MALIFAUX THIRD EDITION

JULY 2023 FAQ

Updates to FAQ in July 2023 are marked with an (*).

SECTION 1: GENERAL

1. If model Z is controlling model X's Action and that Action generates a new Action, does model Z control the new Action?
   a) Yes, model Z would control the generated Action and any subsequently generated Actions, but if the controlled model is ever resisting an opposed duel, it is always controlled by its owner (not necessarily its controller).

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

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

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

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

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

7. When determining how much damage a model suffered from an effect (for purposes such as the **Necrotic Decay** Trigger), is damage reduction accounted for?
   a) Yes. Whenever an effect is referring to the amount of damage a model suffered from an effect, it is always referring to the amount the model's Health was lowered in Step 4 of Damage Timing (pg. 35). It is important to note a model's Health can never be reduced below 0. As such, excess damage past 0 is not treated as damage suffered by the model.

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

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

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

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

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

13. If a **Shockwave** Action is centered on a model (from an effect such as Wong's **Uncontrollable Magic**), does that model suffer the effects of the **Shockwave**?
    a) No. In such cases, **Shockwave** Markers aren't dropped and instead the **Shockwave** is generated as a (⊀) centered on the model, which (as per Pulses pg. 31) does not affect the object from which the (⊀) is centered.

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

15. When taking a **Shockwave** Action, during what Step is the **Shockwave** Marker Dropped?
    a) Step 3 of the Action – Targeting (pg. 23). Some Triggers, such as **Cataclysm**, may Drop additional **Shockwave** Markers when resolving the Action. These markers are Dropped before resolving the effects of the **Shockwave** Action.

16. When a **Shockwave** or Pulse affects both friendly and enemy models at the same time, who chooses the order that models resolve the generated duel?
    a) The model that generated the **Shockwave** or Pulse determines the order for all affected models. When a model is chosen to resolve a **Shockwave**, it resolves its duel and any subsequent damage completely (including any new generated effects, such as Pulses or effects that trigger when a model is killed) before the next model is chosen to resolve the **Shockwave's** duel and damage. This may result in situations where a model is killed by an effect such as **Demise (Explosive +3)** before it resolves its **Shockwave** duel, in which case the duel generated by the Shockwave is ignored.

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

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

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

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

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

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

23. If an effect of a model has the "Once per X" restriction that says the model "may" do something, can it choose not to in order to avoid using its "Once per X" limit?
    a) Yes. Effects that say a model "may" do something are optional for a player and can always be forgone should a player not wish to activate the effect. However, other "Once per X" effects that do not say "may" must be used at the first opportunity and cannot be used again within the same limit.

24. The word "another" is used in Malifaux in many different contexts, and while it can be determined primarily through such context, is there a more clear definition to use for non-native English speaker?
    a) "Another" should always be determined based on the context of the sentence first, but in the cases where that is unclear the following method can be used. "Another" will refer to the objects other than most recent noun in the text that each fits within the restrictions of the phrase. For example, in Nekima's **Enraged by Insolence** Action, "Another friendly Nephilim" will refer to "friendly Nephilim" other than the most recent noun (A friendly Nephilim killed within range), which can refer to any friendly Nephilim (including Nekima) other than the one that was killed.
       However, there are many instances in Actions or Triggers where no noun was used within the text prior to the "another" phrase, in which case "Another friendly (model)" will refer to models other than the model that is resolving the text, and other uses will refer to models other than the target of the current Action.

25. Are Friendly and Enemy Scheme Markers considered different types of Markers, such as for Research Mission?
    a) No. The type of Marker is Scheme, their Alignment (friendly/enemy) is the only difference.

26. If a model is **Staggered** (or has **Planted Roots**) can it be moved by its own Actions that are controlled by another model?
    a) Yes. Actions such as **Obey** that allow a model to take an action aren't directly moving it. Instead it is moving itself, but not under its own control.

27. If a model's **Slow** or **Stunned** Condition are ended during its Activation, by an effect such as **Shrug Off,** do the effects last for the rest of the Activation?
   a) No. If **Slow** is removed, the model's Action limit is immediately increased back to its normal value and the model may continue its Activation as normal. If **Stunned** is removed the Bonus Actions it has already taken that Activation no longer count towards its Action limit.

28. What does it mean for a Push to be interrupted?
   a) A Push is interrupted if it stops short of its full distance moved for any reason. For Pushes that are "up to" a specific distance, that distance must be chosen before the model is moved and it is treated as interrupted if it stops short of that distance chosen.

29. Both the **Burning** and **Poison** Condition have a maximum damage of 5, can this damage be further increased by effects which increase the damage a model suffers from these conditions such as **Alcohol Poisoning**?
   a) No. Effects such as **Alcohol Poisoning** directly increase the damage from the condition, which cannot be increased beyond its maximum of 5.

30. If an Action's Trigger lists a model by name, Summons a model, or Attaches an Upgrade is the action itself considered to do those same things for effects such as **Obey**?
   a) No. However, the Trigger which lists a model by name, Summons a model, or Attaches an Upgrade is treated as blank and cannot be declared if the action was generated by an effect such as **Obey**.

31. Many effects in the game refer to multiple Markers at a time such as "friendly Scheme or Web Markers", in cases like this does friendly refer to both Scheme Markers and Web Markers or just Scheme Markers?
   a) Both. Text written as "friendly X or Y Markers" is exactly the same as "friendly X Markers or friendly Y Markers".

32. If a model uses an effect such as **Harness Chi** to increase its duel total, does that modifier also get added to its final duel total? If the model had a lower flipped duel total but uses **Harness Chi** to increase its current duel total above the opposing model's duel total, would it now Cheat Fate second?
   a) Yes. Modifiers that affect a model's duel total continue to affect its final duel total (unless otherwise stated) but are not added an additional time when calculating a model's final duel total. If a modifier is applied before any model in a duel Cheats Fate, this may affect who Cheats Fate first.

33. If an effect would allow a model to look at or reveal the top card(s) of a Fate Deck, and there are not enough cards left in the Fate Deck, is the Fate Deck shuffled?
   a) Yes. For example, if Sonnia Criid, Unmasked uses **Confiscated Lore**, but the opponent only has three cards left in their Fate Deck, set those cards aside, shuffle the Fate Deck, and then draw two more cards for Sonnia to look at.

34. *What does it mean for two objects to "come into base contact" with each other?
   a) If at any point during a move two objects are in base contact with each other, they are considered to have come into base contact with each other. Objects may not come into base contact with each other more than once in a single move. If two objects' bases physically touch while resolving an effect that is not a move, such as from a Drop, they are not considered to have come into base contact with each other.

35. *If an effect allows me to choose two options from a list, such as John Watson's *Take Two of These and Call me in the Morning* Trigger, can I choose the same option twice?
   a) No. When an effect says to choose or resolve two (or more) options from a list, the same option cannot be chosen more than once unless otherwise stated, as in the **Moment of Reflection** Action.

36. *If a model that can move through models Pushes toward another model, can it Push completely through the other model?
   a) Yes. For example, when Samael Hopkins uses **Creep Along** on the Purifying Flame he can choose his reference points such that he moves as depicted below so long as he has enough movement to end the Push in base contact with, but not overlapping, the Purifying Flame's base:

37. *If a model is subject to an effect that Replaces it with a new model after it is killed, such as **Demise (Dead Horse)**, and the model is killed by an effect such as the *Exorcism* or *Execute* Triggers, is the model that is Replaces into killed?
   a) Yes.

38. * Who determines the order in which VP are scored during the End Phase?
    a) Follow these steps:
        1. The player with Initiative scores VP for the Strategy.
        2. The player without Initiative scores VP for the Strategy.
        3. The player with Initiative scores VP for all of their Schemes (in any order they wish).
        4. The player without Initiative scores VP for all of their Schemes (in any order they wish).

SECTION 2: ACTIONS

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

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

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

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

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

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

7. While controlled by a friendly model, can an enemy model take the **Interact** Action to place a friendly Scheme Marker within 4″ of another friendly Scheme Marker?
    a) No.

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

9. If an effect allows a model to target models outside its range with a ⫻ Actions (such as from a Waldgeist's **Tangling Roots**) or drawing LoS and range through another model for them (such as Zoraida's **Eyes in the Night**), does this extend its engagement range?
    a) No. Effects such as these that do not change the base range of the Action do not affect a model's engagement range.

10. If a model would Place an object "anywhere within range" of an Action, does it need to have LoS to that range?
    a) Yes. The range of an Action includes LoS. The Sz of the object being Placed (or Dropped) "within range" is treated as Sz 0 for the purpose of determining if the model can Place that object in its LoS. The only exception to this is if a model is Placing itself, it does not need LoS.
        For example, Rasputina (Sz 2) could not take the **Ice Pillars** Action to Create an Ice Pillar (Ht 4) on the opposite side of a Ht 2 wall unless she can draw a sightline to the Created Ice Pillar that does not cross the wall. Similarly, if Euripides (Sz 4) takes the **Rune-Etched Ice** Action, he can only put the Created Ice Pillar (Ht 4) on the opposite side of a Ht 2 wall if the Marker is not in the wall's shadow.

11. If an effect such as **Scamper** which resolves "after the current Action or Ability" would be generated during an Ability within an Action when will it resolve, after the Ability or after the entire Action?
    a) After resolving the entire Action. The timing of "After resolving the current Action or Ability" for **Scamper** (and other similarly worded effects) resolves when no Action or Ability is currently resolving. If there is any instance where this would resolve and there is no currently resolving Action or Ability, it resolves immediately.

12. If a model has multiple Abilities that resolve after it is targeted (such as **Terrifying (X)**, **Protected (X)**, or another model's **Take the Hit** Ability) can it resolve more than one?

a) Yes. When a model is targeted all effects that would resolve are generated at the same time and can be resolved in any order (as per Simultaneous Effects on pg. 35). However, some effects may change the target of the Action, in which case that new model is not targeted and as such those effects aren't generated a second time. Additionally, abilities such as **Manipulative** that affect Actions that target "this model" only apply to those Actions that are still targeting that model.

For example, if a model with **Take the Hit** changes the target of an Action to itself, it would not benefit from any of the initial target's Abilities such as **Manipulative** that require the Action to target "this model", nor could it benefit from more of its own abilities that resolve when it is targeted (such as **Terrifying**).

13. If a Trigger allows a model to take an Action instead of the Action's normal effects (such as Marcus's **Hunter's Call** Trigger or Will of Cadmus' **Aggressive Control** Trigger), can that Action declare Triggers?

a) No. If an Action is generated by a Trigger, it cannot declare Triggers (pg. 12 Actions Generated by Triggers), even those Actions generated instead of the Action's normal effects.

SECTION 3: TERRAIN

1. Do all terrain pieces have a base?

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

2. If a model is unaffected by Concealing Terrain, does it still gain Concealment from enemy Actions that draw LoS through that Concealing Terrain?

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

3. If a model is generating an Aura of Hazardous Terrain around itself, do models within that Aura suffer the effects of the Hazardous Terrain if the model generating it moves?

a) No.

4. If a model removes a Hazardous Terrain Marker in the same Action that it moved through the Marker, does it suffer the effects of the Terrain Marker's Hazardous trait?

a) Yes. The effects of Hazardous Terrain apply to a model after resolving an Action regardless of if the terrain is still in play.

5. If a terrain piece has both the Concealing and Dense Traits, does drawing LoS to the terrain grant Concealment to models partially blocked by the terrain.

a) Yes. Sight lines drawn into Dense and Concealing Terrain would still go into the terrain, though blocked, and thus would grant Concealment to the targeted model.

6. If a model is generating Hazardous Terrain, and that Hazardous Terrain kills a model, is the model that is generating the Hazardous terrain considered to have killed the model?

a) No. Models killed by the effects of Hazardous Terrain aren't treated as killed by any specific model.

7. What does "ignoring Terrain" mean?

a) A model that ignores Terrain ignores and is unaffected by all of that terrain's traits. If the Terrain is Impassable, the model may move through (but not end in) the terrain as though it weren't there. Ignoring terrain does not allow a model to ignore the vertical distance of that terrain, so if the model wanted to move on top of terrain, it would still need to move that vertical distance using that terrain's Climbable Trait.

8. If a Concealing terrain piece has Ht, is its Concealing trait ignored by models of larger **Sz**?

a) No. Concealing terrain is not affected by its own Ht as sight lines will still pass through the object as they are drawn from a top-down perspective.

9. What does "ignoring vertical distance" mean?

a) If a model ignores vertical distance then it ignores Falling damage and while taking the **Walk** Action it can move vertically along Climbable Terrain without using any amount of its movement distance. However, this does not allow a model to Push over terrain, as it would still need to break its movement into shorter distances.

10. Can a model climb up Climbable terrain with any Movement?

a) No. Unless otherwise stated, models may only move vertically along Climbable terrain when they take the **Walk** Action or when they are falling.

SECTION 4: ENCOUNTERS

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

2. **Ignored by Strategies and Schemes** – If a model would become "ignored by Schemes and Strategies" such as by the effects of Dr. Grimwell's **Restraints** Ability, is it considered killed by those Strategies and Schemes?
   a) No. It is simply ignored. If it had a Strategy Token (such as a Lodestone Token), that token simply stays on them but has no effect. As normal, these "ignored" models cannot resolve the effects of Strategies and Schemes such as Dropping Strategy Markers. However, other models still treat the model as having such a Token and can affect the token as normal, such as Interacting near an "ignored" model with a Lodestone Token to move the token off of them.

3. **Strategy Markers** – Can a Strategy Marker be chosen or used by a player for Schemes that can choose/use any non-specified Marker?
   a) Yes. While models can only affect Strategy Markers by those effects which are specifically called out in the Strategy, Schemes such as Research Mission and Death Beds which are effects of a player and not an individual model can choose/use them.

4. **Titles** – When are master titles chosen?
   a) Master titles are chosen by players during Step G. of Encounter Setup – Hire Crew.

5. **Cursed Objects** – Can a Tormented model take the **Interact** Action to place one of its Curse Tokens on a friendly Guilty, using the **Guilty as Charged** Ability?
   a) No. The friendly Guilty is not treated as an enemy model for the purposes of Strategies or Schemes.

6. **Carve a Path** – Can a model drawing LoS and range from another object within 1″ of a Strategy Marker in Carve a Path take the **Interact** Action to Push that Strategy Marker?
   a) Yes, the model is considered within 1″ of the Strategy Marker for the purposes of that **Interact** Action, however the model's physical position on the board does not change. It therefore would not be considered within range of any Auras, Terrain, or effects within range of the object it is drawing LoS from (unless the model's base was also within range of those effects). For example, if Rasputina used **Ice Mirror** to **Interact** with a Strategy Marker in Carve a Path and that Ice Pillar was inside a Pyre Marker, Rasputina would not suffer the effects of the Hazardous Terrain.

7. *__Carve a Path__ – Can an enemy model use a Strategy Marker to remove a Marker that is under an effect that prevents enemy models from removing it, such as the **Dependable** or **Rusted Metal** Abilities?
   a) No. If an enemy model takes the **Interact** Action and is controlling the Push of the Strategy Marker, the removal of the non-Strategy Marker is considered an enemy effect.

SECTION 5: SPECIFIC ABILITIES, ACTIONS, AND TRIGGERS

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

2. *__Hard to Kill__ – If a model has 2 Health remaining, can it choose to suffer 2 damage from the *Necrotic Decay* Trigger to increase its damage by +2 because its **Hard to Kill** Ability will keep it alive?
   a) Any damage that would be suffered in excess due to **Hard to Kill** is ignored for all game effects, including costs. For example, if the Rogue Necromancy has 2 Health remaining and chooses to suffer 2 damage when declaring the *Necrotic Decay* Trigger, it would suffer 1 damage before **Hard to Kill** applies, the excess 1 damage would be ignored, and *Necrotic Decay* would only increase its damage by +1.

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

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

5. **Gunfighter** – When treating a ⌐ Action as having a range of ⫻ 1″, is the Action still treated as a (⌐) Action?
   a) No. The entire range of the Action changes from ⌐X″ to ⫻ 1″.

6. **Gunfighter** – Can a model with the **Gunfighter** Ability treat itself as engaging an enemy model for the purposes of its own Catch and Release Scheme, and not engaging the same enemy model for the purposes of the enemy's Hidden Martyr Scheme?
   a) No. Models with **Gunfighter** (and similar effects) are always treated as having an engagement range (unless another effect says otherwise).

7. ***Gunfighter** - Can a model with **Gunfighter** use one of its ☞ **Shockwave** Actions as a ⚔ Action?
   a) Yes. **Gunfighter** can be used to treat ☞ **Shockwave** Actions as ⚔ Actions, in which case all **Shockwave** Markers must be Dropped within 1″ of the model taking the Action. If the **Shockwave** Action is being generated as a result of the **Disengage** Action the normal effects of the Action, such as damage and Triggers, are ignored (as usual) and the opposing model resists the Action with the Stat listed in the **Shockwave**; such as **Mv** for the **Throw Dynamite** Action.

8. **Blade Rush** – Is damage from **Blade Rush** treated as damage from the **Charge** Action?
   a) No. The damage from **Blade Rush** is generated by the Ability as a result of taking the Action, not the Action itself.

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

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

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

12. **Stealth** – If a model is drawing LoS through another object to target a model with **Stealth** (via another Ability such as Zoraida's **Eyes in the Night**), does the initial model taking the Action need to be within 6″ of the target?
    a) No. Only the object from which LoS is drawn needs to be within 6″ of the targeted model with **Stealth**. This applies even if the Action itself would normally ignore range. Note: **Stealth** has no effect while a model is Buried.

13. **Face in the Crowd** – **Face in the Crowd** states: "If this model is within 3″ of one or more models, it gains Cover". Does this include itself?
    a) No. For this specific Ability, this is a typo, and should read: "If this model is within 3″ of one or more other models, it gains Cover".

14. **Undercover** – If a model with the Undercover Ability is Buried, but the enemy crew has no remaining Minions, can the model Unbury in its Deployment Zone?
    a) Yes.

15. **Filthy Spear** – **Filthy Spear** states: "Target suffers 2/3/4 damage. Models damaged by this Action suffer +1 damage if this Action was generated by the **Charge** Action." If a Kentauroi takes the **Charge** Action and uses **Filthy Spear**, would its **Rear Up** Trigger be increased to 3 damage?
    a) No, this is an unintended interaction. Treat the **Filthy Spear** Action as if it were written, "If this Action was generated by the **Charge** Action, the target suffers 3/4/5 damage. Otherwise, the target suffers 2/3/4 damage."

16. **Bloated Stench** – **Bloated Stench** states: "After this model suffers damage from a ⚔ Action, the Attacking model gains **Poison +1** after resolving the current Action." If a model with **Bloated Stench** is killed by a ⚔ Action, would the Attacking model still gain **Poison +1**?
    a) No, the model with **Bloated Stench** would be removed from the game before the Action is fully resolved and therefore could not apply **Poison +1** to the Attacker.

17. **Labor Contract** – Is the model with the **Labor Contract** Ability required to have LoS to the Summoned Drudge?
    a) No, unless that model is the model that Dropped a Scheme Marker. **Labor Contract** allows the friendly model that drops a scheme marker to discard a card to Summon a Drudge, so the model with **Labor Contract** is not treated as Summoning the Drudge. The friendly model that discarded a card is required to have LoS to the summoned Drudge.

18. ***Make Way!** – If a model with the **Butterfly Jump** and **Make Way!** Abilities uses **Butterfly Jump** to move through another model, does the model that was moved through need to pass a duel or suffer the damage from **Make Way!**?
    a) Yes.

19. ***Shouting Orders** – Can a model use **Shouting Orders** to discard a card without taking the **Concentrate** Action?
    a) Yes.

20. ***Inkfingers** – If a Crew contains both the **Inkfingers** and **Ceaseless Advance** Abilities, can you choose to resolve **Inkfingers** first so that **Ceaseless Advance** always resolves?
    a) Yes.

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

22. ***Luck Thief** – What does "opposed duels and damage flips against this model," mean? Does **Luck Thief** apply if the model with **Luck Thief** is either attacking or being attacked, or only when it is being attacked?
    a) **Luck Thief** will apply any time the model is in an opposed duel with an enemy, whether it is the initiating model or the target.

23. *My Loyal Servant* – Can the *My Loyal Servant* Trigger be used to Heal the target of an Action?
   a) Yes.

24. *Amputation* – If the *Amputation* Trigger resolves on a model with the **Demise (Smoldering Heart)** Ability, can *Amputation* Drop a Pyre Marker?
   a) Yes.

SECTION 6: ARCANISTS

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

2. **Colette Du Bois, *Smuggler*** – If Colette, *Smuggler* targets a Mechanical Dove that was Summoned this Turn with the **Routine Performance** Action thus treating the Dove as Colette for the duration of the Action, can that model (Decoy Colette) take the **Interact** action even though as a dove it was Summoned this Turn?
   a) Yes. For the duration of the Action the Decoy Colette is not the Dove/Marker but is instead Colette and shares Health, Conditions, and Tokens with the original Colette. The Dove/Marker is not considered to be in play for the duration of the action. The Decoy Colette does have its own base contact, engagement range, and LoS and is moved independently from the original Colette, as such, effects such as auras that rely on position only affect Decoy Colette if it is within range of that effect.

3. *Coryphee Duet* – If the Coryphee Duet takes the **Dance Apart** Action during its Activation, are both Coryphee considered to have Activated?
   a) If the Coryphee Duet has not yet Activated (pg. 21) when it takes the **Dance Apart** Action, then neither Coryphee is considered to have Activated (pg. 33), although whichever Coryphee is continuing the Duet's Activation will be considered to have Activated at the end of the current Activation as normal. This can result in the Coryphee Duet having two Activations in a single Turn if the second Coryphee that has not yet Activated uses **Dance Together** during its own Activation. When this happens, the new Duet may continue the current Activation, even though the new Duet is considered to have Activated.

4. **Kaeris, *Reborn*** – When taking the **Melting Point** Action, does the Action draw range and LoS from all friendly Wildfire models with **Burning +3** or more or just a single model?
   a) Just a single model.

5. **Leger de Main** – What happens when two models with **Showmanship** are in an opposed duel with each other?
   a) The effect in its entirety is ignored. If both models in an opposed duel would Cheat Fate after enemy models (or second) all parts of the effects which alter when they would Cheat Fate are ignored.

6. **Damian Ravencroft, *Aspirant*** – If an enemy model controls a Witness model in Damian, *Aspirant*'s crew, is the controlling player able to utilize **Witness the In-Between** to have the obeyed model discard cards from the Damian Player's Configuration?
   a) Yes, unless Damian himself is somehow being controlled. The enemy-controlled model is still considered a model friendly to Damian, and since Damian is friendly-controlled, "your Configuration" would still refer to his owner's Configuration. If Damian were enemy-controlled, "your Configuration" would refer to the opposing Crew's Configuration. Likewise, the **Prioritize** Trigger would be read from the perspective of the controller and could not be used to draw a card from the opponent's Configuration. However, since the Configuration is a Crew Upgrade and controlling a model does not change ownership of that model, an **Obeyed** Witness model would still benefit from its owner's **Conduit** Ability.

7. *Dabbler* – If a Dabbler flips more than one card and fails a duel, which card gets added to the Configuration if the Dabbler uses the **Unexpected Outcome** Ability?
   a) Whichever card was used by the Dabbler to calculate a failing final duel total would be added to the Configuration.

8. *Rasputina, *Abominable** – Can a model use the **Cryosleep** Ability to treat Corpse Markers as having the Blocking and **Ht** 4 traits? Can a model use **Cryosleep** to gain Cover from a Corpse Marker?
   a) No.

SECTION 7: BAYOU

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

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

3. **Rock Hopper** – **Abandoned Machinery** states: "When this model Activates, if there are no friendly models within ⚫4, Push it up to 4″ in any direction." Does this include itself?
   a) No. This Ability should be read as: "When this model Activates, if there are no other friendly models within ⚫4, Push it up to 4″ in any direction."

4. **Lucky Emissary** – If the Lucky Emissary uses the **Steamroller** Action and Pushes through three Ice Pillar Markers, does it suffer 2 damage for each Ice Pillar?
   a) No. The Lucky Emissary would remove each Destructible Ice Pillar Marker, continue its Push, and suffer no damage.

SECTION 8: GUILD

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

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

3. *****Sonnia Criid** – What is the range of an Action in the context of the **Smothering Flames** Ability? If a model attempts to move a Lodestone Token with the **Interact** Action in the Corrupted Ley Lines Strategy while affected by **Smothering Flames**, which range is reduced: The 1″ distance the model can target, or the 6″ distance the Token can be moved?
   a) "The range of their Actions" in the **Smothering Flames** Ability refers specifically to the **Rg** listed next to the Action's name. In the case of moving a Lodestone Token, the **Interact** Action does not have a **Rg**, so **Smothering Flames** would not reduce the range of any effects listed in the Strategy.

4. **Enraged by the Mage** – If a Witchling Thrall uses its **Drawn to Pain** defensive trigger to Push towards an enemy, then uses Sonnia's **Enraged by the Mage** Ability to take a 〣 Action, can that 〣 Action declare Triggers?
   a) Yes.

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

6. **Taggart Queeg** – If a Guard Minion Activates within ⚫4 of Queeg, does it Push (as per his **Prison Superintendent**) Ability immediately when it Activates?
   a) Yes. Models affected by Queeg's **Prison Superintendent** Ability push during Step C.1 of their Activation (pg. 21). This effect is generated at the same time as any other effect worded "(When this model) Activates" and "Start of this model's Activation".

7. **Family** – If a Family model drops its Vendetta target to half wounds during its Activation, can that model reveal Vendetta, and then use **A Por El!** to have another model kill their Vendetta target, and still score the Reveal Point?
   a) Yes. Both the Reveal of Vendetta and **A Por El!** happen during step 3 of the Activation Phase. Since they are simultaneous effects, the acting player chooses the order they resolve.

8. **John Watson** – If Dr. Watson ends his Activation, then uses **Heat of Battle** to take the **Assist** Action and gain **Fast** from **Quick Cure**, does that **Fast** end then and there or would it last until the end of his next Activation? What if Dr. Watson already had **Fast** on him before ending his Activation?
   a) In this case, the **Fast** would not last until his next Activation. **Fast** would immediately end, even if Dr. Watson ended his Activation with **Fast** and chose to end that **Fast** before resolving **Heat of Battle**.

9. **Nellie Cochrane**, *Voice of Disorder* – Can Nellie's **Spread the Word** Ability be used to have the model that initially gained a Condition gain that same Condition again?
   a) No. In the case of **Spread the Word** the Condition gained by the Ability must be gained by a model other than the initial model that gained the Condition.

SECTION 9: NEVERBORN

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

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

3. **Pandora** – If Pandora uses her **Self Loathing** Action and chooses an Action that is *Once per Activation*, does **Self Loathing** itself become Once per Activation?
   a) No. However, if Pandora were to choose a Once per Activation Action, she may not choose the same Action again in the same Activation.

4. **Titania,** *Autumn Queen* – How does the **Herald of Autumn** Ability on the Titania's Chosen Upgrade interact with non-lasting auras such as from her **Royal Escort** and **Queen's Domain** Abilities?
   a) These auras are generated from both Titania and all models with the **Herald of Autumn** Ability.

5. **Klaus Norwood** – Can Klaus's **Pocketful of Personalitie**s Trigger choose a Trigger with the Targeting Restriction of Enemy only if the target of his Action is a friendly model?
   a) No. A Trigger chosen by Klaus's **Pocketful of Personalities** Trigger must still meet all of its normal targeting restrictions in order to be resolved.

6. **Lucius Mattheson,** *Dishonorable* – If Lucius uses **Down the Wrong Path** on an enemy, and the enemy model ends this move engaged by multiple Elite or Mimic models, do all of the engaging models make 🗡 Actions?
   a) No, if the enemy model ended the movement engaged by three Mimic models, only one of the Mimics would take a 🗡 Action.

7. **Woe** – If a model gained the **Stunned** Condition while within ◉6 of three different models with **Misery**, does it suffer the effects of **Misery** three times?
   a) No, it would only suffer the effects from **Misery** once for each time it gains the specified Condition while in range. Each model with **Misery** can only affect a model gaining the Condition once per Activation. As **Misery** is a "may" Ability, the player controlling the models with **Misery** chooses which model will affect the target for each Condition gained.

8. **Marathine** – How does **Living Blade** work with effects that would damage or Heal it? If Marathine suffers ♟ damage, are the ♟ Markers dropped?
   a) Yes. If Marathine is attacked, damage is flipped as normal and any resulting ♟ Markers are Dropped. However, as it has no Health to be lowered, no effects that depend upon Marathine being damaged would occur. Likewise, if Marathine is targeted by an Action that Heals, the Healing is flipped as normal. However, as it has no Health to increase, no effects that depend upon Marathine being Healed would occur.

SECTION 10: OUTCASTS

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

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

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

4. **Hamelin** – If Hamelin uses **Unclean Influence** on 12 Malifaux Rats to make them each take an Action, and the first Malifaux Rat uses **Tangle Together** to replace all 12 Malifaux Rats with a Rat King, would that Rat King resolve all 11 other generated Actions?
   a) No. Generated Actions are not considered lasting game effects and step 4 of the Replace rules does not apply to them.

5. **Winged Plague** – Does the Winged Plague give out Blight Tokens every time it ends a move or only after ending the Push from **The Plague Spreads**?
   a) In this case the sentence, "After moving, other models in base contact with this model gain a Blight Token," refers only to the Push generated by **The Plague Spreads**. For example, if a Winged Plague ended a **Charge** Action in base contact with an enemy model that model would not gain a Blight Token from **The Plague Spreads**.

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

SECTION 11: RESURRECTIONISTS

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

2. **Hanged** – If two Hanged are in an opposed duel and one (or both) flip or Cheat a Joker, how will their **Forever Doomed** Abilities resolve with each other?
   a) The Active player resolves their **Forever Doomed** first, then the other player will resolve theirs. In such a case, if the Active player flips (or cheats) either Joker, it would be treated as the Black Joker and if the Defender would flip (or cheat) either Joker it would be treated as the Red Joker.

3. **Seamus** – For the **A Cause for Celebration** Action are "Special Requirements" the same as an Action's Special Restrictions?
   a) Yes. Special Requirements is referring to an Action's Special Restrictions. However, this does not include an Action's Targeting Restrictions which must still be met even if the Action is generated with Seamus's **A Cause for Celebration** Action.

4. *__Seamus, *A.K.A Sebastian Baker*__ – When can Seamus use his **Talent Scout** Ability? When does the enemy model gain **Distracted +1**?
   a) If the enemy model is engaged by Seamus after it resolves an Action, it gains **Distracted +1**. Both checking for engagement and gaining **Distracted +1** occur during Step 6 of Resolving Actions.

5. *__Seamus, *A.K.A Sebastian Baker*__ – If a model is within range of both *Alone in the Dark* and **Eye of the Hurricane** which one takes precedence?
   a) When these two specific Abilities interact, **Eye of the Hurricane** will always take precedence.

6. **Crooligan** – When a Crooligan discards a card for its **By Your Side** Ability does it resolve the effect of its **Fading (Footsteps)** Ability before or after it is placed from **By Your Side**?
   a) After. The Crooligan must fully resolve the initial effect of **By Your Side** – discarding to place – before it resolves any additional effect as per sequential effects rules (pg. 35).

7. **Urami** – Does the **Vengeance** Ability resolve if a model uses the **Take the Hit** or **Protected** Abilities to change the target of an Action to another model?
   a) No. Being the target (noun) of an Action and being targeted (verb) by an Action are separate (though closely related). **Take the Hit/Protected** change the target (noun) of the Action without targeting (verb) a new model. Because **Vengeance** requires a model to be targeted (verb) it does not work when the target (noun) of an action changes via other means.

8. **Dr. McMourning**, *Insanitary* – What happens if Dr. McMourning uses his **Reduce, Reuse, Recycle** Ability when a Mindless Zombie was removed as a Corpse Marker? If McMourning removes a Scheme Marker, is the Scheme Marker he Drops friendly to McMourning?
   a) The Mindless Zombie would be killed by its **Walking Dead** Ability, removed from the table, and McMourning could either choose to draw a card or Drop a single Corpse Marker. Since the Ability states to Drop "the removed Marker", if McMourning used the Ability on an enemy Scheme Marker, the Dropped Scheme Marker would be an enemy Scheme Marker, and vice versa.

9. **Gwyll** – If a Blood Vessel Heals a model for 0, can that Healing be reduced by Gwyll's **Cling to Death** to treat the model as healing in excess of its maximum health?
   a) No. If a model Heals 0, it is not treated as Healing and would ignore any effects that rely on a model Healing.

SECTION 12: TEN THUNDERS

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

2. *__Linh Ly, *Bibliothecary*__ – Can Linh Ly's Bonus Action, **Control of the Library**, be used to Drop a Scheme Marker if there is already another friendly Scheme Marker within 4″ of Linh Ly?
   a) Yes, so long as the new Marker is not Dropped within 4″ of the existing friendly Scheme Marker.

SECTION 13: EXPLORER'S SOCIETY

1. **Hopeful Prospects** – If a Hopeful Prospect kills a model and is Replaced by its **Welcome to the Society** Ability (and is no longer **Insignificant**) will it resolve effects of Schemes and Strategies that resolve after killing a model?
   a) No. Effects that happen after a model is killed (Step 6c of Damage Timing) are all generated at the same time (before any are resolved) so it's **Welcome to the Society** effect would not have resolved by the time it generates the Strategy/Scheme effect so it is still **Insignificant** at that time.

2. **Seeker** – If a model that has full Health Heals, does it trigger the **Chronicle** Abilities of models around it?
   a) No. **Chronicle** Abilities only resolve after a model Heals (Step 6 of Heal timing pg. 25) which is skipped if the model the Healed model is already at its Maximum Health.

3. **Lamplighters** – When a Lamp Marker becomes **Lit**, does this change its other terrain traits?
   a) No. All Lamp Markers are Ht 4 and Concealing this does not change whether they are **Dim** or **Lit**. Additionally, **Dim** and **Lit** are not Terrain Traits but instead just a method of tracking the Lamplighter's effects, so if another model would Create a Lamp Marker, that Marker would come into play **Dim**.

4. **Lamplighters** – Can multiple Lamplighters use **Light the Way** on the same Lamp Marker to allow models to get multiple 🔆 on the same duel? Is the effect of the Action once per Marker or once per Model?
   a) No, if the Light the Way Action is taken targeting a Lit Lamp Marker, the Action has no additional effect on the Marker (aside from Triggers). The effect is once per Activation per model. For example, if three models were within ⚫2 of a Lit Lamp Marker and were affected by the same **Shockwave**, all three could receive a 🔆 to the duel. However, as the effect is an ⚫, if the models were within ⚫2 of two different Lit Lamp Markers they could not receive a 🔆🔆, but could receive two 🔆 on two different flips.

5. **Will of Cadmus** – Can a Cadmus model relent when targeted by an Action of a model under the effects of the **Parasitic Grasp** Ability?
   a) No. Relenting requires both models to be friendly to each other (pg. 11). Models under the effects of **Parasitic Grasp** do not treat enemy Cadmus models as friendly and as such neither model can relent in an opposed duel between the two.

6. *****Will of Cadmus** – If a model that has already Activated has the option to Activate again, such as with the **Adrift in Time** Ability, can that model choose not to Activate a second time until **Connected Conscience** is used, then Activate after Nexus?
   a) No. **Connected Conscience** will always happen after every other model's final Activation (if any).

7. **Cadmus** – If a model with **We Are Legion** has full Health and Heals, can it reduce the amount Healed and pass it to other nearby friendly Cadmus models? Can it pass this Healing to a model Healed by another **We Are Legion** effect this Activation?
   a) No. **We Are Legion** cannot be used if a model already is at full Health model as if a model has full Health any additional Healing is ignored (see Healing pg. 25). Additionally, **We Are Legion** cannot be used to Heal another model if that model has already been affected by **We Are Legion** that Activation, even if it was affected by a different model's **We Are Legion** Ability as "this Ability" refers to all instances of **We Are Legion** across all models.

8. **Grave Goo** – If the Grave Goo is within Hazardous (Damage 1) Terrain, will its **Trail of Slime** Ability make the Terrain Hazardous (Damage 2 and **Poison +1**)?
   a) No. The damage of the Hazardous is not cumulative so the terrain would just be Hazardous (Damage 1 and **Poison +1**). However, if it were standing in Hazardous (**Poison +1**) terrain, the effects would stack to Hazardous (Damage 1 and **Poison +2**).

9. *****Grave Goo** – If the Grave Goo is within range of an Aura Terrain that only affects "enemy models," such as **Vent Steam**, do models the Grave Goo considers an enemy treat the Aura Terrain as Hazardous from the **Trail of Slime** Ability?
   a) Yes. The Grave Goo is considered to be in base contact with the terrain, and enemy models will treat the Aura Terrain as Hazardous (Damage 1 and **Poison +1**), even though they are not affected by the normal Hazardous damage of **Vent Steam**.

10. **Explosive Turn of Events** – If an enemy model is within the 𝄢3 of multiple selected Markers, would the model take the duel multiple times?
    a) No. The model would take the duel once and upon failing would suffer 3 damage once.

11. **Bygone** – If a Bygone model is controlled by an Action such as Obey, does the controlled model continue to be affected by its owner's Ideal Upgrade?
    a) Yes. The model is still considered to be in its owner's Crew.

12. **Malisaurus Rex** – Can the Malisaurus Rex move itself while under the effects of its **Territorial** Trigger?
    a) No. While under the effects of the **Territorial** Trigger it cannot be moved for any reason, by any model.

13. **Jedza, *Everlasting*** – Are Geode Marker's created by Jedza's, Everlasting's **Waystone** Action Destructible?
    a) Yes. All Markers of a single name share all of the same terrain traits.

14. **Maxine Agassiz, *Monomaniacal*** – If using Maxine's **Calculate the Possibilities** Action, does her **Breachburnt** Ability resolve for each 📖 card discard or just once (if any 📖 cards were discarded)?
    a) Each 📖. **Breachburnt** will resolve after each 📖 card that is discarded or used to Cheat fate, regardless if multiple are discarded at one time.