MALIFAUX

FOURTH EDITION

COMPREHENSIVE RULES GUIDE

4.16.2025 DRAFT

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HOW TO USE THIS GUIDE

Hello, and welcome to Malifaux! This is the Comprehensive Rules Guide for Malifaux 4th Edition. Within this guide you will find step-by-step instructions on how to play Malifaux, including timing charts, diagrams, and practical examples. You can think of this document as a way to solve common rules disputes. If you haven't read the Malifaux 4th Edition Rulebook yet, we recommend doing so *before* diving into this document for a narrative overview of the game of Malifaux. You can download a copy of the Malifaux Rulebook using the URL below:
@URL

GLOSSARY

Action Limit: The number of actions a model can declare during its activation. By default, a model's action limit is two actions and one signature action.

Active player / Active model: The player that is currently activating a model / the model currently activating.

Ally / Allied model: One model is an ally to another model if the two models are friendly and share at least one keyword.

Another model: A model other than the model that generated the effect in question.

Attack action: An action with a resist stat, resolved with an opposed duel. Attack actions cannot target friendly models.

Base Contact: Two objects are in base contact with each other if their bases are physically touching.

Controller: The player currently making decisions for the model.

Different model: A model other than the target.

Effective Size: A model's effective Sz is its Sz plus the Ht of any terrain it is supported by. Effective Sz does not affect any actions, abilities, or triggers that reference Sz.

Enemy model: One model is enemy to another model if they are not in the same crew, i.e. they were hired by different players.

Friendly model: One model is friendly to another model if they are both in the same crew, i.e. hired by the same player.

Initiator / Initiating model: The model in an opposed duel that declared the action or otherwise caused the opposed duel to occur.

Resister / Resisting model: The target of an opposed duel.

Keyword: A word indicating to which crew the model belongs.

Maximum hand size: The maximum amount of fate cards a player may hold in their control hand at once. By default, this is seven.

Model Limit: The maximum number of copies of a model that a crew can contain.

Owner: The player who hired the crew the model is a part of.

Tactical action: An action without a resist stat, resolved with a simple duel. Models may target themselves and any other models with tactical actions (barring action-specific restrictions).

This model: The model (stat card or upgrade card) that has the effect in question printed on it.

BREAKING THE RULES

Models in Malifaux have many unique rules that override the core rules. When a special rule explicitly contradicts the core rules, follow the special rule rather than the core rule.

For instance, an action that states it does not require line of sight is allowed to disobey the normal line of sight rules, and it may therefore choose a target in range even if it cannot see the target. If two special rules directly contradict each other, rules that prevent something from happening take precedence over rules that allow something to happen.

MODELS

In Malifaux, a model is a collection of things, including the physical figure itself, the base it is mounted on, and that model's associated stat card. Each model is defined by a collection of statistics (more often referred to as stats) that represent how well its character moves, attacks, and defends.

Suits (pg. 7)		
Ram	🐏	♥
Mask	🎭	♦
Tome	📖	♣
Crow	🐦	♠
Red Joker	Any one, or none	
Black Joker	None	

Defensive Ability Types (pg. 33)	
Physical Defense	🛡
Magical Defense	🛡
Unusual Defense	🛡

Action Types (pg. 34)	
Melee	///
Missile	🔫
Magic	✨

Other Iconography	
Soulstone (pg. 44)	⬢
Pulse (pg. 13)	(Ẋ)
Signature Action (pg. 34)	⚡

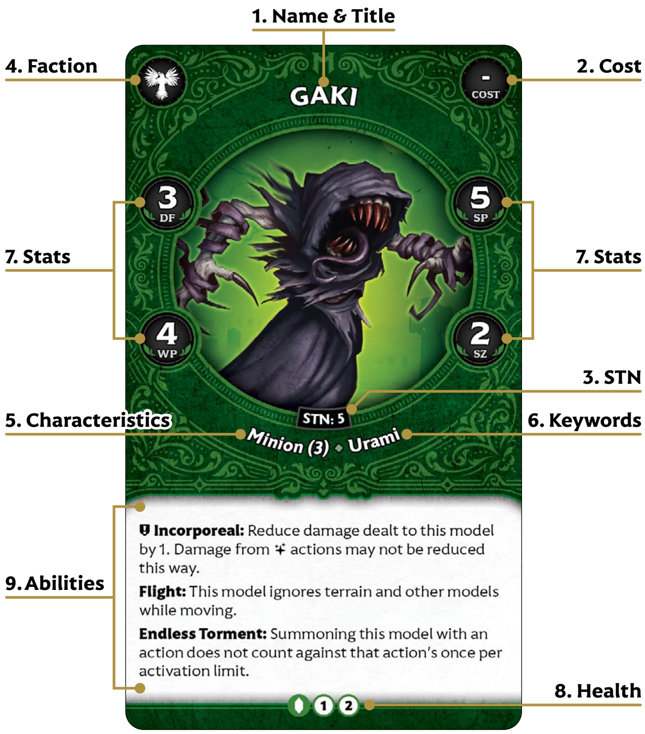
Action Modifiers
Cover (pg. 57) All actions deal 1 less damage.
Concealment (pg. 57) All actions declared further than 1" from the target suffer a ⊟.
Positive Fate Modifier (⊞) (pg. 8) Flip one extra card per ⊞, may choose any card. Canceled by ⊟.
Negative Fate Modifier (⊟) (pg. 8) Flip one extra card per ⊟, must choose the smallest numbered card. Canceled by ⊞.

STAT CARDS

Every model has an associated stat card that lists the information required to use that model in the game.

1. **Name & Title:** This is the name and title of the model. Some mechanics may reference the model's name. The Gaki does not have a title, but Kirai does listed under her name.
2. **Cost:** This shows the model's cost, which is primarily used when hiring a crew for an encounter.
3. **Summon Target Number (STN):** If a model may be chosen to be summoned by certain actions it will have an STN, which determines how difficult it is to summon.
4. **Faction:** This shows the faction to which the model belongs.
5. **Characteristics:** Characteristics provide information on the character's physical nature, such as if it is living or undead, and their station within the crew. Characteristics may be referenced by certain game rules, most commonly targeting restrictions.
6. **Keywords:** A model's keyword determines which crews can hire the model without restriction at the start of the game. Keywords can also be referenced by rules during the game, most commonly by effects listed on the crew's crew card.
7. **Stats:** A model possesses the following stats, which represent its physical and mental strengths. A model's stats may never be lowered below 0.
    - ***Defense (Df):*** This represents the model's capability of protecting itself from physical harm.
    - ***Willpower (Wp):*** This represents the model's strength of will and self-control.
    - ***Speed (Sp):*** This represents the distance (in inches) that a model may travel when taking either a **Walk** or **Charge** action.
    - ***Size (Sz):*** This represents how much space the model takes up on the table and is most often used when determining line of sight.
8. **Health:** This indicates a model's maximum health, which also tracks its current health before it is killed. If a model's health has a ⬮ symbol at the end, its owner infuses a soulstone when it is killed.
9. **Abilities:** Models have abilities that change how they interact with the rules, such as making the model difficult to damage or allowing it to fly over terrain. A model's abilities are always considered to be active during an encounter unless otherwise indicated in their description.

Stat Card Front



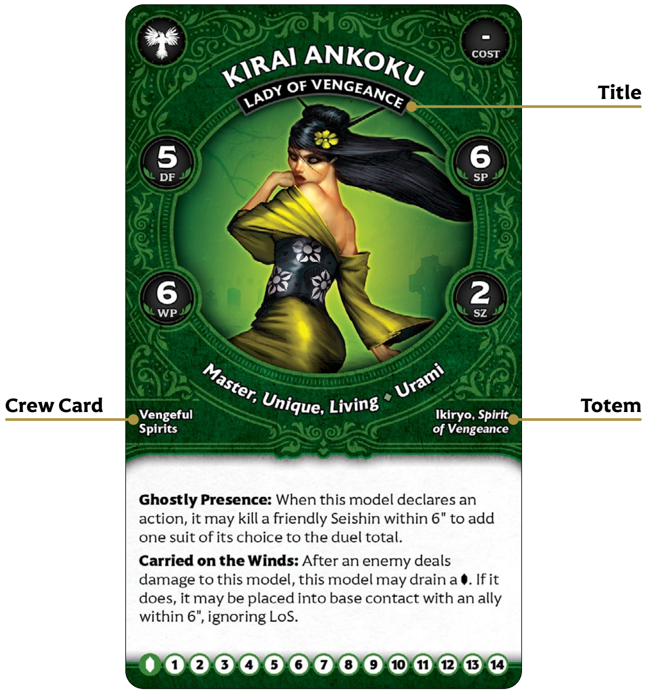
Incorporeal: Reduce damage dealt to this model by 1. Damage from ✢ actions may not be reduced this way.

Flight: This model ignores terrain and other models while moving.

Endless Torment: Summoning this model with an action does not count against that action's once per activation limit.

Master Stat Card Front

The stat cards of master models include the name of their crew card and totem.

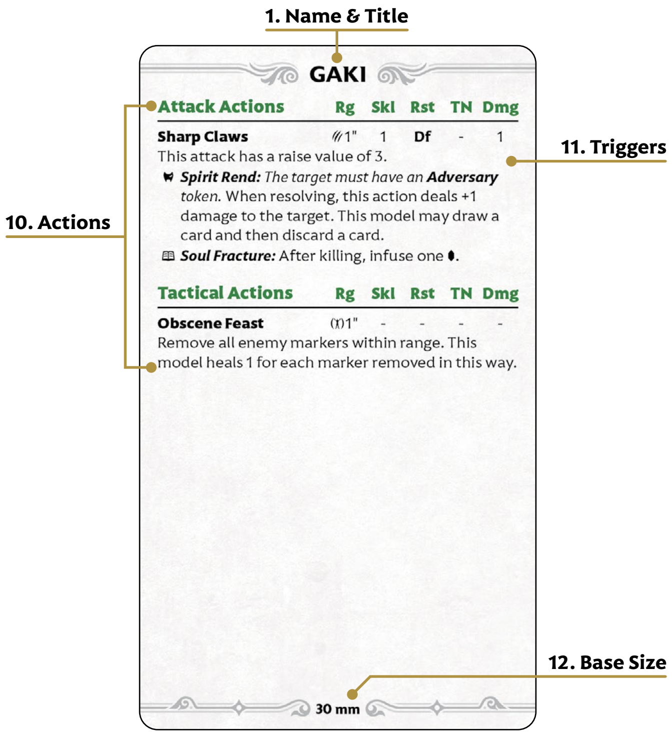


Ghostly Presence: When this model declares an action, it may kill a friendly Seishin within 6" to add one suit of its choice to the duel total.

Carried on the Winds: After an enemy deals damage to this model, this model may drain a ⬮. If it does, it may be placed into base contact with an ally within 6", ignoring LoS.

10. **Actions:** Actions are special attacks or maneuvers that a model can take during its activation. Most actions are defined on the model's stat card, but there are some general actions available to all models. Actions are broken up into two categories attack actions and tactical actions.
11. **Triggers:** Many actions have optional, additional effects called triggers. These triggers resolve *in addition* to the action, but only if the action has the trigger's listed suit in its final duel total.
12. **Base Size:** This is the model's base size.

Stat Card Back



GAKI

Attack Actions	Rg	Skl	Rst	TN	Dmg
Sharp Claws	1"	1	Df	-	1

This attack has a raise value of 3.

Spirit Rend: *The target must have an* ***Adversary*** *token.* When resolving, this action deals +1 damage to the target. This model may draw a card and then discard a card.

Soul Fracture: After killing, infuse one ●.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
Obscene Feast	1"	-	-	-	-

Remove all enemy markers within range. This model heals 1 for each marker removed in this way.

30 mm

CREW CARDS

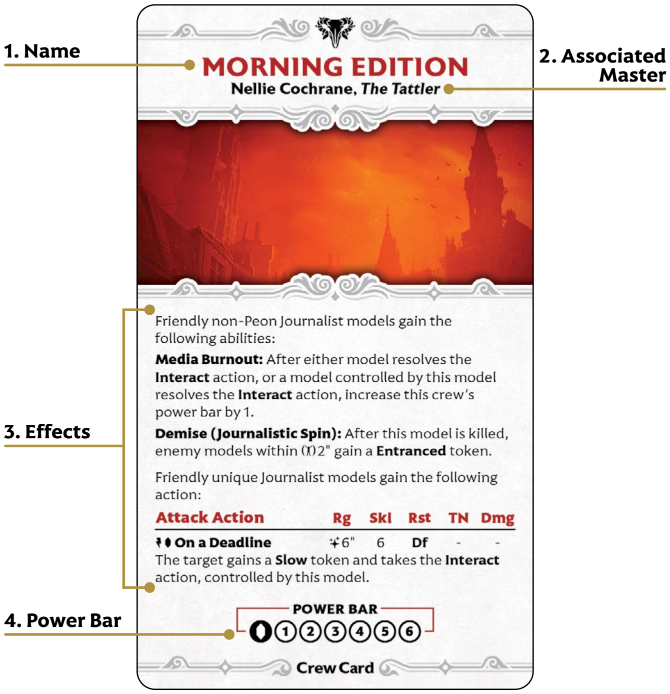
When a master is chosen as a crew's leader during hiring, automatically add the crew card listed beneath their characteristics to their crew. Crew cards remain in effect for the entire encounter, even if their associated master has been killed. Crew cards do not count as upgrades. A crew can never contain more than one crew card. You can find an example of a crew card to the right:

1. **Name:** The name of the crew card.
2. **Associated Master:** The name of the master that adds this crew card to the game.
3. **Effects:** Each crew card has a variety of effects that adjust how the models within its crew work, most commonly by granting models of a specific keyword new abilities or actions. When a model gains an ability, action, or trigger as a result of a crew card, it is considered to be printed on that model's stat card.
4. **Power Bar:** Some crew cards have a bar that tracks a specific resource used by the crew, called a power bar. These bars will often have thematic names, which are rarely referenced. Power bars begin at 0 unless otherwise indicated, and cannot be reduced below 0. If an effect would increase a power bar beyond the maximum amount listed, any excess is ignored. A power bar is considered "full" while it is at its maximum amount of its tracked resource and "empty" when it is at 0.

Keyword Reference

The keyword reference includes a definition of all the tokens and markers models belonging to that keyword reference on their stat cards. After masters are revealed, a copy of both master's keyword references should be given to each player.

Crew Card Front



MORNING EDITION

Nellie Cochrane, *The Tattler*

Friendly non-Peon Journalist models gain the following abilities:

Media Burnout: After either model resolves the **Interact** action, or a model controlled by this model resolves the **Interact** action, increase this crew's power bar by 1.

Demise (Journalistic Spin): After this model is killed, enemy models within (ᛯ)2" gain a **Entranced** token.

Friendly unique Journalist models gain the following action:

Attack Action	Rg	Skl	Rst	TN	Dmg
On a Deadline	✦6"	6	**Df**	-	-

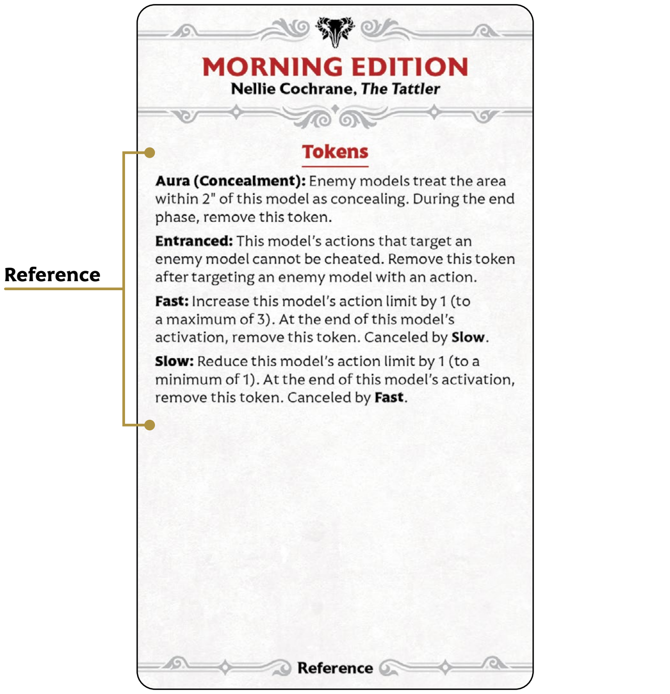
The target gains a **Slow** token and takes the **Interact** action, controlled by this model.

POWER BAR

● ① ② ③ ④ ⑤ ⑥

Crew Card

Crew Card Back



MORNING EDITION

Nellie Cochrane, *The Tattler*

Tokens

Aura (Concealment): Enemy models treat the area within 2" of this model as concealing. During the end phase, remove this token.

Entranced: This model's actions that target an enemy model cannot be cheated. Remove this token after targeting an enemy model with an action.

Fast: Increase this model's action limit by 1 (to a maximum of 3). At the end of this model's activation, remove this token. Canceled by **Slow**.

Slow: Reduce this model's action limit by 1 (to a minimum of 1). At the end of this model's activation, remove this token. Canceled by **Fast**.

Reference

FATE CARDS

Malifaux uses cards, called fate cards, to generate random numbers. There are typically four places fate cards might be located during gameplay: the fate deck, the control hand, the conflict, or the discard pile.

Each player has their own fate deck. A fate deck is made up of 54 fate cards and is similar to a standard poker deck with four suits of thirteen cards each and two jokers.

READING THE CARDS

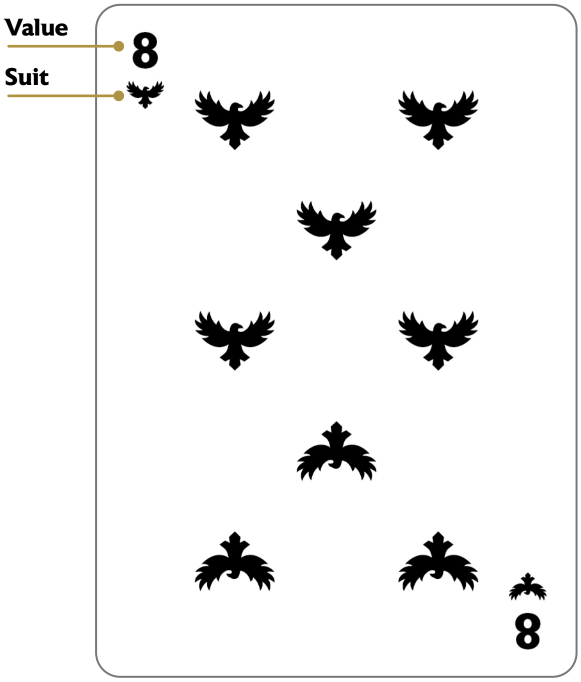
Each card has two pieces of information:

- **Value:** The number on the card.
- **Suit:** The suit on the card.

Malifaux uses its own suits, but they translate to the standard playing card suits as below.

- **Rams** [♥] – 13 cards, 1 through 13
- **Masks** [♦] – 13 cards, 1 through 13
- **Tomes** [♣] – 13 cards, 1 through 13
- **Crows** [♠] – 13 cards, 1 through 13
- **Jokers** – 2 cards, Black Joker and Red Joker

The red joker has a value of 14 and has one suit (or no suit) of its owner's choosing. The black joker has a value of 0 and has no suits.



THE FATE DECK

Fate decks are put face down so that none of their cards can be seen. Players are not allowed to look through either fate deck.

If, at any time, a player's fate deck runs out of cards, they shuffle their discard pile and put it face down to form a fresh fate deck. Players must offer their deck to their opponent to cut whenever it is shuffled.

REMOVED FROM THE GAME

Some game effects may cause a player to remove a fate card from the game. When doing so, the fate card is set aside face up. Cards removed from the game are not put back into their owner's fate deck when it is shuffled and are ignored by all game effects that do not specifically mention them.

THE CONTROL HAND

Any time a player draws cards, they are put into that player's control hand (or just their "hand" for short). Similarly, if a model ever draws cards, those cards are drawn from its controller's fate deck and put in its controller's hand. A player's maximum hand size is seven. If, after resolving any action, trigger, or ability, any player's hand size exceeds their maximum hand size, they must discard to meet their maximum hand size.

A player may look at their hand at any time, but the contents are kept secret from their opponent.

THE CONFLICT

Cards that are currently in use are considered to be in the conflict, a clear area somewhere on the table. All information on cards in the conflict is public knowledge. If a player would add multiple cards to the conflict at the same time, they only put one card into the conflict; the others are discarded.

Once the effect that caused a card to be flipped is resolved, the card is discarded.

THE DISCARD PILE

Each player has a discard pile located adjacent to their fate deck. The discard pile is face up. It may not be reordered at any time during the game. Players may look through their own discard piles but may not slow the game by doing so.

Whenever a card is discarded, it is put on top of the owner's discard pile. If multiple cards are put into a discard pile at once, they are revealed to all players before being put in the discard pile in any order the discarding player chooses. Cards discarded after flipping, cheating fate, or from the conflict are not considered discarded by the player or any specific model for the purposes of game effects.

Game effects that occur after a model discards a card only occur if a game effect specifies for a player or model to discard a card.

USING THE CARDS

In the course of the game, players will use their fate cards in a variety of ways. Below are the most common terms associated with these cards.

REVEALING CARDS

When a fate card is revealed, it is shown to both players. If the reveal effect does not specify where the card is put after it is revealed it is put back where it originated from before the reveal effect. If multiple cards are revealed from a player's fate deck simultaneously, they are put back on top of that fate deck in a manner so that their order does not change.

If an effect allows a player to "look at" a card, it is treated as revealing the card. However, the card is only privately shown to the player "looking at" it. When a player looks at a card, it is not public knowledge and is not turned face up.

FLIPS

Flips are used to generate random results. When a flip is required, a player reveals the top card of their fate deck and adds it to the conflict to generate a random number and/or suit. If a player would add multiple cards to the conflict at the same time, only one card is put into the conflict; the others are discarded. No more than four cards may be revealed as part of a single flip; any additional effects that would flip more cards, such as additional fate modifiers, are ignored.

Sometimes, an effect will instruct a player to "reflip" one or more cards. When this occurs, the player discards the originally flipped card(s) and flips a new card from their fate deck.

Fate Modifiers (⊞ or ⊟)

Fate modifiers are used to adjust a model's luck, whether beneficial or harmful based on the model's given circumstances.

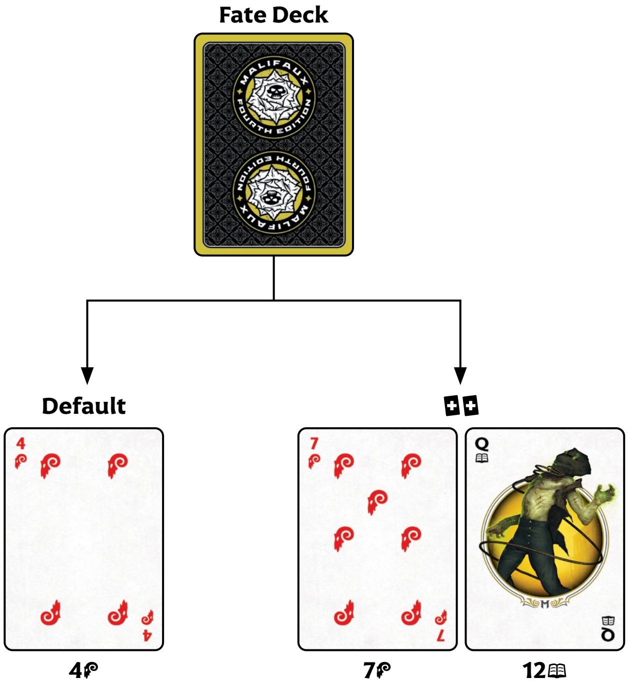
There are two types of fate modifiers: positive modifiers (⊞) and negative modifiers (⊟). Each of these icons cancels one of the other icons, so a flip can only be affected by one or the other (or neither), never both.

For each fate modifier on a flip, one additional card is revealed to a maximum of four (so a ⊞ flip would reveal two cards, as would a ⊟ flip). If the flip had a ⊞, the player may choose to use any one of the revealed cards. If the flip had a ⊟, the player must use the lowest value revealed card. If multiple cards are tied for lowest value, the flipping player chooses one of the tied cards.

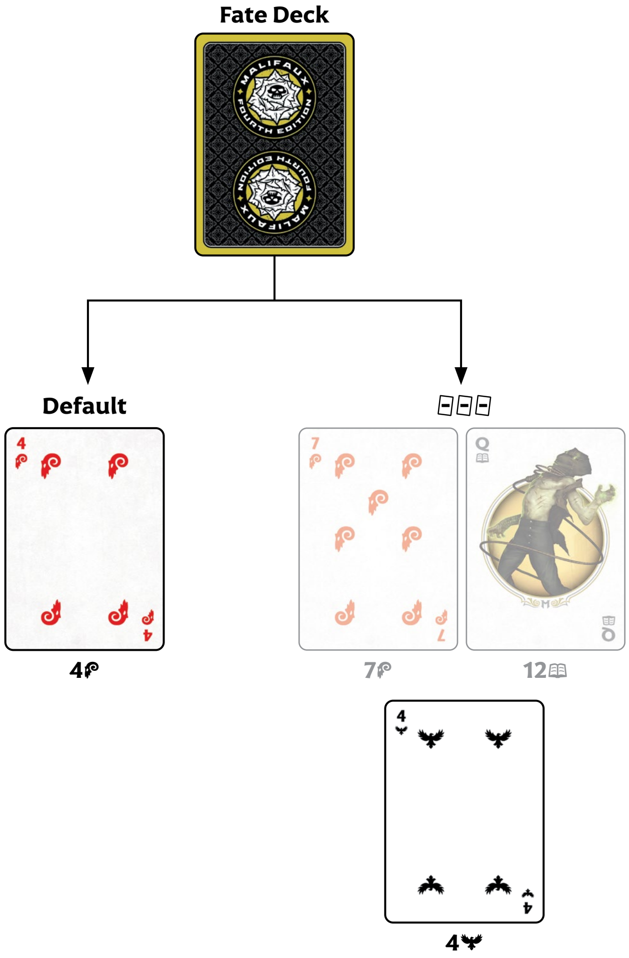
The jokers are the only exception to which cards are used. If the red joker is revealed, it may be chosen even if the flip had one or more ⊟. If the black joker is revealed, it must be chosen, even if the flip had one or more ⊞. If both jokers are revealed, the black joker takes precedence and must be chosen.

Examples:

- A player must make a flip with a ⊞⊞ modifier. She flips one card by default, the 4♈, and then two additional cards, the 7♈, and the 12📖. She will likely decide to use the 12📖 for a larger duel total, but she could choose to use the 7♈ or 4♈ if she preferred the ♈ instead of the 📖.



- A player must make a flip with a ⊟⊟⊟⊟ modifier. She flips one card by default, the 4♈, and then an additional *three* cards, reaching the maximum of four cards for a single flip. She flips the 7♈, the 12📖 and the 4🐦. She must choose the card with the lowest value, but there is a tie between the 4♈ and the 4🐦. So, while she must choose one of the flipped 4s, she may choose whether to use the 4♈ or the 4🐦.



CHEATING FATE

After flipping a card, a player has the opportunity to cheat fate by replacing the card they flipped into the conflict with a card from their hand. To do this, they choose the card in their hand that they wish to cheat fate with and put it into the conflict, putting their previous card into their discard pile. ***A player may cheat any flip they wish***, provided there is nothing stating that the flip cannot be cheated. Cheating fate does not count as flipping or discarding a card.

Once a player has cheated fate or the opportunity to cheat fate has been declined, the player no longer has the opportunity to cheat fate for that flip. More information about cheating fate, such as who cheats fate first, can be found in Step C of Duels.

The jokers affect the ways in which a player can cheat fate. If a player flips the black joker, that flip cannot be cheated until the black joker is discarded. If a player flips and chooses the red joker on an opposed duel, their opponent cannot cheat their own flip.

JOKERS

The two jokers work differently than many other cards. Their rules are summarized below.

Black Joker: The black joker has a value of 0 and no suit. Regardless of any fate modifiers, if the black joker is revealed, the player ***must*** choose it, even if there are one or more cards revealed because of ⊞ fate modifiers.

If the black joker is flipped, that player cannot cheat fate.

Red Joker: The red joker has a value of 14 and one suit of its owner's choice, or no suits if she wishes. As long as the black joker is not also revealed, the red joker may always be chosen during a flip, even if there are one or more cards revealed because of ⊟ fate modifiers. When a model flips the red joker during a duel, it receives an additional raise. If a model flipped the red joker and chose it for the conflict of an opposed duel, the opposing model may not cheat fate.

DUELS

Malifaux uses duels to resolve most conflicts. In a duel, a model pits its relevant stat or skill (**Skl**) against another number. All duels involve flipping cards and adding a stat or **Skl** to calculate a duel total. If a duel doesn't have a listed resist (**Rst**), it is a simple duel. If a duel has a resist, then it is an opposed duel. Opposed duels involve two different models each making a duel and then comparing their final duel totals to determine a victor.

Any time a model takes a duel using a specific stat (such as **Wp**), it is said to be a duel of that type (i.e. a **Wp** duel). Similarly, if an action has a ⫽, 🔫, or ✦ in its range (**Rg**), the duel is said to be a duel of that type as well (i.e., a ⫽ duel or 🔫 duel).

To perform a duel, follow these steps:
A. Modify The Duel
B. Flip Fate Card
C. Cheat Fate
D. Determine Final Duel Total
E. Declare Triggers
F. Determine Outcome
G. Determine Raises

STEP A: MODIFY THE DUEL

If either player has any effects that resolve before performing a duel, they resolve now, beginning with the player controlling the initiating model.

Then, before any cards are flipped, each model has the opportunity to empower their duel by discarding a card of value 5 or lower from their hand (beginning with the initiator). If they do so, they receive both a ⊞ and add the suit of the discarded card to their duel total.

STEP B: FLIP FATE CARD

Any models involved in the duel perform a flip. If either player was affected by one or more ⊞ or ⊟, those additional cards are flipped now. Any player with a ⊞ may choose which card they wish to use. Any player with a ⊟ must choose the lowest value card to use (the active player chooses first when choosing between cards due to a fate modifier). Cards are flipped simultaneously. As such, players may look at any cards their opponent flipped before selecting a card to add to the conflict. Players add their stat, the value and suit of the flipped card, and additional suits and modifiers to determine their current duel total.

Players now calculate and must inform their opponent of their current duel total.

STEP C: CHEAT FATE

Players now have the opportunity to cheat fate. In an opposed duel, the player with the lowest duel total has the first opportunity to cheat fate; in the event of a tie, the resisting model cheats first. Once that player cheats fate or decides not to, their opponent has the opportunity to cheat fate. Players only have one opportunity to cheat fate per duel.

STEP D: DETERMINE FINAL DUEL TOTAL

Players then add their appropriate stat, the value and suit of the card in the conflict, and any additional suits or modifiers together to determine their final duel total. Players must inform their opponent of their final duel total.

STEP E: DECLARE TRIGGERS

The initiating model may declare one trigger for which it meets the requirements. In order to declare a trigger, a model must have any listed suits and drain any listed ⬮ noted to the left of the name of the trigger. If a trigger has a cost, it must be paid now, or the trigger cannot be declared.

STEP F: DETERMINE OUTCOME

Players must recalculate their final duel total based on any triggers or other effects that adjusted it. Any cards currently in the conflict are discarded. The model that initiated the duel must equal or exceed the target's final duel total (in opposed duels) and the target number (TN) of the duel, if applicable, to succeed in the duel. If a duel's TN includes one or more suits, the initiating model's final duel total must include the suit(s) to be considered successful.

In an opposed duel, the resisting model must exceed the initiating model's final duel total to succeed.

If a model is not successful in the duel, it is considered to have failed the duel. If the initiator exactly ties the resister's final duel total, the resister is dealt 1 less damage (to a minimum of 0) if the attack deals damage.

STEP G: DETERMINE RAISES

Models who succeed in a duel may receive raises in that duel based on how well they succeeded, which can be used to increase the damage dealt by a non-✦ action or activate an action's special effects.

By default, a model receives one raise for every value of 5 it exceeds the opposing model's final duel total, or the action's TN, using whichever is higher in the case of both. This is referred to as the raise value of the duel. There is no limit to the amount of raises a model can receive during a duel. If a model receives less than one raise, it is not considered to have received any raises. If a model flips the red joker during a duel, it receives one raise in addition to any other raises it receives.

Some game effects may adjust the raise value of a duel or attack, changing the amount needed to exceed the opponent's final duel total or the required TN to receive one raise.

Raise Examples

1. A model attempts a simple duel with a TN of 10. It flips and calculates a duel total of 15♈. Since it has exceeded the required TN by 5, it would receive one raise. The model decides to cheat fate, increasing its final duel total to 21♈. It has exceeded the required TN by 11, and therefore receives two raises. The remaining excess of 1 is ignored.
2. A model attempts an opposed duel with a TN of 10. It flips and calculates a duel total of 15♈, while its opponent calculates a duel total of 12🐦. Neither model chooses to cheat fate. The initiating model succeeds the action, but must use the resisting model's final duel total to calculate raises because the value of its final duel total is greater than the action's required TN of 10. The initiating model has exceeded the resisting model's final duel total by only 3, and therefore receives no raises.
3. A model attempts an opposed duel with a TN of 10. It flips and calculates a duel total of 15♈, while its opponent calculates a duel total of 12🐦. Neither model chooses to cheat fate, but the initiating model declares the ***Devastating Strike*** trigger, changing the raise value of the attack to 3. The initiating model succeeds in the action, and must use the resisting model's final duel total to calculate raises. It has exceeded the resisting model's final duel total by 3, which is now exactly what it needs to receive one raise.

RELENTING

Relenting a duel is a way for a model to voluntarily fail a duel that was generated by a friendly model without flipping any cards for the resisting model. Models may not relent to the duel used to determine whether a tactical action they declared succeeds.

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 initiating model) skips Steps "A" through "E" on page 10. The relenting model's final duel total is treated as being the same as the initiating model's final duel total, therefore any resulting damage dealt is reduced by 1.

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" on page 10. The relenting model's final duel total is treated as 0 for this duel.

Relenting Examples

1. **Relenting to an Opposed Duel:** Deacon Hillcrest declares the **Translocation Ritual** action targeting a friendly Firebranded. The Firebranded wants to allow this action to succeed, so it relents. Deacon flips the 9📖, while the Firebranded flips no cards. Deacon's final duel total is 11📖, and since the Firebranded chose to relent its final duel total is *also* 11📖. This means Deacon meets (or exceeds) both the Firebranded's final duel total and Translocation Ritual's TN, so the action succeeds, but with a difference of 0 receives no raises.
2. **Relenting to a Simple Duel:** The Firestarter declares the **Firebomb** action on a nearby Scheme marker. The Firestarter could flip normally and attempt to pass this **Sp** duel, but since he is a friendly model to himself, he may choose to relent (perhaps because he wants to receive a **Burning** token from the ***Blaze*** trigger, for example.) In this case, the Firestarter flips no cards and treats his final duel total as 0, which is less than the TN of 12.

THE TABLE

Malifaux is played on a surface that measures 3 feet wide by 3 feet across. This space is referred to as the "table." This area is where the battle will take place. During a game, players will need to measure, move, interact with terrain, and draw line of sight (LoS). The rules governing these mechanics are explained on the following pages.

MEASURING

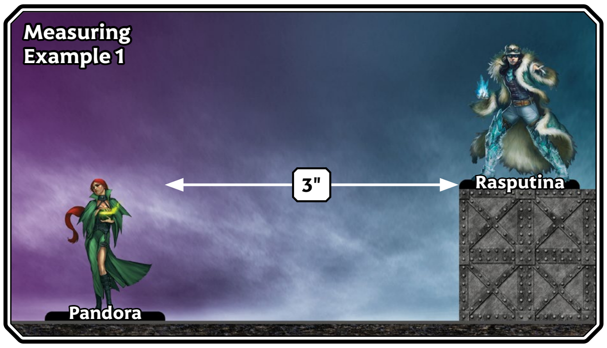
All distances used in Malifaux are in inches or fractions thereof. Players are allowed to measure distances at any time, provided that doing so does not unduly slow down gameplay. Measurement is always done horizontally from the closest point on the base of the object in question, ignoring any vertical distance. If a player is measuring to an object, they measure to the closest point on the base of the target.

Many times, a player will need to determine if an object is in range of another. This is referring to the distance between the two objects. An object is within range if any portion of that object's base is at that distance or closer. Any effect that references an object being "within" a distance is talking about range. While not used often, if an object must be completely within a distance, all portions of that object's base must be at that distance or closer.

Two objects are said to be in base contact with each other if their bases are physically touching (edge to edge or overlapping). A model is never considered to be in base contact with itself.

Measuring Examples

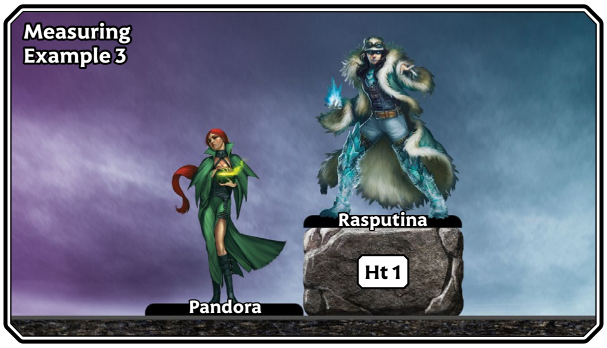
1. When measuring the distance between Pandora (left) and Rasputina (right), measure the distance between the two bases horizontally (3"). The vertical distance is ignored.



2. In this example, Pandora and Rasputina are in base contact with one another because their bases are physically touching. Because they are in base to base contact with each other, they are within 0" of one another.

Measuring Example 2
Pandora
Rasputina

3. In this example, Pandora is on a rock that is Height 1. When measuring range to Rasputina, she measures 0" of horizontal distance, but because her base is above Pandora's base, the two are not touching. Pandora and Rasputina are within 0" of each other, even though they are not in base contact



Pulses (ᛉ)

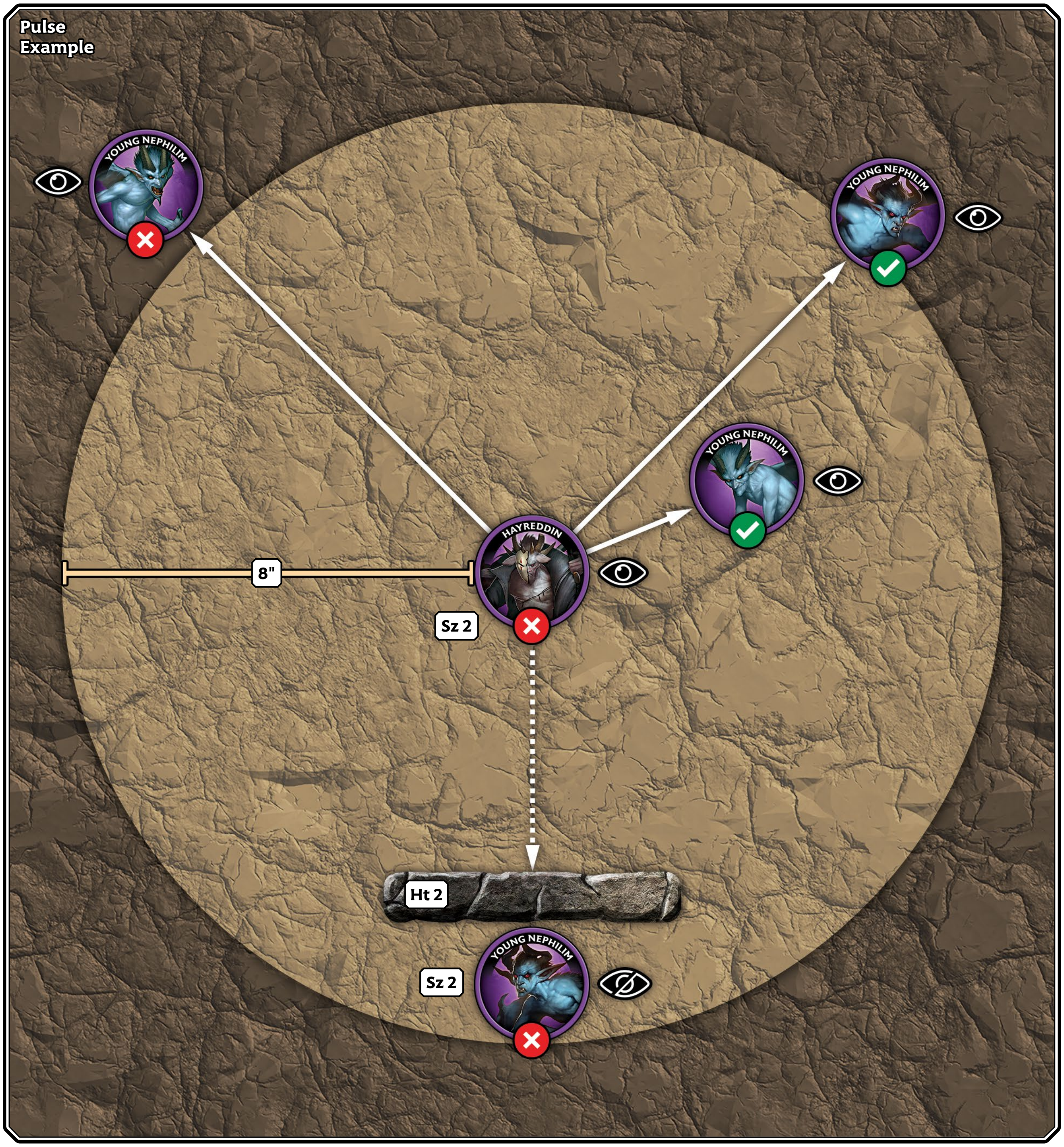
The pulse icon (ᛉ) means the action or ability affects an area around the object that has created the pulse. A pulse always extends out in all directions from an object a number of inches equal to the pulse's effect, as measured from the edge of the object's base. Pulses are immediate 'burst' effects that have no game effect after they are resolved. All models inside the pulse's area, excluding the object from which the pulse is being measured, are affected by the pulse as long as they have LoS to the object from which the pulse emanates.

Pulse Example

Hayreddin declares the **Blood Spray** action.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
⬮ **Blood Spray**	(ᛉ)8"	-	-	-	-
Deal 1 damage to allies within range. This model Heals 1 for each ally damaged.					

As a result, the two z to his right are dealt 1 damage. The other two are not, as they are either out of range or not in Hayreddin's LoS. Although Hayreddin is within this own LoS and is his own ally, he is not affected by his own pulse.



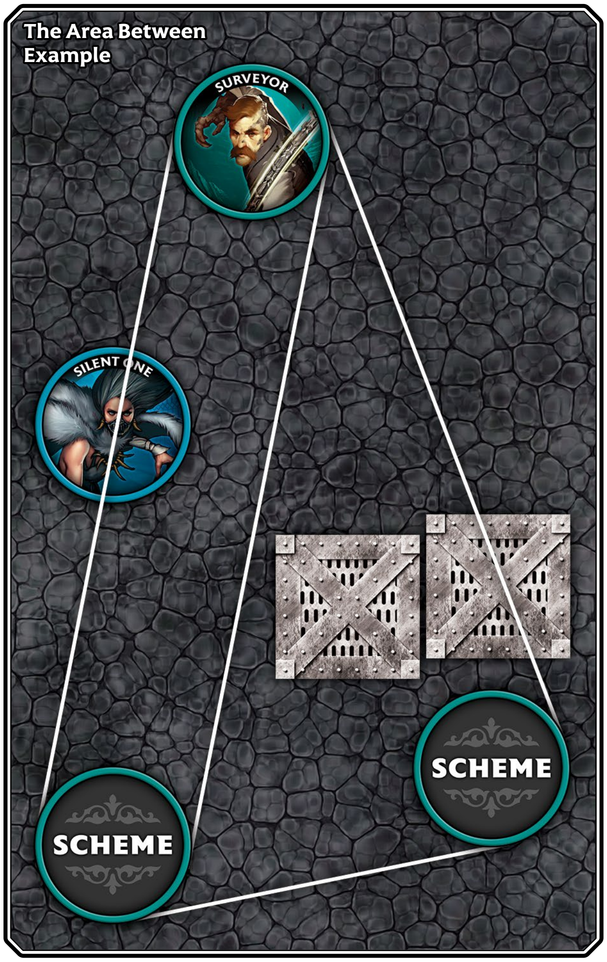
The Area Between

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.

The Area Between Example

In this example, both models, both Scheme markers, and both crates are in the area between the Surveyor and Scheme markers as they are all within the large (rounded) triangle shape created between them. However, if looking at the area between just the Surveyor and the Scheme marker on the left, this area only contains the Surveyor, the Scheme marker, and the Silent One. The other Scheme marker and the crates are not within this area.



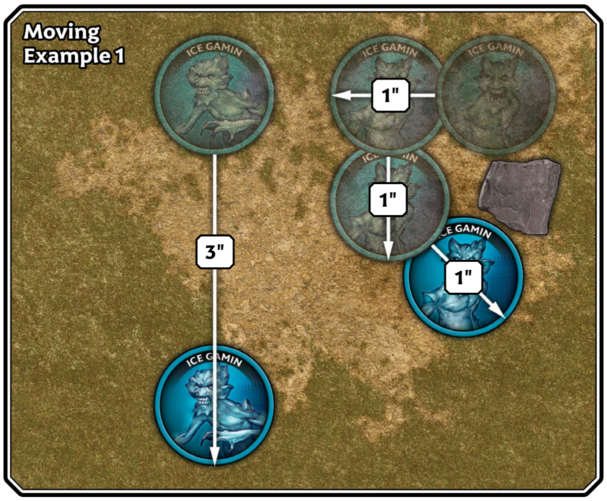
MOVING

During a game, models will move around the table, but never off it. Any time something changes location or is affected by a movement effect, it is considered to have moved, even if it moved 0". When an effect states to move a model a set distance or its **Sp**, that number is always measured in inches.

To move, measure the distance from the point on an object's base closest to the direction it will move. Move the object that distance in a straight line, ensuring that no part moves farther than that distance. All movement is in a straight line, but unless otherwise specified, the total distance an object is moving may be broken up into multiple smaller segments.

Moving Example 1

In this example, each Ice Gamin moves 3". The Ice Gamin on the left measures and moves straight 3". The Ice Gamin on the right divides the 3" up into 3 different 1" segments in order to move around the rock. Neither Ice Gamin may move any part of their base more than the 3" they are moving.



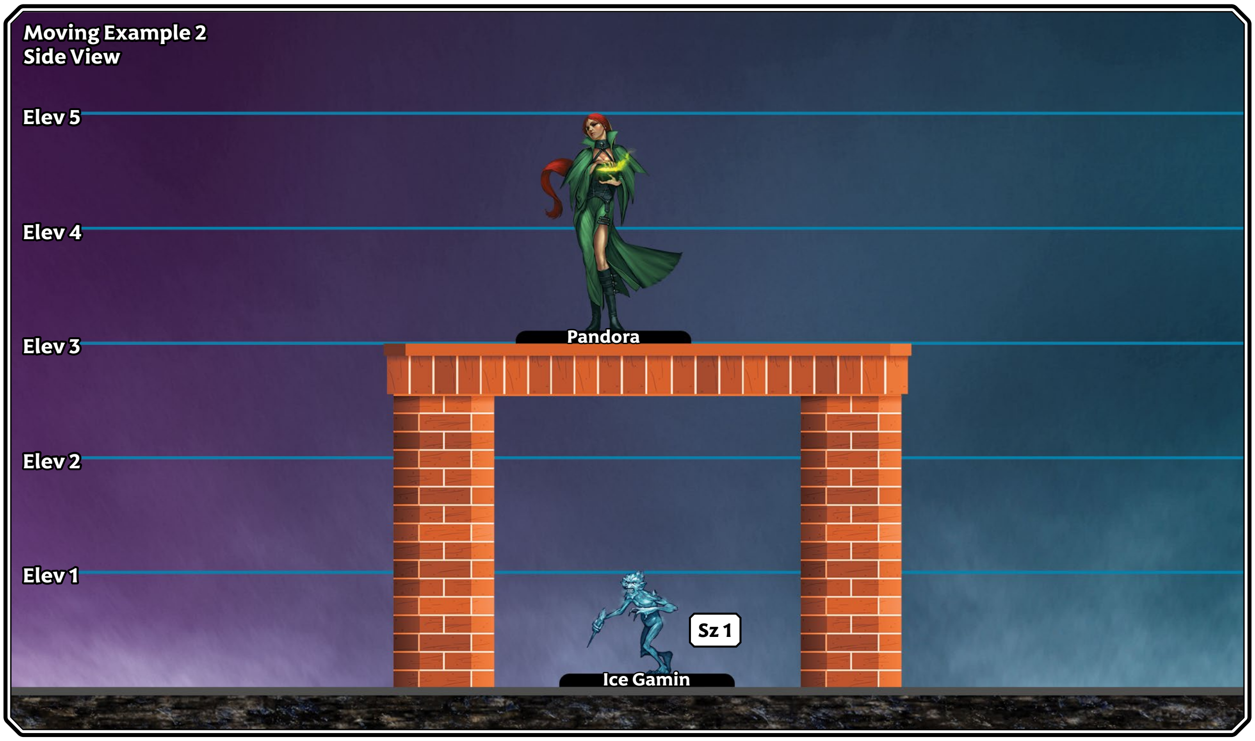
It is possible for a model in base contact with another model to move around that model without breaking base contact. In addition to moving, Place effects are considered a type of movement and are treated as moving a model.

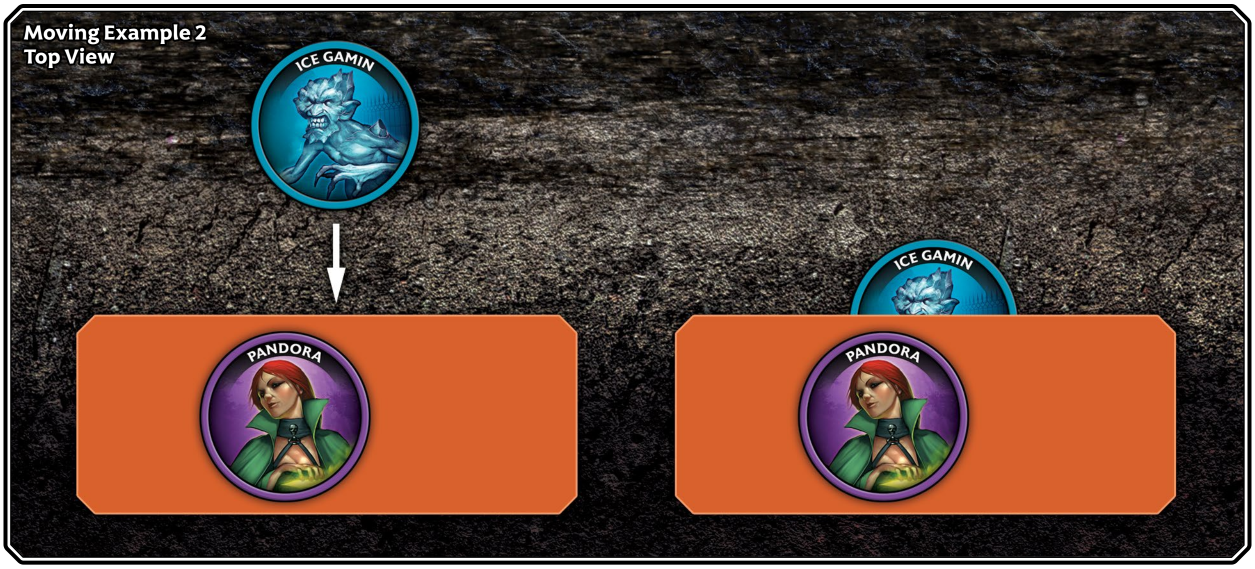
Models may not move through enemy models, but may move through friendly models. A model may not end any move with its base overlapping the base of another model, even if the model is able to move through the other model.

While on certain terrain features such as a bridge, or while jumping, models may sometimes ignore other objects which are below or above them. In these cases models ignore objects whose effective Sz is the same or lower than the model's elevation. The model may end moves overlapping the lower object's base, so long as their elevation remains above the **Sz** plus elevation of the lower object.

Moving Example 2

In this example, Pandora is standing on top of a Ht 3 bridge. An Ice Gamin on the ground attempts to walk beneath the bridge. Since Pandora is at elevation 3 and the Ice Gamin's **Sz** + elevation of 0 is only 1, the Ice Gamin may move underneath Pandora. Even though from a top down view it appears that the Ice Gamin is "moving through" or "overlapping" Pandora's base, neither is considered to be occurring in this instance.





Toward and Away

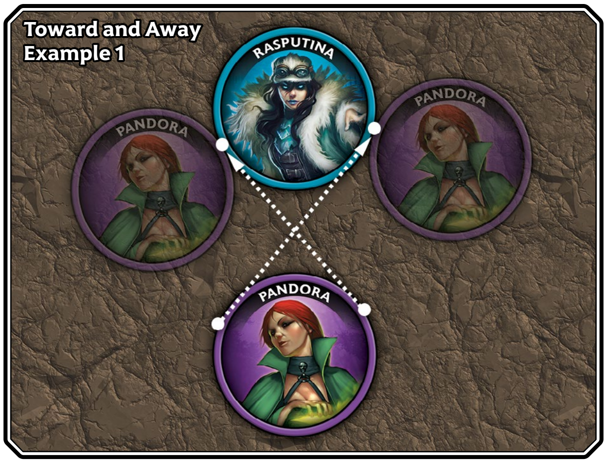
If an object is moving “away from” or “toward” another object, the player controlling the move must choose a single point on each object as reference points. Then move the object in the most direct path so that the two reference points are furthest from or closest to each other as possible (as appropriate).

In both cases, unless the moving object is being moved "directly", it will move around things that would impede its movement (such as terrain with the impassable or severe traits), provided that doing so will get the reference points as close or as far from 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.

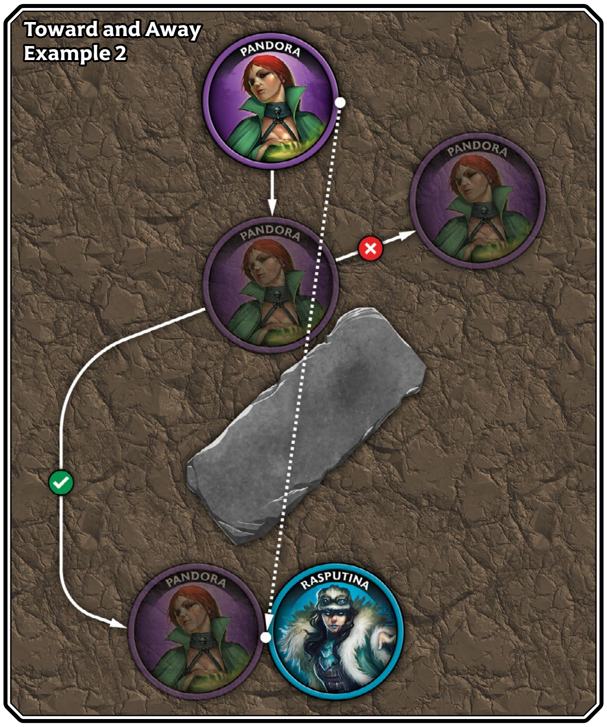
Similarly, when resolving an “away” move, the moving object's reference point cannot be moved closer to the other reference point during the move, even if doing so would ultimately bring it further away at the end of the movement.

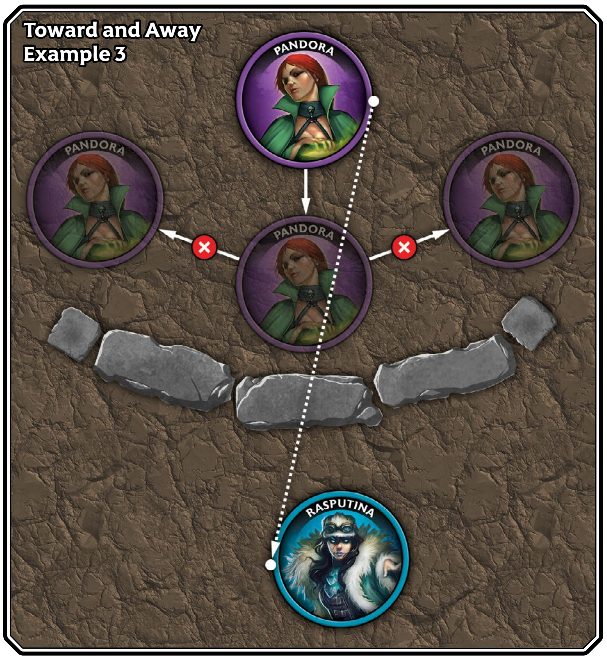
If an object is moved "directly" it must move in a straight line and will stop if it runs into an impassable object.



Toward and Away Example

Pandora is attempting to move toward Rasputina, but there is a Ht 1 rock in between them. So long as at no point during her move, Pandora moves away from Rasputina, she moves around the rock.





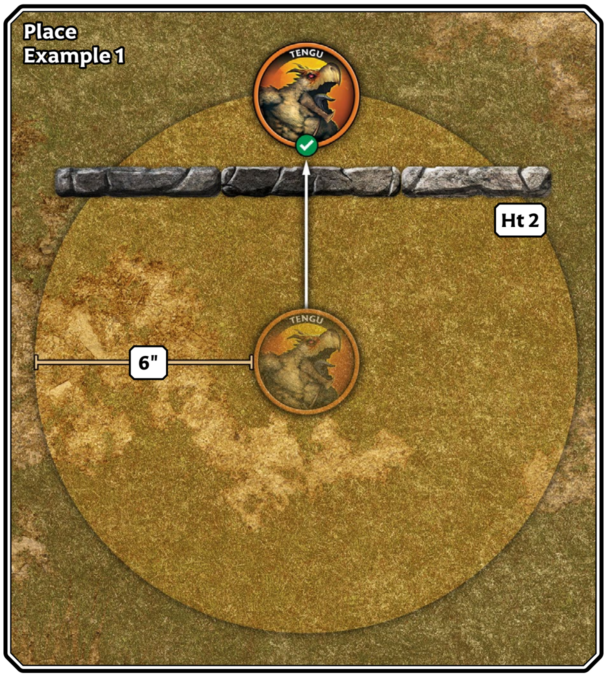
PLACE

When a model is placed, it is picked up and put down in a specific location as determined by the text of the effect creating the place. The model must be placed in a way so that its base is at least 50% supported by either the table or terrain. If the place effect has a range, measure from the closest point of the base in the desired direction and place the model anywhere within that range. If it cannot fit in that location, it cannot be placed and does not move or count as moving. Unless otherwise specified, place effects ignore LoS.

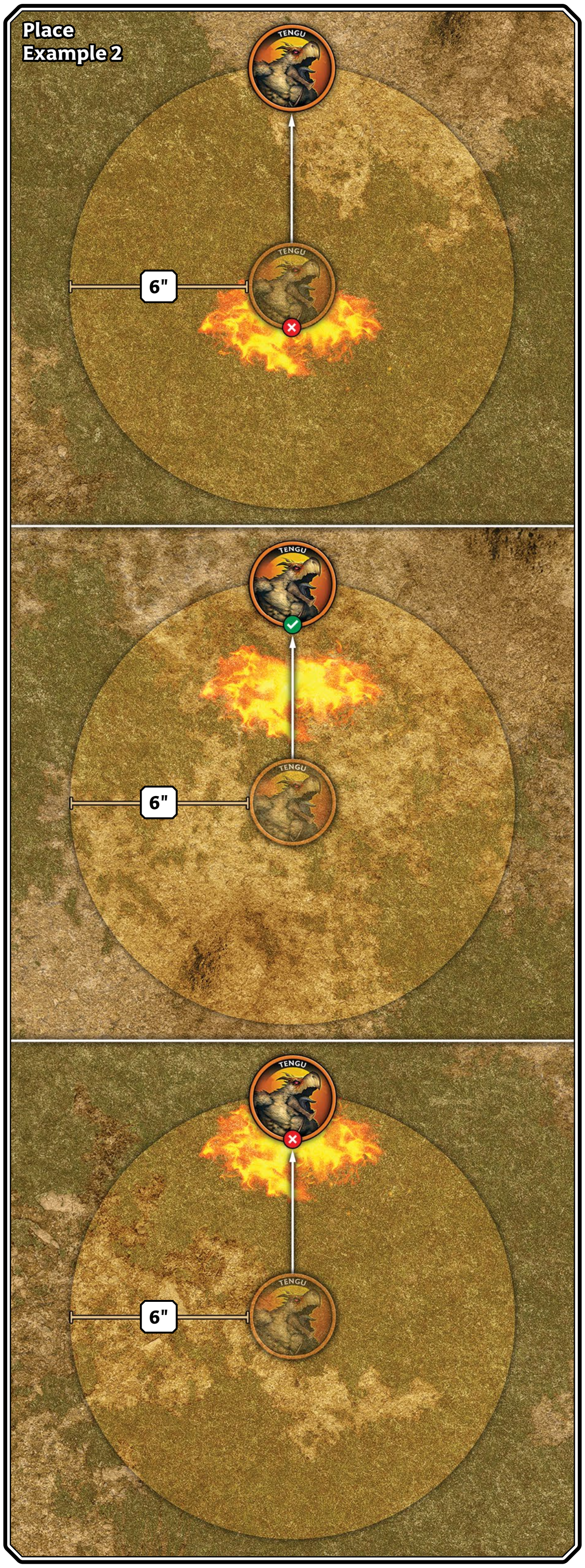
If a model begins or ends a place effect in terrain, it counts as having moved through that terrain.

Place Examples

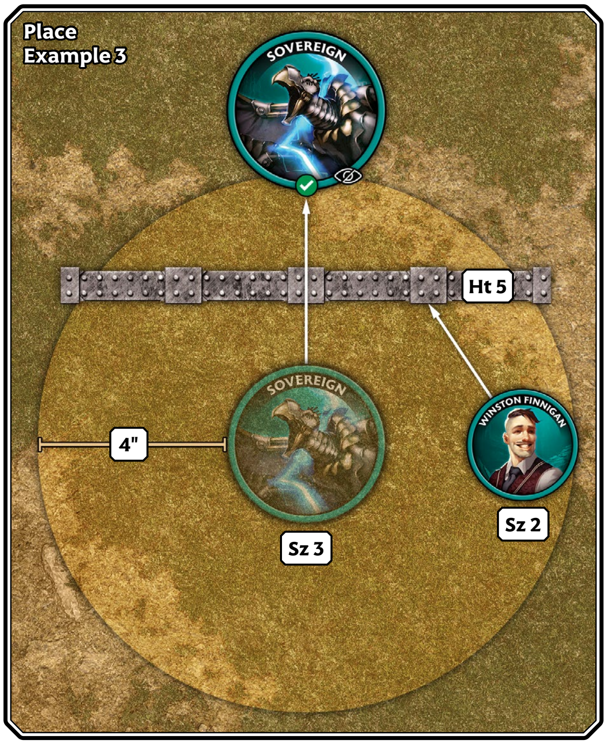
1. A Tengu declares and succeeds the **Leap** action. It may place itself anywhere within range of the action (which is 6"). The **Leap** action does not specify that the Tengu must place "completely" within range, so only a single point of the Tengu's base must remain within 6" of where the Tengu started the place. Since this is a place effect, the Tengu ignores the Ht 2 wall and may place itself into a location on the table it does not have LoS to.



2. In this example, the Tengu is attempting to place itself to avoid a piece of hazardous terrain. If the tengu begins or ends its place inside of that terrain, it is considered to have moved through that terrain.



3. In this example, Winston Finnigan is attempting to place Sovereign over a Ht 5 wall with the **Dirigible Ride** action. Neither model has LoS over the wall, but since this is a place effect, LoS is ignored and Winston may place Sovereign into the indicated location, though the two models will no longer have LoS to each other as soon as Sovereign is placed.



ELEVATION

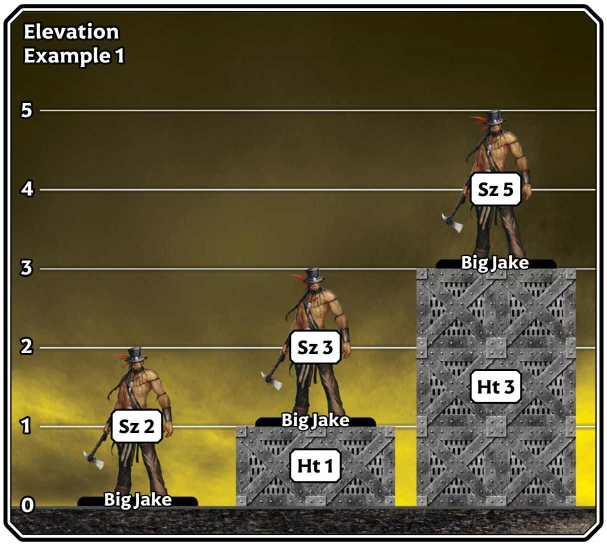
An object is considered to be at the elevation of the sum of the height of all climbable terrain its base is supported by. Objects at a greater elevation are considered to be higher than objects at a lower elevation, regardless of the size of the two objects. The table is always considered height 0 if not covered by terrain. When determining an object's elevation, ignore all terrain beneath the object that doesn't support that object's base. Terrain that is a fraction of an inch typically has its Ht rounded, as described in the Math section.

When a model at a lower elevation targets a model at a higher elevation, the model at the higher elevation receives cover so long as the difference in elevation between them is 2" or greater. Models may not target a model with a ⫽ action if their effective **Sz** is lower than the target's elevation. A model's effective **Sz** is the value of its **Sz** stat, plus the Ht of any terrain supporting its base.

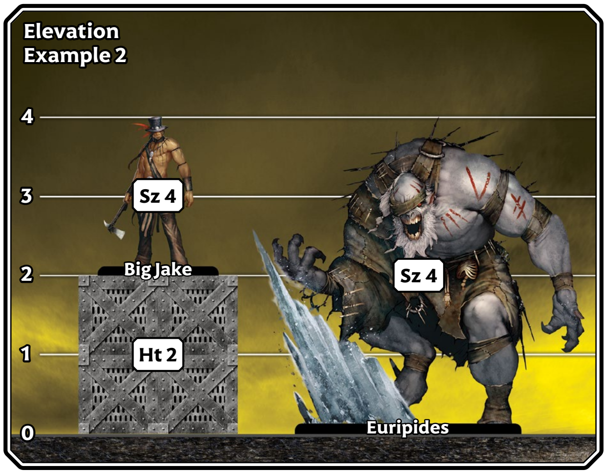
Elevation Examples

1. Big Jake begins his activation supported by the table directly, and therefore has an elevation of 0. If Big Jake climbs onto a Ht 1 box, he rises to elevation 1. The Ht of the box is added to his **Sz** when he draws sight lines, increasing his effective **Sz** from 2 to 3.

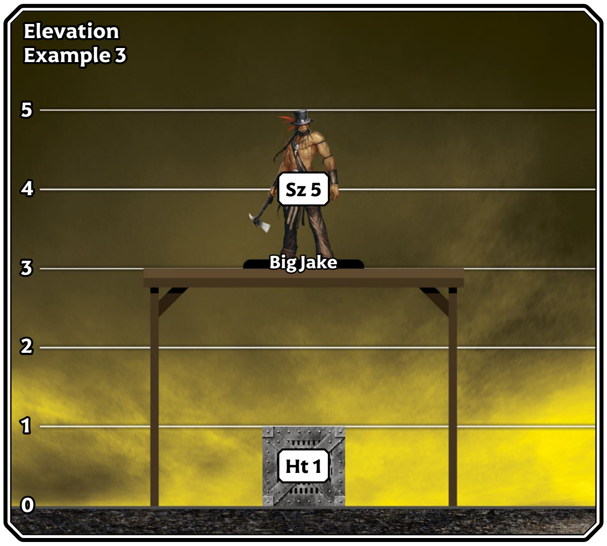
   Likewise, if Big Jake were to climb on top of a pile of Ht 1 boxes, he would add their respective heights together. In this case, he has climbed onto a stack of three Ht 1 boxes. Big Jake is said to be at elevation 3, and his effective **Sz** would increase from 2 to 5.



2. In this example, Big Jake is standing on top of a Ht 2 box, making his effective **Sz** 4, while Euripides is standing on the table, leaving him at his base **Sz** of 4. Despite having an effective **Sz** that is the same as Euripides' **Sz**, since Big Jake is at elevation 2 while Euripides is at elevation 0, Big Jake is considered higher than Euripides by 2 and would therefore receive cover from Euripides' attacks.

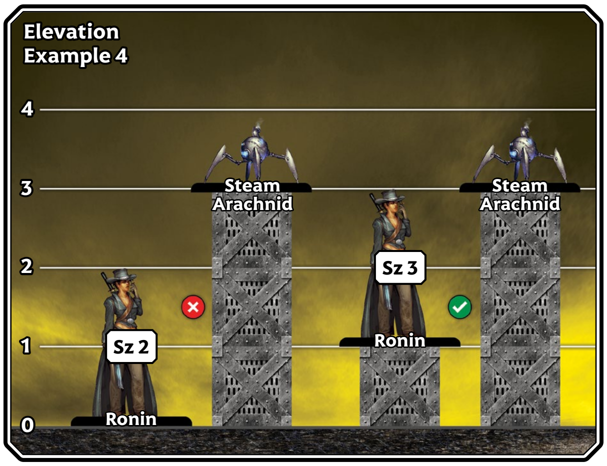


3. In this example, Big Jake is standing on the roof of a house. Inside the house, directly underneath Big Jake, is a Ht 1 box. Since the box is neither supporting Big Jake, nor the house that he is standing on, it does not increase Big Jake's elevation or effective **Sz**.



4. A Ronin activates and wants to attack a nearby Steam Arachnid. The Rg of her Daito action is ⫽1". Although the Ronin is within 1" of the Steam Arachnid, it is at elevation 3 while the Ronin is at elevation 0. Since the Ronin's effective **Sz** of 2 is lower than the Steam Arachnid's elevation, she cannot attack the Steam Arachnid with her ⫽ actions.

   So, the Ronin uses her first action to Walk, climbing onto a nearby box. This raises her effective **Sz** from 2 to 3. Since her effective **Sz** is now the same as the Steam Arachnid's elevation, she may target it with her Daito. In this case, the Steam Arachnid will receive cover because its elevation of 3 is at least 2" higher than the Ronin's elevation of 1.



MOVING VERTICALLY

Climbing Terrain

When resolving a **Walk** action, 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 a model ends a climb without its base at least 50% supported by terrain, it falls. Models may choose to fall while climbing in order to maximize the distance they move.

Ignoring Terrain While Moving

Any models which ignore terrain while moving also ignore that terrain's vertical distance. For example, a model with the **Flight** ability may climb that terrain without having to use movement traversing that terrain's vertical distance.

Scaling Terrain

When a model ends a **Walk** action in base contact with the edge of climbable terrain it is not standing on, it may choose to scale up that terrain.

When a model scales up the side of terrain, it moves straight up vertically until its base reaches the top of the terrain. Then, the model moves horizontally at a right angle to where it made base contact with the terrain, stopping the moment 100% of its base is supported by the terrain. If the model cannot end this move with its base at least 50% supported, it may not scale the terrain, but must attempt to support 100% of its base if able.

Similarly, when a model ends a **Walk** action in base contact with the edge of climbable terrain which it is already on top of, it may choose to scale down the side of that terrain, first moving horizontally at a right angle to the terrain it is on until 0% of its base is supported, then moving vertically down until its base is at least 50% supported by terrain.

Models that choose to scale up or down terrain are not falling.

FALLING

If an object ever has less than 50% of its base supported by terrain or the table that object immediately falls until its base is supported. If it is dealt falling damage, the model ends its movement. Otherwise, it continues moving normally.

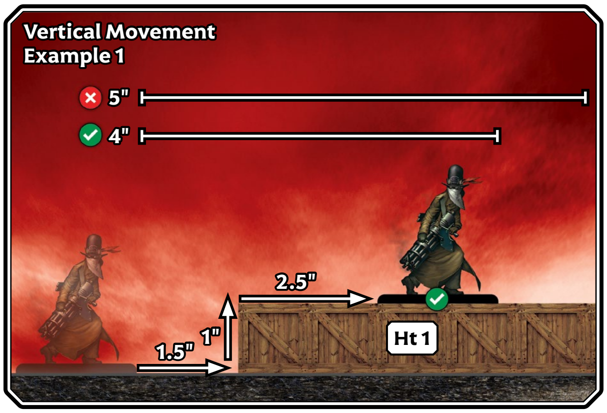
When an object falls, its base is moved straight down (this does not expend any movement) until it is flat on terrain or the table. When a model causes any model to fall 2" or more, including itself, it deals 1 irreducible damage to the fallen model at the conclusion of the fall. Models that fall 1" therefore are dealt no damage.

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, it is moved to the legal position closest to where its base would have ended the fall. If there are multiple equidistant positions, the model controlling the fall may choose one.

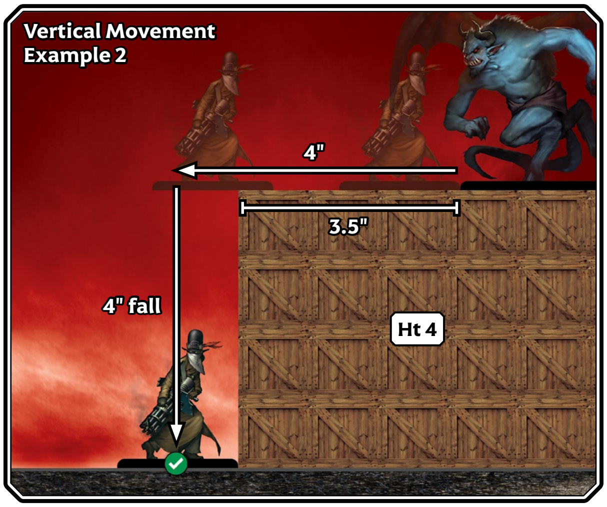
A model may not choose to fall if it would be killed from falling damage while controlled by a friendly effect.

Vertical Movement Examples

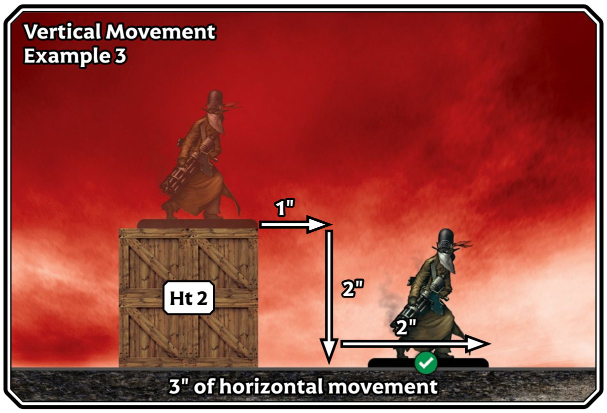
1. Niño is on the table at elevation 0 and attempting to climb onto the top of a Ht 1 wall. To do so, he declares the **Walk** action. Niño has a **Sp** of 5, so he can only move a total of 5" while resolving the action. He first moves 1.5" until his base makes contact with the wall. Then, he moves straight up 1" until this base reaches elevation 1. Then, he uses his remaining 2.5" to move horizontally, ending 4" away horizontally from where Niño declared the **Walk** action. Effectively, Niño has subtracted 1" from his horizontal movement.

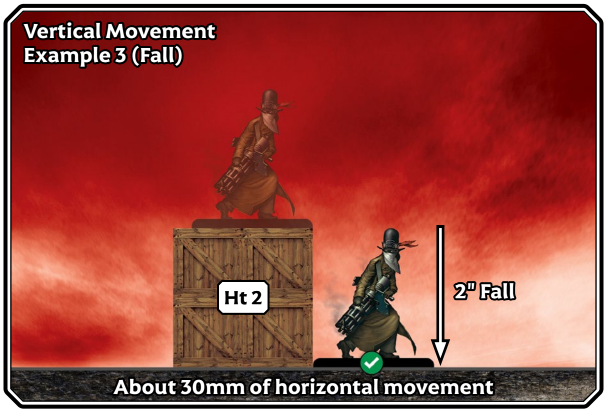


2. Niño is standing on top of a Ht 4 wall, 3.5" away from the edge when he is attacked by a Mature Nephilim. The Mature Nephilim hits and declares the ***Shove Aside*** trigger, moving Niño 4" toward the edge of the terrain. Once Niño stops moving, his base is now less than 50% supported by the wall, so he must now fall. Niño first moves horizontally so that his base is completely off the wall. Then, Niño moves vertically until his base is supported, in this case by the table. Since he fell more than 2", Niño is dealt 1 point of irreducible falling damage by the Mature Nephilim.

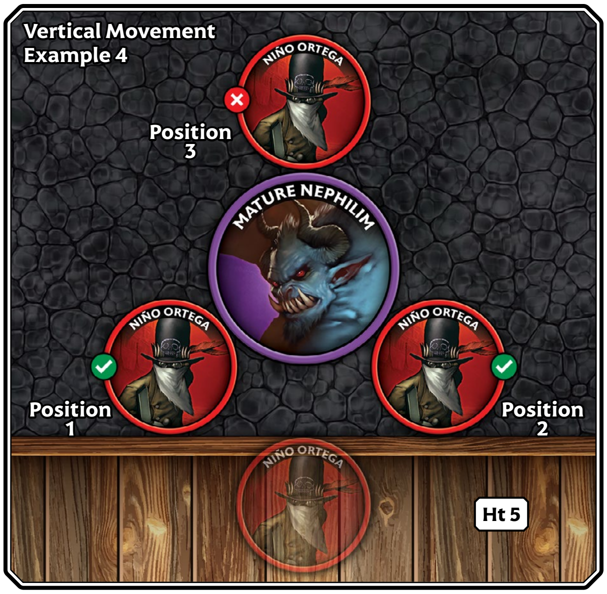


3. In this example, Niño is activating on top of a Ht 2 box. He declares the **Walk** action, and wants to move off the box. Niño can choose to move carefully, and expend movement to climb down the box. Or, Niño can choose to fall off the box, dealing falling damage to himself. Doing so ends Niño's movement.

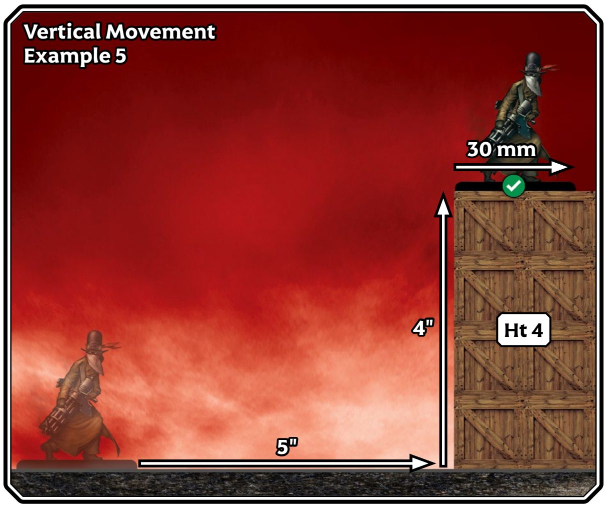




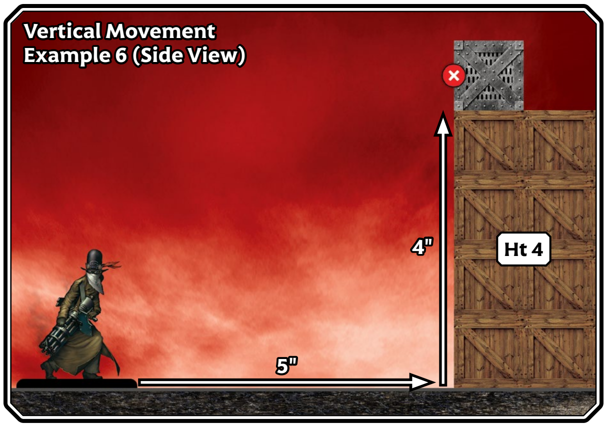
4. In this example, Niño chooses to fall off of a Ht 5 wall. However, there is a Mature Nephilim in the space where Niño would normally fall. Since models may never end a move overlapping each other, Niño moves to the legal position closest to where his base would have ended the fall. This case, both Position 1 and Position 2 equidistant to where Niño would have fallen, and since Niño is controlling the fall in this case, he can freely choose between them. He may never choose Position 3, as that is farther than both Position 1 and Position 2.

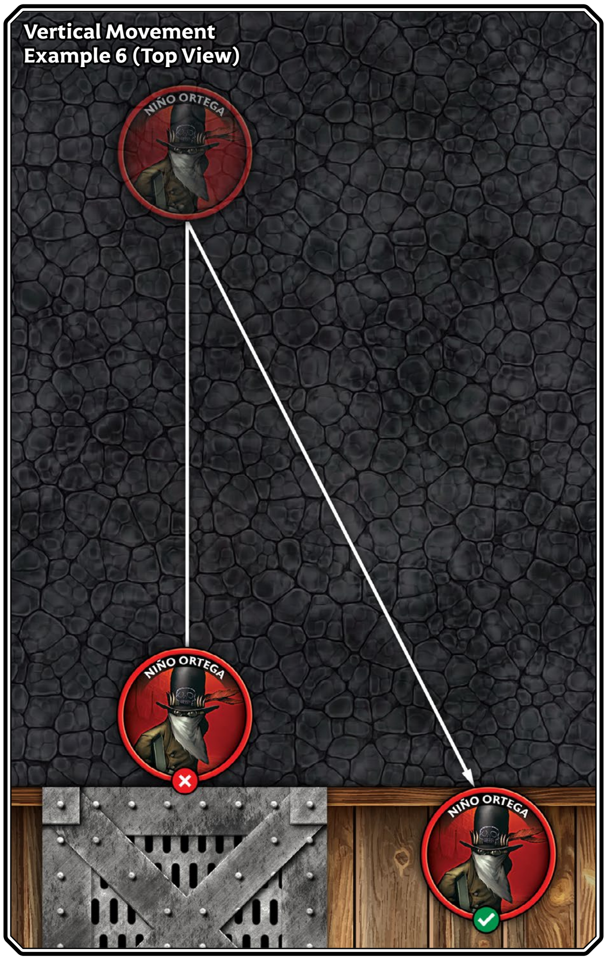


5. Niño declares the **Walk** action, moves his full **Sp** of 5 and ends the **Walk** in base contact with the wall. He decides he wants to scale the wall, so he moves vertically and horizontally the minimum distance required to ensure his base is 100% supported by the terrain. It does not matter that scaling the wall moves Niño more than his **Sp**.



6. Niño declares the **Walk** action, and attempts to scale a wall. This time, there is a second piece of terrain on top of the wall he is attempting to scale. Since Niño can only scale terrain he is in base contact with, he cannot scale the box. Attempting to scale the wall would result in Niño ending his movement *inside* of the box, which is not a legal position, so Niño cannot scale that part of the wall. He can however, **Walk** to a different section of the wall, and attempt to scale from that position.





JUMPING

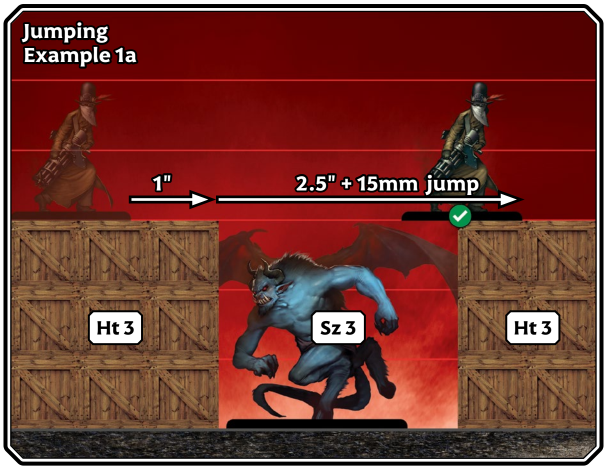
Before a model falls, its controller may decide that the model is attempting to jump. To jump, a model must pick a point on the table or a terrain piece either at the same elevation as itself or up to one inch of elevation below itself and within range of its remaining movement. Then, the model moves horizontally toward that point until its base is above the selected location and at least 50% over terrain that can support it, before moving vertically down until its base is supported.

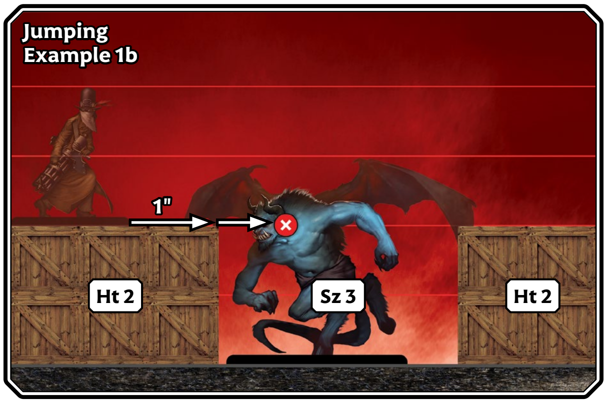
If there is an intervening terrain piece or other impassable object whose **Sz** + elevation is greater than the jumping model's elevation, the model is unable to jump.

Models may not end a jump on higher elevation than where they began the jump.

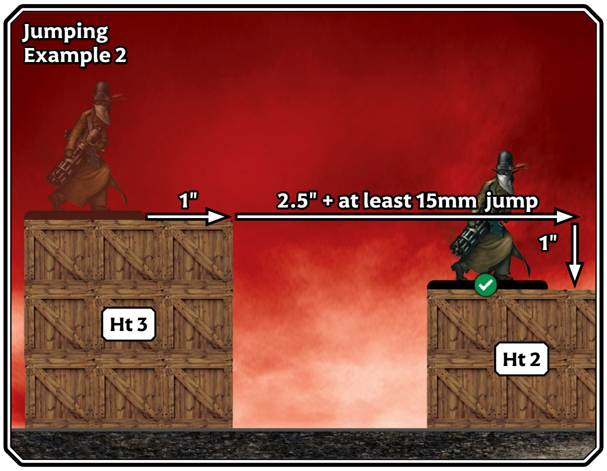
Jumping Examples

1. Niño activates on top of a Ht 3 wall, and needs to get to the top of a nearby wall with one **Walk** action to make a Scheme marker. He declares the **Walk** action and moves 1", so that his base is flush with the edge of the terrain. He then jumps 2.5" to the nearby Ht 2 wall, moving at least an additional 15mm so that his base is at least 50% supported. Throughout the entire **Walk** action, Niño never moves more than his **Sp** of 5. While jumping, Niño ignores the Mature Nephilim in between the walls, because its **Sz** is the same (or lower) as Niño's current elevation. If Niño were jumping across Ht 2 buildings, the Mature Nephilim would block Niño's movement, preventing him from jumping.

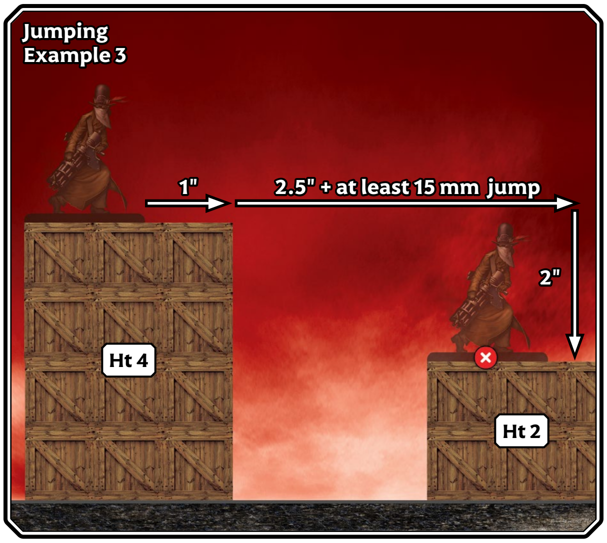




2. Niño activates on top of a Ht 3 wall, and wants to jump to a nearby Ht 2 wall. To do so, he declares the **Walk** action and moves until his base is flush with the edge of the terrain, then he jumps 2.5" + 30mm horizontally. At the end of the jump, Niño's base is unsupported so he moves 1" down until it is supported.



3. If Niño were on top of a Ht 4 wall, there would be no legal point for him to jump to at his elevation or at elevation 3. He would therefore be unable to jump.



LINE OF SIGHT

Line of sight (LoS) is used regularly in the game and is determined using sight lines. It is a representation of something seeing something else on the table. Models always have LoS to themselves and always have LoS to any object or terrain they are in base contact with.

Any effect that requires range to be measured also requires LoS to be drawn, unless it says otherwise.

A sight line is an imaginary straight line between two points on the edges of two objects' bases. Sight lines are drawn from a top-down perspective. To determine if one object has LoS to another, draw a series of sight lines from the first object to the second. Sight lines between objects are never drawn in such a way that they cross either object's base. If the objects are on different levels of the same terrain piece, sight lines cannot be drawn through the terrain piece's ceiling or floors.

If at least one of the sight lines between two objects is unblocked, the first object has LoS to the second. If all the sight lines are blocked, the first object does not have LoS to the second. Each object draws its own sight lines independent of the other. As such, LoS is not necessarily reciprocal. This most often occurs when one model may ignore the blocking terrain trait of a marker, while another model cannot (see bullet 5 of *Markers*).

BLOCKED LINE OF SIGHT

In order for a sight line between two objects to be blocked, it must pass through blocking or dense terrain of a large enough height or an enemy model with a big enough size. When drawing sight lines between two objects, the following rules apply:

- Any intervening models or terrain with size or height smaller than **both** of the objects do not block sight lines.
- Any intervening models or terrain with size or height equal to or larger than **both** objects block sight lines.
- Any intervening models or terrain with size or height smaller than **exactly one** of the objects block sight lines if any part of the smaller object's base is within 2" of the intervening object.

When drawing sight lines, 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). If a model needs to draw LoS to a point on the board or terrain it does so as if that point on the board/terrain were a **Ht** 0 model.

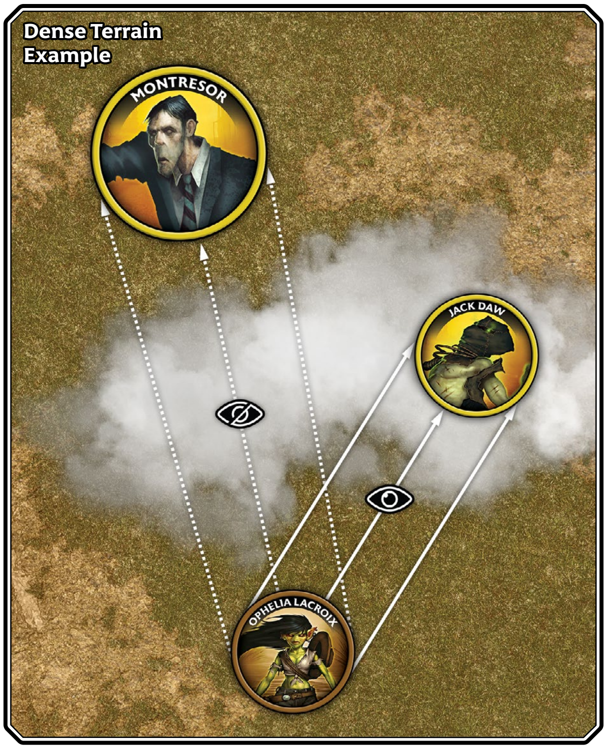
Dense Terrain

Terrain with the dense trait can block LoS without providing cover. Sight lines that cross over dense terrain completely are blocked, but sight lines that only enter or leave dense terrain are not blocked. Models can see into and out of dense terrain, but they cannot see through it.

Dense Terrain Example

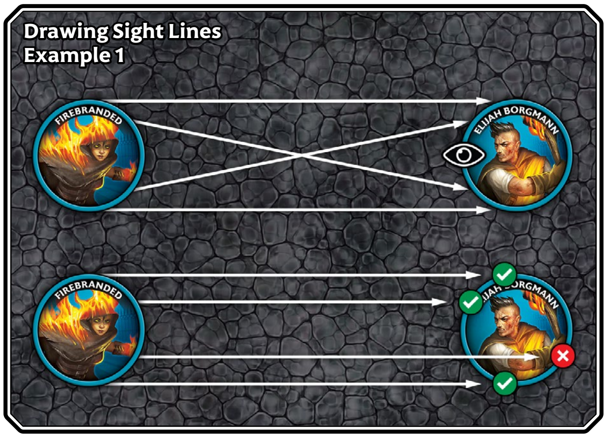
In this example, Jack Daw is in a stationary bank of sinister fog that has been deemed to be concealing and dense terrain. Montresor is hanging further back, outside the fog. Ophelia is trying to draw LoS to Jack Daw and Montresor. Her sight lines to Jack Daw enter the fog bank but do not leave it due to the dense trait, so they are not blocked. She has LoS to Jack Daw (though he will have concealment against any attacks she makes targeting him due to the fog's concealing terrain trait).

Ophelia's sight lines to Montresor enter the fog bank and then leave it, so these sight lines are blocked due to the fog's dense trait. Since all of her sight lines are blocked, Ophelia does not have LoS to Montresor.

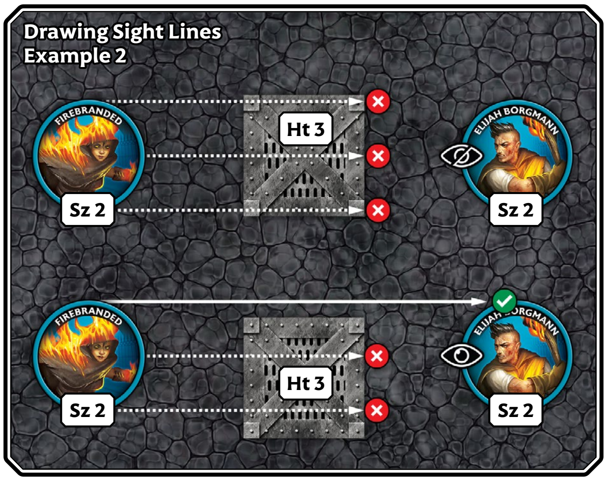


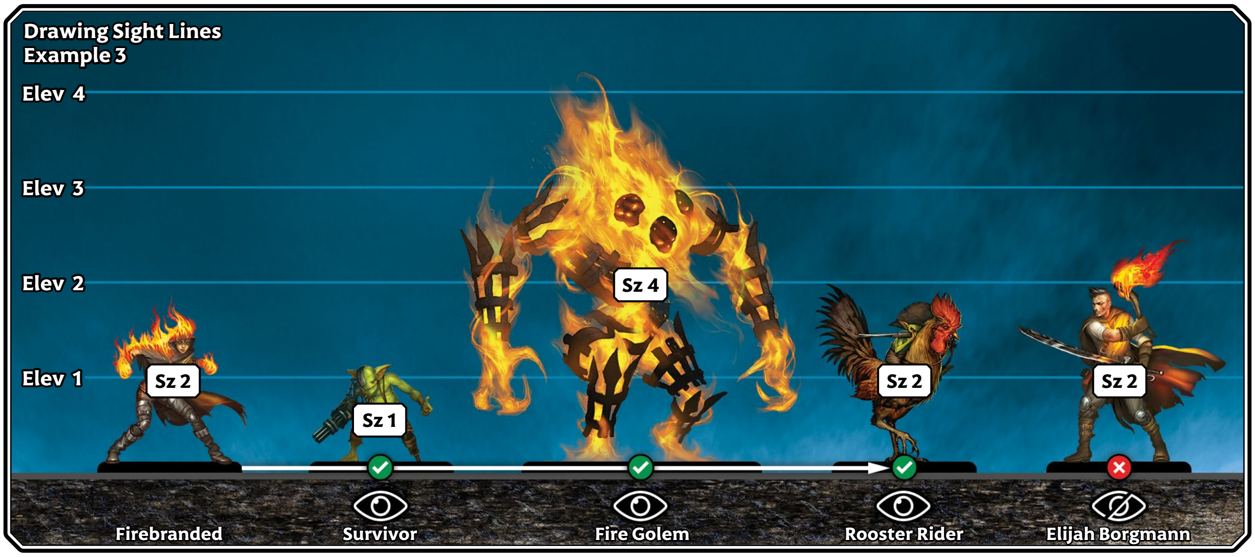
Drawing Sight Lines Examples

1. A Firebranded declares the **Backdraft** action, and wants to target Elijah Borgmann. Since the action requires LoS, she draws a series of sight lines from the edge of her base to the edge of Borgmann's base. She may start at any point on her base and end at any point on Elijah's base, so long as the sight line remains straight. When drawing LoS to Elijah, none of the sight lines can cross *over* his base.



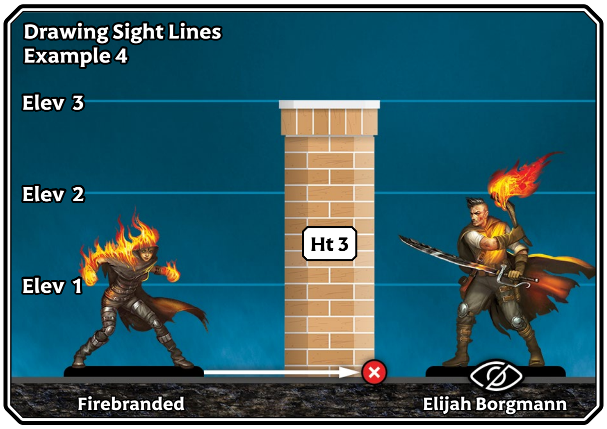
2. If all sight lines between the Firebranded and Borgmann are blocked, the Firebranded does not have LoS to Borgmann. But, as long as there is at least one unblocked sight line, the Firebranded *does* have LoS to Borgmann.



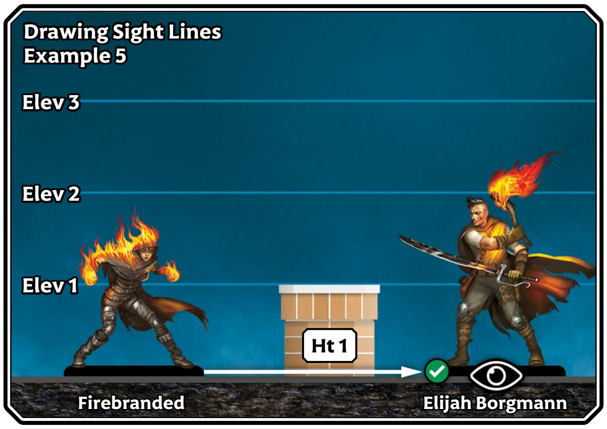


3. The Firebranded once again attempts to draw LoS to Elijah Borgmann. Drawing from her base, the Firebranded's sight line crosses over the bases of several models in between herself and her target. The Firebranded has a **Sz** of 2, so she ignores the **Sz** 1, enemy Survivor in her way. She also ignores the **Sz** 4 Fire Golem, because it is friendly to her. However, she cannot ignore the **Sz** 2 enemy Rooster Rider. When her sight lines cross the Rooster Rider's base, they become blocked. As such, the Firebranded has LoS to the Rooster Rider, but not to Elijah Borgmann.

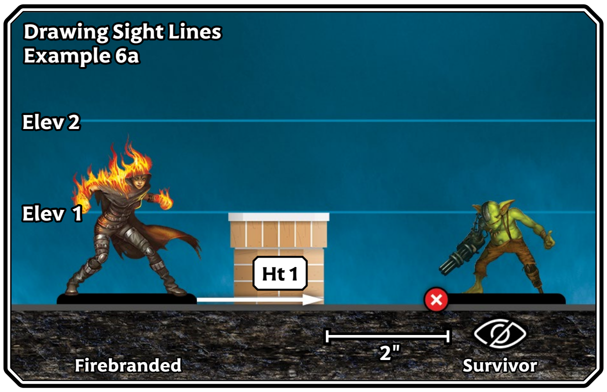
4. In this example, the wall between the Firebranded and Borgmann has a height equal to or greater than both models' size, so her LoS to Borgmann is blocked regardless of how close to the wall they are.

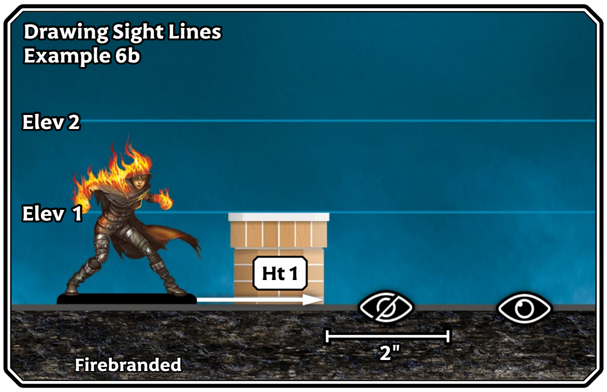


5. In this example, the wall between the Firebranded and Borgmann has a height that is smaller than the size of both the Firebranded and Borgmann, so her sight lines to Borgmann are not blocked.

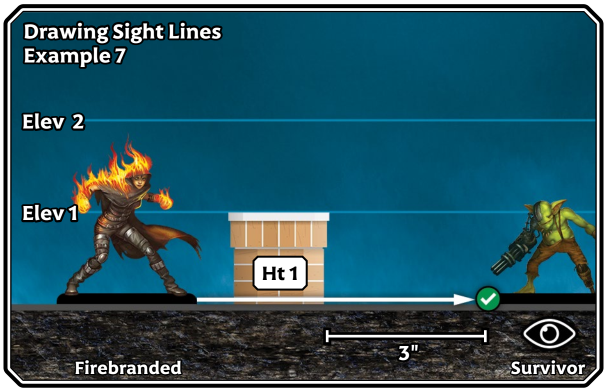


6. In this example, the wall between the Firebranded and the Survivor has a height smaller than the Firebranded's size but equal to the Survivor's size. Since part of the Survivor's base is within 2" of the wall, the Firebranded's sight lines that pass through that wall to the Survivor are blocked. In fact, the Firebranded sight lines that pass through the wall are blocked to any part of the ground within 2" of the wall.

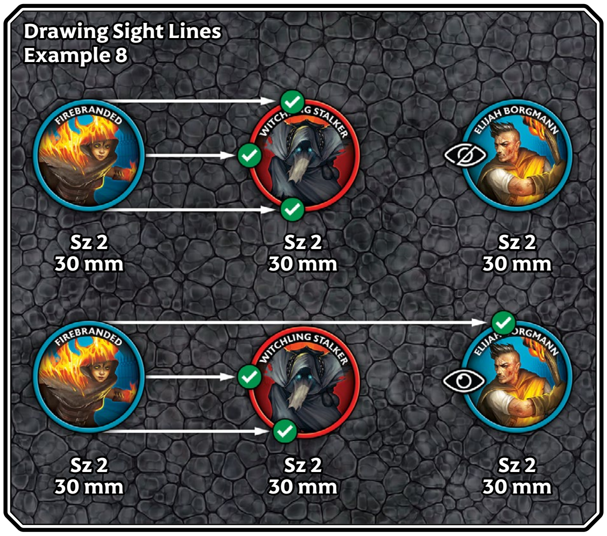




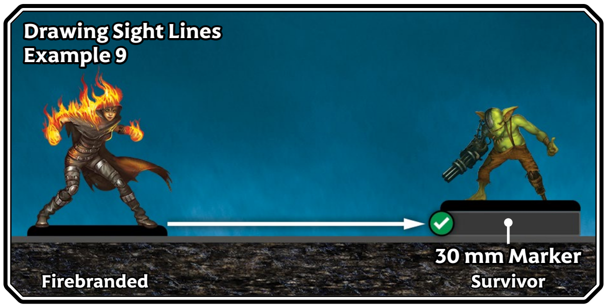
7. In this example, the wall between the Firebranded and the Survivor has a height smaller than the Firebranded's size but equal to the Survivor's size. This time, the Survivor is **more than 2"** from the wall, so the Firebranded *does* have LoS to the Survivor.



8. Although it requires perfect positioning, it is possible for a 30mm object to be perfectly positioned between two other 30mm objects, blocking sight lines between them. This most commonly occurs through the use of the rule of intent.



9. If a model is standing perfectly atop a marker with the same base size (such as a model on a 30mm base standing perfectly atop a 30mm Marker), it does *not* block sight lines drawn to that Marker.



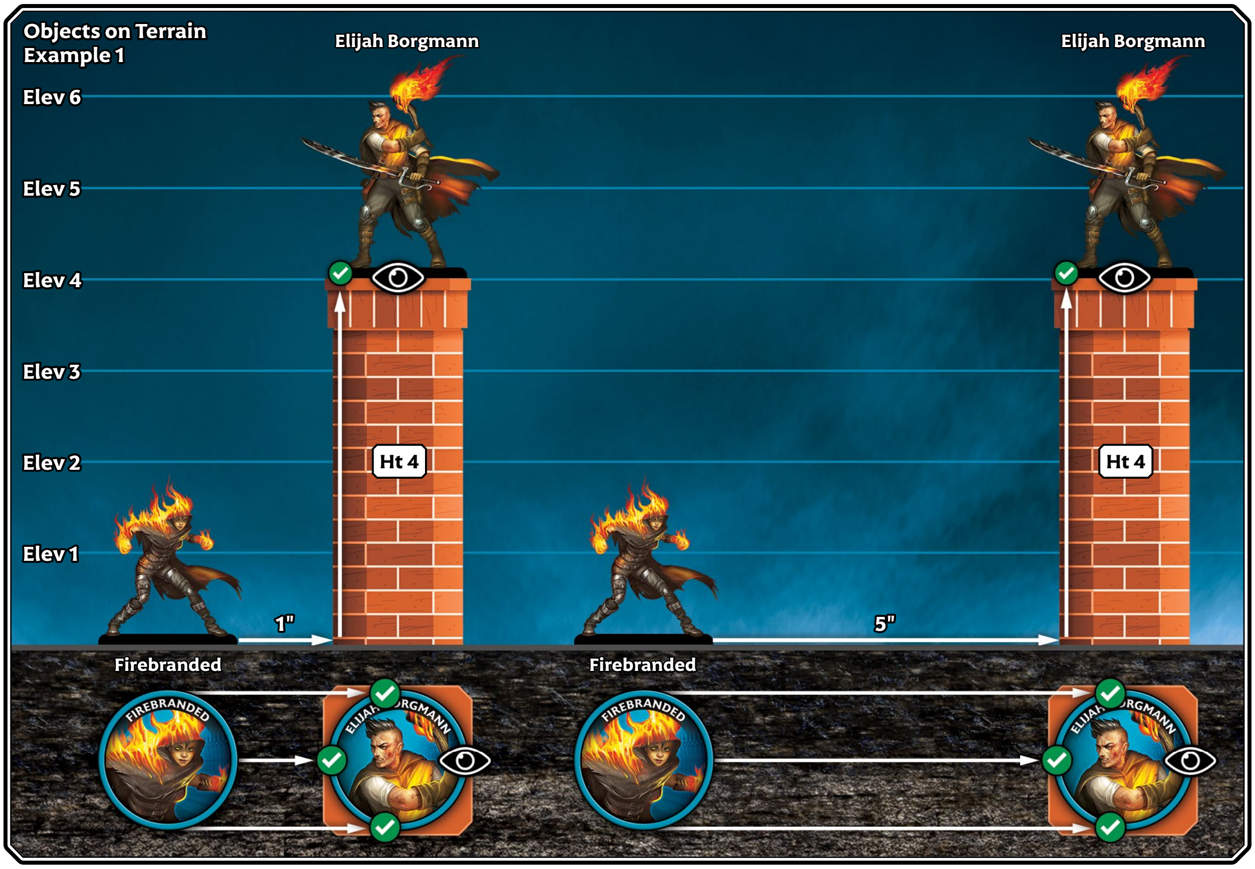
OBJECTS ON TERRAIN

If a model is standing on terrain with the height trait, it adds the height of that terrain to its size when drawing sight lines. Similarly, if a terrain piece with height is atop another terrain piece with height (most often because a terrain marker like an Ice Pillar was made atop a building's roof), their heights are added together as described above for the purposes of drawing sight lines.

When drawing a sight line from one object to another, the terrain either model is standing on cannot block sight lines. This rule does not apply if the objects are on different levels of the same terrain piece; sight lines cannot be drawn through the terrain piece's ceiling or floors.

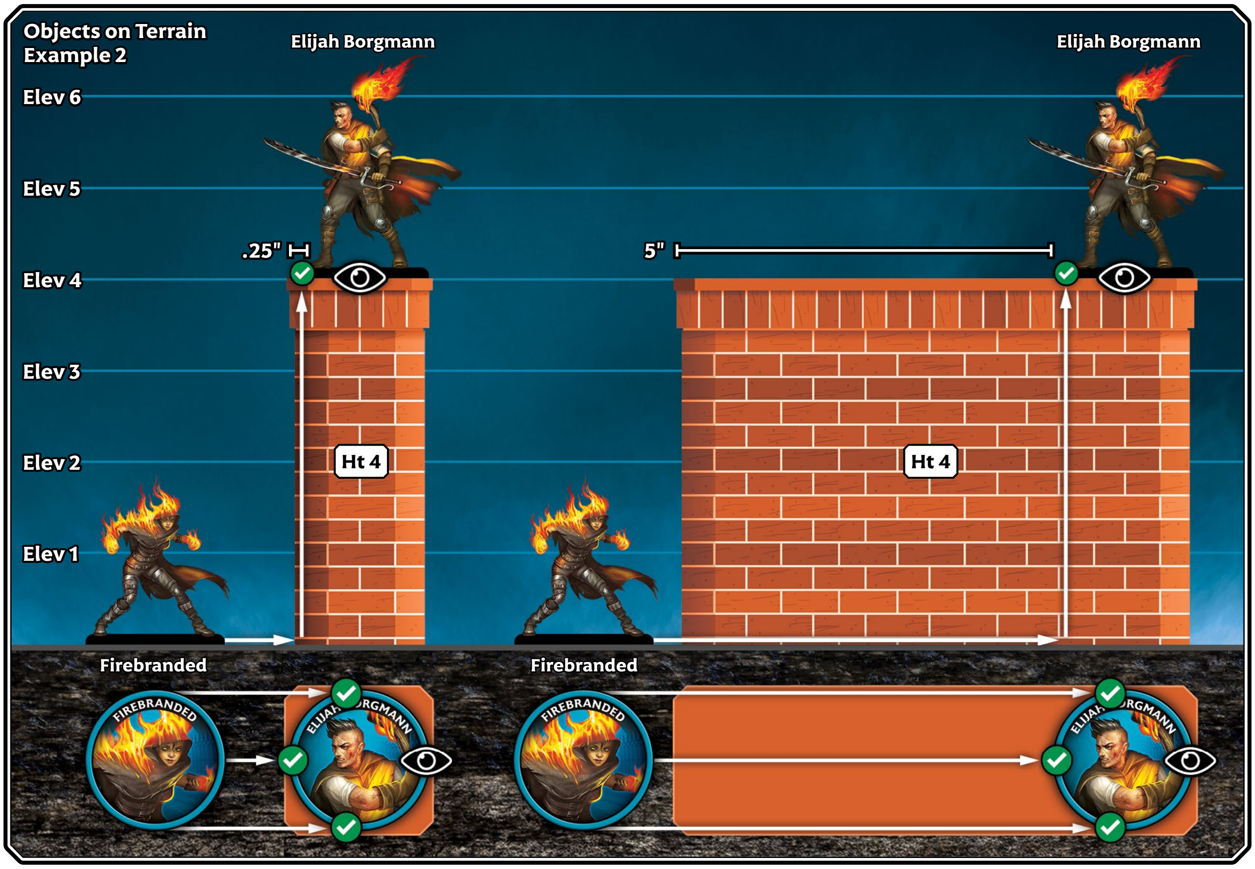
Objects on Terrain Examples

1. In this example, Elijah Borgmann is standing on top of a Ht 4 wall, making his effective **Sz** 6 while a **Sz** 2 Firebranded attempts to draw sight lines to him. The Firebranded's sight lines must pass through the Ht 4 wall in order to reach Borgmann's base. Normally, the third bullet point of Blocked Line of Sight (see Drawing Sight Lines Example 6 and Drawing Sight Lines Example 7) would apply, since exactly one of the models is smaller than the terrain between them. However, since Borgmann is standing **on** the intervening terrain, that terrain cannot block the Firebranded sight lines. This means that Borgmann and the Firebranded will have LoS to each other regardless of how close or far the Firebranded is to the wall.

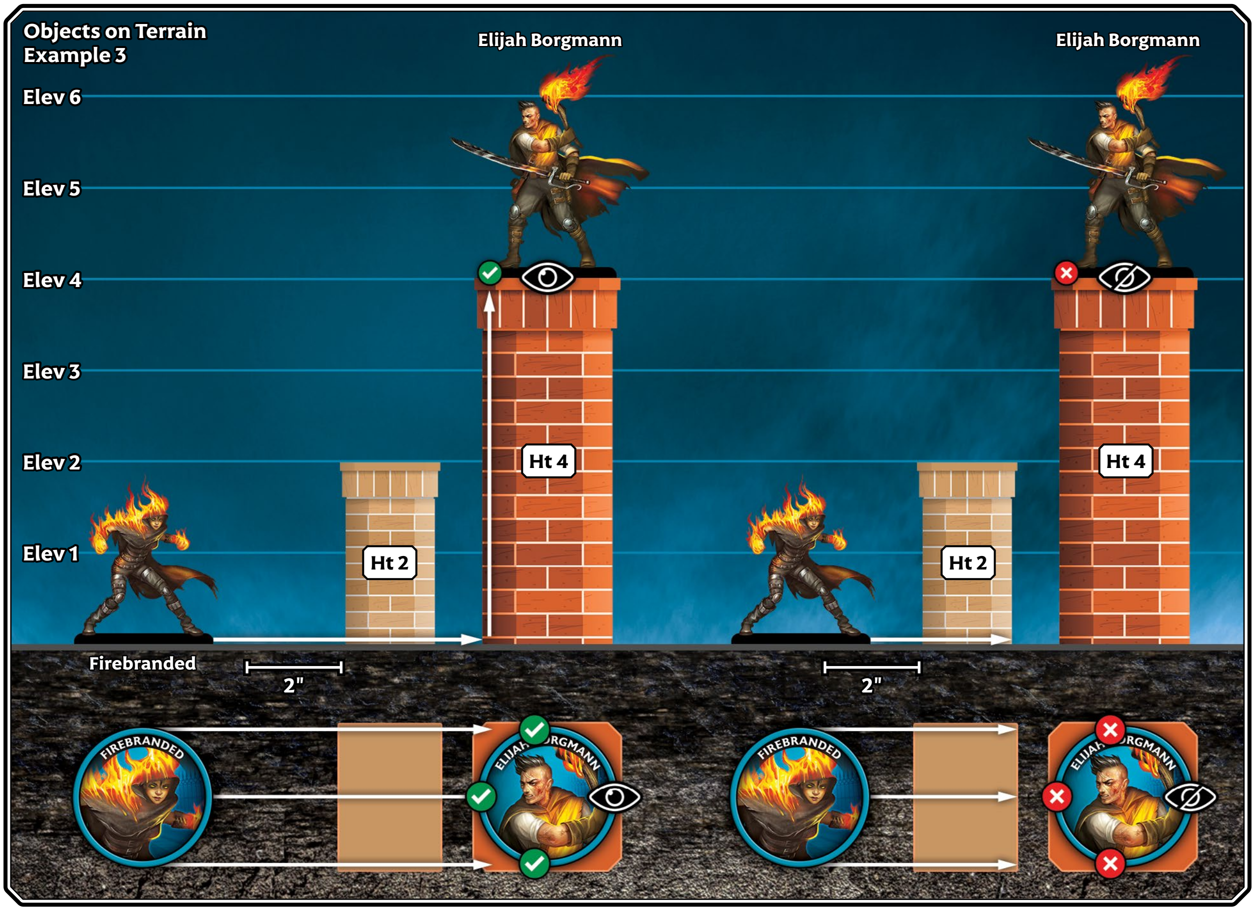


2. It does not matter how much of the wall the Firebranded's sight lines pass through, i.e. how far Borgmann is from the edge of the wall. The wall cannot block sight lines to Borgmann, so long as he is standing on it.

   For particularly large terrain pieces such as the one to the right, it may make sense to determine that different sections of them count as separate terrain pieces before the game in order to prevent counter-intuitive situations. If the players had agreed that the two halves of this wall counted as separate terrain pieces, the sight lines would be blocked.



3. The Firebranded attempts to draw sight lines to Elijah Borgmann, who is standing on top of a Ht 4 wall. This time, there is a second piece of blocking terrain in between them. The Firebranded is **Sz** 2, while Borgmann adds the Ht of the wall to his **Sz**, becoming effectively **Sz** 6. The wall Borgmann is standing on cannot block sight lines to him, but the Ht 2 wall in between them *can*. Since exactly one of the models (the Firebranded) is of equal or lower **Sz** than the left wall's Ht, any sight lines that pass through it will be blocked regardless of Borgmann's size while the Firebranded is within 2" of it.



GAMEPLAY

The goal in a game of Malifaux is to score more VP (victory points) than your opponent, which are gained based on the encounter's schemes and strategies.
A game of Malifaux takes place over four turns, which are each broken down into multiple phases.

TURN SEQUENCE

- **Start Phase:** Discard Cards, Draw Cards, Resolve Effects.
- **Activation Phase:** Pass, Select Model, Activation, Transfer Active Player.
- **End Phase:** Resolve Effects, Score Strategy, Score Schemes, Abandon Schemes, Select New Schemes, Check for End of Game, Shuffle.

START PHASE

The start phase is made up of the four steps outlined below. Once the start phase is finished, proceed to the activation phase.

A. Determine Initiative: On turn 1, the attacker has initiative. On every turn after that, the player who did **not** activate the last model on the previous turn chooses who gains initiative.

B. Discard Cards: Players may discard any number of cards from their hand.

C. Draw Cards: Players with fewer cards in hand than their maximum hand size (which is normally seven) draw cards until they reach their maximum hand size.

D. Resolve Effects:

1. **Used "once per turn"** effects become available for use again.
2. **Assume Leadership:** If a crew has no masters in play, once per game a single henchman in that crew may drain a ◆ to increase its action limit to 3 until the end of the encounter.
3. **Resolve any effects** that happen during the Start Phase, starting with the player with initiative.

ACTIVATION PHASE

In this phase, each player takes turns as the active player, beginning with the player with initiative. Proceed to the end phase once every model has activated this turn.

A. Pass: If the active player has the same or fewer model's that have not activated this turn than their opponent, they may choose to pass and skip to Step D, without activating a model. Players may not pass if the previous activation was passed.

B. Select Model: The active player chooses one of their models that has not yet activated this turn to activate. No model may activate more than once in a turn. If the active player does not have any more models to activate, skip to Step D.

C. Activation: The chosen model activates (it is now the acting model) and follows the steps below.

1. **The model is considered** to have activated this turn.
2. **Start Activation:** Resolve any effects that happen when the model activates.
3. **Taking Actions:** Non-Peon models may declare up to two actions and one signature action 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. If a model would gain or remove a **Fast**, **Slow**, or **Stunned** token during an activation, the effects of the token come into effect immediately and are ignored as soon as the token is removed.
   a. If an encounter's size is 50 Soulstones or higher, all Masters treat their action limit as three instead of two.
4. **End Activation:** Resolve any effects that happen when the model ends its activation.
5. **Any used "once per activation"** effects become available for use again.
6. **Chain Activations:** Some effects can cause models to activate after another model. If a model would activate this way, immediately go back to the start of Step C. Players may not activate more than two models in a row this way.

D. Transfer Active Player: If there are still models left to activate this turn, the opponent becomes the active player and starts at Step A. Otherwise, proceed to the End Phase.

PASSING

During the activation phase, if the active player has fewer models that have not yet activated this turn than all of their opponents (or is tied for the fewest), *and* the previous activation was not passed, they may elect to pass. When a player passes, they immediately proceed to Step D: Transfer Active Player without activating any models. A passed activation does not count as an activation for any game effect.

TRACKING ACTIVATIONS

Some players may find it easier to count remaining activations by using tokens representing how many times they may pass in a turn. Simply count the difference in number of models at the start of the turn and adjust the "pass token" pool as models are killed or summoned. These tokens are not an actual game effect, but if tracking in this way is easier for you, go for it!

END PHASE

A. Resolve Effects: All effects that resolve during the end phase resolve now. If there are multiple effects, follow the detailed timing rules.

B. Score Strategy: Starting with the player with initiative, crews gain victory points (VP) from strategy effects that score at the end of the turn. A crew cannot gain more than 5 total VP from a strategy.

C. Reveal Schemes: Starting with the player with initiative, crews may reveal schemes that score at the end of the turn and gain the VP indicated by the scheme. In order to reveal a scheme in this way, all requirements listed in the Reveal section of the scheme must be met. Any VP gained from the Additional VP section are gained at the same time as any VP gained from the Scoring section.

D. Abandon Schemes: Starting with the player with initiative, crews may show their scheme to their opponent without scoring any VP, and then discard it. This does not count as revealing the scheme.

E. Select new Schemes: Starting with the player with initiative, any crew that revealed or abandoned a scheme this turn selects a new scheme from the list of Next Available Schemes on their current scheme. If a scheme has no listed Next Available Schemes, that crew selects no scheme. Then, the crew discards its current scheme and draws the card for its newly selected scheme (if any).

F. Check for end of game: If it is turn 4, the game ends at this time.

G. Shuffle Discard Piles: Players shuffle their discard piles back into their fate decks. Players should set aside their control hands so they do not accidentally shuffle their hand back into the deck as well.

H. The turn ends, and play proceeds to the Start Phase of the next turn.

ABILITIES

Most abilities are passive, meaning that they are always in effect. Some abilities, however, are active and create certain effects in reaction to other events on the table. When an active ability goes into effect, resolve the effect step by step in the order it is listed on the ability.

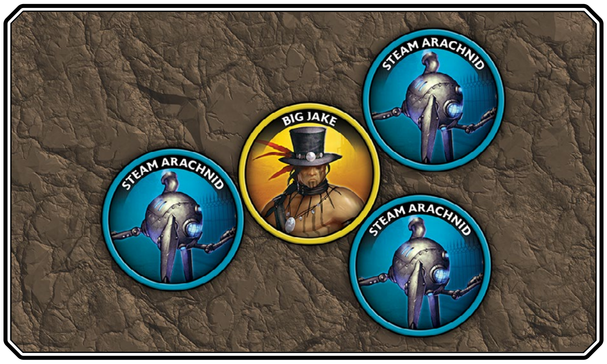
Abilities are not cumulative. If a model would be affected by multiple abilities of the same name (i.e., if the ability would change the model's game state in some way), then the model is only affected by one such ability chosen by the player controlling the abilities.

A model cannot gain a second instance of an ability it already possesses.

Cumulative Abilities Example

In this example, three Steam Arachnids are in base contact with Big Jake. Each one of them has the **Latch On** ability, which reduces Big Jake's **Df** by 1. Since all three of these abilities are affecting Big Jake, and all three of them have the same name, their controller chooses just one of them to affect Big Jake. As such, Big Jake's **Df** is only lowered from 5 to 4.

Latch On: Enemy models in base contact with this model suffer -1 **Df**.



DEFENSIVE ABILITIES

Abilities that help a model stay alive are broken up into three categories. The category these abilities belong to is indicated by a symbol to the left of their name:

Physical Defense	🛡	🛡 **Armor:** *Once per activation.* Reduce damage dealt to this model by 1.
Magical Defense	⛨	⛨ **Aegis:** *Once per activation.* Reduce damage dealt to this model by 1.
Unusual Defense	⛊	⛊ **Threatening Demeanor:** *Once per activation.* Reduce damage dealt to this model by 1.

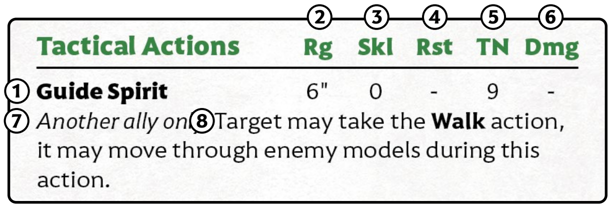
All three of these example abilities function the same way, but an action that ignores 🛡 abilities will ignore **Armor** without ignoring **Aegis**.

Ability Timing

Most abilities are passive and always in effect, but some occur as a result of another game effect. In these cases, the ability will use the word "After." These abilities happen after the effect in question is resolved.

ACTIONS

Models in Malifaux have a variety of actions they can perform. An example action is listed below:



Tactical Actions	**Rg**	**Skl**	**Rst**	**TN**	**Dmg**
Guide Spirit	6"	0	-	9	-

Another ally only. Target may take the **Walk** action, it may move through enemy models during this action.

1. **Name:** The name of the action. For ⚡ and ◆ actions, see the corresponding section below.
2. **Range (Rg):** This is a range in inches, and it is the maximum distance the action can affect. Attack actions have an icon denoting their type.
3. **Skill (Skl):** Any action that requires a duel will have a skill. This is what the model adds to the card it flips in the duel (in this case, 0). It may also have a fate modifier, which impacts the flip for that action, and/or a suit, which is added to the model's duel total.
4. **Resist (Rst):** If the action causes an opposed duel, this will list which stat the opponent uses to resist the duel.
5. **Target Number (TN):** If the action requires a target number to be met in order to succeed, it will be listed here. For the action to be successful, the model's duel total must reach this value or higher and must include any suits listed here. TNs on actions may vary between models, just like **Skl**s.

If an action has both a Rst and a TN, the model must succeed on both aspects (equal or exceed the target's duel total and the TN value) to be successful. If the action has neither a Rst nor a TN, it succeeds without a duel.

6. **Damage (Dmg):** If the action deals damage to its target when it succeeds, the amount of damage is listed here. Actions with a **Dmg** of - cannot deal damage, even if another effect would increase their damage such as receiving a raise or the ***Critical Strike*** trigger, though any effects that do instance damage, such as the ***Cut the Cables*** trigger, would still deal damage.
7. **Costs and Restrictions:** Some actions may have special requirements, costs, targeting restrictions, and/or additional effects, which are listed in italics before the action's effects.
8. **Effects:** Any extra effects of the action are listed here. Unless otherwise specified, these effects only occur if the action is successful.

ATTACK ACTIONS AND TACTICAL ACTIONS

An action with a resist stat is an attack action. Attack actions may not target friendly models, unless they state otherwise or are enemy controlled. A model may never target itself with an attack action.

An action without a resist stat is a tactical action.

Attack Action Types

There are three types of attack actions. Every attack action will have one of these three types and be denoted by that type's symbol:

- ⫽ **Melee:** This is the symbol for a melee action. ⫽ actions may be generated by the **Charge** action. A ⫽ action may not target a model on a different elevation than the initiating model if the difference in elevation is greater than the size of the model at the lower elevation. (see *Elevation Example 4*).
- 🔫 **Missile:** This is the symbol for a missile action. 🔫 actions may not be taken while engaged.
- ✨ **Magic:** This is the symbol for a magic action.

Both ⫽ and 🔫 actions deal +1 damage for every raise they receive in a duel.

Signature Actions (↯)

Many models have an ↯ symbol to the left of one or more of their actions, identifying that action as their signature action. The ↯ symbol is independent from the action itself. Meaning, two models may both have an action of the same name, but it may be a signature action for one and not the other. Before declaring an action, a model may decide that it is going to use its signature action and choose from any actions it may declare marked with a ↯ symbol.

A model may declare one signature action per activation. This may occur at any point during the model's activation, including after it has reached its normal action limit. Models may still use that same action multiple times during an activation (barring "once per" restrictions), but it will count as a signature action only once. If a model has the option to declare multiple actions as their signature action, only one of them may be declared as its signature action that activation.

Signature Action Example

DABBLER

Attack Actions	Rg	Skl	Rst	TN	Dmg
↯ **Elemental Bolt**	✨8"	5	**Df**	-	2

🌀 ***Critical Strike:*** When resolving, this action deals +1 damage.

🕮 ***Forethought:*** This model gains an **Adaptable** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
↯ **Aetheric Passage**	-	5	-	10	-

This model may discard an ***Adaptable*** *token.* Move this model up to 4" ignoring models and terrain. If an Adaptable token was discarded increase the distance moved by +2".

🌊 ***Wash Away:*** Remove any number of markers this model moved through with this action.

Dabbler-A

A Dabbler activates with an action limit of two. She first declares the **Walk** action to get within 8" of an enemy model, before declaring the **Elemental Bolt** action as her signature action. The enemy model survives the attack, so she uses her second action to declare **Elemental Bolt** a second time.

Dabbler-B

A Dabbler activates with an action limit of two. She first declares the **Walk** action to get within 8" of an enemy model, before declaring the **Elemental Bolt** action. The Dabbler has reached her action limit of two, but has not yet used a signature action. She declares the **Elemental Bolt** action a second time as her signature action to finish off the enemy model. Afterwards, the Dabbler wants to use **Atheric Passage** to hide behind a nearby wall, but has already declared two actions and a signature action, so she must end her activation in the open.

Soulstone Actions (⬮)

Some actions have one or more ⬮ symbols to the left of their name, identifying them as soulstone actions:

⬮ **Resupply**	-	-	-	-	-

Once per turn. This model draws one card from its deck. Then draw up to two cards from this model's discard pile with values of 1-5.

Soulstone actions require the number of ⬮ indicated to be drained from the controlling crew's soulstone pool as a cost when the action is declared. The ⬮ symbol is tied to the action itself. All instances of the **Resupply** action will require one ⬮ to be drained as a cost.

GENERAL ACTIONS

The actions listed below are tactical actions all models in the game may declare. They are not considered printed on any model's stat card.

Action	Rg	Skl	Rst	TN	Dmg
Interact	1"	-	-	-	-

Cannot be declared while engaged or if this model used the ***Walk*** *action to leave engagement this activation. This action cannot target markers in base contact with an enemy model.*

Do one of the following:

1. Make a Scheme marker anywhere within range.
2. Remove one Scheme marker within range.
3. Resolve a specific rule that refers to an **Interact** action.

Action	Rg	Skl	Rst	TN	Dmg
Walk	-	-	-	-	-

This model moves up to its speed (**Sp**). This may incur penalties if it is engaged.

Action	Rg	Skl	Rst	TN	Dmg
Charge	-	-	-	-	-

Once per activation. Cannot be declared while engaged. Move this model up to its **Sp** in a straight line. It may then declare a ⫽ action that does not count against its action limit.

Action	Rg	Skl	Rst	TN	Dmg
Slam	1"	-	-	-	-

Target a non-Scheme marker or any one destructible terrain piece within range. Remove the target from play.

Action	Rg	Skl	Rst	TN	Dmg
Prepare	-	-	-	-	-

Give this model an **Adaptable**, **Focused**, or **Shielded** token.

RESOLVING ACTIONS

When resolving an action, a model proceeds through the five steps below in order:

A. Declare the Action
B. Targeting
C. Perform Duels
D. Apply Results
E. After Resolving

A model is considered to be resolving an action during every part of the "Resolving Actions" process. For instance, if a model was in hazardous terrain during any part of the "Resolving Actions" process, the effects of the hazardous terrain are applied to the model after the action resolves.

STEP A: DECLARE THE ACTION

1. Announce what action the model is taking. Some actions have special restrictions. If these restrictions aren't met, the action cannot be declared.

2. If the action has any costs in italics, they must be paid now. If the costs are not paid, the action cannot be declared.

3. If the action has any ⬧ symbols to the left of its name, an equivalent amount of soulstones must be drained or the action cannot be declared.

4. The action is now considered to be declared. Resolve any effects that occur when an action is declared.

Actions that cannot be declared do not count as failed actions and do not count against a model's action limit.

STEP B: TARGETING

Choose a model to be the target of the action. Unless specified by the action, every action with a target must target a single model. Actions cannot target other objects, such as markers, unless specified by the action.

1. Select an object to be the target of the action. Objects that do not meet all targeting restrictions of the action cannot be selected. If the action does not require a target, skip to step B-4.

2. Check to make sure that the target is within range of the action. If the target is not within range, the action fails and skips to Step E.
3. Check to make sure the model declaring the action has LoS to the target.
4. Determine if the target has cover or concealment.
5. Any effects that occur "when this model targets / is targeted" occur now.
6. If the action asks the model to choose one or more objects in its italics section, this occurs now. Choosing an object does not count as targeting an object, and ignores all effects from targeting.

STEP C: PERFORM DUELS

If the action requires a duel, the model now performs the duel. If the initiating model does not succeed on the duel, the action fails and Step D of resolving an action is not performed. Some actions have additional effects that affect an action's duel (such granting a ⊞ if the target is in severe terrain). These effects are listed next to the action in italics. If no duel was required, then the action is automatically successful.

STEP D: APPLY RESULTS

The model first performs any remaining portion of the action's text not listed in italics. Any effects from other sources (such as abilities or When Resolving triggers) occur now. Perform as much of the effects of the ability, in the order they are written, as possible. Ignore any effects that are not possible.

Once these effects have been resolved, the model deals the amount of damage listed in the action's Dmg section to the target. See Damage for how to calculate the amount of damage dealt to a model.

STEP E: AFTER RESOLVING

1. Any "After failing" effects occur.
2. Any "After succeeding" effects occur.
3. Any other effects that happen after an action is resolved, including any after resolving triggers, happen now except for hazardous effects.
4. Hazardous effects occur.

TRIGGERS

A trigger is an additional outcome of an action and is usually optional. In order to declare a trigger, a model must have one or more specific suits in its final duel total (as noted before the trigger's name) unless it is a soulstone trigger. Only one trigger may be declared per duel per model.

Triggers are tied to specific actions and can only be used with that action. They are found below an action's effect and are subject to all game effects that affect the action (such as the **Armor** ability). An example of a trigger is listed below:

📖 ***Surge:*** Draw a card.

TRIGGER TIMING

All triggers have a timing structure written in the trigger itself, detailed below:

- **Immediately:** These triggers resolve in the Declare Triggers step. They often modify the duel itself in some way.
- **When resolving:** These triggers resolve with the action's effects. These triggers, depending on effect, may modify the effects of the action as listed or add a new effect, so they only occur if the action was successful. Any new effects are resolved last, unless the trigger specifies otherwise.
- **After killing:** These triggers happen after killing the target of the action, as part of resolving damage timing.
- **After resolving:** These triggers happen after the action is complete, regardless of success or failure, but only if the model that declared the trigger is still in play.
- **After failing:** These triggers happen after the action is complete, but only if the model declaring the trigger was **not** successful in the duel and is still in play.
- **After succeeding:** These triggers happen after the action is complete, but only if the model declaring the trigger was successful in the duel and is still in play.

If a trigger does not list a timing, it is treated as an after succeeding trigger. If a trigger has a target and that target is no longer in play, the trigger has no effect.

ADDITIONAL ACTIONS

Many game effects can generate new actions, such as the ***Onslaught*** trigger:

> 🎭 ***Onslaught:*** Take this action again, targeting the same model

These new actions are called "additional actions" and do not count against a model's action limit. Additional actions may declare triggers, but cannot themselves generate new additional actions. If they would, any subsequently generated additional action is ignored; resolve as much of the rest of the effect as possible. The one exception to this rule is the **Charge** action. Actions generated by the **Charge** action *may* generate new additional actions.

If an action or trigger generates a new action, that action is independent from the action that generated it. The trigger takes effect per its timing structure, but the model that will resolve the new action cannot do so (i.e., declare the action) until all other effects have been resolved.

Additional Action Example

Marcus declares the **Charge** action, then declares his **Tear Apart** action as a generated action targeting an enemy model. This **Tear Apart** succeeds, with the ***Pouncing Strike*** trigger, allowing Marcus to declare a second **Tear Apart**. This attack also succeeds, once again with a 🎭 in its final duel total. Since this second **Tear Apart** is an additional action that was *not* generated by the **Charge** action, it cannot generate another additional action. Marcus can however still declare the ***Pouncing Strike*** trigger. He performs as much of the trigger as he can *without* generating the additional action. In this case, that means he places in base contact with an enemy model within 5".

RESTRICTIONS AND COSTS

Some actions or triggers have text written in italics at the start of their effects. This italics text contains various special information about the action, such as special restrictions, targeting restrictions, or costs.

SPECIAL RESTRICTIONS

Special restrictions are restrictions that limit an effect to only being declared in specific circumstances such as "once per" effects or more complicated restrictions like "This action cannot be taken while within 1" of blocking terrain".

"Once Per" Effects

Many powerful effects in Malifaux have a limited number of uses within a set time frame. Several common "once per" restrictions are listed here:

- **Once per activation:** Actions or abilities restricted to once per activation can only be used once each activation. Once per activation effects cannot be used outside of Step C of the Activation Phase. Used once per activation effects become available for use again during Step C-4 of the Activation Phase.
- **Once per turn:** Actions or abilities restricted to once per turn can only be used once each turn. Used once per turn effects become available for use again during Step D-1 of the Start Phase.
- **Once per game:** Actions or abilities restricted to once per game can only be used once each encounter.

"Once per" restrictions are limited on both a per model and per effect case. This means a given model could, for example, declare multiple once per activation actions so long as they were on different actions. This also means multiple models that have the same effect with a once per activation restriction, such as the **Charge** action, can each use that effect once per activation.

Some "once per" effects have additional modifiers, such as being restricted to targeting a specific model once per activation. These work the same way, adding on the specific restrictions mentioned.

TARGETING RESTRICTIONS

Targeting restrictions are those that limit what objects an action, trigger, or other game effect can affect. 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 some common targeting restrictions:

- **Enemy:** This action, ability, etc. must target an enemy model.
- **Ally/Allied/Allies:** This action, ability, etc. must target an allied model.
- **Friendly:** This action, ability, etc. must target a friendly model.
- **X only:** This action, ability, etc. must target a model that meets X criteria, typically a listed characteristic, keyword, or name.
- **Another/Other:** This action, ability, etc. must target a model other than the one declaring this action.
- **Different:** This action, ability, etc. must target a model other than the current target of the action.
- **X Marker:** This action, ability, etc. must target an X marker.
- **Non-Leader:** This action, ability, etc. cannot target leaders of either crew, nor can it target any model with the master characteristic.
- **Unique:** This action, ability, etc. must target a unique model.
- **Non-Unique:** This action, ability, etc. must target a non-unique model.

This Model, Another Model, and a Different Model

While many words used in Malifaux simply make use of their general English definition, these three words differ significantly from their common usage.

This Model

If an effect references "this model," it refers to "the model which generated the effect in which the text was written." In the case of tokens, "this model" refers to the model on which the token has been applied.

This Model Example

Lucius Mattheson succeeds in the **Execute Order** action targeting Agent 46 and declares the ***Special Dispensation*** trigger:

> **Executive Order** 8" 0 - 6 -
> *Other ally only.* Attach a Legalese upgrade to the target. Then the target may take an action.
> ***Planning Ahead:*** Target gains an **Adaptable** token.
> ***Special Disposition:*** This model may attach a Legalese upgrade.

Since this trigger uses the phrase "this model," it is *Lucius* who attaches the Legalese upgrade, **not** the target of the action Agent 46.

Another Model

If an effect references "another X," the effect must apply to an object other than the object which generated the effect.

Another Model Example

Marcus succeeds in the **Chimeramancy** action targeting the Jackalope and declares the ***My Loyal Servant*** trigger:

> ***My Loyal Servant:*** Another model within 3" of the target heals 1.

Since this trigger uses the word "another," Marcus could choose any other model within 3" of the Jackalope could heal 1, *including* the Jackalope itself, but excluding *Marcus*.

A Different Model

If an effect references "a different X," the effect must apply to an object other than the object which was most recently affected by it.

A Different Model Example

Marcus succeeds in the **Chimeramancy** action targeting the Jackalope and declares the ***Quick Reflexes*** trigger:

> ***Quick Reflexes:*** Take this action again, targeting a different model.

Since this trigger uses the word "different," Marcus could target any model, *including* himself, but *excluding* the Jackalope.

COSTS

Some game effects have a cost that is listed in italics after their name. These costs must be paid or the effect cannot be declared and no portion of the effect may be resolved. Soulstone actions must drain a number of ⬧ from the controlling crew's soulstone pool as a cost, or the action cannot be declared.

If a cost requires a model to deal damage to itself, that cost cannot be paid if doing so would reduce its health to 0 or below.

DAMAGE

Damage is most often done to models from an attack action. Attack actions which deal damage list the amount of damage they deal in their Damage (**Dmg**) value.

When a model suffers damage, it loses health equal to the amount of damage it suffered. A model may not have its health reduced below 0. If it would suffer damage that would bring its health below 0, any additional damage is ignored. When a model reaches 0 health, it is killed.

Models that suffer 0 damage are not considered to have suffered any damage. Effects that reduce damage, such as cover or the **Armor** ability, reduce damage to a minimum of 1 unless otherwise stated.

INCREASING DAMAGE

There are two ways an action might increase the amount of damage it deals: additive and instance.

Additive Damage

If the effect increasing damage uses a + sign, the amount the damage increased is combined with the action's **Dmg** value into a single amount of damage dealt, but does not adjust the **Dmg** value of the action itself. Additive damage cannot be used to increase the damage of an action if it has no **Dmg** value (ie a - symbol).

ARTEMIS

Attack Actions	Rg	Skl	Rst	TN	Dmg
Tear Apart	⫽1"	6	**Df**	-	2

⚘ ***Critical Strike:*** When resolving, this action deals +1 damage.

The ***Critical Strike*** trigger says, "When resolving, this action deals +1 damage." Since the effect uses a + sign, when Artemis declares the ***Critical Strike*** trigger, her **Tear Apart** action will do its 2 damage by default plus 1 more damage. As a result, her target is dealt 3 damage.

Instance Damage

If the effect does not use a + sign, the effect is a separate instance of damage that occurs independent of the action's **Dmg**.

If instead of ***Critical Strike***, Artemis had the ***Love Hurts*** trigger:

📖**: *Love Hurts:*** Deal 2 damage to the target.

Tear Apart would deal its normal damage of 2. After **Tear Apart** completes all of the damage timing steps (see below), ***Love Hurts*** would deal damage to Artemis' target a second time, beginning back at Step 1.

DAMAGE TIMING

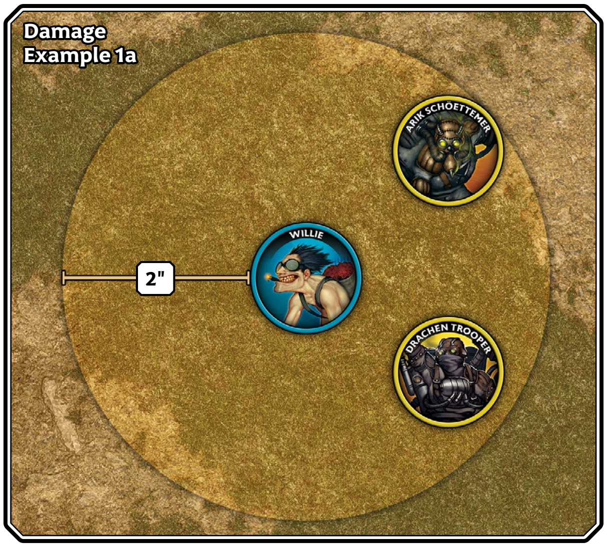
When a model is dealt damage, follow the steps below:

1. **Deal +1 damage** to the target for every raise the initiating model received in the duel, unless the action is a ✦ action.
2. **Modify the damage** dealt based on any other additive damage sources.
3. **Apply damage reduction** to the damage dealt. Any "when resolving" effects that reduce damage and reduction from a tied final duel total resolve at this point.
4. **The model suffers** any remaining damage and lowers its health by an amount equal to the final damage amount.
5. **Any effects that happen** after a model is damaged or after a model is reduced to a specific health, resolve at this point.
6. **If a model is at 0 health,** it is killed. Follow the timing chart for killed models.

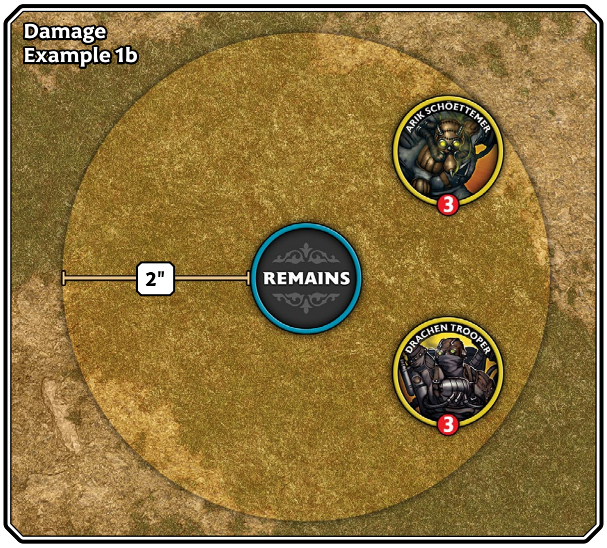
If any model is dealt damage as a result of an effect generated during this timing structure, the damage timing for that model is resolved after completely resolving all (6) steps of the initial damage timing, in the order in which the damage was generated. If multiple models suffer damage at the same time, resolve the damage timing of each model completely one at a time.

Damage Example

In this example, Willie is within 2″ of an enemy Drachen Trooper and Arik Schöettemer. All of them have 1 health remaining.

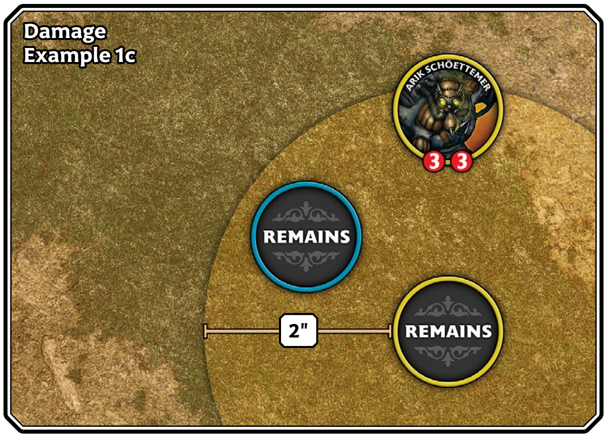


Willie suffers 2 damage and is killed. As a result, his **Demise (Explosive)** ability takes effect. This ability deals 3 damage to the Drachen Trooper and Arik, but Willie must finish resolving his own damage first. Willie's owner infuses a ⬮, makes a Remains marker, and then removes Willie from the game.

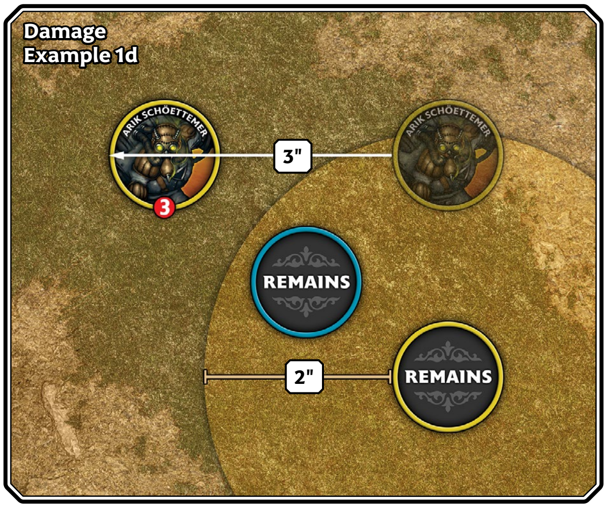


Since the Drachen Trooper and Arik were both dealt damage by **Demise (Explosive)** simultaneously, their owner chooses which one resolves their damage first. In this case, they choose to resolve the Drachen Trooper first.

The Drachen Trooper is dealt 3 damage, reduced to 2 from her armor, which lowers her health from 1 to 0. Since she is killed, her **Demise (Explosive)** ability takes effect. This ability deals 3 damage to Arik, but the Drachen Trooper must finish resolving her own damage first. The Drachen Trooper's owner infuses a ⬮, makes a Remains marker, and then removes the Drachen Trooper from the game.



Arik still has two damage effects to resolve, so he starts back at step 1 of damage timing. These effects were not simultaneous, so he *must* resolve the damage from Willie's **Demise (Explosive)** ability first. Arik's **Kinetic Amplifier** ability takes effect at step 3, which he uses by draining the ⬮ he infused when the Drachen Trooper was killed. This reduces the damage from Willie's **Demise (Explosive)** to 0, and allows Arik to move 3" away from the Drachen Trooper.



This would have put him out of range of the Drachen Trooper's **Demise (Explosive)** ability, but unfortunately for Arik the damage has already been dealt. He must now resolve that damage, which is reduced to 2 from **Armor** but is still enough to lower Arik's health to 0, killing him as well. However, in this case the friendly Drachen Trooper receives kill credit and not the enemy Willie.

Dealt vs Suffers

The term “dealt” refers to the amount of incoming damage a model receives *before* any reductions are made to it (i.e. before step 3). The term “suffers” refers to the amount the model’s health was actually lowered by the incoming damage (i.e. step 4).

Irreducible Damage

Irreducible damage ignores damage reduction from all game effects.

KILLED

Models are most often killed as a result of being reduced to 0 health, but some game effects can instantly kill models regardless of their health. When a model is killed, follow the steps below:

1. Resolve any effects that would heal or replace the killed model. If this effect would bring the model above 0 health, it is no longer killed.
2. Resolve any after killing triggers.
3. Any effects that resolve after the model is killed resolve at this point.
4. The owner of the killed model infuses a soulstone.
5. Make a Remains marker within 1" of the killed model.
6. The killed model (its model, stat card, and any attached upgrades) is removed from the game.

There are some game effects that can heal a model after it has been killed. If a model is healed after it was killed as a result of being reduced to 0 health, it no longer counts as killed (and is not removed from the game). Any other effects that would happen as a result of the model being killed do not occur.

If a model was healed after being killed by a game effect (as opposed to being reduced to 0 health), then being healed does not prevent it from being killed.

Example of Execute Trigger and Demise (Eternal)

Howard Langston attacks Killjoy who has 1 health remaining and succeeds in his **Executioner Claws** action with a raise, activating its special effect. Killjoy suffers 3 damage, lowers his health to 0, and is killed. This activates his **Demise (Rebirth)** ability, placing Killjoy in base contact with Titania and heals him to 3 health. This saves Killjoy from the damage of Execution Claws, but not its special effect. Killjoy’s owner has no cards or soulstones remaining, so Killjoy is killed. His owner infuses a ⬮, makes a Remains marker near Titania, and removes Killjoy from the game.

WHO KILLED WHOM

Sometimes it matters which model killed another model. Kill credit is assigned in the following order. If more than one criteria applies to a killed model, such as an action resolving the effect of a token, higher criteria apply before lower criteria:

1. If the model was killed by the text of an action, the action’s **Dmg** value, or the action’s trigger, the model that declared the action receives kill credit.
   a. In the case of an enemy controlled model, the crew controlling the model receives kill credit, but not the enemy model controlling the action.
2. If the model was killed by the effects of an ability, the model with the ability receives kill credit.
3. If the model was killed as the result of a token’s effect (such as an **Aura (Hazardous)** token) then the crew friendly to the token is considered to have killed the model, but no individual model receives kill credit.
4. If none of the above apply, the acting model is considered to have gotten the kill (such as when one model forces another model to fall).
5. If there is no acting model and no other criteria is met, no model or crew is considered to have gotten the kill.

MARKERS AND KILLED MODELS

After a model is killed but before it is removed, it makes a friendly 30mm Remains marker anywhere within 1". If the marker cannot be legally made, the marker is not made. Peons do not make Remains markers when they are killed.

HEALING

When a model heals, it gains an amount of health equal to the healing effect. Some abilities or game effects may occur as a result of a model healing. For the timing of those game effects, see the timing chart 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.

Models that heal 0 health are not considered to have been healed.

1. **Determine** the amount to be healed.
2. **Resolve "When Heal" effects** – 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 remaining steps of this timing structure.
3. **Check Maximum Health** – If the model is at its maximum health, it cannot be healed and the heal effect fails skipping steps 4-5 of this timing structure.
4. **Increase the model's health** – 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.
5. **After Heal** – Resolve any effects that would happen after a model heals.
6. **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.

FRIENDLY AND ENEMY

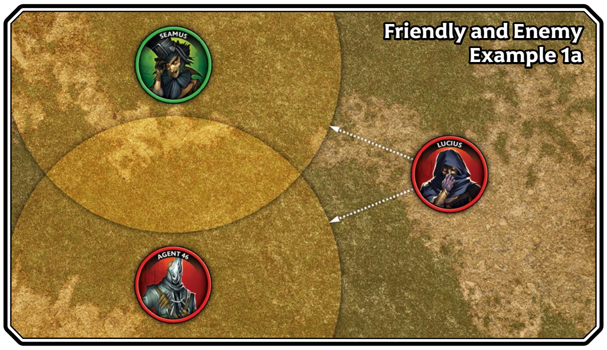
Friendly models, markers, tokens, and terrain are those that have been hired into your crew, and those summoned, made, or generated by your crew. Enemy models, markers, tokens and terrain are those that have been hired into the opponent's crew, and those summoned, made, or generated by the opponent's crew.

Every ability, action, and trigger on a model's stat card and attached upgrades treats the use of "friendly" and "enemy" from its point of view.

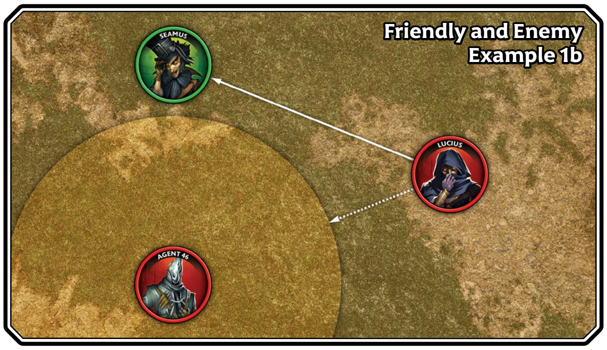
Tokens are friendly to the crew that applied them. When a token references effects it has on friendly models, it is referring to models in the crew that applied it, and when it references effects it has on enemy models, it is referring to models in any other crew(s), regardless of what model the token is applied to.

Friendly and Enemy Example

In this example, Seamus has applied an **Aura (Concealment)** token to himself and to Agent 46. **Aura (Concealment)** tokens make enemy models treat the area within 2" of the model that has the token as concealing terrain. Which model has the token applied to it is irrelevant: models enemy to the crew that applied the token will treat that area as Concealing. Since these tokens are enemy to Lucius, *Dishonorable*, Lucius will suffer the effects of concealing terrain whether he targets Seamus or Agent 46, even though Agent 46 is friendly to Lucius.



If however, Lucius uses the Slip into Obscurity upgrade to apply a friendly **Aura (Concealment)** token to Seamus, Seamus would replace his enemy token with a friendly one. This friendly token would no longer affect the friendly Lucius.



Allied Models

One model is considered an ally to another model if both models are friendly to each other and share at least one keyword. A model is considered allied with itself.

CONTROL

Certain actions and abilities allow one model to control actions declared by another model (even one in an enemy crew). These actions and abilities come with certain restrictions:

- Leaders and master models may not be controlled by another model.
- Actions which list a model by name or kill a model as a cost may only be chosen if the model is friendly controlled.
- The action may not cause any of the following to happen. If one of these effects would be caused, ignore it and resolve as much of the rest of the action as possible:
  - Summon a model.
  - Replace a model.
  - Attach an upgrade.
  - Make special terrain.

When controlling an enemy model, the controlling player makes all decisions for the model, including flipping cards, cheating fate, declaring actions, whether to spend the controlled model's tokens, and so on. If the controlled model cheats fate, the controlling player must do so from their own control hand. If the controlled model drains a ⧫, discards a card, or uses another resource, the controlling player must discard the appropriate card, token, etc. If the controlled model would gain a resource (cards, soulstone, etc.), the controlling player gains that resource. If a controlled action generates additional actions, the controlling player controls the generated action, as well.

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

Regardless of control, the model does not change which models it considers friendly and which it considers an enemy. Control changes who makes the decisions; it does not change the crew to which the model belongs.

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. Enemy-controlled models **may** target models they consider friendly with attack actions.

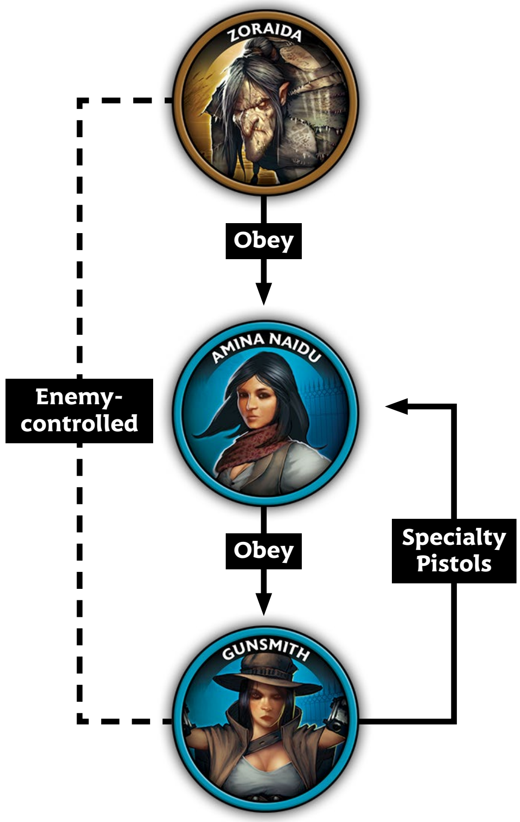
Chains of Control

It is possible that one model controlling another model may itself be controlled by another model. When determining whether or not an action is friendly or enemy controlled in such a case, follow the chain of control back to its source and compare that model's alignment with the model currently declaring an action.

Chains of Control Example

In this example, Zoraida has used the **Obey** action to control Amina Naidu. In this case, Zoraida chooses for Amina to target a Gunsmith with Amina's own **Obey** action. Amina succeeds in her **Obey** action, so Amina also gets to choose which action the Gunsmith declares. However, since Zoraida is controlling Amina's **Obey** action, Zoraida gets to choose which action the Gunsmith declares.

Zoraida chooses for Amina to decide that the Gunsmith declares the **Specialty Pistols** action, targeting Amina Naidu. Normally, Amina would be an illegal target for this action because she is friendly to the Gunsmith. But, following the chain of control back to its source means the Gunsmith must compare its alignment to Zoraida, not to Amina. Since Zoraida is an enemy model, the Gunsmith is considered enemy-controlled and may shoot at Amina, on Amina's own orders!



ENGAGEMENT

Models within 1" of an enemy model are considered to be engaged unless the difference in their elevation is greater than the **Sz** of the lower model (see *Elevation Example 4*).

Being engaged has the following effects:

- Engaged models cannot declare **Missile** (🔫) actions.
- Engaged models cannot declare the **Interact** action.
- When an engaged model declares the **Walk** action while engaged:
  - It reduces its **Sp** to half, rounded down, while resolving that action.
  - and leaves engagement with one or more models:
    - *It may not take the* **Interact** *action until the end of its activation.*
- Engaged models cannot take the **Charge** action.

SOULSTONES

Some models have the ability to use powerful resources called soulstones [⬮], which are stored in the crew's shared soulstone pool, an area beside the game table. Crews may start the game with a soulstone pool using soulstones they did not spend during hiring. At the start of the game, a crew's maximum soulstone pool is 5, although a crew may go above this during the game.

INFUSING SOULSTONES

Some game effects will cause your crew to gain soulstones. This is called infusing a soulstone. When your crew infuses a soulstone, simply add one to its pool. After a model is killed if it has a soulstone image at the end of its health bar, its crew infuses one soulstone.

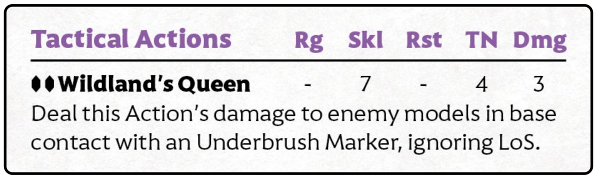
Health bar with soulstone

Health bar without soulstone

DRAINING SOULSTONES

As long as there are soulstones in a crew's soulstone pool, models in that crew may spend them for various bonuses. This is called draining a soulstone. When a soulstone is drained, it is removed from that player's soulstone pool and cannot be used again. A model can only drain one soulstone at a time for any game effect, unless noted otherwise.

Soulstones are generally used to pay the cost of an action, trigger, or ability. If an action requires a soulstone to be drained in order to take it, it will have one or more ⬮ symbols at the start of its name. In order to declare the action, the model must first drain a number of soulstones equal to the number of ⬮ symbols shown during Step A-2 of the Resolving Actions sequence.



Tactical Actions	Rg	Skl	Rst	TN	Dmg
⬮⬮**Wildland's Queen**	-	7	-	4	3

Deal this Action's damage to enemy models in base contact with an Underbrush Marker, ignoring LoS.

In order to declare the **Wildland's Queen** action, Titania must drain two soulstones.

SOULSTONE TRIGGERS

If a trigger requires a soulstone to use, it will have one or more ⬮ symbols instead of a suit. In order to declare this trigger, the model must drain one soulstone per ⬮ symbol. Soulstone triggers may be declared regardless of what suits are in the model's final duel total. These triggers otherwise follow all other timing and rules for normal triggers.

> **Custom Firearm** 🔫12" 6 **Df** - 2
>
> ⬮ ***Ash on the Wind:*** Place this model anywhere within 6". Then this model may declare a ⫽ action.
>
> ♈ ***Critical Strike:*** When resolving, this action deals +1 Damage.

In order to declare her ***Ash on the Wind*** trigger, Viktoria must drain one ⬮, and may choose to do so during the Declare Triggers step of her duel, though if she fails the duel this particular After Succeeding trigger will have no effect.

STATION

A model's station is a special characteristic that comes with some special rules. Most models have one of three stations, listed below:

MASTER

- If a crew contains a master, it must be the crew's leader.
- Master models automatically add their listed crew card to their crew.
- Master models automatically add their listed totem to their crew.
- Master models may not be controlled by another model.
- In an encounter of 50 soulstones or more, master models have an action limit of three.

MINION (X)

- Minions list a number after their station: this is their model limit, the maximum number of copies of that minion one crew may contain at any one time.

PEON (X)

- Peons list a number after their station. This is their model limit, the maximum number of copies of that minion one crew may contain at any one time.
- Peons may not drain ⬮.
- Peons have an action limit of one.
- Enemy models may move through peons.
- Peons are never considered engaged and can not engage enemy models.
- Peons cannot declare the **Interact** action and are ignored for strategies and schemes.
- When a peon is summoned, it does not automatically gain a **Summoned** or **Slow** token.
- Peons do not make Remains markers or infuse soulstones when they are killed.

The Henchman Characteristic

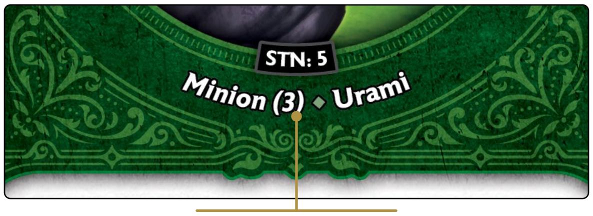
Henchman are models with a leadership role within a crew. If a crew has no models with the master station in play, during the Start Phase one henchman may assume leadership by draining a ⬮ to increase its action limit to 3 until the end of the encounter. Only one henchman per crew may assume leadership per game.

The Unique Characteristic

Models with the unique characteristic are models which you can only have a single copy of in play at one time. Non-unique models are models which have a model limit greater than 1, meaning you can have multiple copies of these models.

Model Limits

A model limit is the maximum number of copies of a single model that a crew can contain at any one time. Crews may not hire more copies of a model than its model limit. If a summon effect would add a model that would take that crew over that model's model limit, the model is simply not added to the game. If a replace effect would add a model that would take a player over this limit, the model is killed in Step 1 of the replace timing chart. Models with no listed model limit have a model limit of 1.

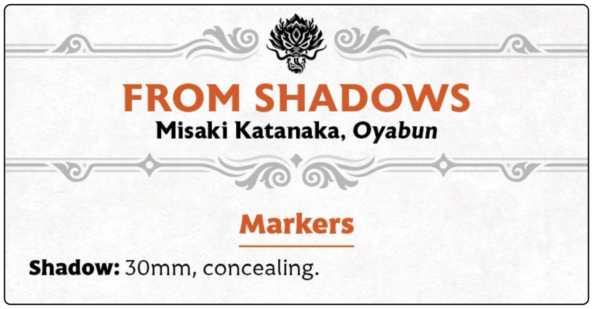


Minion model limit

MARKERS

Markers are put onto the table during an encounter to represent objectives or other game events based on the marker's description. A marker's default base size is 30mm and its default Ht is 0", unless otherwise noted in the marker's description. All markers have the following common rules:

- Unless otherwise noted, markers do not count as terrain and have no vertical distance (i.e., height or size). Markers that count as terrain will have one or more terrain traits (such as a concealing, severe Dust Cloud marker).
- If terrain would be made or moved on top of a marker, the marker is put on top of the terrain without changing the marker's position on the table's horizontal surface (the marker moves vertically upward). Markers may fall just like a model.
- Models can usually move through and overlap markers. A marker is ignored for movement purposes unless it possesses one or more terrain traits that would affect movement (such as impassable, severe, etc.).
- Markers cannot be moved from their position on the table or removed unless an effect states otherwise.
- Models may choose to be unaffected by non-Strategy markers friendly to them, except for the Ht trait.
- Markers do not block LoS unless they have the blocking terrain trait.
- When drawing LoS to a marker, the marker is treated as a model with size equal to its height.
- Markers cannot be targeted by the **Interact** action while they are in base contact with an enemy model.



FROM SHADOWS

Misaki Katanaka, *Oyabun*

Markers

Shadow: 30mm, concealing.

Back of a crew card

MAKING MARKERS

When a marker is made, it is put on the table in the indicated location. This is not considered moving the marker. A marker is friendly to the crew controlling the effect that made it and enemy to all other crews.

Made markers must follow the rules below:

- Made markers may not overlap impassable terrain.
- Made markers may not overlap other models.
- Markers must be made with at least 50% of their base supported.

If an effect makes a marker and there is no legal position to make it, the marker is not made.

A crew may not have more than five of a friendly marker of any single type in play. If a crew already has five markers of one type in play and it would make another, the player controlling the effect must first choose one marker of that type to remove from play.

SCHEME MARKERS

Scheme markers are primarily made or removed with the **Interact** action.

Scheme markers do not do anything on their own but are often used in conjunction with the abilities and actions of various models. They are also used to score certain Schemes.

REMAINS MARKERS

Remains markers are Ht 0 markers that are made by a model when it is killed.

STRATEGY MARKERS

Strategy markers are often put on the table by the strategy or the players throughout the game. Unless otherwise noted by the strategy, strategy markers are neutral (neither friendly nor enemy) to all crews. Strategy markers cannot be affected by the effects of models (such as moving, removing, or targeting) except by those effects which specifically call out Strategy markers. Models may move through, but not end a move overlapping, Strategy markers (unless otherwise noted in the strategy). Strategy markers, along with all other marker types, cannot be targeted by the **Interact** action if there is an enemy model in base contact with the Strategy marker.

When a Strategy marker is moved, it may overlap non-impassable terrain and markers, but not models. If a Strategy marker's base is less than 50% supported, it falls just like a model would (but is not dealt falling damage).

During Encounter Setup, if a Strategy marker would be initially made by a strategy and cannot be made in the indicated location, the player making the marker (or attacker if it is neither player) must instead make 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 made in such a way, terrain will need to be moved before the game starts.

If Strategy markers are made by players during Encounter Setup, they may not be made in a way that would prevent the remaining markers from being made.

TOKENS

Tokens are ongoing effects that models may gain during the game. A model can only have one instance of each type of token at a time. If a model already has a token and would gain a token of the same name and from the same crew, it does not gain the token. If it gains the same token but applied by a different crew, it first removes its current version of the token.

Some tokens have a name and then an effect in parentheses such as **Aura (Concealment)** and **Aura (Hazardous)**. These tokens are considered to have the same name. This means that if a model has an **Aura (Concealment)** token and it would gain an **Aura (Hazardous)** token, it must first remove its **Aura (Concealment)** token.

Note that tokens are always friendly to the crew that controlled their application and enemy to all other crews. If a token references friendly or enemy models in its effects, it is referring to models friendly or enemy to the token itself, not the model it is applied to. When a token's effects reference "this model" they are referring to the model the token is currently applied to. If a token would be applied by a truly neutral effect, for example a **Hazardous (Burning)** lava pool terrain piece deployed during Encounter Setup, give the affected model an enemy token.

Some tokens note that they are "canceled" by another token. When this happens, the new token is gained and then both tokens are immediately removed. For example, if a model has a **Fast** token and it gains a **Slow** token, it first gains a **Fast** token, then removes both tokens.

Some game effects cause models to be dealt damage from a token. Damage dealt this way is affected by any effects referring to the token.

In their effects, tokens state when they are removed. If a token does not state when it is removed, it will stay on the model for the remainder of the game unless it is removed by another effect.

On its reference side, the crew card will list the effects of every token the models in that keyword can apply. There is also a glossary of all tokens at the time Malifaux 4th Edition was printed on page @. However, there are some basic tokens that are applied by things such as versatile models which are listed below:

BASIC MALIFAUX TOKENS

- **Adaptable:** Before performing a duel, this model may remove this token to add a suit of its choice to its duel total.
- **Adversary:** Friendly models receive a ⊞ to attack actions targeting this model. During the end phase, remove this token.
- **Aura (Concealment):** The area within 2" of this model is concealing terrain. Friendly models may choose to be unaffected by this terrain. During the end phase, remove this token.
- **Aura (Hazardous):** The area within 2" of this model is hazardous terrain. Friendly models may choose to be unaffected by this terrain. During the end phase, remove this token.
- **Bolstered:** This model receives +1 to its **Df** and **Wp**. During the end phase, remove this token. Canceled by **Injured**.
- **Burning:** At the end of the turn, deal 1 damage to this model and enemy models in base contact with it. Then remove this token.
- **Craven:** This model cannot declare the Interact action and is ignored for its crew's strategies and schemes. At the end of this model's activation, remove this token.
- **Distracted:** When this model targets an enemy model, it must remove this token and suffer a ⊟ to that action's duel. Canceled by **Focused**.
- **Entranced:** This model's actions that target an enemy model cannot be cheated. After this model resolves an action targeting an enemy model, remove this token.

- **Fast:** Increase this model's action limit by 1 (to a maximum of 3). When this model ends its activation, remove this token. Canceled by **Slow**.
- **Focused:** Before performing a duel, this model may remove this token to receive a ⊞ to the duel. Canceled by **Distracted**.
- **Hastened:** This model gains +2 **Sp** and cannot be moved by enemy models. When this model ends its activation, remove this token. Canceled by **Staggered**.
- **Impact:** When this model succeeds in an attack action that deals damage, it must remove this token to deal +1 damage.
- **Injured:** This model suffers -1 to its **Df** and **Wp**. During the end phase, remove this token. Canceled by **Bolstered**.
- **Insight:** Before performing a duel, this model may remove this token to look at the top card of its fate deck and may discard it.
- **Poison:** At the end of the turn, deal 1 irreducible damage to this model.
- **Shielded:** When this model is dealt damage, it must remove this token to reduce that damage by 1. This token may reduce damage to 0.
- **Slow:** Reduce this model's action limit by 1 (to a minimum of 1). When this model ends its activation, remove this token. Canceled by **Fast**.
- **Staggered:** This model suffers -2 **Sp** and cannot be moved by other enemy models. When this model ends its activation, remove this token. Canceled by **Hastened**.
- **Stunned:** This model cannot declare triggers and it counts all ϟ symbols on its card as blank. When this model ends its activation, remove this token.
- **Summon:** This model may not declare the **Interact** action. This model does not infuse a ⬢ for its crew when it is killed. This token cannot be removed.

MATH

Sometimes the game will require you to do some math. If you need to, the math should be applied in the following order: Multiply, Divide, Add, and then Subtract.

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 a terrain's height, which is rounded up to the next inch.

THE "X" VARIABLE

Some effects within Malifaux refer to X, a variable within the game that changes depending on the situation in which it is used. If an effect ever refers to X, it will be determined by the effect itself within its text such as defining the TN of a duel. X is always consistent throughout any single effect and once defined cannot change. After resolving an effect with X, the X variable reverts back to undefined until another effect defines it again.

REPLACE

Some game effects replace one or more models with other models. When this occurs, follow the steps below.

1. Place each new model into base contact with any of the original models. Any new models that cannot be placed or cannot be added due to model limits are killed. If no new models can be placed, the original model is killed. Skip the remaining steps of this timing chart.
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 tokens, one new model gains those tokens. These tokens, if gained during the end phase, do not resolve their effects. All upgrades attached to the original model 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 making markers or scoring points) occur from the original model being removed.
6. If any new model is at 0 health, it is killed. 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 the original model's activation, one new model continues that activation using any remaining actions. If a model is affected by multiple replace effects at the same time, its controller chooses one replace effect to resolve and ignores the rest.

SUMMONING

Some actions and abilities can summon a model. Summoning places a brand new model (specified by the summoning effect) into play, adding the model to a player's existing crew. Summoned models are not hired at the start of an encounter.

Summoned models are placed into base contact and within LoS of the model whose action or ability summoned them unless the effect states otherwise. If it is not possible to place a summoned model legally, the summoned model is not added to the game. The summoned model is considered a part of the crew of the model that summoned it and is treated as a normal model in the crew for the rest of the game.

After the summoned model is placed it gains a **Summon** token and a **Slow** token.

Summon TNs

Some actions require the summoning model to meet a summon target number (STN). These types of actions will list a * in their TN. When an action has an STN, do the following:

1. The active model performs a simple duel.
2. Select a model which the action is able to summon and that has an STN equal to or lower than the final duel total. If no such model is available to summon, the action fails.
3. Summon the selected model in the designated position.

Adding New Models During the Encounter and Model Limits

Players cannot use summon or replace effects to add a model that is already in their crew to their crew. The only exception to this are models that have a number noted after their station characteristic (i.e. Minion (3)). If a summon effect would add a model that would take a player over this limit, the model is simply not added to the game. If a replace effect would add a model that would take a player over this limit, the model is killed in Step 1 of the replace timing chart.

UPGRADE CARDS

Upgrade cards represent lasting effects that can be applied to a model during the game, such as special tactics, lingering curses, or new equipment. When a model gains an upgrade, that upgrade is attached to the model's stat card. This happens during the game via special actions or abilities.

Upgrades are, by default, unique. Unless an upgrade has the "Plentiful" limitation, a crew can only possess a single copy of that upgrade. A model cannot attach more than one copy of an upgrade with the same name; if it attempts to do so, any additional copies are discarded without effect.

UPGRADE LIMITATIONS

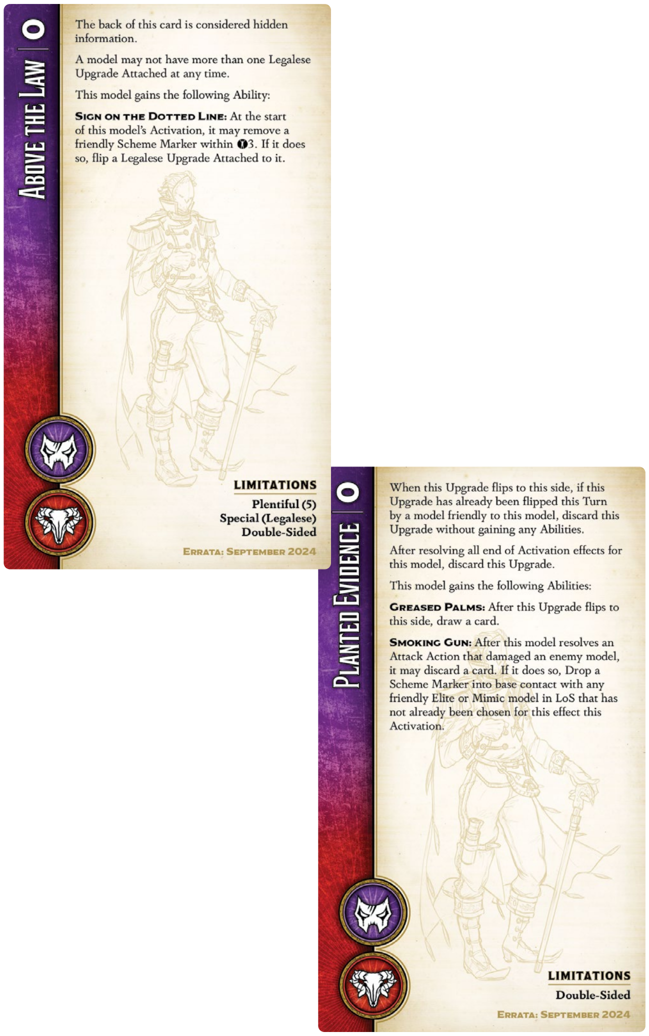
In order for an upgrade to be attached to a model, all of that upgrade's limitations must be followed:

- **Plentiful (X):** Your crew can possess up to X copies of upgrades with the same name as this one.

- **Restricted (X):** The model must possess the quality listed as X or the upgrade may not be attached to it. X is most commonly a name, characteristic, or keyword.
- **Double-Sided:** Models only benefit from the face up side of the upgrade; the effects section on the face down side of the card is ignored.

The Plentiful Limitation and Double-Sided Upgrades

When determining if a crew has reached the maximum attached amount of a specific Double-Sided upgrade, treat both sides of the upgrade as a single upgrade. For example, rather than treating one side of this upgrade as one copy of the "Above the Law" upgrade and the other side as one copy of the "Planted Evidence" upgrade, treat the entire upgrade as one copy of the "Above the Law / Planted Evidence" upgrade.



ABOVE THE LAW 0

The back of this card is considered hidden information.

A model may not have more than one Legalese Upgrade Attached at any time.

This model gains the following Ability:

SIGN ON THE DOTTED LINE: At the start of this model's Activation, it may remove a friendly Scheme Marker within ●3. If it does so, flip a Legalese Upgrade Attached to it.

LIMITATIONS
Plentiful (5)
Special (Legalese)
Double-Sided

ERRATA: SEPTEMBER 2024

PLANTED EVIDENCE 0

When this Upgrade flips to this side, if this Upgrade has already been flipped this Turn by a model friendly to this model, discard this Upgrade without gaining any Abilities.

After resolving all end of Activation effects for this model, discard this Upgrade.

This model gains the following Abilities:

GREASED PALMS: After this Upgrade flips to this side, draw a card.

SMOKING GUN: After this model resolves an Attack Action that damaged an enemy model, it may discard a card. If it does so, Drop a Scheme Marker into base contact with any friendly Elite or Mimic model in LoS that has not already been chosen for this effect this Activation.

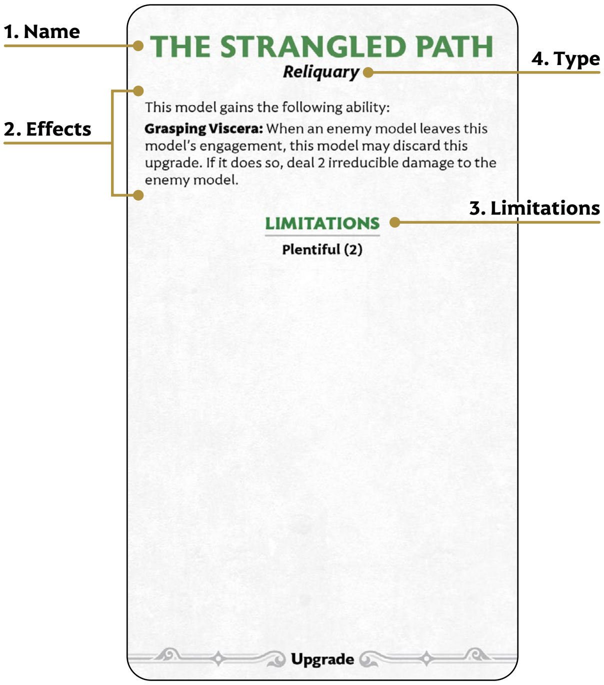
LIMITATIONS
Double-Sided

ERRATA: SEPTEMBER 2024

"Above the Law / Planted Evidence" upgrade

PARTS OF AN UPGRADE CARD

1. **Name:** This is the name of the upgrade.
2. **Effects:** This section explains how the upgrade modifies the model to which it is attached.
3. **Limitations:** This section lists all of the limitations the upgrade must follow.
4. **Type:** An upgrade's type is an identifier that can be referenced by models during the game. Most commonly, it allows models to choose one upgrade from a pool of available options.



THE STRANGLED PATH
Reliquary

This model gains the following ability:

Grasping Viscera: When an enemy model leaves this model's engagement, this model may discard this upgrade. If it does so, deal 2 irreducible damage to the enemy model.

LIMITATIONS
Plentiful (2)

Upgrade

“THIS OR THAT” CHOICES

Some effects within the game provide a model with a choice, such as “discard a card or gain a **Stunned** token.” In cases such as this, the model making the choice may choose either option, provided they have the capability to resolve that option. In the case above, if the model had no cards in its control hand, it could not choose to discard a card; if the model already had a **Stunned** token (or could not gain one for some reason), it could not choose to gain a **Stunned** token. If a model cannot resolve either option, the effect is ignored. Many effects within Malifaux have a model perform a duel to avoid a negative effect (such as damage or gaining a token). In these cases, the affected model must attempt the duel, and should they fail, they suffer the effects of that duel.

Choosing to Deal Damage to Yourself or be Killed

Some models in Malifaux may generate effects that require them to deal damage to themselves, such as the cost of an action or an ability. A model can never choose to deal damage to themselves if that damage would reduce their health to 0 or below (after reduction). Similarly, a model cannot choose to fall if it would be killed from falling damage while friendly controlled.

Additionally, while a model is controlled by an opposing player, it can never choose to kill itself with an ability or as part of the text of resolving an action such as **Revert Form**.

THE RULE OF INTENT

Occasionally in Malifaux, models may be moved in a way that they are obstructed by real-life obstacles, such that while the move is perfectly legal, it is physically impossible to perform. For example: moving two very large models into base contact when base contact between them may be obstructed by the sculpts. This rule may also be used to declare intent when moving exact distances, such as moving a model so it is exactly 4" away from another model, where measuring such a distance is either difficult or too time consuming. Though it should only be used in scenarios with no other options, players may still move models this way by declaring their intent to their opponent first. The moving model must be moved to the closest possible position so that it is readily apparent of the intended position. All game effects, such as measuring distances, should be done from the intended position of the model.

TIMING

Sometimes, many effects are happening at, or near, the same times. If there is any confusion on timing, the following two pages provide a detailed breakdown.

SEQUENTIAL EFFECTS

Sometimes, an effect will create additional effects as it resolves. In these cases, fully resolve the initial effect before moving onto any additional effect. Additional effects are then resolved in the order they were generated, after any effects which had been previously generated have resolved.

SIMULTANEOUS EFFECTS

Occasionally, an effect will generate multiple effects that occur at the same time. If this happens, they are resolved in the following order:

1. The active player (or the player with initiative, if there is no active player) chooses one of their models with one or more unresolved effects and resolves those effects in whatever order they wish. Then, that player chooses another of their models with unresolved effects and resolves those effects in the same way, continuing in this manner until the player no longer has models with unresolved effects. When an effect resolves, the entire effect resolves (even if it also affects a model controlled by the non-active player).
2. The non-active player resolves any unresolved effects affecting their models, as described above.
3. Any remaining unresolved effects are resolved in an order determined by the active player (or the player with initiative, if there is no active player).

ACTIONS GENERATED BY EFFECTS

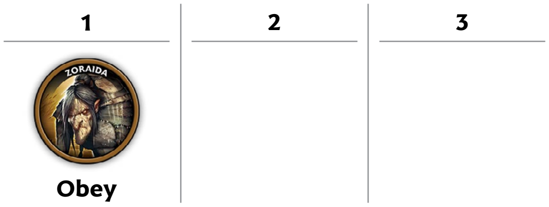
Many effects in Malifaux (such as actions, abilities, and triggers) can cause a model to take an action. When this happens, the new "additional action" is always resolved after the previous action is completely resolved, including any "After Resolving" effects and triggers, but before any other new action can be taken. Actions generated in this way follow the normal sequence for actions and do not count against a model's action limit. See page 35 for more information on additional actions.

If multiple actions are generated, they are queued and resolved one at a time in the order they were generated (whichever happened first or was listed first on the card). If an action in a queue generates an action, that action happens before moving to the next action in the queue.

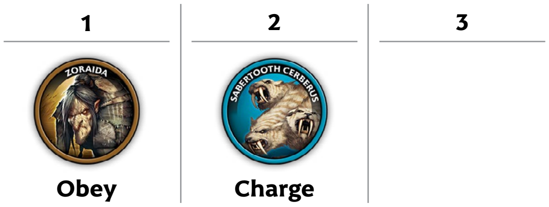
Actions Generated by Effects Example

In this example, Zoraida activates and wants to Obey an enemy Sabertooth Cerberus. The sequence of actions resolve in the follow order:

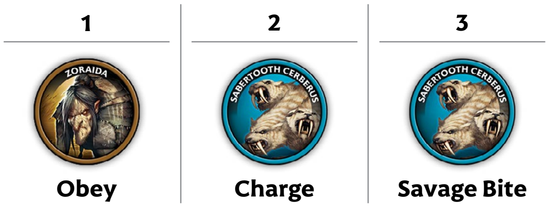
1. Declare the Action and Targeting of Resolving Actions occur. Zoraida declares and begins resolving the **Obey** action.



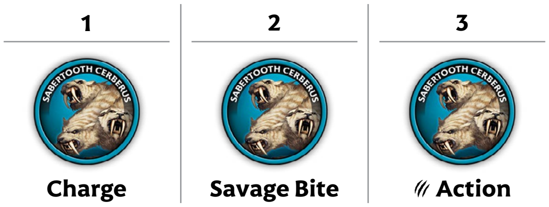
2. Step C of Resolving Actions, Perform Duels, occurs. The two models perform an opposed duel. Zoraida flips the 13🎭, while the Cerberus flips the 2🐏. Both decline to cheat fate.
3. During Step E of Duels, Zoraida declares the ***Ensorcel*** trigger. Although the trigger is declared, because it is an "after succeeding trigger," the effect of the trigger does not resolve now.
4. Zoraida proceeds to Step F of Duels, Determine Outcome. She succeeds, and concludes the Duel, finishing Step C of Resolving Actions
5. Zoraida moves to Step D of Resolving Actions and Applies the Results of the **Obey** action. This causes the Cerberus to declare an action. Zoraida chooses for the Cerberus to declare the **Charge** action. The Cerberus's **Charge** action is entered into the action queue now.



6. Zoraida must finish resolving her action before any other actions can begin resolving, so she moves onto Step E, After Resolving. At this time, the effect of the ***Ensorcel*** trigger resolves. This causes the Cerberus to declare an action. Zoraida chooses for the Cerberus to declare the **Savage Bite** action. The Cerberus's Savage Bite action is entered into the action queue now.



7. Zoraida has finished resolving her **Obey**, and any additional actions resolve now. First in the queue is the Cerberus' **Charge** action.
8. The Cerberus declares its **Charge** action, moving up to its **Sp**. The **Charge** action then generates an additional ⫽ action. This ⫽ action is added into the action queue now.



9. The Cerberus has finished resolving its **Charge** action, and any additional actions resolve now. First in the queue is the **Savage Bite** action generated by the ***Ensorcel*** trigger.

10. This Cerberus declares its **Savage Bite** action, flipping a 12🎭 and attempts to declare the ***Onslaught*** trigger. However, this **Savage Bite** was an additional action *not* generated by the **Charge** action, so it cannot itself generate additional actions.

11. The Cerberus has finished resolving its **Savage Bite** action, and any additional actions resolve now. Left in the queue is the ⫽ action generated by the Cerberus' **Charge** action.

1	2	3
 ⫽ **Action**		

12. The Cerberus declares this ⫽ action, which it chooses to be the **Savage Bite** action. If by some miracle the Cerberus flips the 11🎭, the Cerberus *could* declare the ***Onslaught*** trigger and declare one last additional action.

13. The action queue is now empty, so Zoraida may now declare the second action of her activation.

DETAILED TIMING

Start Phase

A. **Determine Initiative:** On every turn after the first, the player who did not activate the last model on the previous turn chooses who gains initiative.

B. **Discard Cards:** Both players may discard any unwanted cards.

C. **Draw Cards:** Each player draws up to their maximum hand size.

D. **Resolve Effects:**
1. **Used once per turn effects** become available.
2. **Assume Leadership:** Once per game one henchman may drain a ⬮ to increase its action limit to 3 if there are no masters in its crew.
3. **Resolve any effects** that happen during the start phase.

Activation Phase

A. **Decide to Pass:** If the active player has the fewest (or is tied for the fewest) models left to activate than all opponents, she may choose to pass in order to skip to Step D, without activating a model. A player may not pass if the previous activation was passed.

B. **Select Model:** The active player activates a friendly model that has not yet activated this turn.

C. **Activation**
1. **The model counts** as having activated this turn.
2. **Start Activation:** Resolve effects that happen when a model activates.
3. **Take Actions:** Most models can declare two actions and one signature action. Masters can declare three actions and one signature action.

a. Declare Action.
i. Announce the action’s name.
ii. Pay any costs listed in italics.
iii. Drain any required ⬮.

b. Targeting.
i. Select an object to be the target of the action.
ii. Check to make sure the target is within range.
iii. Check to make sure the target is within LoS.
iv. Check to see if the target has cover or concealment.
v. Any effects that occur “when this model targets / is targeted” occur now.
vi. Choose any additional objects noted by the action.

c. Perform Duels.
i. Modify The Duel with abilities or other game effects (initiating model first).
1. Choose to empower the duel or not (initiating model first).
ii. Flip Fate Cards (both players flip cards then choose a card).
iii. Cheat Fate (player with lowest duel total first).
iv. Determine Duel Total.
v. Declare Trigger
1. Immediately Triggers occur.
vi. Determine Outcome
1. Calculate final duel total.
2. Check to see if final duel total meets or exceeds TN.
3. Check to see if final duel total meets or exceeds target’s final duel total.
4. Determine success or failure.
5. Discard cards in the conflict.
6. Failed actions skip to Step E, After Resolving.
vii. Determine Raise.

d. **Apply Results:**
   i. Resolve effects in the order presented on the card, including any When Resolving Triggers. Damage timing can be found on page 39.
   ii. If the target is killed, resolve any effects such as "After this model is killed" and any After Killing Triggers.

e. **After Resolving:** Anything that happens after an action is resolved, including any After Resolving and After Succeeding Triggers. Remember: triggers that do not specify a timing are assumed to be After Succeeding triggers.

4. **End Activation:**
   a. **Resolve effects** that happen when a model ends its activation.
5. **Used once per activation effects** may be used again.
6. **Chain Activations:** Resolve any chain activations generated from an effect during this activation.

E. **Transfer Active Player:** If there are still models that have not yet activated this turn, the opponent becomes the active player.

End Phase

A. **Resolve Effects:**
   1. **All "Until the End Phase"** effects end.
   2. **All "During the End Phase"** effects resolve.

B. **Reveal Schemes:**
   1. **The player with initiative** may reveal any schemes that score at the end of the turn.
   2. **The player without initiative** may reveal any schemes that score at the end of the turn.

C. **Score Strategy:**
   1. **Players gain any VP earned** from the strategy this turn.
   2. **Resolve any end of turn effects** generated by the strategy.

D. **Abandon Schemes:** Players may show their scheme to their opponent and discard it without scoring any **VP**.

E. **Select New Schemes:** Any crew that revealed or abandoned a scheme this turn picks a new scheme and discards their old scheme.

F. **Check for End of Game:** If it is turn 4, the game ends.

G. **Shuffle Discard Piles:** Players shuffle their discard piles back into their fate decks. Players should set aside their control hands so they do not accidentally shuffle their hand back into the deck as well.

TERRAIN

The different scenery used on the table is called terrain, but the table itself is not considered terrain. Every terrain piece has one or more traits that determine how it interacts with models. 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.

Aura Token Terrain

Some models in Malifaux can create terrain within an area around themselves or another object by applying tokens. These areas are treated as terrain for all purposes and any model within that area is treated as in base contact with that terrain.

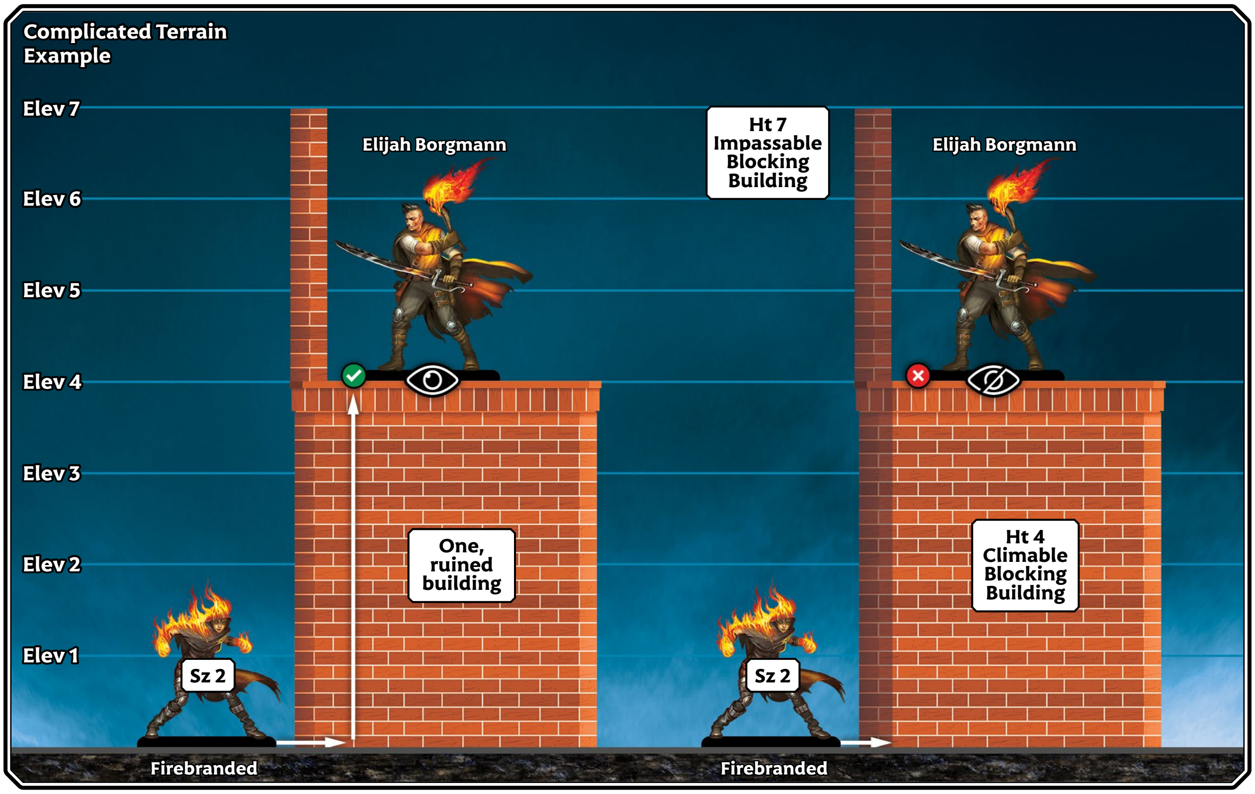
Complicated Terrain

Occasionally, players might find themselves playing on a table that has one or more pieces of strangely shaped or abnormally large terrain pieces. In these circumstances, the players should ensure that the parameters of each piece of terrain are properly defined during the "Place and Define Terrain" step of Encounter Setup.

For terrain of particularly large or complex pieces of terrain, it is recommended to break that terrain into smaller designated segments and assign traits to individual elements or areas of that terrain. For example, a terrain piece consisting of two buildings connected by a series of narrow planks might be more easily defined as two Buildings connected by multiple Bridges.

Complicated Terrain Example

In this example, Elijah Borgmann is standing on the oddly-shaped ruins of a building, attempting to draw LoS to a Firebranded. One side of the building still has an intact wall that extends far above Borgmann. Since Borgman is "standing on" the building, the building cannot block his LoS. In cases such as this, it may make more sense for player to agree to treat this oddly-shaped building as two separate pieces of terrain, one climbable, blocking Building and one impassable, blocking Building during Step B of Encounter Setup.



COVER AND CONCEALMENT

Certain terrain traits and game effects grant cover and/or concealment.

Cover

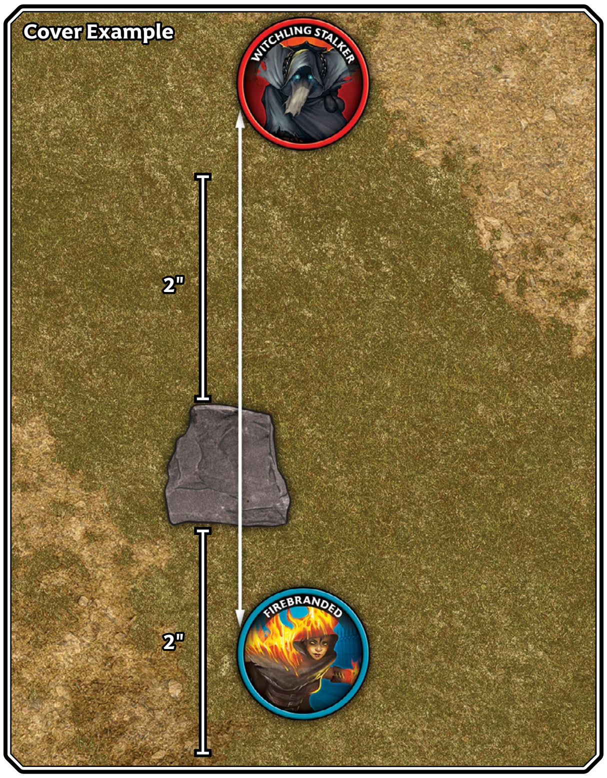
Cover is granted in two ways: By terrain with the blocking trait and by being at an elevation at least 2" higher than the initiator.

When a model is targeted by an attack, it has cover if it is within 2" of blocking terrain that at least one of the initiator's sight lines passes through. Terrain which either model is standing on is ignored when drawing sight lines to determine cover. Terrain the initiating model may draw sight lines through due to any special actions or abilities does not grant cover.

When a model with cover is the targeted by an attack action, it reduces any damage it is dealt from that attack's **Dmg** and triggers by 1.

Cover Example

In this example, if the Witchling Stalker targets the Firebranded with an attack, the Firebranded will benefit from cover because at least one sight line crosses over blocking terrain which the Firebranded is within 2" of. However, if the Firebranded targets the Witchling Stalker with an attack action, the Witchling Stalker will **not** benefit from cover because it is more than 2" from the blocking terrain the sight line crosses over.



Concealment

Concealment is granted by terrain with the concealing trait. When a model is targeted by an attack it has concealment if at least one of the initiator's sightlines passes through concealing terrain, regardless of how close the targeted model is to that concealing terrain. The initiating model may choose to be unaffected by the concealing trait of a terrain piece if it is both in that terrain and can draw at least one sight line to the target that passes through less than 1" of that terrain. When a model with concealment is targeted by an attack action, the action's duel suffers a ⊟.

TERRAIN TRAITS

- **Blocking:** Terrain with the blocking trait cannot be seen through, and therefore can block sight lines. Models within 2" of blocking terrain gain cover if at least one sight line of an initiating model passes through that terrain.
- **Climbable:** Models may not move through climbable terrain, but they may move across its top (often a roof) and may move vertically up and down along its sides. Other than its top, all other portions of climbable terrain are treated as impassable. If a model ignores this terrain trait, it may still move vertically up and down along the sides of this terrain.
- **Concealing:** If a sight line drawn to a model passes through concealing terrain, that model has concealment. When drawing sight lines, a model in concealing terrain may choose to be unaffected by that terrain's concealing trait if any single sight line drawn between the two objects passes through 1" or less of that terrain. Most fog banks count as concealing terrain.
- **Dense:** LoS can be drawn into or out of dense terrain but not through it. Most woods count as dense terrain.
- **Destructible:** Models can target this terrain with the **Slam** action to remove it from play.
- **Hazardous Terrain:** 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 activation):
  - Moving through hazardous terrain.
  - Moving into base contact with hazardous terrain.
  - Resolving any part of an action while in hazardous terrain (even if that action removes the terrain).

- **Height X (or Ht X):** A number representing how tall a piece of terrain is in inches, rounded up. Terrain with the height trait has a vertical component that is relevant to the game. Height primarily comes into play when determining LoS.
- **Impassable:** Models and markers cannot move through impassable terrain, which often includes solid objects such as Ice Pillars. Objects cannot be made or placed overlapping impassable terrain.
- **Severe:** Every inch (or portion thereof) of a non-place movement effect while any part of a model's base is in severe terrain requires twice as much movement to move through.

HAZARDOUS TERRAIN

Some game effects are capable of creating markers with the hazardous terrain trait. All markers with the same name (i.e., Pyre markers, Pit Trap markers, etc.) count as the same piece of terrain for the purposes of the hazardous terrain trait. Thus, if a model was moved through three Pyre markers and a single Pit Trap marker, it would suffer the effects of moving through a single Pyre marker and a single Pit Trap marker.

Sometimes, hazardous terrain will move around the board, such as when models with an **Aura (Hazardous)** token move. This movement never causes models to suffer the effects of hazardous terrain.

Most of the time, hazardous terrain will resolve a specific effect for the model, such as **Hazardous (Burning)**, giving a **Burning** token to the model. If the Hazardous terrain does not belong to any player or model, give an enemy token to the affected model. If the hazardous terrain does not mention an effect in its description, the model is simply dealt 1 damage.

Unaffected by Terrain

If a model is unaffected by a terrain trait, it interacts with that trait in the following, new way:

- **Blocking:** The terrain piece cannot block the model's sight lines.
- **Concealing:** The model ignores the concealing trait when drawing sight lines.
- **Dense:** The terrain piece cannot block the model's sight lines.
- **Hazardous:** The model does not suffer the effects of the hazardous terrain.
- **Impassable:** The model may move through, but not end a move overlapping this terrain.
- **Severe:** The model does not suffer the movement penalty of severe terrain.

If a model is unaffected by a marker, it is considered unaffected by all of that marker's terrain traits as well as any additional effects that may be listed in its description.

Models unaffected by terrain traits or markers do not ignore that trait or marker in any way other than those outlined above. For example, a model standing in severe terrain is still considered to be in severe terrain, even if it is unaffected by that terrain.

TERRAIN EXAMPLES

Here are some common types of terrain that can be found in Malifaux.

Barbed Wire

Some parts of Malifaux have been cordoned off with barbed wire. It serves as more of a deterrent to movement than an actual impediment. Barbed Wire counts as hazardous terrain.

Bridge

A Bridge is an elevated terrain piece that connects two locations while allowing models to pass beneath it, such as the eponymous bridge or a few planks connecting one building's roof to another. Bridges can be divided into two sections: Walkways and Archways.

- **Archways:** Archways are the open section beneath a Bridge that allows a model to move underneath the Bridge.

  Archways are height X Terrain, where X is equal to the Archway's height in inches (rounded down). While many Archways are significantly curved, the height of an Archway should stay consistent across the entire length of an Archway. This area is not blocking or impassable, so models with a **Sz** + elevetion that is lower than the Archway's Ht can move freely underneath a Bridge in its Archway.
- **Walkways:** Walkways are the solid portion of a bridge that allow models to pass over the bridge. Walkways are height X, where X is equal to the Walkway's height in inches (rounded down). If a Walkway has an Archway beneath it, the area between the Walkway and Archway is treated as blocking and climbable terrain.

Buildings (Flat and Steep)

Buildings are a common feature in Malifaux. Buildings should not be wider than 6" on any given side (excluding any stairways on their sides). Flat Buildings have roofs that allow models to stand atop them. These Buildings count as height X, blocking, climbable terrain, where X is equal to the Building's height in inches (rounded to the nearest whole number). Flat Buildings should not be taller than height 4.

Steep Buildings have roofs that do not allow models to stand atop them. Steep Buildings count as height X, blocking, impassable terrain, where X is equal to the Building's height in inches (rounded to the nearest whole number).

ADVANCED BUILDING RULES

When the players are defining terrain, they can declare that one or more of the table's Buildings can be entered. To enter a Building, a model must be physically able to do so (i.e., it must move through an opening in the wall, such as a doorway or hole, that is large enough for its base to fit). Place effects cannot move a model into or out of a Building.

If any portion of a model's base is within the interior boundaries of a Building, that model is considered to be inside the Building. When a model draws LoS to another model on the same floor as a Building they are both in, they ignore that Building (though not any interior walls).

Buildings sometimes have open windows or doors. The portions of a Building's wall immediately above and below an open window or door are not considered to be blocking terrain for the purposes of drawing sight lines into and out of (but not through) a Building.

Fences and Walls

Fences and Walls are both obstructions that prevent movement. Fences do not obstruct LoS and can be easily destroyed, while Walls block LoS and are too sturdy to destroy.

Fences are height X, climbable, destructible terrain, where X is equal to the Fence's height in inches (rounded to the nearest whole number). Walls are height X, blocking, climbable terrain, where X is equal to the Wall's height in inches (rounded to the nearest whole number).

Fog Bank

Banks of fog are not uncommon in Malifaux, particularly in the early morning or late evening. Fog Banks are concealing and dense.

Hill

Hills are fairly common beyond the walls of Malifaux City, particularly in the appropriately-named Northern Hills.

Models that move horizontally on a Hill do not have to spend any additional movement for changing elevation.

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).

Obstacles

Obstacles can be anything from crates to large rocks to stacks of coffins.

Crates count as height X, blocking, climbable, destructible terrain, where X is equal to the total height of the crates in inches (rounded to the nearest whole number). If the crates are spread out in a loose line, calculate each area of different height as a separate terrain piece. If they are bunched together, use the tallest crate to calculate the stack's height.

Staircase

Staircases allow a model to quickly move up or down the side of a building. Models that move horizontally along a staircase do not have to spend any additional movement for changing elevation.

Staircases count as height X, blocking, climbable, terrain. The height trait of a Staircase 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).

Water

Water includes both rivers and ponds. Water counts as severe terrain.

Woods

Patches of woods often include underbrush and one or more trees. Woods count as concealing, dense, severe terrain.

SPECIAL TERRAIN

Special terrain represents various and unique obstacles that have appeared on the battlefield. Special terrain includes both a rules card and the unique scenery that is added to the tabletop.

Special terrain follows all the normal rules for terrain with the following additions:

- Special terrain is, by default, unique. Unless its rules card has the "multiple (X)" trait, only one copy of the terrain can be on the table at a time.
- Special terrain can be added during Encounter Setup, during Step B: Place and Define Terrain. It can additionally be made by a model, if that model is listed in its creator (X) trait.
- Special terrain can have abilities that work in the same way as model abilities.
- Special terrain cannot be added to the board by a model if that model is controlled by another model.

SPECIAL TERRAIN TRAITS

Below is a list of additional terrain traits that can be added to special terrain:

- **Multiple (X):** This terrain can only be added at the start of the game and must be added in increments of X. All copies of this terrain use the same rule card.
- **Creator (X):** This terrain cannot be added at the start of the game. During the game this terrain can only be initially made by X model.
- **Marker (X):** This terrain is treated as a terrain marker and must be on a base of X size.

PARTS OF A SPECIAL TERRAIN RULES CARD

1. **Name:** This is the name of the special terrain.
2. **Effects:** Each type of special terrain has extra rules and/or interactions, which are listed here.
3. **Terrain Traits:** All special terrain have at least one terrain trait.
4. **Type:** Some terrain is grouped by type, which can be referenced by certain models and abilities.

Special Terrain Rules Card Example

ENCOUNTERS

The rules for Encounters will outline the steps that are needed to set up the game, hire crews, and determine the winner. In organized play events, such as tournaments, there may be some variations on these steps, which would be provided in that event's documentation.

Encounters use the following order:

1. Encounter Setup

A. Determine Encounter Size
B. Place and Define Terrain
C. Determine Scenario
D. Generate Schemes
E. Choose Deployment
F. Choose Faction and Leader
G. Hire Crew
H. Reveal Crews
I. Deployment
J. Choose Schemes
K. Start of Game

2. Gameplay: Follow the Turn Sequence.

3. End of Encounter: When the game has ended, determine the winner.

ENCOUNTER SETUP

To set up a game, proceed through the eleven steps (A through K) as outlined on the next few pages.

A. Determine Encounter Size

Players should agree on the size of the game, which determines the number of points that can be used when hiring. A standard game is usually 50 soulstones, but players may choose any value that suits them.

B. Place and Define Terrain

Players should place terrain on the table and then define each terrain piece, with an eye toward having a diverse selection of terrain traits. Players may break large and complicated terrain into smaller terrain pieces.

A standard game of Malifaux is played on a 3 foot by 3 foot table. Roughly 45-65% of its surface should be covered in terrain. It is important to have a few terrain pieces that are at least Ht 2, climbable, and which models may stand on. Generally, a board should have between three and eight of these pieces. Three is on the low end and may be representative of a desert table with a few rock piles, while eight is going to be a packed table and may represent something like a city block with lots of buildings. Get creative, your climbable terrain can be anything: buildings, piers, rock formations, crates, or altars.

Using the correct amount of terrain and having a variety of represented terrain traits is important to ensuring that games of Malifaux are fun for both players. Long-range actions are intended to be somewhat limited by terrain that offers concealment and/or cover. Severe terrain is intended to shape the game by making some areas of the table more difficult to reach.

While well-painted, appropriate terrain looks great, players should feel free to use whatever they have on hand to populate the table, such as books, cups, etc.

C. Determine Scenario

Both players shuffle their fate decks and flip the top card off of it, re-flipping any jokers. The player that flips higher will be the attacker and the other player will be the defender; these designations are utilized when determining the setup of an encounter. If there is a tie, both players reflip.

The suit of the attacker's card will determine the strategy that is being used. Each player may score up to a total of 5 victory points (VP) from the strategy. The list of strategies can be found in the most current Gaining Grounds. Additional strategy and scheme pools can be found for free on the Malifaux Crew Builder App. The suit of the defender's card will determine the deployment type. The four deployment types are listed below.

In addition to the distinctions shown on the graphics on this page, there are a few key terms that are necessary to know.

- **Centerpoint:** The exact center of the table.
- **Centerline:** Shown on each deployment type.
- **Table Edge:** Any length of the four 36" long sides of the table, beyond which models cannot move.
- **Table Half:** The centerline always bisects the table into two equal halves.
- **Table Corner:** Any place where two table edges meet. There are four table corners.
- **Table Quarter:** An 18" by 18" square section of the table. Each table has four table quarters, each of which extends halfway along the table edge from the table corners.
- **Friendly:** When friendly is applied to a physical part of the table, it means the part with your deployment zone. For example, a friendly table edge is any table edge touched by your deployment zone.

- **Enemy:** When enemy is applied to a physical part of the table, it means the part with your opposing player's deployment zone. For example, an enemy table half is the half that includes their deployment zone.

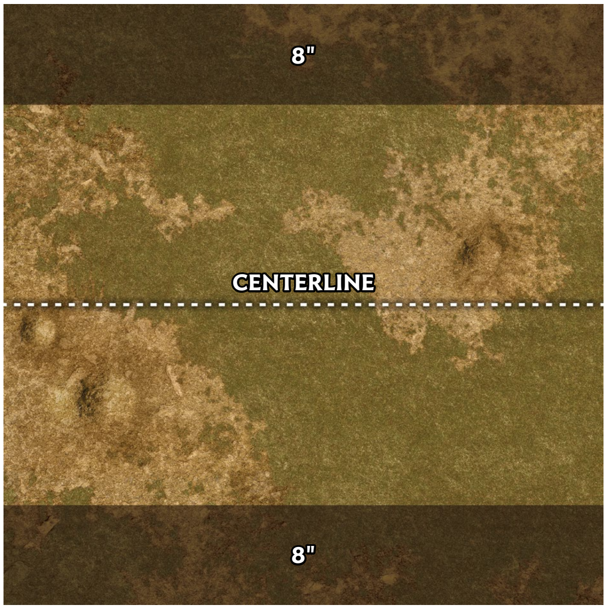
D. Generate Schemes

This step determines which schemes are available to choose this game, although neither player chooses a scheme now.

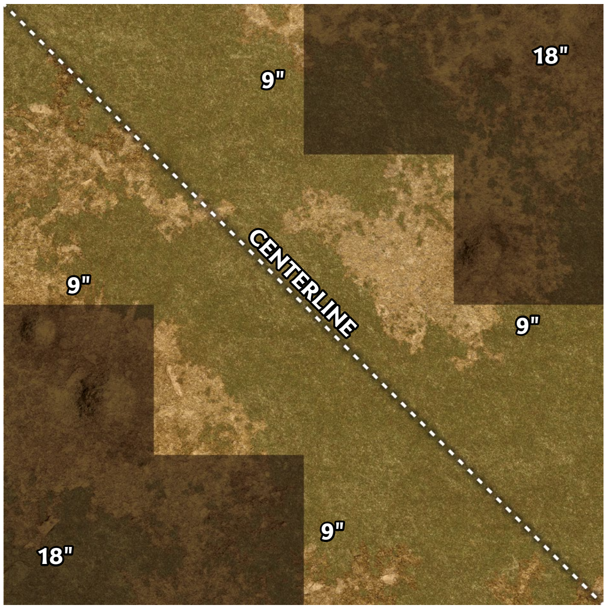
To generate the scheme pool available for this game, the attacker shuffles the scheme cards in the current Gaining Grounds together, then flips three face up. Those three schemes are available for *both* the attacker and defender to choose from. Once the scheme pool is generated and noted down, the attacker takes their scheme cards back.

E. Choose Deployment

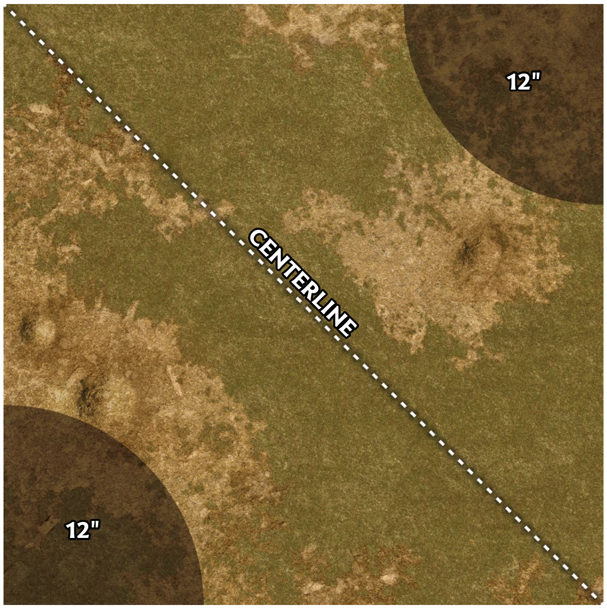
The attacker chooses a deployment zone for their model deployment in Step J.



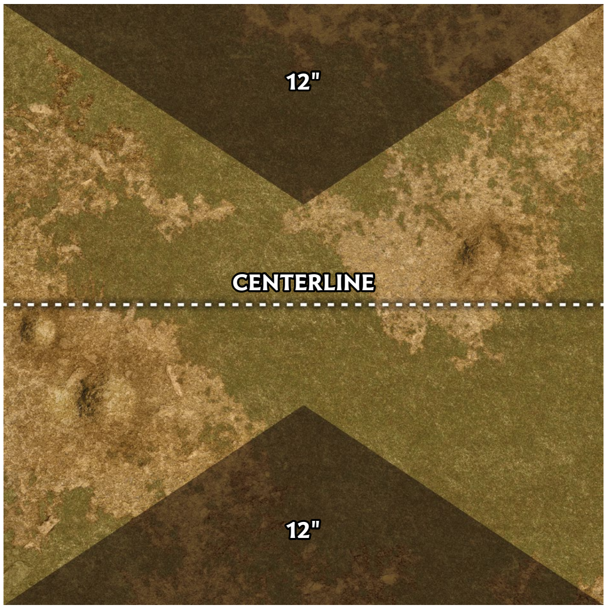
Standard Deployment: A player will deploy within 8" of a chosen table edge, with the opponent deploying within 8" of the opposite table edge.



Flank Deployment: The table is divided into four quarters. A player will deploy within 9" of the table edges within one quarter, with the opponent deploying in the opposite quarter.



Corner Deployment: A player will deploy within 12" of a chosen table corner, with the opponent deploying within 12" of the opposite table corner.



Wedge Deployment: A player will deploy in a wedge starting 12" from the center of the table edge and sweeping back to the corners, with the opponent deploying opposite.

F. Choose Faction and Leader

1. Each player simultaneously chooses a faction for their crew and announces it to their opponent.
2. Once factions are determined, each player chooses a single model from their chosen faction to be their crew's leader. Normally, the leader must be a master.
3. Once both players have selected their leader, they reveal the name of their leader, though not its title, simultaneously.

Titles

Titles represent different versions of the same character within the Malifaux universe. As such, two versions of a single character cannot exist in the same crew. If a crew contains a model with a title, it cannot hire any models of the same name that have a different title. Models with no title are treated as having a different title than models that have a title. During gameplay, though they have the same name, models that have different titles are treated as separate models and can have different model limits, abilities, and other effects.

H. Hire Crew

Hiring a crew consists of selecting models.

Each player must hire their chosen leader, as well as that leader's totem model(s). Both the leader and any of their linked totems treat their cost as 0 during this step.

Then, players add the crew card associated with the specific title of their hired master to their crew.

Finally, players may then hire any models that share one or more keywords with their leader. The total cost of all models hired by a player's crew cannot exceed the game's encounter size. Some game effects can affect how a crew hires models. These game effects are listed as "when hiring" on a model's card. Additionally, a player may hire any models that belong to their declared faction, though models that do not share a keyword with their crew's leader have their cost increased by 1 during hiring. The exceptions to this rule are models with the versatile and loyal characteristics. Versatile models do not have their cost increased when hired. Loyal models may only be hired into a crew if they are allied with that crew's leader.

When hiring, you may not include more than three models that do not share a keyword with your leader, regardless of faction and whether they are versatile. By default, you may only hire one copy of a given model into your crew. Some models, however, have numbers listed after their station characteristic. If a model lists a number in this way, you may instead hire a number of copies of that model up to the listed value (i.e. model limit).

After hiring your crew, up to 5 unspent points become soulstones in your crew's soulstone pool. A crew's soulstone pool cannot exceed 5 soulstones during hiring. Any additional points are lost.

Totems

Totems are special models that are intrinsically linked to a master. The master's stat card will list which totem belongs to it.

A totem must be hired if the linked master is also in the crew, and cannot be hired if the linked master is not in the crew. If a totem has a model limit greater than 1, the maximum number of copies of that model are hired.

Totems treat their cost as 0 during hiring. During gameplay, a totem can only be summoned if the linked master is still in play and in the crew.

I. Reveal Crews

Once both players have finished hiring their crews, the crews are revealed to each other. This reveal shows all aspects of the crew, including the models chosen, their titles (if any), and any crew cards. Players should hand a copy of their crew card to their opponent at this time.

J. Deployment

1. The defender divides their crew into two groups, with any number of models in each group (including 0).
2. The attacker chooses one of those two groups, and the defender deploys that group completely within their deployment zone chosen in Step E.
3. The attacker then deploys their crew completely within the opposite deployment zone.
4. Finally, the defender deploys their remaining group completely within their deployment zone.

K. Choose Schemes

Each player secretly chooses one of the three available schemes, determined earlier. Players may keep their chosen scheme face down in front of them, or hold it in their control hand with their fate cards. In such a case, their chosen scheme does *not* count as a fate card.

L. Start of Game

Once the models are deployed, both players shuffle their fate decks, including any cards used to determine the strategy and deployment type. This should leave each player with a full, fresh deck of 54 cards. Each player should give the other player an opportunity to cut their deck.

Now it's the start of the game! Any effects that happen at the start of the game happen now. If multiple effects happen, the attacker may choose the order in which they resolve.

GAMEPLAY

Once all start of game effects are complete, players jump into the first turn (without shuffling), following the structure here.

END OF ENCOUNTER

At the end of the encounter, each player totals up all the VP they've earned. The player with the most VP is the winner.

STRATEGIES

Both crews are attempting to score VP from the same strategy. The strategy lists how VP is scored as well as any special rules for the encounter. The rules for strategies are found on strategy cards which are part of Gaining Grounds. Strategy cards are divided into three sections.

Setup

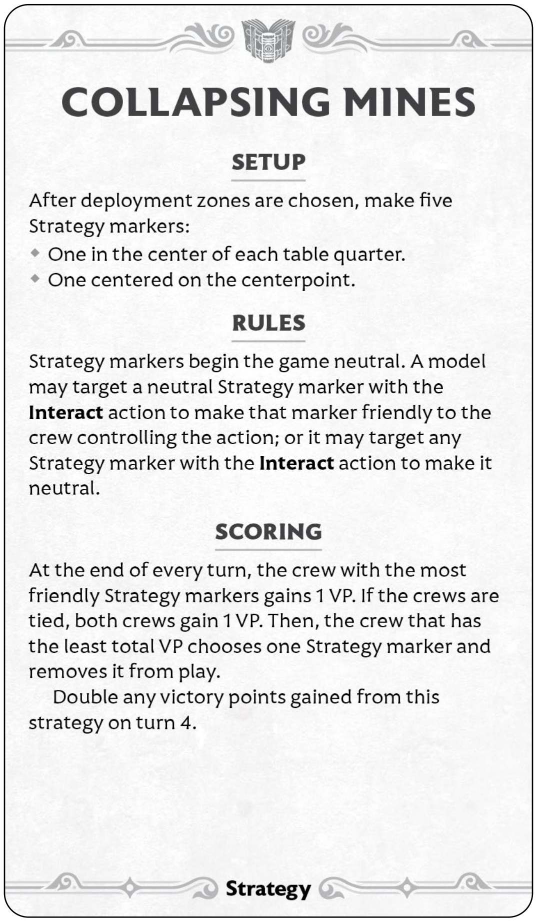
This section includes any special rules for setting up the game, and usually involves rules for making Strategy markers that are used during the strategy.

Rules

Any new rules the strategy introduces, such as how models interact with Strategy markers, how to hold parts of the board for scoring, etc. are listed here.

Scoring

How crews score VP from the strategy is listed here. Sometimes the player with fewer VP will also have a choice to make at the end of the round. If they do, that will be listed here as well.



COLLAPSING MINES

SETUP

After deployment zones are chosen, make five Strategy markers:

- One in the center of each table quarter.
- One centered on the centerpoint.

RULES

Strategy markers begin the game neutral. A model may target a neutral Strategy marker with the **Interact** action to make that marker friendly to the crew controlling the action; or it may target any Strategy marker with the **Interact** action to make it neutral.

SCORING

At the end of every turn, the crew with the most friendly Strategy markers gains 1 VP. If the crews are tied, both crews gain 1 VP. Then, the crew that has the least total VP chooses one Strategy marker and removes it from play.

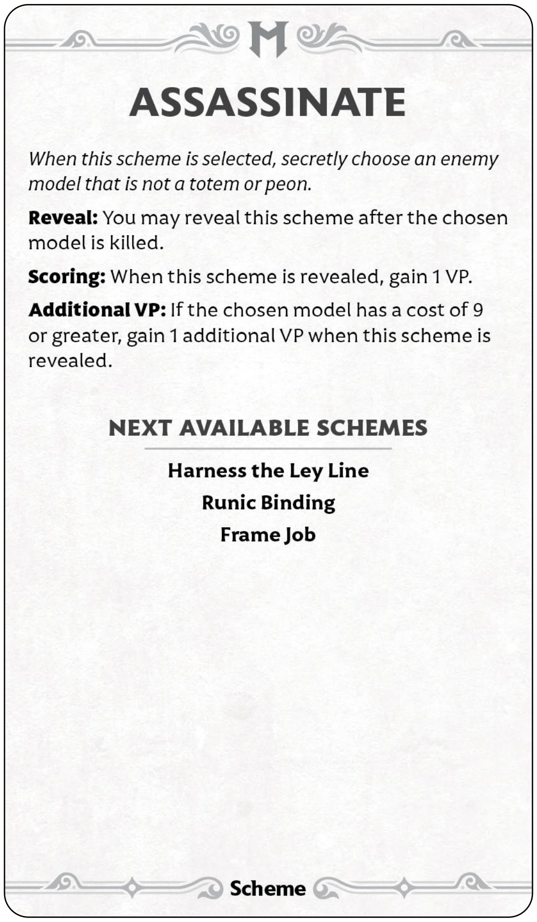
Double any victory points gained from this strategy on turn 4.

Strategy

SCHEMES

Schemes are secret objectives that your crew is trying to accomplish. At the start of the game, a scheme pool made of three available schemes is created during the Generate Schemes step. Each player selects one scheme during step K of Encounter Setup. A crew may never have more than one scheme selected at any one time.

A crew's scheme is considered hidden information, though a crew may look at their own chosen scheme at any time. Some schemes require another secret choice, such as the Assassinate scheme:



ASSASSINATE

When this scheme is selected, secretly choose an enemy model that is not a totem or peon.

Reveal: You may reveal this scheme after the chosen model is killed.

Scoring: When this scheme is revealed, gain 1 VP.

Additional VP: If the chosen model has a cost of 9 or greater, gain 1 additional VP when this scheme is revealed.

NEXT AVAILABLE SCHEMES

Harness the Ley Line
Runic Binding
Frame Job

Scheme

Write any such choices down on a sheet or scrap paper. Players may pretend to write something down to fool their opponent.

Schemes begin the game unrevealed. A crew may never reveal the same scheme more than once in a game, though both crews may each reveal the same scheme. After a scheme is revealed, it becomes open information for the rest of the encounter.

If two players would ever reveal a scheme at the same time, the player with initiative reveals and resolves any effects from revealing that scheme first. Each scheme will indicate when and how it can be revealed. A few common reveal timings are listed below:

- **At the end of an activation:** Reveal this scheme after a model has completely finished activating, during Step C-4 of the Activation Phase.
- **At the end of the turn:** Reveal this scheme at the end of the entire turn, during Step C of the End Phase.

Though a crew may reveal any number of schemes they wish over the course of an encounter, a crew may only score a maximum of 5 combined VP from schemes. Any points they would gain in excess are ignored. For example, if a crew that has already revealed two schemes for a combined 4 VP revealed a third scheme and would gain 2 more VP, it only gains 1 VP. The additional VP is not gained and is ignored for all game effects.

ADDITIONAL VICTORY POINTS

Some schemes give a crew the option to score additional victory points as a reward for meeting additional criteria. A crew cannot gain additional victory points if they did not gain the scheme's normal victory points.

ABANDONING A SCHEME

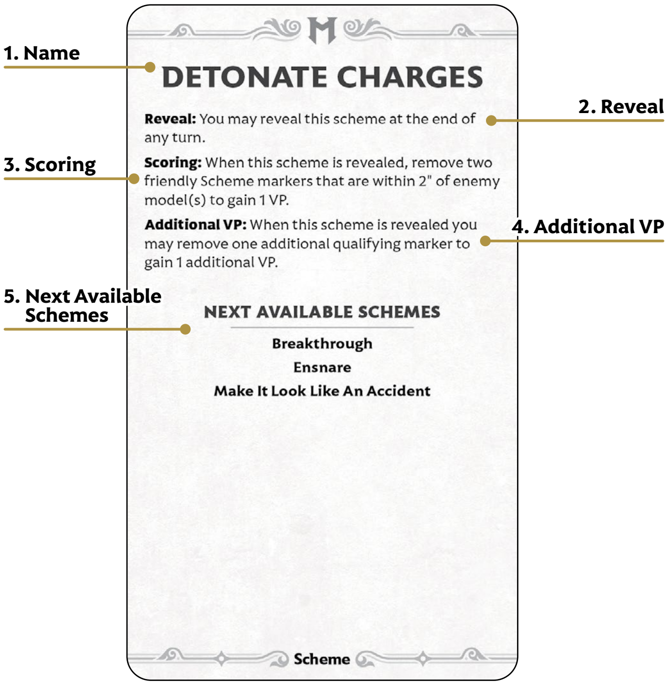
If a crew cannot or does not want to reveal the scheme they have selected, they can choose to discard it face up during the End Phase without gaining any VP, and select a new scheme from the list of Next Available Schemes.

SCHEMES AND MODELS WITHOUT A COST

Some schemes reference a model's cost, but some models have a cost of -. This is most common with masters and totems. For the purposes of schemes, master models have a cost of 10 and totems have a cost of 5. Any other model with a cost of - has a cost of 0.

PARTS OF A SCHEME CARD

1. **Name:** This is the name of the scheme. No crew may reveal a scheme if they have already revealed a scheme of the same name this encounter.
2. **Reveal:** This explains how a crew may reveal this scheme. All criteria in this section must be met before the scheme can be revealed.
3. **Scoring:** This details what a crew must do to earn the first VP from this scheme.
4. **Additional VP:** This section adds an additional cost or restriction to the scheme's Scoring section. If this condition is met, the crew gains 2 VP instead of 1.
5. **Next Available Schemes:** After a crew reveals a scheme it secretly selects one of the "Next Available Schemes" listed here during Step E of the End Phase.



1. Name
2. Reveal
3. Scoring
4. Additional VP
5. Next Available Schemes

DETONATE CHARGES

Reveal: You may reveal this scheme at the end of any turn.

Scoring: When this scheme is revealed, remove two friendly Scheme markers that are within 2" of enemy model(s) to gain 1 VP.

Additional VP: When this scheme is revealed you may remove one additional qualifying marker to gain 1 additional VP.

NEXT AVAILABLE SCHEMES

Breakthrough
Ensnare
Make It Look Like An Accident

Scheme

GAINING GROUNDS

Gaining Grounds is a document with official rules for organized play such as tournaments or leagues. It can be found for free on our website at (@LINK). However, Gaining Grounds also includes a set of strategies and schemes that rotate periodically. This includes four strategies (one for each suit) and a set of schemes. The strategies and schemes are sold in individual card packs, and are also free on our site. You will need them to play, whether the physical cards or their free digital equivalents.

The strategies and schemes cycle out with each new Gaining Grounds. The first Gaining Grounds of 4th edition was released at the same time as this book, and it will be rotating out to be replaced by a new Gaining Grounds in September of 2026. After that, a new Gaining Grounds will be released roughly once per year. See our website to find the most current version.