



CORE

# MALIFAUX

THIRD EDITION



Wyrd Miniatures, LLC | [wyrd-games.net](http://wyrd-games.net)

Customer Service - <http://www.wyrd-games.net/contact>

This book is printed under the copyright laws of the United States of America. Contents copyright ©2005-2019, Wyrd Miniatures, LLC. All rights reserved. This book is a work of fiction; any resemblance to organizations, places, events, or actual persons – living or dead – is purely coincidental. Copies of materials herein are intended solely for your personal, non-commercial use, only if you preserve any associated copyrights, trademarks, or other notices. Wyrd Miniatures, LLC holds exclusive rights to this work. Unauthorized duplication is prohibited. You may not distribute copies to others for a charge or other consideration without prior written consent of the owner of the materials except for review purposes only.

MALIFAUX is a trademark of Wyrd Miniatures, LLC 2005-2019. The Wyrd logo, the MALIFAUX logo, the Through the Breach logo, the Penny Dreadful logo, The Other Side logo, and all related character names, places, and things are trademarks and copyright © 2005-2019 Wyrd Miniatures, LLC. The Malifaux game system is patent pending, serial no. 12/821,427

First Printing: April 2019, Printed in South Korea.

Malifaux 3rd Edition - Core Rulebook  
WYR23001



**MALIFAUX**

**THIRD EDITION**



This text is protected by the copyright laws of the United States of America. Contents copyright © 2005-2019, Wyrd Miniatures, LLC. All rights reserved. This book is a work of fiction; any resemblance to organizations, places, events, or actual persons - living or dead - is purely coincidental. Copies of materials herein are intended solely for your personal, non-commercial use, only if you preserve any associated copyrights, trademarks, or other notices. Wyrd Miniatures, LLC holds exclusive rights to this work. Unauthorized duplication is prohibited. You may not distribute copies to others for a charge or other consideration without prior written consent of the owner of the materials except for review purpose only.

MALIFAUX is a trademark of Wyrd Miniatures, LLC 2005-2019. The Wyrd logo, the MALIFAUX logo, the Through the Breach logo and all related character names, places, and things are trademarks and copyright © 2005-2019 Wyrd Miniatures, LLC. The Malifaux game system is patent pending, serial no. 12/821,427



# CREDITS

## CREATIVE DIRECTION

Nathan Caroland & Eric Johns

## PRODUCER

Kelly Brumley

## DESIGN

Matt Carter, Mason Crawford, & Kyle Rowan

## ADDITIONAL DESIGN

Aaron Darland

## WRITING & EDITING

Mason Crawford & Kyle Rowan

## GRAPHIC DESIGN & LAYOUT

John Cason

## ART

Lino Drieghe, Hardy Fowler, Sarah Lindstrom,  
Christophe Madura, & Alyssa Menold

## SPECIAL THANKS

Tim Akers, Owen Beste, Rafał Bieliński, John Biffle, Kyle Bode,  
Neil Brown, Kimberly Cooper, Jordon Davis, James Doxey,  
Jason Fryer, Philip Hawtin, Kai Hull, Samantha Joelsson,  
Matt Lewin, DZ Liergaard, Nathan Linder, Sean Overton,  
Craig Shipman, Jamie Varney, Brad Vender, Mike Wallace

And a particularly special thank you to all of our amazing Alpha,  
Closed Beta, and Open Beta playtesters, as well as our volunteers  
and Henchman all around the world! Thanks for keeping it Wyrd.





# TABLE OF CONTENTS

<b>HOW TO PLAY</b> .....	2
What You Will Need .....	2
What Makes Malifaux Special? .....	3
<b>Components</b> .....	4
Models .....	4
Stat Cards .....	4
Upgrade Cards .....	6
Fate Cards .....	7
Using the Cards .....	8
Duels .....	10
Triggers .....	12
<b>The Table</b> .....	13
Measuring .....	13
Moving .....	14
Line of Sight .....	16
<b>Gameplay</b> .....	20
Start Phase .....	20
Activation Phase .....	21
End Phase .....	21
Actions .....	22
Resolving Actions .....	23
Abilities .....	24
Damage .....	24
Friendly, Enemy, & Control .....	26
Engagement .....	26
Soulstones .....	27
Tokens .....	27
Markers .....	28
Conditions .....	29
Area Effects .....	30
Math .....	31
Replace .....	32
Summoning .....	32
Bury .....	33
“Once Per” Effects .....	33
“This or That” Choices .....	33
Timing .....	34
Sequential Effects .....	34
Actions Generated by Effects .....	34
Detailed Timing .....	35
<b>Terrain</b> .....	36
Cover & Concealment .....	36
<b>Encounters</b> .....	40
Encounter Setup .....	40
Gameplay .....	43
End of Encounter .....	43
<b>Strategies</b> .....	44
Turf War (♣) .....	44
Plant Explosives (☘) .....	44
Corrupted Idols (♣) .....	45
Reckoning (X) .....	45
<b>Schemes</b> .....	46
1. Detonate Charges .....	46
2. Breakthrough .....	46
3. Harness the Ley Line .....	46
4. Search the Ruins .....	46
5. Dig Their Graves .....	46
6. Hold Up Their Forces .....	46
7. Take Prisoner .....	46
8. Power Ritual .....	47
9. Outflank .....	47
10. Assassinate .....	47
11. Deliver a Message .....	47
12. Claim Jump .....	47
13. Vendetta .....	47
<b>FACTIONS OF MALIFAU</b> .....	48
<b>INDEX</b> .....	50



# HOW TO PLAY

**W**elcome to **Malifaux**, the character-driven skirmish wargame! In this game, two players fight one of the endless skirmishes for control over the towns, settlements, and places of power in the world of Malifaux.

The lure of Malifaux's valuable Soulstones has brought the powerful, the desperate, the ambitious, and the cunning to Malifaux from Earth. The Guild's control of the Breach ensures that it remains a dominant power within Malifaux City, but it is challenged on all sides by the sabotage and magical prowess of the Arcanists and the shuffling undead that serve the foul Resurrectionists.

The Outcasts, a loose collection of mercenaries and other ne'er-do-wells, sell their services to the highest bidder when not pursuing their own individual objectives, and the mysterious Ten Thunders crime syndicate works from the shadows to extend its influence throughout the city.

Not every threat to Malifaux comes from Earth, however. The ancient Neverborn will not easily surrender their lands to what they see as foreign invaders, and the Gremlins of the Bayou have become quite powerful by learning from and mimicking the humans that seized control of Malifaux City.

## WHAT IS WALDO'S WALKTHROUGH?

Waldo here. I'm gonna help you understand all this rules-talk without having to get out a dictionary, a thesaurus, or a Kelley Blue Book to reference. Look for these boxes for the general gist of rules, not so much a thorough explanation.

For more specific (and some might argue "accurate" – whatever the heck that means) descriptions on how things work, use what's written elsewhere in the rulebook, but if you're looking for a layman's view, then I'm your imp. You'll find my sections throughout these pages (just look for my gorgeous face), so give 'em a read if you find yourself scratching your head.



## WHAT YOU WILL NEED

Malifaux is a skirmish miniatures wargame for two players. Players will need this rulebook to serve as a reference during their game, as well as the items listed below.

### Playing Area

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

### Terrain

Buildings, trees, and other types of terrain are an important part of any miniatures wargame, and Malifaux is no exception. In a pinch, a stack of books or a few upside-down cups can serve as terrain, provided that each player uses a bit of imagination.

### Models

You will need several Malifaux models to simulate the clash between two Crews. Each player will need their own Crew and the accompanying Stat Cards for each of their chosen models.

### Tape Measure

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

### Fate Decks

Players in a game of Malifaux use decks of playing cards (called Fate Decks) to determine game results. Each player will need their own Fate Deck. Wyrd Miniatures sells Fate Decks that use the four Malifaux suits, but in a pinch, any 54-card deck of poker cards with a discernible red and black joker will suffice.

## WHAT MAKES MALIFAUX SPECIAL?

Malifaux is a unique wargame for a variety of reasons that make it stand out against the other wargames that are available. Below are some of the things that make Malifaux special.

### The Fate Deck

Perhaps the most defining feature of Malifaux is the Fate Deck. The Fate Deck is a deck of cards that is used to resolve the many different conflicts in the game. It is a standard poker deck, but it uses custom Suits.

The Fate Deck gives players unprecedented control over the outcomes of their actions. You can find out all about it on page 7.

### The Characters

Malifaux is a character-driven wargame. The flavor and backstory of the characters stand out, giving each battle a narrative feel.

Every model in Malifaux uses a Stat Card, which is a card unique to that model that explains the character's passive and active effects. You can find a breakdown of a Stat Card on page 4.

### The Encounter

Every game of Malifaux is called an Encounter, which is the scenario of the game. In Malifaux, fighting and killing are often just a means to an end. Encounters represent the objectives of every model coming to the table.

Malifaux Encounters are incredibly varied and are determined before players decide what models they are using, making each game unique. You can find out how to set up an Encounter on page 40.

### The Crew

The models that each player brings to the game are referred to as their "Crew," which might represent a gang of bandits, a pack of fearsome monsters, or an organized Guild strike team.

One model in a player's Crew will be its Leader. This is usually a Master, one of Malifaux's most powerful characters. In the absence of such an inspirational figure, a Henchman is more than capable of stepping forward to lead a Crew to victory.

### Soulstones

Unused points that a player does not spend to hire their Crew are converted into Soulstones, a resource that players and certain models can spend during the game in order to gain various in-game benefits.

Think of these as shiny little baubles that you spend during (and before) the game. In a standard size game, you start with 50 Soulstones and first spend them on adding characters to your Crew. Then, once you're done with that, you'll be able to do all sorts of stuff during the game with your leftover shiny baubles. You can dig into the nitty gritty of what Soulstones can do during a game on page 27.



## BREAKING THE RULES

Models in Malifaux have many unique rules that override the core rules. When a special rule explicitly contradicts the core rules, follow the special rule rather than the core rule.

For instance, an Action that states it does not require Line of Sight 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.

If two special rules directly contradict each other, rules that prevent something from happening take precedent over rules that allow something to happen.



# COMPONENTS

Here is a closer look at the various components that are needed to play Malifaux.

In addition to the components listed below, you will also need a table, some terrain, and a measuring tape. You can find more information about these materials on page 2.

## MODELS

As Malifaux is a miniatures skirmish game, one of its key elements is the miniatures. Most of the game's rules describe how these miniatures interact with one another and the table. In Malifaux, a model is a collection of things, including the physical figure itself, the base it is mounted on, and that model's associated Stat Card.

Models represent the various characters that are engaging in a conflict. Each model is defined by a collection of statistics (more often referred to as stats) that represent how well its character moves, attacks, and defends.

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

Each model also has a number of Actions. These Actions are split between Attack Actions and Tactical Actions, which cover the active things that character can do, such as shooting a gun, clawing an enemy, or leaping through the air.

## STAT CARDS

Every model has an associated Stat Card that lists the information required to use that model in the game. You can find an example Stat Card on the next page.

- 1. Name & Title:** This is the name and title of the model. Some mechanics may reference the model's name.
- 2. Cost:** This shows the model's Cost, which is primarily used when hiring a Crew for an Encounter.
- 3. Faction:** This shows the Faction(s) to which the model belongs.

**4. Characteristics & Keywords:** Both Characteristics and Keywords are referenced by the game rules and the Actions and Abilities of models. Characteristics are presented in italics, while Keywords are presented in capital letters. Keywords are also used when hiring a Crew.

**5. Stats:** A model possesses the following stats, which represent its physical and mental strengths.

- **Defense (Df):** This represents the model's skill at protecting itself from physical harm.
- **Willpower (Wp):** This represents the model's strength of will and self-control.
- **Movement (Mu):** This represents the distance (in inches) that a model may travel when taking either a **Walk** or **Charge** Action.
- **Size (Sz):** This represents how much space it takes up on the table and is most often used when determining Line of Sight.

Models also have stats associated with some of their Actions, which are described on page 22.

A model's stat may never be lowered below 0.

- 6. Health:** This indicates a model's maximum Health, which also tracks its current Health before it is killed.
- 7. Abilities:** Models have Abilities that change how they interact with the rules, such as making the model difficult to damage or changing how it moves. A model's Abilities are always considered to be active during an Encounter unless otherwise indicated in their description.
- 8. 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 general Actions available to all models as described on page 22.
- 9. Base Size:** This is the model's base size.



1. Name & Title

4. Characteristics & Keywords

3. Faction

5. Stats

7. Abilities

8. Actions

9. Base Size

2. Cost

5. Stats

6. Health

**MORTIMER**  
*Henchman, Living, Versatile*  
**MORTUARY**

**8**  
COST

**5** DF  
**6** WP  
**4** MV  
**2** SZ

**ABILITIES**

**REGENERATION +1:** At the start of this model's Activation, it Heals +1.

**MANIPULATIVE:** If this model has not yet Activated this Turn, enemy Attack Actions that target this model suffer a  $\square$  to their duel.

**HARD TO KILL:** When this model suffers damage, if it has 2 or more Health, it may not be reduced to below 1 Health.

**CHATTY:** Enemy models within  $\bullet 6$  must each discard a card to take the **Interact** Action.

**NECROMANTIC FONT:** When hiring, this model is treated as having the **Zombie** Keyword.

**HEALTH**

1 2 3 4 5 6 7 8

**MORTIMER**

ATTACK ACTIONS	Rc	STAT	Rst	TN
<b>SHOVEL</b> Target suffers 2/3/5 damage. <b>Knock Aside:</b> Push the target 4" in any direction. <b>Dismember:</b> Enemy Living, Undead, or Beast only. Drop a Corpse Marker into base contact with the target.	$\bullet 1$ "	6X	Df	-
<b>DECAY</b> Target suffers 2 $\clubsuit$ /2 $\spadesuit$ /3 $\heartsuit$ damage. Models damaged by this Action gain <b>Injured +1</b> .	8"	6	Df	-
<b>FRESH MEAT</b> Friendly Undead models with LoS to the target may Push up to 3" toward the target. <b>My Loyal Servant:</b> Another model (other than this model) within 3" of the target Heals 1/2/3. <b>Delay:</b> Target gains <b>Slow</b> .	10"	6	Wp	-

TACTICAL ACTIONS	Rc	STAT	Rst	TN
<b>GRAVE ROBBER</b> Drop a Corpse Marker anywhere within range. <b>Unexpected Zombie:</b> Summon a Mindless Zombie into base contact with a Marker created by this Action, then remove that Marker.	2"	6	-	12

**30MM**

Wow, that's a lot of text. Once you get into the flow of the game, what's written will make a lot more sense, and you'll start remembering things just like they were yesterday's apple pie.

The big things to remember: Abilities (*on the front of the card*) are things that your characters are always doing, and Actions (*on the back*) are things that they do when it's their time to shine (*aka their Activation*).



## COMPONENTS

### UPGRADE CARDS

Upgrade Cards represent special options for your Crew. This could be specialized spells prepared just for the battle, unique or rare equipment, or special tactics.

When a model gains an Upgrade, that Upgrade is Attached to the model's stat card. This happens most often when hiring Crews, but it can also occur during the game via special Actions or Abilities. All of an Upgrade's Limitations must be followed when Attaching it, regardless of when it is Attached.

Upgrades are, by default, unique. Unless an Upgrade has the "Plentiful" Limitation, a Crew can only possess a single copy of that Upgrade.

While a model can only Attach a single Upgrade during hiring, it might acquire additional Upgrades during gameplay. No matter what, however, a model cannot Attach two or more copies of the same Upgrade; if it attempts to do so, the second copy is discarded without effect.

During hiring, a Crew can only purchase Upgrades that match its declared Faction.

#### Upgrade Limitations

Below is a list of Upgrade Limitations.

- **Restricted (Name):** This Upgrade can only be Attached to a model with the indicated name or Keyword. If more than one restriction is listed, the model must meet all of the restrictions in order to Attach the Upgrade.
- **Special (Name):** Special Upgrades cannot be Hired at the start of the game. They are typically Attached to models during the game by Actions or Abilities.
- **Plentiful (X):** Your Crew can possess up to X copies of this Upgrade.

That word certainly sounds nice, huh? *Upgrade*. Like we're getting a makeover or a nice new tie. Sometimes, though, Upgrades aren't always a good thing, so keep an eye on that when you're playing. Some Crews like to put Upgrades on their opponent's models to hinder them. More like Downgrades, am I right?



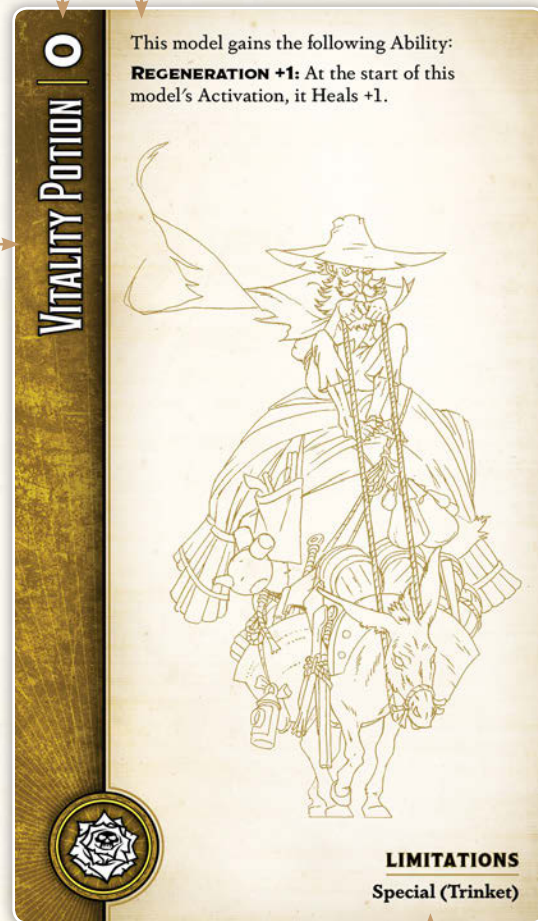
#### Parts of an Upgrade Card

1. **Name:** This is the name of the Upgrade.
2. **Cost:** As with models, each Upgrade has a Cost.
3. **Effects:** This section explains how the Upgrade modifies the model to which it is Attached.
4. **Limitations:** Most Upgrades have one or more Limitations. This limits which models can Attach the Upgrade.

##### 1. Name

##### 2. Cost

##### 3. Effects



##### 4. Limitations

## FATE CARDS

Malifaux uses cards, called Fate Cards, to generate random numbers. There are typically four places Fate Cards might be located during gameplay: the Fate Deck, the Control Hand, the Conflict, or the Discard Pile.

Each player has their own Fate Deck. A Fate Deck is made up of 54 Fate Cards and is similar to a standard poker deck with four suits of thirteen cards each and two Jokers.

### Reading the Cards

Each card has two pieces of information:

- **Value:** The number on the card.
- **Suit:** The suit on the card.

Cards of value 5 or less are called Weak cards. Cards of value 6-10 are called Moderate cards, and cards of value 11 or higher are called Severe cards.

Malifaux uses its own suits, but they translate to the standard playing card suits as below.

- **Rams (Hearts)** ♀ – 13 cards, 1 through 13
- **Masks (Diamonds)** ♠ – 13 cards, 1 through 13
- **Crows (Spades)** × – 13 cards, 1 through 13
- **Tomes (Clubs)** ≡ – 13 cards, 1 through 13
- **Jokers** – 2 cards, Black Joker and Red Joker

The Red Joker has a value of 14 and has one suit of its owner's choosing. The Black Joker has a value of 0 and has no suits.

You'll need to know Weak, Moderate, and Severe later when it's time to deal damage, but don't sweat it for now. We'll go over damage stuff on page 24.

Also, think about the Red Joker as the "Oh, snap!" card, and the Black Joker as the "Oh, crap..." card. At least that's what I yell out when I flip 'em.



### The Fate Deck

Fate Decks are placed face down so that none of their cards can be seen. Players are not allowed to look through either Fate Deck.

If, at any time, a player's Fate Deck runs out of cards, they shuffle their Discard Pile and place it face down to form a fresh Fate Deck. Players must offer their Deck to their opponent to cut whenever it is shuffled.

Value & Suit



### Removed From the Game

Some game effects may cause a player to remove a Fate Card from the game. When doing so, the Fate Card is set aside face up. Cards removed from the game are never shuffled back into their owner's Fate Deck and are ignored from all game effects that do not specifically mention them.

### The Control Hand

Any time a player draws cards, they are placed into that player's Control Hand (or just their "hand" for short). Similarly, if a model ever draws cards, those cards are drawn from its controller's Fate Deck and placed in its controller's hand.

A player's maximum hand size is six. If, after resolving any Action, Trigger, or Ability, any player's hand size exceeds their maximum hand size, they must discard down to meet their maximum hand size. A player may look at their hand at any time, but the contents are kept secret from their opponent.

Do models have cards? Does the player have cards? This can get a little funky, but essentially, both are true. The player has a Control Hand. If a player has a model in their crew and that model does something like perform an Action that has them draw a card, that card is put into the player's Control Hand. This goes for discarding a card due to a game effect, too. This can be a little strange at first, but it'll make more sense as you start playing.



## COMPONENTS

### *The Conflict*

Cards that are currently in use are considered to be in the Conflict, a clear area somewhere on the table. All information on cards in the Conflict is public knowledge.

If multiple cards are added to the Conflict as the result of Fate Modifiers, only one card is placed into the Conflict; the others are discarded.

Once the effect that caused a card to be flipped is resolved, the card is discarded.

### *The Discard Pile*

Each player has a Discard Pile located adjacent to their Fate Deck. The Discard Pile is face up. It may not be reordered at any time during the game.

Players may look through their own Discard Piles but may not slow the game by doing so.

Whenever a card is discarded, it is placed on top of the owner's Discard Pile. If multiple cards are placed into a Discard Pile at once, they are revealed to all players before being placed in the Discard Pile in any order the discarding player chooses.

Cards discarded after Flipping, Cheating Fate, or from the Conflict are not considered discarded by the player or any specific model for the purposes of game effects.

Game effects that occur after a model discards a card only occur if a game effect specifies for a player or model to discard a card.

## THE "X" VARIABLE

Some effects within Malifaux refer to X, a variable within the game that changes depending on the situation in which it is used.

If an effect ever refers to X, it will be determined by the effect itself within its text (such as defining the TN of a duel or the value of a Condition.)

X is always consistent throughout any single effect and once defined cannot change. After resolving an effect with X, the X variable reverts back to undefined until another effect defines it again.

## USING THE CARDS

In the course of the game, players will use their Fate Cards in a variety of ways. Below are the most common terms associated with these cards.

### **Revealing Cards**

When a Fate Card is revealed, it is shown to both players. If the reveal effect does not specify where the card is placed after it is revealed (such as Conflict, Discard Pile, or Control Hand), it is placed back where it originated from before the reveal effect. If multiple cards are revealed from a player's Fate Deck simultaneously, they are placed back on top of that Fate Deck in a manner so that their order does not change.

If an effect allows a player to "look at" a card, it is treated as revealing the card. However, the card is only shown to the player "looking at" it.

### **Flips**

Flips are used to generate random results.

When a flip is required, a player reveals the top card of their Fate Deck and adds it to the Conflict to generate a random number and/or suit.

If multiple cards are added to the Conflict as the result of Fate Modifiers, only one card is placed into the Conflict; the others are discarded.

Sometimes, an effect will instruct a player to "reflip" one or more cards. When this occurs, the player discards the originally flipped card(s) and flips a new card from their Fate Deck.

### *Variable Profiles*

Some game effects use variable profiles (such as 1/2/3) to determine their result. Variable profiles are always divided into three segments: Weak/Moderate/Severe, and which segment is used is determined by the result of a card flip.

The value of the flipped card determines which of the variable profiles is used:

- **0 to 5:** Weak
- **6 to 10:** Moderate
- **11 to 14:** Severe

Some game effects may cause a variable flip based on a value other than a card flip, effects such as these will clarify what card is used to determine the value of the variable flip.

### Fate Modifiers (⊕ or ⊖)

Fate Modifiers are used to adjust a model's luck, whether beneficial or harmful based on the model's given circumstances.

There are two types of Fate Modifiers: positive modifiers (⊕) and negative modifiers (⊖). Each of these icons cancels one of the other icons, so a flip can only be affected by one or the other (or neither), never both.

For each Fate Modifier on a flip, one additional card is revealed (so a ⊕ flip would reveal two cards, as would a ⊖ flip). When multiple cards are revealed as a result of Fate Modifiers, only one card is placed into the Conflict and the others are discarded.

The card that may be used for the flip is determined by the type of Modifier. If a ⊕ Modifier was used, the player may choose any one of the revealed cards. If a ⊖ Modifier was used, the player has to choose the lowest value revealed card (if it is a tie, the flipping player chooses one of the tied cards).

The Jokers are the only exception to which cards are used. If the Red Joker is revealed, it may be chosen even if the flip had one or more ⊖. If the Black Joker is revealed, it *must* be chosen, even if the flip had one or more ⊕. If both Jokers are revealed, the Black Joker takes precedence and must be chosen.

You may never reveal more than four cards as the result of Fate Modifiers. Any additional cards that would result from Fate Modifiers are not flipped.

For example, a player with a ⊕⊕ might reveal a 4, 7, and 10. The player may choose any of these cards to use, and will probably choose the 10 for the flip. If the flip had instead had ⊖⊖, the player would have to choose the 4 as the lowest card.

### Cheating Fate

Sometimes, a flip does not end up quite the way that you'd like. Malifaux gives players the chance to change their destiny by using Fate Cards from their hand to Cheat Fate.

After flipping a card, a player has the opportunity to Cheat Fate by replacing the card they flipped into the Conflict with a card from their hand.

To do this, they choose the card in their hand that they wish to Cheat Fate with and place it into the Conflict, discarding their previous card. Cheating Fate does not count as flipping a card, and it cannot be done if the flip involved one or more ⊖.

The Jokers affect the ways in which a player can Cheat Fate. A player cannot Cheat Fate if they flipped the Black Joker. Additionally, if a player flipped the Red Joker on an opposed duel (pg. 10), their opponent cannot Cheat Fate on their own flip.

Once a player has Cheated Fate or the opportunity to Cheat Fate has been declined, the player no longer has the opportunity to Cheat Fate for that flip. More information about Cheating Fate, such as who Cheats Fate first, can be found in the Duels section on page 10.

## JOKERS

The two Jokers work differently than many other cards. Their rules are summarized below.

**Black Joker:** The Black Joker has a value of 0 and no suit. It counts as a Weak card.

Regardless of any Fate Modifiers, if the Black Joker is revealed, the player must choose it, even if there are one or more cards revealed because of ⊕ Fate Modifiers.

If the Black Joker is flipped, the player cannot Cheat Fate. If it comes up in a variable flip that involves numbers (such as damage or healing flips), the Black Joker does 0 (which cannot be modified) and does not generate any ♠ (if applicable).

**Red Joker:** The Red Joker has a value of 14 and one suit of its owner's choice. It counts as a Severe card.

As long as the Black Joker is not also revealed, the Red Joker may always be chosen during a flip, even if there are one or more cards revealed because of ⊖ Fate Modifiers.

If the Red Joker is flipped in an opposed duel, the opposing model may not Cheat Fate. If it comes up in a variable flip that involves numbers (such as damage or healing flips), the Red Joker does Severe +1.

## “THIS MODEL”

“This model” always refers to the model which generated the game effect in which the text was written.

## COMPONENTS





### DUELS

Malifaux uses duels to resolve most conflicts. In a duel, a model pits its relevant stat against another number. All duels involve flipping cards and adding a stat to calculate a duel total.

If a duel doesn't have a Resist stat, it is a simple duel.

If a duel has a Resist stat, then it is an opposed duel. Opposed duels involve two different models each making a duel and then comparing their final duel totals to determine a victor.

If two friendly models are in an opposed duel, the resisting model may choose to relent before any cards are flipped. If it does, the relenting model (but not the acting model) skips Steps "A" through "D" below. The relenting model's final duel total is treated as being the same as the acting model's final duel total.

Any time a model takes a duel using a specific stat (such as **Wp**), it is said to be a duel of that type (i.e. a **Wp** duel). Similarly, if an Action has a  or  in its range, the duel is said to be a duel of that type as well (i.e., a  duel or  duel).

To perform a duel, follow these steps:


- A. Modify The Duel
- B. Flip Fate Card
- C. Cheat Fate
- D. Determine Duel Total
- E. Declare Triggers
- F. Determine Outcome

In the case of duels in Malifaux, think of simple duels as the stuff you do to yourself (and your friendly models) and stuff that happens to you, and opposed duels are what's used when you're trying to mess with your opponent and their models or vice versa.

There are exceptions to this (ahem, relenting), but it's not a bad way to start out when thinking about it.






#### Step A: Modify The Duel


Before any cards are flipped, a model that can use Soulstones may spend a single Soulstone to receive a  to its flip or add a suit of its choice to its final duel total. If both models can use Soulstones, the attacking model declares whether they will use a Soulstone first.

If either player has any effects that resolve before performing a duel, they resolve now.

#### Step B: Flip Fate Card

Any models involved in the duel perform a flip. This flip may be affected by Fate Modifiers, as described below.

If either player was affected by one or more  or  Fate Modifiers, those apply now. Any player with a  Modifier may choose which card they wish to use (the Active player chooses first).

Any player with a  Modifier must choose the lowest value card to use. Players add their stat, the value of the flipped card, and any suits to determine their current duel total. Players must inform their opponent of their current duel total.

Who is this "Active player" and what have they done with my son? As it turns out, the Active player is just a reference to the player whose model is currently the one Activating. You can find out more info about it on page 21.



#### Step C: Cheat Fate

Players now have the opportunity to Cheat Fate, as described on page 9.

In an opposed duel, the player with the lowest duel total has the first opportunity to Cheat Fate; in the event of a tie, the Defender Cheats first. Once that player Cheats Fate or decides not to, their opponent has the opportunity to Cheat Fate.

Players only have one opportunity to Cheat Fate per duel.

#### Step D: Determine Final Duel Total

Players then add their stat, the value and suit of the card in the Conflict, and any additional suits or modifiers together to determine their final duel total. Players must inform their opponent of their final duel total.

## Step E: Declare Triggers

Any models involved in the duel may declare one Trigger for which it meets the requirements. Triggers always require one or more suits in the model's final duel total in order to work (more information about Triggers can be found on pg. 12).

If both players have a Trigger to declare, the Attacking player must declare their Trigger first.

## Step F: Determine Outcome

Players must recalculate their final duel total based on any Triggers that have been declared.

The model that initiated the duel must equal or exceed the target's final duel total (in opposed duels) and the Target Number (TN) of the duel, if applicable, to succeed in the duel. If a duel's TN includes one or more suits, the initiating model's final duel total must include the suit(s) to be considered successful.

In an opposed duel, the resisting model must exceed the initiating model's final duel total to succeed.

If a model is not successful in the duel, it is considered to have failed the duel.



## CORNELIUS BASSE VS. PANDORA

In this example, Basse is taking his Chesterfield Shotgun Action, targeting Pandora. Due to Pandora's Terrifying Ability, Basse must first pass a TN 13 Wp Duel or the Action fails. As this duel has only a TN, it is a simple duel and only requires Basse to flip cards and make decisions.

Basse, fearing that he may fail the Wp duel, chooses to discard a Soulstone to give himself a ♠ modifier to his Wp duel.

Basse then reveals the top two cards of his Fate Deck (a 6 X and a 9 ♠) and places them into the Conflict (the second is due to his ♠ modifier.) Basse is able to choose either card revealed for the duel, so he chooses the 9 ♠ and discards the 6 X.

As this is a Wp duel, Basse then adds his Wp Stat (5) to the value of his chosen card (9 ♠) to determine his current duel total of 14 ♠.

The TN of the Wp duel is 13, so Basse doesn't need to Cheat Fate and calculates his final duel total to be 14 ♠. As the TN of the duel is 13, Basse succeeds at the duel, so he can now Attack Pandora as part of an opposed duel.

Basse's Chesterfield Shotgun Action has a Stat of 6 and is resisted by Df. Because it is an opposed duel, both Pandora and Basse will flip cards and make decisions.

Neither model chooses to use Soulstones, so they each flip a single card. Basse flips a 4 ♣ and Pandora flips a 10 X. Basse and Pandora both calculate their current duel totals, adding their Stat and the value of the flipped card; Basse (10 ♣) and Pandora, with a Df of 5, has a total of 15 X.

Comparing their values, Basse (as the player with the current lowest duel total) chooses to Cheat Fate by placing a 10 ♣ from his Control Hand into the Conflict, discarding his previous 4 ♣.

Pandora declines to Cheat Fate.

Now they need to compare their current duel totals: Basse with 16 ♣ compared to Pandora's 15 X. Each player may then choose to declare a single Trigger. Basse may declare a ♣ Trigger on his Action, while Pandora may declare a X Trigger.

Neither model chooses to declare a Trigger (as neither have Triggers matching their suit), so the final duel totals are calculated (16 ♣ vs 15 X). Basse succeeds and is the winner of the duel.

## TRIGGERS

A Trigger is an additional outcome of a duel. In order to use a Trigger, a model must have one or more specific suits in its final duel total (as noted before the Trigger's name). Only one Trigger may be declared per duel per model. There are two types of Triggers: Action Triggers and Resistance Triggers.

### Action Triggers

Action Triggers are tied to specific Actions and can only be used with that Action. They are found below an Action's effect and are subject to all game effects that affect the Action (such as Incorporeal or ♣ flips to damage). An example of an Action Trigger is listed below:

☞ **Surge:** Draw a card.

### Resistance Triggers

Resistance Triggers are Abilities (listed on the front of a model's Stat Card) and may be used when the model is involved in an opposed duel that uses the stat referenced by the Resistance Trigger. Resistance Triggers cannot be declared by a model if they are targeted by an Action generated from their own **Disengage** Action. An example of a Resistance Trigger is listed below:

**Df/Wp (♣) Squeal:** *Enemy only.* After resolving, this model may move up to 3".

### Costs

In addition to the suit needed to declare them, some Triggers have an additional cost that is listed in italics after their name. These costs must be paid when the Trigger is declared or no other portion of the Trigger may be resolved. If a Trigger's cost requires the performing model to suffer damage, that cost cannot be paid if doing so would reduce its Health to 0 or below.

### Special Restrictions

In addition to costs, special restrictions are also written in italics and restrict the Trigger in some way, such as limiting the Trigger so that it may only be declared if the target is an enemy model.

See page 23 for more information on Special Restrictions.

### Trigger Timing

All Triggers have a timing structure written in the Trigger itself, detailed below:

- **Immediately:** These Triggers resolve in the Declare Triggers step. They often modify the duel itself in some way.
- **When resolving:** These Triggers resolve with the Action's effects (Step 5 of Action timing). These Triggers, depending on effect, may modify the effects of the Action as listed or add a new effect, so they only occur if the Action was successful. Any new effects are resolved last, unless the Trigger specifies otherwise.
- **After killing:** These Triggers happen after killing the target of the Action, as part of resolving damage timing (pg. 34).
- **After resolving:** These Triggers happen after the Action is complete, regardless of success or failure, but only if the model that declared the Trigger is still in play. If the Trigger has a target and that target is no longer in play, the Trigger has no effect.
- **After succeeding:** These Triggers happen after the Action is complete, but only if the model declaring the Trigger was successful in the duel and is still in play. If the Trigger has a target and that target is no longer in play, the Trigger has no effect.

If a Trigger does not list a timing, it is treated as an **After succeeding** Trigger.

## ACTIONS GENERATED BY TRIGGERS

If a Trigger generates an Action, that Action is an independent Action from the Action that generated it. The Trigger takes effect per its timing structure, but the model taking the Action cannot do so until all other effects (including other Triggers) have been resolved.

Actions generated by Triggers cannot declare Triggers, and like all other generated Actions, they do not count against a model's Action limit.

Bonus Actions (♣) generated by Triggers may be taken even if the model has already taken a Bonus Action during the current Activation.



# THE TABLE

Malifaux is played on a surface that measures 3 feet wide by 3 feet across. This space is referred to as the “table.” This area is where the battle will take place.

During a game, players will need to measure, move, interact with terrain, and draw Line of Sight (LoS). The rules governing these mechanics are explained on the following pages.

## MEASURING

All distances used in Malifaux are in inches or fractions thereof. Players are allowed to measure distances at any time, provided that doing so does not unduly slow down gameplay.

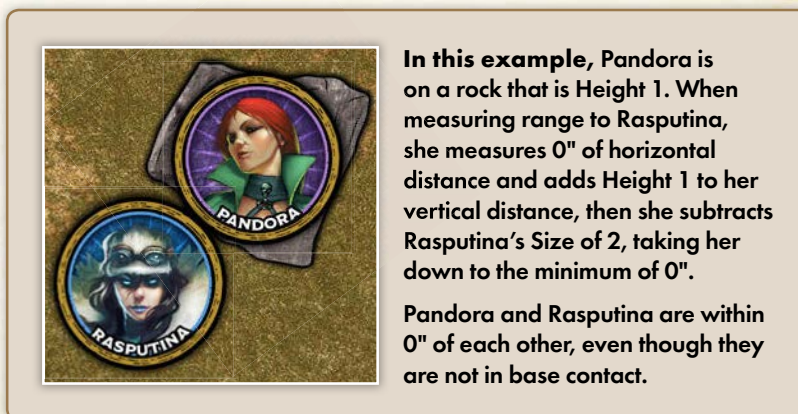
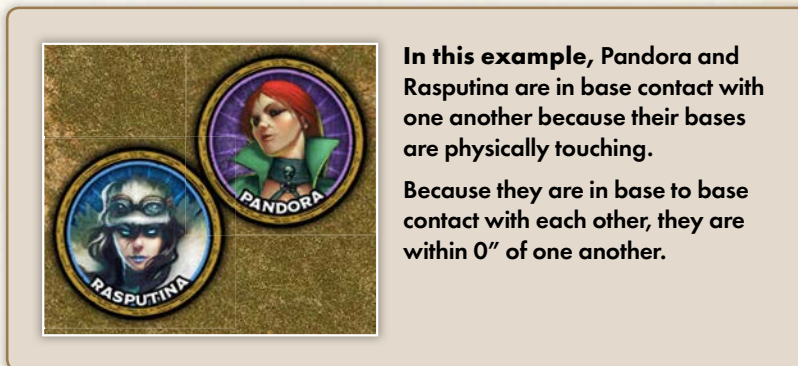
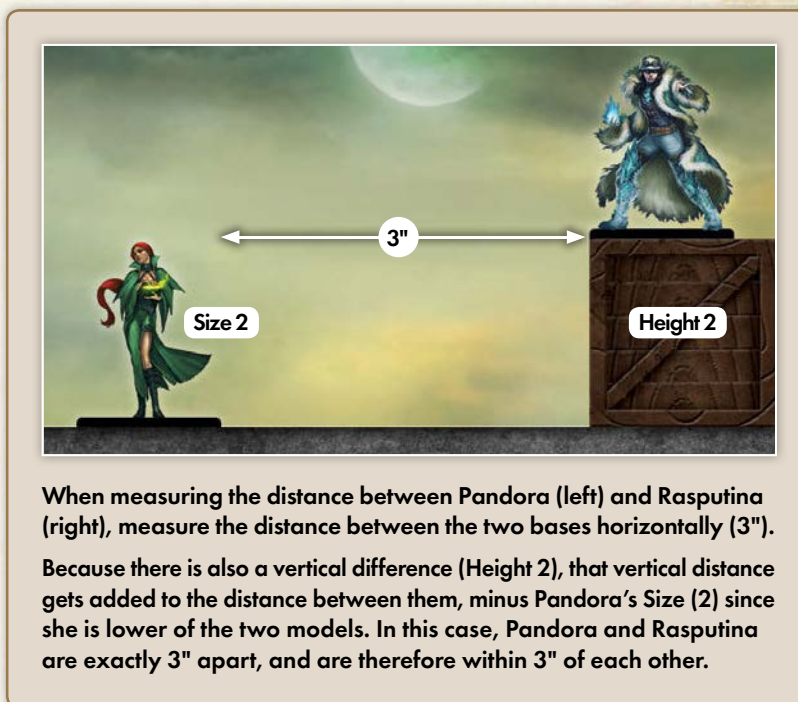
Measurement is almost always done horizontally from the closest point on the base of the object in question. If a player is measuring to an object, they measure to the closest point on the base of the target. If there is a vertical element, that distance is added to the distance, minus the lower object’s Size or Height (to a minimum of 0).

Many times, a player will need to determine if an object is in range of another. This is referring to the distance between the two objects. An object is within range if any portion of that object’s base is at that distance or closer. Any effect that references an object being “within” a distance is talking about range.

While not used often, if an object must be *completely* within a distance, all portions of that object’s base must be at that distance or closer.

Two objects are said to be in base contact with each other if their bases are physically touching (edge to edge or overlapping).

A model is never considered to be in base contact with itself.



## THE TABLE

### MOVING

During a game, objects (most often models, but sometimes Markers or terrain) will move around the table (but never off it). Any time something changes location or is affected by a movement effect, it is considered to have moved (even if it moved 0").

To move, measure the distance from the point on an object's base closest to the direction it will move. Move the object that distance in a straight line, ensuring that no part moves further than that distance. Models may not move through other models.

All movement is in a straight line, but unless otherwise specified, the total distance an object is moving may be broken up into multiple smaller segments, as shown in the example to the right.

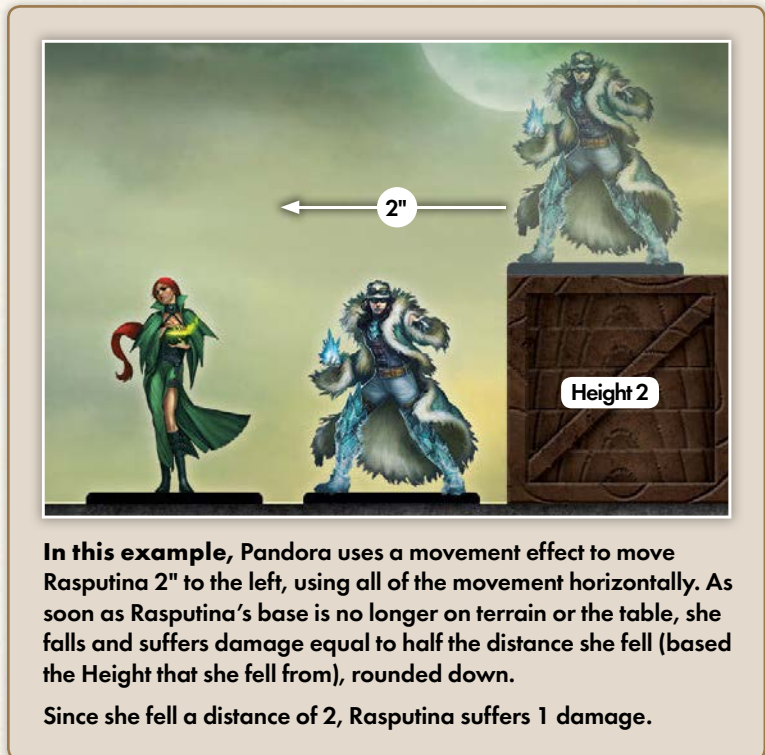
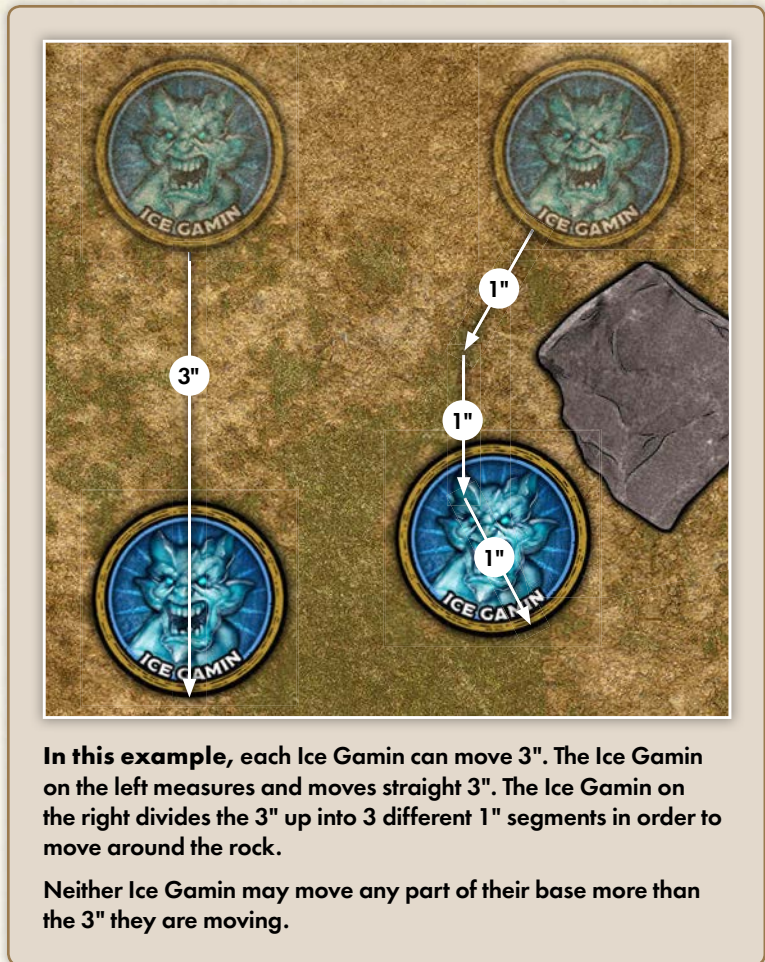
It is possible for a model in base contact with another model to move around that model without breaking base contact.

If a model is ever without any of its base supported by terrain or the table, that model falls and suffers falling damage equal to half the distance it fell in inches (rounded down). It then continues any remaining portion of its movement as normal.

When resolving a **Walk** Action (see pg. 22), a model may move vertically along Climbable Terrain. To do so, it uses any amount of its movement distance to move vertically instead of horizontally. If a model moves in this way, it does not fall during this movement so long as it remains in base contact with the terrain. If the model's base is not supported by terrain or the table at the end of this movement, it falls as normal.

In addition to moving, both Push and Place effects are considered a type of movement and are treated as moving a model.

At no point can a model end any move with its base overlapping the base of another model, even if the model is able to move through the other model.



## Push

If a movement effect indicates that it is a Push, the movement must be in a straight line and may not be broken up into smaller horizontal segments. All Pushing is horizontal (though models may change elevation if they Push horizontally along a staircase or hill; see pg. 39 for more details).

If a Pushed model encounters another model or Impassable Terrain during this movement, its movement is interrupted and stops.

## Place

When an object is Placed, it is picked up and put down in a specific location as determined by the text of the effect creating the Place. The model must be Placed in a way so that the object is supported by either the table or terrain.

If the Place effect has a range, measure from the closest point of the base in the desired direction to place the object (do not take into account vertical distance), and place it anywhere within that range. If it cannot fit in the location, it cannot be placed and does not move (or count as moving).

If a model begins or ends a Place effect in terrain (pg. 36), it counts as having moved through that terrain.



**In this example**, Pandora is placing within 2". She is picked up and placed anywhere within that range, ignoring everything in between.

## Toward and Away

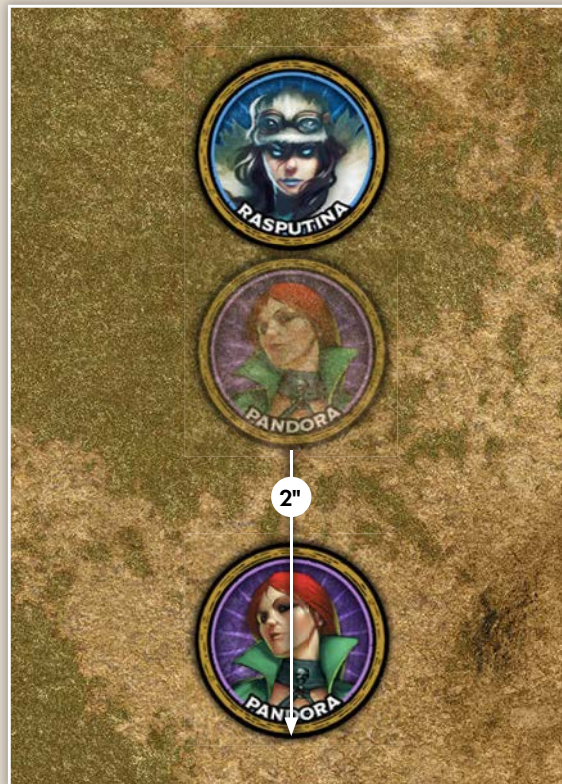
If something is moving "toward" an object, it must move toward the center of that object.

If something is moving "away" from an object, it must move away from the center of that object.

In both cases, unless that something is being Pushed, it will move around things that would impede its movement (such as terrain with the Impassable or Severe traits, as described on pg. 37), provided that doing so will get it as close or as far from the object as possible (as appropriate).

Something moving toward an object cannot move further from that object at any point during its movement, even if doing so would ultimately bring it closer to the object at the end of its movement.

Similarly, something moving away from an object cannot move closer to that object at any point during its movement, even if doing so would ultimately leave it further from the object at the end of its movement.



**In this example**, Pandora is moving 2" away from Rasputina. She uses the center of her and Pandora's base and moves 2" to end as far away as possible.

If there had been a rock behind Pandora, she would have moved around it, as doing so would leave her further away than if she hadn't moved around it.

## THE TABLE

### LINE OF SIGHT

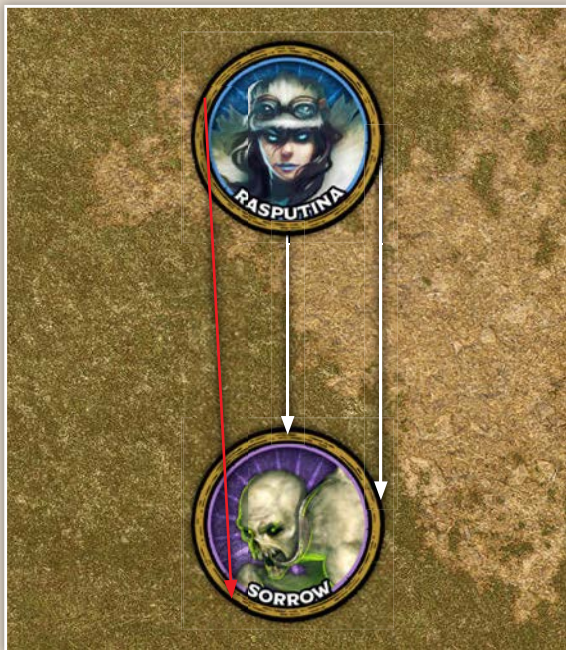
Line of Sight (LoS) is used regularly in the game and is determined using sight lines. It is a representation of something seeing something else on the table.

LoS is most often used to see if two models can see each other. LoS is needed for most attacks. Models always have LoS to themselves.

A sight line is an imaginary straight line between two points on the edges of two objects' bases. Sight lines are drawn from a top-down perspective.

To determine LoS, draw a series of sight lines between the two objects. Sight lines between objects are never drawn in such a way that they cross either object's base. If the objects are on different levels of the same terrain piece, sight lines cannot be drawn through the terrain piece's ceiling or floors.

If at least one of the sight lines between two objects is unblocked, the objects have LoS to each other. If all the sight lines are blocked, the two objects may not have LoS to each other. See Blocked Line of Sight on the next column for more details.



In this example, Rasputina is drawing sight lines to the Sorrow. She draws a series of lines from the edge of her base to the Sorrow's, shown in white.

None of the sight lines should cross a model's bases, as shown in red.

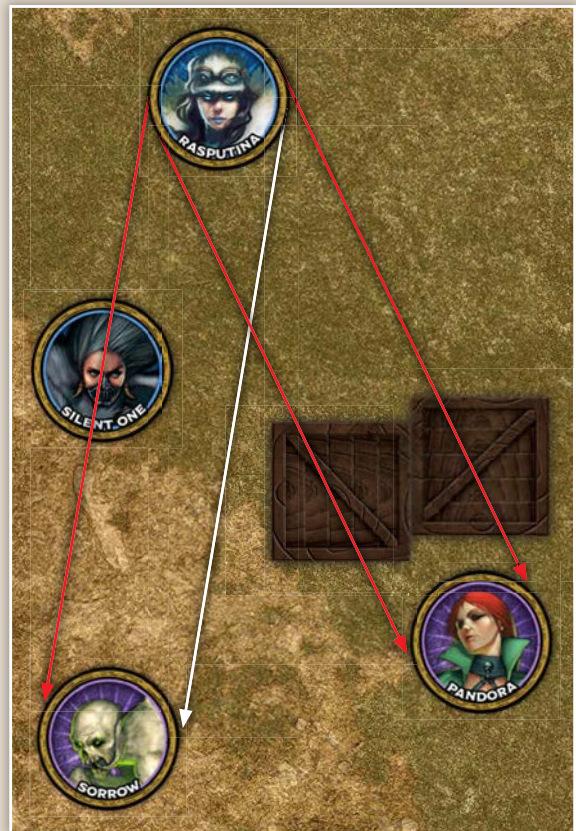
### Blocked Line of Sight

Sight lines can be blocked in two ways: by models and by terrain.

Any sight lines that cross over a model's base might be blocked, depending upon that model's Size (see "Line of Sight and Size," pg. 17).

Sight lines can also be blocked by Blocking Terrain, if the Blocking Terrain is tall enough (see the Blocking Terrain Trait, pg. 37).

In the example below, the crates are terrain with the Height 2 and Blocking traits, so all of Rasputina's sight lines to Pandora are blocked. She does not have LoS to Pandora.



In this example, Rasputina is checking if she has LoS to the enemy models.

At least one sight line to the Sorrow is unblocked, so she has LoS to it. She only needs one such sight line to have LoS to the Sorrow.

Every sight line to Pandora is blocked because they cross terrain that has the Blocking trait. This means Rasputina and Pandora do not have LoS to each other.

### Dense Terrain

Dense Terrain can also block LoS in some circumstances. Sight lines that pass completely through Dense Terrain are blocked, but sight lines that only enter or leave Dense Terrain are not blocked. Models can see into and out of Dense Terrain, but they cannot see through it.



**In this example**, Jack Daw is in a stationary bank of sinister fog that has been deemed to be Concealing and Dense Terrain. Montresor is hanging further back, outside the fog.

Ophelia is trying to draw LoS to Jack Daw and Montresor. Her sight lines to Jack Daw enter the fog bank but do not leave it due to the Dense trait, so they are not blocked. She has LoS to Jack Daw (though he will have Concealment against any attacks she makes targeting him due to the fog's Concealing Terrain Trait).

Ophelia's sight lines to Montresor enter the fog bank and then leave it, so these sight lines are blocked due to the fog's Dense Trait. Since all of her sight lines are blocked, Ophelia does not have LoS to Montresor.

### Line of Sight and Size

A model's Size can impact LoS.

When drawing LoS between two objects, any intervening models or terrain with a Size or Height that is lower than either of the two objects is ignored.



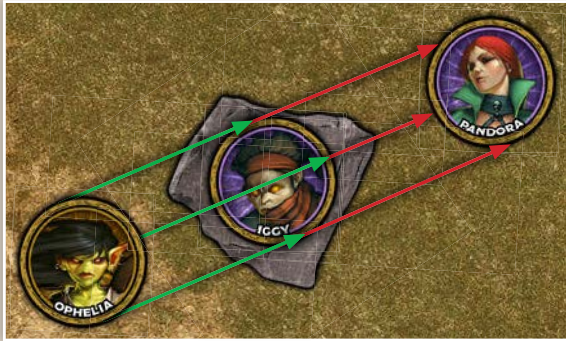
**In this example**, Ophelia is trying to draw LoS to Pandora, but Iggy is standing between them. Ophelia and Iggy are both Size 1, but Pandora is Size 2. Since Pandora is Size 2, all models or terrain with lower Size or Height (such as the Iggy) are ignored when drawing LoS to her. Ophelia has LoS to Pandora.



## THE TABLE

### *Terrain with Height*

If a model is standing on terrain with the Height Trait, it adds the Height of that terrain to its Size for the purposes of determining LoS.



**In this example,** Ophelia is once again trying to draw LoS to Pandora. This time, however, Iggy is standing on a Height 1 rock, increasing his Size to 2 for the purposes of determining LoS. Since Ophelia is Height 1, the effective Height 2 Iggy blocks her LoS to the Height 2 Pandora.

Similarly, if a terrain piece with Height is atop another terrain piece with Height (most often because a terrain piece like an Ice Pillar was created atop a building's roof), their Heights are added together as described above for the purposes of determining LoS.



### *Shadow*

Terrain that has both the Height and Blocking Traits casts a "Shadow," which is a catch-all term used to represent overhangs, sight angles, and places where models can crouch down to avoid being seen.

A terrain's Shadow extends out from the terrain a distance equal to the terrain's Height, to a maximum of 3".

When drawing sight lines from one model to another, if either model is in the Shadow of terrain with Height equal to or greater than the Size of that model (even partially), any sight lines that pass through the terrain generating that Shadow are blocked (even if the terrain is being ignored due to its Height, as per the Line of Sight and Size rules on pg. 17).

When drawing sight lines, a model standing on terrain that is casting a Shadow ignores that terrain (and its Shadow) if any single sight line drawn between the two objects passes through 1" or less of that terrain.

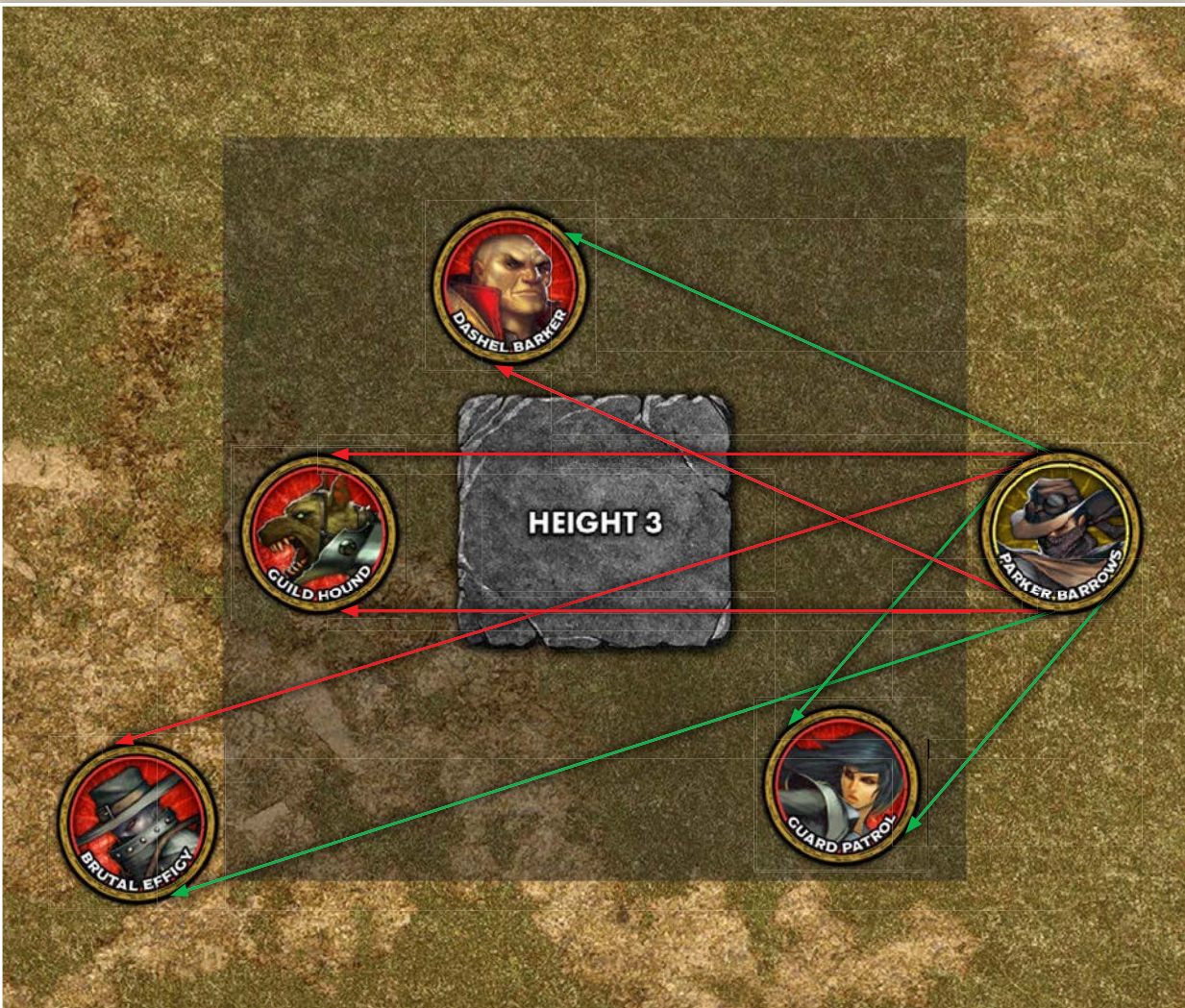
Models within a terrain's Shadow (even partially) have Cover against any ⚔ Actions that can draw one or more sight lines through that terrain.



**In this example,** Parker Barrows is standing atop a Height 3 piece of Blocking Terrain and is attempting to draw LoS to Dashed Barker.

Dashed is in the Shadow of terrain with a Height greater than her Size (which is 2), so any sight lines that pass through the terrain are blocked.

However, since Parker is standing on the terrain, he ignores the first 1" of that terrain when drawing sight lines to other models. This gives Parker LoS to Dashed, and he won't gain Cover against his ⚔ Actions.



**In this example,** Parker Barrows is drawing LoS to the Guard Patrol. The Guard Patrol is entirely within the terrain's Shadow and the terrain's Height is greater than the Size of both Parker (Size 2) and the Guard Patrol (Size 2), so any sight lines that pass through the terrain are blocked. Parker has an unblocked sight line, so he has LoS to the Guard Patrol, but none of the sight lines actually pass through the terrain, so the Guard Patrol does not gain Cover against Parker's ⚔ Actions.

Dasher Barker is also in the terrain's Shadow. Parker has an unblocked sight line to Dasher, so he has LoS, but since one of the sight lines passes through the terrain, Dasher will have Cover against Parker's ⚔ Actions (but he would not have Cover against Dasher's ⚔ Actions, as he is not in the terrain's Shadow).

There is an unblocked sight line between Parker and the Brutal Effigy, so Parker has LoS. At least one sight line is blocked by the terrain, but because the Brutal Effigy is

not within the terrain's Shadow, it does not receive Cover from Parker's ⚔ Actions.

Parker next tries to draw LoS to the Guild Hound. The Guild Hound is entirely within the terrain's Shadow, and the terrain's Height is greater than the Size of both Parker and the Guild Hound (Size 1), so any sight lines that pass through the terrain are blocked. Since Parker does not have any unblocked sight lines to the Guild Hound, he does not have LoS to it.

If the Guild Hound had been Size 4 (i.e., larger than the terrain), then Parker and the Guild Hound would have LoS to each other, since its size would be larger than the terrain. In this circumstance, the Guild Hound would have Cover from Parker's ⚔ Actions (since it's within the terrain's Shadow), but Parker would not have Cover against the Guild Hound's ⚔ Actions, since he is not within the Shadow.

# GAMEPLAY

The goal in a game of Malifaux is to score more VP (Victory Points) than your opponent, which are based on the Encounter's Schemes and Strategies (see pg. 40 for more info on Encounters).

A game of Malifaux takes place over five Turns, which are each broken down into multiple Phases.

## Turn Sequence

- **Start Phase:** Discard Cards, Draw Cards, Initiative Flip, Resolve Effects, Calculate Pass Tokens.
- **Activation Phase:** Pass, Select Model, Activation, Transfer Active Player.
- **End Phase:** Resolve Effects, Score VP, Check for End of Game, and Shuffle.

## START PHASE

The Start Phase is made up of the five steps outlined below. Once the Start Phase is finished, proceed to the Activation Phase.

**A. Discard Cards:** Players may discard any cards from their Hand.

**B. Draw Cards:**

1. Players with fewer cards in hand than their maximum hand size (which is normally six) draw cards until they reach that number of cards.
2. Each player may spend a single Soulstone to draw two cards. After drawing these cards, the players must (as usual) discard down to their maximum hand size.

**C. Initiative Flip:**

1. Players simultaneously flip a card.
2. Players may Cheat Fate with a card from their hand, starting with the player with the lower flip (in a tie, the player with Initiative has the first opportunity to Cheat Fate).
3. The players add the number of Pass Tokens they possess to their total. The player with the highest value may choose which player has Initiative (Initiative lasts until another effect grants Initiative). If the values are tied, start again from the first step. Then, after Initiative has been determined, both players discard their Pass Tokens.

**D. Resolve Effects:** Resolve any effects that happen during the Start Phase, starting with the player with Initiative.

**E. Calculate Pass Tokens:** Count the number of models each Crew has in play. The Crew with fewer models gains a number of Pass Tokens equal to the difference.

## PASS TOKENS

At the end of the Start Phase, count the number of models each Crew has in play. The player with fewer models gains Pass Tokens equal to the difference.

During the Activation Phase, the Active player may discard a Pass Token in lieu of choosing a model to Activate. If they do so, the opponent then becomes the Active player and continues with the Activation Phase.

In the Start Phase of the *next* Turn, after players have had an opportunity to Cheat Fate on their Initiative flip, each player adds the number of Pass Tokens they possess to their Initiative total and then discards all of their Pass Tokens.

Some models may also be able to discard Pass Tokens for various effects, as described on their Stat or Upgrade cards.





## ACTIVATION PHASE

In this Phase, each player takes turns as the Active player, beginning with the player with Initiative. Proceed to the End Phase once every model has Activated this Turn.

- A. Pass:** The Active player may discard a Pass Token to skip to Step D, without Activating a model.
- B. Select Model:** The Active player chooses one of their models that has not yet Activated this Turn to Activate. No model may Activate more than once in a Turn. If the Active player does not have any more models to Activate, skip to Step D.
- C. Activation:** The chosen model Activates (it is now the Acting model) and follows the steps below.
  - 1. Start Activation:** Resolve any effects that happen at the start of a model's Activation.
  - 2. Taking Actions:** Models may take up to two Actions during their Activation, save for Leaders and Masters, who can take up to three Actions. This is referred to as a model's Action Limit. These Actions are resolved one at a time, with each Action fully resolving (including any Triggers) before the next Action begins (see Actions on pg. 22).  
If a model would gain or end **Fast**, **Slow**, or **Stunned** (pg. 29) during an Activation, the effects of the Condition come into effect immediately and are ignored as soon as the Condition has ended.
  - 3. End Activation:** Resolve any effects that happen at the end of a model's Activation. The model is considered to have Activated this Turn.
  - 4. Chain Activations:** Some effects can cause models to Activate after another model. If a model would Activate this way, immediately go back to the start of Step C. Players may not Activate more than two models in a row this way, unless they are Activated by the same effect.
- D. Transfer Active Player:** If there are still models left to Activate this Turn, the opponent becomes the Active player and starts at step A. Otherwise, proceed to the End Phase.

## END PHASE

- A. Resolve Effects:** All effects that resolve during the End Phase resolve now. If there are multiple effects, follow the timing rules on page 34.
- B. Score VP:** Starting with the player with Initiative, Crews score Victory Points (VP) for objectives that score at the end of the Turn. A Strategy cannot score more than 4 total VP, and Schemes cannot score more than 2 VP each. No Victory Points can be scored on the first Turn.  
All Victory Points in Malifaux are scored one at a time, completely resolving the scoring effect before moving onto the next scoring effect.  
Points for Strategies are always scored before points for Schemes.
- C. Check for End of Game:** If it is Turn 5, the game ends at this time. If the game ends, score "end of game" Victory Points.  
These "end of game" Victory Points are still considered to be scored during the Turn, so a player may not score the "end of game" Victory Points and the "reveal" Victory Points of a Scheme during the same turn.
- D. Shuffle Discard Piles:** This step is not used if the Encounter has ended. 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.

Finally, the Turn ends, and play proceeds to the Start Phase of the next Turn.



## ACTIONS

Models in Malifaux have a range of Actions they can perform. An example Action is listed below:

ATTACK ACTIONS	RG	STAT	RST	TN
✎ <b>ELDRITCH BLAST</b> <i>Discard a card. Target suffers 2/3/4 damage.</i>	12"	5	♣	Df 13

An Action's name is listed in bold on the left. The ✎ icon before its name indicates that it is a Bonus Action. Bonus Actions do not count against a model's Action limit, but a model can only declare one Bonus Action per Activation.

Range comes next, which may have an icon denoting its type (♣ is Melee, ⚡ is Projectile, ⌘ is Pulse, Ⓢ is Aura) and the range in inches, which is the maximum distance the Action can affect.

Any Action that requires a duel will have a Stat. This is what the model adds to the card it flips in the duel (in this case, 5). It may also have a Fate Modifier, which impacts the flip for that Action, and/or a suit, which is added to the model's final duel total.

Actions that involve duels have a Resist, a TN, or both. If the Action causes an opposed duel, it will list the stat the opponent uses to resist the duel here (usually Df or Wp).

An Action with a Resist is an Attack Action. An Action without a Resist is a Tactical Action.

If an Action has a TN value, that is listed next (in this case, the TN is 13). For the Action to be successful, the model's duel total must reach this value or higher (including any listed suits). If an Action has both a Resist and a TN, the model must succeed on both aspects (equal or exceed the target's duel total and the TN value) to be successful.

Some Actions may have special requirements, costs, and/or additional effects, which are listed in *italics* before the Action's effects.

### BONUS ACTIONS

Bonus Actions (denoted with the ✎ icon) are Actions that do not count against a model's Action limit. A model can only take one Bonus Action per Activation, unless the Action was generated by a Trigger.

## General Actions

The Actions listed below are available to all models in the game.

### Interact

*Cannot be declared while engaged or if this model has taken the Disengage Action this Activation.* Do one of the following: 1) Drop a Scheme Marker into base contact with this model and not within 4" of another friendly Scheme Marker, 2) remove all Scheme Markers in base contact with this model, or 3) resolve a specific rule that refers to an **Interact** Action.

### Disengage

*Can only be declared while engaged.* One enemy model engaging this model (opponent's choice) may take a ♣ Action targeting this model; neither model can declare Triggers during this Action. After resolving the Attack (if any), this model pushes up to its **Mv** in inches. If the attack is successful, instead of its normal effects, reduce this model's Push distance by 2/4/6 inches (using the Accuracy Fate Modifier of the Action). This flip receives a ♣ for every other enemy model engaging this model.

### Concentrate

*Once per Activation.* This model gains **Focused +1**.

### Assist

Target other friendly model within 2" and LoS lowers the value of its **Burning**, **Distracted**, or **Injured** Condition by 1/2/3.

### Walk

This model moves up to its Movement (**Mv**) in inches. This move cannot be used to leave an enemy model's engagement range.

### Charge

*Once per Activation. Cannot be declared while engaged.* Push this model up to its **Mv** in inches. It may then take a ♣ Action that does not count against its Action limit.

So what's the difference between Walking and Charging? Walking is your main way of moving your models. While it can't be used to get away from an enemy, it can be used to move around an enemy when you're engaged.

Charging is your main way of getting your models into melee combat, as it lets them attack after they're Pushed (though you don't have to). It can also be used to rush past an enemy without engaging them. The downside? You can't Charge while engaged.



## RESOLVING ACTIONS

Resolving Actions is a straightforward process. The model proceeds through the five steps below in order:

1. Declare the Action
2. Pay any Costs
3. Targeting
4. Perform Duels
5. Apply Results

### Step 1: Declare the Action

Announce what Action the model is taking.

### Step 2: Pay any Costs

If the Action has any costs in italics, they must be paid now, and are considered paid when declaring the Action. If the costs are not paid, the Action fails; skip steps 3, 4, and 5. Costs that reference an Action's target must instead be paid as part of declaring the target (step 3). Otherwise, the model cannot be targeted.

### Step 3: Targeting

In addition to costs, special restrictions are also written in italics and restrict the Action in some way, such as limiting the Action to targeting Friendly models only, or non-Construct models only.

If the Action requires a target, the target must be declared at this step. The target must be within the Action's range as well as within LoS of the model taking the Action, unless specified otherwise. If an Action has no legal target, it fails; skip steps 4 and 5. A model may not target itself with an Attack Action.

If an Action requires a model to choose an object (model, marker, etc.) the object is not treated as being targeted and ignores any effects from targeting.

Unless otherwise mentioned, every Action with a target must target a single model.

### Step 4: Perform Duels

If the Action requires a duel, the model now performs the duel (pg. 10). If the initiating model does not succeed on the duel, the Action fails and Step 5 of resolving an Action is not performed.

Some Actions have additional effects that affect an Action's duel (such as ignoring Concealment). These effects are listed next to the Action in italics.

If no duel was required, then the Action is automatically successful.

### Step 5: Apply Results

The model performs the Action's effects, as stated on the card, in the order they are listed. If any of an Action's effects cannot be resolved, they are ignored.

A model is considered to be resolving an Action during every part of the "Resolving Actions" process. For instance, if a model was in Hazardous Terrain (pg. 37) during any part of the "Resolving Actions" process, the effects of the Hazardous Terrain are applied to the model after the Action resolves.

The most common effect of an Action is damage, which is explained on page 24.

### Step 6: After Resolving

Any effects that happen after an Action is resolved, including any *After Resolving* and *After Succeeding* Triggers happen at this time. Remember: Triggers that do not specify a timing are assumed to be *After Succeeding* Triggers.

## SPECIAL RESTRICTIONS

Some Actions or Triggers have various special restrictions that limit the Action/Trigger so that it can only be declared in specific circumstances. These effects (written in italics) can be complicated, such as "*This Action can only be taken while engaged.*" Or they can be simple, such as "*Enemy only.*"

Listed below are the basic restrictions and how they work, which can be put together in any combination:

*Enemy only:* This effect can only be declared if the target of this Action and the Attacking model are considered enemies.

*Friendly only:* This effect can only be declared if the target of this Action is a friendly model.

*X only:* This effect can only be declared if the target of this Action has the X Characteristic, Keyword, or Name.

*Other model only:* This effect can only be declared if the target of this Action is a model other than the model declaring the effect.

## ABILITIES

Models have a range of Abilities that affect how they function on the table. Abilities are found on the front of a model's Stat Card.

Most Abilities are passive, meaning that they are always in effect. Some Abilities, however, are active and create certain effects in reaction to other events on the table. When an active Ability goes into effect, resolve the effect step by step in the order it is listed on the Ability.

If a model gains a second instance of an Ability it already possesses (most often from an Upgrade), the second instance of the Ability has no effect unless the Ability has a value (such as **Armor +1**).

If an Ability has a value, then the values of that Ability's values with a "+" in front of them are combined together.

**Example:** A model has "**Armor +1: Reduce all damage suffered by this model by +1.**" If the model gains **Armor +1** from an Upgrade or other effect, the Abilities would combine to give it "**Armor +2: Reduce all damage suffered by this model by +2.**"

## DAMAGE

When a model suffers damage, it loses Health equal to the amount of damage it suffered. A model may not have its Health reduced below 0. If it would suffer damage that would bring its Health below 0, any additional damage is ignored. When a model reaches 0 Health, it is killed.

If a game effect references the amount of damage suffered, it is referring to the amount of damage suffered after damage reduction.

Damage can be inflicted as a static profile (such as 4) or as a variable profile (such as 2/3/4). If the damage profile is variable, a damage flip must be made.

### Damage Flips

A damage flip is a variable flip (pg. 8) that determines how much damage a model suffers due to an effect. Damage flips are not a type of duel and are unaffected by game effects that reference duels. The most common modifier for damage flips is an Accuracy Fate Modifier.

### Accuracy Fate Modifiers

Accuracy Fate Modifiers occur when there is a variable flip (often a damage flip) as the result of an opposed duel.

The Accuracy Fate Modifiers are determined by the differences in the final duel total based on the breakdown below:

- **Tied:** The damage flip will suffer ☐☐.
- **1 to 5:** The damage flip will suffer a ☐.
- **6 to 10:** The damage flip won't have a modifier for accuracy.
- **11+:** The damage flip will receive a ♣.

The result of the flip will determine whether the damage is Weak (0-5), Moderate (6-10), or Severe (11-14), as outlined in the variable flip rules (pg. 8). Like other flips, a player may Cheat Fate on their damage flips, but not if they have one or more ☐ modifiers.

When flipping for damage, if a Joker is flipped or Cheated, it has the following effects:

**Black Joker:** the damaged model suffers no damage and the Action does not generate any ♣ (if applicable).

**Red Joker:** the damaged model suffers the indicated Severe damage value +1.

Models that can use Soulstones can spend a single Soulstone before a damage flip is made against them to add a ☐ to the damage flip.

### Damage Reduction

Damage reduction always takes place after damage is determined, at which point the reduction amount is removed from the damage total. Irreducible damage ignores damage reduction from all game effects.

**Reduction may not decrease the total damage amount below 1 unless otherwise stated** (such as by using Soulstones).

When a model that can use Soulstones suffers damage, it may spend a Soulstone to reduce that damage. The model flips a card, which cannot be cheated, and reduces the damage it suffers by 1/2/3. This reduction occurs after all other reduction and can reduce damage to 0.

If a model suffers 0 damage, it is not considered to have suffered damage.

## ADDING DAMAGE

Sometimes, an Action that normally doesn't deal damage will gain an effect that increases its damage by +1 (or more). If this happens, treat the original Action as dealing 0 damage (before any modifiers are added).

### Healing

When a model Heals, it gains an amount of Health equal to the healing effect. A model's Health cannot exceed its maximum Health; if a Heal effect would cause it to exceed this limit, any additional Healing is ignored (as though it did not occur).

### Markers and Killed Models

Sometimes, when a model is killed, it leaves behind a 30mm Marker to represent a husk of its former self, which can be used in various game effects.

After a model with the Living, Undead, or Beast Characteristic is killed, it Drops a Corpse Marker into base contact with itself.

After a model with the Construct Characteristic is killed, it Drops a Scrap Marker into base contact with itself.

If a model would drop multiple Markers this way, it only Drops one Marker, chosen by the model's controller.

For more information on Markers, see page 28.

### Killed

Models are most often killed as a result of being reduced to 0 Health, but some game effects can instantly kill models regardless of their Health.

When a model is killed, any Healing effects or effects that result in the killed model being Replaced happen first, followed by any other effects that occur when, if, or after the model is killed. Then, the killed model Drops any Markers as a result of being killed and is removed from the game (including its Stat Card and Attached Upgrades). For more information on timing, see page 34.

Killed models are always considered to be killed by the model that generated the Action or Ability that killed them (as well as by that model's Crew). If a model is killed by another effect (such as a Condition or Hazardous Terrain), it is not considered to have been killed by any player, model, or Crew.

There are some game effects that can Heal a model after it has been killed. If a model is Healed after it was killed as a result of being reduced to 0 Health, it no longer counts as killed (and is not removed from the game). Any other effects that would happen as the result of the model being killed do not occur.

If a model was Healed after being killed by a game effect (as opposed to being reduced to 0 Health), then being Healed does not prevent it from being killed.



## FRIENDLY, ENEMY, & CONTROL

Friendly models, Markers, and terrain are those that have been hired into your Crew, and those Summoned, Dropped, or Created by your Crew.

Enemy models, Markers, and terrain are those that have been hired into the opponent's Crew, and those Summoned, Dropped, or Created by the opponent's Crew.

Every Ability, Action, and Trigger on a model's Stat Card and Attached Upgrades treats the use of "friendly" and "enemy" from its point of view.

Certain Actions and Abilities allow a player to control a model in an enemy's Crew. When this happens, the controlling player makes all decisions for the model, including flipping cards, Cheating Fate, declaring Actions, and so on.

**Example:** A model has an Action that reads "Target Pushes 3" toward the nearest other enemy model." It successfully uses this Action on the opponent's model, so when resolving, the opponent's model Pushes 3" toward the nearest other model controlled by that opponent.

If the controlled model Cheats Fate, the controlling player must do so from their own Control Hand. If the controlled model uses a Soulstone or discards a card, Pass Token, or other resource, the controlling player must discard the appropriate Soulstone, card, Pass Token, etc. If the controlled model would gain a resource (cards, Pass Token, etc.), the controlling player gains that resource. If a controlled Action generates additional Actions, the controlling player controls the generated Action, as well.

Regardless of control, the model does not change which models it considers friendly and which it considers an enemy. Control changes who makes the decisions; it does not change the Crew to which the model belongs.

Sometimes the best thing about being buddies is that you can get into a scuffle and walk away as friends. This is also the case in Malifaux. Models are free to attack other Friendly models.

Sometimes you end up controlling an enemy model, via something like an Obey Action. You can still make that model attack its own Crew as there's nothing stopping Friendly models from attacking each other. But remember, no ☠!



## ENGAGEMENT

Every model has an engagement range based on the range of its longest  $\text{⚡}$  Action. If an enemy model is within a friendly model's engagement range and the friendly model has LoS to the enemy model, the friendly model is considered to be engaging the enemy model, and the enemy model is considered to be engaged by the friendly model.

If the friendly model has a longer engagement range than the enemy model, this could lead to situations where the friendly model is engaging the enemy model, but the enemy model is not engaging the friendly model (because the friendly model is not within its engagement range).

Models that do not have  $\text{⚡}$  Actions do not have engagement ranges.

Being engaged has five primary effects on models:

- Engaged models cannot take  $\text{⚡}$  Actions.
- Engaged models cannot take the **Interact** Action.
- Engaged models cannot leave an enemy model's engagement range with a **Walk** Action.
- Engaged models cannot take the **Charge** Action.
- Targeting engaged or engaging models with  $\text{⚡}$  Actions incurs Friendly Fire.

### Friendly Fire

When a model performs a Projectile ( $\text{⚡}$ ) Action targeting an engaged or engaging model, the Action suffers a  $\text{☒}$  to its duel.

While not common, some models are able to take  $\text{⚡}$  Actions while engaged. If a model does so, it is not considered engaging (or engaged by) the target for the purposes of Friendly Fire.



## SOULSTONES

Some models have the ability to use powerful resources called Soulstones, which are stored in its Soulstone Pool, an area beside the game table. As long as there are Soulstones in your Crew's Soulstone Pool, these models may spend them for various bonuses. When a Soulstone is spent, it is discarded from that player's Soulstone Pool and cannot be used again. A model can only use one Soulstone at a time for any game effect.

By default, only two types of models can use Soulstones: Masters and Henchmen.

Soulstones can be used in the following ways:

**Draw Cards:** During the Draw Phase, each player may spend a Soulstone to draw two cards and must then (as usual) discard down to their maximum hand size. This can be done even if the player does not have a model that can use Soulstones remaining in its Crew.

**Enhance a Duel:** Before any cards are flipped in a duel, a model that can use Soulstones may spend a single Soulstone to add a ♣ to its flip or to add a suit of its choice to its final duel total. If both models involved in the duel can use Soulstones, the attacker declares its Soulstone use (or lack of use) first.

**Block Damage:** A model that can use Soulstones can spend a single Soulstone before a damage flip is made against it to add a ♠ to that damage flip.

**Reduce Damage:** After damage is suffered by a model that can use Soulstones, it may spend a Soulstone to reduce that damage. The model flips a card, which can't be cheated, and reduces the damage it suffers by 1/2/3. This reduction occurs after all other reduction and can reduce damage to 0.

Sometimes during a game you might ask yourself, "Can this flip be Cheated?" Yes, probably. There are two things that prohibit the ability to Cheat, though:  Modifiers and effects that specifically say otherwise. Everything else is fair game (or *unfair* game, am I right?).



## TOKENS

Malifaux uses Tokens to track various things. When a Crew gains a Token (such as a Pass Token), that Token is placed near the table in a place where its Crew will remember it.

When a model gains a Token, it has that Token for the rest of the game unless the Token is removed by another effect.

Tokens have no effect on their own but are often referenced by the Actions and Abilities of models.

Tokens do not need to be tracked with a physical token. If a player prefers, they may instead track tokens using any other method (dice, writing on stat cards, tracking cards), but its representation on the table must be visibly apparent to all players.



## MARKERS

Markers are Dropped on the table during an Encounter to represent objectives or other game events based on the Marker's description.

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

- Unless otherwise noted, Markers do not count as terrain and have no vertical distance (i.e., Height or Size). Markers that count as terrain will have one or more Terrain Traits (such as a Concealing, Severe Dust Cloud Marker).
- 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 moves vertically upward). If a Marker is moved off an elevated surface, it falls just like a model.
- Models can usually move over and stop on Markers. A Marker is ignored for movement purposes unless it possesses one or more Terrain Traits (such as Hazardous, Severe, etc.).
- Markers cannot be moved from their position on the table or destroyed unless an effect states otherwise.
- When a model Drops a Marker, it is friendly to the Crew controlling the model that Dropped it.
- Markers do not block LoS (unless they have the Blocking Trait).
- When drawing LoS to a Marker, the Marker is treated as a model with Size 0, unless the Marker has the Height Terrain Trait, in which case its Size is equal to its Height.

Sometimes, two Markers will overlap or be on top of each other. When this happens, both Markers have their full effect; it doesn't matter which one is on top of the other.

If a model is standing perfectly atop a Marker with the same base size (such as a model on a 30mm base standing perfectly atop a 30mm Marker), it does not block sight lines drawn to that Marker.

### Drop and Create

When a Marker is added to the table, it can be either Dropped or Created.

If a Marker is Dropped, it is simply put on the table in the indicated location without any further game effects; this is not considered moving the Marker. It can be put into base contact or even under a model's base without issue. If an Impassable Marker is Dropped, it is always treated as being Created instead.

If a Marker is Created, it is treated as Dropped, with the following additional rules described below:

- Created Markers can overlap non-Impassable terrain, but they cannot overlap other Markers.
- Created Markers cannot be put into base contact with any models except for the model creating them. Impassable Markers cannot be Created in such a way that their base overlaps the base of the model creating them.

### Scheme Markers

Scheme Markers are primarily Dropped or removed by using the **Interact** Action (pg. 22).

Scheme Markers do not do anything on their own but are often used in conjunction with the Abilities and Actions of various models. They are also used to score certain Schemes (pg. 46).

### Strategy Markers

Strategy Markers are often put on the table by the Strategy or the players throughout the game.

Strategy Markers cannot be affected by the effects of models (such as moving, removing, or targeting) except by those effects which are specifically called out in the Strategy.





## CONDITIONS

Conditions are ongoing effects that models may receive during the game. They impact how the model functions on the table in a variety of ways.

A model can only have one instance of each Condition at a time. If a Condition is canceled by another Condition, both Conditions are immediately removed from the model in question.

Some Conditions have an associated value, such as **Burning +1**. If a model with such a Condition gains another instance of that same Condition, the value of the gained Condition is added to the model's existing value for that Condition to create a single Condition. For example, if a model with **Burning +2** gains **Burning +1**, the two Conditions are combined into **Burning +3**.

Some game effects cause models to suffer damage from a Condition. Damage suffered this way is affected by any effects referring to the Condition.

If an Action would kill a model from damage suffered from a Condition (such as an Action that states "Target suffers 2 damage from the Burning Condition"), the model taking the Action is considered to have killed the model.

A Condition with a value cannot have that value reduced below 0. When the value of a Condition reaches 0 or during the timing specified by that Condition, the Condition ends (as stated below).

### Malifaux Conditions (End of Activation)

- **Fast:** The number of Actions this model can declare during its Activation is increased by one, to a maximum of three. End this Condition at the end of this model's Activation. Canceled by **Slow**.
- **Slow:** The number of Actions this model can declare during its Activation is decreased by one. End this Condition at the end of this model's Activation. Canceled by **Fast**.
- **Staggered:** This model suffers -2 **Mv** and cannot be moved by the effects of other friendly models. End this Condition at the end of this model's Activation.
- **Stunned:** This model cannot declare Triggers and its Bonus Actions (↖) count against its Action limit. End this Condition at the end of this model's Activation.

### Malifaux Conditions (End Phase)

- **Adversary (X):** Models with the "X" Keyword, Characteristic, or Name receive a ⚔ to Attack Actions targeting this model. A model cannot benefit from the **Adversary** Condition more than once per Attack Action. During the End Phase, end this Condition.
- **Shielded +X:** Reduce damage suffered by this model by 1, to a minimum of 0. Each time this Condition reduces damage, its value is lowered by one. During the End Phase, end this Condition.
- **Injured +X:** This model suffers -X **Df** and **Wp**. During the End Phase, end this Condition.

### Malifaux Conditions (Special)

- **Burning +X:** During the End Phase, this model suffers 1 damage, plus 1 additional damage for every 3 points of **Burning** beyond the first that it possesses.
- **Distracted +X:** This model's Actions that target an enemy model suffer a ⚔ to their duel. After resolving such an Action, the value of this Condition is lowered by one.
- **Focused +X:** Before performing an opposed duel, this model may lower the value of this Condition by one to receive a ⚔ to the duel (and any resulting damage flip this model makes).
- **Poison +X:** During the End Phase, this model suffers 1 damage, plus 1 additional damage for every 3 points of **Poison** beyond the first that it possesses. Then, it lowers the value of this Condition by one.

## ASSIST

Remember: every model has access to the following Action allowing them to remove debilitating Conditions from other models:

### *Assist*

Target other friendly model within 2" and LoS lowers the value of its **Burning**, **Distracted**, or **Injured** Condition by 1/2/3.

## AREA EFFECTS

Area effects are game effects that influence an area of the table that is larger than a single model. Some are lasting while others are temporary.

There are four different area effects in Malifaux.

### Blasts ☼

Some damage profiles contain a Blast icon (☼). This represents an Attack that affects the target and any models near the target. A ☼ is represented by a 50mm base.

A ☼ is Dropped by the Active player into base contact with the target. If more than one ☼ is Dropped (i.e., if multiple ☼ are shown), each additional ☼ must be Dropped into base contact with at least one other ☼ (instead of the target). A ☼ is assumed to extend 1" vertically above and below the target's base (and thus may come into base contact with models that are slightly above or below the target).

All models, except the original target, whose bases are in base contact with one or more ☼ take damage that is one step lower than the damage suffered by the original target (e.g., if the target took Severe damage, the ☼ will do Moderate damage). If the original target suffered Weak damage, any resulting ☼ deal 1 damage.

The damage a model suffers from a ☼ is unaffected by effects that increase the damage the original target suffered from the attack. Attack Actions that target friendly models do not generate ☼.



In this example, Iggy has just been hit by Rasputina's Winter's Strike Action, which has Iggy suffer 2/3☼/4☼☼ damage. When resolving the Action, Rasputina flipped Severe on her damage flip, so Iggy suffers 4 damage and Rasputina Drops two Blast Markers; one touching Iggy, the other touching the previously Dropped Blast Marker, but also touching Pandora, so Pandora suffers 3 damage.

### Auras Ⓢ

The Aura icon (Ⓢ) means the Action or Ability affects an area around the object that has the Aura. An Aura extends out in all directions from an object a number of inches equal to the listed distance in inches, as measured from the edge of the object's base. For example, Ⓢ3 means that everything within 3" and LoS of the object is affected by the Aura.

Auras are lasting effects that move with the object as it moves. All models inside the Aura's area, including what is generating the Aura, are affected by the Aura as long as they stay inside the area and remain in LoS of the generating object. The "affected model" in these instances is whatever model experiences some change in game state.

Auras are not cumulative. If a model would be affected by multiple Auras of the same name (i.e., if the Aura would change its game state in some way), then it is only affected by one such Aura of its controller's choice.

**In this example, Jakob Lynch has the Hold 'Em Ability, which reads: "After an enemy model within Ⓢ6 Cheats Fate, it suffers 1 damage after resolving the current Action or Ability."**

If an enemy model within 6" and LoS of Jakob Lynch Cheats Fate, then the enemy model is affected by Jakob Lynch's Hold 'Em Ability and suffers 1 damage after resolving the current Action or Ability. If there were multiple friendly models with Hold 'Em Ability within 6" and LoS of the enemy model, it would still only suffer 1 damage, since it can only be affected by one Aura of the same name.

**Example: Bushwhackers have the Scamper Ability, which reads: "After an enemy model within Ⓢ6 Cheats Fate, this model may Push up to 2" in any direction after resolving the current Action or Ability."**

If an enemy model Cheats Fate within 6" and LoS of multiple Bushwhackers, each such Bushwhacker could Push up to 2", as they are the models affected by the Aura (i.e., the models experiencing a change in their game state).

### Pulses (X)

The Pulse icon ((X)) means the Action or Ability affects an area around the object that has created the Pulse. A Pulse always extends out in all directions from an object a number of inches equal to the Pulse's effect, as measured from the edge of the object's base.

Pulses are immediate 'burst' effects that have no game effect after they are resolved.

All models inside the Pulse's area or overlapping the object generating the Pulse, excluding the object that created the Pulse, are affected by the Pulse as long as they are in the generating object's LoS.

### Shockwaves

Shockwaves Drop a 30mm Shockwave Marker on the table within range and LoS. When the Shockwave Action is fully resolved, the Marker is removed. Below is an example Shockwave.

ATTACK ACTIONS	RG	STAT	RST	TN
<b>LIGHTNING STRIKE</b>	8"	7	*	13
Shockwave 1, Mv 13, Damage 2.				

The Dropped Marker generates a ((X)) equal to the Shockwave's value. This **Lightning Strike** Action generates a ((X)1) from the Dropped Shockwave Marker.

Any model that the Marker touches or that is affected by the ((X)) must pass the simple duel noted in the Shockwave or suffer its effects. Both the simple duel and the penalty for failure are listed after the Shockwave value.

If a model would be affected by multiple Shockwave Markers Dropped by the same Action, it only resolves the effects of the Shockwave once.

Shockwaves are unaffected by Cover and Concealment.

### MATH

Sometimes the game will require you to do some math. If you need to, the math should be applied in the following order: Multiply, Divide, Add, and then Subtract.

In all cases where you are dividing any number but a movement distance, you will need to round any fractions. In these cases, always round the sum up to the nearest whole number.

**In this example, Misaki has taken the Lightning Strike Action. After succeeding at the Action's TN 13 duel (using her stat of 7). She then Drops a Shockwave Marker within 8" of herself. As they are both within 1" and LoS of the Shockwave Marker ((X)1), Dasher Barker and the Guard Patrol must each pass a TN 13 Mv duel or suffer 2 damage.**

## REPLACE

Some game effects Replace one model with another. When this occurs, follow the steps below.

1. Place the new model into base contact with the original. If it cannot fit, or if the new model cannot be added due to model limits or because the original model is Buried, the Replace effect is canceled.
2. The new model's Health is set to the original model's Health or to its maximum Health, whichever is lower. If the effect that Replaced the model Heals the new model, the new model Heals at this point.
3. If the original model had any Conditions or Tokens, the new model gains those Conditions at the same value (if any) and all Tokens. These Conditions, if gained during the End Phase, do not resolve their effects. Any Summon Upgrades Attached to the original model are Attached to the new model; all other Upgrades are discarded.
4. If the new and original models belong to the same Crew, the new model becomes the target of any effects that targeted or chose the original model, such as Schemes, Leader designation, or lasting game effects. The new model is always considered a legal target for those effects.
5. Remove the original model from the game. If the new and original models do not belong to the same Crew, the original model is considered to be killed. No game effects (such as placing Markers or scoring points) occur from the original model being removed.
6. If the new model is at 0 Health, it is killed.
7. If the original model was Replaced during its Activation, the new model continues the Activation using any remaining Actions. If the original model has already finished its Activation for the Turn, the new model is also considered to have Activated this Turn.

One model may also be Replaced by multiple models. If this happens, each new models must be placed into base contact with the original model. Resolve step 2 individually for each new model, then choose a single model for steps 3 and 4. If this happened during the original model's Activation, choose one new model to continue the Activation as in step 7 (the other models are not considered to have Activated).

If multiple models would be Replaced with one model, the new model is placed into base contact with any of the original models. Add the Health of the original models together for step 2. For step 3, the new model gains the highest value of every Condition on the original models (as well as every Condition without a value). In step 5, every original model is removed from the game. In step 7, if one of the original models was Replaced during its Activation, the new model continues that model's Activation.

If a model is affected by multiple Replace effects at the same time, its controller chooses one Replace effect to resolve and ignores the rest.

## SUMMONING

Some Actions and Abilities can Summon a model. Summoning places a brand new model (specified by the Summoning effect) into play, adding the model to a player's existing Crew. After a model is Summoned in a Crew, the opposing Crew gains a Pass Token.

Summoned models are not hired at the start of an Encounter.

Summoned models are placed into base contact and within LoS of the model whose Action or Ability Summoned them unless the effect states otherwise. If it is not possible to place a Summoned model legally, the Summoned model is not added to the game.

The Summoned model is considered a part of the Crew of the model that Summoned it and is treated as a normal model in the Crew for the rest of the game.

Many Summoning effects require an Upgrade to be Attached to a model that is being Summoned. If the Upgrade cannot be Attached to the model (from the Upgrade's Limitations), the Summoned model is not added to the game.

Summoned models cannot take the **Interact** Action during the Turn they were Summoned.

### MODEL LIMITS

Players cannot use Summon or Replace effects to add a model that is already in their Crew to their Crew. The only exception to this are models that have a number noted after their station Characteristic (i.e. *Minion (3)*).

If a Summoning or Replace effect would add a model that would take a player over this limit, the model is simply not added to the game.

## BURY

Some effects Bury a model. Buried models are removed from the table, though they are still considered to be in play. While Buried models still Activate, they cannot take Actions.

Buried models cannot be the target of any Actions or Abilities that do not specifically target Buried models. These Actions ignore all game effects relating to the position of the Buried model, such as range, LoS, (●), (X), moving the Buried model, etc.

A Buried model can only be returned to the table via an Unbury effect. When Unburying a model, the controller of the Unbury effect places the model back on the table as described by the effect. If the model cannot be Placed, the owner of the model instead places it anywhere inside their Deployment Zone.

If a model is killed while Buried, it is removed from the game without placing any Markers. If a model is Buried when the game ends, it is killed.

Buried models cannot be Buried. If a Buried model would be Buried by a game effect, it ignores that game effect.

Models that are not Buried ignore any effects that would cause them to Unbury.

### THE RULE OF INTENT

Occasionally in Malifaux, models may be moved in a way that they are obstructed by real-life obstacles, such that while the move is perfectly legal, it is physically impossible to perform. For example: moving two very large models into base contact when base contact between them may be obstructed by their sculpts.

This rule may also be used to declare intent when moving exact distances, such as moving a model so it is exactly 4" away from another model, where measuring such a distance is either difficult or too time consuming.

Though it should only be used in scenarios with no other options, players may still move models this way by declaring their intent to their opponent first. The moving model must be moved to the closest possible position so that it is readily apparent of the intended position. All game effects, such as measuring distances, should be done from the intended position of the model.

## “ONCE PER” EFFECTS

A model can only take an Action or Ability that is once per Activation once during an Activation.

A model can only take an Action or Ability that is once per Turn once on any given Turn.

These limitations are all by Action (or Ability) and model, so a given model could, for example, take multiple once per Activation effects so long as they were on different Actions or Abilities. Additionally, multiple models that have the same Action (or Ability) with a once per Activation can each use that effect once per Activation.

Some of these effects have additional modifiers, such as being limited to targeting a specific model once per Activation. These work the same way, with the specific limitations mentioned.

## “THIS OR THAT” CHOICES

Some effects within the game provide a model with a choice, such as “discard a card or gain **Stunned**.” In cases such as this, the model making the choice may choose either option, provided they have the capability to resolve that option. In the case above, if the model had no cards in its Control Hand, it could not choose to discard a card; if the model already had the **Stunned** Condition (or could not gain it for some reason), it could not choose to gain **Stunned**. If a model cannot resolve either option, the effect is ignored.

Many effects within Malifaux have a model perform a duel to avoid a negative effect (such as damage or gaining a Condition). In these cases, the affected model must attempt the duel, and should they fail, they suffer the effects of that duel.

### Choosing to Suffer Damage

Some models in Malifaux may generate effects that require them to suffer damage, such as the cost of an Action, or an Ability that may be used by suffering damage. A model can never choose to suffer damage this way if that damage would reduce their Health to 0 or below.

### TIMING

---

Sometimes, many effects are happening at, or near, the same times. If there is any confusion on timing, the following two pages provide a detailed breakdown.

#### Ability Timing

Most Abilities are passive and always in effect, but some occur as a result of another game effect. In these cases, the Ability will use the word “After.” These Abilities happen after the effect in question is resolved.

#### Damage Timing

When a model suffers damage, it follows the timing structure below. If multiple models suffer damage at the same time (such as from a Shockwave or Blast), resolve each step below on every model being damaged before moving to the next step.

1. If the model being damaged can use Soulstones, it may spend one here to give the damage flip a  $\square$ .
2. If there is a variable damage profile, flip for damage (including any Accuracy Fate Modifiers). Any “when resolving” Triggers that increase or add damage resolve at this point.
3. Apply damage reduction to incoming damage. Soulstone users can spend Soulstones to Reduce Damage. Any “when resolving” Triggers that reduce damage resolve at this point.
4. The model lowers its Health by an amount equal to the final damage amount.
5. Any effects that happen after a model is damaged or after a model is reduced to a specific Health, resolve at this point.
6. If a model is at 0 Health, it is killed, then resolve the following effects:
  - a. Resolve any effects that would Heal or Replace the killed model. If this effect would bring the model above 0 Health, it is no longer killed.
  - b. Resolve any *After killing* Triggers.
  - c. Any effects that resolve after the model is killed (such as placing Corpse or Scrap Markers) resolve at this point.
  - d. The killed model (its model, Stat Card, and any Upgrades) is removed from the game.

### SEQUENTIAL EFFECTS

---

Sometimes, an effect will create additional effects as it resolves.

In these cases, fully resolve the initial effect before moving onto any additional effect. Additional effects are then resolved in the order they were generated, after any effects which had been previously generated have resolved.

#### Simultaneous Effects

Occasionally, an effect will generate multiple effects that occur at the same time. If this happens, they are resolved in the following order:

1. The Active player (or the player with Initiative, if there is no Active player) chooses one of their models with one or more unresolved effects and resolves those effects in whatever order they wish. Then, that player chooses another of their models with unresolved effects and resolves those effects in the same way, continuing in this manner until the player no longer has models with unresolved effects. When an effect resolves, the entire effect resolves (even if it also affects a model controlled by the non-Active player).
2. The non-Active player resolves any unresolved effects affecting their models, as described above.
3. Any remaining unresolved effects are resolved in an order determined by the Active player (or the player with Initiative, if there is no Active player).

### ACTIONS GENERATED BY EFFECTS

---

Many effects in Malifaux, (such as Actions, Abilities, and Triggers) can cause a model to take an Action.

When this happens, the new Action is always resolved after the previous Action is completely resolved, including any “After Resolving” effects, but before any other new Action can be taken.

Actions generated in this way follow the normal sequence for Actions and do not count against a model’s Action limit.

## DETAILED TIMING

### START PHASE

- A. Discard Cards:** Both players may discard any unwanted cards.
- B. Draw Cards:** Each player draws up to their maximum hand size. Once complete, each player may spend a Soulstone to draw two cards (player with Initiative decides first).
- C. Initiative Flip:** Both players flip a card, which may be Cheated. The player with Initiative Cheats first in the case of ties. Players increase their totals by the number of Pass Tokens they possess and then discard their Pass Tokens.
- D. Resolve Effects:** Resolve any effects that happen during the Start Phase.
- E. Calculate Pass Tokens:** Count up the number of models controlled by both players. The player with fewer models in play gains Pass Tokens equal to the difference.

### ACTIVATION PHASE

- A. Decide to Pass:** The Active player may discard a Pass Token to skip to Step D.
- B. Select Model:** The Active player Activates a friendly model that has not yet Activated this Turn.
- C. Activation**
  - 1. **Start Activation:** Resolve effects that happen at the start of a model's Activation.
  - 2. **Take Actions:** Most models can take two Actions. Leaders/Masters can take three Actions.
    - a. Declare Action.
    - b. Pay any Costs.
    - c. Declare Target.
    - d. Perform Duels.
      - I. Modify The Duel with Soulstones, Abilities, or other game effects (Attacking model first).
      - II. Flip Fate Cards (both players flip cards then choose a card).
      - III. Cheat Fate (player with lowest total first).
      - IV. Determine Duel Total.
      - V. Declare Triggers (Active player first).
        - i. *Immediately* Triggers occur.
      - VI. Determine Outcome (if the Acting model's duel failed, the Action ends without resolving its effects. Skip Step e and move to Step f).
    - e. Resolve effects in the order presented on the card, including any *When Resolving* Triggers. Damage timing can be found on page 34. If the target is killed, resolve any effects such as "After this model is killed" and any *After killing* Triggers.
    - f. Anything that happens after an Action is resolved, including any *After Resolving* and *After Succeeding* Triggers. Remember: Triggers that do not specify a timing are assumed to be *After Succeeding* Triggers.
  - 3. **End Activation:** Resolve effects that happen at the end of a model's Activation. The model counts as having Activated this Turn.
  - 4. **Chain Activations:** Resolve any Chain Activations generated from an effect during this Activation.
- D. Transfer Active Player:** If there are still models left to Activate this Turn, the opponent becomes the Active player.

### END PHASE

- A. Resolve Effects:** All "Until the End Phase" effects end, followed by "During the End Phase" effects being resolved.
- B. Score VP:** Strategies are scored first, then Schemes. If multiple players and/or Schemes are scoring, the player with Initiative determines the scoring order. No VP is scored on the first Turn.
- C. Check for End of Game:** as described on page 21. If the game ends, score "end of game" VP.
- D. Shuffle Discard Piles:** Each player shuffles their Discard Piles back into their Fate Decks.

If multiple Actions are generated, they are queued and resolved one at a time in the order they were generated (whichever happened first or was listed first on the card). If an Action in a queue generates an Action, that Action happens before moving to the next Action in the queue.

# TERRAIN

The different scenery used on the table is called terrain (but the table itself is not considered terrain). Terrain adds tactical dimensions to the battle by making some locations more ideal than others and creating obstacles for models to deal with.

Every terrain piece has one or more traits that determine how it interacts with models. For terrain of particularly large or complex pieces of terrain, it makes sense to assign traits to individual elements or smaller areas of that terrain.

Any time a model's base is overlapping terrain, it is said to be in that terrain. If a model's base is touching terrain (either overlapping or directly next to the terrain), that model is within 0" of that terrain.

A list of Terrain Traits can be found on page 37.

## HAZARDOUS MARKERS

Some game effects are capable of creating Markers with the Hazardous Trait.

All Markers with the same name (i.e., Pyre Markers, Pit Trap Markers, etc.) count as the same piece of terrain for the purposes of the Hazardous Terrain Trait.

Thus, if a model was Pushed through three Pyre Markers and a single Pit Trap Marker, it would suffer the effects of moving through a single Pyre Marker and a single Pit Trap Marker.

## MOVING TERRAIN MARKERS

Some effects are capable of moving Markers with Terrain Traits, such as a Hazardous Pyre Marker or an Impassable Ice Pillar Marker.

When a Terrain Marker with the Climbable or Impassable Terrain Trait moves, it is treated as if it were a model (and thus it can move across the top of Climbable Terrain but cannot move through Impassable Terrain or models).

When other Terrain Markers move into base contact with a model or other object, their movement is not stopped by the object.

## COVER & CONCEALMENT

Certain Terrain Traits and game effects grant Cover and/or Concealment.

### Cover

When a model with Cover is the target of a  $\mathcal{R}$  Action, it gains +1 **Df** and imposes a  $\square$  on any damage flips against it.

### Concealment

When a model with Concealment is targeted by a non- $\mathcal{M}$  Attack Action, the Action's duel gains a  $\square$ .

Cover and Concealment are pretty similar terms that mean two different things in Malifaux. Let's go over some of their differences:

First, Cover isn't a Terrain Trait, but rather, the effects of Cover are generated by the Shadow rule and other game effects like Bodyguard.

On the other hand, Concealment comes directly from Concealing Terrain and other game effects that generate Concealment like Vent Steam.

Second, with Cover, you have to be near the object you're hiding behind whereas you don't necessarily have to with Concealment.

I'd say that just about *covers* it.





## Terrain Traits

- **Blocking:** Terrain with the Blocking Trait cannot be seen through, and therefore it blocks LoS if the Height of the terrain is equal to or greater than the Size of the models attempting to draw sight lines through it. Terrain with the Blocking and Height Traits generates a Shadow (pg. 18).
- **Climbable:** Models may not move through Climbable Terrain, but they may move across its top (often a roof) and may move vertically up and down along its sides. Other than its top, all other portions of Climbable terrain are treated as Impassable.
- **Concealing:** If a sight line drawn to a model passes through Concealing Terrain, that model has Concealment. When drawing sight lines, a model in Concealing Terrain may ignore that terrain's Concealing trait if any single sight line drawn between the two objects passes through 1" or less of that terrain. Most fog banks count as Concealing Terrain.
- **Dense:** LoS can be drawn into or out of Dense Terrain but not through it. Most woods count as Dense Terrain.
- **Destructible:** Models within 1" of a piece of Destructible Terrain may take an Action to destroy that Destructible Terrain and remove it from the table. If a model is standing on Destructible Terrain when it is destroyed, that model falls.
- **Hazardous Terrain:** After a model moves through or resolves one of its Actions while in Hazardous Terrain, it suffers the effects of the Hazardous Terrain after the current Action or Ability is resolved (to a maximum of once per Action or Ability). Most of the time, Hazardous Terrain will give a Condition to a model, such as Hazardous Terrain (**Burning +1**) or Hazardous Terrain (**Poison +1**). If the Hazardous Terrain does not mention a Condition in its description, the model simply suffers 1 damage.
  - If a Hazardous Terrain Marker is moved, all models the Marker came into base contact with during the move, suffer the effects of the Hazardous Terrain. The model moving the Marker may choose to ignore the Hazardous effects of the moved Marker.
- **Height X (or Ht X):** Terrain with the Height Trait has a vertical component that is relevant to the game. Height primarily comes into play when determining LoS (pg. 16). Terrain with the Height and Blocking Traits generates a Shadow (pg. 18).
- **Impassable:** Models and Markers cannot move through Impassable Terrain, which often includes solid objects, such as Ice Pillars. Objects cannot be Dropped or placed overlapping Impassable Terrain.
- **Severe:** Non-Place movement effects are reduced by half while any part of a model's base is in Severe Terrain. If a model moves out of Severe Terrain, it continues the rest of its movement at its normal (non-halved) rate.

### COMPLICATED TERRAIN

Occasionally, players might find themselves playing on a table that has one or more pieces of strangely shaped or abnormally large terrain pieces. In these circumstances, the players should ensure that the parameters of each piece of terrain are properly defined during the "Place and Define Terrain" step of Encounter Setup (pg. 40).

Sometimes, it can be useful to break complicated terrain pieces into multiple terrain pieces. For example, a terrain piece consisting of two buildings connected by a series of narrow planks might be more easily defined as two Buildings connected by multiple Bridges.

### UNAFFECTED BY TERRAIN

Some models are unaffected by certain types of terrain or terrain Markers. If a model is unaffected by a terrain trait, it ignores that trait for game purposes:

**Severe:** The model does not suffer the movement penalty of Severe Terrain.

**Hazardous:** The model does not suffer the effects of the Hazardous Terrain.

**Concealing:** This model ignores the Concealing Trait when drawing LoS.

## TERRAIN

### Terrain Examples

Here are some common types of terrain that can be found in Malifaux.

#### *Barbed Wire*

Some parts of Malifaux have been cordoned off with barbed wire. It serves as more of a deterrent to movement than an actual impediment.

Barbed Wire counts as Hazardous Terrain.

#### *Bridge*

A Bridge is an elevated terrain piece that connects two locations while allowing models to pass beneath it, such as the eponymous bridge or a few planks connecting one building's roof to another.

Bridges can be divided into two sections: Walkways and Archways.

**Archways:** Archways are the open section beneath a Bridge that allows a model to move underneath the Bridge.

Archways are Height X Terrain, where X is equal to the Archway's Height in inches (rounded down). While many Archways are significantly curved, the Height of an Archway should stay consistent across the entire length of an Archway. This area is not Blocking or Impassable, so models can move freely underneath a Bridge in its Archway.

**Walkways:** Walkways are the solid portion of a bridge that allow models to pass over the bridge.

Walkways are Height X, where X is equal to the Walkway's Height in inches (rounded down). If a Walkway has an Archway beneath it, the area between the Walkway and Archway is treated as Blocking and Climbable Terrain.

### *Buildings (Flat and Steep)*

Buildings are a common feature in Malifaux. Buildings should not be wider than 6" on any given side (excluding any stairways on their sides).

Flat Buildings have roofs that allow models to stand atop them. These Buildings count as Height X, Blocking, Climbable Terrain, where X is equal to the Building's Height in inches (rounded down to the nearest whole number). Flat Buildings should not be taller than Height 4.

Steep Buildings have roofs that do not allow models to stand atop them. Steep Buildings count as Height X, Blocking, Impassable Terrain, where X is equal to the Building's height in inches (rounded down to the nearest whole number).

## ADVANCED BUILDING RULES

When the players are defining terrain, they can declare that one or more of the table's Buildings can be entered.

To enter a Building, a model must be physically able to do so (i.e., it must move through an opening in the wall, such as a doorway or hole, that is large enough for its base to fit). Place effects cannot move a model into or out of a Building.

If any portion of a model's base is within the interior boundaries of a Building, that model is considered to be inside the Building.

Models inside a Building are considered to be entirely within that Building's Shadow. When a model draws LoS to another model on the same floor as a Building they are both in, they ignore that Building and its Shadow (though not any interior walls).

Buildings sometimes have open windows or doors. The portions of a Building's wall immediately above and below an open window or door are not considered to be Blocking Terrain for the purposes of drawing sight lines into and out of (but not through) a Building.

**Fences and Walls**

Fences and Walls are both obstructions that prevent movement. Fences do not obstruct LoS and can be easily destroyed, while Walls block LoS and are too sturdy to destroy.

Fences are Height X, Climbable, Destructible Terrain, where X is equal to the Fence's height in inches (rounded down).

Walls are Height X, Blocking, Climbable Terrain, where X is equal to the Wall's height in inches (rounded down).

**Fog Bank**

Banks of fog are not uncommon in Malifaux, particularly in the early morning or late evening.

Fog Banks are Concealing and Dense.

**Hill**

Hills are fairly common beyond the walls of Malifaux City, particularly in the appropriate-named Northern Hills.

Models that move horizontally on a Hill do not have to spend any additional movement for changing elevation.

Hills count as Height X Terrain. The Height Trait of a Hill varies depending upon where a model is standing on it; X is equal to the distance between the lowest part of the model's base and the table in inches (rounded down).

**Obstacles**

Obstacles can be anything from crates to large rocks to stacks of coffins.

Crates count as Height X, Blocking, Climbable, Destructible Terrain, where X is equal to the total Height of the crates in inches (rounded down to the nearest whole number).

If the crates are spread out in a loose line, calculate each area of different Height as a separate terrain piece. If they are bunched together, use the tallest crate to calculate the stack's Height.

**Staircase**

Staircases allow a model to quickly move up or down the side of a building.

Models that move horizontally along a staircase do not have to spend any additional movement for changing elevation.

Staircases count as Height X, Blocking, Climbable, Terrain. The Height Trait of a Staircase varies depending upon where a model is standing on it; X is equal to the distance between the lowest part of the model's base and the table in inches (rounded down).

**Water**

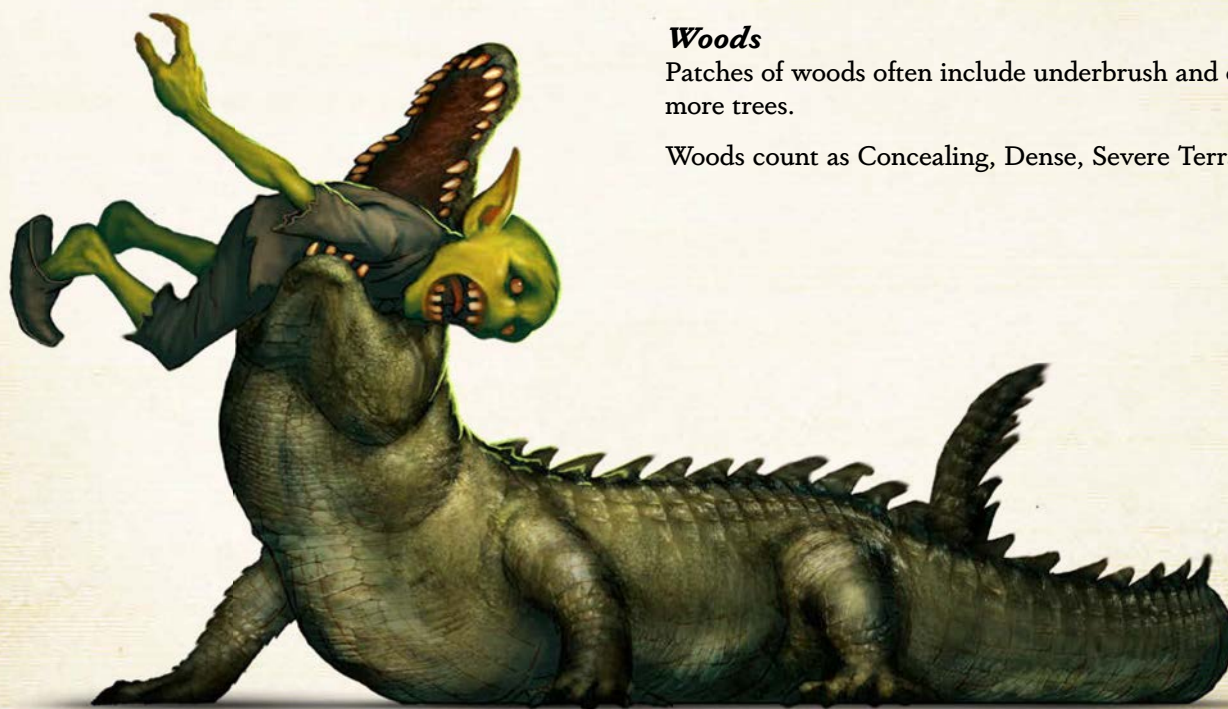
Water includes both rivers and ponds.

Water counts as Severe Terrain.

**Woods**

Patches of woods often include underbrush and one or more trees.

Woods count as Concealing, Dense, Severe Terrain.



# ENCOUNTERS

Every game of Malifaux uses the rules for Encounters to set up and play the game. The Encounters detailed in this section are the standard Encounters, but some narrative play (such as campaigns) may modify these standard Encounters.

The rules for Encounters will outline the rules that are needed to set up the game, hire Crews, and determine the winner.

In organized play events, such as tournaments, there may be some variations on these steps, which would be provided in that event's documentation.

Encounters use the following order:

## 1. Encounter Set Up

- A. Determine Encounter Size
- B. Place and Define Terrain
- C. Determine Scenario
- D. Generate Schemes
- E. Choose Faction and Leader
- F. Hire Crew
- G. Reveal Crews
- H. Choose Schemes
- I. Deployment
- J. Start of Game

2. **Gameplay:** Follow the Turn Sequence on page 20.

3. **End of Encounter:** When the game has ended, determine the winner.

What you'll find in the Encounter section is just the beginning. Malifaux is a game that will live and breathe for a long time to come.

To make sure that gameplay stays exciting throughout the years, new Strategies, Schemes, and more will be made available for free on our website. Keep an eye out for Story Encounters and Gaining Grounds Season documents for new ways to spice up the game.



## ENCOUNTER SETUP

To set up a game, proceed through the ten steps (A through J) as outlined on the next few pages.

### A. Determine Encounter Size

Players should agree on the size of the game, which determines the number of points that can be used when hiring.

A standard game is usually 50 Soulstones, but players may choose any value that suits them.

### B. Place and Define Terrain

Players should place terrain on the table and then define each terrain piece, with an eye toward having a diverse selection of Terrain Traits (see "Terrain Traits" on pg. 37).

A standard Malifaux table is 3 feet by 3 feet. Roughly a third of its surface should be covered in terrain.

Using the correct amount of terrain and having a variety of represented Terrain Traits is important to ensuring that games of Malifaux are fun for both players. Long-range Actions are intended to be somewhat limited by terrain that offers Concealment and/or Cover. Severe Terrain is intended to shape the game by making some areas of the table more difficult to reach.

Don't worry too much about not having correctly themed terrain for the table. While well-painted, appropriate terrain looks great, players should feel free to use whatever they have on hand to populate the table, such as books, cups, etc.

### TALL TERRAIN

In general, it is recommended that any terrain piece that exceeds 4" in height treats its roof as Impassable.

### C. Determine Scenario

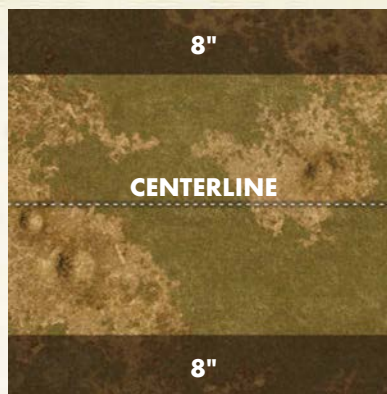
Both players shuffle their Fate Decks and flip the top card off of it, re-flipping any Jokers. The player that flips higher will be the Attacker and the other player will be the Defender; these designations are utilized when determining the setup of an Encounter. The Attacker has Initiative until the Initiative flip of Turn One. If there is a tie, both players reflip.

The suit of the Attacker's card will determine the Strategy that is being used. Each player may score up to a total of 4 Victory Points (VP) from the Strategy. The list of Strategies can be found on pages 44 and 45.

The suit of the Defender's card will determine the Deployment Type. The four Deployment Types are listed to the right.

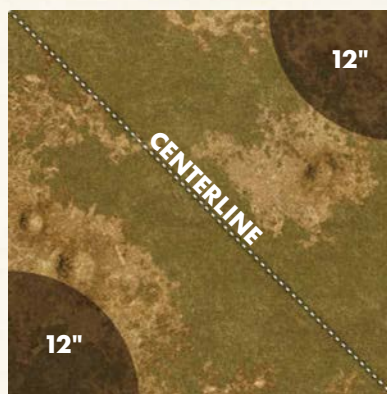
In addition to the distinctions shown on the graphics on this page, there are a few key terms that are necessary to know.

- **Centerpoint:** The exact center of the table.
- **Centerline:** Shown on each deployment type.
- **Table Edge:** Any length of the four 36" long sides of the table, beyond which models cannot move.
- **Table Half:** The Centerline always bisects the table into two equal halves.
- **Table Corner:** Any place where two table edges meet. There are four table corners.
- **Table Quarter:** An 18" by 18" square section of the table. Each table has four table quarters, each of which extends halfway along the table edge from the table corners.
- **Friendly:** When friendly is applied to a physical part of the table, it means the part with your Deployment Zone. For example, a friendly table edge is any table edge touched by your Deployment Zone.
- **Enemy:** When enemy is applied to a physical part of the table, it means the part with your opposing player's Deployment Zone. For example, an enemy table half is the half that includes their Deployment Zone.



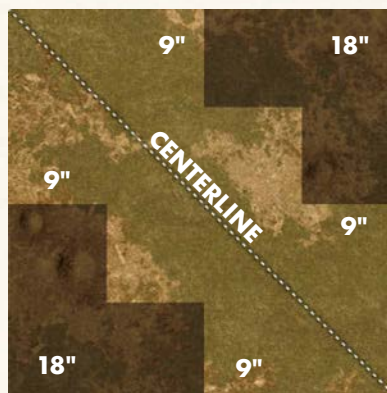
#### ☞ Standard Deployment

A player will deploy within 8" of a chosen table edge, with the opponent deploying within 8" of the opposite table edge.



#### ✕ Corner Deployment

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



#### ☞ Flank Deployment

The table is divided into four quarters. A player will deploy within 9" of the table edges within one quarter, with the opponent deploying in the opposite quarter.



#### ☞ Wedge Deployment

A player will deploy in a wedge starting 12" from the center of the table edge and sweeping back to the corners, with the opponent deploying opposite.

## ENCOUNTERS

### D. Generate Schemes

Like Strategies, Schemes score Victory Points (VP) that help players win the game. Each game includes a pool of five potential Schemes, from which each player will choose two as their personal Schemes for this Encounter. Schemes are not chosen at this stage, but the players can use the knowledge of which Schemes are available to help them make strategic hiring decisions.

Schemes are worth a total of 2 VP each, for a total of 4 possible VP from both Schemes.

To generate Schemes, the Attacker flips five cards from their Fate Deck to generate the Scheme Pool. The numeric value of the cards determines which Schemes are available to be chosen. Set these cards aside for reference later. At the Start of the game, shuffle these cards back into the Attacker's Fate Deck.

If any duplicates or Jokers are flipped, re-flip them.

The list of Schemes can be found on pages 46 and 47.

### E. Choose Faction and Leader

Each player simultaneously chooses a Faction for their Crew and announces it to their opponent. (Dead Man's Hand is not a Faction and cannot be declared as such.)

Once Factions are determined, each player chooses a single Leader from their chosen Faction to command their Crew through the Encounter.

Any Master or Henchman can be chosen as a Leader, but Masters cannot be hired in Crews led by a Henchman Leader.

Once both players have selected their Leader, they reveal the name of their Leader, though not its title, simultaneously.

When hiring Crews, each player must hire their chosen Leader. However, that Leader's Cost is treated as 0 when hiring.

### F. Hire Crew

Hiring a Crew consists of selecting models and Upgrades. A player may hire any models that share one or more Keywords with their Leader. The total Cost of all models and Upgrades hired by a player's Crew cannot exceed the game's Encounter Size. Some game effects can affect how a Crew hires models. These game effects are listed as "when hiring" on a model's card.

Additionally, a player may hire any models that belong to their declared Faction, though models that do not share a Keyword with their Crew's Leader have their Cost increased by +1 during hiring. The exception to this rule are models with the Versatile Characteristic, which do not have their Cost increased when they are hired.

By default, you may only hire one copy of a given model into your Crew. Some models, however, have numbers listed after their Station (Master, Henchman, Enforcer, or Minion) Characteristic. If a model lists a number in this way, you may instead hire a number of copies of that model up to the listed value (i.e. model limit).

During hiring, any model can pay for and Attach a single Upgrade. This limit only applies during hiring; there is no limit to the number of Upgrades a model may Attach during gameplay. A Crew can only purchase Upgrades that match its declared Faction.

After hiring your Crew, any unspent points become Soulstones in your Crew's Soulstone Pool. A Crew's Soulstone Pool cannot exceed 10 Soulstones during hiring (but may exceed this limit during gameplay).

## TOTEMS

Totems are special models that are intrinsically linked to a Master listed in their Totem Characteristic.

A Totem can only be hired if the linked Master is also in the Crew. If this Master is a Crew's Leader, the Totem's Cost is considered to be 0 during hiring.

During gameplay, a Totem can only be Summoned if the linked Master is still in play and in the Crew.

## G. Reveal Crews

Once both players have finished hiring their Crews, the Crews are revealed to each other. This reveal shows all aspects of the Crew, including the models chosen, their Titles (if any), and any Upgrades.

## H. Choose Schemes

With full knowledge of the opponent's Crew, each player secretly selects two Schemes from the Scheme Pool. Schemes are generally written down and kept secret until they begin scoring points, at which point they are revealed as detailed in their individual rules.

Some Schemes may require you to secretly choose a specific model. This choice should be written down for reference during the game, as the chosen model(s) must be revealed when the Scheme is revealed.

## I. Deployment

The Attacker chooses a Deployment Zone and divides their Crew into two groups (with any number of models in each group). The Defender chooses one of those two groups, and the Attacker deploys that group within the chosen Deployment Zone.

The Defender then deploys their Crew completely within the opposite Deployment Zone. Finally, the Attacker deploys their remaining group completely within their Deployment Zone.

### TITLES

Titles represent different versions of the same character within the Malifaux universe. As such, those characters cannot exist in two time periods at once.

If a Crew contains a model with a Title, it cannot hire any models of the same name that have a different Title. (Models with no Title are treated as having a different Title than models that have a Title.) During gameplay, though they have the same name, models that have different Titles are treated as separate models and can have different model limits, abilities, and other effects.

## J. Start of Game

Once the models are deployed, both players shuffle their Fate Decks, including any cards used to determine Strategies and the Scheme Pool. This should leave each player with a full, fresh deck of 54 cards. Each player should give the other player an opportunity to cut their deck.

Now it's the start of the game! Any effects that happen at the start of the game happen now. If multiple effects happen, the player with Initiative may choose the order in which they resolve. The Attacker is always considered to have Initiative until the first Turn's Initiative flip.

## GAMEPLAY

Once all start of game effects are complete, players jump into the first Turn (without shuffling), following the structure outlined on page 20.

No player may score VP on the first Turn.

## END OF ENCOUNTER

At the end of the Encounter, each player totals up all the VP they've earned. The player with the most VP is the winner.

### DEAD MAN'S HAND



A few characters who have left the world of Malifaux (due to death, imprisonment, etc.) still exist in the game in the form of Dead Man's Hand (DMH) models.

Dead Man's Hand models are not traditionally allowed in Tournament or Story play. However, with the event organizer's approval, DMH models may be used as normal models.

Dead Man's Hand is not a Faction and cannot be declared as such.

HAH ... too soon?



# STRATEGIES

Below are the four Strategies in the game. Remember, no Victory Points can be scored on the first Turn, and models with the **Insignificant** Ability are ignored for the purposes of Strategies and Schemes in every way.

## Turf War (☉)

Divide the table into four table quarters. In the center of each table quarter, Drop a neutral Strategy Marker. Drop another neutral Strategy Marker in the center of the table. Strategy Markers are Impassable.

Strategy Markers can be either friendly, neutral, or enemy. A Strategy Marker friendly to one player is enemy to the other (and vice versa). A model can take the **Interact** Action targeting a Strategy Marker in base contact with it to change its alignment from enemy to neutral or from neutral to friendly.

When a friendly model kills an enemy model, it can change one Strategy Marker in the same table quarter as the killed model from enemy to neutral, if possible (the Marker in the center is considered to be in every table quarter).

If a model is in more than one table quarter, the model that killed it may decide which table quarter the killed model was in.

At the end of each Turn, a Crew gains 1 **VP** if it has more friendly Strategy Markers than it has scored **VP** for this Strategy.

## Plant Explosives (☼)

After Deployment, starting with the player with Initiative, each player alternates placing Explosives Tokens on their deployed models until each player has placed a total of five Explosives Tokens on their models.

Minions can have a maximum of one Explosive Token placed on them, while non - Minions can have a maximum of two Explosive Tokens placed on them.

A model with one or more Explosives Tokens can take the **Interact** Action to discard an Explosives Token and Drop a Strategy Marker into base contact with itself. Strategy Markers cannot be Dropped within 6" of another friendly Strategy Marker.

A model in base contact with a Strategy Marker can take the **Interact** Action to discard the Strategy Marker and gain an Explosives Token.

If a model with one or more Explosives Tokens is killed, a model in the opposing Crew that is within 3" of the killed model may gain the killed model's Explosives Tokens. Otherwise, they are discarded.

At the end of each Turn, a Crew gains 1 **VP** if there are more Strategy Markers on the opponent's table half than this Crew has earned **VP** from this Strategy. Strategy Markers on the centerline count as being in both table halves.





### Corrupted Idols (☛)

At the start of each Turn, after determining which player has Initiative, Drop a Strategy Marker centered on the centerline. The location of the Strategy Marker is determined by the suit of the Initiative Flip of the player with Initiative (and the direction is calculated from that player's perspective):

- ♠: 8" from where the centerline meets the table edge on the left.
- ♣: 8" from where the centerline meets the table edge on the right.
- ♠: On the centerpoint.
- ♣: Where the centerline meets the table edge (player with Initiative chooses which table edge).
- **Joker**: Reflip.

If the Strategy Marker would be Dropped on top of a Strategy Marker, Impassable Terrain, or a model, the player with Initiative instead Drops the Strategy Marker evenly on the centerline, touching but not overlapping that Strategy Marker, Impassable Terrain, or model. If this is not possible, the Strategy Marker is not Dropped.

A model in base contact with a Strategy Marker can take the **Interact** Action and suffer up to three irreducible damage, ignoring **Hard to Kill**. A model may not suffer more damage than its current Health.

Drop the Strategy Marker anywhere within X" of its current location, not into base contact with a model or Impassable Terrain, where X is equal to the amount of damage suffered by the Interacting model (even if it was killed by the damage it suffered).

At the end of each Turn, a Crew gains 1 VP if there are more Strategy Markers completely on the opponent's table half than it has earned VP from this Strategy.

### Reckoning (X)

At the end of each Turn, a Crew gains 1 VP if more enemy models were killed that Turn than it has scored VP for this Strategy, or if there are no more enemy models in play.

For the purposes of this Strategy, enemy Leaders and Masters each count as three models when killed and enemy Henchmen each count as two models when killed.



# SCHEMES

Each Scheme can be scored twice per game: once for its “Reveal” requirement and once for its “End” requirement. The “End” requirement of a Scheme typically can be scored even if a player did not score its “Reveal” requirement (and vice versa).

A Scheme cannot grant more than one **VP** per Turn.

If a Scheme requires a player to secretly choose a specific model, that model must be in the appropriate Crew when the Scheme is selected. “Enemy” and “Friendly” are from the point of view of the Scheming Crew. Remember, no Victory Points can be scored on the first Turn, and models with the **Insignificant** Ability are ignored for the purposes of Strategies and Schemes.

## 1. Detonate Charges

**Reveal:** At the end of the Turn, if you have two or more friendly Scheme Markers within 2” of the same enemy model, you may reveal this Scheme and remove two such Scheme Markers to gain 1 **VP**.

**End:** At the end of the game, if you have two or more friendly Scheme Markers within 2” of the same enemy model, you may remove two such Scheme Markers to gain 1 **VP**.

## 2. Breakthrough

**Reveal:** At the end of the Turn, if you have one or more friendly Scheme Markers and a friendly model in the enemy Deployment Zone, and there are no enemy models within 3” of that model, you may reveal this Scheme and remove one such Scheme Marker to gain 1 **VP**.

**End:** At the end of the game, if you have three or more friendly Scheme Markers in the enemy Deployment Zone, you may remove three such Scheme Markers to gain 1 **VP**.

## 3. Harness the Ley Line

**Reveal:** At the end of the Turn, if you have three or more friendly Scheme Markers on the centerline, you may reveal this Scheme and remove three such Scheme Markers to gain 1 **VP**.

**End:** At the end of the game, if you have three or more friendly Scheme Markers on the centerline, you may remove three such Scheme Markers to gain 1 **VP**.

## 4. Search the Ruins

**Reveal:** At the end of the Turn, if you have two or more friendly Scheme Markers on the opponent’s table half, each in base contact with a different piece of terrain, you may reveal this Scheme and remove two such Scheme Markers to gain 1 **VP**.

**End:** At the end of the game, if you have three or more different friendly Scheme Markers on the opponent’s table half, each in base contact with a different piece of terrain, you may remove three such Scheme Markers to gain 1 **VP**.

## 5. Dig Their Graves

**Reveal:** After killing an enemy model within 1” of one or more friendly Scheme Markers, you may reveal this Scheme and remove one such Scheme Marker to gain 1 **VP**.

**End:** At the end of the game, if you have three or more different Scheme Markers within 1” of three different Corpse or Scrap Markers, you may remove three such Scheme Markers to gain 1 **VP**.

## 6. Hold Up Their Forces

**Reveal:** At the end of the Turn, if you have two or more friendly models, each engaging a different enemy model with higher Cost than itself, you may reveal this Scheme to gain 1 **VP**.

**End:** At the end of the game, if you have two or more friendly models, each engaging a different enemy model with higher Cost than itself, gain 1 **VP**.

## 7. Take Prisoner

At the beginning of the game, secretly choose an enemy Minion or Enforcer.

**Reveal:** At the end of the Turn, if you have a friendly model engaging the secretly chosen model and there are no other enemy models within 4” of the secretly chosen model, you may reveal this Scheme to gain 1 **VP**.

**End:** At the end of the game, if you have a friendly model engaging the secretly chosen model, or after this Scheme was revealed, if the secretly chosen model was killed by a model which was friendly to it, gain 1 **VP**.

## 8. Power Ritual

**Reveal:** At the end of the Turn, if you have a friendly Scheme Marker within 3" of a table corner not part of your Deployment Zone, you may reveal this Scheme and remove that Scheme Marker to gain 1 VP.

**End:** At the end of the game, if you have three or more different friendly Scheme Markers within 3" of three different table corners, with no more than one table corner as part of your Deployment Zone, you may remove those Scheme Markers to gain 1 VP.

## 9. Outflank

**Reveal:** At the end of the Turn, if you have two models, each within 3" of where the centerline meets a different table edge or corner, you may reveal this Scheme to gain 1 VP.

**End:** At the end of the game, if you have two models, each within 3" of where the centerline meets a different table edge or corner, gain 1 VP.



## 10. Assassinate

**Reveal:** At the end of the Turn, if the enemy Leader is in play and has half its maximum Health or less, you may reveal this Scheme to gain 1 VP.

**End:** At the end of the game, if the enemy Leader is not in play, gain 1 VP.

## 11. Deliver a Message

At the beginning of the game, secretly choose an enemy Leader or Master.

**Reveal:** During its Activation, a friendly model within 1" of the secretly chosen model can take the **Interact** Action to target the secretly chosen model (the secretly chosen model is not treated as engaging the friendly model for the purposes of this **Interact** Action). If it does so, you may reveal this Scheme to gain 1 VP.

**End:** At the end of the game, if the secretly chosen model is still in play and within 2" of a friendly Scheme Marker, or after this Scheme was revealed, if the secretly chosen model was killed by a model which was friendly to it, gain 1 VP.

## 12. Claim Jump

At the beginning of the game, secretly choose a friendly non-Leader model.

**Reveal:** At the end of the Turn, if there are no enemy models within 3" of the secretly chosen model and the secretly chosen model is within 2" of the centerpoint, you may reveal this Scheme to gain 1 VP.

**End:** At the end of the game, if the secretly chosen model is still in play with half or more of its maximum Health and within 2" of the centerpoint, gain 1 VP.


## 13. Vendetta

At the beginning of the game, secretly choose a friendly non-Totem model and an enemy non-Leader model with higher Cost.

**Reveal:** At the end of the friendly model's Activation, if it successfully dealt damage to the secretly chosen enemy model and the enemy model has half its maximum Health or less (but is still in play), you may reveal this Scheme to gain 1 VP.

**End:** At the end of the game, if the friendly model is in play and the enemy model is not, gain 1 VP.

# THE FACTIONS OF MALIFAUX



## THE GUILD

---

The Guild of Mercantiles is often seen as an omnipresent, ever-vigilant force that protects citizens against criminals and the monsters that roam Malifaux. What few people realize is that this strength is a carefully maintained illusion. Protection of the people is a secondary motivation at best; their interests lie only in Soulstones, and each shipment sent back to Earth helps solidify their stranglehold over the world's most powerful nations.



## THE ARCANISTS

---

A secretive branch to the Miners and Steamfitters Union, the Arcanists believe that humans should be given free rein to embrace magic and revel in its power. To outsiders of the organization, they are seen as anarchists and criminals, but to those who share their vision, the Arcanists are an ambitious collection of everyday working men and spellcasters that are capable of truly wondrous feats.



## THE NEVERBORN

---

The creatures that humanity has dubbed the Neverborn are the native inhabitants of Malifaux. Some are the twisted descendants of the world's original occupants, while others are nightmarish ghouls created through bizarre spells or magically-enhanced evolution. Many Neverborn believe that humanity is a scourge that must be cleansed, but those rare few believe that they have an important role in this world's greater schemes. Only time will tell.



## THE RESURRECTIONISTS

A loose cabal of necromancers, grave robbers, and cold-hearted killers, the Resurrectionists have a mutual animosity for the Guild and any that would deny them their morbid curiosities. Drawing upon the unnatural power of the Grave Spirit, these necromancers invoke dark miracles that shake the very balance of life and death and populate the abandoned districts of Malifaux City with shambling undead.



## THE TEN THUNDERS

Dabbling in assassinations, blackmail, racketeering, burglary, gambling, kidnapping, smuggling, drug trafficking, and anything else deemed illegal, the Ten Thunders is a crime syndicate primarily based in Malifaux City's Little Kingdom. Sworn to secrecy and expected to willingly give their lives for the organization, members are exceedingly devoted to their cause, which is to ultimately gain control of Malifaux in its entirety.



## THE OUTCASTS

These hardy men and women are those who seek out an existence free of law and oversight of the Guild and their ilk. The Outcasts often make their way as scoundrels or mercenaries, selling their services to the highest bidder. Often rubbing elbows with those in power, these guns-for-hire take on the dirty tasks others would avoid... or seek their own paths to power.



## THE BAYOU

Nestled to the east of Malifaux City is the Bayou, an expansive swamp with open marshes, flooded wetlands, and acres of pig farms. Beneath the branches is a cobbled-together Gremlin society that mimics the important elements of humanity, like brewing alcohol, shooting guns, and generally being a lethal nuisance to society. The Bayou is a chaotic place, and the denizens will do whatever it takes to keep it that way.



## THE EXPLORER'S SOCIETY

Originally established as a means to reinvigorate the long-dulled sense of adventure of its founder, the Explorer's Society has since expanded to focus on unfurling the mysteries of Malifaux and beyond. These aristocrats, dark tourists, and pioneers venture into the unknown corners of this world to seek knowledge, discover new locations, and hunt big game. While their motivations are unclear, their recent push to amass rare artifacts is not.

## INDEX

### A

Abilities 4, 5, 24  
Accuracy Fate Modifier 24  
Actions 4, 5, 12, 22, 23  
Action Limit 21, 34  
Activation Phase 21  
Active Player 10, 21  
Adversary 29  
Assassinate 47  
Assist 22, 29  
Attach 6, 42  
Attack Actions 22  
Auras 22, 30  
Away 15

### B

Base Contact 13, 14  
Bases 4, 13  
Base Size 4, 5, 28  
Blasts 30  
Blocked LoS 16, 18  
Blocking (terrain) 37  
Bonus Action 12, 22  
Breakthrough 46  
Burning 29  
Bury 33

### C

Centerline 41  
Centerpoint 41  
Chain Activations 21  
Characteristics 4, 5, 25  
Charge 22  
Cheating Fate 9, 10  
Claim Jump 47  
Climbable 14, 36, 37  
Concealment 36  
Concealing (terrain) 37  
Concentrate 22  
Conditions 29  
Conflict 8  
Construct 25  
Control 26  
Control Hand 7  
Corner (table) 41  
Corpse Marker 25  
Corrupted Idols 45  
Cost (effect) 12, 22, 23  
Cost (stat) 4, 5, 6, 42  
Cover 18, 36  
Create 28  
Crew 3, 26, 42, 43

### D

Damage 24, 27, 33, 34  
Damage Flips 24  
Damage Reduction 24  
Dead Man's Hand 43  
Declaring Actions 23, 26  
Declaring Triggers 11, 12, 23  
Defense (Df) 4  
Deliver a Message 47  
Dense (terrain) 17, 37  
Deployment 41, 43  
Destructible 37  
Detailed Timing 35  
Detonate Charges 46  
Dig Their Graves 46  
Discard Pile 8  
Disengage 22  
Distracted 29  
Draw 7, 20, 27  
Drop 28  
Duel 10, 11, 23, 27

### E

Edge (table) 41  
Encounters 3, 40  
End of Game 21  
End Phase 21  
Enemy 26, 41  
Engagement 26

### F

Faction 4, 5, 42  
Fast 21, 29  
Fate Card 7, 8, 10  
Fate Deck 2, 3, 7, 8  
Fate Modifier 9, 10, 24  
Final Duel Total 10, 11  
Flips 8  
Focused 22, 29  
Friendly 26, 41  
Friendly Fire 26

### G

Gameplay 20  
General Actions 22  
Generated Actions 12, 34

### H

Half (table) 41  
Harness the Ley Line 46  
Hazardous (terrain) 36, 37  
Healing 25  
Health 4, 5  
Height 13, 18, 37  
Hire Crew 42  
Hold Up Their Forces 46

### I

Impassable (terrain) 36, 37  
Initiative 20, 34, 43  
Injured 29  
Interact 22, 26, 32

### J

Jokers 7, 9

### K

Keyword 4, 5, 42  
Killed 25

### L

Leader 21, 42  
Limitations 6  
Line of Sight (LoS) 16  
Living 25

### M

Markers 25, 26, 28, 36  
Maximum Hand Size 7, 20  
Measuring 13  
Melee 22, 26  
Model 2, 4, 9  
Model Limits 32  
Moderate 7, 8, 24  
Move 14  
Movement (Mv) 4

### O

Once Per 33  
Opposed Duel 10  
Outflank 47

**P**

Pass 20, 21, 32, 35  
 Phases 20, 21  
 Place 14, 15  
 Plant Explosives 44  
 Plentiful 6  
 Poison 29  
 Power Ritual 47  
 Projectile 22, 26  
 Pulse 22, 31  
 Push 14, 15

**Q**

Quarter (table) 41

**R**

Range 13, 22, 23  
 Reckoning 45  
 Relenting (Duels) 10  
 Removed From the Game 7  
 Replace 32  
 Resistance Triggers 12  
 Resolving Actions 23  
 Revealing Cards 8  
 Rule of Intent 33

**S**

Scheme Marker 22, 28  
 Schemes 21, 35, 42, 43, 46, 47  
 Scrap Marker 25  
 Search the Ruins 46  
 Severe (terrain) 37  
 Severe (variable) 7, 8, 24  
 Shadow 18, 37  
 Shielded 29  
 Shockwaves 31  
 Sight Lines 16, 19  
 Simple Duel 10  
 Simultaneous Effects 34  
 Size (Sz) 4  
 Slow 21, 29  
 Soulstones 3, 27, 40, 42  
 Special Restrictions 12, 23  
 Staggered 29  
 Start Phase 20  
 Stat Card 4, 5  
 Stats 4, 5  
 Strategies 44, 45  
 Strategy Marker 28  
 Stunned 21, 29  
 Success 11, 12, 23  
 Suits 7  
 Summoning 32

**T**

Table 13, 41  
 Tactical Actions 22  
 Take Prisoner 46  
 Tape Measure 2  
 Target 23  
 Terrain 2, 36  
 Timing 12, 34  
 Title 4, 5, 43  
 Tokens 27  
 Totem 42  
 Toward 15  
 Triggers 11, 12  
 Trigger Timing 12  
 Turf War 44  
 Turn Sequence 20

**U**

Upgrades 6, 32, 42  
 Undead 25

**V**

Variable Profiles 8  
 Vendetta 47  
 Versatile 42  
 Victory Points (VP) 21, 41, 44,46

**W**

Walk 14, 22, 26  
 Weak 7, 8, 24, 30  
 Willpower (Wp) 4  
 Winning the Game 21

**X**

“X” Variable 8

**ICONOGRAPHY**

Positive Fate Modifier: ♣  
 Negative Fate Modifier: ☐  
 Melee (Action): ///  
 Projectile (Action): ↖  
 Bonus Action: ↘  
 Blast: ☠  
 Pulse: (X)  
 Aura: Ⓢ  
**Suits,**  
 Crow: X    Mask: ☞  
 Ram: ♁    Tome: 📖

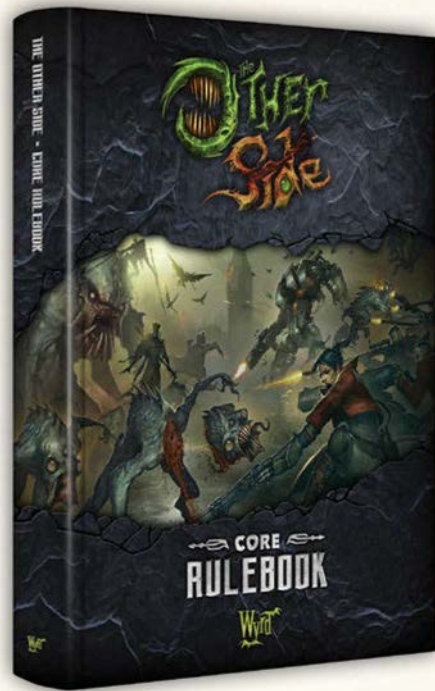


# CONTINUE TO EXPLORE THE WORLD OF MALIFAUX



The mysterious Burning Man has opened portals linking Earth to Malifaux and flooded the world with monstrous hordes and insidious cults. Will you join their ranks, or will you fight back against the invaders by taking command of Earth's strongest nations?

The Other Side is a battlefield-scale miniatures wargame that leaves the fate of Earth in the hands of the players.



A tabletop roleplaying game set in the world of Malifaux, Through the Breach lets players create their own characters to explore the complex and dangerous world of Malifaux. The hand of fate is cruel, however, and each character will eventually have to confront their terrible destiny...



**MBE**

**BAD THINGS HAPPEN**

# MALIFAUX

THIRD EDITION

**W**elcome to **Malifaux**, a twisted mirror of an alternate Earth in the 1900s; a world of gothic horror, Victorian structures, steampunk constructs, and wild west gunslingers. Rife with undead amalgamations, monstrous vengeful apparitions, and other creatures that bump in the night, these near-lawless lands are still worth treading for some, as the Soulstones deep within the cavernous catacombs are worth more than the sweat and blood it takes to obtain them.

Malifaux Third Edition is a story-driven skirmish game that carries the events from the lore directly into the characters' mechanics. With a streamlined hiring system, straightforward and updated rules that don't get in the way of the fun, and enough strategic depth to keep those mental gears turning for years to come, it's never been a better time to dive into the world of Malifaux.

Seek your fortune, test your luck, and stake your claim in this fast-paced and brutal tabletop miniature skirmish game.

**M3E**

No longer do you have to trust the fickle fate of a dice roll. In Malifaux, you use cards called a Fate Deck to lead your crew to victory. If strategy, tactics, and resource management can't help you achieve your goals, don't worry, as you can always Cheat Fate.

**Wyrd**  
WYRD-GAMES.NET

© 2005-2019 Wyrd Miniatures, LLC