

# MALIFAUX

THIRD EDITION

## APRIL 2021 ERRATA

### ARCANISTS

#### Colette Du Bois

- **Df** Stat changed from 5 to 5.
- **Sword Trick** range reduced from 3" to 2", damage track removed for flat 3 damage, and unbury is in base contact with Marker.
- **Showstopper** changed to Unbury in base contact with a Performer and the (X) is only created when Unburying from **Showstopper** with range reduced from (X)3" to (X)2".
- **Illusionist** range reduced by from 6" to 4".
- **Presto-Chango** TN changed from 13 to 14 and the friendly model must be a Performer within 8" of both Colette and the target.
- **Mv** Stat reduced from 6 to 5.
- **Trick of that Hat** now a Trigger and no longer replaces the Dropped Marker.

#### Kandara

- **Mantra (Wisdom)** changed to: "... **Concentrate** Action, it may look the top card of its Fate Deck. If the card is a non-Joker, reveal and draw it."

#### Mechanical Rider

- **Revelation** changed to: "Choose a friendly model with Cost of 8 or less within 12" and LoS. The chosen model may Activate a second time this Turn. One of which must be a Chain Activation after this model's Activation."

### BAYOU

#### Som'er Teeth Jones

- **Wait, you Ain't My Kid** Removed.
- **"Make Me Proud, Boys!"** replaced with **One for the Team**.
- **Pig Eating Grin** is now *Once per Activation* the killed model now discards instead of Som'er.
- **Bayou Two Card** is now *Once per Activation* and only during a model's own Activation.
- **Extended Family** stat reduced from 6 to 5.

#### Sparks LeBlanc

- Now a Henchman.
- **Scrapyard Mines** changed from creating an aura around Scrap Markers to treating Scrap Markers as Pit Trap Markers.
- **Pack with Explosives** Action removed.
- **"Now Yer a Robot"** no longer a Bonus Action, gained additional effect to allow removing Scrap Markers for + to the Action.
- **Under Pressure** and **Burnout** Triggers replaced with **Galvanize** and **Pack with Explosives**.

### GUILD

#### Jonathan Reichart

- Gained **Execute** Trigger on **Executioner's Claws**.
- Gained **Sudden Strike** Trigger on **Kick Up Dust**.
- Gained **I've Got This** trigger on **Stoic Nod**.

#### Phiona Gage

- Health reduced from 10 to 9.
- **Take the Hit** replaced with **Propaganda Piece**.
- **I've Got your Back** stat reduced from 8 to 6.

### NEVERBORN

#### Serena Bowman

- **Swift Action** Trigger replaced with **Quick Reflexes**.
- **Horrific Reality** Ability removed.
- **Tendrils** Action replaced with **Horrific Reality** Action.
- Health reduced from 8 to 6.
- **Df** Stat reduced from 6 to 5.

#### The Dreamer

- Cost increased from 12 to 15.
- **Manifest Nightmares** range removed and restricted to Summoning non-Constructs.
- Gained **Vivid Nightmares** Ability.

### OUTCASTS

#### Big Jake

- **Unexpected Return** changed to Demise Ability and: "Once per Game. After this model is killed, it Heals 2 and is Buried. Then, if Buried this way, during any Start Phase this model may Unbury in base contact with a friendly model."
- Gained **Regeneration +1**.
- **Consult the Ancestors** changed to: "Look at the top two cards of this model's Fate Deck and discard any number of them. Place the remaining cards on top of your Fate Deck, in any order."

#### Leveticus

- **Channel** changed to "When this model Activates it may suffer 2 irreducible damage to gain **Focused +1**."
- **Pariah's Soul** Heal changed to 1 + the Health of the Hollow Waif and no longer removes Conditions.
- **Ruinous Repairs** range reduced from 8 to 6 and 3" changed to 3.
- **Death Touch** stat changed from 5 to 6.

### Scavenger

- **Forge** Action removed
- **Weird Device** now a Bonus Action, range reduced from 8" to 6", and bonus to stat now gained when targeting any Amalgam Minion.
- **Burn Out** and **Vanish** Triggers replaced with **Unexpected Explosion** and **Knock Aside**.

### Talos

- **Into the Furnace** stat increased from 5 to 6.
- **Flames of the Void** now also reduce buried models' duel totals by half their **Burning** Condition (to a maximum of -2).
- **Wp** Stat increased from 5 to 6.
- **Df** Stat increased from 4 to 5.
- **Void Hammer** can target Buried models, ignoring LoS and Range.
- **Glimpse the Void** Trigger replaced with **Void Maw**.

### Midnight Stalker

- Health increased from 7 to 8.
- Removed **Demise (Eternal)**.
- **Threaten** replaced with **Work of Art**.
- **Hidden in Plain Sight** with **Face in the Crowd**.

## RESURRECTIONISTS

### Dead Rider

- **Revel in Death** no longer damages enemy models within range
- **Soulfire** damage changed to 2, ignoring **Hard to Kill** and **Demise** Abilities.

### Ikiryo

- **Kirai's Soul** changed to: "If Kirai Ankoku is this Crew's Leader, it may treat this model as a Minion and when this model would be summoned, the effect that summoned it ignores any *Once per Turn* restrictions."

### Lampad

- **Flaming Fury** Stat changed from 5 to 6.
- Health reduced from 9 to 8.
- **Demise (Possessing Flame)** Heal reduced by from 3 to 2.
- **The Final Veil** replaced with **Flaming Body**.
- Undead Characteristic removed.
- **Hovering Flame** Stat increased from 6 to 7.
- Gained **Drag Along** Trigger on **Hovering Flame**.

### Madam Sybelle

- Cost decreased by 1.
- Health reduced by from 12 to 10.
- **Bump in the Night** is now any friendly Redchapel model and gives the enemy **Distracted** instead of the friendly model **Focused**.
- **Undivided Attention** changed to "...enemy models within range suffer -1 to their duel totals during their Activation."

### Necropunk

- Leap stat changed from 4 to 6.

### Toshiro, The Daimyō

- Unending Fealty is now a Bonus Action, no longer *Once per Turn*, and TN is increased from 16 to 18.
- **Daimyō's Gift** is now Friendly Minion only.

### Undergraduate

- **By Your Side** Removed
- **Lead the Way** Action gained the **Attendant** Trigger

### Prof. Von Schtook

- **Gruesome Lecture** Weak Damage changed from 2 to 1.
- **Positive Results** changed to: "*Friendly Minion only. Remove a Scheme Marker within 2" of the target. Target gains Fast.*"
- **Peer Review** stat decreased from 6 to 5 and TN increased from 12 to 14.
- **True Disappointment** changed to "Target suffers damage equal to the value of one ended Condition (to a maximum of 3)."
- **Administrative Review** removed "this model may" text.
- **Academic Broadcast** changed to: "*Once per Turn. Friendly Transmortis models within range may either gain Focused +1 or Move up to 2."*
- **Surge** Trigger removed.
- **Recruitment Drive** gain a range of 10.

## TEN THUNDERS

### Lucas McCabe, Relic Hunter

- **Bull Whip** stat changed from 6 to 6 and now Pushes the target 1" instead of Pushing McCabe 2".
- Health Reduced from 12 to 10.
- "**Careful, it's Cursed!**" may Attach the Artifact to McCabe but cannot target himself.
- Gained **Drag Along** Trigger on **Ride with Me**.
- **Make Way!** Replaced with **Adventure Awaits!**.

### Sun Quaing

- **King of Medicine** changed to *Once per Activation* and gives **Shielded** instead of Healing.
- **Df** Stat reduced from 7 to 6.
- **Yin and Yang** changed to "Target gains **Distracted +1**. If the target is within 1" of a friendly Ancestor or a friendly model with a Reliquary Upgrade Attached, this model may instead have the target gain **Focused +1**."

### Tanuki

- **Df** (3) "**I'm a Teapot**" no longer moves the Tanuki.
- **Sober Up** Action replaced with **Lifting Spirits**.
- **Foul Mouthed Motivation** gained **Smashed** Trigger.
- "**Don't Drink That**" changed to "Enemy models treat Scheme Markers within 6 as Hazardous (**Poison +1**)."

### Youko Hamasaki

- **Exotic Weapons** Action replaced with **Cutting Words**.
- **Riddles in the Dark** stat increased from 6 to 7 and gained the **Mental Trauma**, **Quick Reflexes**, and **Visions of Glamour** Triggers.
- **Blackmail** replaced with **We Own You** Tactical Action.
- **Informants** Ability replaced with **Silent Control**.
- **Unseen Manipulator** is no longer Leader only.
- **Shady Dealings** and **Risking it All** Triggers replaced with **Subtle Influence** and **Queen's Gambit**.

### Yan Lo

- **Rebuild Corpus** no longer draws cards, is *Once per Turn*, gained a stat of 4 with a TN of 16, range reduced from 10" to 8", and requires Yan Lo to have 3 or more Ascendant Upgrades.
- **Growing Power** Cost changed to normal text.
- **It's Dangerous to go Alone** changed to "Discard an Attached Reliquary Upgrade and Attach it to the target."
- **Demise (Shatter Reliquary)** range reduced by from 10" to 8".

## UPGRADES

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### Magical Training

- Restricted to Living models

### Wanted Criminal

- **Expert Thief** replaced with **Free Loot**.
- **Swagger** replaced with **Disguised**.
- **Protection Money** replaced with **Escape Plan**.

### Trained Ninja

- **From the Shadows** removed.
- **Stealth** is now the Minion only Ability.
- Gained **Flick of the Wrist** Ability

### Ash Ascendant

- **Swirling Ash** Ability removed
- **Storm of Ash** gained **Dark Clouds** and **Cinder Storm** Triggers

### Bombs in Yer Belly

- Removed.

## CORE RULES MANUAL (FREE ONLINE VERSION) ERRATA

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### Pg 15. Toward and Away

- The Rules for Toward and Away were adjusted to the following:
  - If an object is moving "away from" or "toward" another object, the player controlling the move must choose a single point on each object as reference points. Then move the object in the most direct path so that the two reference points are furthest from or closest to each other as possible (as appropriate).
  - In both cases, unless the moving object 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 the reference points as close or as far from the each other as possible (as appropriate)."
  - When resolving a "toward" move, the moving object's reference point cannot be moved further from the other reference point during the move, even if doing so would ultimately bring it closer at the end of the movement.
  - Similarly, when resolving an "away" move, the moving object's reference point cannot be moved closer to the other reference point during the move, even if doing so would ultimately bring it further away at the end of the movement.

### Pg 23 Resolving Actions

- Added reference to Step 6 (After Resolving) to Resolving Actions Steps

### Pg 23 Resolving Actions - Step 3 Targeting - Paragraph 2

- Change the text of the 3rd sentence, to "... it fails; skipping steps 4,5, and 6."

### Pg 28. Drop and Create - Paragraph 1

- Change the text of the first sentence of Bullet 2 from "...except for the model creating them" to "...except for the model creating them, unless specified otherwise by the effect Creating the Marker."

### **Pg 29. Conditions - Paragraph 2**

- Change the text of the last sentence to: “Additionally, a model cannot have both Slow and Fast at the same time, if it gains one and it already has the other, both are immediately removed. Same for Focused and Distracted, if a model gains one and it already has the other, the values of each are immediately reduced equally until only one remains. Effects that would resolve after gaining a Condition, do not resolve after gaining that Condition if it is immediately fully removed this way.

### **Pg 29 Focused +X.**

- Add the following text: “Models cannot have more than **Focused +2** at any time. Canceled by **Distracted.**”

### **Pg 29. Distracted +X**

- Add the following text: “Canceled by **Focused.**”

### **Pg 29. Assist Callout**

- Callout Removed.

### **Pg 30 Aura and Blasts**

- Sections swapped places.

### **pg 30. Blasts**

- Add the following paragraph to the end of this Section: “After any effect that Dropped Blast Markers is fully resolved, the Blast Markers are removed. Though other Markers that may be used as a Blast Marker for the Action stay. Any effects that would resolve after an unspecified Marker is removed are not resolved after removing Blast Markers.”

### **pg 31. Shockwaves - Paragraph 1**

- Change the text of the last sentence to: “Any effects that would resolve after an unspecified Marker is removed are not resolved after removing Shockwave Markers. Below is an example Shockwave Action.”

### **Pg 32. Summoning - Paragraph 6**

- Change the text to: “If an effect would Summon a model and does not require an Upgrade to be Attached, the Summoned model instead gains a Summon token. Models with Summon tokens are treated as having a Summon Upgrade for all effects that specifically reference Summon Upgrades. On the turn they are Summoned, Summoned models cannot take the Interact Action and are ignored for friendly Schemes and Strategies.”

### **Pg 38. Hazardous - Paragraph 1**

- Change the text of the first sentence from “...one of its Actions while in Hazardous Terrain, ...” to “...one of its Actions while in base contact or while in Hazardous Terrain, ...”

### **Pg 40. Tall Terrain**

- Change the “Tall Terrain” Callout to “Large Terrain” and add the following text: “Additionally, it is not recommended to have large (more than 6” across in any direction) pieces of terrain on the table. However if this is your only option, players are recommend to define the terrain in sections as separate pieces for game purposes (such as splitting a large train track into several pieces of terrain defining each section of track as an indivual terrain piece.)

### **PG 42. Encounter Setup Steps**

- Add a new Step (F) to Encounter Setup (all other steps move down as appropriate and on Pg 40):

F. Choose Additional Masters (adjust pg. 40)

After Leaders are revealed, each player may secretly choose whether or not to hire additional Masters into their Crew. If they choose to do so, they must now select those Masters they wish to hire from their declared Faction, so long as their total combined Cost of selected Masters is less than half this encounter’s size.

Then, after both players have chosen whether or not to hire additional Masters, they must simultaneously reveal their choice (and any Masters selected) to their opponent.

When hiring Crews (step G), each player that chose to hire an additional Master must hire those chosen Masters (Including the cost of 1 additional Soulstone to hire for those that don’t share a Keyword with your Leader).

# MALIFAUX

THIRD EDITION

## MARCH 2020 ERRATA

### ARCANISTS

#### Steam Arachnid Swarm

- **Metal Claws** stat reduced from 6☹ to 5

#### Soulstone Miner

- **Armor +2** changed to **Armor +1**.
- **Mv** reduced from 5 to 4.
- **The Earth Beneath Your Feet** now adds: "Until the start of this model's next Activation, it is ignored for friendly Schemes and Strategies."

#### Order Initiate

- Cost decreased by 1.

### BAYOU

#### Big Brain Brin

- **Calculate the Possibilities** is now *Once per Turn*.
- **Calculate the Possibilities** can no longer choose Joker cards.
- **Calculate the Possibilities** discarding 10 cards from Deck is no longer a cost but instead an effect of the Action.

#### The First Mate

- Gained **Beast** Characteristic.
- **Carry the Loot** Removed.
- **Anchor** stat reduced from 6☹ to 6.

#### Zoraida

- **Eyes in the Night** distance reduced from 12" to 12.
- **Mv** reduced from 5 to 4.
- Cost increased by 1.
- **Voodoo Effigy** Ability Timing changed from Start of Activation to End of Activation.

#### Bayou Smuggler

- **Changing Plans** replaced with **Drag Behind**.
- **Attuned** replaced with **Full Pack**.
- **Forage** replaced with **Appraise** Action.
- **Life of Crime** replaced with **Carry the Loot** which is now *Once per Activation*.

#### Lenny Jones

- **"Found It! ... I Think"** Trigger now draws the flipped card (instead of discarded card).

#### Som'er Teeth Jones

- **"Make Me Proud, Boys!"** Action now restricted to: *Friendly Big Hat Minion only*.

#### Mah Tucket

- **Creative Cussing** Trigger is now *Once per Activation*.

### GUILD

#### Agent 46

- **Inhuman Physiology** changed from Ability to a Bonus (☹) Action that lasts until the End Phase.

#### The Dispatcher

- **Aethervox Broadcaster** now reads: "When taking non-**Interact** Actions Friendly Guard models may treat this model as a friendly or enemy Scheme Marker. If this model would be removed this way, it may instead draw a card."
- **Manipulative** replaced with **Serene Countenance**.
- **Stay at Your Post** adjusted so the owner of the model may choose for the model not to move and it isn't restricted to enemy Activations/effects.
- Gained **Protected (Guard)** Ability.
- **Internal Affairs** Trigger no longer draws a card.
- Cost increased by 1.

#### Greed

- **Use it on Yourself** removed.
- Gained **Guitar Bash** Action.
- **Unchecked Avarice** range increased from 8" to 10".

#### Pale Rider

- **Diminished Pain** reworded for grammar.
- **Hatred Unleashed** and **Devastation** switched Trigger costs.
- **Devastation** trigger changed to: "Enemy models within range suffer 2 irreducible damage and gain **Burning +1**."
- **Hatred Unleashed** trigger changed to: "Each friendly model within range may take a ☹ Action or the **Charge** Action."

#### Frontiersman

- **Defensive Reflexes** replaced with **Field Kit**.
- **Backup** replaced with **Deputy**.

#### Enslaved Nephilim

- Gained **Nefarious Pact**.


### NEVERBORN

#### Stitched Together

- **Fiendish Gamble** is in replace of Cheating Fate instead of flipping a card.
- **Gamble Your Life** is now an Attack Action resisted by **Wp**, with TN increased from 10 to 13.
- **Gamble Your Life** stat reduced from 6☹ to 6.
- Text of **Gamble Your Life** changed to: "*Enemy only. If this Action fails, this model suffers the effects as though the defending model was taking this Action targeting this model. Target suffers 3/4/5 damage.*"
- **Df** reduced from 6 to 5.

## OUTCASTS

### Pride

- **Guitar Bash** is now a  Action.
- **Solo** gained the following text: "During an opposed duel, if both models benefit from this effect, both effects are ignored."
- **This Song's All About You** damage reduced from 2 to 1 (per card not discarded).


### Mad Dog Brackett

- Cost increased by 1.


### Rusty Alyce

- **Mv** reduced from 6 to 4.

### Johan Creedy

- Gained **Rush** Ability.
- **Rebel Yell** stat increased from 5 to 5 .
- **Relic Hammer** stat reduced from 6 to 5.


### Ashes and Dust

- **Incorporeal** replaced with **Savage Winds**.
- **Whirlwind of Scrap** now only pushes up to 12" towards a Scrap.
- **Deadly Claws** stat reduced from 6  to 6.

### Benny Wolcomb




- **Df** increased from 5 to 6.
- **Sack O' Rats** no longer requires discarding a card.
- **Diseased** and **Nihilism** replaced with **Loyal to the Very End** and **Covered in Rats**.
- **Loyal Rats with Tiny Hats** range increased from (X)3 to (X)4.
- **Infected Blade** Stat reduced from 6 to 5.
- **Derringer** Stat increased from 5 to 6 and gained "Rat Bomb!" Trigger.

### Aionus

- **Sever Timeline** stat reduced by 5  to 5.
- **Sever Timeline** gained a TN of 12.

## RESURRECTIONISTS

### Archie

- **Ruthless** replaced with **Rush**.
- **Mv** reduced from 5 to 4.
- **Leap** stat changed from 5  to 6.
- **Hurl Corpse** stat reduced from 6  to 6.
- Gained **Mournful Memories**  Action.

### Valedictorian



- **Valedictory** can now choose cards with value "equal to or less than the value of the discarded card, +2 for each Marker removed and cannot be used to draw Jokers.
- Cost increased by 1.

### Reva

- **The Forgotten Dead** no longer requires discarding a card, and Summoned Corpse Candles gain **Burning +1**.
- Gained **Channeled Flame** Ability.
- **Knock Aside** Trigger replaced with **Pulled Here and There**.
- **Cauterize** Trigger adjusted to mention target instead of "Pyre Marker".
- Gained **Swift Action** Trigger on **Embrace the Flame**.

## TEN THUNDERS


### Minako Rei

- **Kharmic Debt** Trigger timing changed from After resolving to After succeeding (default).
- **Create Katashiro** TN increased from 15  to 17 .
- **Create Katashiro** now gains +2 Stat if a Shadow Marker was removed for the Action's cost.

### Yasunori

- Cost increased by 1.
- **Chasing Advantage** is for every three cards (rounded down) in the opposing players hand instead of every two.
- **Onslaught** Trigger replaced with **Quick Reflexes**.

### Lust

- **Lascivious Music** is now a Bonus (  ) Action.
- **Lascivious Music** no longer reveals extra cards based on Sin Tokens and the target must discard a random card from their hand (different than the card drawn).
- **Seduction** gained the **Love Hurts** Trigger.
- **Df** increased from 4 to 5.

### Chiaki

- **Split the Soul** cost changed to: *Discard a card and choose a friendly non-Master Retainer model within range.*

### Sensei Yu

- **Brutal Sensei** only gives Chi when a friendly model is damaged by an enemy effect.

### Kitty Dumont



- **Under the Table** now restricted to: *Enemy only.*

## UPGRADES


### Reliquary (Manos, the Risen)

- **Demise (Eternal)** replaced with **Lantern of Souls**.
- **Regeneration +2** changed to **Regeneration +1**.

### Fermented River Style

- **Drunken Kung Fu** replaced with **Unpredictable**.
- **Falling Rave Kick** effect and cost changed to: *"Discard a Chi Token. Place this model into base contact with the target. Target suffers 3 damage and gains Staggered."*
- **Falling Rave Kick** ranged increased from  1" to  2" and gained a TN of 12.

### Twelve Cups of Coffee

- Twitchy changed to: "After an enemy model ends its Activation within 6, this model may move up to 1"."

### No Prisoners

- **Clockwork Grenade** Action removed.
- Gained **Riot Gear** Ability.
- **Run and Gun** replaced with **"Catch Them!"**.


### Inhuman reflexes

- **Butterfly Jump** replaced with **Scamper**.

### Masked Agent

- **Unsettling Presence** replaced with **Relentless**.
- **With Me** changed to choosing a friendly model within 2".

### Soulstone Cache

- **Recharge Soulstone** only happens when an enemy model within 3 is killed.

### **Pg 9. Jokers Callout – Paragraph 7**

Change the text of the first sentence to: “If a player flipped the Red Joker and chose it for the Conflict of an opposed duel, the opposing model may not Cheat Fate.”

### **Pg 12. Actions Generated by Triggers Callout – Paragraph 2**

Change the text of the paragraph to: “Actions generated by Triggers (and any subsequent Actions generated) cannot declare Triggers, and like other generated Actions, they do not count against a model’s Action limit.”

### **Pg 19. Shadow Diagram**

Edges of Shadow Diagram are rounded.

### **Pg 30. Blasts – Paragraph 3**

Change the text of the paragraph to: “All models, except the original target, whose bases are in base contact with one or more ☠ take damage that is one segment lower than the category of damage flip against the target (e.g., if the target took Severe damage, the ☠ will do Moderate damage). For Weak, any resulting ☠ deal 1 damage.”

### **Pg 33. Bury – Paragraph 3**

Add the following sentence: “If a model would be Unburied but cannot be because of an effect such as Laugh Off, Planted Roots, or Staggered, it may still be Unburied as above, ignoring such an effect.”

### **Pg 34. Damage Timing – Paragraph 1**

Change the text of the first paragraph to the following text: “When a model suffers damage, it follows the timing structure below. If any model suffers damage as a result of an effect generated during this timing structure, the damage timing for that model is resolved after completely resolving all (6) steps of the initial damage timing, in the order in which the damage was generated. If multiple models suffer damage at the same time (such as from a Shockwave or ☠), resolve the damage timing of each model completely one at a time.”

### **Pg 37. Terrain Traits – Climbable**

Add the following sentence: “If a model ignores this terrain trait, it may still move vertically up and down along the sides of this terrain.”

### **Pg 37. Unaffected by Terrain – Concealing**

Change the name of the Concealing section from Concealment to Concealing

### **Pg 43. Deployment – Paragraph 1**

Change the text of the paragraph to: “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 completely within the chosen Deployment Zone.”

### **Pg 43. Titles – Paragraph 1**

Change the text of the second sentence to: “As such, two versions of a single character cannot exist in the same time period.”

### **Pg 32. Replace**

The Rules and Steps for replacing models were adjusted to the following:

1. Place each new model into base contact with any of the original models. If any cannot be Placed or cannot be added due to model limits, the Replace effect is canceled.
2. Each new model’s Health is set to the total Health of all original model’s combined or to the new model’s maximum Health, whichever is lower. If the Replace effect Heals any new models, those new models Heal at this point.
3. If any original model(s) had any Conditions or Tokens, one 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 any original model is Attached to that new model (if able); all other Upgrades are discarded.
4. If the new and original models belong to the same Crew, one new model becomes the target of any effects that targeted or chose any original models, such as Schemes, Leader designation, or lasting game effects. That new model is always considered a legal target for those effects.
5. Remove all original models from the game. If the new and original models do not belong to the same Crew, all original models are considered to be killed, ignoring Demise Abilities. No game effects (such as placing Markers or scoring points) occur from the original model being removed.
6. If any new model is at 0 Health, it is killed.
7. If any original model(s) had Activated, all new models are treated as having Activated; otherwise, new models are considered not to have Activated. If this Replace occurred during an original model’s Activation, one new model instead continues that Activation using any remaining Actions.