

# MALIFAUX

THIRD EDITION

## JULY 2023 ERRATA

### ARCANISTS

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#### Damian Ravencroft, *Unbound*

- Complete revision

#### Lohith

- **Living Soulstone** Ability reworded from “gain a Soulstone” to “add a Soulstone to this Crew’s Soulstone Pool” for consistency.
- **Rolling Earth** Trigger, “place” now correctly capitalized.
- **Soulstone Geode** Action no longer affects damage flips, changed to, “Until the End Phase, when a friendly Witness model within range performs a non-damage flip, this model may suffer 1 irreducible damage to have the friendly model receive a ♠ to that flip.”
- **Claim Gemstones** Trigger now specifies “different friendly Witness models” to clarify that the same model cannot be chosen multiple times.

#### Soulstone Gamin

- **Prioritize** Trigger replaced with **Drain Magic**.

#### Harrison Frodsham

- **A Cog in Its Place** Ability now only Pushes friendly models, only resolves after a player uses a Pass Token to skip an Activation, and gives a Pass Token to both players instead of just one.
- **Time Moves Forward** Ability is now 08.
- **Isochronism** Ability changed to, “Once per Activation. After another model within 06 gains a non-Fast Condition, this model may gain that same Condition (at the same value, if any).”
- **Spycraft** Action no longer forces the opponent to discard cards or Pass Tokens.
- **Uncanny Valley** Trigger simplified to, “Place this model into base contact with a friendly Harris J-5.”
- **Let’s Fix That For You** Action no longer gives **Focused** to Watchmen, can now draw range and LoS from any friendly Watchmen model, and gained the **Preparations** Trigger.

#### Harris J-5

- **Isochronism** Ability changed to, “Once per Activation. After another model within 06 gains a non-Fast Condition, this model may gain that same Condition (at the same value, if any).”
- **Meteor Hammer** Trigger has had its grammar corrected, now correctly uses the term “Drop” instead of “Place.”

#### Gearling

- **Isochronism** Ability changed to, “Once per Activation. After another model within 06 gains a non-Fast Condition, this model may gain that same Condition (at the same value, if any).”
- **Timekeeper’s Tools** Action gained **Synchronize Fate** Trigger
- **Watch Chain** Action now clarifies that the Gearling moves up to its Mv in inches.
- **Passing Time** Trigger replaced with **Swift Action**.

#### Slate Ridge Mauler

- Health increased from 8 to 9.
- **Hard to Wound** Ability replaced with **Warning Growl**.
- **Grit (Frenzied)** removed.
- **Blood-Soaked Claws** Action gained **Chimera Strike** Trigger.

#### Sabertooth Cerberus

- Cost reduced from 8 to 7.
- Health reduced from 8 to 7.
- **Terrifying (11)** Ability increased to **Terrifying (12)**.
- **Savage Bite** Action stat reduced from 6 to 5.
- **Stalk Prey** Action rewritten into a Tactical, Bonus Action. No longer applies **Adversary** as a base effect, but ignores range. Gained **Sudden Strike** and **Singled Out** Triggers.
- **Leap** Action removed.

### EXPLORER’S SOCIETY

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#### The Iron Matron

- **Cruel Disappointment** Ability replaced with **Hard to Wound**.
- **Pass Through** Trigger now *once per Activation*.
- **Grave’s Edge** Action range increased from (X)4 to (X)5.
- **Last Matriarch** Action now *other friendly Bygone only*.
- **Shield Generator** Action added.

### GUILD

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#### Harold Tull, *Artillerist*

- **Get to Position** Ability is now (X)6, and no longer includes Tull himself.
- **Rain Hellfire** Ability reworded to clarify that all friendly Assault Markers, including those Dropped by the **Artillery Strike** Action, cannot be removed by enemy effects and that only friendly Assault Markers may be treated as Scheme Markers for **Heat of Battle**.
- **The MFGL** Action no longer ignores Cavalier models for Friendly Fire.

## NEVERBORN

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- **Heavy Salvo** Action renamed to **Forced Retreat**. No longer a Projectile Action, no longer ignores terrain, and no longer causes the target to suffer damage.
- **Artillery Strike** Action stat changed from 6X to 6. *Clear it Out* Trigger removed.

### King's Wall

- **Demise (Broken Armor)** removed.
- **For King and Country** Ability replaced with **Confident Stance**.

### Louisa Fusi

- **Mv** increased from 6 to 7.
- **Df** reduced from 6 to 5.
- **All-Terrain** Ability replaced with **Trample**.
- **Soulstone Flare** Action stat increased from 7 to 8.
- **Claim the Land** Action TN increased from 10 to 12, deleted unnecessary, "in any direction," and clarified that Louisa moves up to her **Mv** in inches.

### John Watson

- Cost increased from 7 to 9.
- Health increased from 7 to 8.
- **Hard to Kill** Ability removed.
- **Emergency Syrette** Action stat reduced from 7 to 6.
- **Take Two of These and Call Me in the Morning** Trigger now *other Cavalier only*.

### Sergeant

- Cost reduced from 7 to 6.
- **Backup** Ability changed to, "After an enemy model resolves an Action that damaged a friendly model within 6, this model may discard a card or gain **Staggered** to take an Action targeting the enemy model, ignoring Friendly Fire."
- **Balanced Sword** Action stat increased from 5 to 6, gained *Arrest Order* Trigger.
- **Peacebringer** Action stat reduced from 6 to 5, gained *Arrest Order* Trigger.
- **A New Horizon** Action removed.

### Guild Mage

- **Df** increased from 4 to 5.
- **Glorious of the Guild** Ability changed to, "Once per Activation. After a friendly model within 6 discards a card from its Control Hand, it may Heal 2."
- **Arcane Ward** Action added.

### Perdita Ortega, Neverborn Hunter

- **Head of the Ortegases** Ability changed to, "Friendly Family Minions within 6 may add any one suit to their final duel totals."
- **On the Job Training** Action TN reduced from 13 to 12. The Summoned Pistolero now only may Attach a Specialty Upgrade. Gained *High Plains Drifter* Trigger. Applies **Slow** to the Summoned model.
- **Protector** Action no longer requires LoS and now allows one friendly Family model within range to discard (if possible), and Attach a Specialty Upgrade.

### Razorspine Rattler

- Cost reduced from 7 to 6.
- Health reduced from 7 to 6.
- **Constriction** Ability replaced with **Futile Struggle**.
- **Wicked** Ability replaced with **Adaptive Evolution**.
- **Deadly Pursuit** Ability removed.
- **Venomous Strike** Action stat reduced from 6 to 5, *Reposition* Trigger replaced with **Delay**.
- Gained **Spit Venom** Action.
- Gained **Coil Around Prey** Action.
- **Ambush** Action replaced with **Onward!**

### Angel Eyes

- Cost reduced from 9 to 8.
- Health reduced from 9 to 8.
- **On the Prowl** Ability replaced with **Accomplish**.
- **Expert Shot** Ability replaced with **Advanced Sights**.
- *Reposition* Trigger on **Clockwork Rifle** Action removed.
- **Sidearm** Action gained *Blood Offering* Trigger.
- Gained **Point Me To Them** Action.

### Tuco Ortega

- **On the Prowl** Ability replaced with **Accomplish**.
- **From the Shadows** Ability replaced with **Gunfighter**.
- **Sharp Claws** Action replaced with **Throw Dynamite**.
- *Good for a Laugh* Trigger moved from **Custom Shotgun** Action to **Disillusion**.
- **Custom Shotgun** gained *Guns Blazing* Trigger.

### Maurice

- **On the Prowl** Ability replaced with **Accomplish**.
- **Backup** Ability changed to, "After an enemy model resolves an Action that damaged a friendly model within 6, this model may discard a card or gain **Staggered** to take an Action targeting the enemy model, ignoring Friendly Fire."
- Gained **Bodyguard** Ability.
- **Low to the Ground** Action replaced with **Foul-Mouthed Motivation**.

### Bloodwretch

- **On the Prowl** Ability replaced with **Accomplish**.

### Corrupted Hound

- Health increased from 3 to 4.
- **Pack Mentality** Ability replaced with **Nimble**.
- **Snapping Jaws** Action gained *Blood Offering* Trigger.
- **Annoying** Action replaced with **Obnoxious Barking**.
- Gained new **Fetch** Action with *Call the Pack* Trigger to Summon a Corrupted Hound.

## OUTCASTS

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### Yannic Waller

- **Ingenuity** Ability changed to, "Once per Activation. When a friendly model within 6 would discard a card from its Control Hand, if it is within 2" of a friendly Scheme Marker, it may instead remove that Marker."
- *Close Race* Trigger suit changed from to X.
- *Unexpected Results* Trigger replaced with *Surge*.
- **Consolidate Power** Action gained *Draw Out Secrets* Trigger.

## TEN THUNDERS

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### Koji

- **Partners in Crime** Ability changed to, “At the start of this model’s Activation, another friendly model within 6 may move up to 3”. If the moved model is a Kara, that model gains **Shielded +2**.”
- **Machete** Action cost reworded to, “*This model may remove a Terrain Marker within 1 to receive a to this Action.*”
- **Taker’s Bane** Action now *enemy only*.

## UPGRADES

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### The Configuration

- “maximum hand size,” now capitalized.
- **Conduit** Ability now *once per Activation*.

### Wandering River Style

- **Four Winds Punch** Action now chooses and Places Markers, instead of removing and Dropping Markers, “*Discard a Chi Token. Choose up to three Scheme, Scrap, and/or Corpse Markers within (1)3 of the target. Push the target 6” in any direction, then Place the chosen Markers anywhere within (1)3 of the target.*”

### Nephilim Hunter

- No longer applies **Slow**, applies **Shielded +1**, or allows a friendly Family model to take a ⚔ Action when Attached.
- No longer has the **Special (Summon)** Limitation.
- **Thick Padding** Ability replaced with **Duck and Cover**.
- **Quick Lesson** Ability replaced with **Quick**.
- **Expert Hunter** Ability now only granted to Minions of Cost 5 or lower and *once per game*.

### Hag Hunter

- No longer applies **Slow**, applies **Shielded +1**, or grants Concealment when Attached.
- No longer has the **Special (Summon)** Limitation.
- “**Keep Your Wits About You**” Ability replaced with **Unyielding**.
- **Quick Lesson** Ability replaced with **Counterspell**.
- **Expert Hunter** Ability now only granted to Minions of Cost 5 or lower and *once per game*.

### Bestial Hunter

- No longer applies **Slow**, applies **Shielded +1**, or removes non-Scheme Markers when Attached.
- No longer has the **Special (Summon)** Limitation.
- **Outriders** Ability replaced with **Depths of Malifaux**.
- **Quick Lesson** Ability replaced with **Peer Through Fog**.
- **Expert Hunter** Ability now only granted to Minions of Cost 5 or lower and *once per game*.

### Ghost Hunter

- No longer applies **Slow**, applies **Shielded +1**, or removes a Condition when Attached.
- No longer has the **Special (Summon)** Limitation.
- **Rune-Carved Bullets** Ability changed to, “This model’s Actions ignore **Incorporeal**.”
- **Quick Lesson** Ability replaced with **Ruthless**.
- **Expert Hunter** Ability now only granted to Minions of Cost 5 or lower and *once per game*.

# MALIFAUX

THIRD EDITION

## NOVEMBER 2022 ERRATA

### ARCANISTS

#### Mei Feng, *Foreman*

- **Steelcraft** Action requires removing three Markers instead of two.
- **Heated Iron** is now an Aura.
- *Workplace Efficiency Trigger* now requires the target to be a friendly Foundry model.
- **Lay Track** Action stat increased by +1 and Action TN increased By +2.
- TN to resist effects of **Lay Track** reduced to 12.

### BAYOU

#### Ophelia LaCroix, *Overloaded*

- “**Hold These For Me**” restricted to Kin only and now has other models ignore the **The Bigger They Are** Ability when taking Actions on Arsenal Upgrades.
- “**Gimme that Back**” no longer gives **Focused**.
- **Raiding Operation** adjusted to be 12” range with a 6 vs 8 TN that increases by +2 for each model chosen to discard an Upgrade.

#### The Brewmaster, *Moonshiner*

- **Barroom Brawl** adjusted to “After this model moves itself or another model, it may reduce the **Poison** Condition of the moved model by 1 to have an enemy model in base contact with the moved model suffer 1 damage. Each enemy model can only suffer 1 damage this way per Activation (or Start Phase).”
- **Tipsy Slide** adjusted to “During the Start Phase, choose up to three models with the **Poison** Condition within 18. Push each chosen model a number of inches equal to the half the value of their **Poison** Condition (to a maximum of 5”).”
- **Another Round** adjusted to “**Shockwave** 2. **Wp** 14, **Poison** +2. Push any models that failed to resist this Shockwave up to 3”. Models can only be Pushed this way once per Turn.”
- **Open the Gourd** effect is now until the End Phase.

### EXPLORER'S SOCIETY

#### Maxine, *Monomaniacal*

- **Converging Ley Lines** text that says EVS can choose to fail is removed.
- **Converging Ley Lines** TN and TN to resist the **Shockwave** both adjusted to 13.
- Each model can only Heal from **Breachburnt** once per Activation.
- **Aetheric Tear** gives **Staggered** instead of **Injured**.
- **Aetheric Tear** stat reduced from 6 to 5 and now resisted by **Mv**.
- **Split Across Worlds** now gives **Staggered** to the target.

#### Nexus, *One of Many*

- **Many Voices** makes Shambling Nests lose Totem (Nexus).
- **Burrowed into the Spine** timing adjusted to no longer allow for stacking the effect.
- **Join Us** now requires discarding Parasite Tokens from the killed model.
- **Forced Reaction** timing adjusted to be after flipping cards.
- **Secret Mission** Trigger removed.
- **Join the Hive** stat and TN adjusted to 6 vs 12.
- **Will of the Many** stat and TN adjusted to 6 vs 12.
- **Drain Life** stat reduced from 6 to 5.
- **Playthings** can only move self and two others.
- Health reduced from 7 to 6.

### GUILD

#### Charles Hoffman, *Inventor*

- **Construction Claw** Action now places the target within 1” of target’s current position.
- **Arc Nodes** Ability no longer provides **Shielded** and models cannot gain Power Tokens from both **Arc Nodes** and the **Power Converter** Ability.
- **Power Spike** Trigger is now enemy only.
- **Alternating Current** Action is now a Projectile Action and is once per Turn for each Target with maximum damage increase reduced to +2.
- **Security Defenses** Action stat is reduced to 5.

#### Lady Justice, *Death-Touched*

- **Marshal’s Coffin** now requires discarding a card instead of suffering 1 damage and the Created Coffin Marker to be in base contact with an enemy model.
- **Consecrated Ground** now allows friendly Marshals to ignore friendly Coffin Markers when drawing sight lines.
- **Regeneration Ability** removed.
- **Kytheran Sight** Ability replaced with **Beyond Time**.

## RESURRECTIONISTS

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- **Entropic Debt** Action Stat adjusted from 5 to 6. The effects of the Action adjusted to, “*This Action ignores LoS.* Target suffers 2/3/4 damage, ignoring **Hard to Kill**. If the target is Undead, it gains **Adversary (Marshal)**.”
- **Entropic Debt** Action *Lead the Hunt* trigger removed.
- **Ashwood Coffin** gained *Second Chance* Trigger and +X.
- **Ashwood Coffin** is no longer a Bonus Action and is instead *once per Turn*.
- **Ashwood Coffin** now gives **Distracted +1** instead of **Injured +1** and Unburies models into base contact with a friendly Marshal or Coffin Marker within 3” of Lady Justice.
- **Equilibrium** adjusted to a Bonus Action (F) as “**Shockwave** 2. **Wp** 13, Damage 2. Friendly Marshals ignore the effects of this Shockwave and instead Heal 2.”
- **Equilibrium** Stat increased from 6 to 7.
- **Equilibrium** Action’s *Forced Burial* Trigger replaced with the *Surge* Trigger.
- **Burial Rites** Action may now be treated as a Bonus Action.

## NEVERBORN

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### Pandora, *Tyrant-Torn*

- **Aspect of Fortune** Ability may now provide a to Df duels.
- **No Shelter Here** aura size reduced from 3 to 2.
- **Expose Fears** Ability is *once per Activation*.
- Gained **Heed No Fear** Ability.

## OUTCASTS

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### Thirty-Three

- **Pine Box** replaced with **Torn into the Void**.
- Backtrack can no longer draw Jokers.

### Kirai, *Envoy of the Court*

- **Join Us** renamed to **Chained Spirit**, limited to within 8” of Kirai, can only be caused by models of Cost 5 or higher, TN to resist lowered to 12.
- **Vengeance Incarnate** TN increased from 14 to 14X.
- **Sundering** now has a maximum damage increase of +2.
- **Revenge** only affects **Wp** duels generated by Kirai or Ikiryō and Actions targeting Kirai.

### Yan Lo, *The Spirit Walker*

- *Hole in the World* Trigger replaced with *Knock Aside*.
- *Spirit Guide* Trigger replaced with *Preparations*.
- **Ancient Anchor** adjusted to “After Deployment, Attach the Reliquary (Yan Lo) Upgrade to a friendly Retainer Minion or Soul Porter in play. After a friendly model with a Reliquary (Yan Lo) Upgrade ends a move from a General Action this model is Placed within 1 of it.
- **Lingering Voices** no longer gives +.
- **Df** stat reduced from 6 to 5.
- **Clear the Path** replaced with **Spirit Guide**, “*Once per Activation*. After a friendly Retainer Minion or Soul Porter Attaches a Reliquary Upgrade, draw a card.”
- **Final Wishes** TN increased from 10 to 12 and stat increased from 6 to 7. Gained +X.
- **Guard Reliquary** can choose to Attach Yan Lo’s Upgrade but cannot Attach Upgrades to Yan Lo himself. Range increased to (X)8.
- **A Weary Road** Action replaced with **Choose a Path**.
- *Terrible Wish* made into an Immediately Trigger and adjusted choose an enemy text to italics.

## UPGRADES

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### Reliquary (Yan Lo)

- Now **Restricted (Retainer Minion or Soul Porter)**
- **Heavy Burden** Ability added, “This model ignores its **Empty Vessel** Ability (if any).”
- **Release the Soul** altered to only automatically Attach the Reliquary (Yan Lo) Upgrade to a model with 8” of Yan Lo.

# CORE RULES MANUAL (FREE ONLINE VERSION) ERRATA

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## Page Numbers

Adjusted to account for new pages added to book

## Pg 2. Introduction

Adjusted Introduction for inclusion of Explorer's Society.

## Pg 3. The Crew

Added text to end of section "You can learn more on how to hire a crew in Step H of Encounter Setup on page 44."

## Pg 6. Upgrade Limitations

Added 2 additional limitations replacing Waldo's Walkthrough

- **Crew (X):** This Upgrade is automatically added to your Crew at the start of the game if your Crew contains any models with the X Keyword. This Upgrade is considered Attached to the Crew's owner instead of a single model.
- **Double-Sided:** This Upgrade has different names and effects on each side and can be flipped throughout the game by various effects. When a Double-Sided Upgrade is added to a Crew, it can start with either side face-up, unless otherwise stated on the card. Only the face-up side of the Upgrade is considered in play.

## Pg 7. Red Joker

Description adjusted to "... and has one suit (or no suit) of its owner's choosing."

## Pg 10. Duels

Removed 4th paragraph

## Pg 11. Step F

Added the following after the first sentence: "Any cards currently in the Conflict are discarded."

## Pg 11. Relenting

Replaced Basse Image with the following new Section:

### Relenting

Relenting a duel is a way for a model to voluntarily fail a duel it is taking, without flipping any additional cards.

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

If a model is in a simple duel generated by any friendly model, its owner may choose for it to relent and fail the duel before any cards are flipped. If it does, the relenting model skips Steps "A" through "E" below. The relenting model's final duel total is treated as 0 for this duel.

## Pg 14. Moving

Removed 5th & 6th Paragraph and Falling Example

## Pg 15. Push & Place

Moved sections to Pg 14

## Pg 15. Falling

Added new Section:

### Falling

"If a model ever has less than 50% of its base supported by terrain or the table, that model falls and then continues any remaining portion of its movement as normal.

When a model falls, its base is moved straight down (this does not expend any movement) until it is flat on terrain or the table, the model then suffers damage equal to half the distance it fell in inches (rounded down). If a model would end this fall overlapping another model or impassable terrain, it must continue its movement so that it does not end overlapping a model or impassable terrain; if a model does not have enough movement to do so, then it will not fall from the initial terrain and instead stops moving with 50% of its base still supported by that initial terrain."

## Pg 15. Falling Example

Changed second sentence to "As soon as over 50% of Rasputina's base is no longer on the terrain or the table, she falls and suffers damage equal to half the distance fell, rounded down and then continues her move forward toward Pandora so that her base is not overlapping the box. If Pandora only moved Rasputina 1" to the left, Rasputina would not fall, as although her base would be moved normally be moved over 50% over the side of the box, because she cannot finish the move not overlapping the box (1" doesn't provide enough movement to do so), she does not fall and instead stops moving when her base is still 50% still on the Box."

## **Pg 15. Climbing**

Added new Section

### **Climbing**

“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 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 at least 50% supported by terrain or the table at the end of this Walk Action, it falls as normal, unless it immediately takes an additional Walk Action to continue climbing (if able).”

## **Pg 16. Line of Sight**

Paragraph 2 changed last sentence to “Models always have LoS to themselves (even while Buried) and always have LoS to any object or terrain they are in base contact with or overlapping”.

## **Pg 17. Line of Sight and Size**

Added new Paragraph: “When determining Line of Sight, models with a **Sz** of 0 (ignoring the Ht of any terrain they are standing on) are treated as higher than any terrain with Ht equal to what they are standing on (the model is still **Sz** 0).”

## **Pg 17. Line of Sight and Size**

Added visual example of this change.

## **Pg 18. Shadow example**

Adjusted incorrect pronoun for Dashed Barker.

## **Pg 21. Activation Phase Step C.2**

Changed to “Models may take up to two Actions during their Activation. 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 an Encounter’s Size (see page 42) is 50 Soulstones or higher, all Leaders and Master models treat their Action Limit as three instead of two.”

## **Pg 22. Walk**

Adjusted second sentence to “This move cannot be used to leave the engagement range of models engaging this model.”

## **Pg 23. Targeting Restrictions**

Added new restriction “*Non-Leader*: This Action cannot target Leaders of either Crew, nor can it target any model with the Master Characteristic.”

## **Pg 24. Black Joker**

Adjusted to “the damaged model suffers 0 damage (which cannot be modified) and does not generate any ☠ (if applicable).”

## **Pg 25. Healing**

Step 5 changed “Increase a model’s Heal” to “Increase a model’s Health”

## **Pg 26. Friendly, Enemy, & Control**

Added new subsection:

### **Friendly / Enemy-Controlled**

- A model is friendly-controlled if it is currently controlled by its own Crew, owner, or a model in its Crew.
- A model is enemy-controlled if it is currently controlled by an enemy Crew, player, or model.

## **Pg 26. Friendly, Enemy, & Control**

Added new Paragraph:

Additionally, if a model is ever resisting an opposed duel, the model is always controlled by its owner.”

## **Pg 28. Strategy Markers**

Added two new paragraphs:

“If a Strategy Marker would be Dropped by a Strategy and cannot be Dropped in the indicated location, the player with Initiative must instead Drop the Strategy Marker as close as possible to the indicated position and in a way so that both players agree that it has no additional beneficial effects for either player. If the Marker cannot be Dropped in such a way, it is not Dropped.

If Strategy Markers are Dropped by players during Setup, they may not be Dropped in a way that would prevent the remaining Markers from being Dropped.”

## **Pg 29. Burning**

Added missing period at end of section

### **Pg 29. Focused**

changed to “Before performing a duel, this model may lower the value of this Condition by one to receive a **F** to the duel and if used during an opposed duel, may have any resulting damage flip receive a **F**. Models cannot have more than **Focused +2** at any time. Canceled by **Distracted**.”

**Pg 29. Poison** - Added missing space after possesses.

**Pg 31. Math** - Moved to page 32 - replace second paragraph with “In most cases where you are dividing any number, you will need to round any fractions. In these cases, always round the sum up to the nearest whole number (unless otherwise stated).”

#### **Other exceptions to this are:**

- Dividing movement distance, which is not rounded.
- Determining if a model is at half (or more/less) of a value (such as maximum health), which is not rounded.
- Determining damage from falling which is rounded down.

### **Pg 32. The Area Between**

Added new section:

“Some effects in Malifaux affect all objects (models, markers, etc) in the area between two or more other objects.

To determine the area between two objects, draw a series of imaginary straight lines from the outside of each of the objects connecting them to form the largest possible polygonal shape, with each object as a corner of the polygonal shape.

Any objects whose base is at least partially within this shape (including the objects used to create the shape and any anything overlapping their bases) are within the area between these objects.”

### **Pg 33. Summoning**

Added at end of section “Additionally, Summoned models cannot take the **Interact** Action to affect Strategy Markers in any way for the entire encounter.”

### **Pg 37. Terrain**

Paragraph 3 reworded to - “Any time a model’s base is touching terrain (either overlapping or in base contact), that model is both in that terrain and considered within 0” of that terrain.”

### **Pg 37. Aura Terrain**

Added new section:

“Some models in Malifaux have can create terrain within an aura around themselves or another object through Actions such as **Spread Roots** or **Vent Steam**, etc. These auras are treated as terrain for all purposes and any model within that aura is treated as in base contact with that terrain.”

### **Pg 38. Hazardous Terrain**

Changed entire section to:

- “After a model resolves any of the following, it suffers the effects of Hazardous Terrain after the current Action or Ability is resolved (to a maximum of once per Action or Ability):
- Moving through Hazardous Terrain.
- Moving into base contact with Hazardous Terrain.
- Resolving an Action while in Hazardous Terrain (even if that Action removes the terrain).
- After a Hazardous Terrain Marker is moved and comes into base contact with the model; the model moving the Marker may choose to ignore the Hazardous effects of the moved Marker.
- Most of the time, Hazardous Terrain will resolve a specific effect for the model, such as Hazardous (**Burning +1**) giving **Burning +1** to the model. If the Hazardous Terrain does not mention an effect in its description, the model simply suffers 1 damage.”

### **Pg 39. Buildings (Flat and Steep)**

Changed X to be “height in inches (rounded to the nearest whole number).”

### **Pg 40. Fences and Walls**

Changed X to be “height in inches (rounded to the nearest whole number).”

### **Pg 40. Hills**

Changed third paragraph to: “Hills count as Height X, Blocking, Climbable 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 to the nearest whole number).”



**Pg 40. Obstacles**

Changed X to be “height in inches (rounded to the nearest whole number).”

**Pg 40. Staircases**

Changed X to be “height in inches (rounded to the nearest whole number).”

**Pg 41. Special Terrain**

Added Section on Special Terrain from MoM book

**Pg 42. 1. Encounter Set Up**

Changed to 1. Encounter Setup

**Pg 42. Encounter Order**

Added new Step E. Choose Deployment (Step E-K changed accordingly)

**Pg 42. Encounter Order**

Swapped Steps I. Choose Schemes and J. Deployment

**Pg 42. Encounter Setup**

Replaced “ten” with “twelve” and “J” with “L”

**Pg 43. Determine Scenario**

Paragraph 2 added sentence - “Additional Strategy and Scheme Pools can be found for free on the Malifaux Crew Builder App.”

**Pg 44. Added Step E – Choose Deployment**

“The Attacker chooses a Deployment Zone for their model Deployment in Step J”.

**Pg 45. Step I Choose Schemes**

Moved to Step K (after Deployment).

**Pgs 42 – 45. Steps E–K**

Adjusted Step lettering based on above changes

**Pg 41. Choose Additional Masters**

Added paragraph: “Additional Masters hired into a crew are treated as a Leader for all effects that refer to “non-Leader” but no other effects.”

**Pgs 46 – 49. Strategies & Schemes**

Adjusted to most recently updated version of each Strategy or Scheme.

# MALIFAUX

THIRD EDITION

## FEBRUARY 2022 ERRATA

### ARCANISTS

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#### Moleman

- **Unimpeded** replaced with **Favorable Terrain**.
- Gained **Through the Mountain** and **Rough Ground** Abilities.
- Gained **Dig Deep** Bonus Action.
- **Tunneling** adjusted to by 8" range, Stat 5, TN 8, and can target any Terrain or Scheme Marker.
- Gained **Diggin' Holes** Trigger on **Tunneling**.
- Health increased from 4 to 5.

#### Rasputina

- **Frozen Touch** Action Removed
- Df Stat increased from 4 to 5.
- Gained **Glacial Surge** Ability
- **Shatter** Bonus Action replaced with **December's Passage**.
- **Harsh Winter** Ability adjusted so enemies cannot gain Cover from Ice Pillars.
- **Reposition** trigger removed.
- **Winter's Strike** gained +♣ on Weak damage and -♣ on Severe damage. Additionally, **Winter's Strike** no longer Pushes the target and instead has +1 damage if a ♣ Marker is touching an Ice Pillar.
- **Freeze Over** Action no longer deals damage. Friendly December models may now ignore the effects and Heal 1.
- **Onslaught** Trigger replaced with **Mass Hysteria**.
- **Swift Action** Trigger replaced with **Cruelty**, **Hypothermia**, and **Cracked Ice**.
- **Ice Shield** renamed to **Sub-Zero Shield**.

#### Neil Henry

- **Sabotage** Ability replaced with **Nail Down**.
- **Reckless** Action replaced with **Get to Work**.
- Df Stat increased from 5 to 6.
- **Rail Driver** Action replaced with **Steel Driver**.
- **Whirling Hammer** Action replaced with **Bulldoze**.

### BAYOU

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#### Francois LaCroix

- **Hard to Kill** Ability removed
- **Showdown** Ability Replaced with **Rapid Reaction** (♣)
- **Sword** Stat changed from 6♣ to 6.
- Gained **Sudden Strike** Trigger on **Gremlin Menace**.
- Gained **Challenge** Action.
- **Gremlin Menace** now ignores other models while moving and is enemy only.

#### Rami LaCroix

- Cost increased from 6 to 7.
- Health increased from 6 to 7.
- **Advanced Sights** Ability replaced with **Expert Shot**.
- **Swift Action** and **No Witnesses** Triggers removed.
- Gained **Stagger** Trigger on **Clockwork Rifle**.

#### Gautreaux Bokor

- **Obey** Action removed.
- **Déjà vu** Trigger removed.
- Gained **Consolidate Power** Bonus Action.
- Gained **Surge** Trigger on **Protective Spirits** Action.
- **Healing Energy** stat increased from 5 to 6.
- **Big Voodoo** Ability replaced with **Blast Resistant +2**.

#### Wong

- **Launch into Space** Action adjusted to target any Marker.
- **Wait What?!** Trigger wording adjusted to clarify the controller of the new Marker stays the same.
- Df Stat increased from 5 to 6.
- **Counterspell** Ability replaced with **Three Demon Bag**.
- **Iron Fan** Stat increased from 5 to 6.
- **Fzzzzap!** Action is no longer a ⚡ Action and only drops a single Shockwave Marker.
- **Fzzzzap!** Stat changed from 6 to 6♣.
- **Severe Injury** Trigger replaced with **Cataclysm**.
- Gained **Protective Glow** Trigger on **The Glow**.

#### Swine-Cursed

- Soeey Keyword replaced with Pig.
- **Magical Influence** Ability removed.
- Gained **"I'm No Coward"** Trigger on **Heroic Intervention**
- Heroic Intervention stat adjusted from 6 to 6♣.
- Gained **Tear Off a Bite** Trigger on Tusks.
- **Demise (Unstable Transformation)** Ability adjusted to only Summon Bayou Gremlins but now includes a (X) of damage.
- Health increased from 7 to 8.

### EXPLORER'S SOCIETY

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#### Alpinist

- **Climbing Gear** Ability adjusted to "Friendly models that start a move within 4 may ignore all models, terrain, and vertical distance while moving."
- **Tin Feast** Action adjusted to "This model Heals 2."

### **Intrepid Effigy**

- **Aura of Courage** Action adjusted to “Until the End Phase, after a friendly model within range passes a duel generated by an enemy model by 2 or more, the friendly model may Heal 1”.

### **Intrepid Emissary**

- **Aura of Courage** Action adjusted to “Until the End Phase, after a friendly model within range passes a duel generated by an enemy model by 2 or more, the friendly model may Heal 1”.

### **English Ivan**

- Umbra Keyword Removed.
- Gained **Deal with the Dark** Ability.
- **Intercision** Trigger adjusted to: “*Once per Turn. Enemy only. This Action;s duel total must be 14 or more. When resolving, instead of resolving this Action’s effect, ...*”
- **Penumbral Converter** range adjusted from ①6 to ①2.
- **Sustaining Shadows** Ability no longer mentions “other”.
- **Black Soulstone** Stat reduced from 7 to 6 and TN reduced from 13 to 12. Additionally, English Ivan ignores the effects of this Action.

### **Nexus**

- **Citizens of Malifaux** Action added wording “Models summoned this way are treated as having already Activated this Turn and neither player gains any Pass Tokens.” and limited to up to 3 friendly Scheme or Web Markers.
- **Omnipresent Influence** Ability range adjusted from 12” to ①12.
- **Citizens of Malifaux** Stat increased from 6 to 7 and TN increased from 8 to 10.
- **Sz** stat increased from 2 to 3.
- **Severe Injury** Trigger replaced with Blood Loss.
- **Siphon Life** Trigger replaced with **Tear Off a Bite**.

### **Archivist**

- **Killer Late Fees** Trigger damage increase is removed.
- **Ill Omens +2** Ability replaced with **Dust and Cobwebs**.
- **Spin Web** Trigger replaced with **Hush** and **Get in There** Triggers.

### **Mikhail XVI**

- **Koschei, The Epitaph Blade** range reduced from ③ 2” to ③ 1”.
- **My Father’s Legacy** Action is restricted to other friendly models.
- **Mv** stat increased from 4 to 5.
- **Chronicle (Protection)** Ability adjusted to move instead of Place and up to 5” toward the Healed model.
- **Cut Them Down** Trigger replaced with **Sudden Strike**.

### **Calypso**

- **Demise (Explosive)** Ability reduced from +2 to +1.
- **Mass of Tentacles** Trigger removed.
- **Onward!** stat reduced from 4 to 3.
- **Df** stat reduced from 6 to 5.
- **Original Creator** replaced with **Original Creators**.

### **Cryptologist**

- **Antique Timepiece** adjusted to no Stat or TN and “*Other friendly Wastrel or Minion only. Target takes an Action listed on one of their Attached Artifact Upgrades.*”
- Gained **Throw Yer Arm at Em** Trigger on **Cursed Translation**.
- **Cursed Translation** stat changed from 5 to 5 ④.
- Gained **Purification** Trigger on **Clockwork Arm**.
- Gained **Rapid Reaction (⚡)** Ability.
- **Ancient Technology** Ability adjusted so the opposing player always has the choice to discard a card to ignore the effect instead of only for their own models.

### **Brocken Spectre**

- **Hallowed Glory** Action adjusted to: “... Enemy models that moved into base contact with this model this way suffer 2 damage”.
- **Terrifying (11)** Ability removed.

## **GUILD**

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### **Orderly**

- **Research Specimens, Constriction, and Restraints** Abilities replaced with **Clingy** and **Medical Personnel**.
- **Necrotic Injection** Action replaced with **Grapple**.
- Gained **Creep Along** Bonus Action.

### **Thalarian Queller**

- **Startle** Bonus Action replaced with **Anti-Magic Field**.
- **Flaming Brand** Action replaced with **Mage Brand**.
- **Barrier to the Other World** Ability replaced with **Suppress Magic** and **Gunfighter**.
- **Arcane Staff** stat reduced from 6 to 5.

## **NEVERBORN**

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### **Changeling**

- Gained **Unassuming Demeanor** Attack Action.
- **Just Like You!** Action replaced with **On the Wrong Side**.
- Gained **Take by the Hand** Bonus Action.
- **Whispered Truths** Action removed.
- Gained **Sidekick** Ability.

### **Bultungin**

- **Pack Mentality** and **Abundant Growth** Abilities replaced with **Hard to Kill** and **Favorable Terrain**.
- **Forage** Bonus Action replaced with **Homeward Bound**.

### **Bloodwretch**

- Gained **Hard to Kill** Ability.
- Gained **Furious Swipe** Bonus Action.

### **Black Blood Shaman**

- **Relish in Blood** Ability replaced with **Ancient Ritual**.
- **Blasphemous Ritual** Action Removed.
- **Blood Clot** range reduced from (X)3 to (X)2.

## OUTCASTS

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### Drachen Trooper

- **Mv** stat increased from 4 to 5.
- Health reduced from 8 to 7.
- Cost reduced from 8 to 7.
- **Clear the Area** Ability replaced with Containment Suit.
- **Flame Wall** Trigger removed.
- **Burn it Down** Bonus Action replaced with **Light it Up**.
- **Move or Burn** Action removed.

### Barbaros

- Gained the Returned Keyword.
- **Challenge** Action removed.
- **Nephilim Loyalist** Ability adjusted to any crew containing Nekima.
- Gained **Caught in the Ring** Ability.
- **Regeneration +1** Ability replaced with **Broodfighter**.
- **Df** stat increased from 5 to 6.
- **Wp** stat reduced from 6 to 5.

### Winged Plague

- **Mv** stat increased from 5 to 6.
- **The Plague Spreads** Ability adjusted to: “During the End Phase, Push this model up to 3” towards a model in LoS without a Blight Token. After moving, other models in base contact with this model gain a Blight Token.”

## RESURRECTIONISTS

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### Dr. McMourning, *Insanitary*

- **Plastic Surgery** Action is restricted to Experimental models and TN increased from 12 to 13.
- **Desperate Plot** Action now discards Appendage upgrades if a new one is Attached.
- **Desperate Plot** stat changed from 6 to 6♣.

## TEN THUNDERS

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### Fuhatsu

- **Scatter** Action Removed.
- Now an Enforcer.
- **Rapid Fire** Ability Replaced with **Covering Fire**.
- Cost reduced from 9 to 8.
- Gained **Reckless Aim** Trigger on **Gatling Gun**.

### 3x Terracotta Warrior

- **Armor +1** and **Ruthless** Abilities replaced with **Ten Thousand Strong**, **Take the Hit**, **Numbskull**, and **Nefarious Pact**.
- Health reduced from 4 to 3.
- **Just Like You!** Action removed.
- Clay fist stat increased from 4 to 5 and range increased from  $\text{/// } 0''$  to  $\text{/// } 1''$ .

## UPGRADES

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### Will of Cadmus

- **Parasitic Grasp** Ability adjusted to: “During friendly Activations, Cadmus models in this Crew may treat enemy models with a Parasite Token as though they were friendly Cadmus models (except for Schemes and Strategies). If an enemy model with a Parasite Token would gain another, it instead suffers 2 damage.”
- **Will of Cadmus** TN reduced by from 12 to 10.
- **Uncomfortable Twitch** Trigger changed to after succeeding.

## CORE RULES MANUAL (FREE ONLINE VERSION) ERRATA

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### Pg 12. Actions Generated by Triggers

Adjust last paragraph to “Bonus Actions generated by Actions, Abilities, or Triggers may be taken even if the model has already taken a Bonus Action during the current Activation and do not count against a model’s one Bonus Action per Activation limit.

### Pg 22. Actions

Adjust last paragraph to “...costs, targeting restrictions, and/or...”

### Pg 22. Bonus Actions

Adjust last sentence from “...generated by a Trigger.” to “...generated by a Action, Ability, or Trigger.”

### Pg 22. Add the following General Action

**Slam:** Target an Impassable Marker or any one Destructible Terrain piece within 1”. If the target is Destructible remove it from play, otherwise Place it within 1” of this model.”

### Pg 23. Step 1

Add “Some actions have special restrictions. If these restrictions aren’t met, the Action cannot be declared.”

### Pg 23. Step 3

Adjust first sentence to “In addition to Special Restrictions and costs, some Actions have targeting restrictions also written in italics and restrict the Action in some way, such as limiting the Action to targeting Construct models only or targeting Scheme Markers.”

### Pg 23. Special Restrictions

Rename to “Action Restrictions” and adjust text of first paragraph to “Some Actions or Triggers have various restrictions written in italics at the start of the effect. These Restrictions can be either Special Restrictions or Targeting Restrictions.”

- **Special Restrictions** – Special Restrictions are those that limit an effect to only being declared in specific circumstances such as “Once Per” effects (pg. 33) or more complicated restrictions like “This Action cannot be taken while within 1” of Blocking Terrain”.
- **Targeting Restrictions** – Targeting Restrictions are those that limit what objects an Action can target (Step 3: Targeting). If a Trigger has a targeting restriction, then it cannot be declared if the target of the Action does not meet the Trigger’s targeting restriction. Listed below are the basic targeting restrictions:
  - **Enemy:** This Action must target an enemy model.
  - **Friendly:** This Action must target a friendly model.
  - **X only:** This Action must target a model with X Characteristic, Keyword, Name.
  - **Other:** This Action must target a model other than the one declaring this Action.
  - **X Marker:** This Action must target an X Marker.

### Pg 25. Healing

Adjust this paragraph to the following: “When a model Heals, it gains an amount of Health equal to the healing effect using the timing structure below. If any effects are generated during this timing structure, that effect is resolved after completely resolving all steps of the Heal timing, in the order in which the effect was generated.

If multiple models Heal at the same time, resolve the Heal timing of each model completely one at a time.

- **Determine the amount to be Healed** – If there is a variable flip involved in the Heal effect, flip for this now (including any Accuracy modifiers from opposed duels).
- **Would Heal** – Resolve any effects that would happen if a model would Heal. If this would cause the model to no longer be Healed or the amount Healed is reduced to 0, skip any remain steps of this Timing Structure.
- **Check Maximum Health** – If the model is at its Maximum Health, it cannot be Healed and the Heal effect fails skipping steps 4-6 of this timing Structure.
- **When Heal** – Resolve any effects that would happen when a model Heals. If this would cause the model to no longer be Healed or the amount Healed is reduced to 0, skip any remain steps of this Timing Structure.
- **Increase the model’s Heal** – The model increases its Health by an amount equal to the final heal amount. If this would increase a model’s Health above its Maximum Health, any additional Healing is ignored (as though it did not occur).
- **After Heal** – Resolve any effects that would happen after a model Heals.
- **Excess Healing Effect** – If an effect would occur as a result of a model Healing in excess of its Maximum Health, that effect resolves now.

**Pg 29. Burning**

Add the following Text to **Burning** “(to a maximum of 5 damage).”

**Pg 29. Poison**

Add the following Text to **Poison** “(to a maximum of 5 damage)” to the first sentence.

**Pg 33. “Once per” Effects**

Change “limitations” to “Restrictions” and “limited” to “Restricted”.

**Pg 33. Choosing to Suffer Damage**

Adjusted to “Choosing to suffer Damage or be Killed” – Adjusted last sentence to “...or below. Additionally, while a model is controlled by an opposing player, it can never choose to Kill itself with an ability or Action.”

**Pg 37. Destructible**

Change Text to: Models can target this terrain with the **Slam** Action (Pg. 22) to remove it from play. If a model is standing on Destructible Terrain when it is removed, that model falls.

# MALIFAUX

THIRD EDITION

## APRIL 2021 ERRATA

### ARCANISTS

#### Colette Du Bois

- **Df** Stat changed from 5 $\square$  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 $\heartsuit$  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  $\heartsuit$  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  $\spadesuit$ , 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 + $\square$  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 X to 6 $\square$ .

### 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 reduces 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.

### Ikiryō

- **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**.

### Madame 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 16X to 18X.
- **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 2.
- **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 12X to 14X.
- **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** gains 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 Quiang

- **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** (♣) "**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".

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## 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.

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## 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 individual 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**.
- **Forge** 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  $\text{♣}$  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 $\text{♣}$ .
- **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 $\times$  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  $(\times)3$  to  $(\times)4$ .
- **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 $\times$  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 $\text{♣}$  to 6.
- **Hurl Corpse** stat reduced from 6 $\text{♣}$  to 6.
- Gained **Mournful Memories**  $\text{♣}$  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 $\text{♣}$  to 17 $\text{♣}$ .
- **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 player’s hand instead of every two.
- **Onslaught** Trigger replaced with **Quick Reflexes**.

### Lust

- **Lascivious Music** is now a Bonus ( $\text{♣}$ ) 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** range increased from  $\text{♣}$  1” to  $\text{♣}$  2” and gained a TN of 12.

### Twelve Cups of Coffee

- Twitchy changed to: “After an enemy model ends its Activation within  $\text{♣}6$ , 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  $\text{♣}3$  is killed.

## CORE RULES MANUAL (FREE ONLINE VERSION) ERRATA

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### **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.