SECTION 1: GENERAL

1. If model Z is controlling model X’s Action and that Action generates a new Action, does model Z control the new Action?
   a) Yes, model Z would control the generated Action and any subsequently generated Actions.

2. Does the Accuracy Fate modifier (pg. 24) apply to variable flips generated from an Action’s Trigger?
   a) Yes. All variable flips (damage, healing, etc.) that are generated by an opposed duel have that duel’s Accuracy Fate modifier applied to them, including those duels in which a model relents as well as Resistance Triggers.

3. If an Action does not require or ignores LoS, are sight lines for the Action still drawn to determine Cover and Concealment?
   a) No. If an Action does not require LoS, sight lines aren’t drawn. However, Cover and Concealment can still be gained from other effects such as Bodyguard and Sputtering Exhaust.

4. If a Trigger has a Cost, is that Cost required to declare the Trigger?
   a) No. Costs aren’t required as a function of declaring a Trigger and are paid at the same time as declaring a Trigger. However, should a Cost not be paid, any effects from that Trigger (and those effects produced as a result of declaring the Trigger) are ignored. As such, if a model is required to declare a Trigger, they must declare the Trigger (if able) and then if it has a Cost the Cost must be paid. Otherwise, the Trigger has no effect.

5. If a model suffers damage from a Trigger, is that damage considered to also be from the Action that generated the Trigger?
   a) Yes. Effects from Triggers are additional effects of the Action. Thus, Abilities such as Incorporeal that modify the effects of certain Actions would also modify the effects of their Triggers.

6. Are two Abilities that are prefaced by the same text (before parenthesis) the same Ability?
   a) No. Abilities such as Demise (Eternal) and Demise (Dead Horse) are two separate Abilities and can both affect a model at a single time. There are some effects that specify Demise Abilities, which affect all abilities prefaced by Demise.

7. When determining how much damage a model suffered from an effect (for purposes such as the Necrotic Decay Trigger), is damage reduction accounted for?
   a) Yes. Whenever an effect is referring to the amount of damage a model suffered from an effect, it is always referring to the amount the model’s Health was lowered in Step 4 of Damage Timing (pg. 34). It is important to note a model’s Health can never be reduced below 0. As such, excess damage past 0 is not treated as damage suffered by the model.

8. If a model is killed from an outside effect (such as End Phase Condition Damage or being Buried at the end of the Game), who is it treated as killed by?
   a) No one. If a model dies from an effect not generated by a model, no model or player is treated as having killed it.

9. If a model is killed from falling damage, who is it treated as killed by?
   a) The model that generated the move which caused the killed model to fall is treated as killing the model.

10. If an effect prevents a model from Dropping Markers when killed, would it Drop Markers as a result of Demise Abilities such as Demise (Excess Material)?
    a) No.

11. Can a model leave engagement through any movement other than the Walk Action?
    a) Yes. The only effect that restricts a model from leaving an enemy model’s engagement range is the Walk Action. Other move effects (provided they can be used while engaged) may be used to freely leave an enemy model’s engagement range.

12. Can Once per Activation effects occur outside an Activation, such as during the Start or End Phases?
    a) No. Effects that are restricted to Once per Activation can only be used during a model’s Activation, i.e. Steps C.1 – C.4 of the Activation phase (pg. 21).

13. If a model would ignore the effects of a Shockwave Action, does it still take a duel to resist the Shockwave?
    a) No.

14. If a Shockwave Action is centered on a model (from an effect such as Wong’s Uncontrollable Magic), does that model suffer the effects of the Shockwave?
    a) No. In such cases, Shockwave Markers aren’t dropped and instead the Shockwave is generated as a 0 centered on the model, which (as per Pulses pg. 31) does not affect the object from which the 0 is centered.
15. When taking a **Shockwave** Action, during what Step is the **Shockwave** Marker Dropped?
   a) Step c of the Action – Targeting (pg 23). Some Triggers, such as **Cataclysm**, may Drop additional **Shockwave** Markers when resolving the Action. These markers are Dropped before resolving the effects of the **Shockwave** Action.

16. If an effect of a model has the “Once per X” restriction that says the model “may” do something, can it choose not to in order to avoid using its “Once per X” limit?
   a) Yes. Effects that say a model “may” do something are optional for a player and can always be forgone should a player not wish to activate the effect.

17. If a Trigger affects a model or Marker within X”, does this require Line of Sight?
   a) No. LoS is not require for measuring distance between models for effects unless specified otherwise (such as an 1 or declaring the target of an Action).

18. If during Step 1 of a model’s Activation (pg. 21 - resolving Start of Activation effects) if it would be affected by a new Start of Activation effect (such as by moving into another friendly model’s **Healing Draughts** 1) does it resolve the new effect?
   a) No. Effects that resolve when a model Activates in Step 1 (such as **On the Move**, **Life Leech**, **Goad Witchling**, etc.) are generated at the start of Step 1 before resolving any effects. If a model would generate another effect that would normally resolve during this step, the effect is not generated.

19. Are Bete Noire and Bête Noire the same model?
   a) Yes; accent marks are ignored when determining the name of a model.

20. When do “At the end of each Turn” effects on Strategies resolve?
   a) Effects on Strategies that refer to “At the end of each Turn” always resolve during Step B of the End Phase (Pg. 21).

21. If an effect has “not within X” and LoS of...” as a qualifying statement, are these two clauses independent or one qualifying statement?
   a) One Statement. X” and LoS both need to be met for the qualifying statement of within X” and LoS to be true. As such, either (not within X” or not within LoS) can be used to claim a model is not within X” and LoS.

22. Does damage reduction (such as from **Shielded**) prevent paying Costs such as “this model suffers 1 damage”?
   a) No. When a model pays a Cost to suffer damage, that Cost is considered paid before resolving damage timing. After paying that Cost, the model would resolve the normal steps of damage timing (applying any damage reduction during Step 3).

**SECTION 2: ACTIONS**

1. Can a model that “ignores other models” when moving leave an enemy model’s engagement range using the **Walk** Action?
   a) No. Ignoring other models only allows a model to move through other models, it does not ignore other aspects of those models, such as engagement range.

2. Can a model leave an enemy model’s engagement range during the **Walk** Action by breaking LoS with the enemy model?
   a) No. If a model is taking the **Walk** Action, it cannot at any point during the Action become unengaged with a model it was previously engaged with during the Action.

3. Can a model take the **Interact** Action to remove all Scheme Markers in base contact if there are no Scheme Markers in base contact with it?
   a) Yes. The **Interact** would resolve with no Markers being removed.

4. Some Actions have listed effects that are two distinct impacts on a model, such as “Target suffers 2/3/4 damage and is Pushed up to 3” in any direction.” Are these two distinct impacts considered separate effects?
   a) Yes. In the above instance, these are separate effects that resolve independently. These effects are always resolved one at a time in the order presented in the text. If a model is killed (and removed) from the first of these effects, any following effects (such as being Pushed, discarding cards, etc.) are ignored.

5. Can a model take a Bonus (⊃) Action outside of an Activation?
   a) No. Like all effects that are **Once per Activation**, Bonus (⊃) Actions cannot be taken outside of a model’s Activation (such as during the Start or End Phases).

6. Does the Stat of an Action include any Fate modifiers or suits printed next to the numerical value?
   a) No. The Stat of an Action only ever refers to the numerical value listed in the Stat section. If a model takes a Action and has a specific Stat for that Action, it will still include any modifiers or suits added to that Action’s duel provided by the Action.

7. While controlled by a friendly model, can an enemy model take the **Interact** Action to place a friendly Scheme Marker within 4” of another friendly Scheme Marker?
   a) No.
8. If a model drawing LoS and range through another model (from an Ability such as Ice Mirror) takes the Interact Action to Drop a Scheme Marker into base contact with itself, can it drop that Marker in base contact with the model it is drawing LoS and range through?
   a) No. The Marker is dropped in base contact with the model taking the Action, not the model from which LoS and range are drawn.

SECTION 3: TERRAIN

1. Do all terrain pieces have a base?
   a) Yes. All terrain used in Malifaux should be based in a way that it is clear to all players where a terrain piece starts and ends. If any Terrain’s base, is unclear players should determine its base before the start of the game.

2. If a model is unaffected by Concealing Terrain, does it still gain Concealment from enemy Actions that draw LoS through that Concealing Terrain?
   a) Yes. Being unaffected by Concealing Terrain does not prevent a model from gaining Concealment from enemy models drawing LoS through that terrain. Being unaffected by Concealing terrain allows the model to ignore the Concealing trait when it is drawing LoS to other models.

3. Is the Action used to remove Destructible Terrain a specific Action?
   a) Yes, although it has no name. The Action used to remove Destructible Terrain is a Tactical Action that removes a single piece of Destructible Terrain within a 1” range. This Action has no duel required and no other effects.

4. If a model is generating an Aura of Hazardous Terrain around itself, do models within that Aura suffer the effects of the Hazardous Terrain if the model generating it moves?
   a) No.

5. If a model removes a Hazardous Terrain Marker in the same Action that it moved through the Marker, does it suffer the effects of the Terrain Marker’s Hazardous trait?
   a) Yes. The effects of Hazardous Terrain apply to a model after resolving an Action regardless of it the terrain is still in play.

6. If a terrain piece has both the Concealing and Dense Traits, does drawing LoS to the terrain grant Concealment to models partially blocked by the terrain?
   a) Yes. Sight lines drawn into Dense and Concealing Terrain would still go into the terrain, though blocked, and thus would grant Concealment to the targeted model.

7. What does “ignoring Terrain” mean?
   a) A model that ignores Terrain ignores and is unaffected by all of that terrain’s traits. If the Terrain is Impassable, the model may move through (but not end in) the terrain as though it weren’t there.

SECTION 4: ENCOUNTERS

1. Corrupted Idols – can a model choose to kill itself by taking the Interact Action with a Strategy Marker?
   a) No. A model can never chose to suffer damage that would reduce its Health to 0.

SECTION 5: SPECIFIC ABILITIES AND ACTIONS

1. Stealth – If a model is drawing LoS through another object to target a model with Stealth (via another Ability such as Zoraida’s Eyes in the Night), does the initial model taking the Action need to be within 6” of the target?
   a) No. Only the object from which LoS is drawn needs to be within 6” of the targeted model with Stealth.

2. Hard to Kill – Does Hard to Kill reduce the damage taken for the purposes of irreducible damage?
   a) No. Hard to Kill prevents a model’s Health from being reduced and does not reduce damage.

3. Home on the Range – Are the effects of Home on the Range cumulative?
   a) Yes. For example, if a Crew contains 6 models with the Home on the Range Ability, each of those 6 models could deploy 6” past their Deployment Zone.

4. Cruel Disappointment – If a model would suffer damage from the Red Joker (Severe +1), does it still reduce the damage to Moderate?
   a) Yes. The model would only suffer Moderate damage. Although the Red Joker deals an amount of damage equal to Severe +1, it counts as dealing Severe damage for the purposes of any rules which reference damage categories.

5. Gunfighter – When treating a ✠ Action as having a range of 1”, is the Action still treated as a (✠) Action?
   a) No. The entire range of the Action changes from ✠X” to ✠ 1”.
6. **Blade Rush** – Is damage from **Blade Rush** treated as damage from the **Charge** Action?
   a) No. The damage from **Blade Rush** is generated by the Ability as a result of taking the Action, not the Action itself.

7. **Manipulative** – Is a model treated as having Activated during its own Activation for the Turn?
   a) No. During Step C.3 of a model’s Activation (pg. 21) is when it is treated as “having Activated” for the Turn. Any Actions against a model with **Manipulative** during Steps C.1 & C.2 of its Activation still suffer the ⌫ from **Manipulative**.

8. **Misery** – If a model gained the **Stunned** Condition while within 16 of three different models with **Misery**, does it suffer the effects of **Misery** three times?
   a) No, it would only suffer the effects from **Misery** once for each time it gains the specified Condition while in range. Each model with **Misery** can only affect a model gaining the Condition once per Activation. **Misery** is a “may” Ability, the player controlling the models with **Misery** chooses which model will affect the target per each Condition gained.

9. **Torment** – If a model gains an Upgrade during the same Activation it was damaged by a model with **Torment**, will the model with Torment draw a card at the end of the Activation?
   a) Yes. At the end of a model with the **Torment** Ability’s Activation, it checks all models it damaged during that Activation. If any models currently have an Upgrade, the model with **Torment** will draw a card.

10. **Fade Away** – Can a model declare the **DF/Wp (≈)** Fade Away Trigger while Buried, using it to reduce damage suffered by 2?
    a) Yes.

11. **Challenge** – Is the effect of the **Challenge** Action cumulative?
    a) Yes. A model can be under the effect of two different **Challenge** Actions provided they are generated from different models.

12. **Exclusive Interview** – If a model takes the **Interact** Action while within 2” of a friendly model with **Exclusive Interview**, does it still count as an enemy model for the purposes of that model’s **Chasing a Story** Ability, if any?
    a) Yes. **Exclusive Interview** makes the alignment of the model both friendly and enemy for the duration of the **Interact** Action, thus effects that resolve exclusively for enemies and for friendlies would both resolve (though the Action is still only considered enemy-controlled). If the model drops a Marker, it is friendly to the player controlling it.

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**SECTION 6: ARCANISTS**

1. **Banasuva** – What Height are Ice Pillars placed by Banasuva’s **Demise (Elemental Breakdown)** Ability?
   a) Height 4. All Markers of a single name share all of the same terrain traits.

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**SECTION 7: BAYOU**

1. **Gluttony** – Can Gluttony choose a Strategy Marker for the Cost of its **Maddening Drums** Action?
   a) No. Choosing a Strategy Marker is a way of affecting it, along with targeting, moving, removing, selecting, counting, etc. No effects can affect Strategy Markers unless the effect specifies it can.

2. **Sparks LeBlanc** – If Sparks is killed, are ⌠Markers still Dropped from the **Unstable Explosives** Ability (from the Bombs in Yer Belly Upgrade)?
   a) No. These ⌠Markers are always Dropped by the model that Attached the Upgrade to the damage model (usually Sparks). If Sparks is killed, he cannot Drop these Markers.

3. **Ophelia LaCroix** – Can Ophelia use the **Plink!** Ability multiple times by discarding multiple Upgrades with the **Plink!** Ability?
   a) No. The **Plink!** Ability does not stack and can only be used once for each instance of damage a model suffers. When using the **Plink!** Ability, Ophelia can remove any one Attached Upgrade to reduce the damage she suffered by 1.

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**SECTION 8: GUILD**

1. **Charles Hoffman** – Is irreducible damage treated as ignoring a model’s **Armor** Ability for the purposes of C. Hoffman’s **Temper Steel** Trigger?
   a) Yes. As such, a model under the effects of Charles Hoffman’s **Temper Steel** Trigger would still apply the effects of its **Armor** Ability when suffering irreducible damage.

2. **Sonnia Criid** – Does **Incorporeal** reduce damage from Sonnia’s **Scorched Soul** Action?
   a) Yes. The damage from **Scorch the Soul** is both from the Burning Condition and from an Attack Action. Any modifiers from both sources affect the Action (such as **Incorporeal** and **Flaming Body**).

3. **Taggart Queeg** – If a Guard Minion Activates within 14 of Queeg, does it Push (as per his **Prison Superintendent**) Ability immediately when it Activates?
   a) Yes. Models affected by Queeg’s **Prison Superintendent** Ability push during Step 1 of their Activation (pg. 21).
SECTION 9: NEVERBORN

1. Nekima – Can Nekima Push and take a $\therefore$ Action as a result of a friendly Nephilim model being killed within range of her **Enraged By Insolence** Action?
   a) No. “Another” always refers to “not the model from which this text is written” except in those instances where the model in which “Another” is written would not always be a legal subject of the sentence, such as “Another Scrap Marker”, or “Another enemy model”. In such cases, “Another” will never refer to the previous legal subject.

2. Killjoy – If Killjoy would be killed while it is Buried, does his **Demise (Immortal Soil)** Ability resolve, thus Healing Killjoy 4?
   a) Yes. If Killjoy was killed by reducing his Health to 0 while Buried, he would still Heal, though the Bury is ignored.

3. Euripides – Are the Ice Pillar Markers generated by the **Frozen Domain** Trigger counted as an “Ice Pillar Created this way” for the purposes of the **Rune-Etched Ice** Action’s effect?
   a) Yes. This Trigger is being used to alter the effect of the Action, thus the second Ice Pillar Marker is Created before the (0) effect of **Rune-Etched Ice** is resolved.

4. Waldgeist – While a Waldgeist is in Severe Terrain, does the **Italics** Text on its **Tangling Roots** Action increase its engagement range?
   a) No. The Action’s **Italics** text allows the Waldgeist to ignore LoS and range when taking the Action but does not change the base range of the Action when not being taken.

SECTION 10: OUTCASTS

1. Hannah Lovelace – Can the **Adaptive Tactics** Action be used to take a General Tactical Action?
   a) No. General Actions (while available to be taken by every model) are not specific to a model and are not one of that model’s Actions.

2. Jack Daw – If Jack Daw suffers irreducible damage, can the **Undying** Ability still be used to change the damage suffered to 1?
   a) Yes. **Undying** does not reduce damage suffered but instead changes the damage suffered to 1.

3. Leveticus – If Leveticus is taking the **Sanguine Evocations** Action while he has 2 or less Health, can he choose to discard 2 or more cards, even though the damage from the Action would kill him?
   a) Yes. While models cannot choose to suffer damage that would kill them; in the **Sanguine Evocations** Action, Leveticus is not choosing to suffer any damage and is instead choosing how many cards to discard.

SECTION 11: RESURRECTIONISTS

1. Gravedigger – Can Corpse Markers being used as Scheme Markers via **Field of Corpses** be used as a Corpse and Scheme Marker within 1” of each other for the Dig their Graves Scheme?
   a) No, Dig Their Graves requires the Corpse and Scheme Markers to be different Markers.

SECTION 12: TEN THUNDERS

1. Wandering River Style – When using the **Four Winds Punch** Action, Markers are removed and then Dropped again. Do these markers change Alignment (friendly/enemy)?
   a) No. The Markers Dropped by this Action are the same as those removed and do not change Alignment when removed.

2. Gwyneth Maddox – Does the **Luck Thief** Ability apply before or after $\downarrow$ and $\uparrow$ modifiers cancel each other out?
   a) Before. Modifiers to a duel (such as from **Focused**, Concealment, etc.) are generated during Step A of performing duels (pg. 10). **Luck Thief** immediately applies to any $\downarrow$ modifier generated changing it to a $\uparrow$ modifier. Then, the duel proceeds to Step B, at which point $\downarrow$ and $\uparrow$ modifiers would normally cancel each other out.

3. Lone Swordsman – If the Lone Swordsman takes the **Last Breath** Action twice in an Activation targeting the same model, are the effects cumulative?
   a) No. However, if The Lone Swordsman targets two different models with the **Last Breath** Action in the same Activation, it would resolve the effects of both actions separately.