be doing battle.

Both players hire their Crews at the same time and in secret. After both players have hired their Crews, they must reveal their selections to each other.

The first step in hiring a Crew is usually to choose a Leader, because some Masters or Henchmen will alter the availability or cost of other models hired.

Any Master or Henchman from the Faction that the player declared earlier in the Encounter building process is fair game to be chosen as the Crew's Leader. In addition, in a Shoot-Out a player must choose a Henchman to lead her Crew instead of a Master. A Crew's Leader never costs Soulstones to hire, even when it is a Henchman.

The other models hired by a crew must belong to the announced Faction, be specifically allowed by an Ability, or be Mercenary models (which will sell their services to any Crew).

UPGRADES

The player may also purchase and attach Upgrades to Enforcers, Henchmen, and Masters, paying the Soulstone cost of the Upgrade and following all restrictions listed on the Upgrade's card.

Models may have a number of Upgrades as determined by their type. A Master may have three, a Henchman may have two, Enforcers may have one, and Minions/Peons may not have any. This is discussed in more detail on page 66.

Upgrade cards follow these restrictions:

- A model may only have Upgrades of the Crew's declared Faction, regardless of the model's Faction.
- A model may not purchase more than one Upgrade with the same name.
- A model may only purchase one Upgrade with the Limited restriction.
- A Crew may not have the same Upgrade more times than the Upgrade's Rare restriction value.
- Models must meet all other restrictions (such as Name or specific Crew Leader) of an Upgrade.

SOULSTONE POOL

Each Crew will have a Soulstone Pool from which it can access Soulstones for use during the game. The Crew's Leader will have a Soulstone Cache value; this is the number of Soulstones that are in the Soulstone Pool at the beginning of the game. Only the Leader's Cache influences the Pool. The Cache of non-Leader models is ignored.

The Crew may increase the Soulstone Pool, at a cost of one Soulstone per point of increase, to a maximum Soulstone Pool of seven.

Example: Lady Justice has a Soulstone Cache of 3. The Crew pays four additional Soulstones to improve this value, increasing the Soulstone Pool to seven.

DUAL FACTION MODELS

Some models have two Faction symbols shown on the associated stat cards. These models count as both Factions for the purposes of hiring; however, they may only have Upgrades from the announced Faction.

RARE MODELS

If a model has the Rare characteristic, a Crew may not hire more models with that name than the Rare characteristic's value. For instance, a Crew may only hire one copy of a model that has the Rare 1 characteristic.

MERCENARY MODELS

Models with the Mercenary Characteristic may be hired by any Crew, regardless of Faction. However, if they are not the same Faction as the Crew's declared Faction they cost 1 additional Soulstone to hire. Mercenary models may only have Upgrades from the hiring Faction (not their original Faction).

A Crew may hire a maximum of two models with the Mercenary characteristic which are from a Faction other than the declared Faction. If the Crew could hire the model regardless of the Mercenary characteristic, the model may be hired normally (without spending the additional Soulstone or counting against the two Mercenary limit).

UPGRADE RARITY

The Rare restriction on Upgrades limits the number of times the Crew can purchase the Upgrade. It does not, however, require that the Upgrade be placed on a model with the Rare characteristic.

CHOOSE SCHEMES

Now that the players know what Crew they are using, and facing, it's time for the players to choose which Schemes they will use from the options generated earlier.

SELECT SCHEMES

Each player secretly writes down two of the available Schemes that their Crew will be attempting to achieve.

Some Schemes will refer to decisions the “scheming player” must make. The scheming player is the player who chose the Scheme and whose crew controls it. If both players happen to choose the same Scheme, they are the scheming player with regards to their own individual version of that Scheme.

Scheming players’ decisions are all made as part of choosing the Scheme (such as selecting a model that must be captured).

Each player must choose two different Schemes, she cannot choose the same Scheme twice.

REVEAL SCHEMES

Once both players have chosen their Schemes, the players simultaneous reveal any Scheme they wish to reveal. A player may choose to reveal none, one, or both of her Schemes.

Some Schemes offer bonus points if they are revealed. When a Scheme is revealed all of its choices are also revealed (any noted models, etc.), nothing about the Scheme is kept secret.

DEPLOY CREWS

Both players now flip for deployment. The higher value player may choose one of the Deployment Zones as her own and deploys all her models completely within her chosen Deployment Zone. Alternatively, the higher value player may decide to deploy second, in which case her opponent chooses a Deployment Zone and deploys her entire crew, instead.

Once the First Player’s Crew is deployed, the other player deploys her Crew completely within the opposite Deployment Zone.

Once all models are deployed, players gather up any Fate Cards used to set up the Encounter, reshuffle them into their Decks, and begin Turn 1; the Encounter has begun!

WINNING THE ENCOUNTER

At the end of Turn 5 (pg. 32), the First Player flips a card after the Upkeep Step. If the card value is 10+, the Encounter continues for another Turn. Increase the value needed to continue the Encounter by +1 each Turn after the fifth (end of Turn 6 requires an 11+ to continue, end of Turn 7 requires a 12+, and so on).

If the flip is lower than the value needed, the Encounter ends and the players total up any Victory Points they have earned following these steps:

1. Models with effects that occur at the end of the game happen now.
2. Players calculate **VP** earned for the Encounter's Strategy.
3. Players show their opponent any unrevealed Schemes (they do not count as revealed for bonus **VP** if shown at this time).
4. Players calculate **VP** earned for one chosen Scheme and add them to the Crew's total **VP**.
5. Players remove any Scheme markers that they chose to use to Score **VP** with the Scheme in Step 4.
6. Players calculate **VP** earned from the remaining Scheme and add them to the Crew's total **VP**.

After all the **VP** have been totaled, the player with the most **VP** is declared the winner! If both players have the same number of **VP**, the game is a tie.

VICTORY POINT LIMITS

It is important to note that a player may never earn more than 4 **VP** from the Strategy or more than 3 **VP** from any one Scheme. Once a player has earned maximum **VP** for a Strategy or Scheme she ceases to earn **VP** from it, but may still stop her opponent from scoring **VP** (most commonly with the Strategy). This means that the maximum **VP** a player can score in a game is 10.

CHOOSING TO USE SCHEME MARKERS

A single Scheme Marker may only count towards one Scheme during the Encounter. When a player calculates **VP** for a Scheme at the end of the game, she may choose which of her friendly Scheme Markers are used.

A player is never forced to use all available Scheme Markers for a Scheme. If she wishes the Scheme Marker to count towards her other Scheme, she may do so.

CH 5: STORY ENCOUNTERS

The wagon rolled down the dusty street with its guards cautiously glancing back and forth. A sudden movement from the shadows called their attention and rifles were made instantly at the ready. This was no chance encounter, this was an ambush...

Story Encounters are designed to give players a more varied and thematic experience while playing a game (or series of games) of Malifaux. In many ways they play similarly to the Standard Encounters, with some slight variations. Unlike a Standard Encounter, each player will have their own unique objective which their Crew is trying to accomplish. While one Crew is trying to get their supply wagon across town, the other Crew could be trying to capture it, distract the guards, or even plant explosives in its path.

STORY ENCOUNTER PROCEDURE

Story Encounters follow the normal rules for setting up a Standard Encounter (see pg. 71), however they differ in determining deployment and determining Strategies and Schemes. They may also include some unique terrain. Those differences are described in this chapter. The steps are:

1. Define and Place Terrain
2. Determine Encounter Size
3. Announce Factions
4. Determine Deployment
5. Determine Strategy
6. Hire and Reveal Crews
7. Choose & Reveal Schemes
8. Deploy Crews

Each of these steps may include several steps of their own. A summary is presented here, but the remainder of this chapter is dedicated to discussing how these steps differ from running a Standard Encounter. If no differences are noted, then follow the same procedure laid out in the Standard Encounters chapter.

1. DEFINE AND PLACE TERRAIN

Just like in a Standard Encounter, players discuss and define the terrain they will be using during the Encounter (see pg. 72). Additionally, players now flip a card to determine any special terrain features the table will have (see pg. 96).

2. DETERMINE ENCOUNTER SIZE

Players agree on the number of Soulstones their Crews will use to hire models. This is the same as for Standard Encounters (see pg. 76).

3. ANNOUNCE FACTIONS

Each player announces which Faction she will be bringing to the fight.

4. DETERMINE DEPLOYMENT

A different table is used to determine deployment than when playing a Standard Encounter, however many of the deployment types are the same (see pg. 78).

5. DETERMINE STRATEGY

This is where Story Encounters vary the most from Standard Encounters. A different table is used to determine the Strategy (see pg. 101) and the players will have two different objectives. No Scheme Pool is generated, as players will have access to any Scheme they desire.

6. HIRE AND REVEAL CREWS

Players create their Crews by spending Soulstones. This is the same as in a Standard Encounter (see pg. 90).

7. CHOOSE AND REVEAL SCHEMES

Players will choose personal Schemes, and then have an opportunity to keep them secret, or reveal them for possible bonus points. Any of the nineteen Schemes listed on page 84 may be chosen. Additionally, players will have access to one Faction-specific Scheme (see pg. 117). All other rules for selecting Schemes remains the same (For Example: A player may not select the same Scheme twice, etc).

8. DEPLOY CREWS

Players deploy their models into their chosen Deployment Zones and begin the Encounter.

A THEMATIC EXPERIENCE

The purpose of the Story Encounters section is to provide players with a fun and thematic game which they will be telling stories about for years to come.

However, in accomplishing this, some of the aspects are asymmetrical. For a more symmetrical experience, the Standard Encounters section is recommended.

This is not to say that the Standard Encounters section is not thematic, or that the Story Encounters section is not balanced, but simply that they provide different play experiences. Because players who have chosen the Story Encounters section are seeking a more thematic experience, it is perfectly acceptable for them to simply choose a certain strategy or terrain piece rather than flip for it if it better fits into their game. Additionally, players may even modify the rules laid out here if it better suits their campaign, league, or if they simply want to try something new.

DEFINE AND PLACE TERRAIN

During this step, if both players agree, flip a card and consult the following unconventional terrain chart to determine a unique piece of terrain which will be used during the encounter. Once that is done, follow the same procedure laid out in the Standard Encounters section on page 72 for placing and defining the rest of the terrain as normal.

Unconventional terrain has special rules that are laid out in this section. This terrain can represent things like strange monuments or carnivorous plants which provide an extra challenge to the Crews as they fight it out. Sometimes the unconventional terrain may even represent locations for the scrap, such as a dusty saloon or murky bog.

If additional terrain pieces or Markers must be placed, they are placed after the Determine Deployment Step, but before the Determine Strategy Step. If more than one Marker or terrain piece must be placed, randomly determine a player to place first and then players take Turns placing the terrain or Markers.

VALUE	UNCONVENTIONAL TERRAIN
1	Ancient Monument
2	Forbidden Text
3	Arcanist Lab
4	Dead Zone
5	Graveyard
6	Mysterious Effigies
7	Carnivorous Plants
8	Junkyard
9	Bog
10	Badlands
11	Mine
12	Saloon
13	Hanging Tree
Red Joker	Forbidden Text and Ancient Monument
Black Joker	Bog and Carnivorous Plants

1. ANCIENT MONUMENT

Forgotten civilizations still leave their mark...

Randomly determine a player to place the Ancient Monument. The Ancient Monument is on a 50mm base and is **Ht** 5, blocking, impassable terrain. It may be placed anywhere on the table at least 6" from either Deployment Zone. While within 2" of the Ancient Monument, models receive +2 **Ca** to all **Ca** Actions.

2. FORBIDDEN TEXT

Whispers from the past; long forgotten magics, secrets long buried.

Each player places a 30mm Book Marker within 3" of the Centerline of the table. Any model may take a (1) Interact Action while in base contact with a Book Marker to discard it and draw two cards.

3. ARCANIST LAB

Put out the cigars, people.

This encounter takes place inside a laboratory. Due to the ceiling, all models lose **Flight** for the duration of the game. Each player places two 30mm Vial Markers within 3" of the Centerline of the table. Whenever a model within 4" of a Vial Marker succeeds on an Action which generates a Blast Marker or gives a model the **Burning** Condition, flip a card after completing the Action. If it is odd, all models within 4" of the Vial Marker suffer 3 damage, then discard the Vile Marker.

4. DEAD ZONE

Magic can be a fickle thing, even in Malifaux.

A Dead Zone is **Ht** 0, 3" by 3", severe terrain. Each player places one Dead Zone anywhere on the table at least 6" from either Deployment Zone. While in base contact with a Dead Zone, models may not take **Ca** Actions and are immune to **Ca** Actions.

5. GRAVEYARD

The dead seldom rest long in Malifaux...

Each player places two 30mm Carcass Markers within 3" of the Centerline of the table. These count as Corpse Markers.

It Grabbed My Leg! Any model ending an Activation within 1" of a Carcass Marker must pass a TN 14 **Wk** duel or gain the **Slow** Condition.

6. MYSTERIOUS EFFIGIES

People are willing to pay well for these, what else matters?

Each player places a 30mm Effigy Marker within 6" of the Centerline of the table. At the end of the encounter, each player scores 1 **VP** for each Effigy Marker which she controls. An Effigy Marker is controlled by the player with the most non-Peon models within 2" of it.

7. CARNIVOROUS PLANTS

Documentation of the flora of Malifaux slowed down significantly until botanists began arming themselves.

Each player places one 50mm Plant Marker within 6" of the Centerline of the table. Plant Markers are **Ht** 0, severe, hazardous terrain which deal 1/4/7 damage. Any model which ends a move or push within 3" of a Plant Marker must succeed on a TN 14 **Wk** duel or be pushed into base contact with the Plant Marker. If a Blast Marker is placed over a Plant Marker, discard the Plant Marker.

8. JUNKYARD

You know what they say, "one man's trash is another man's...oh, hey, Compression Coil!"

Each player places two Junk Markers within 3" of the Centerline of the table. These count as Scrap Markers. Models in base contact with a Junk Marker may discard it to take the following Action:

(1) It Still Works! (Sh 5 / Rst: Df / Rg: -10): Target model suffers 3/5/7 damage. This Action must declare a Trigger if able.

✗ *Catastrophic Failure*: After resolving, the acting model suffers 4 damage.

✉ *Extra Juice*: The damage flip gains +.

☛ *Whoa...!*: After resolving, the opposing player places this model within 6".

❖ *Innovate*: After damaging, this model heals the amount of damage dealt.

9. BOG

Murky water, hanging vines, and dense fog. Fun.

At the start of each Turn a random player flips a card which may not be cheated. On a 1 or 2 apply the following effect until the end of the Turn: "**Fog**: All **Ca** and **Sh** Actions receive -." On a 12 or 13 apply the following effect until the end of the Turn: "**Rising Water**: Models may not charge."

10. BADLANDS

Few can survive this far out from the city. Fewer want to.

At the start of each Turn, a random player flips a card which may not be cheated. On a 1 or 2 apply the following effect until the end of the Turn: "**Rock Slide**: All terrain gains the hazardous trait." On a 12 or 13, apply the following effect until the end of the Turn: "**Dust Storm**: All portions of the table which do not contain terrain count as severe terrain."

11. MINE

The constant battle for Soulstones sometimes spills into the mines.

Due to the confined space, all models lose **Flight** for the duration of the game. At the start of the game, each player places two 30mm Soulstone Vein Markers within 6" of the Centerline of the table. Any model in base contact with a Soulstone Vein Marker may make a (1) Interact Action to discard it and add two Soulstones to its Crew's Pool.

12. SALOON

Booze. Girls. Breakable furniture. There are few places that compare when it comes to throttling someone.

Due to the ceiling, all models lose **Flight** for the duration of the game. Place a 3" by 3" Open Bar terrain piece in the Center of the table. The Open Bar is **Ht** 1, severe terrain, soft cover. Any model within 1" of the Open Bar may make a (2) Interact Action to perform a 3/5/7 healing Flip.

In addition, each player places two 30mm Chair Markers within 6" of the Centerline of the table. Any model within 1" of a Chair Marker may discard it to take the following Action:

(1) Thrown Chair (Sh 5 / Rst: Df / Rg: -10): Target Suffers 2/3/7 damage. If the target suffers weak damage, or this Attack fails, place a Chair Marker in base contact with the target.

13. HANGING TREE

Both a symbol of the Guild's oppression and a reminder of the fate of those who first ventured across the Breach, all know its reputation.

Randomly determine a player to place the Hanging Tree. The Hanging Tree is on a 50mm base, **Ht** 6, blocking, impassable terrain. It may be placed anywhere on the table at least 6" from either Deployment Zone. Any model which ends an Action within 3" of the Hanging Tree must immediately take a TN 13 Horror Duel.



DETERMINE DEPLOYMENT

This step determines which Deployment Zones are available, although players do not commit to one just yet. This is the same procedure as determining deployment for Standard Encounters on page 78, except that the table for determining Deployment Zones is slightly different and a new deployment method is introduced: Blind Deployment.

To determine deployment zones, flip on the following table:

CARD	DEPLOYMENT
1 to 7	Standard Deployment (pg. 79)
8 to 10	Corner Deployment (pg. 79)
11 or 12	Flank Deployment (pg. 80)
13	Close Deployment (pg. 80)
Either Joker	Blind Deployment

BLIND DEPLOYMENT

Blind Deployment represents two forces that were totally unaware of each other and now it's all catawampus!

In the Deploy Crews Step, the player deploying the first model is the Red Player, and the opponent is the Black Player.

The players take a number of cards from a Fate Deck equal to the number of models in the Crew of the appropriate color. For example, the Red Player with 7 models will take 7 Rams or Masks from the deck.

Shuffle the red and black cards together to form a temporary deck. Starting with the Black Player, each player places a card from the top of the temporary deck face down (without looking at it) anywhere on the table, not touching another card. Once all the cards are placed, flip them over.

Each player may deploy a single model (starting with the Red Player) anywhere on top of a card of their color and then that card is removed.

Once the players have deployed all of their models, the deployment is treated as Standard Deployment (see pg. 79) for the remainder of the game, choosing a Deployment Zone as normal (but not actually placing any models there). This is important because some mechanics will reference the player's Deployment Zone.

DETERMINE STRATEGY

During this step, randomly determine one player to be the Attacker and one player to be the Defender. Which one a player is will determine her objective for the Strategy. Then, flip to determine a Strategy on the following table:

The numerical value of the flip will determine the Attacker's Strategy; each one is described in this chapter. The description will note how the Attacker scores Victory Points from the Strategy as well as any special setup or rules the Strategy requires. The suit of the flip determines the Defender's Strategy. Each Strategy has four entries in its description, one for each suit, which outline how the Defender earns Victory Points for her Strategy.

A player may earn a maximum of 4 **VP** from her Strategy. Frequently there will be multiple ways to earn **VP** from a single Strategy. In this case, the **VP** is added if all requirements are met. For example, Treasure Hunt grants the Attacker 3 **VP** for having a model holding the Treasure Marker and 1 **VP** for the Treasure Marker being in the Attacker's Deployment Zone. If one of the Attacker's models is holding the Treasure Marker in her Deployment Zone, she earns 4 **VP** total.

VALUE	STRATEGY
1	Jail Break
2	Reconnoiter
3	Destroy Evidence
4	Arcane Ritual
5	Turf War
6	Theft
7	Stake a Claim
8	Escort
9	Search
10	Squatter's Rights
11	Treasure Hunt
12	Supply Wagon
13	Sabotage
Either Joker	Shindig and Flip Again

JAIL BREAK

One of the Attacker's Crew has been captured, and it's time to bust her out!

SETUP

Before hiring Crews, the Attacker places a 3" by 3" piece of Cell terrain anywhere within 3" of the Centerline of the table. The Cell is **Ht** 4, impassable, blocking. After hiring crews, the Attacker notes down one of her Henchmen or Master models as the Imprisoned model. The Imprisoned model is not deployed at the start of the game.

SPECIAL

Any model in base contact with the Cell terrain piece may perform a (2) Interact Action to destroy it. When the Cell is destroyed, the Attacker places the Imprisoned model anywhere within 1" of where the Cell had been. The Imprisoned model may activate as normal this Turn.

ATTACKER VICTORY

The Attacker earns 4 **VP** if the Imprisoned model is in the Attacker's Deployment Zone at the end of the game.

DEFENDER VICTORY

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: The prisoner must be silenced. The Defender earns 4 **VP** if the Imprisoned model has been killed or sacrificed by the end of the game.

Rams: Hold the prisoner at all costs. The Defender earns 1 **VP** at the end of every Turn after the first if the Cell is still in play.

Tomes: Make it look like an accident. The Defender earns 1 **VP** for each of her Scheme Markers within 3" of the Cell at the time the cell is destroyed. When the Cell is destroyed, remove all of the Defender's Scheme Markers within 3" of it and then the Imprisoned model suffers 1 damage for each Scheme Marker removed in this way.

Masks: Retrieve information. Once per game, any of the Defender's non-Peon models may make a (2) Interact Action while within 1" of the Imprisoned model targeting the Imprisoned model to earn 4 **VP**.

RECONNOITER

The Attacker needs to spread out and hold this area at all costs.

SETUP

Divide the table into four 18" x 18" table Quarters.

ATTACKER VICTORY

At the end of each Turn after the first the Attacker's Crew earns 1 **VP** if it controls 2 or more table Quarters.

To control a table Quarter, the Crew must have the most non-Peon models within the table Quarter. These models cannot be within 6" of the Center of the table, or partially within another table Quarter.

DEFENDER VICTORY

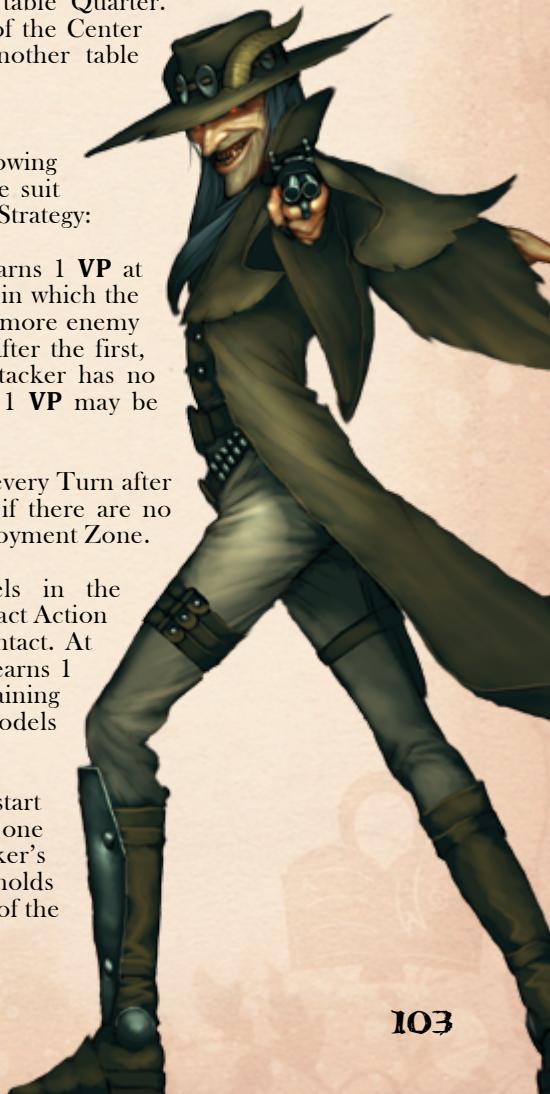
The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: Slaughter. The Defender earns 1 **VP** at the end of every Turn after the first in which the Defender killed or sacrificed two or more enemy models. At the end of every Turn after the first, the Defender earns 1 **VP** if the Attacker has no models left in play. No more than 1 **VP** may be earned per Turn from this Strategy.

Rams: Hold ground. At the end of every Turn after the first, the Defender earns 1 **VP** if there are no enemy models within 4" of her Deployment Zone.

Tomes: Leave our mark. Models in the Defender's Crew may take a (1) Interact Action with terrain pieces while in base contact. At the end of the game, the Defender earns 1 **VP** for each Quarter of the table containing a piece of terrain which one of her models interacted with.

Masks: Take their home. At the start of the game, the Defender selects one of the table Quarters on the Attacker's side of the table. If the Defender holds the selected table Quarter at the end of the game, she earns 4 **VP**.



ARCANE RITUAL

Summoning ancient evils. Resurrecting the dead. Ritual sacrifice. All in a day's work.

SETUP

Place an Ancient Monument terrain piece (see pg. 97) in the Center of the table.

ATTACKER VICTORY

At the end of every Turn after the first, the Attacker earns 1 **VP** if she has at least one Scheme Marker in base contact with the Ancient Monument, then remove all of the Attacker's Scheme Markers in base contact with the Ancient Monument.

DEFENDER VICTORY

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: Steal Components. Once per Turn, while within 1" of an enemy Master or Henchmen, non-Peon, non-Minion models in the Defender's Crew may take a (1) Interact Action targeting the enemy Master or Henchmen to gain 1 **VP**. If an Attacker's Master or Henchmen is killed or sacrificed as a result of its Crew's Actions or Abilities, the Defender gains 2 **VP**.

Rams: Guardian. At the end of every Turn after the first, the Defender earns 1 **VP** if she has at least two non-Peon models in base contact with the Ancient Monument.

Tomes: Contain power. If the Attacker has no Master or Henchmen models in play at the end of the game, earn 3 **VP**. If the Defender's Leader killed or sacrificed at least one enemy Master or Henchman, earn 1 **VP**.

Masks: Search their hideout. At the end of every Turn after the first, the Defender earns 1 **VP** if she has at least one non-Peon model within 6" of the Attacker's Deployment Zone.

DESTROY EVIDENCE

Some things are best cleaned up before people start asking questions.

SETUP

After choosing Deployment Zones, the Attacker places 3 30mm Evidence Markers on the table. One Evidence Marker must be placed within the Defender's Deployment Zone. All Evidence Markers must be placed on the Defender's Half of the table, at least 4" from the Centerline, and at least 8" from any other Evidence Markers.

SPECIAL

Any model in base contact with an Evidence Marker may take a (1) Interact Action to destroy it and discard the Marker.

ATTACKER VICTORY

The Attacker earns 2 **VP** if at least two Evidence Markers have been destroyed by the end of the game, and 4 **VP** if all three Evidence Markers have been destroyed.

DEFENDER VICTORY

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: Plant evidence. (Who says it all needs to be genuine?) Models in the Defender's Crew may take a (1) Interact Action while on the Attacker's Half of the table to place a Falsified Marker in base contact with itself. This Action may not be taken while within 4" of a Falsified Marker. At the end of the game, the Defender earns 1 **VP** for each Falsified Marker in play.

Rams: Catch them in the act. Every time an Evidence Marker is destroyed while in LoS of the Defender's Leader, the Defender earns 1 **VP**. The Defender earns 1 **VP** if her Leader is in play at the end of the game.

Tomes: Contain power. If the Attacker has no Master or Henchmen models in play at the end of the game, earn 3 **VP**. If the Defender's Leader killed or sacrificed at least one enemy Master or Henchman, earn 1 **VP**.

Masks: Blackmail. At the end of the game, earn 1 **VP** for each non-Peon model within 1" of an Evidence Marker.

TURF WAR

Sometimes you need to fight to hold what's yours.

SETUP

Place a single Turf Marker at the Center of the table.

ATTACKER VICTORY

At the end of each Turn after the first, the Attacker earns 1 **VP** if she has two or more non-Peon models within 6" of the Turf Marker.

DEFENDER VICTORY

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: Slaughter. The Defender earns 1 **VP** at the end of every Turn after the first in which the Defender killed or sacrificed two or more enemy models. At the end of every Turn after the first, the Defender earns 1 **VP** if the Attacker has no models left in play. No more than 1 **VP** may be earned per Turn from this Strategy.

Rams: Lead from the front. At the end of every Turn after the first, the Defender earns 1 **VP** if her Leader is within 6" of the Turf Marker.

Tomes: Claim their land. Models in the Defender's Crew may take a (1) Interact Action while within 1" of the Turf Marker on any Turn after the first to gain 1 **VP**. This Action may only be taken once per Activation.

Masks: Search their hideout. At the end of every Turn after the first, the Defender earns 1 **VP** if she has at least one non-Peon model within 6" of the Attacker's Deployment Zone.



THEFT

Simple. Effective. Lucrative.

SETUP

After choosing Deployment Zones, the Attacker places four 30mm Gem Markers on the table. All Gem Markers must be placed on the Defender's Half of the table, at least 4" from the Centerline, and at least 6" from any other Gem Markers.

SPECIAL

Any Attacking model in base contact with a Gem Marker may take a (1) Interact Action to place the Gem Marker on its stat card. If the model leaves play, place the Gem Marker in base contact with it before removing it. The model may make a (1) Interact Action to place the Gem Marker in base contact with itself.

ATTACKER VICTORY

The Attacker earns 2 **VP** if at least 2 Gem Markers are on the stat cards of Attacking models or in the Attacker's Deployment Zone by the end of the game, and 4 **VP** if at least three Gem Markers meet these requirements.

DEFENDER VICTORY

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: Counterfeit. Models in the Defender's Crew may take a (1) Interact Action while on the Attacker's Half of the table to place a Counterfeit Marker in base contact with itself. This Action may not be taken while within 4" of a Counterfeit Marker. At the end of the game, the Defender earns 1 **VP** for each Counterfeit Marker in play.

Rams: Guard the stash. At the end of the game, earn 2 **VP** for every Gem Marker on the table with at least one of the Defender's models within 2" of it.

Tomes: Contain power. If the Attacker has no Master or Henchmen models in play at the end of the game, earn 3 **VP**. If the Defender's Leader killed or sacrificed at least one enemy Master or Henchman, earn 1 **VP**.

Masks: Search their hideout. At the end of every Turn after the first, the Defender earns 1 **VP** if she has at least one non-Peon model within 6" of the Attacker's Deployment Zone.

STAKE A CLAIM

If it's not properly marked, it's not yours.

SPECIAL

A model may take a (2) Interact Action to destroy all Claim Markers within 6" of itself, and then place a Claim Marker in base contact with itself.

ATTACKER VICTORY

At the end of each Turn after the first the Attacker earns 1 **VP** if there are more Claim Markers on the Defender's Half of the table than the Attacker's.

DEFENDER VICTORY

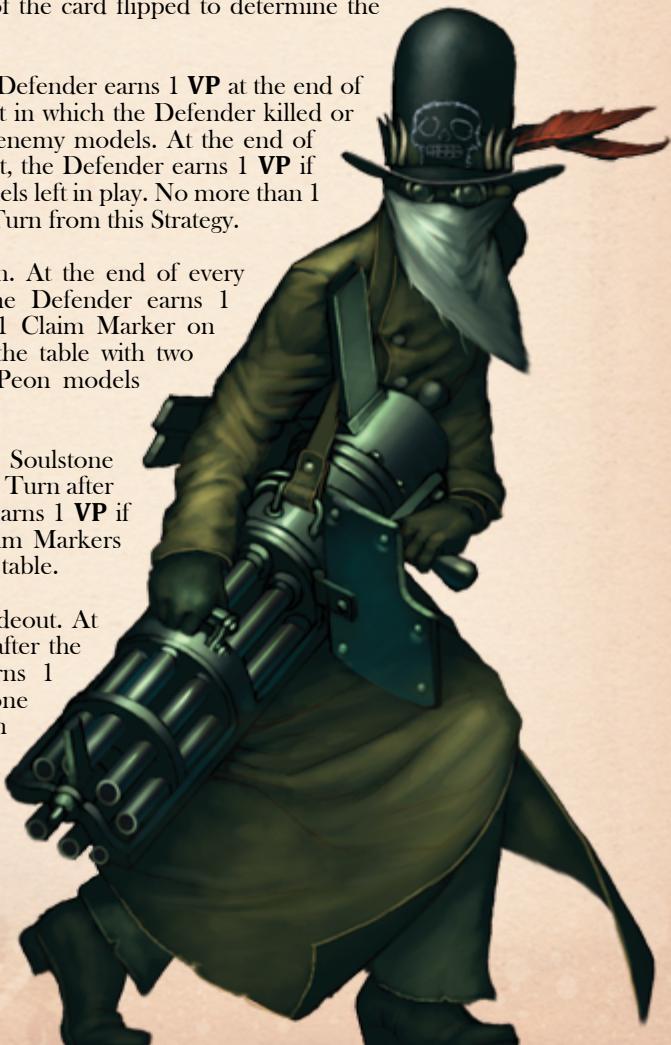
The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: Slaughter. The Defender earns 1 **VP** at the end of every Turn after the first in which the Defender killed or sacrificed two or more enemy models. At the end of every Turn after the first, the Defender earns 1 **VP** if the Attacker has no models left in play. No more than 1 **VP** may be earned per Turn from this Strategy.

Rams: Guard the claim. At the end of every Turn after the first, the Defender earns 1 **VP** if there is at least 1 Claim Marker on the Attacker's Half of the table with two or more friendly, non-Peon models within 2" of it.

Tomes: Stake out the Soulstone vein. At the end of every Turn after the first, the Defender earns 1 **VP** if there are at least 2 Claim Markers on the Centerline of the table.

Masks: Search their hideout. At the end of every Turn after the first, the Defender earns 1 **VP** if she has at least one non-Peon model within 6" of the Attacker's Deployment Zone.



ESCORT

Your Crew must escort an important individual through this territory.

SETUP

After all models have been deployed, the Attacker places a 30mm Escort model in her Deployment Zone.

SPECIAL

The Escort model is friendly to the Attacking Crew, and it may not activate. It has the following stats:

Df: 6 Wp: 6 Wd: 10 Ht: 2

The Escort model ignores all game effects, except when it is targeted with an Attack or Interact Action. When targeted with an Attack Action the escort suffers damage as normal, but ignores any other effects (such as pushes, sacrifice, Conditions, etc.). A model in base contact with the Escort may make a (1) Interact with it to move it 5" in any direction.

ATTACKER VICTORY

The Attacker earns 4 **VP** if the Escort model is in the Defender's Half of the table at the end of the game.

DEFENDER VICTORY

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: The escort must be silenced. The Defender earns 4 **VP** if the Escort model has been killed by the end of the game.

Rams: Delay the escort. The Defender earns 4 **VP** at the end of the game if the Escort is on the Attacker's Half of the table.

Tomes: Contain power. If the Attacker has no Master or Henchmen models in play at the end of the game, earn 3 **VP**. If the Defender's Leader killed or sacrificed at least one enemy Master or Henchman, earn 1 **VP**.

Masks: Retrieve information. Twice per game, any of the Defender's non-Peon models may make a (2) Interact Action targeting the Escort model to earn 2 **VP**.

SEARCH

Stealing treasure is great, so long as you can find it.

SETUP

Before deploying crews, the Attacker places two 30mm Search Markers anywhere on the Defender's Half of the table. Then, the Defender places two Search Markers anywhere on the table. Each Search Marker must be marked to represent one of the four suits: Rams, Crows, Tomes, and Masks. The Defender secretly flips a card and notes its suit (reflipping any jokers).

ATTACKER VICTORY

Any model may take a (1) Interact Action while in base contact with a Search Marker to place the Search Marker on the model's stat card. If the model leaves play, place the Marker in base contact with it before removing it. At the end of the game, if the Search Marker with the noted suit is on the stat card of an Attacking model or in the Attacker's Deployment Zone, the Attacker scores 4 **VP**.

DEFENDER VICTORY

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: Slaughter. The Defender earns 1 **VP** at the end of every Turn after the first in which the Defender killed or sacrificed two or more enemy models. At the end of every Turn after the first, the Defender earns 1 **VP** if the Attacker has no models left in play. No more than 1 **VP** may be earned per Turn from this Strategy.

Rams: Protect the relic. At the end of the game, score 4 **VP** if the noted Search Marker is on the table with at least two friendly models within 2" of it.

Tomes: We need them all. At the end of the game, score 1 **VP** for every Search Marker not carried by an Attacking mode.

Masks: Run off with it. The Defender may reveal which suit was flipped at any time. At the end of every Turn after the first, score 1 **VP** if the noted Search Marker is on the stat card of a Defending model, so long as the suit has been revealed.

SQUATTER'S RIGHTS

"First" counts for a lot, sometimes.

SETUP

Place five 30mm Squat Markers along the Centerline. One is placed at the Center of the table. Then, two more are placed on the Centerline 6" away from the Center of the table (one on each side). Lastly, two more are placed on the Centerline 6" away from table's edge (one on each side).

SPECIAL

Squat Markers begin the game claimed by neither Crew.

A model may take a (1) Interact Action to claim any Squat marker that is in base contact with the model. A Squat marker is only ever claimed by the last Crew to interact with it, all previous claims are removed.

ATTACKER VICTORY

At the end of each Turn after the first, the Attacker earns 1 **VP** if she has claim to at least two Squat Markers.

DEFENDER VICTORY

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: Slaughter. The Defender earns 1 **VP** at the end of every Turn after the first in which the Defender killed or sacrificed two or more enemy models. At the end of every Turn after the first, the Defender earns 1 **VP** if the Attacker has no models left in play. No more than 1 **VP** may be earned per Turn from this Strategy.

Rams: Hold ground. At the end of every Turn after the first, the Defender earns 1 **VP** if there are no enemy models within 4" of her Deployment Zone.

Tomes: Make them guess. At the start of the game, the Defender secretly notes down a number between 0 and 5. If she has Claim to the noted number of Squat Markers at the end of the game, she earns 4 **VP**. If she is off by one, she earns 3 **VP**. If she is off by two, she earns 2 **VP**.

Masks: Ours. At the end of every Turn after the first, the Defender earns 1 **VP** if she has more non-Peon models within 6" of the center Squat Marker than the Attacker.

TREASURE HUNT

"Why is it always buried? Ain't nobody got no shelves? Get the shovels..."

SETUP

Place a 30mm Treasure Marker in the Center of the table.

SPECIAL

Any model in base contact with the Treasure Marker may perform a (2) Interact Action to place the Marker on its stat card. If the model leaves play, place the Marker in base contact with the model before removing it. If the model changes its location on the table with anything other than the Walk Action, place the Marker in base contact with it before moving the model.

ATTACKER VICTORY

The Attacker earns 3 **VP** if the Treasure Marker is on the stat card of one of its models at the end of the game. The Attacker earns 1 **VP** if the Treasure Marker (or model with it) is in the Attacker's Deployment Zone at the end of the game.

DEFENDER VICTORY

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: Slaughter. The Defender earns 1 **VP** at the end of every Turn after the first in which the Defender killed or sacrificed two or more enemy models. At the end of every Turn after the first, the Defender earns 1 **VP** if the Attacker has no models left in play. No more than 1 **VP** may be earned per Turn from this Strategy.

Rams: Guard. The Defender earns 1 **VP** at the end of every Turn after the first if the treasure Marker is on the table with at least two Defending models within 2".

Tomes: Take a peek. Defending models may make a (1) Interact Action while in base contact with the Treasure Marker. Score 1 **VP** at the end of each Turn in which a friendly model took this Action.

Masks: Set up camp. At the end of every Turn after the first, if the Defender has more model's on the Attacker's Half of the table than the Attacker has on the Defender's Half of the table, the Defender earns 1 **VP**.

SUPPLY WAGON

Guns. Ammo. Scrip. Corpses. We can use whatever it's carrying.

SETUP

Place a 50mm Wagon Marker in the Center of the table. This marker is **Ht 3**, blocking, impassable.

SPECIAL

At the end of each Turn, the Crew with the most models within 3" of the Wagon may move it 5", ignoring severe terrain.

ATTACKER VICTORY

At the end of the game, the Attacker earns 1 **VP** if she has the most models within 3" of the Wagon. If the Wagon is completely on the Attacker's Half of the table, the Attacker earns 2 **VP**. If the Wagon is within the Attacker's Deployment Zone, the Attacker earns 1 **VP**.

DEFENDER VICTORY

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: Slaughter. The Defender earns 1 **VP** at the end of every Turn after the first in which the Defender killed or sacrificed two or more enemy models. At the end of every Turn after the first, the Defender earns 1 **VP** if the Attacker has no models left in play. No more than 1 **VP** may be earned per Turn from this Strategy.

Rams: Capture the wagon! At the end of each Turn after the first, before moving the Wagon, if the Defender has at least two non-Peon models in base contact with the Wagon, earn 1 **VP**.

Tomes: Land mines. Every time the Wagon ends a move on any of the Defender's Scheme Markers, remove the Scheme Markers and the Defender earns 1 **VP**.

Masks: Set up camp. At the end of every Turn after the first, if the Defender has more models on the Attacker's Half of the table than the Attacker has on the Defender's Half of the table, the Defender earns 1 **VP**.

SABOTAGE

Easiest way to win a fight? Start fighting before the other guy knows it's a fight.

SPECIAL

The Attacker secretly notes down a piece of terrain on the Defender's Half of the table. While in base contact, Attacking models may take a (2) Interact Action to place a 30mm Sabotage Marker within terrain (whether it is the noted terrain or not). While in base contact with a Sabotage Marker, Defending models may take a (2) Interact Action to discard it.

ATTACKER VICTORY

At the end of the game, the Attacker earns 3 **VP** if she has a Sabotage Marker in the noted terrain piece. If the Attacker has a Sabotage Marker in at least one other terrain piece, she earns 1 **VP**.

DEFENDER VICTORY

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: Hideout. At the start of the game, place a 30mm Hideout Marker in the Center of the table. At the end of every Turn after the first, if the Defender has more non-Peon models within 6" of the Hideout Marker than the Attacker, the Defender earns 1 **VP**.

Rams: Hold ground. At the end of every Turn after the first, the Defender earns 1 **VP** if there are no enemy models within 4" of her Deployment Zone.

Tomes: Contain power. If the Attacker has no Master or Henchmen models in play at the end of the game, earn 3 **VP**. If the Defender's Leader killed or sacrificed at least one enemy Master or Henchman, earn 1 **VP**.

Masks: Set up camp. At the end of every Turn after the first, if the Defender has more models on the Attacker's Half of the table than the Attacker has on the Defender's Half of the table, the Defender earns 1 **VP**.

SHINDIG

When a Joker is flipped for determining the Strategy, the players are playing a Shindig Encounter. A Shindig is a situation where outright murder would be frowned upon, if not worse. Maybe the Crews are trying to snatch the safe out of a busy saloon without being noticed, maybe they're at a masquerade ball, or maybe there's just a Guild patrol happening by and drawing attention could be fatal. Whatever the case, the Crews must be on their best behavior.

A Shindig is played in addition to a normal Strategy. After determining that the game will be a Shindig, flip again on the Strategy chart (reflipping any further results of a Joker).

SPECIAL

During a Shindig, all models without the Peon characteristic have access to the following Actions until a model deals damage to an enemy model with an Attack Action, at which point the party is over.

(1) Poison the Wine: Target model in base contact gains the **Poison +1** Condition.

(1) Mingle: Target an enemy model in LoS. Push this model its **Cg** directly towards the target. This Action may not be taken while engaged.

(2) Make a Pun (Red Joker): This Action may only be taken if a Red Joker was flipped to generate the Shindig. All models in (0)4 must take a TN 12 Horror Duel.

(2) Same Outfit (Black Joker): This Action may only be taken if the Black Joker was flipped to generate the Shindig. Target model in base contact with the same name as this model is killed.

VICTORY

The first Crew to suffer damage from an enemy's Attack Action earns 2 **VP**. The Strategy which was flipped normally will also provide victory conditions. During a Shindig, players may score a maximum of 12 **VP**.

CHOOSE AND REVEAL SCHEMES

Instead of randomly flipping to determine a Scheme Pool, players may choose any two Schemes from those listed on page 84, following all other rules for choosing Schemes. In addition to the normal nineteen generic Schemes, players also have the option of choosing a Faction Specific Scheme. A player may only choose a Faction Specific Scheme which matches the Faction she announced for the encounter. For example, if a player announced Guild as her Faction, the only Faction Specific Scheme which she has access to is the Guild Faction Specific Scheme (although she has access to the nineteen generic Schemes as well).

Remember that a player must choose two different Schemes and may not select the same Scheme twice in one game. Also remember that the maximum number of **VP** a player can earn from a single Scheme is 3.

WINNING

Determining the winner of a Story Encounter is the same as determining the winner of a Standard Encounter (see pg. 93).

BUILDING YOUR OWN STORY

The rules laid out in this chapter are meant to guide the players and give them the tools to create their own unique stories. The rules for Linked Games are a framework, feel free to build on them to create your own campaign.

Sometimes when flipping randomly for terrain and a Strategy, it's hard to see how the pieces fit together. However, you should have all the tools you need to tell the story you want to. For example, would you like to play a game where both sides are trying to get the scrip from behind the bar of a rich saloon owner on a busy night? Play Treasure Hunt (pg. 112) in a Saloon (pg. 99) with the Shindig rules (pg. 115).

Do you want to play a game where the Crews are locked in a desperate fight in the bayou as they both race to uncover some ancient artifact? Play the Search Strategy (pg. 110) in a Bog (pg. 98) and maybe throw in some Carnivorous Plants for fun (pg. 98).

Ultimately, the game belongs to the players and this chapter has been dedicated to giving players what they need to make their game come to life in any way they choose. Don't hesitate to take what is here and expand on it!

FACTION SCHEMES

The Schemes available to specific Factions are listed here:

Guild (Roundup): At the end of the game, this Crew earns 2 **VP** if it has more Minion and Enforcer models (combined) than the opposing Crew.

If this Scheme is revealed, this crew earns 1 additional **VP** if it earns any **VP** from this Scheme.

Resurrectionists (Spread of Decay): At the end of the game, this Crew earns 2 **VP** if there are at least two friendly Undead models and/or Corpse Markers completely within each Quarter of the table. Models and markers which straddle two Quarters count for neither.

If this Scheme is revealed, this Crew earns 1 additional **VP** if it earns any **VP** from this Scheme.

Arcanists (Gathering Power): At the end of the game, after calculating **VP** from all other Schemes and Strategies, if this Crew has the most Scheme Markers in play, it earns 2 **VP**.

If this Scheme is revealed, this Crew earns 1 additional **VP** if it earns any **VP** from this Scheme.

Neverborn (Exterminate): At the end of the game, this Crew earns 2 **VP** if it has more Master and Henchmen models (combined) than the opposing Crew.

If this Scheme is revealed, this crew earns 1 additional **VP** if it earns any **VP** from this Scheme.

Outcasts (For the Money): This Scheme must be revealed at the start of the game. No **VP** may be scored from this Scheme. When this Scheme is revealed, add four Soulstones to this Crew's Pool. This may raise the number of Soulstones above the Crew's usual starting limit.

Gremlins (Fight Another Day): At the end of the game, if this Crew contains four or more models with no damage, score 2 **VP**.

If this Scheme is revealed, this Crew earns 1 additional **VP** if it earns any **VP** from this Scheme.

Ten Thunders (Watchful Eyes): At the end of the game, if this Crew has at least two Scheme Markers within 6" of each Deployment Zone, score 2 **VP**.

If this Scheme is revealed, this Crew earns 1 additional **VP** if it earns any **VP** from this Scheme.

LINKED GAMES

Sometimes two players would like to play a series of games in a row, where the results of one game affect the next. We refer to these as Linked Games, and this section provides a general outline for running games in this way.

LENGTH AND SCOPE

These rules are designed for two people to play a series of five games.

CREW BUILDING

During the first game, players build Crews as normal. However, all subsequent games must be the same Encounter Size, and each player must use the same Leader. However, the Crew, Upgrades, and Cache may be changed in between games as normal.

KEEPING TRACK

Keep track of the number of Victory Points each player has earned after every game. At the end of the five games, the player with the most total **VP** will be the winner. Also keep track of which Schemes each player has selected. A player may not select the same Scheme twice in a series of Linked Games.

TO THE VICTOR GO THE SPOILS

When a player wins, they will be granted a benefit. Before the Define and Place Terrain Step, the winner of the previous game selects one of the following options:

Option 1: The winner of the last game chooses to be the Attacker or Defender after seeing the Strategy Flip.

Option 2: The winner of the last game gets to choose what sort of unconventional terrain this game will use.

Option 3: The winner of the last game selects the Attacker's Strategy (however, a flip is still made to determine the Defender's strategy, and which player is the Attacker is randomized).

Option 4: The winner of the last game selects the Defender's Strategy (however, a flip is still made to determine the Attacker's strategy, and which player is the Attacker is randomized).

WINNING

At the end of five games, the player with the most total Victory Points is the winner!

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Based on an alternate Earth, Malifaux blends gothic, steampunk, horror, and wild west themes into a fast-paced and brutal 32mm tabletop miniature skirmish game.

This rules manual includes an expanded index and provides all of the rules which you need to play Malifaux Second Edition in one compact volume. Grab your Fate Deck, it's time to cheat fate or lose your soul...



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