

THE GRUDGE

FINAL WEEKS

DESCRIPTION

The Trickster and Nytemare are looking to cause a bit of chaos for its own sake, but she's still trying to decide who should be the unfortunate target of their amusement. Your crew has learned of this and has seen the chance to cause some havoc with its enemies... but dressing up as them and harassing her.

Unfortunately, your enemy seems to have had the same idea, and now everyone is dressed in disguises mimicking each other as they shoot and stab "themselves."

Malifaux gets a bit weird from time to time, doesn't it?

SET UP


Place a 30mm Ht 2 impassable Trickster Marker in the center of the board. Players select Schemes as normal.

Each crew has access to the following Upgrade:

DEPLOYMENT

This scenario uses Flank Deployment.

SPECIAL

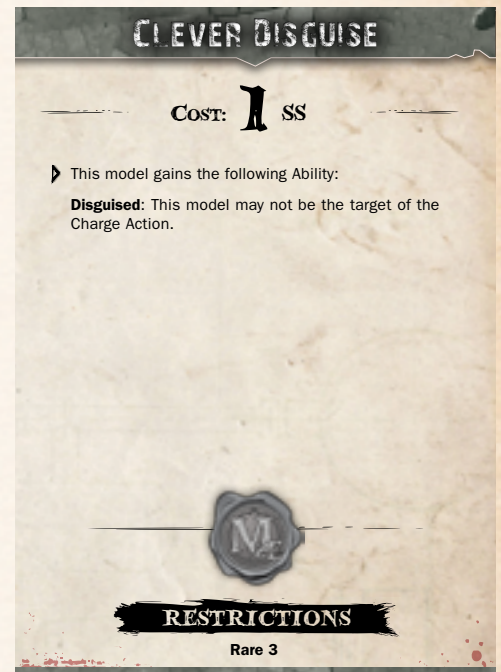
A model with the Disguise ability can take a (1) Interact Action while within 1" of the Trickster Marker to annoy the Trickster. Each time this happens, the model then flips over the top card of its Fate Deck, which may not be Cheated. If the result is a  and there is no Nytemare model in play, the opponent summons a Nytemare model under her control and anywhere within 3" of the Trickster Marker, if possible (see the next page for the stat card).

VICTORY

At the end of every Turn after the first, a Crew scores 1 VP if it interacted with the Trickster Marker that turn, or if a friendly Nytemare killed at least one enemy model.

SHIFTING LOYALTIES

If this scenario is being played as part of a Shifting Loyalties Campaign, a Crew earns 2 Scrip each time it takes a (1) Interact Action to annoy the Trickster (to a maximum of 8 Scrip). The player that loses this Scenario may add a Minion or Enforcer Nightmare of their choice to their Arsenal. This Nightmare model may be hired regardless of Faction or other restrictions.



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NYTEMARE
Henchman, Rare 1
NIGHTMARE, TYRANT

DF	WF	WD	WK	CG	HT
5	7	8	4	6	4

ABILITIES

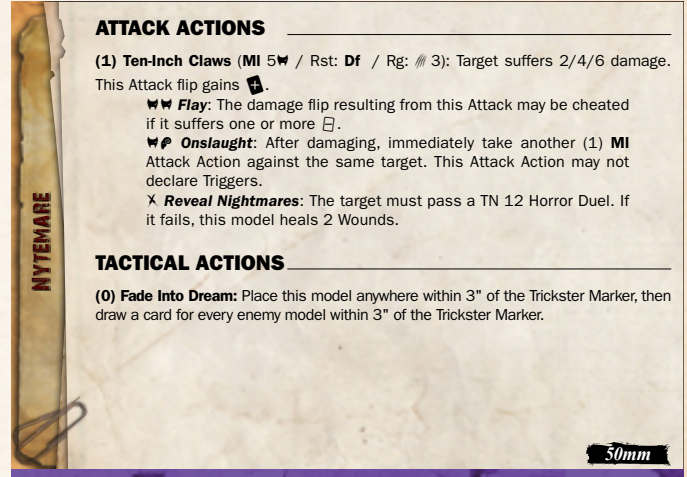
Feast on Pain: When this model kills an enemy model, it may heal 1 damage.

Already Annoyed: Models in this Crew cannot take a (1) Interact Action to annoy the Trickster.

"You're Only Making It Worse!": When an enemy model takes a (1) Interact Action to annoy the Trickster, this model ends all Conditions and heals all damage.

Pure Nightmare: This model may not be hired and may only be summoned when specifically allowed by "The Grudge" Scenario.

Terrifying (All) 12: Enemy models must pass a TN 12 Horror Duel if they end a Walk Action within this model's engagement range or target this model with an Action.



ATTACK ACTIONS

(1) Ten-Inch Claws (MI 5 / Rst: Df / Rg: 3): Target suffers 2/4/6 damage. This Attack flip gains **Flay**.

Flay: The damage flip resulting from this Attack may be cheated if it suffers one or more **Flay**.

Onslaught: After damaging, immediately take another (1) MI Attack Action against the same target. This Attack Action may not declare Triggers.

Reveal Nightmares: The target must pass a TN 12 Horror Duel. If it fails, this model heals 2 Wounds.

TACTICAL ACTIONS

(0) Fade Into Dream: Place this model anywhere within 3" of the Trickster Marker, then draw a card for every enemy model within 3" of the Trickster Marker.

50mm

The trickster will undergo the following changes, depending upon which Faction wins this scenario:

- Guild:** The Guild convinces the Trickster to turn her attention towards the lawless criminals of Malifaux. She does so by infiltrating the ranks of the Guild and traveling with them on their patrols, warping reality so that walls flicker out of existence just as they're about to be struck by bullets. This enables the Guild to cut down a surprising number of bandits, criminals, and Resurrectionists in a short time; nobody quite knows what's going on, but neither are they complaining about their good fortune or the mounting piles of bodies.
- Resurrectionists:** It's a bit difficult to pass shuffling zombies off as Nephilim, but with the right corpses, a few talented necromancers can do wonders. Convinced that the Nephilim are launching unproved attacks against her, the woman twists reality around the undead minions of the zombies around her, encasing them in a sheen of glistening ectoplasm. The substance protects the undead from exposure to Black Blood, sudden temperature changes, and a variety of other hazardous environmental effects, which allows the Resurrectionists to "strike back" at the Neverborn and harvest a variety of interesting body parts on the way.
- Arcanists:** The Arcanists convince the Trickster to take out her annoyance upon the Guild. She does so by infiltrating the ranks of the Arcanists and using her powers to twist space, unexpectedly connecting once space to another in an unstable manner. Though the few living Arcanists brave enough to test the mysterious portals are ripped into pieces, machines seem capable of passing through the crackling portals without harm, enabling the constructs of the Arcanists to attack the Guild from strange angles and directions.

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- **Neverborn:** The Neverborn convince the Trickster that the source of her annoyance is a group of Arcanists who have been experimenting on the Black Blood of the Nephilim to harness it for their own purposes. She infiltrates the ranks of the Nephilim and lies in wait until the Arcanists launch another of their hunting parties, at which point she draws upon her magic to twist the Black Blood of the fallen Nephilim into serpentine shapes that lurch at the surprised Arcanists, slamming against their chests and dissolving away flesh, muscle, and bone in the blink of an eye.
- **Outcasts:** There's a long-standing bounty on Gremlins, but for Parker Barrows, the effort usually isn't worth the time, particularly since his own bounty is much higher. With a few dead Gremlin corpses attached to fishing poles and thin wires, however, his crew is able to convince the Trickster that the Gremlins are the source of her annoyance. She twists reality, drawing dozens of the creatures to her in the blink of an eye, at which point Parker and his crew pop up and shoot the mass of confused, screaming green creatures to death. In the aftermath, the Trickster realizes she was tricked and threatens Parker, who avoids being turned inside out by offering to give the Trickster a cut of the profits, with more to come in the future if she can do that trick again.
- **Gremlins:** By using a few pairs of Gremlins standing on each other's shoulders while wearing kimono and discarded samurai armor, Wong is able to convince the Trickster that the Ten Thunders are the source of her woes. Though she can't easily infiltrate the Gremlins due to their small size, they seem more than eager for her assistance... especially once she demonstrates her ability to make them all uproariously drunk with just a snap of her fingers. Presumably there was some plan to seek revenge against the Ten Thunders in there somewhere, but that sort of gets left by the wayside on account of everyone being drunk. The Trickster waits around for hours, hoping that the little Gremlins will sober up and get back to business, but eventually, she just wanders back to town in annoyance.
- **Ten Thunders:** The clever ploy of the Ten Thunders is successful in sowing enmity between the Trickster and the Resurrectionists, who had long been desecrating the sacred remains of the Ten Thunders' ancestors. After infiltrating the foreign crime syndicate, the Trickster uses her ability to twist reality to cause the weapons of her "allies" to burst into flame, letting them cut down the unliving corpses arrayed against them with much greater speed.