

# THE MALIFAUX MASQUERADE

*“To celebrate the changing seasons, a wealthy and respected official has decided to host a splendid affair: a masquerade! You’ve been invited and managed to procure a costume just in time from an enigmatic costumer named Mr. Mazzanti. After all, there’s nothing as nice as a party...”*





*But not all is as it appears. Some of the guests (including you!) have revealed themselves to be rather duplicitous. As the hours tick away, you feel the magics from your costume begin to wane. Can you find out who’s who and complete your mission before the Host and his questionably loyal lieutenant serve up your head on a platter?”*


This Scenario changes the following Encounter rules:


## ENCOUNTER SIZE


This Encounter is designed for a group of 3-5 players. One player is the Host and treats their game size as 8 Soulstones. All other players treat their game size as 6 Soulstones.


## DETERMINE SCENARIO

Players may elect a Host, or may flip for it. Once a Host is selected, remove 1 and 2 of , the 1 of , the 1 of , and the Black Joker from the Host’s Fate Deck. In a 4 or 5 player game, also remove the 1 of . Randomly distribute one of these cards to every non-Host player. The suit of that card determines that player’s Costume and should be kept secret:

 – **The Guild.** The Loyal. You win if the Host wins. If the Host is killed, reveal your Costume card, and Promote yourself to Host (continue with the current game and keep your Costume card).

 – **The Arcanist.** The Martyr. You win if you are killed by the Host or the Guild while your Costume card is secret, or if at the end of the game Arcanist players have a combined 3 or more Scheme Markers within 4” of the Centerpoint, which are friendly to at least one of them.

 – **The Neverborn.** The Wrathful. You win if the Host and any Guild have been killed.

 – **The Resurrectionist.** The Opportunist. At the start of the game, secretly select another, non-Host model. You win if you kill the selected model, or if at the end of the game it was killed and you are not.

**Black Joker – The Outcast.** The Bad Box. You win if you are the only model left alive.

A player’s Costume card should be kept face-down in front of them, removed from the game. A player’s Costume card is revealed when their model is killed. The Host does not have a Costume card (unless they were Promoted from the Guild) and their identity is not secret. If a player has accomplished their Costume’s goal before the end of the game, they immediately reveal their Costume card and win, ending the game!

## DECLARE LEADER AND HIRE CREW

Every player (including the Host) may only hire a single model to be their leader, which can only be a Henchman, an Enforcer, or a Minion. Leaders are not considered to have 0 Cost when hiring and the Helping Hand ability is ignored. Remember, effects that Summon are ignored

## DEPLOYMENT

The Host deploys on the Centerpoint. Then, each other player flips for Deployment. The player who flipped highest selects a Table Quarter and deploys completely inside of it, 10” from the Host. Then the second highest, and so on. No player may select a Table Quarter already selected by another player.

## GAMEPLAY CHANGES

Non-Host players treat their maximum hand size as 4. The Host treats their maximum hand size as 6.

Models cannot be Summoned, Replaced, or Buried. If an effect would Summon, Replace, or Bury a model, that effect is ignored.

In a 5-player game, the Host increases their Action Limit to three.

Each player flips for Initiative. When determining Initiative, the player with the highest Initiative is first, then the second highest, and so on (re flipping ties amongst tying players). When Activating, play proceeds in this same order.

The Host model gains the following Action:

**Guess Who:** Rg 6” / Stat 5 v Wp

*This Action cannot target the same model more than once per Activation, and can only target a model with a secret Costume card. Guess the Costume of the target. If you are correct, the target reveals their Costume card and you Heal 2.*

During the End Phase of every Turn, the Host may take the Guess Who Action, ignoring range and LoS.

## END OF ENCOUNTER

***\*Don’t forget to give the Host their cards back once the game ends!\****

The game ends after 5 Turns, or if a player has accomplished their Costume’s goal before the end of the game.

If the Host is alive and all Costume cards are revealed, the Host wins!

Any player who has accomplished their Costume’s goal wins!