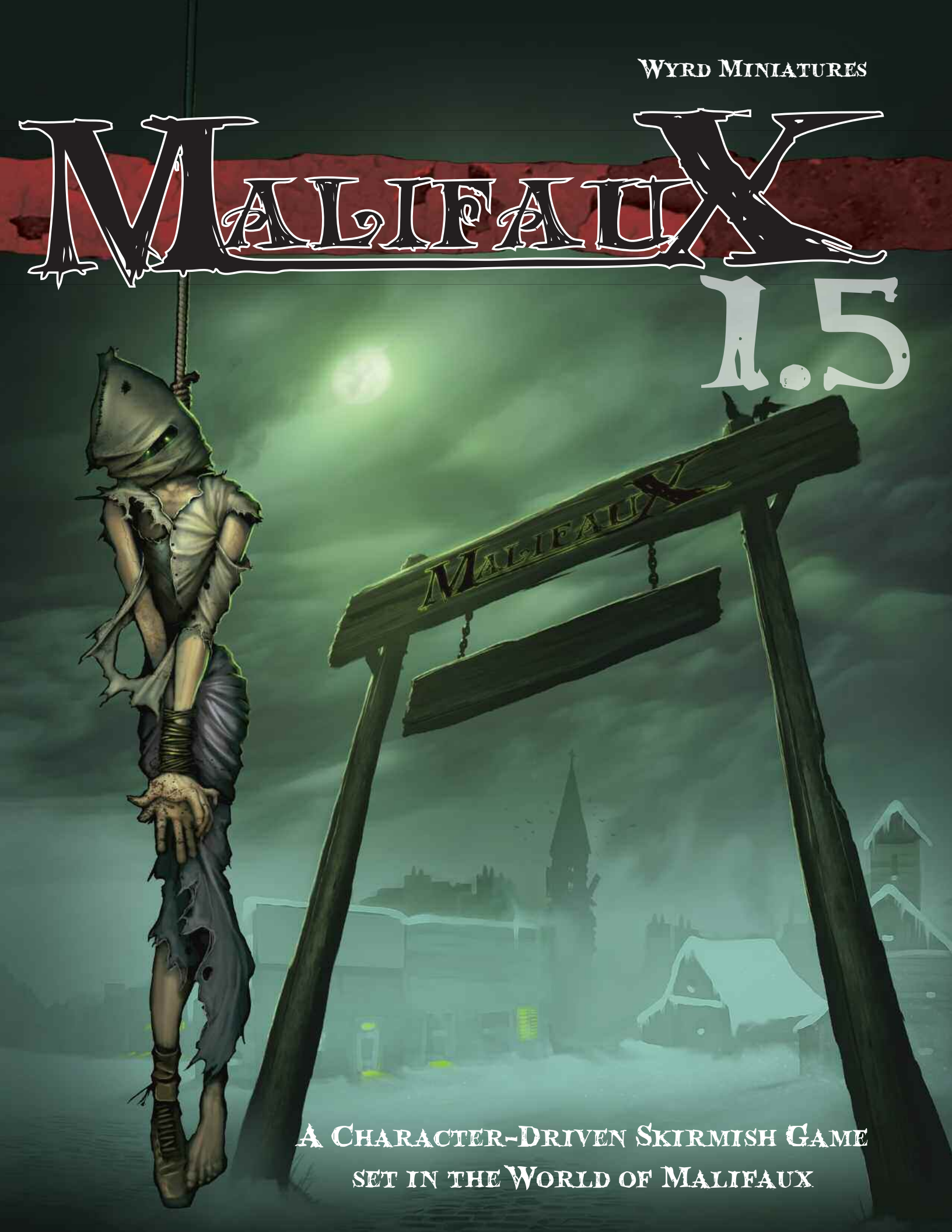
Wyrd Miniatures

Malifaux 1.5



A Character-Driven Skirmish Game
set in the World of Malifaux

Malifaux

1 Malifaux 1.5: A Character-Driven Skirmish Game Set in the World of Malifaux
2 Malifaux: Rising Powers
3 Malifaux: Twisting Fates
4 Malifaux: Storm of Shadows

Malifaux: Rules Manual



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Second printing: January 2013, Printed in South Korea.

MALIFAUX 1.5: A Character-Driven Skirmish Game
ISBN 978-0-9841509-4-6
WYR 6018

Bad Things Happen



Wyrd Miniatures Presents

Malifaux

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Wyrd Miniatures would like to thank everyone who helped us create this game and complete this book. From the artists and sculptors who have been with us from our first forays into miniature making to the devoted playtesters who patiently gave such great feedback and helped solidify the game. We know how much energy and expertise you put into this effort and are grateful for your help. Also, we owe our spouses, families, and friends for believing in us and supporting us during our stressful deadlines. This book wouldn't exist without your support.

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Where the Malifaux 1.5 book text has been updated since the release of the Malifaux Rules Manual or the v2 stat cards, that text is marked with the Errata symbol.

Foreword

A Twisted Path

From hobbyist to enthusiast, from miniature company to gaming company, in a little over three years.

I had gamed and painted miniatures (poorly) when I was much younger, but like many, hit a time in my life where my attention went elsewhere - life, school, career, wife and youngins', and before you know it, all those books and miniatures had gathered layers of dust. You can blame my wife ultimately for my resurfacing interest in painting as I took to doing it while she painted her ceramics. Before you know it, I was a regular at the hobby shops, picking up miniatures and painting them while writing short stories about my creations.

Wyrd got its start because I got a wild itch one day to create something unique, something I hoped could be better than the other options I had. You should have been present for that first conversation when I persuaded my wife to let me use some hard earned money to start up a little off the wall company I insisted on calling ***Wyrd***.

I talked to a lot of people, asked questions ceaselessly, got told more than once that the market was saturated and to not peddle my wares or questions where not wanted, and basically to pack it up before I got started. Good thing I'm hard headed. Eventually I figured out what I needed and got to work with a lot of great individuals who not only answered my questions but supported my quest to create interesting miniatures. I'll be honest, I was lucky, as I managed to talk to the right people, find the sculptors that suited my needs, and got some fantastic painters to give those miniatures just the right look before unleashing them on the world in December 2005.

They like me! They really, really like me! Heh, I couldn't resist, sorry. Seriously though, the miniatures went over well, the painting community was extremely supportive. Before you know it, what just started out as a curiosity snowballed into a full blown endeavor.

Game you ask? That happened when I decided to actually direct the line instead of just doing whatever caught my attention. To that end, some very talented individuals were brought on to help ***Wyrd***, by defining our look, developing the back story, guiding the art. One thing led to another, and game development was the next logical step.

You'll note that I've gone from using I to we. Around this time I took on a partner in the form of Eric Johns who, up to that point, was one of our studio painters.

So we'll fast forward a bit, past false starts and a few potholes, to get to the good part where you are finally holding the MALIFAUX game book in your hands and reading my overly long rambling. Thanks are due to my family for their patience, support, and understanding. To Eric for his many hidden talents. And to everyone who helped along the way. MALIFAUX has been a work of passion by a number of dedicated folks whom I deeply appreciate, and I truly hope that you enjoy the final product as you lay the smack down!

Nathan Caroland

Nathan Caroland
Creator of MALIFAUX



Designer's Note

More than Dice



If you've played skirmish games before, it won't help you. If you've learned to roll with the throw, tough luck. Now, it's time to play with fate.

At Wyrd, we want to create a new take on skirmish warfare. So we put together a game – and trashed it. We tried once more; we made it better – and trashed it again. Now we've got the game, and this time, the only thing we're trashing is our opponents.

It's all about the ***Fate Deck***. And we're not talking about a gimmicky 13-sided die here. Strategize. How do you manage your resources? Crush and kill now? Hold your own and wait for a better opportunity? You know that once your high cards are gone, you won't see them again until you re-shuffle.

Each model brings its own style. Each miniature has its own choices, tricks, and tactics. Tired of pre-packaged groups? Bored with the same strategies? Well, now you get to show us what you've really got. Make your crew unique, and change your enemy's fate.

You've got your own scheme – your gameplay goal, and your opponent is probably playing for a different one – you won't know what it is. Hide your scheme or flaunt your ability to win with your enemy knowing your tactics.

Want more? Play wherever you want. In a city or a swamp, down a mine shaft, or aboard a train. Our terrain is as varied as you can think of, and you'd better take advantage of it because terrain can be destroyed just like you.

It's time to skirmish. Face never-before-seen monsters. Battle mechano-creations twice your size. Hide behind the rule of law. Raise the dead. Or just follow your own fate.

In Malifaux, there's no problem you can't solve without sending a few dead hookers at it.

We created our game, now you have to create your world.

Cheat Fate or Lose Your Soul

Eric Johns

Eric Johns
Game Designer

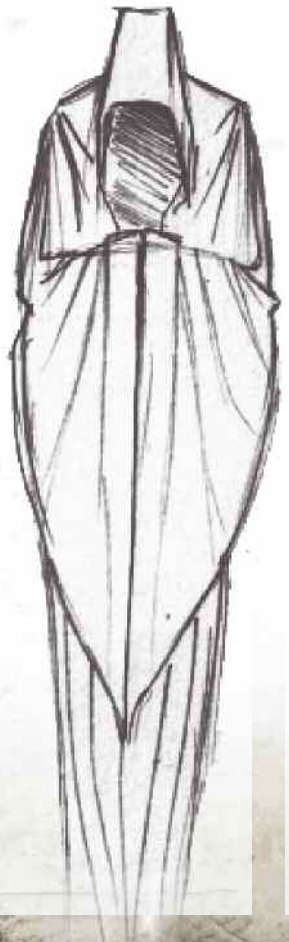
The Breach
A History of Malifaux

1787
The Year of The Breach

Malifaux.

Whether in the whispered rumors of the general populace or the secretive, hushed tones of the Guild, it is a word always spoken with fear.

For years it had grown more and more evident to everyone that magic was clearly in decline within our world; even the greatest of practitioners found it increasingly difficult to perform the most mundane acts. Some argued that we had become too dependent on magic, that the world was simply returning to a more natural state. Others countered that magic itself was natural, and that if magical practitioners such as healers could no longer ply their trade, the lives of all would suffer.



In 1787, the most powerful practitioners of the day came together and united in discovering new sources of power. Although the process of how they discovered this new power is still uncertain, they found a world just outside of our existence, with only a thin barrier separating the two. A barrier that could possibly be opened. The raw magical energy that permeated through was too powerful to resist.

Some likened it to breaking into the greatest of the tombs of antiquity. Those who felt keenest the weakening of their magics likened it to breaking out of one.

In the noblest feat of magical co-operation in history – some would call it an act of desperation – the sorcerers worked their greatest magic ever and tore a breach between the two worlds. The resulting destruction was unprecedented. Hundreds of the least powerful practitioners died instantly. The makeshift city where The Breach was opened was flattened, the life force of its inhabitants ripped from their bodies as unparalleled powers ebbed and flowed between the two worlds.

They say that great deeds require great sacrifice; both were accomplished that day.

It was called The Breach of The Great Boundary, a ragged hole large enough to sail a steamship through, torn from the very fabric of reality itself. Through it, just a reach away, was visible another hole, its edges raw and rough, and beyond that, a world like our own but lit by an unknown sun. Between the two, a featureless, lightless void. A twisted mirror of our world, framed by endless night. A cold wind blew through The Breach and brought with it the faint smell of old death. Thinking that with the blood of the dead the price of this new prize had been fully paid, expeditionary teams were quickly dispatched to scout this new land and bring back its secrets.

On the other side of The Breach, these teams found a large city, with features similar to many in our own world, but like none of them. It was as if all the great capitals from throughout history had been stacked and shuffled by the gods – gothic arches before Palladian villas, Lahore minarets beside Italian spires, rough brick chimneys from Empire factories over marble colonnades and Three Kingdoms pillar-gates guarding colonial mansion houses. However, all of those that crossed The Breach that day could feel that this new world was vastly different. The air was sweet with nectar and sap from plants no man had ever named, and sour with the scent of untilled earth above which strange constellations had forever spun. The sun shone brighter at noon, but darker either side, and at night the shadows from the two moons played tricks on men's minds. Many of the buildings bore strange writing, some carved into the facades, some painted onto doors.

After searching the City for two weeks, not a single living thing could be found, not a trace of human or animal. With no signs of battle, no corpses, no destruction, it was as if the inhabitants had simply disappeared.

A team led by Professor Mondragone of the Voynich Institute were allowed entrance to this strange new world to study the signs and symbols in an effort to learn what might have happened. After months of research, they found that the City had been called Malifaux. The signs and symbols on the walls and doorways were simple store signs: merchant, tailor, blacksmith. Other signs, though, were puzzling: who needed a Death Surgeon and what were Mechanical Magics? No written records of trade or tradition were ever found, no intimate traces of the lives these people had lived. All that remained were the silent, forbidding bones of the buildings they had raised to protect themselves.

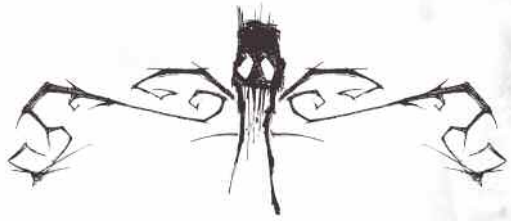
The explorers moved farther out, seeking answers, but also seeking the source of the magical power they sensed lay all around them. Several miles north of the City, they found a small mining town. There were a few wooden buildings, many of them crumbling. A large hole was cut into the hillside just west of the town, with a shaft leading down. Their delvings soon turned up a gemstone that radiated more magical power than any of them had ever seen. The stones came in a variety of hues, some more powerful than others, but within them there lurked a store of latent magical energy that a sorcerer could channel for his own purposes.

The scholars found references to these magical stones in old manuscripts. They were called ether, and the manuscripts spoke of great power within them. The scholars went on to speak of warnings of great danger, but the men in charge had ceased listening. There was a rush to mine these stones in great quantity, but as each stone was used it grew dark, its magical energy gradually depleted. Before long, however, for the city of Malifaux was a dark and dangerous place, it was discovered that a person's death could replenish the stone's magical energy. This morbid effect earned the gems the name of Soulstone, and earned the poor and unfortunate a new means of dying for their masters' causes.

After six months of exploration, The Breach was opened to the general populace. A thriving trade was established Earthside for those daring enough to harvest the Soulstones of Malifaux. The crumbling boomtowns away from the City of Malifaux were rebuilt, and those willing to brave the harsh environment populated these cities to work the Soulstone mines. Many practitioners moved to Malifaux in order to further their magic, and with them came families and servants – an entire population.

Life in this manner continued for little more than a decade.

The salvation of magic was at hand.



1797 or 10 PF (Post Foris)

The border town of Malifaux became a thriving city over the next decade, growing fat and rich with the mining and trading of Soulstones.

However, the dangers of the land began taking their toll on those that moved farther and farther from The Breach. Rumors and stories began to circulate about tombs that held dark secrets and power even greater than the Soulstones. Entering those ancient burial sites had given life to the dead, waking protectors from another age. Expeditions set out, but few returned. Those that did spent their last breaths in tales of horrific creatures and beings of mythology and fables. Cartographers did roaring business with maps saying "Here Be Dragons" that lampooned the explorers as tellers of tall tales, and one in particular mocked the fanciful sightings, naming them the Neverborn. The name stuck, even after the killings grew, the mocking stopped and the nightmare things made believers of them all. No one knew where they had come from or why they had only now begun to show themselves, though it was quickly discovered that man was no friend of theirs.

While some explored above ground, others risked the tombs. Ancient secrets were uncovered,

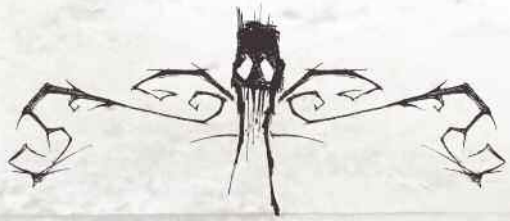
including the magic of reanimating the dead to use as slaves, and ways to manipulate flesh itself, turning a once living human into an abomination of undeath. The horrors unleashed were too much to bear, and these necromancers swiftly became outcasts.

Other practitioners focused their studies on the machines that were found throughout the City and the surrounding land. Although many of these devices were rusted and incomplete, some could still be animated simply by placing a Soulstone inside the metal. Something in the Soulstone knew the function of the machine, and imbued it once again with purpose and power. Many of the machines were simple things, little more than toys. However, there were other machines – mobile machines with great weapons – that could be brought back to life with the right Soulstones and a practitioner with enough knowledge.

In the winter of 1797, one of the worst blizzards to hit Malifaux during the time of man's occupation arrived, and at its height the Great Boundary became unstable. Despite the best efforts of the Breach sorcerers, The Breach began to shrink in upon itself. All attempts to pass through were rebuffed, as if some invisible force was standing in the way. And then from Earthside, sounds of a fierce battle drifted across The Boundary from Malifaux, accompanied by screams of horror and suffering that were heard all throughout Breachtown.

In the early morning hours of that long night, despite the most desperate measures taken, The Breach shrunk to the height of a man and a choking smoke rolled through it from Malifaux. Just before dawn the screaming and sounds of battle fell silent, and the Breach sorcerers drew closer in a fearful huddle, exhausted Soulstones scattered around them. Then a mangled body came hurtling through the opening and landed with a sickening thud as The Breach of The Great Boundary closed in upon itself with an ear-shattering howl. A single word was carved into the ruined flesh of the corpse:

"Ours."



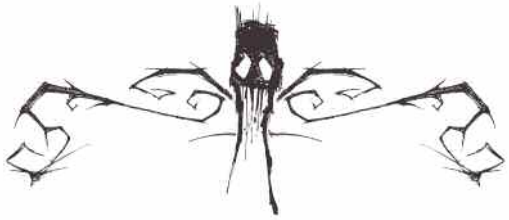
1798 or 11 PF (Post Foris)

A time of shock and turmoil fuelled the panic that ensued after the Fall of The Great Boundary. Many Soulstones were exhausted to shattering point, but even the magics that had opened it the first time failed, and The Breach could not be opened again.

Magic was once again threatened, and soon wars were launched to secure the remaining Soulstones. Depraved and dark acts were enacted to capture additional life forces within the stones to overwhelm new enemies.

The Guild, a society of ruthless merchants, politicians, and practitioners, was formed to bring some semblance of order to the chaos. This organization took control of the Soulstones with an iron fist, and made their headquarters in Breachtown. They passed a law that forbade anyone from possessing Soulstones, except Guild officials. Breaking that law was punishable with immediate execution – in the presence of a Soulstone, of course.

With the number of charged Soulstones quickly dwindling, the Guild instituted measures to ensure their power did not diminish. Soulstones were replenished at hospitals, prisons, madhouses and even orphanages. Although considered cruel by some outcasts and activists, the Guild promoted it as a necessary act of preservation.



1897 or 110 PF (Post Foris)

Exactly one century after it had closed, down to the very minute, the Great Boundary tore open the veil separating Earth from Malifaux. However, unlike the first breaching, the death and damage was relatively minor. The sudden return of The Breach caused panic throughout the Guild, as they were certain that whatever calamity had befallen Malifaux a hundred years earlier was about to be played out Earthside.

But that did not occur. After a month of intense battle readiness, the Guild sent a heavily armed

expeditionary group through The Breach. They found the City empty and partially in ruin, the signs of a battle having been fought. Some of the signs of combat appeared fresh, as though the battle of a century past had only just ended. However, as was the case one hundred years earlier, there were no bodies to be found.

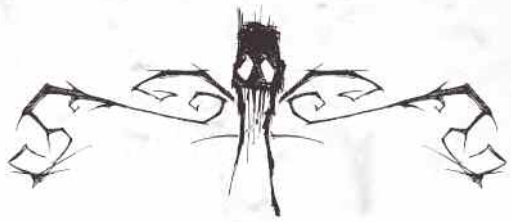
The Guild moved quickly. It now had access to the first new supply of Soulstones in a century. The Guild also knew that power and profit lay in controlling the Breach, not in back-breaking labor in the mines. With the Breach secured, they could set their own price for Soulstones, and those Earthside would not care what they did so long as the Soulstones kept on coming.

The Guild issued a call to the criminals and outcasts of Earth – come to Malifaux and with hard work and luck buy your freedom, or rot in jail for the rest of your life. Many of the great powers of Earth were only too keen to empty their prisons, and a sentence of "life in Malifaux" became a common one around the world. Many wretches volunteered as well, drawn by the glittering promise of a fresh start, and before long the Guild recruiting stations were a familiar sight to the poor and the downtrodden, families bidding farewell to fathers who passed through their doors, most never to return. And then there were the enemies of the Guild or those who were just in the wrong place at the wrong time, and woke up shackled with a sore head on a train through the Breach.

Naturally, where opportunity exists, so do exceptional people willing to face the unknown, no matter the dangers. Malifaux had an influx of rough but skilled men and women seeking power, treasures, and adventure. The Guild made some effort to stop them, but in truth they cared little provided the Soulstone supply was not interrupted, and for the first time in a hundred years, magic was flourishing again.

With a work force comprised mostly of social undesirables, criminals, and radical elements, the Guild put a martial force in place to watch over the Breach and the trade in Soulstones.

Life is harsh and hard in Malifaux; for those that buck the system or do anything that might halt the shipment of the Guild's precious stones, it is also short. However, there are those that garner so much power or wealth that they are virtually untouchable. Every man, woman, and child within Malifaux strives for this – power to live their lives at their will or to buy a return trip through the heavily guarded Breach.

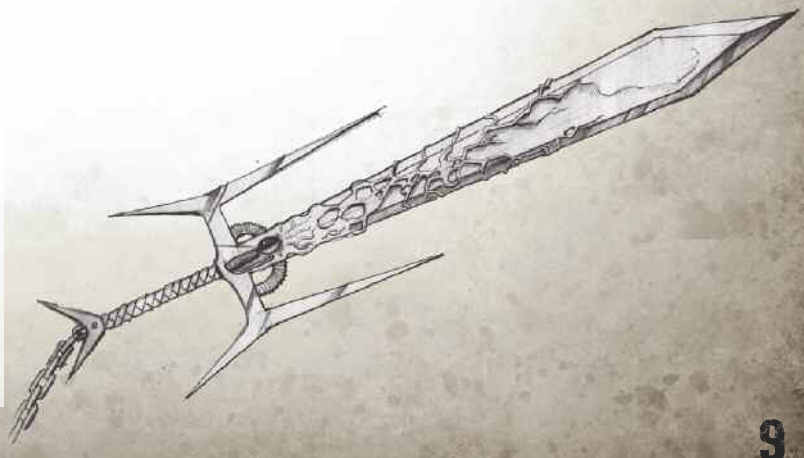


1901 or 114 PF (Post Foris)

Four years have passed since the reappearance of The Breach. Much to the Guild's displeasure, it has been learned that several other Breaches have been discovered. While none are nearly as large as the Great Breach, the Guild is now faced with the loss of total control of access to Malifaux. This, in turn, means that they may not have a complete monopoly on the Soulstones, though they do their best to crush any competition.

Although Malifaux itself is well on its way to being rebuilt by the Governor General of the Guild, there are large portions of the City that see little, if any, human habitation. In these areas, the darkest parts of the ruins, intelligences both ancient and malevolent lurk. The Governor General has declared these portions of the City off-limits to all and has erected walls and bulwarks; many of them cutting across streets and alleys in an attempt to restrict access to – and from – the darker side of Malifaux.

The Governor General has the nearly impossible job of keeping a giant and chaotic city of vying interests under control. He has found that the most expedient



way to deal with this problem is to issue writs to various factions across the continent. This gives them limited power to police a part of the City or the outer towns and keeps them at each other's throats. After all, if they are fighting one another, they are not fighting him.

The men and women in Malifaux hammer out a life amongst its harsh lands. Towns and other settlements have sprouted up farther from The Breach, ostensibly to work the Soulstone mines, but also to escape the looming presence of the oppressive Guild and their laws. However, as some seek distance from power, others have learned that should a person have plenty of Soulstones, influence, or simply enough power of their own to give the Guild pause, then they are fairly free to make or break the rules as they see fit.

There are whispers and rumors of covens and other groups that have wriggled out from beneath the thumb of the Guild to forge their own power base in the ruins and the hinterlands. More than one skirmish has occurred between competing factions in the last year, as well as within the Guild itself.

To make matters worse, the Neverborn have resurfaced, making their presence known to all within Malifaux. These hellish creatures take on forms ripped from myth and legend, from nightmares buried deep in the mind of man, dark and terrible shadows on the cave walls. What their goals are and whether or not they were responsible for the loss of the original colonists or the re-opening of The Breach is known only to them. All that is certain is that no-one is safe.

Recent discoveries of powerful artifacts of a bygone era have brought keen interest from the various powers within the land, and wild speculation that perhaps one of these artifacts caused the destruction of The Breach one hundred years ago. Along with the scramble to recover Soulstones, every organization and faction with resources to spend is searching for them. However, every attempt at retrieving one risks attracting the attention of the Neverborn, and it is only the truly strong, or the very lucky, that manage to retain control of these precious items for long.

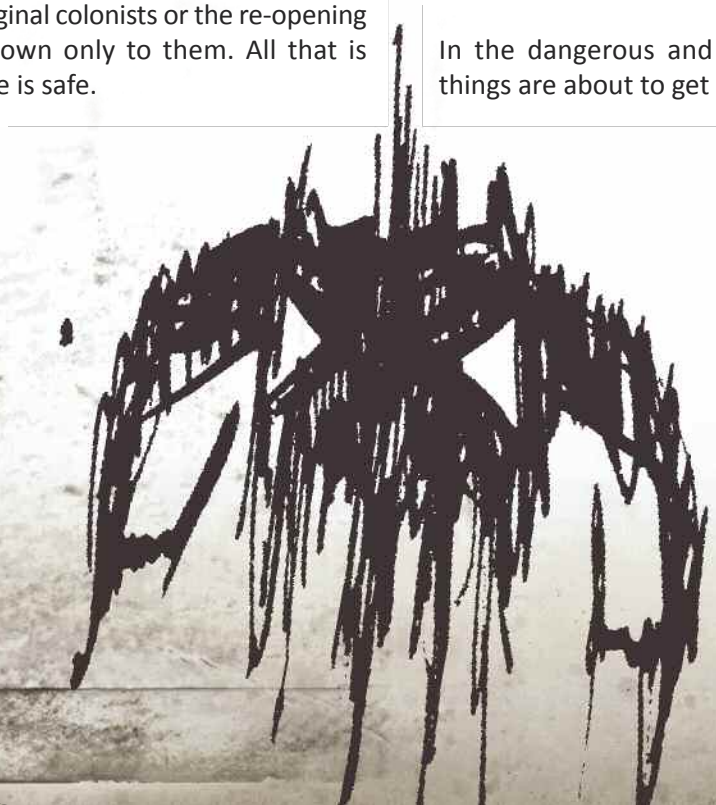
The Guild can feel their power slipping away. Entire groups of people are appearing in Malifaux without their knowledge and bringing chaos in their wake. Mercenaries are renting themselves to the highest bidder, and it is not always the Guild.

Even though the Guild has declared necromancy a crime, and put out a bounty on all who would call themselves Necromancers, few are willing to try to capture them. When those that have attempted it do make it back, it is almost always as one of the shuffling Undead.

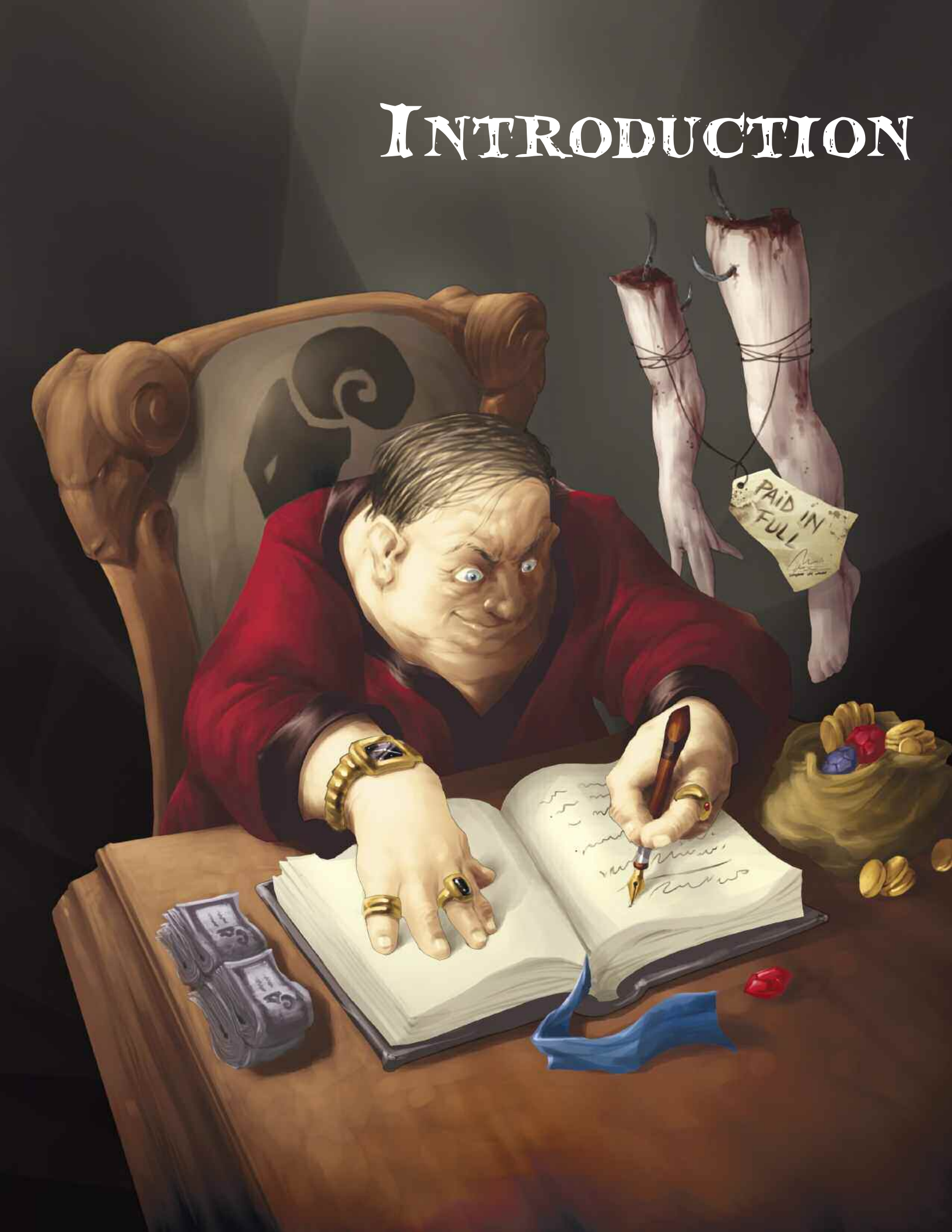
In an effort to retain their power, the Guild has stepped up their already cruel and heavy-handed authority, swearing that they will stop at nothing to completely control Malifaux, along with everyone and everything in it.

Everyone can feel it; they all know it’s coming.

In the dangerous and deadly world of Malifaux, things are about to get much, much worse.



Introduction



Introduction

Game Overview

Are you willing to risk your soul for a chance at great wealth and power? It's your only weapon in a world rife with monsters, necropunks, man-machine hybrids, gunslingers, and power-hungry politicos. In Malifaux, you lead your crew in the battle for control of the Breach, a dark portal to a world of limitless magic. Those who don't make it become the monsters you must destroy.

Malifaux is a character-driven 32mm tabletop miniatures game. Players lead groups, called Crews, in skirmish attacks against their opponents in the magical realm of Malifaux. Players collect, build, and paint models representing the denizens of Malifaux and pit these Crews against one another. Masters, powerful practitioners of magic, and those fighting them control these Crews.

Masters can manipulate the course of events in the world around them, and can change their own fates, through their control or theft of the powerful Soulstones in Malifaux. A Crew consists of a variety of fantastic and frightening beings, collectively known as Minions, who serve the Master as fodder in his or her machinations. In addition, Henchmen can lead specialized Crews in their Master's absence, or serve their Master directly as a member of a Crew. Masters and Henchmen are also supported by Totems, extensions of their magical abilities which increase their spellcasting range and provide additional aid in an Encounter.

How well a Crew carries out its leader's Strategy and Schemes determines whether or not it will emerge victorious in an Encounter with an enemy Crew. Strategies represent the Crew's main path to victory, while Schemes are simpler alternate routes to achieve the leader's goals.

Malifaux players use decks of cards, called Fate Decks, to resolve game events such as attacking and spell casting. Players can manipulate the cards they play to alter the Duel's outcome. It takes a shrewd leader to effectively utilize a Crew's resources, ensuring he or she always has ready the cards needed to Cheat Fate.

Be prepared to fight to the death because Malifaux is the end of the line!

Summary of Play

Before a game of Malifaux (called an Encounter) begins, players generate objectives (called Strategies) and may choose secondary objectives (called Schemes) and hire Crews. Players then deploy their Crews and let the conflict begin.

An Encounter consists of several game turns. During a turn, players draw their hands of cards (called Control Hands), which are used to change the outcome of game events such as attacks, spell casting, and so forth. Next, players determine who has the initiative, then alternate activating their models, expending Action Points to move, attack, cast spells, and so on. A turn ends after all models in play have had an opportunity to activate. Game turns continue in this fashion until the turn limit is reached. Players then total the Victory Points they earned (by completing Strategy and Schemes) to determine a winner.

What You Need

- Malifaux Rulebook
- 3' X 3' Playing surface
- Malifaux Models and Stat Cards
- One Fate Deck per player
- Tape measure, or other measuring tool (marked in inches)
- Terrain
- Tokens, such as glass beads, for tracking game effects
- Counters (30mm round bases) & Marker templates (base size varies)
- Blast markers (50mm round bases)

Terms

From this point on in the rules, the first time you encounter a game term and its application, it will be listed in ***bold italics*** along with a corresponding entry in the index. Additionally, model Statistics, Action names, Talent names, and Spell names will be listed in **bold**.

Diagrams Key

White circles around the puppets represent the model's base.
Red areas represents an area of effect.
Green areas represent obscuring terrain.
Gray areas represent blocking terrain.
White arrows represent movement.
Blue lines represent Line of Sight.

Cast of Characters



All diagrams are show from a top down view unless otherwise noted.

Rounding

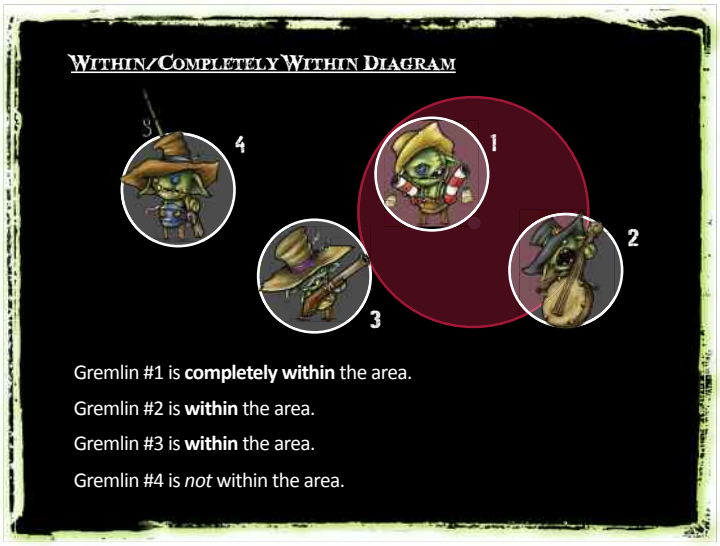
When the rules require you to halve a number, round up to the nearest whole number, unless you are halving distances; distances are not rounded.

> ***Example:*** *Half of 3 would be 1.5, which should be rounded up to 2.*

Measuring

All distance measuring in Malifaux is done from the acting model's base edge to the affected model's nearest base edge. When measuring, a base is ***within*** a distance if any portion of its base is within or exactly at the indicated distance. A base is ***completely within*** a distance if the entire base is within that distance.

When measuring a model's movement, measure consistently using the same reference point on the model's base. The distance any part of the base travels cannot be further than the distance permitted for that move.



There is no premeasuring in Malifaux. You must declare an Action and spend the required Action Points prior to measuring the distance required for the Action. Distances are not rounded when halving them.

> ***Example:*** *Half of 3" would remain 1.5".*

Random Determination

Any time players are asked to use a randomly determined order, each player flips the top card of his or her Fate Deck. The player with the highest card chooses first, followed by the other players, in descending order. If any ties occur, the players with tied values perform a re-flip.



Timing

Game effects follow a specific timing sequence.

- Each sentence in an effect's description must be completed before moving to the next sentence.
- If an effect causes another effect to activate while it is being resolved, pause the first effect, completely execute the newly triggered effect, and then return to the first effect at the point it was paused.
- Effects end when indicated in their descriptions. If an effect does not list an end point, it ends during the Resolve Effects Step of the Closing Phase (see p.32). Resolve ending effects in the following order:
  - At the start of a Step end first.
  - During a Step end next.
  - End of a Step end last.
  - Multiple effects that end within the same Step end simultaneously.
- Players should resolve effects occurring simultaneously in the following order:
  - Effects that must occur will occur before effects that may occur.
  - Resolve immediate effects first, then effects of the acting player, then by activation order of that player's models (p.31).
  - Any effects that are not controlled by either player, such as any terrain or environmental or Encounter effects, are resolved last and affect models simultaneously. Players with multiple models affected always resolve the effects in an order of their choosing.

The majority of effects will end in the ***Closing Phase***. The ending of effects occurs in a specific order: effects that end at the start of the Closing Phase end first, followed by effects that end during the Closing Phase, and finally effects that occur at the end of the Closing Phase occur last. Within each of these steps, effects end simultaneously. If an effect does not have an end listed, it ends during the Resolve Effects step of the Closing Phase.

> ***Effect Pausing Example:*** *The **Hangman's Knot** Spell causes "Dg 1/2/4. Push target model 4" toward this model." In this case, since the spell causes damage, if the damage kills a target it triggers any effects caused by killing that model. Once that sequence is complete, move on to pushing the target model 4" toward the caster.*

> ***Resolution Order Example:*** *The Guild's Papa Loco is targeted by Hans who is using Explosive Ammunition, which causes Blast damage. Another Guild model, Santiago, is close enough to Papa to be caught in the Blast effect. Unfortunately for Papa, the attack kills him. Papa has an ability called **Boom!** which causes him to explode when he dies. Papa Loco's Blast effect is determined first (since it was the last to occur) for any models within the blast radius, catching Santiago. Then, Hans' Ammunition Blast effect is determined for Santiago.*

Math Order

Modifiers should be applied in the following order:

- First, Multiply/Divide.
- Next, Add/Subtract.

> ***Math Order Example:*** *The Spirit characteristic halves incoming damage, while the **Armor +1** Ability reduces it by one point. If a Spirit model with **Armor +1** suffered six points of damage, the damage would be halved to three before being reduced by the **Armor** to two points.*

Breaking the Rules

These rules are intended to be understood when taken as a whole. They create the framework upon which an individual model's rules are built. Because of this, **when a model's specific rule or ability contradicts these core rules, follow the specific rule rather than the core rules**. Part of the thrill of playing Malifaux is discovering interesting and entertaining options and combinations for your Crews. When the rules on two models directly contradict each other, a rule that says can overrides may, and a rule that says cannot will override can.

> ***Breaking the Rules Example:*** *Crew hiring states that you can only hire models from your own Faction or models with the Mercenary Characteristic. The Arcanist Master, Marcus, has the* ***Beast Master*** *Ability, which allows his Crew to hire Beast models from any Faction. Marcus' specific ability takes precedence over the core Crew hiring rule.*

Rule Disputes

Malifaux is designed to be fun for all players. Everyone will win and lose at times, but you should be able to enjoy the game regardless of who wins. Occasionally, you and your opponent may disagree on the clear meaning of a rule, or during the course of play you may realize an Action could not have occurred (such as bringing a third model with the Rare 2 Characteristic into play). Usually, a quick discussion of the rule or situation in question will settle the issue (such as simply removing that third model from the game). When asked, provide the information and statistics for your models honestly, accurately, and quickly.

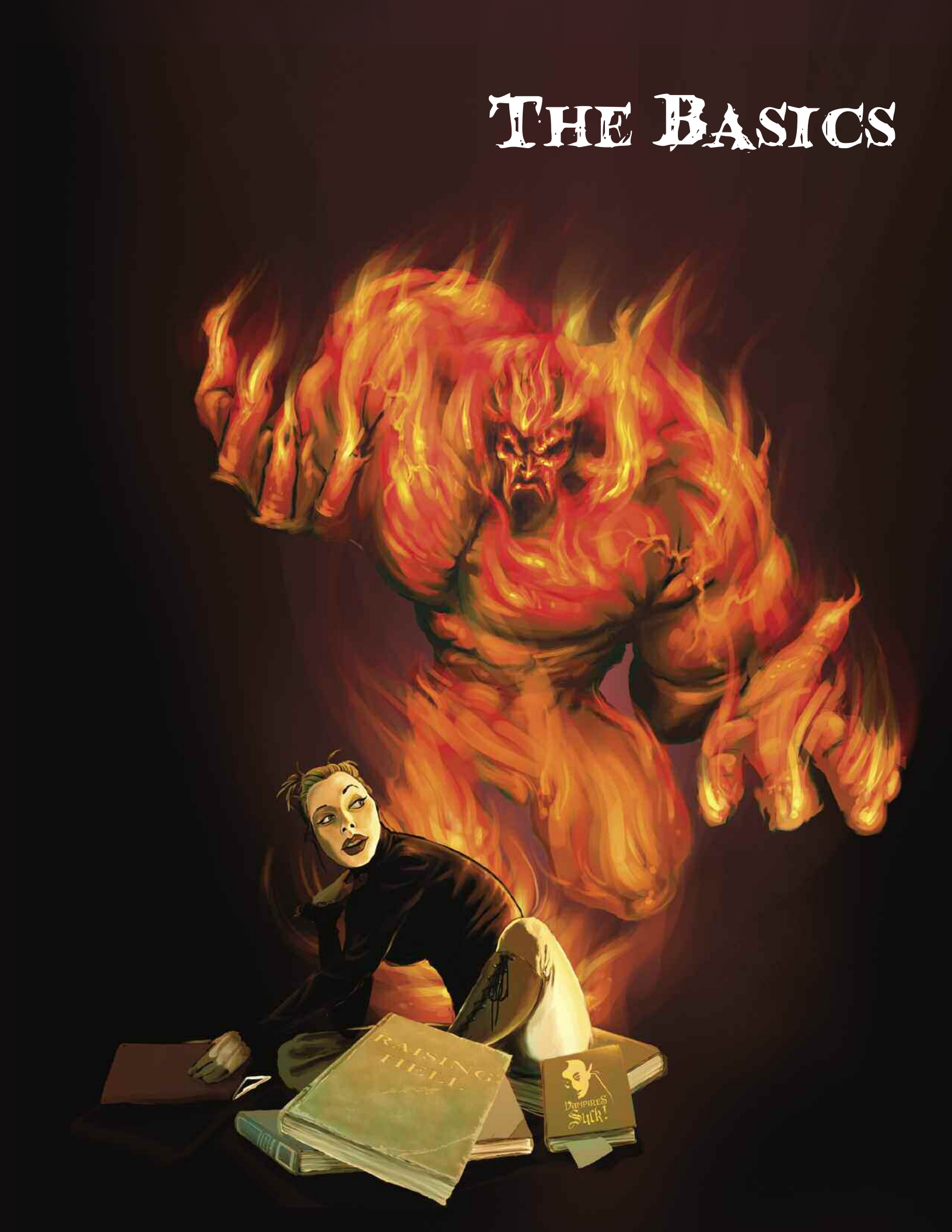
If a solution cannot be agreed upon, each player should flip a card from his or her Fate Deck. The player with the highest card determines the outcome. Re-flip if a tie occurs. The decision made for an issue applies throughout the entire game. After the game is over, take the time to talk about and decide how you want to handle the issue in the future.

Guild Scrip

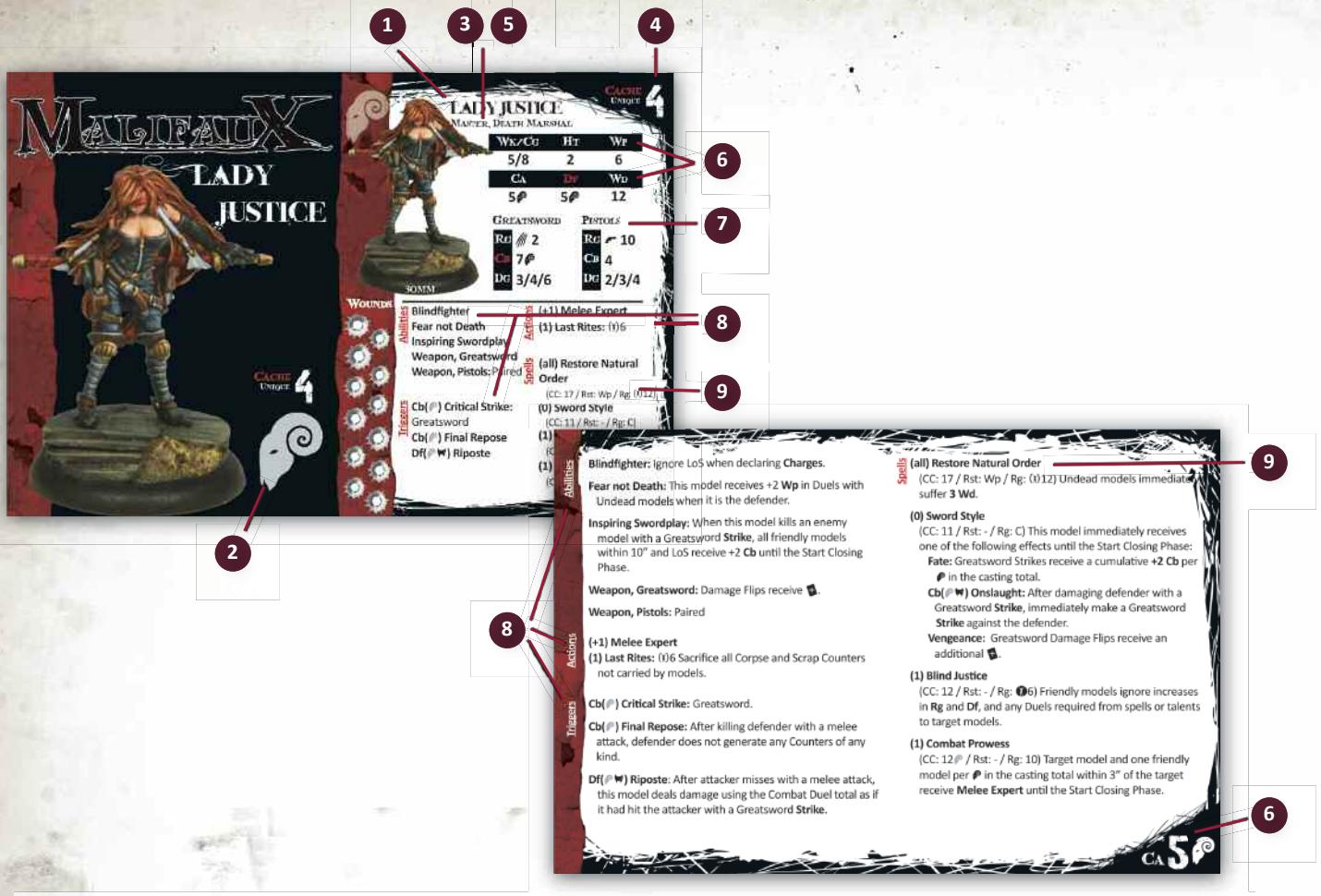
Guild Scrip, or "Guilders" as the locals call it, is Malifaux's paper currency. Lifers and contractors alike come into Malifaux with an allotted amount of scrip in their pockets, and the Guild immediately tries to separate the scrip from its owners. These multi-colored bills have the Ram's head on one side and a woodcut of the Governor General on the other (lest Malifaux's residents forget who's in charge).

Earthside currency is valueless to Malifaux residents, as it cannot be used or exchanged in Guild-run establishments. Because of the Guild's markup on most necessities, Mal-Siders often exchange goods and services through barter. Whether the exchange is a dozen eggs for plowing a field or something more powerful, like two Soulstones for the landlord's murder, barter keeps transactions "off the books" and scrip in individuals' pockets. Contractors use scrip to pay down their debts to the Guild, but few are capable of earning enough scrip through legitimate means to return Earthside inside of the two years the Guild assures them is possible.

The Basics



The Basics



What Makes a Model

A ***model*** is any number of miniatures on a single base represented by a single set of statistics. For example, the Hoarcat Pride model consists of three Hoarcat miniatures on a single 40mm base. All models in Malifaux are defined by the following information.

1 - Name

The model's name.

2 - Faction

Tells which ***Faction*** the model belongs to. A model's Faction does not change during an Encounter, even if control of the model shifts to another player. There are five Factions in Malifaux: The Guild, Resurrectionists, Arcanists, Neverborn, and Outcasts.

3 - Type

Models in Malifaux are grouped into the following types: ***Masters***, ***Henchmen***, and ***Minions***, which define their power level and role within the game.

Masters: Masters lead powerful Crews in pursuit of their goals.

Henchmen: A Master's aspiring lieutenant, a Henchman can lead its own Crew or join a Crew led by a Master. When leading a crew, Henchmen count as Masters for the purpose of effects, Strategies, and Schemes.

Minions: Minions are the pawns in a Master's or Henchman's schemes. They are treated with little regard and casually sacrificed in the pursuit of their leader's plans.

4 - Soulstone Cost

Generally, this number represents the number of Soulstones it costs the Crew to hire the model. Some models do not have a ***Soulstone Cost***.

#: Number of Soulstones to hire.

S: This model is Summoned into play (p.49) and does not have a Soulstone Cost.

P: This model is Placed into play (p.36) and does not have a Soulstone Cost.

–: This model is included in another model's Soulstone Cost.

Masters do not cost Soulstones. Instead, they have a Soulstone Cache, which is added to a Crew's Soulstone Pool at the start of an Encounter. Also, when selected to lead a Crew, Henchmen do not cost Soulstones (p.62).

The number of a specific model a Crew can hire may also be limited. **Rare #** models are limited to the number (#) of copies of that model hired and/or in play at any time (p.62). A Crew may only have one copy of a **Unique** model hired and/or in play at any time (p.62).

5 - Characteristics

Models in Malifaux can have one or more ***Characteristics***. The Characteristics listed below have additional rules associated with them. Other Characteristics have no additional associated rules but may be referenced by other game effects and abilities.

Construct: Models with the Construct Characteristic are non-living and are immune to Morale Duels (p.52).

Graverobber: When a living or Undead model is killed while one or more models with the Graverobber Characteristic are in play, replace the living or Undead model with a number of Corpse Counters equal to its base size: one for 30mm, two for 40mm, three for 50mm. These Counters can be picked up and used by models with the Graverobber Characteristic.

Henchman #: This is the Henchman Reserve. Henchmen leading Crews add the number (#) listed to their available Soulstones when hiring Crews (see Hiring, p.62). The Henchman # is also the maximum starting size of the Soulstone Pool if this model leads the Crew.

Insignificant: See Magic, (p.46), Strategies, (p.73), and Schemes, (p.78).

Living: All models are living models unless another Characteristic states otherwise.

> ***Example:*** *Models with the Construct Characteristic are not living models.*

Mercenary: Mercenary models can be hired by any Faction. See Hiring, (p.62), for the full rules on hiring Mercenaries.

Nightmare: Models with the Nightmare Characteristic are non-living models.

Object #: Models with the Object # Characteristic are non-living models. Reduce the number of **Wd** suffered by a model with the Object characteristic by the number (#) indicated, to a minimum of 1.

Scavenger: When a model with the Construct Characteristic is killed while one or more models with the Scavenger Characteristic are in play, replace the Construct with a number of Scrap Counters equal to its base size: one for 30mm, two for 40mm, three for 50mm. These Counters can be picked up and used by models with the Scavenger Characteristic.

Soulless: Models with the Soulless Characteristic are non-living models.

Special Forces (Group Name): Up to two models with the Special Forces Characteristic may be hired per Master. A Crew cannot contain models from more than one Special Forces group. Some models lift the two model hiring limit when included in a Crew, but the limit of one Special Forces group remains (see Hire Crews, p.62).

Special Forces (Doll): In addition to the standard Special Forces rules, Zoraida may hire any number of models with this Characteristic.

Special Forces (MS&U Asset): In addition to the standard Special Forces rules, Ramos may hire any number of models with this Characteristic.

Spirit: Models with the Spirit Characteristic are non-living models that can move through other models and do not block LoS. Spirits can move over and stop on impassable terrain. Spirits are immune to Morale Duels and suffer half damage from non-magical sources. When they are killed, Spirits do not leave Counters of any type.

Totem: Models with the Totem Characteristic must be connected to a Master or Henchman when hired by a Crew or Summoned into a Crew. Each Master or Henchman can be connected to one Totem at a time unless stated otherwise. A Totem is sacrificed immediately if the Master or Henchman it is connected to is removed from the game. Totems with a Master's or Henchman's name in parenthesis can only be connected to models with that name (see Hire Crews, p.62, for the full rules on hiring and connecting Totems).

Undead: Models with the Undead Characteristic are non-living and are immune to Morale Duels (p.52).

6 - Statistics

A model's ***statistics*** (**stats** for short) represent its physical and mental strengths using numerical values and sometimes one or more associated suits.

Walk/Charge (Wk/Cg): Wk represents the distance, in inches, a model may cover when moving. A model may move up to its **Cg** in inches when taking the **Charge** Action. Models with a **Cg** of "—" may not take the **Charge** Action. The **Walk** and **Charge** stats cannot be reduced lower than 1 each unless an effect specifically states it is reduced to "-".

Height (Ht): How tall a model is in the game. A model's ***Height*** may affect Line of Sight (p.20).

Willpower (Wp): Represents a model's strength of will, determination, and self-control.

Casting (Ca): The model's ability to control the ever-present magical forces in Malifaux. Models use their **Ca** when casting spells.

Defense (Df): A model's ability to avoid being hit with a physical attack.

Wounds (Wd): The number of **Wounds** a model can suffer before being removed from the encounter.

7 - Weapons

A model's ***Weapons*** have their own stats, representing each Weapon's capabilities in the hands of that model. A Weapon's stats cannot be reduced lower than 0.

Name: The Weapon's name.

Range (Rg): A Weapon's **Rg** is the furthest effective distance, in inches, the Weapon can reach. Weapons are either melee ( ) or ranged ( ) (see Combat, p.38).

Combat (Cb): Cb represents a model's skill with that Weapon. A model's **Cb** may include associated suits. A model uses a Weapon's **Cb** when attacking with that Weapon.

Damage (Dg): Dg indicates the Weapon's damage-inflicting potential. Depending on the quality of a hit, a Weapon can inflict Weak, Moderate, or Severe damage.

Bash

All models have access to the melee weapon **Bash** with **Rg** **1**, **Cb 3**, and **Dg 0/1/2**, even though it is not listed on their stat cards.

Modifying Statistics

Stat modifiers are bonuses or penalties applied to a stat when resolving a situation. Stat modifiers are listed as +/- # Stat, indicating how much to add or subtract from the stat. Add bonuses (+) to stats before applying subtracting penalties (-). A stat cannot be reduced lower than 0, and any modifier that would reduce it lower reduces it to 0 instead.

8 - Talents

Models in Malifaux can possess one or more Talents. Talents are divided into four categories: ***Abilities, Actions, Triggers,*** and ***Weapons***.

Abilities: A model's Abilities are always considered active during the game unless otherwise indicated and are applied whenever called for in the rules. This includes Abilities that grant the model additional general or specific action points (AP), such as **(+1) Fast**, or **(+2) Melee Master**. These Abilities are listed in the model's Actions entry for ease of reference. (See Actions, p.32).

Actions: Any specific Actions a model can perform in addition to the general Actions outlined (on p.32). This also includes any AP-granting Abilities, such as **(+1) Melee Expert**.

Triggers: Triggers can be activated when the model meets the conditions for their use (see Triggers p.28). To help players remember which stats have Triggers, those stats are highlighted in the model's Faction color on the stat card. Triggers with a suit requirement "ghosted" gray instead of black indicate that the suit requirement has been met by a suit in that stat. (**Note:** Stats which have Triggers associated with them will be colored in the model description and on the model's Stat Card.)

Ghosted Suit Example: *Niño's **Cb** with his Repeating Rifle is 7. He also has the **Headshot** Trigger ( ) which requires he have the suits in his ranged Strike Duel total to activate. Since Niño's **Cb** already includes a , the is ghosted ( ) in the Trigger's description to remind his controller the requirement has already been met by Niño's **Cb** stat (7).*

Weapons: Any Talents or special rules the Weapon possesses are listed here.

9 - Spells

Models in Malifaux may possess one or more Spells. The front of a model's stat card provides abbreviated details for each Spell, while the Spell's full details are listed on the back (see Spell Basics, p.46). Spells with a suit requirement "ghosted" gray instead of black indicate that the suit requirement has been met by the suit in that model's appropriate stat.

Model Sizes

The space a model occupies on the table is indicated by two sizes: its **Ht** and ***base size***.

A model's **Ht** represents roughly how tall it is on the battlefield and allows players to compare it to the heights of other models and terrain for Line of Sight purposes. The average model **Ht** is 2, roughly representing the height of a human.

All models are mounted on one of three base sizes: small (30mm), medium (40mm), or large (50mm), as indicated in the model's description. This represents the general ground area the model occupies. A model's base size is important as Line of Sight is drawn over its base. **All models have the blocking and impassable traits, but do not provide cover** (p.54).

Friendly and Enemy Models

Because different game effects can depend on a model's current alliance with its Crew, a model will be friendly to its Crew and an enemy of opposing Crews during an Encounter.

A model is ***friendly*** when:
- It is under that Crew's Control.
- It was hired by a Crew and is currently under that Crew's control.
- It was brought into play by a friendly model and is currently under that Crew's control.

A model is an ***enemy*** when:
- It is currently under another Crew's control.
- It was hired by another Crew and is currently under that Crew's control.
- It was brought into play by an enemy model and is currently under that Crew's control.

Controlling Models

The player currently in ***control*** of a model makes decisions for that model. All cards played for that model are played from its controller's Fate Deck and Control Hand. Any Soulstones used by the model come from its current controller's Pool. Players begin an Encounter in control of all friendly models hired by the Crew. Models able to Summon, Place, or otherwise generate additional models cannot do so while controlled by an opposing player. Those effects are ignored while the model is under an opposing player's control.

Models in Play vs. Out of Play

During an Encounter, models are either ***in play*** (on the table) or ***out of play*** (not on the table). Unless stated otherwise, only models in play can be affected by game effects and game events.

Models sometimes begin an Encounter out of play or are ***removed from play*** during the course of the Encounter either by being killed, sacrificed, or buried. Killed and sacrificed models are ***removed from the game*** completely; that is, they cannot return to play unless a specific effect allows them to do so. Buried models, on the other hand, remain ***in the game*** even though they are not in play and can return to play during the Encounter.

Killed: Killed models are removed from play and the game and generate any applicable Counters (e.g. living models leave Corpse Counters when killed). Models are most often killed after they have suffered enough **Wounds** to reduce their **Wd** stat to 0 (p.42), but some effects state they kill a model outright. Models killed by an effect generated by another model count as being killed by that model for Strategy and Scheme purposes.

Sacrificed: Sacrificed models are removed from play and the game when they receive a sacrificing effect. Sacrificed models do not generate Counters when removed from the table.

> ***Example:*** *A sacrificed living model does not leave Corpse Counters.*



Buried: Some models may begin an Encounter buried, or become buried as a result of a Talent or Spell during the Encounter.

To bury a model:

1. Resolve any immediate effects on it.
2. If the model is buried outside its activation, remove it from the table.
3. If the model is being buried during its activation:
    - Resolve any effects which occur before the model's activation would end
    - End its activation.
    - Remove the model from play.

Models that were activated through a simultaneous activation (Companion, for example) but have not yet spent their AP are considered to have started their activations, and therefore their activations end immediately when buried.

While buried, a model is out of play (remains removed from the table), but is still in the game. Effects on a buried model resolve as indicated in their descriptions. However no new Effects may be generated while buried (eg. If a Lilitu is buried Two Sided can't create a wounding Effect, so Lilitu does not take 3 Wd from it).

If an effect would remove a buried model from the game:

- That model is still counted toward victory conditions as normal.
- Any Counters the model carries are discarded.
- Any Talents or Spells the model would be able to use when removed from the game, such as the Slow to Die Ability, do not occur.

A model is immediately unburied and returned to play when an effect would allow it to do so - even if that effect was generated by another model than the one which buried it.

> ***Example:*** *A Nightmare model buried by the Death Marshal's Pine Box could be unburied by the Dreamer's Frightening Dream spell.*

Killed and sacrificed models count as casualties for Victory Point purposes (see Determining a Winner, p.63); buried models do not.

Soulstones

Malifaux's Soulstones possess several amazing properties, but predictability is not one of them. Soulstones are a major commodity in Malifaux and are used in a number of ways in the Malifaux game.

Soulstone Cost

Most models cost a certain number of Soulstones to hire, as represented by their Soulstone Cost (see What Makes a Model, p.16). This cost is deducted from the number the Crew has available to hire models at the start of an Encounter (see Hire Crews, p.62). Henchmen possess a Henchman Reserve that they can add to the number of Soulstones a Crew has available for hiring models when leading the Crew. (See Encounters, p.62, for full rules on hiring models).

Soulstone Cache

Instead of a Soulstone Cost, Masters possess a Soulstone Cache which is a number of Soulstones the Master holds in reserve and adds to the Crew's Soulstone Pool after the Crew has hired its models.

Soulstone Pool

During an Encounter, each Crew has a communal ***Soulstone Pool***, which is determined after hiring models (see Encounters, p.62). The Crew always has a Soulstone Pool even if the number of Soulstones currently in it is 0. Players discard Soulstones from their Soulstone Pool for any models they control and apply the releveant effects. There is no need to assign Soulstones to specific models, they are in the Pool and available to the entire Crew.

Using Soulstones

When the rules allow a player or model he or she controls to use a Soulstone, that player discards one Soulstone from his or her Soulstone Pool and resolves the effect. Most of the time this will be a model with the **Use Soulstones** Ability, but on occasion a model without the ability or the player discards the Soulstone.

Models with the Use Soulstones Ability can discard a Soulstone to flip and add an additional card during Duels (see Duels, p.28), and use them to prevent and heal incoming damage (see Combat, p.44). In addition, Crews can discard a Soulstone to re-flip their Initiative Flips (see The Game, p.31).

Once a Soulstone is discarded, it is removed from the game. A Crew's Soulstone Pool should be represented by markers such as glass beads, dice, or some other method that makes it clear to all players the number of Soulstones a player's Crew has remaining. **All Masters and Henchmen have the Use Soulstones Ability unless otherwise noted in their descriptions.**

Declaring a Target

When an effect requires a ***target***, the following should be determined in order:

- First, check that the item in question is in the targeting model's LoS.
- Then, check for any special situations that may allow or prevent the item to be targeted.
- Finally, check for Talents/Spells that may allow/prevent targeting.

If all of these factors allow the item to be targeted, then the model can declare that item as the target. Measure range to the target. If the target is within the effect's range and meets the above requirements, it is considered a ***legal target*** of the effect.

Line of Sight

A model's Line of Sight (LoS) represents what it can see on the table. When determining if a model has LoS, always remember:

- Models do not have a specific facing; they can see in any direction at any time.
- All items in play have a ***base***. Models are mounted on 30mm, 40mm, or 50mm round bases (p.18). Counters are 30mm round bases, while a Marker's base size may vary (p.21). The area of table space a piece of terrain takes up is its base (see Terrain, p.54).
- LoS is not "one-way". If a model has LoS to its target without the aid of **Talents** or **Spells**, then the target has LoS to the model as well.
- Models always have LoS to themselves.

Determining LoS

When drawing LoS to an item, the line is drawn from a "top down" view over the bases rather directly to the physical bases themselves. LoS is determined using both the location of an item's base on the table as well as the item's **Ht** rather than simply whether the model can "see" the target's physical base or not. When a model attempts to draw LoS to a target, one of three conditions must exist:

- The model has ***full LoS*** to the target when no straight line drawn between the model and the target crosses an intervening item.
- If one or more, but not all, straight lines drawn from the model to the target cross an intervening item, then the model's LoS will be ***obstructed***. The model can see its target, but the target will receive cover (see p.39) against the model's ranged attacks (↶) if the target is within 1" of the intervening base. If the intervening object has the obscuring trait, the target receives soft cover; if it has the blocking trait, the target receives hard cover.
- If all straight lines drawn from the model to the target cross an intervening item, the model's LoS will either be obstructed, as above, or ***blocked*** depending on the **Ht** of the model, the target, the intervening item, and whether the intervening item has the blocking or obscuring traits (see below). A model cannot see its target if its LoS to the target is blocked.

Blocking Trait

- If all the lines drawn by the model cross any portion of an intervening base with the ***blocking*** trait and that base's **Ht** is equal to or greater than both the model's and target's **Ht**, then the model's **LoS to the target is blocked**.
- If the intervening base has the blocking trait and its **Ht** is less than the model's or target's **Ht**, or at least one line drawn by the model does not cross the intervening base, then the model has **partial LoS to the target**.
- A model within 1" of an intervening base with the blocking trait may ignore any cover it would provide the target.
- All non-Spirit models have the blocking trait, but do not provide cover.

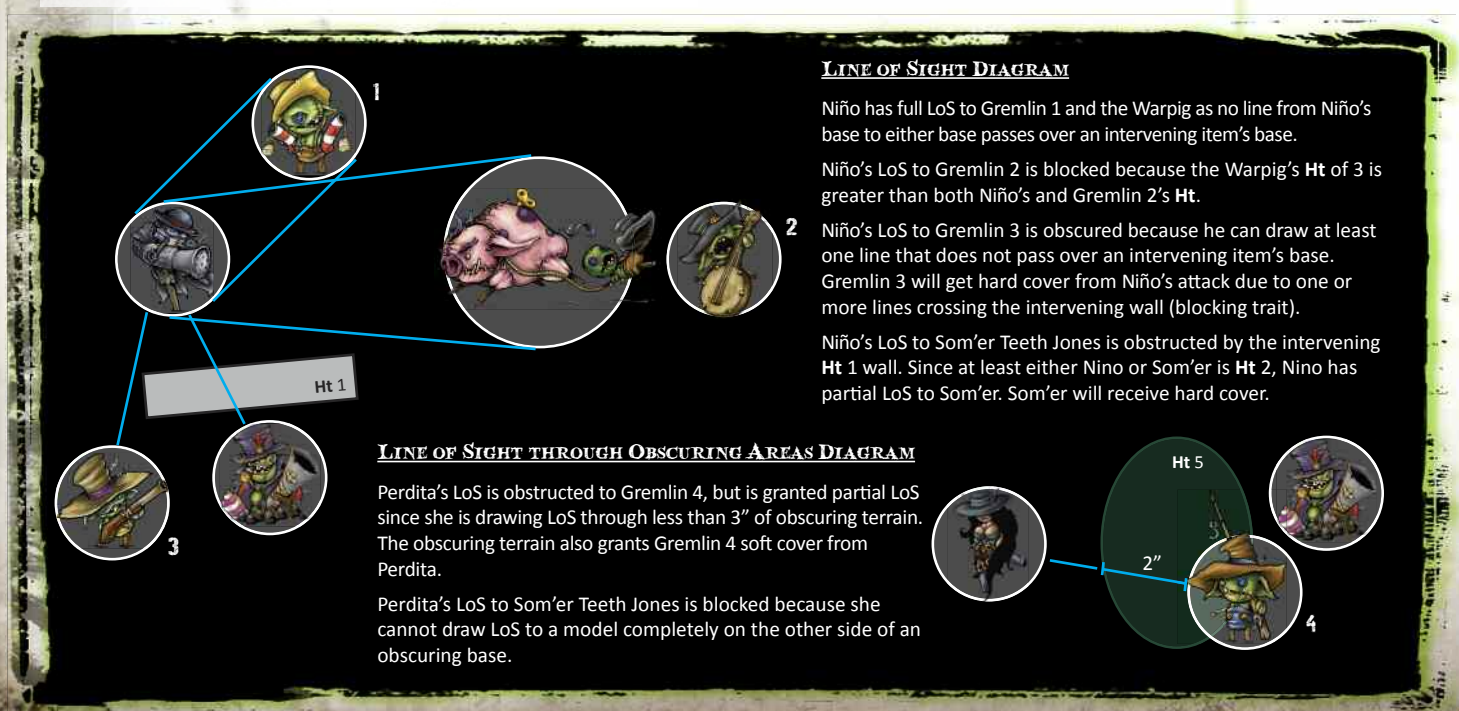
Obscuring Trait

- Models can draw LoS up to 3" across an intervening base with the ***obscuring*** trait, but not entirely through the base.
- Models on an obscuring base can draw LoS up to 3" to other models on that base.
- If all the lines drawn by a model must be drawn across more than 3" of a base with the obscuring trait, or must be drawn entirely through the base and that base's **Ht** is equal to or greater than both the model's and target's **Ht**, then the model's **LoS to the target is blocked**.
- If LoS is drawn 3" or less across a base with the obscuring trait, or if the base's **Ht** is less than both the model's and target's **Ht**, then the model has **partial LoS to the target**. If a model draws LoS to a target that is on a base with the obscuring trait, but the line drawn does not cross the obscuring base, the target still receives soft cover.

LoS and Elevations

When items are at different heights on terrain with the elevated trait, add the terrain's **Ht** to theirs when determining LoS. This type of elevated terrain (such as hills) is called ***sloped*** elevated terrain.

Players can choose to declare elevated terrain such as rooftops or plateaus ***flat*** elevated terrain rather than sloped.



Line of Sight Diagram

Niño has full LoS to Gremlin 1 and the Warpig as no line from Niño's base to either base passes over an intervening item's base.

Niño's LoS to Gremlin 2 is blocked because the Warpig's **Ht** of 3 is greater than both Niño's and Gremlin 2's **Ht**.

Niño's LoS to Gremlin 3 is obscured because he can draw at least one line that does not pass over an intervening item's base. Gremlin 3 will get hard cover from Niño's attack due to one or more lines crossing the intervening wall (blocking trait).

Niño's LoS to Som'er Teeth Jones is obstructed by the intervening **Ht** 1 wall. Since at least either Nino or Som'er is **Ht** 2, Nino has partial LoS to Som'er. Som'er will receive hard cover.

Line of Sight through Obscuring Areas Diagram

Perdita's LoS is obstructed to Gremlin 4, but is granted partial LoS since she is drawing LoS through less than 3" of obscuring terrain. The obscuring terrain also grants Gremlin 4 soft cover from Perdita.

Perdita's LoS to Som'er Teeth Jones is blocked because she cannot draw LoS to a model completely on the other side of an obscuring base.

Flat Elevations

Because it is difficult for a model atop a flat elevation to see targets below, the following rules apply to flat elevations in addition to the standard elevated terrain rules above:

- Flat elevations have the blocking trait.
- Flat elevations have a ***shadow*** which extends out from their base a number of inches equal to their **Ht**.
- A model on a flat elevation cannot draw LoS to a target below while that target is completely within the elevation's shadow, unless the **Ht** of the target is greater than that of the elevation.
- A model below a flat elevation cannot draw LoS to a target on that flat elevation while the model is completely within the elevation's shadow, unless the **Ht** of the model is greater than that of the elevation.
- If LoS between a model and target passes over 1" or less of a flat elevation the model or target is standing on, the model ignores the shadow.

> ***Example:*** *A model on top of a 3" flat elevation cannot draw LoS to a model completely within 3" of the elevation.*

Sloped Elevations

Sloped elevations do not interfere with LoS the same way that flat elevations do. Models can draw LoS to targets with lower **Ht** across any amount of sloped terrain; there is no maximum distance of sloped terrain LoS can be drawn across from a model or to a target on that terrain. Models still add the sloped terrain's **Ht** to theirs when determining what items they can see over and draw LoS to. Sloped elevations have the blocking trait.

LoS and Melee

A model with LoS, including partial LoS, to a target can declare melee attacks against that target. **Models do not receive cover against melee attacks.**

Attacks

Attacks can come from multiple sources:

- Attacks with the ⫻ icon are melee attacks, while attacks with the ⌐ icon are ranged attacks.
- Spells with a ⫻ /⌐ icon in their **Rg.**
- Spells that require a Resist Duel (see Magic, p.46).
- **Strikes** with melee/ranged Weapons (see Combat, p.38).
- Actions that inflict **Dg** or **Wd** on another model, or require an Opposed Duel.

Each of these is considered an attack, and their initiator the ***attacker***. The ***defender*** of an attack is either the direct target when a target is required, or any models potentially affected by the attack. A model cannot attack itself unless the attack's description states that it affects friendly models.

Counters

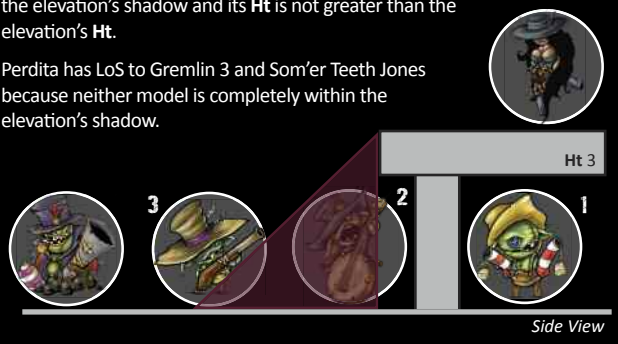
All ***Counters*** in Malifaux measure 30mm, have an **Ht** of 0, and have the open trait. When the rules indicate a Counter is to be placed, it must be done in such a way that it does not overlap a model's base or overlap impassable terrain. However, a Counter can overlap other Counters.

Flat Elevations and LoS Diagram

Perdita does not have LoS to Gremlin 1 because the flat elevation has the blocking trait.

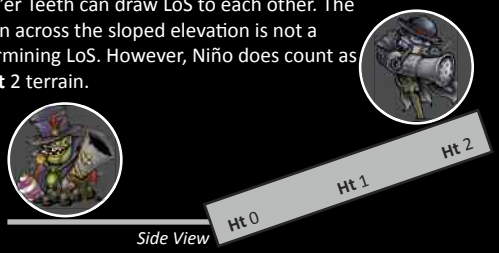
Perdita does not have LoS to Gremlin 2 because its base is completely within the elevation's shadow and its **Ht** is not greater than the elevation's **Ht**.

Perdita has LoS to Gremlin 3 and Som'er Teeth Jones because neither model is completely within the elevation's shadow.



Sloped Elevations and LoS Diagram

Niño and Som'er Teeth can draw LoS to each other. The distance drawn across the sloped elevation is not a factor in determining LoS. However, Niño does count as standing on **Ht** 2 terrain.



A model touching or moving over a Counter can choose to immediately gain that Counter if it is eligible to do so. A model is eligible to gain a Counter if, at the time it gains the Counter, it has the appropriate Characteristic, or possesses a Talent or Spell that uses it.

Models may carry an unlimited number of Counters during the game. Likewise, an unlimited number of Counters may be stacked together on the table in the same place. Models may only use and/or discard Counters they currently carry or that are on the table if they have the appropriate Characteristic, Talent, or Spell that requires the Counter at the time its use is indicated. Models cannot discard Counters carried by other models unless otherwise indicated in the effect's description. A model cannot use any Counters it carries while under another player's control. When a Spell calls for discarding Counters, the model removes the appropriate number of Counters from the game.

Counters a model gains must be placed where it's clear they belong to that model. A model removed from the game, while carrying Counters, places its Counters in a single stack where it was removed from the game.

A model cannot voluntarily drop any carried Counters or pass them to another model unless a special rule allows it to do so. Models only drop Counters they carry when they are removed from the game. If a model loses the Characteristic, Talent, or Spell that allows it to use a type of Counter it carries, it retains all of that type of Counter; it does not drop them.

Markers

Sometimes players are required to use ***Markers*** to indicate events, locations, or other situations that may occur during the course of an Encounter. Unless otherwise indicated, Markers are placed just like Counters and are typically 30mm round bases (but can be larger). Markers possess one or more item traits, and can be moved through or occupied, but are not considered terrain.

A Marker remains in the game as long as it takes to resolve its effects; it may remain in play for the entire Encounter. A Marker can be picked up only when permitted by a specific rule.

Tokens

Tokens represent ongoing effects currently affecting a model, and should be placed near the model. Tokens are neither Counters nor Markers and do not count as being in play for game purposes. They only track effects, and can be represented by glass beads, very small rocks, or appropriately marked 30mm round bases.

> ***Example:*** *A model gains two Poison Tokens. These Tokens are placed near the model to show that it is being affected by Poison, but the tokens themselves do not interact with models in play.*

The following Tokens have specific rules associated with them:

Blight Tokens: Whenever a model with one or more Blight Tokens suffers **Wd**, it suffers 1 additional **Wd**.

Burning Tokens: In the Resolve Effects Stage, a model with any number of Burning Tokens removes all Burning Tokens and either suffers 1 **Wd** or gains **Slow** (their controller's choice).

Poison Tokens: See the **Poison #** Ability, (p.227).

Game Effects

Effect is a game term referring to anything that changes a model's state. Some models are able to ***ignore*** or are ***immune*** to game effects (X). A model immune to or able to ignore X cannot be affected or modified by X when resolving the effect. Duels requiring X do not occur.

What counts as an effect...
- It is generated during an Encounter
- It sits 'on' a model
- It has an end time that can be defined

What does *not* count as an effect...
- Models
- Anything printed on a model (although they may generate effects)
- Terrain
- Counters/Markers/Tokens
- Wounds
- A Model's State (Falling Back, Killed, Sacrificed, or Buried)

Multiple effects may be found in a single event. For example, a Spell may include several effects. The **Lure** Spell (spell effect) moves a model (movement effect) closer to the caster. If the model ends its move in the caster's melee range, the caster can make a melee attack against the model (melee effect).

Stacking Effects

Ongoing game effects:
- Do not stack (apply their effects cumulatively) on a model if received from Talents or Spells with the same name, unless indicated otherwise in their descriptions. Ignore additional applications of the same named effect to that model.
- Do stack when listed as [name] +/-, such as Armor +1, even if they have the same name.
- Do stack when received from Talents or Spells with different names.
- Action modifiers with the same name do not stack (see p.33).

Immediate game effects:
- Occur and are applied immediately.
- Always stack with one another and ongoing effects.

> ***Stacking Examples:***
> *The **Hunting Dogs** Ability and **Undress** Spell are both ongoing effects that reduce **Df** by 2. Because the **Df** penalties come from two differently named Talents or Spells, they would stack and a model affected by both would suffer -4 **Df**.*
>
> *The Sorrow's Ability, Emotional Stress (ongoing effect), inflicts **Wd** on other models within 3" (immediate effect). The ongoing portion of the effect is applied to the Sorrow, not the models suffering the **Wd**. When a model is within 3" of more than one Sorrow, the immediate effect of Emotional Stress (the **Wd** inflicted) stacks on that model.*
>
> *A model with the **Armor +1** Ability in hard cover (**Armor +1**) would have **Armor +2**.*

Area Effects

The three effects below are collectively referred to as ***area effects***. Area effects have a **Ht** as indicated in their descriptions below and can affect anything within their area that they have LoS to. When determining if an area effect can reach models on the other side of a piece of blocking terrain, if the area effect could 'see' over or around the blocking terrain, it can affect those models within its area. (See p.43 for diagrams of how terrain and area effects interact).

 # Aura: The aura area effect represents an ongoing circular area around a target, extending from the affected base edge. All models within a number of inches equal to the aura's number (#), excluding the aura's originator, are affected for the duration indicated.

Auras move with an affected model unless otherwise indicated in the description. When a model enters an aura's area or the area moves onto the model, that model immediately receives its effects. Likewise, when the model moves out of the area or the area moves off the model, it loses the effects. Auras are infinitely high unless otherwise noted in their descriptions.

 # Pulse: The pulse area effect represents an immediate circular area around a model, extending from the affected base edge out a number of inches equal to the pulse's number (#). It simultaneously affects all models, excluding the pulse's originator, within a number of inches equal to the pulse's number (#). Pulses are infinitely high unless otherwise noted in their descriptions.

Blast: The area effect represents an immediate circular range of effect at a specific location. Place a round 50mm marker to represent the anywhere within the listed range, following any rules specific to the effect (ranged attacks must have LoS to the target, etc.). Additional can be placed so that they extend further than the effect's listed range. If the effect targets a model, at least one of the must cover a portion of the target model's base. If the effect indicates to place multiple , each must be placed so that it is touching but not overlapping another . All models whose bases are touched by a are affected. All blasts have a **Ht** of 3. (See p.43 for how inflict damage on models and details on placing s).



Ringside

Bare knuckle street brawls are a common enough sight in the Slums, but to enjoy an evening watching the gentlemanly sport of boxing, one must purchase tickets for a bout at Ringside. The venue's Cards are chosen by its owner, Jacob Samuels, offering some of the finest displays of pugilistic skill ever seen Breachside. Despite its location, Ringside's shining reputation not only comes from the quality of the events themselves, but also from the venue's dedication to clean and honest competitions.

Samuels, who traveled to Malifaux under a convict contract for manslaughter in the ring Earthside, has turned his knowledge of the boxing craft into a lucrative business. He hires honest oddsmakers, guaranteeing the integrity of his book with his own money. Magic and fight fixing are prohibited; the penalty for being caught doing so is harsh and often fatal, although never in the venue's vicinity. The promise of a night of honest and entertaining gambling ensures any night advertising a fight card is a packed house, including, on occasion, the Governor General himself.



It's All in the Cards

The Fate Deck

Each player uses a deck of cards called the ***Fate Deck***, or ***Deck***, to determine the success of attacks and other Actions as well as any random events in Malifaux (that's right, no pesky dice ruining your Crew's lives). Everything from determining initiative to resolving attacks, damage, and spellcasting is determined by the cards in a player's Fate Deck. Each player needs their own Deck during the game. Players only use cards from their own Fate Deck, never from another player's. Cards in a player's Fate Deck, discard pile, and cards currently revealed and in play, are collectively called ***Fate Cards***.

Wyrd Miniatures produces official Malifaux decks featuring the art of Malifaux, as well as decks for use with Wyrd's ***Puppet Wars*** game, which can be used interchangeably for Malifaux. Players without access to Malifaux or Puppet Wars decks can play Malifaux using a standard 54 card deck of playing cards as well. See below to convert standard card suits to Malifaux's suits.

Card Values & Suits

Each card has a ***value*** and ***suit*** printed on it. When the rules refer to a card's value, they are referring to the number printed on the card. Fate Cards without a number but showing a suit have a value of 1. Malifaux's magic is divided into four sources, or suits: Ram, Crow, Tome, and Mask, that are printed on each card.

Unless the rules indicate otherwise, always include both the value and suit of a card when it is being used.



Jokers

The Red and Black ***Jokers*** represent magic at its highest point and lowest ebb.

Red Joker – The Red Joker has a value of 14 and the suit that its controlling player nominates when it is revealed. In addition, the Red Joker may be used in Duels even when the flip has one or more negative fate modifiers (see p.26). When making a Damage Flip with the Red Joker, it inflicts Severe damage plus an additional Damage Flip (see p.42). It also provides additional healing and damage prevention effects (see p.44).

Black Joker – The Black Joker has a value of 0 and no suit when it is revealed. The Black Joker **must be used** by a player when it is revealed, even if it is revealed with the Red Joker. Additionally, **the revealing player may not Cheat Fate further**. When making a Damage Flip with the Black Joker, it inflicts no damage (see p.42). Healing and Damage Prevention Flips with the Black Joker heal and prevent no damage (see p.44).

The Control Hand

The ***Control Hand***, or ***Hand***, represents how effective a Crew is at controlling the ebb and flow of magic in Malifaux. Cards in a player's Hand are called ***Control Cards*** and are drawn into the Hand from the Fate Deck. Control Cards can help Crews ***Cheat Fate*** to change the outcome of a Duel.

Maximum Control Hand Size

The maximum Control Hand size depends on the size of Encounter being played. For Scraps, the maximum number of Cards is 6; for Brawls, it is 7 (see Choose Encounter Size, p.57). During the turn, players can have more Cards in their Hands than the maximum, but they must discard down to the maximum Hand size during the Draw Phase (p.31).

Playing Malifaux with Standard Cards

Malifaux can be played with standard card decks composed of 54 cards in 4 suits and 2 Jokers if official Malifaux decks are unavailable. The table below shows the pairings of Malifaux card suits and standard deck suits. Aces have a value of 1, and the face cards – Jacks, Queens, and Kings –have a value of 11, 12, and 13, respectively. You will also need to mark one Joker Black and one Red if they are not already marked.

Malifaux Suit	Malifaux Suit Symbol	Standard Suit & Symbol
Rams		Hearts ♥
Crows		Spades ♠
Tomes		Clubs ♣
Masks		Diamonds ♦

Using Cards

Since the cards in Malifaux can affect the game in different ways, the rules make a distinction between ***drawing***, ***flipping/re-flipping***, ***Cheating Fate***, and ***discarding*** them.

A card is considered to be in play from the time it is flipped from the Fate Deck or played from the Control Hand, until it is moved to the discard pile or back to the Hand or Deck.

Drawing: A player ***draws*** a Card by taking the top card from his or her Fate Deck and placing it in his or her Hand. The player can always look at these Cards as they are drawn. Cards in a Control Hand are called Control Cards.

Flipping/Re-flipping: A player ***flips*** a Fate Card by turning over the top card of his or her Fate Deck. A flipped Card's value and/or suit are applied immediately. Fate Cards are most often flipped to resolve game events, such as attacks or casting Spells, or to determine who has initiative each turn. ***Re-flip*** simply means to discard the current Fate Card in play and replace it with a new one. The number of cards a player flips may be increased due to fate modifiers applied to the flip (see below). These modifier cards are flipped **in addition** to the initially flipped card.

Cheating Fate: Playing a Control Card from a Hand to replace the Fate Card in play is called ***Cheating Fate***. All models can Cheat Fate but only when the rules allow them to do so. The played Control Card becomes the new Fate Card, and is placed on top of the previous Fate Card until the event is resolved. A model can Cheat Fate:

- During a Duel (p.28)
- During a Damage Flip (p.42)
- When a specific rule allows

> ***Example:*** *The description of Mortimer's Exhume Spell has him flipping a Fate Card to place a Corpse Counter nearby. It specifically states that the flip can be Cheated.*

Discarding: ***Discarding*** a card moves it from a player's Fate Deck, Control Hand, or from play to his or her discard pile, face up, without applying its value or suit.

The Discard Pile

Players should keep their ***discard piles*** near their Fate Decks for easy access. All Cards in the discard pile should be face up, with the most recently discarded Card on the top. Players may not look through any discard piles, neither their own nor another player's, and cannot change the order of Cards in their discard pile.

After a game event in which a player used Cards is completed, immediately move those Cards to that player's discard pile, face up, in the order they were used with the last Card used on the top. If the event was a Duel, the Cards used during the Duel are placed into the discard pile in the same way as above when the Duel is completed. Until then, they should be stacked in such a way that the only Card(s) visible are the Cards that are currently active.

Running Out of Fate Cards

When a player needs to draw or flip a Fate Card and his or her Fate Deck is empty, the player picks up his or her discard pile, ***re-shuffles*** the Cards, and places them face down. This starts a new Fate Deck. Cards currently in play, or that currently reside in a Control Hand, may not be shuffled into the new Fate Deck. Players should always give their opponents an opportunity to cut the Deck after shuffling it for any reason.

Twisting Fate

Normally, players flip one card when a Card flip is required. ***Fate modifiers*** increase the number of cards flipped when resolving a game event and are indicated by a + for a positive fate modifier and a − for a negative fate modifier.

When a model is affected by one or more fate modifiers, total up the number of + (positive) modifiers, then subtract the total number of − (negative) modifiers to see how many **additional** cards to flip. The total number of additional cards flipped due to fate modifiers (whether positive or negative) can never be more than three, regardless of how many modifiers are applied. **Remember: fate modifiers are cards flipped in addition to the initial card flipped.**

After totaling up fate modifiers:

- 0 (no + or − fate modifiers): Flip one Fate Card; this is the standard number of Cards flipped during an event.
- +, ++, or +++ (one, two, or three positive fate modifiers): Flip **one additional** Fate Card per +. Choose one Card to use and place that Card on top of any other flipped Cards.
- −, −−, or −−− (one, two, or three negative fate modifiers): Flip **one additional** Fate Card per −. Keep the lowest value Card to use and place that Card on top of any other flipped Cards. If the lowest value is tied between two Cards, the controlling player can choose which Card to keep. **The player cannot Cheat Fate for this flip.**

> ***Twisting Fate Example:*** *A model receives + to its Damage Flips. It **Charges** an enemy model (another + modifier). The enemy model has the **Hard to Wound 1** Ability, which modifies Damage Flips against it by −. The total modifier to the charging model's Damage Flip would be + (+ + + - − = +). When the model flips for damage, it flips two cards and chooses which card to keep and use.*

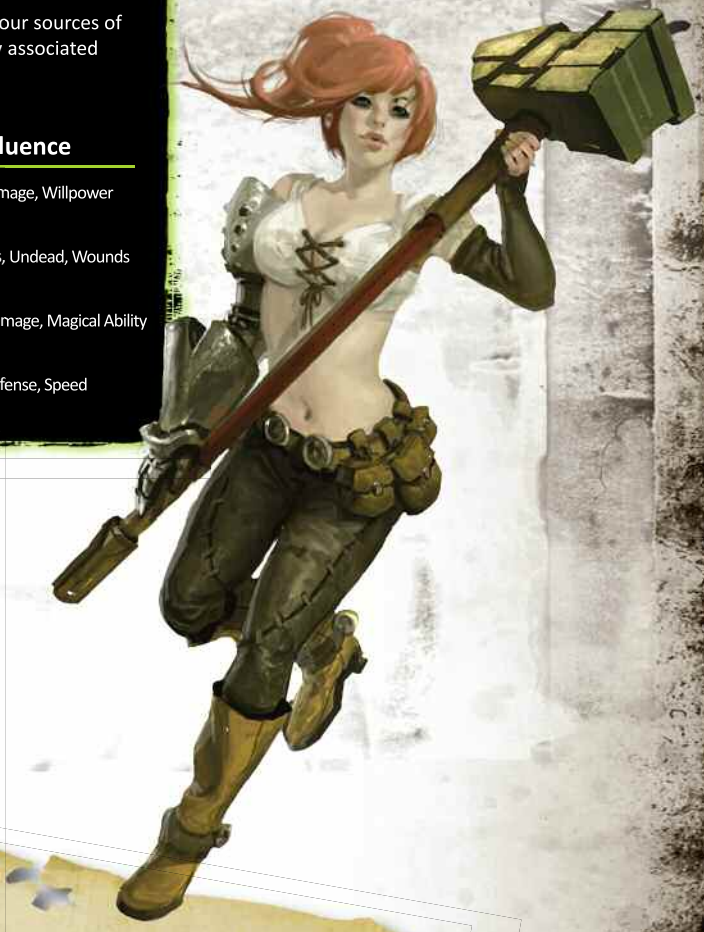
Jokers and Twisting Fate

Regardless of the number of Cards flipped, a player must choose to keep and use the Black Joker if it is flipped, even if the Red Joker is also flipped. If the Red Joker is part of a negative modifier flip, it may be still be used, even if it is not the lowest value card.

Factions and Suits

The Factions in Malifaux identify with and draw their power from one of the four sources of magic. The following table lists the magic that each Faction is most commonly associated with and the suits that represent those magical influences.

	Faction Emblem	Preferred Suit	Spheres of Influence
Guild		Rams	Buffs, Healing, Physical Damage, Willpower
Resurrectionists		Crows	Armor, Death/Decay, Debuffs, Undead, Wounds
Arcanists		Tomes	Constructs, Elements, Magic Damage, Magical Ability
Neverborn		Masks	Control, Deception, Defense, Speed



Chastity

Poor, poor Chastity. Founded by one of the first Pioneer Expeditions sponsored by the Guild, Chastity's origin was a fortuitous one. After two weeks of travel into the Badlands, the Pioneers came across what remained of an original Malifaux town. Although the town had seen better days, it seemed that only a bit of spit and polish (and a wagonload of lumber and nails) would save the settlers months of construction woes.

What happened to the town's original inhabitants remained a mystery, and the settlers took all precautions they could to protect Chastity from attack. Hints as to the town's demise would sometimes be uncovered during the rebuilding, suggesting its original inhabitants had endured some sort of calamity that forced them to flee with short notice, but no evidence as to where was never found.

Chastity's residents eventually moved on, leaving the mystery of its founders to men more learned than they. The sounds of progress continued in the town's streets: the pounding of a hammer, a baby's coo, the laughter of children, all of it sang out, declaring Chastity was alive and faring well.

Until one morning there was no construction sounds, no baby noises, no sound of children playing in the streets. Just the dry Malifaux wind blowing through the town's empty streets.

Poor, poor Chastity.

Duels

Duels are used to resolve most events during a game of Malifaux. There are two types of Duels: ***simple*** and ***opposed***. A simple Duel is a Duel against a predefined ***target number*** (TN); an opposed Duel is a Duel against another model's total. During a Duel, each model involved has an opportunity to affect the Duel's outcome by Cheating Fate.

Triggers

Some models possess one or more ***Triggers*** which can be used during Duels. A Trigger consists of the stat it is connected to, as well as the suit(s) a model needs in its Duel total for its use. When the model is using the stat indicated in the Trigger in a Duel and has the suit(s) needed in its total, it can declare it is using the Trigger, applying the Trigger's effects as indicated in its description. A model can only declare it is using one Trigger during a Duel, regardless of the number of Triggers it possesses. If a Trigger allows the model to take additional Actions, those Actions do not cost AP to use (see Actions, p.32). Paralyzed models may not declare Triggers. The effects of a Trigger are limited to the Action it is activated with. Additional models are not affected by the Trigger unless it is stated otherwise in its description.

> ***Example:*** *The* ***Critical Strike*** *Trigger inflicts additional* ***Dg*** *to the target of an attack. If that attack also inflicted damage, models touched by the would not suffer the additional damage from* ***Critical Strike****.*

Performing a Duel

1. Flip for Starting Duel Total.
2. Change Starting Total or Pass.
   a. Cheat Fate
   b. Use Soulstones
3. Determine Final Duel Total.
4. Declare Trigger.
5. Determine Success.
6. Apply Duel Results.

Performing a Simple Duel

A simple Duel pits the model against a set target number (TN) and is listed as the stat vs. the TN **(Stat → TN)**.

If a game effect requiring a simple Duel affects multiple models, the affected models perform the Duel in an order of their Controller's choosing. When more than one Controller has models affected, use the turn's activation order (p.31) to determine which Controller performs their models' Duels first.

1. Flip for Starting Duel Total. The model flips one Fate Card + one Fate Card per fate modifier (or). If the flip had a positive modifier (one or more), then the model chooses which of the flipped Cards to keep. If the flip had a negative modifier (one or more), then the model must choose the lowest value Card. If one of the flipped Cards was the Red Joker, the player may choose to keep it regardless of fate modifier. If one of the flipped Cards was the Black Joker, the player **must** keep it regardless of any other Card flipped, including the Red Joker. Place the chosen Card on top of any other flipped Cards.
Starting Duel total = Fate Card's value and suit + stat value and any suits + applicable modifiers.

- If the starting Duel total is equal to or greater than the TN and includes at least one of each suit in the TN, the model is winning the Duel. (**Success**)
- If the starting total is less than the TN and/or is missing one or more of the suits in the TN, the model is losing the Duel. (**Failure**)

2. Change Starting Total or Pass. The model may use either or both options below, in the order listed, but can use each option only once. A model may choose not to use either option and move on to Step 3 instead.

- **Cheat Fate**: The model performing the Duel may replace the flipped Fate Card with a Control Card from its Control Hand. Place the Control Card on top of any other Cards the model has in play. **A model cannot Cheat Fate if it has a negative fate modifier or its current Fate Card is the Black Joker.**
- **Use Soulstones**: If the model has the **Use Soulstones** Ability, it may discard a Soulstone to flip a second Fate Card and add its value and suit to the Duel total. Place this card next to the Fate Card in play. If the Black Joker is flipped, it adds nothing to the total; it does not replace it. **A model can Use Soulstones even if it has a negative fate modifier or its current Fate Card is the Black Joker.**

3. Determine Final Duel Total. This is determined after the model has had an opportunity to change its starting Duel total.

Final Duel total = Fate Card value and suit (original or replacement from Cheating Fate) + stat value and any suits + applicable modifiers + value and suit of any Fate Card from Using Soulstones.

4. Declare Trigger. The model may now declare that it is using one Trigger that it has met the suit requirements for. The Trigger's description will indicate when its effects are applied.

5. Determine Success.

- If the model's final Duel total is equal to or greater than the TN and includes at least one of each suit in the TN, the model has won the Duel. (**Success**)
- Otherwise, the model has lost the Duel. (**Failure**)

6. Apply Duel Results. The results of winning or losing the Duel are applied as indicated by the Duel.

> ***Simple Duel Example***
> *Lady Justice wants to* ***Charge*** *Teddy, who has the* ***Terrifying → 13*** *Ability . Before she can do so, Lady Justice must win a simple Duel with a TN of 13.*
>
> ***1. Model Flips for Starting Duel Total:*** *Lady Justice flips the 4, adding her 6* ***Wp*** *for a total of 10. Right now her total is less than the Duel's TN of 13, so she is losing the Duel.*
>
> ***2. Model Chooses Whether to Change Starting Totals or Pass:*** *Lady Justice's controller happens to be holding the 9 in his Control Hand and decides to Cheat Fate by using this card to replace the 4. Lady Justice does have the* ***Use Soulstones*** *Ability, but decides to not use it to add another Fate Card to her total.*
>
> ***3. Model Determines Final Duel Total:*** *Lady Justice's final total is now 9+ Wp 6 = 15, which is equal to or greater than the TN of 13 needed to overcome Teddy's* ***Terrifying*** *Ability.*
>
> ***4. Model Declares Trigger:*** *Lady Justice does not have a Trigger that uses her Wp stat that she could declare so she skips this step.*
>
> ***5. Model Determines Success:*** *Since Lady Justice's final total (15) is equal to or greater than the TN (13), she has won the Duel.*
>
> ***6. Model Applies Duel Results:*** *A model winning a* ***Terrifying*** *Duel ignores the effects of* ***Terrifying****. This allows Lady Justice to continue her charge at Teddy and beat the stuffing out of him.*

Resolving an Opposed Duel

An opposed Duel pits the acting model's stat against the opposing models' stats **(Acting Model's Stat → Defending Model's Stat)**. It may not always be clear which model is the acting or defending model in an opposed Duel. When in doubt, remember that any time targeting is mentioned, the target is automatically the defender. If no target is required, or there is no acting model at the time, the acting model should be the model controlled by the current acting player, or the next player in the turn's activation order (p.31).

1. Flip for Starting Duel Totals. Each model flips one Fate Card + one Fate Card for each fate card modifier (+ or −) applied to its respective flips. If the flips had a positive modifier (one or more +), then the model chooses which of the flipped Cards to keep. If the flip had a negative modifier (one or more −), then the model must choose the lowest value Card. If one of the flipped Cards was the Red Joker, the player may choose to keep it regardless of fate modifier. If one of the flipped Cards was the Black Joker, the player **must** keep it regardless of any other Card flipped, including the Red Joker. Place the chosen Card on top of any other flipped Cards. In the case of both models having fate modifiers, the acting model must choose its card first.

Starting Duel total = Fate Card value and suit + stat value and suit + applicable modifiers.

Compare the models' starting totals. The model with the higher total is winning the Duel.

- If the acting model has a higher total, or the totals are tied, it is winning the Duel. (**Success**)
- The acting model is losing the Duel if its total is less than the defending model's total. (**Failure**)

2. Change Starting Totals or Pass. Starting with the losing model, each model may use either or both options below, in the order listed, but can use each option only once. A model may choose to pass and not use either option. If both models pass changing their totals, move on to Step 3 below.

- **Cheat Fate**: The model may replace the flipped Fate Card with a Control Card from its Control Hand. Place the Control Card on top of any other Cards the model has in play. **A model cannot Cheat Fate if it has a negative fate modifier or its current Fate Card is the Black Joker.**
- **Use Soulstones**: If the model has the **Use Soulstones** ability, it may discard a Soulstone to flip a second Fate Card and add its value and suit to the Duel total. Place this card next to the Fate Card in play. If the Black Joker is flipped, it adds nothing to the total; it does not replace it. **A model can Use Soulstones even if it has a negative fate modifier or its current Fate Card is the Black Joker.**

3. Determine Final Duel Totals. This is determined after both models have had an opportunity to change their starting Duel totals.

Final Duel totals = Fate Card value and suit (original or replacement from Cheating Fate) + stat value and any suits + applicable modifiers + value and suit of any Fate Card from Using Soulstones.

4. Declare Trigger. Starting with the model with the lower total, or the defending model if the totals are tied, each model may now declare one Trigger that it has met the suit requirements for. The Trigger's description will indicate when its effects are applied.

5. Determine Success.

- If the acting model's final Duel total is equal to or greater than the defending model's final Duel total, it wins the Duel, and the defending model loses the Duel. (**Success**)
- Otherwise, the acting model has lost the Duel and the defending model has won. (**Failure**)

6. Apply Duel Results. The results of winning or losing the Duel are applied to each model as indicated in the Duel's description.

Opposed Duel Example

*Candy wants to **Pacify** a Guild Guard (both have **Wp** 5). **Pacify** requires an opposed **Wp → Wp** Duel.*

***1. Models Flip for Starting Duel Totals.** Candy and the Guild Guard each flip a Fate Card. Candy flips a 7✗ and the Guild Guard flips a 10📖. When we compare the totals, Candy's 12✗ to the Guild Guard's 15📖, we see that Candy is currently losing the Duel.*

***2. Models Change Starting Totals or Pass.** As Candy is losing the Duel, she has to Cheat Fate or pass first. She doesn't have the **Use Soulstones** Ability so she cannot add a Fate Card. She chooses to replace her current Fate Card with a 13✗. The Guild Guard passes.*

***3. Models Determine Final Duel Totals.** Candy's final total is now 18✗, while the Guild Guard's remains 15📖.*

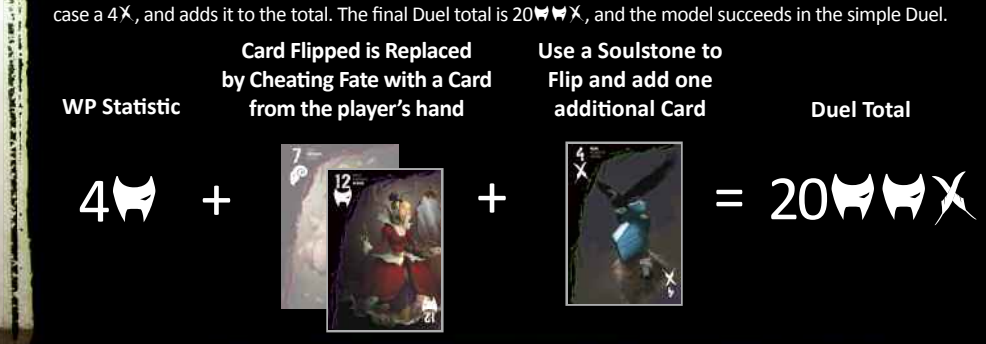
***4. Models Declare Triggers.** Neither model has a trigger it can activate, so they both pass.*

***5. Determine Success.** Candy wins the Duel since her total is higher than the Guild Guard's.*

***6. Apply Duel Results.** Candy now applies the effects of **Pacify** to the Guild Guard.*

Determining Duel Total Diagram

The following is how you would determine a Duel total when a player Cheats Fate and chooses to use a Soulstone during a simple **Wp → 17** Duel. The model's statistic is 4; it flips a 7 but decides to Cheat Fate, replacing it with a 12 from the Control Hand. The player decides to use a Soulstone to draw a Card, in this case a 4✗, and adds it to the total. The final Duel total is 20✗, and the model succeeds in the simple Duel.



Note

The model currently taking Action is referred to as the ***acting model, attacking model***, or ***attacker***. The model responding to the Action is referred to as the ***target model***, ***defending model***, or ***defender***.

The Game



The Game

The Turn

A Malifaux Encounter consists of a number of turns in which players alternate activating models until both sides have activated their entire Crew.

Each ***turn*** is broken into 3 ***phases*** – ***Draw***, ***Activation***, and ***Closing*** – in which each phase is composed of an ordered sequence of required steps. Each phase and its steps occur in the specific order outlined below during every turn. Once a turn's Closing Phase is completed, the next turn begins. Effects ending during Steps do so as indicated in Timing, (p.13).

Turn Sequence

1) Draw Phase
- A. Start Draw Phase Step
- B. Discard Control Cards Step
- C. Draw Control Cards Step
- D. End Draw Phase Step

2) Activation Phase
- A. Start Activation Phase Step
- B. Flip for Initiative Step
- C. Alternating Activations Step
- D. End Activation Phase Step

3) Closing Phase
- A. Start Closing Phase Step
- B. Resolve Effects Step
- C. Shuffle Fate Decks Step
- D. End Closing Phase Step

1) Draw Phase

Each step in the Draw Phase is taken using the previous turn's activation order. On the first turn, skip steps A and B and start with step C of the Draw Phase.

A. Start Draw Phase

Any effects which indicate a start, occur, or end during the Start Draw Phase, respectively start, occur, or end.

B. Discard Control Cards

Players may discard any number of Control Cards from their Control Hands at this time.

C. Draw Control Cards

Players draw Control Cards until they reach the maximum Hand size for the Encounter size they are playing (6 for Scrap, 7 for Brawl). If a player is already holding the maximum number of Cards, that player does not draw any cards. If a player has more Cards in his or her hand than the maximum, that player does not draw any cards and must discard Cards until he or she has no more than the maximum number of cards allowed in his or her Hand.

If this is the first turn, players simultaneously draw their Hands.

Game Size	Maximum Hand Size
Scrap	6
Brawl	7

D. End Draw Phase

Any effects which indicate a start, occur, or end during the End Draw Phase, respectively start, occur, or end.

2) Activation Phase

A. Start Activation Phase

Any effects which indicate a start, occur, or end in the Start Activation Phase, respectively start, occur, or end. If this is the first turn of the game, randomly determine which player resolves his or her effects first, then continue in the randomly determined order.

B. Flip for Initiative Step

Players now flip a Fate Card and compare the values; this is known as the ***Initiative Flip***. If the Fate Card values are tied, no player has the option to use a Soulstone. All players re-flip.

If the Fate Card values are not tied, the player with the lowest Fate Card has the option to discard a Soulstone and re-flip the Fate Card. Once that player has made and acted on the choice to re-flip, the opponent with the next lowest total may then choose to discard a Soulstone and re-flip. The order to discard a Soulstone to re-flip the Fate Card is resolved in order from the player with the lowest Fate Card value to the player with the highest Fate Card value, until all players have had the option to re-flip. Each player has the option to reflip, even if they do not have any models with the **Use Soulstones** ability left in play.

After all players have had an opportunity to re-flip once, if any of the Fate Card values are tied, the players with tied values repeat the Flip for Initiative step from the beginning. If the Flip for Initiative step is repeated, all players again have the option to discard one Soulstone and re-flip once. The player with the highest value has ***Initiative*** for this turn and activates a model first.

C. Alternating Activations Step

Beginning with the first player, each player, from highest to lowest Initiative value, activates one model and uses all of its action points for the turn. This player order for activating models is called the turn's ***activation order***. Players continue activating using the turn's activation order until all of their models in play have activated at least once during the turn.

If a player has models to activate, that player must activate one when it is his or her turn to do so. If a model is unable to take any Actions when it is activated, that model's controller simply passes activation to the next player in the activation order. If a player has no models left to activate but other players do, that player's activation turn is skipped. Each model may activate only once during a turn unless otherwise indicated by a model's ability. Turning your models' stat cards or marking them with glass beads or other Counters after they have activated is a good way to keep track of which models still need to activate.

D. End Activation Phase Step

Any effects which indicate a start, occur, or end in the End Activation Phase, respectively start, occur, or end.

Multiple Activations

When an effect allows a player to activate two or more models simultaneously, that player first states all of the models he or she is activating. Next, the player selects the first model in the group and activates it as normal, completing its entire activation before moving on to the next model, and so on, until all of the models acting simultaneously have completed their activations. Once the player has completed all of the activations, activation passes to the next player in activation order.

A model allowed to activate immediately by an effect does so before any other model activates, but after the current model's activation ends.

3) Closing Phase

The Closing Phase occurs after all models in play have been activated. Each step in the Closing Phase is taken in activation order.

A. Start Closing Phase Step

Any effects which indicate a start, occur, or end in the Start Closing Phase, respectively start, occur, or end.

B. Resolve Effects Step

All Action and Spell effects which do not indicate a duration end during this step.

C. Shuffle Fate Decks Step

Players collect their discard piles and shuffle them back into their Fate Decks. Cards in a player's hand are kept and not shuffled back into the Fate Deck.

D. End Closing Phase Step

Any effects which indicate a start, occur, or end in the End Closing Phase, respectively start, occur, or end. Any player with cards in his or her discard pile at the end of this Phase must reshuffle his or her Deck and discard as in C. above.



Actions

Action Basics

Each model receives two (2) ***general action points (AP)*** at the start of its activation. Some Triggers, Abilities, and game effects may increase or decrease the number of AP a model receives during its activation. In addition:

- Action names appear in **Bold**, preceded in parentheses by the number of AP the model must spend to take the Action. If the model does not have the required number of AP available, it cannot take the Action. Unless stated otherwise, a model can take the same Action any number of times as long as it has the AP to spend.

  ***Action Example: (1) Walk, (1) Strike**, or **(2) Charge**.*

- Some Actions require zero AP, indicated by **(0)** preceding the Action. A model may only use one **(0)** Action during its activation. A model may only take **(0)** Actions during its own activation.
- If a model performs an **(all)** Action, it is the only Action that model may take during its activation, including **(0)** Actions. A model cannot take an **(all)** and a **(0)** Action during a single activation. Additional Actions generated from Triggers may be used as normal when a model performs an **(all)** Action.
- A model may not have any AP remaining at the end of its activation. If any AP are remaining, the model is considered to have taken the **Pass** Action with those AP.

  ***(All) Action Example:** Lady Justice wants to cast **(all) Restore Natural Order**. If she has taken any Actions during her activation, including casting her **(0)** AP cost **Sword Style** spell, she could not cast **Restore Natural Order**. After casting and resolving **Restore Natural Order**, her activation ends.*

General Actions

General Actions are common game Actions available to all models, unless otherwise indicated in the Action's description. Some general Actions are listed below while others are outlined in the appropriate chapters throughout this book (e.g. general combat Actions are listed in the Combat chapter). A model can spend general AP or the appropriate specific AP to take a general Action.

General Actions

(1) Heal: Models with **Use Soulstone** only. Discard 1 Soulstone. This model makes a Healing Flip (p.44).

(#) Interact: This model spends the indicated number of Actions to Interact with the game table or terrain piece.

***Example:** Picking up a bag of Soulstones in a story scenario is a **(1) Interact** Action.*

(1) Pass: This model does nothing for this Action.

(all) Scavenge: Scavengers Only. This model gains 1 Scrap Counter.

Specific Actions

Many Actions are only available to certain models and are listed in the model's description. These ***specific Actions*** list their AP cost before the Action name just like general Actions. Regardless of their source, specific Actions do not stack.

Specific Action Points

Some Abilities grant a model additional AP for specific Actions. These ***specific AP*** Abilities list the additional AP granted as a (+# or sometimes -#) in front of the Ability's name: **(+1) Melee Expert**, for example. These specific AP can be spent only on the Actions indicated in the description, and may not be combined with other AP, either general or specific, unless the Ability permits. Specific AP are added to a model's available AP at the beginning of its activation, or when noted in the Ability's description and can be spent along with general AP in whatever order its controller chooses. A model does not have to use a Pass Action for any unused specific AP. Unused specific AP are lost at the end of the model's activation. Regardless of their source, specific AP with the same name do not stack.

> ***Specific Actions Example:***
> ***(2) Flurry:*** *This model immediately makes up to 3 melee* ***Strikes*** *against a single model. Madame Sybelle spends 2 general AP to perform* ***Flurry*** *and immediately receives 3 specific AP to use only for 3* ***Strike*** *Actions against a single model. Madame Sybelle cannot combine two of the 3 Actions to* ***Focus*** *because* ***Flurry*** *requires the AP to be used specifically on melee* ***Strikes****.*
>
> ***(+1) Melee Expert:*** *This model can make an additional melee* ***Strike*** *during its activation. Baby Kade has* ***(+1) Melee Expert****, so he receives 3 AP at the start of his activation; 2 general AP plus 1 specific* ***Melee Expert*** *AP that can only be spent on a melee* ***Strike****. If Baby Kade does not want to, or does not have the opportunity to perform a melee* ***Strike*** *during his activation, the 1 AP from* ***Melee Expert*** *is lost at the end of his activation. He does not have to use a* ***Pass*** *Action.*

Action Modifiers

The four game Abilities that increase or decrease the number of general AP a model receives during its activation are collectively called ***Action modifiers***. Action modifiers with the same name do not stack.

- **(+1) Fast:** This model receives 1 additional general AP during its current or next activation, whichever comes first.
- **(-1) Slow:** This model forfeits 1 general AP during its current or next activation, whichever comes first.

If a model affected by **Fast** gains **Slow**, or vice versa, the two cancel each other out and both effects are removed. A model is not affected by both **Fast** and **Slow** at the same time.

- **Paralyzed:** A model gaining **Paralyzed** during its activation loses any remaining AP and its activation immediately ends. If the model gains **Paralyzed** outside of its activation, it forfeits its next activation. While **Paralyzed,** a model has no melee range, cannot take any type of Action, cannot activate Triggers, and cannot react to disengaging models. A **Paralyzed** model does not make a fall back move when it loses a Morale Duel, but does rally as normal (Morale, p.52).
- **Reactivate:** This model may activate a second time this turn during the normal activation sequence. A model may only activate a second time through **Reactivate** once per turn.

If a model affected by **Reactivate** gains **Paralyzed**, or vice versa, the two cancel each other out. A model is not affected by both **Reactivate** and **Paralyzed** at the same time.

> ***Action Modifier Examples:*** *Lilith has* ***(+1) Fast*** *and Mortimer casts* ***(-1) Slow*** *twice on Lilith. The first* ***Slow*** *cancels Lilith's* ***Fast****, and the second Slow nets Lilith -1 AP on her next activation. Perdita Ortega has* ***(+1) Fast*** *and the Student of Conflict Totem uses an Ability to give* ***(+1) Fast*** *to her. Since Action modifiers of the same name do not stack, Perdita only receives* ***(+1) Fast****, not* ***(+2) Fast****.*
>
> ***Combining Actions Modifiers Example:*** *Viktoria has* ***(+1) Melee Expert*** *and is affected by a spell that causes* ***Slow****. At the start of her activation, she will receive 1 general AP and 1 specific AP for melee* ***Strikes****. Before the start of her activation, she receives* ***Fast****. Since* ***Fast*** *negates* ***Slow****, Viktoria now receives her usual 2 general AP, as as well as a third AP for use on melee* ***Strikes****.*



Movement

During the course of an Encounter, models will change their positions on the table through one of the following types of effects: ***movement effects*** (see Movement Effects below), ***placement effects*** (see Placement Effects below), or ***summoning effects*** (see Summoning, p.49).

When a player is allowed to control an enemy model's movement due to a game effect such as a Spell, that player can move that model in any legal direction he or she chooses, including walking it off a cliff or into bubbling lava if such a move would be legal for the model to make.

Movement Effects

When measuring a model's movement, measure consistently using the same point on the model's base. A model's base is not allowed to pass over another model's base as it moves nor is a model allowed to end its move on top of another model's base. If a model's base does not fit through a gap between model bases and/or terrain, the model must find an alternate path or stop its movement at the point where it can no longer pass. The distance a model can move may be affected by terrain (p.54).

Any time the model takes the **Walk**, **Charge**, or **Jump** Actions, is moved using its **Walk/Charge** stat, is Pushed, or falls back (see Falling Back, p.52), it is being affected by a ***movement effect***.

Models forced to move:

- **Toward / away from** something (another model, a specific point, table edge, etc.) must move by the shortest route. A model moving in this manner cannot end the movement further (for toward) or closer (for away from) from the thing than it began. However, the model may move in such a way as to avoid any terrain or impassable items.
- **Directly toward / away from** something move as far as the effect requires in a straight line. Models will stop this move if they come into contact with other intervening models or terrain they could not move through or over.

Climbing

A model can climb any vertical surface with the climbable trait at any time when moving (p.58). The model moves 1 **Ht** for every 2" of movement it spends. If the model ends its activation short of the top or bottom, mark the model's height with a marker indicating how high it is.

Movement Penalties

Movement penalties may apply when a model uses a movement effect. All penalties to movement are cumulative, but a model's **Wk/Cg** cannot be reduced lower than 1/1, unless an effect specifically reduces the stat to "-" (Terrain, p.54).

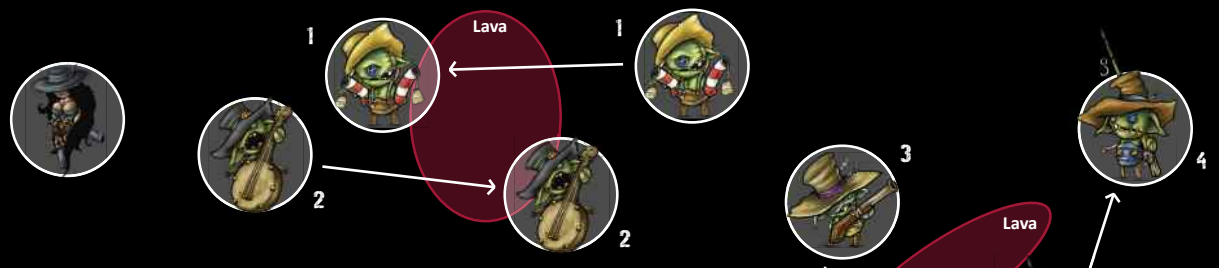
Terrain Type	Penalty
Severe	Movement through severe terrain costs double the distance moved.
Impassable	Cannot enter.
Hazardous	Suffer damage (p.54).
Climbable	Movement up or down climbable terrain costs 2" per 1 **Ht**.

General Movement Actions

(1) Walk: This model moves up to its **Wk** in inches. This may be in any direction and does not need to be in a straight line. A model may **Walk** into melee combat if it chooses.

(2) Charge: This model may take the **Charge** Action if it has a target model within its LoS that is not already in its melee range. The charging model must move up to its **Cg** in a straight line toward the target, making every effort to end the move with the target in melee range. The model must obey the normal rules for movement, including movement penalties and disengaging **Strikes.** At the end of the **Charge** move, if the target is in melee range, the model immediately makes a melee **Strike** with one

Moving Directly Toward/Away vs. Moving Toward/Away Diagram

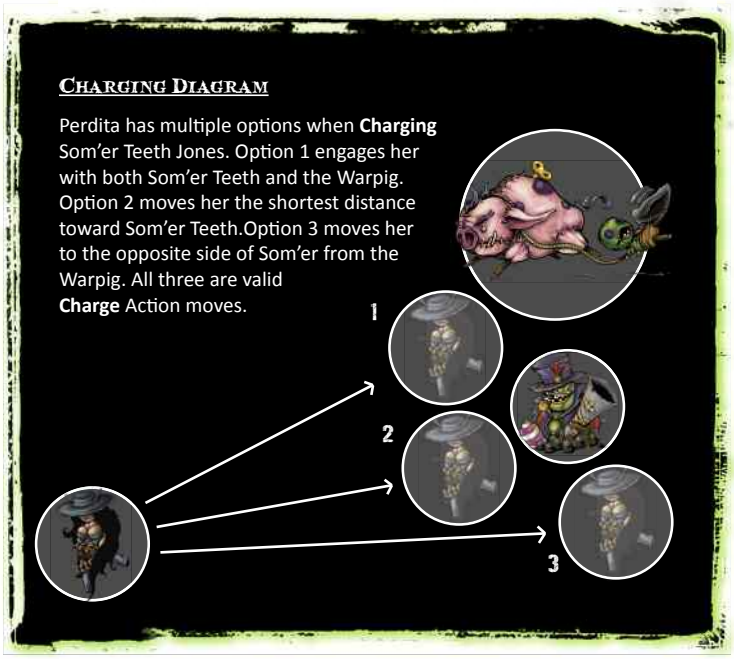


The top diagram shows Gremlin 1 moving **directly toward** Perdita through nasty lava, while Gremlin 2 is moving **directly away**. Both must move through the lava because they must move in a straight line directly toward or away from Perdita.

The diagram to the right shows Gremlin 3 moving **toward** Perdita by moving around the lava because he does not need to move **directly toward** Perdita, while Gremlin 4 moves away in a straight line, but avoids the lava as well because it is moving **away** from Perdita, not **directly away**. Both Gremlins 3 & 4 end as close or as far away from Perdita, respectively, as possible, but can avoid the lava.

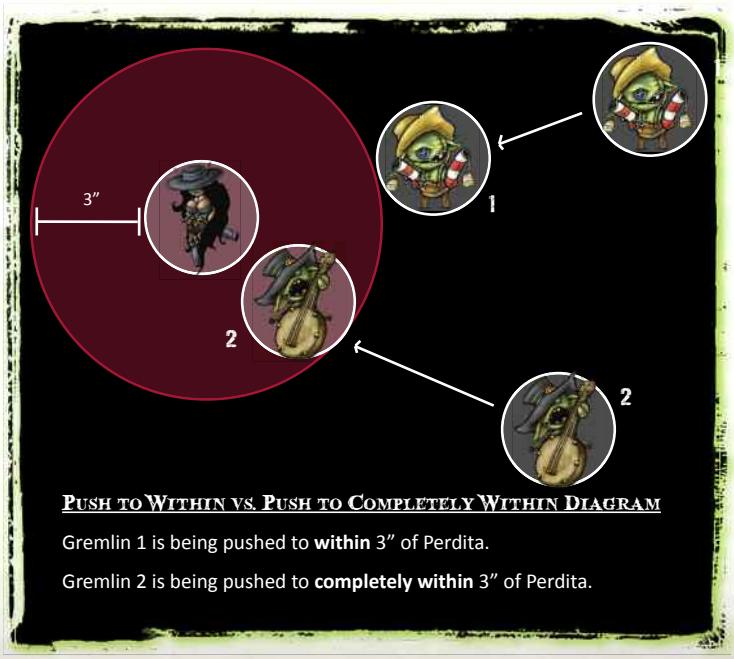
of its melee Weapons and receives + on its Damage Flip for that attack. If the target of the Charge is out of melee range at the end of the model's move, the **Charge** Action ends immediately.

(2) Jump: The model can either move 1/2 of its **Wk** distance horizontally and can move over gaps, or the model can move up to 1/2 of its **Wk** distance from a higher elevation to a lower one, or vice versa, without suffering damage.



Charging Diagram

Perdita has multiple options when **Charging** Som'er Teeth Jones. Option 1 engages her with both Som'er Teeth and the Warpig. Option 2 moves her the shortest distance toward Som'er Teeth.Option 3 moves her to the opposite side of Som'er from the Warpig. All three are valid **Charge** Action moves.



Push to Within vs. Push to Completely Within Diagram

Gremlin 1 is being pushed to **within** 3" of Perdita.

Gremlin 2 is being pushed to **completely within** 3" of Perdita.

Pushes

When a game effect ***Pushes*** a model, it is moved the distance indicated by the effect causing the Push. Pushes are move effects and are affected by movement penalties, but do not generate disengaging **Strikes**.

When a game effect indicates that a model should be Pushed to within a specific distance of something, it is Pushed, ignoring Movement Penalties, to that specific distance of something. If a game effect indicates that a model should be Pushed to completely within a specific distance of something, the model is Pushed, ignoring Movement Penalties, until the entire base is within that distance. If the entire base does not fit within that distance, the Push cannot be made.

Pushes into Base to Base

When an Ability tells you to Push a model into Base to Base, simply Place the model so it's touching the base of the target model.

Push to Within

When an Ability tells you to Push a model to within x" of another model. Place the model at any point where a portion of its base is within x" of the target model.

If it says Push to completely within x", you must Place the model so no part of the base is more than x" away from the target model.

Flying Models

Models with the **Flight** Ability move over terrain without penalty and over other models but cannot end their movement in or on impassable terrain or another model's base.

Models with the **Float** Ability move over terrain without penalty and over other models, and can end their movement over impassable terrain but cannot end their movement over another model's base.

Models with the **Flight** or **Float** Ability ignore enemy models' disengaging **Strikes** when moving except for disengaging **Strikes** from models whose melee ranges they began the movement within. These models also ignore vertical distances when moving and can be placed atop climbable terrain without moving a vertical distance.

Falling

If a model without **Flight** or **Float** is moved off an elevation by a game effect or elects to fall down from an elevation, place the model at the base of the elevation. A model falling at least 3" suffers a Damage Flip of 2/4/6 for each full 3" fallen. Total the Damage Flips and inflict that amount of damage on the model (Damage, p.42). These Damage Flips may not be Cheated. Models with bases overlapped by the falling model after it lands are Pushed away from the model's base in a direction of their controller's choosing until their bases are no longer covered by the fallen model.

Disengaging

During its activation, a model may wish to disengage from one or more enemy models by moving out of opposing models' melee ranges. A model can do so, but this disengagement may be blocked by an enemy combatant (Disengaging, p.44).

Placement Effects

A ***placement effect*** changes an in-play model's location on the table without using a movement effect to travel through terrain or other models, or brings a model that is not currently in play onto the table. A model's base must be placed where it can fit, and may not be placed so that any portion of it is further than the placement effect permits.

Any time the model changes its location on the table or is brought into play by Place, Replace, or Switch, it is affected by a placement effect.

Place

Place is a placement effect which requires a model to be Placed in a specific location. If the model is being Placed in base contact with another model, there must be room for the model to fit.

When a model is Placed in a new location, effects limiting the distance it may move immediately end. Unless stated otherwise, a model's base must be placed completely within any stated range.

Replace

Some placement effects require a model (or models) to Replace one another. When a model(s) Replaces another, place that model in base contact with the model it is replacing, then remove the replaced model from play. There must be room for the model to fit. Any effects on the model(s) being replaced are applied to all Replacing models, including any **Wounds** suffered, which must be divided as evenly as possible between them.

The Replacing model(s) continues the activation using any general AP the replaced model(s) had remaining. If there are not enough general AP to evenly divide between the Replacing models, their controller divides them as evenly as possible and decides which model receives any remainder. The Replacing model(s) can use their specific AP during this activation if any of the replaced models had not already used the same talent or spell. When multiple models replace a single model, they complete their activations using the simultaneous activation rules.

Switch

The Switch placement effect requires multiple models to exchange locations. When Switching models, each model is relocated to the other model's position and must cover as much of the other model's base area as possible. When a model Switches locations, effects limiting the distance it may move immediately end.



Combat



Combat

Malifaux games will usually be decided by a Crew's skill with bullets, blades, or claws. Combat is resolved using opposed Duels.

General Combat Actions

(1) Strike: The model (attacker) targets another model or piece of breakable terrain (defender) within range and performs an opposed Duel using the **Combat (Cb)** value of one of its Weapons against the defender's **Defense (Df)** value, shown as **Cb → Df**. A model must have a melee Weapon to make a melee **Strike** or a ranged Weapon to make a ranged **Strike**.

(1) Defensive Stance: This must be the first Action the model takes during its activation. Until the End Closing Phase, this model's Defense Flips receives + + when defending in a melee or ranged attack Duel. The model also receives -2/-2 **Wk/Cg** until the End Closing Phase.

(2) Focus: The model performs a melee or ranged **Strike**. The **Strike's** Attack Flip and Damage Flip receive +. Weapons that require more than 1 AP to make a Strike cannot be **Focused**.

Melee Basics

- All models have access to the melee weapon **Bash** with **Rg 1**, **Cb 3**, and **Dg 0/1/2**, even though it is not listed on their stat cards.
- A model's melee range is the **Rg** of any of its Weapons.
- A weapon with a range that includes the icon is considered a melee Weapon.
- Models in range of an enemy's melee Weapon, or with an enemy model within their melee Weapon range, are said to be ***engaged*** in melee, or engaged. Models may check their melee range to confirm whether they are engaged with or engaging enemy models at any time.
- A model making a **Strike** with a melee ( ) Weapon is making a melee attack and any modifiers that affect models making melee attacks apply.

Engaged Diagram

Francisco and Som'er Teeth Jones are **engaged** because they are within each other's melee range.

Francisco and Gremlin 1 are engaged because Gremlin 1 is within Francisco's melee range, even though Gremlin 1 does not have Francisco in his melee range.



Elevated Terrain and Melee

Models wishing to attack targets on elevated terrain determine their distance to the target as follows:

Flat Elevations:

- Models attacking down a flat elevation add the difference between the target's **Ht** and the elevation's **Ht** to their distance to the target.
- Models attacking up a flat elevation add the difference between their **Ht** and the flat elevation's **Ht** to the distance to the target.

> ***Example:*** *A model with a melee weapon (**Rg** 2) on a **Ht** 2 flat elevation can only reach a **Ht** 2 target up to 2" away if the model was standing on the edge of the flat elevation. That same model could reach a **Ht** 1 model if it was within 1" of the elevation.*
>
> *A **Ht** 2 model standing at the bottom of that same flat elevation with **Rg** 2 weapon could reach up to 2" across the elevation if it was in base contact with the bottom. However, if it the flat elevation was **Ht** 3 and its intended target stood 2" back atop the elevation it would not be able to reach (elevation's **Ht** 3 – model's **Ht** 2 = +1 to the distance).*

Sloped Elevations:

- Models attacking up or down sloped elevations determine distance to their target as normal.

Melee Modifiers

Focus	Attacker's Attack and Damage Flips receive +.
Charge	Attacker's Damage Flip receives +.
Defensive Stance	Defender's Defense Flip receives + +.
Paired Weapon	Attacker's Attack Flip receives +.

Ranged Basics

- A weapon with a range that includes the icon is considered a ranged Weapon.
- Models engaged in melee cannot make ranged attacks.
- A model making a Strike with a ranged ( ) Weapon is making a ranged attack and any modifiers that affect models making ranged attacks apply.
- Models without a ranged ( ) Weapon cannot make ranged ( ) **Strikes**.

Ranged Modifiers

Target in Soft Cover	Attacker's Attack Flip receives ⊟.
Target in Hard Cover	Attacker's Attack Flip receives ⊟. Target receives **Armor +1.**
Firing into Melee	Defender receives +1 **Df** for each enemy model it is engaged with.
Focus	Attacker's Attack and Damage Flips receive +.
Defensive Stance	Defender's Defense Flip receives + +.
Paired Weapon	Attacker's Attack Flip receives +.



Soulstone Gin

"What do you get when you combine alcohol, a failed mage, and the most potent mystical resource ever discovered? Why, Soulstone gin, of course!

"The story goes that a drunkard who had a smattering of magical talent and a flare for the dramatic, we'll call him Karl, was deep in his cups one afternoon well, every afternoon but on this particular afternoon, Karl had in his possession a pebble of active Soulstone. Tinier than a pebble, really, more like a kernel or a mote. A person could tell it was active by the glow it gave off as he spun it on the bar, drawing more than a few envious stares in his direction. In his state, Karl was oblivious to the attention he had attracted, until a hand slapped down a wad of bills on the bar. The voice that went with the hand claimed it could drink Karl under the table and wagered the scrip against Karl's Soulstone mote. Without missing a beat, Karl looked up at his challenger and asked if he'd buy the bottle.

"A table was cleared and the two gladiators took their places, a bottle of gin and 2 glasses between them. Then, Karl did what would make his name famous. He suggested they make things more interesting and dropped the mote into the bottle. His opponent balked for a moment, but the wad of scrip and catcalls from the gathered crowd shot some iron down his spine.

"'Pour,' he growled at Karl.

"Well, the contest went on for some time, and as they drank, odd things started happening. Lightning danced in their hair, their skin began to glow faintly, and both began speaking in a tongue that hurt to listen to, yet they understood one another

"Who won? I can't rightly recall anyone remembers, but what I do know is that before Karl dropped the mote into that bottle, a few folks standing close by him heard him utter some sort of incantation. Now, Karl's drinkin' problems had started on account of him wanting the magic so bad but never having enough of it to do more than rustle up a warm breeze from his britches. Someone or something out there had heard him that day and unlocked that mote's power.

"Fortunately for you, I happen to know the incantation and keep a bottle of Soulstone gin handy for aficionados of the hootch like yourselves. How about a glass?"

Strike Sequence

Models making a ranged or melee **Strike** use the **Strike** attack sequence.

Strike Attack Sequence

1. Declare Target, then Check Range
2. Strike Duel
   a. Flip Starting Attack and Defense Totals
   b. Change Starting Totals or Pass
   c. Determine Final Duel Totals
   d. Declare Triggers
   e. Determine Success
   f. Apply Duel Results

Strike Attack Sequence Details

1. Declare Target, then Check Range

A model must be within the attacker's LoS to be declared the target of a **Strike**. If there are no targets within the attacker's LoS, the **Strike** fails. A model cannot target itself with a **Strike**.

Once a target in LoS has been declared the target of the **Strike**, ensure that the target is in range by measuring the distance between the two models. All range measurements in Malifaux are made from the attacking model's base edge to the closest point on the target model's base edge. If the distance is shorter than or equal to the attack's **Rg**, the target is in range; proceed to **2. Strike Duel** below. Otherwise, the target is out of range, is not a legal target, and the **Strike** fails.

2. Strike Duel

Perform the **Strike (Cb → Df)** Duel. Some **Strikes** may use other stats for the attacker and/or defender and are indicated in their descriptions.

A. Flip for Starting Attack and Defense Totals. The attacker and defender each flip one Fate Card (**Attack Flip** and **Defense Flip** respectively) + one Fate Card for each fate card modifier (+ or −) applied to their respective flips. If the flip had a positive modifier (one or more +), then the model chooses which of the flipped Cards to keep. If the flip had a negative modifier (one or more −), then the model must choose the lowest value Card. If one of the flipped Cards was the Red Joker, the model may choose to keep it regardless of fate modifier. If one of the flipped Cards was the Black Joker, the player **must** keep it regardless of any other Card flipped, including the Red Joker. Place the chosen Card on top of any other flipped Cards.

Starting Duel total = Fate Card value and suit + stat value and suit + applicable modifiers

Compare the models' starting totals.

- The model with the higher total is winning the Duel. If the totals are tied, the attacker is winning the Duel.

B. Change Starting Totals or Pass. Starting with the losing model, each model may use either or both options below, in the order listed, but can use each option only once. A model may choose to pass and not use either option. If both models pass changing their totals, move on to Step C below.

- **Cheat Fate:** The losing model may replace the flipped Fate Card with a Control Card from its Control Hand. Place the Control Card on top of any other Cards the model has in play. **A model cannot Cheat Fate if it has a negative fate modifier or its current Fate Card is the Black Joker.**
- **Use Soulstones:** If the model has the Use Soulstones ability, it may discard a Soulstone to flip a second Fate Card and add its value and suit to the Duel total. Place this card next to the Fate Card in play. If the Black Joker is flipped, it adds nothing to the total; it does not replace the original card. **A model can Use Soulstones even if it has a negative fate modifier or its current Fate Card is the Black Joker.**

C. Determine Final Duel Totals. This is determined after both models have had an opportunity to change their starting Duel totals.

Final Duel totals = Fate Card value and suit (original or replacement from Cheating Fate) + stat value and any suits + applicable modifiers + value and suit of any Fate Card from Using Soulstones

D. Declare Triggers. Starting with the model with the lower total or the defender if the totals are tied, each model may now declare one Trigger that it has met the suit requirements for. The Trigger's description will indicate when its effects are applied.

E. Determine Success. The difference between the attacker's and defender's totals is called the ***combat total***.

- If the attacker's final Duel total is equal to or greater than the defending model's final Duel total, it wins the Duel and hits the defender. **(Success)**
- Otherwise, the defender wins the Duel and is not hit by the attack. **(Failure)**

F. Apply Duel Results. Any additional effects as a result of the Duel, such as Triggers, are applied as indicated in their descriptions.

If the attacker hit the defender with the attack, the attacker inflicts damage (see Damage below) as modified on the combat total modifier chart.

Combat Total Modifier Chart

If the combat total was…	0	1-5	6-10	11+
The attacker's Damage Flip receives…	− −	−	No modifier	+

Firing into Melee

Models may make ranged **Strikes** and cast ranged (⌐) attack Spells into melee combat. Because the combatants in a melee are not standing still during the fight, the attacking model may wind up hitting another target than the one it intended to. It could even hit an ally with this ranged attack.

The attacker declares the target of the ranged attack, and then flips one Fate Card for the target and each model in the target's melee range as well as any enemy model engaged with the target, regardless of LoS to those models. Flip two Fate Cards for models with a **Ht** of 3 or more. The model with the lowest value card becomes the new target of the attack. In the case of models tied for the lowest card, the attacking model may choose its target from those tied models.

Resolve the ranged attack as normal. The target receives +1 **Df** (or +1 to its Resist stat if resisting a ranged (⌐) attack Spell) for each enemy model it is engaged with. If the attacker wins the Duel, the target is hit as normal. If the attacking model loses the Duel, the attack is a miss.

Firing into Melee Diagram

Perdita Ortega is firing into melee. She wants to target Gremlin 1. Because other models are involved in the melee, she must flip cards to determine whom the Strike targets. The Warpig and Niño are within Gremlin 1's melee range, while Gremlin 1 is within Francisco's melee range. She flips a card for everyone involved; flipping a 4 for Gremlin 1, a 4 for Francisco, a 5 and 7 for the Warpig, and an 8 for Niño. Because neither Gremlin 1 nor Gremlin 2 is in each others 1" melee range, Gremlin 2 is not a potential target. Perdita's lowest two cards are tied between Francisco and Gremlin 1, allowing her to choose Gremlin 1 as her target.





Damage Chart

If the value of the flip is...	Black Joker	1-5	6-10	11+	Red Joker
The damage is...	No Damage	Weak	Moderate	Severe	Severe + another Damage Flip

Damage

Models may suffer ***Damage (Dg)*** or ***Wounds (Wd)*** during an Encounter.

Incoming **Damage**, including any increases or reductions from Triggers or effects, is totaled, and then inflicted as **Wounds** on the recipient. A model can use a Talent or cast a Spell that inflicts **Dg** on itself as long as it is not targeting itself with an attack Spell.

Models may also suffer **Wounds** directly. Incoming **Wd**, including any increases or reductions from Triggers or effects, are totaled, and then inflicted on the recipient. Effects which increase or reduce **Dg** do not affect **Wd** inflicted directly, and vice versa. A model cannot use a Talent or cast a Spell that requires it to inflict **Wd** on itself if it would reduce its own **Wounds** to 0.

When a model suffers **Wd**, reduce its remaining **Wd** stat by one point for each point of **Wd** suffered. Models can only suffer as many **Wounds** as they have remaining, and can never be reduced to negative **Wounds**. A model reduced to 0 **Wd** will be removed from the game as killed unless an effect that could prevent the **Wd** or heal the model to 1 or more **Wd** is applied.

> ***Examples:*** *A Punk Zombie must inflict up to 3* ***Wd*** *on itself when casting the* ***Self-Mutilate*** *Spell. If the Punk Zombie has 3 or fewer* ***Wd*** *remaining, it could not inflict the full 3* ***Wd*** *on itself when casting the spell as this would reduce its* ***Wd*** *to 0.*
>
> *Papa Loco's* ***Take Ya With Me*** *inflicts 6* ***Dg*** *on Papa. Because it inflicts* ***Dg*** *and not* ***Wd,*** *Papa could use it regardless of the number of* ***Wd*** *he had remaining.*

The Damage Flip

For most attacks, **Damage** is listed as three numbers separated by slashes.

> ***Example:*** *Sonnia Criids's Runed Blade* ***Damage (Dg)*** *is 2/3/5*

These numbers represent the severity of the damage (from left to right) as **Weak**, **Moderate**, or **Severe**. When making a ***Damage Flip***, flip a Fate Card and compare its value (not the suit) to the Damage Chart below to determine the amount of damage the hit inflicted. A model may Cheat Fate on a Damage Flip unless one or more ⊟ apply to the flip. Triggers declared during a Duel, or damage modifiers from game effects, are applied after a model has decided whether or not to Cheat Fate.

Jokers

When a Black Joker is flipped for damage, or played while Cheating Fate, the attacker must use it. If the Black Joker was flipped for damage, the model flipping it cannot Cheat Fate and the Damage Flip inflicts no damage.

When a Red Joker is flipped for damage, or played while Cheating Fate, it inflicts Severe damage plus a second Damage Flip's worth of damage. The combined total plus any additional damage modifiers is then inflicted. If the Red Joker is flipped as part of a Damage Flip with one or more ⊟, the Red Joker can be selected instead of the lowest value Card. If the Card flipped after the Red Joker is the Black Joker, it adds no additional damage, but does not negate the Severe damage amount.

> ***Damage Flip Example:*** *A Terror Tot's Claw* ***Dg*** *is 1/3/4 and flips for damage with no fate modifiers. The flipped Fate Card is a 4 (inflicting Weak damage, 1 point). The Terror Tot decides that isn't enough and Cheats Fate, replacing the 4 with an 11 from its Hand (inflicting Severe damage, 4 points).*
>
> *The same Terror Tot flips for damage later, but with a ⊟ to the Damage Flip. It flips a 4 and the Red Joker. Normally, it would have to use the 4 as that was the lowest card in the flip, but it can instead use the Red Joker. It then flips an 8 for its second card. The total inflicted from its attack would be 7 points, 4 for the Red Joker's Severe plus 3 more for the additional Moderate flip.*



Blasts

When a Damage stat includes one or more 🌪, whether any 🌪 are generated depends on the Damage Flip. Flip for damage as normal. If the flipped severity indicates one or more 🌪, Place the first 🌪 covering a portion of the target model's base. Each additional 🌪 must be placed so that it is touching but not overlapping another 🌪.

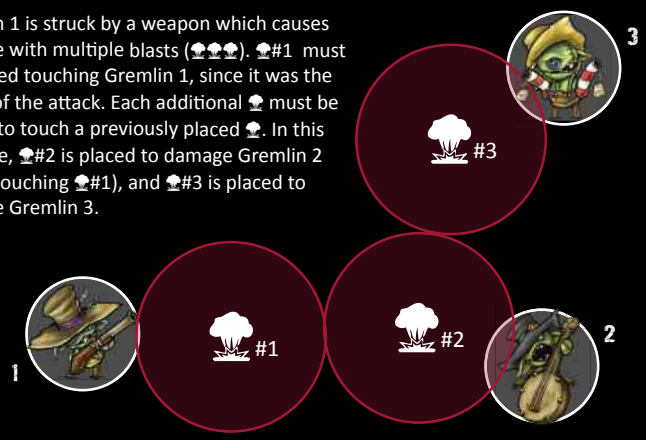
Any model, other than the initial target, touched by one or more 🌪 suffers damage one severity lower than what was inflicted on the target. Any additional effects suffered by the target, such as the effects of Triggers, are not suffered by the other models touched by the 🌪 unless specifically stated otherwise.

If a Red Joker is flipped for damage, the defender suffers the total damage, but additional 🌪 are only generated off the Severe damage amount. Do not add 🌪 based on the additional damage Card flipped. Models touched by any 🌪 generated by a Red Joker suffer Moderate damage.



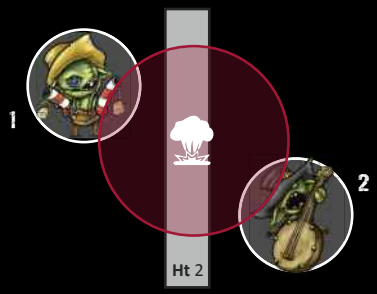
Blast Placement Diagram #1

Gremlin 1 is struck by a weapon which causes damage with multiple blasts (🌪🌪🌪). 🌪#1 must be placed touching Gremlin 1, since it was the target of the attack. Each additional 🌪 must be placed to touch a previously placed 🌪. In this example, 🌪#2 is placed to damage Gremlin 2 (while touching 🌪#1), and 🌪#3 is placed to damage Gremlin 3.



Blast Placement Diagram #2

This diagram shows Gremlin 1 being struck by a weapon which causes a 🌪. The 🌪 may be placed to include Gremlin 2 on the other side of the **Ht** 2 wall, since the 🌪 is **Ht** 3, it has LoS over the wall.



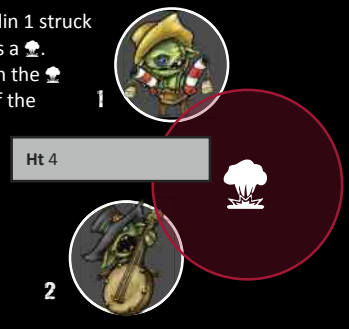
Blast Placement Diagram #3

This diagram shows Gremlin 1 struck by a weapon which causes 🌪🌪🌪. The 🌪🌪🌪 can be placed to 'snake around' a blocking wall with a **Ht** too tall for the 🌪 to have LoS over.



Blast Placement Diagram #4

This diagram shows Gremlin 1 struck by a weapon which causes a 🌪. Gremlin 2 can be caught in the 🌪 regardless of the height of the blocking area.



Healing

Game effects that ***heal*** **Wounds** cannot raise a model's **Wound** total higher than its printed **Wounds** stat. Any **Wounds** healed over the printed stat value are lost. When an Ability or event calls for a Healing Flip, flip one Fate Card. This flip cannot be Cheated or added to by Soulstones. Compare the flipped card's value to the Healing Chart below to determine the number of **Wounds** the model is able to heal. When a model flips the Red Joker during a Healing Flip, it heals all **Wounds** previously suffered.

Healing Chart

If the value of the flip is...	Black Joker	1-5	6-10	11+	Red Joker
The # of **Wd** healed is...	Nothing	1	2	3	Heal all **Wd**

Preventing Wounds

A model with the **Use Soulstones** Ability can discard one Soulstone to prevent **Wd** it is about to suffer. Before the model suffers **Wd,** it discards a Soulstone and then flips one Fate Card (***Prevention Flip***), referring to the Wound Prevention Chart for the results. Reduce the number of **Wd** the model suffers by the amount listed in the chart. If the model flips the Red Joker, all **Wounds** it would have suffered are prevented. If the flip prevents more **Wd** than were incoming, the additional prevented **Wd** are lost; the model does not heal **Wd** previously suffered.

Wound Prevention Chart

If the value of the flip is...	Black Joker	1-5	6-10	11+	Red Joker
The # of **Wd** prevented is...	Nothing	1	2	3	All Incoming **Wd**

Disengaging

Models cannot simply move past enemy models without risking an attack. To represent this, the moment a moving enemy model would leave a model's longest melee range, that model may interrupt the enemy's move and attempt to ***block*** it by making one melee **Strike**, called a ***disengaging Strike,*** targeting that enemy model. No Triggers can be declared by the blocking or moving model during this **Strike**. The **Strike** does not inflict **Dg** or **Wd** on the moving model if it hits. Instead, if the **Strike** is a hit, the Action of the disengaging model ends immediately. Models being Pushed, Placed, or Switched cannot be blocked when they leave an enemy model's melee range.

Combat Example:

*Lady Justice **Charges** Madame Sybelle, intending to put the foul abomination back in the grave where she belongs.*

A. Models Flip for Starting Attack and Defense Totals. *Lady Justice (**Cb** 7) flips a 3, making her starting attack total 10. Madame Sybelle (**Df** 5) flips a 8, making her starting defense total 13.*

B. Models Change Starting Duel Totals or Pass. *Because Lady Justice is currently losing the Duel, she has to change her total or pass. She Cheats, replacing her 3 with a 9 from her Control Hand. She also wants to make sure she inflicts as much damage as possible on Madame Sybelle, so she discards one Soulstone from her Crew's Soulstone Pool, adding the flip (9).*

Although Madame Sybelle cannot raise her total high enough for Lady Justice to miss, she can reduce the difference in their totals enough that she may be able to survive the attack. She replaces her 8 with a 13 from her Control Hand.

C. Models Determine Final Duel Totals. *Lady Justice's attack total is now 25 (7+9+9). Madame Sybelle's defense total is now 18 (5+13).*

D. Models Declare Triggers. *Madame Sybelle does not have any Triggers which use her **Df** stat, so she passes on declaring a Trigger. Lady Justice, on the other hand, has two **Cb** Triggers she could declare: **Critical Strike** and **Final Repose**. She elects to declare the **Critical Strike** Trigger, which will add +1 **Dg** to her damage total for each in her Duel total. In this case, +2 **Dg** (in her Duel total).*

E. Determine Success. *Lady Justice's 25 is higher than Madame Sybelle's 18, so Lady Justice has hit Madame Sybelle with her Greatsword. Lady Justice's combat total is the difference between their totals – in this case, 7.*

F. Apply Duel Results. *Lady Justice now makes her Damage Flip. Because Madame Sybelle reduced the combat total below 11+, there is no combat total modifier (combat total 7 = no modifier).*

*Totaling up any other Damage Flip modifiers, we see that Lady Justice **Charged** (), her Greatsword inflicts on Damage Flips, and Madame Sybelle's **Hard to Wound 1** Ability modifies Damage Flips by , making Lady Justice's flip modifier a (+ +).*

*Lady Justice flips two Cards, a 1 and a 6, and chooses to keep the 6. Because her fate modifier was , she can Cheat Fate on the Damage Flip and elects to, replacing the 6 with the Red Joker from her hand. She flips a second Card (10). Looking at her Greatsword's **Dg** stat, she will be inflicting 12 **Dg** on Madame Sybelle (6 points for the Greatsword's Severe + 4 points for its Moderate + 2 points from Critical Strike), laying Madame Sybelle low in one swing.*

*But before Madame Sybelle is removed from the game, she is able to take one last Action thanks to her **Slow to Die** Ability. Lady Justice steels herself for the desperate blow...*

Magic



Magic

General Magic Actions

(#) Cast: This model spends the AP listed before the Spell's name and casts the Spell. Casting a **(0)** Spell counts as a model's **(0)** Action for its activation.

(2) Channel: This model **Casts** a **(1)** Spell. The casting receives + to both its Casting and any Damage Flips.

(1) Drain Souls: Leaders Only. Sacrifice up to three friendly models within 6", ignoring LoS. The Crew's Soulstone Pool gains one Soulstone for each model sacrificed. Each time a leader takes the **Drain Souls** Action, every non-leader model in the Crew receives a cumulative -1 **Wp** for the remainder of the Encounter. Models with the Insignificant Characteristic cannot be sacrificed by Drain Souls.

Spell Basics

- Spells require LoS to their targets unless otherwise indicated in their description. Spells affecting more than one target do not affect targets outside the caster's LoS. Spells that generate an aura ( ) or pulse ( ) area effect, or affect all models within a certain range, do not require a target to cast.
- A model casting a Spell with a or icon in its **Rg**, or one that requires a Resist Duel, is casting an attack Spell.
- Spells with a or icon in their **Rg** are melee and ranged attack Spells respectively and follow the targeting rules for those types of attacks. Modifiers that affect melee or ranged attacks affect these Spells as well.

Spell Details

Spells are listed in the rules as follows:

(#) Spell Name (CC: # / Rst: # / Rg: #)
Spell Description.

Spell Name: The name of the spell, duh.

(CC) Casting Cost: A spell's Casting Cost is the TN the caster needs to equal or exceed to successfully cast the Spell with a simple **Ca → CC** Duel.

> ***Casting Cost Example:*** *Shriek has a Casting Cost of 14. Madame Sybelle's simple Duel total must be at least 14 and contain at least one for it to be successful. She has a* ***Ca*** *6, so she has already met the suit requirement to cast the spell, meaning that it doesn't need to be present on the Fate Cards, and only needs a Fate Card of 8 or higher to successfully cast the spell.*

(Rst) Resist Duel Required: If a Rst stat is listed for a Spell, when it is successfully cast any model that could be affected by it must win a Resist Duel **(Stat → Final Casting Total) by exceeding the casting total** or suffer the Spell's effects. The Resist Duel occurs after the caster has completed its Casting Duel and successfully cast the Spell. Friendly models that could be affected by Spells requiring Resist Duels must resist as normal, but when determining final totals, can choose to tie the casting total and suffer the Spell's effects.

(Rg) Spell Range: A Spell's **Rg** is the furthest effective distance, in inches, the Spell can reach. Spells that target the caster have a range of **C**. Spells with or in their ranges follow the rules for Aura and Pulse effects respectively (p.22). Spells with a or icon in their **Rg** are melee and ranged attack Spells respectively and follow the targeting rules for those types of attacks. Modifiers that affect melee or ranged attacks affect these Spells as well.

Spell Description: Describes the Spell's effects. This may include any additional casting restrictions such as special targeting rules, or additional requirements for casting the Spell. When a Spell lists ***additional casting requirements*** in the first line of its description, these requirements must be met during the Casting Duel or the Spell will fail. These requirements include: the caster suffering **Wd**, sacrificing/discarding Counters or Soulstones, sacrificing/killing friendly models (or the casting model), or others indicated as "*AR: requirement.*"

Casting Spells

A model must win a simple **Ca → Casting Cost** Casting Duel to cast a spell. If the spell does not require a Resist Duel, apply the Spell's effects when a model wins the Casting Duel. If the spell requires a Resist Duel, after the acting model wins the Casting Duel, any models who would be affected must perform a Resist Duel against the casting total to resist its effects. The Spell's effects are only applied if the Resist duel is unsuccessful.

1. Declare Spell and Target

The model declares the Spell it is casting, spends the required AP and meets any other requirements (such as discarding cards or suffering **Dg** or **Wd**), and nominates a target within LoS if one is required. Measure range to the target from the caster's base edge to the closest base edge of the target. If the target is not in the Spell's range, and/or if the caster cannot meet the Spell's additional requirements (if any), the Action fails.

Casting Sequence

1. Declare Spell and Target
2. Casting Duel
    a. Caster Flips Starting Casting Total
    b. Caster Changes Starting Total or Passes
    c. Caster Determines Final Duel Total
    d. Caster Declares a Trigger
    e. Caster Determines Success
3. Resist Duels (if necessary)
    a. Resisting Model Flips Starting Resist Total
    b. Resisting Model Changes Starting Total or Passes
    c. Resisting Model Determines Final Duel Total
    d. Caster Meets Additional Requirements
    e. Resisting Model Declares a Trigger
    f. Resisting Model Determines Success
4. Apply Spell Effects

2. Casting Duel

Once the target has been determined to be within range and LoS, perform a simple **Ca → CC Casting Duel**.

A. Caster Flips for Starting Duel Total. The caster flips one Fate Card (***Casting Flip***) + one Fate Card per fate modifier (+ or −). If the flip had a positive modifier (one or more +), then the caster chooses which of the flipped Cards to keep. If the flip had a negative modifier (one or more −), then the caster must choose the lowest value Card. If one of the flipped Cards was the Red Joker, the player may choose to keep it regardless of fate modifier. If one of the flipped Cards was the Black Joker, the player **must** keep it regardless of any other Card flipped, including the Red Joker. Place the chosen Card on top of any other flipped Cards.

Caster's Starting Casting Duel total = Fate Card's value and suit + Ca value and any suits + applicable modifiers

- If the starting Duel total is equal to or greater than the Spell's Casting Cost and includes at least one of each suit in the CC, the caster is winning the Duel. (**Success**)
- If the starting total is less than the Spell's Casting Cost and/or is missing one or more of the required suits, the caster is losing the Duel. (**Failure**)

Casting Modifiers

Channel	Caster's Casting and Damage Flips receive +.

B. Caster Changes Starting Total or Passes.
The caster may use either or both options below, in the order listed, but can use each option only once. A model may choose not to use either option and instead move on to Step C.

- **Cheat Fate:** The caster may replace the flipped Fate Card with a Control Card from its Control Hand. Place the Control Card on top of any other Cards the model has in play. **A model cannot Cheat Fate if it has a negative fate modifier or its current Fate Card is the Black Joker.**
- **Use Soulstones:** If the caster has the **Use Soulstones** Ability, it may discard a Soulstone to flip a second Fate Card and add its value and suit to the Duel total. Place this card next to the Fate Card in play. If the Black Joker is flipped, it adds nothing to the total; it does not replace it. **A model can Use Soulstones even if it has a negative fate modifier or its current Fate Card is the Black Joker.**

C. Caster Determines Final Duel Total. This is determined after the caster has had an opportunity to change its starting Duel total.

Final Duel total = Fate Card value and suit (original or replacement from Cheating Fate) + stat value and any suits + applicable modifiers + value and suit of any Fate Card from Using Soulstones

D. Caster Meets Additional Requirements
If there are any additional requirements that must be met in order for the Spell to be cast, they must be met now or the spell immediately fails. These requirements are found in the first sentence of the Spell's description and include: the caster suffering **Wd**, sacrificing/discarding Counters or Soulstones, sacrificing/killing friendly models (or the casting model), or other requirements indicated as "*AR: [requirement].*"

E. Caster Declares a Trigger. The caster may now declare that it is using one Trigger that it has met the suit requirements for. The Trigger's description will indicate when its effects are applied.

F. Caster Determines Success.

- If the caster's final Duel total (the ***casting total***) is equal to or greater than the CC, includes at least one of each suit in the TN, and the caster has met any additional requirements for the Spell, the caster has won the Duel and has successfully cast the Spell. (**Success**)
- Otherwise, the caster has lost the Duel and the Spell is not cast. If the Spell can be cast a limited number of times, this attempt does not count toward that limit. (**Failure**)

> ***Casting Example:*** *Ramos (**Ca** 8📖) casts **Electrical Fire** (CC: 14📖/Rst: Df / Rg 12) at a target in LoS. After determining that the target is in range, Ramos makes his Casting Flip. His flip is a 4✗, making his starting casting total 12📖✗. He uses a Soulstone to increase his total, flipping and adding an 8📖, making his final casting total 20📖✗📖, which satisfies the casting cost for **Electrical Fire**. The spell is cast successfully. He declares he is using his **Surge Ca**(📖📖) Trigger. Since **Electrical Fire** requires a Resist Duel, the target must now resist the spell before Ramos makes his Damage Flip.*



3. Resist Duels

A model must perform a simple **Resist Duel (stat → caster's casting total)** if it is affected by a successfully cast Spell with a **Rst** stat indicated. Resist Duels use only the casting total's value as a TN; suits in the casting total are ignored.

When a spell could affect multiple models, all potentially affected models perform Resist Duels in an order of their controller's choosing. When more than one controller has models affected, use the turn's activation order (p.31) to determine which controller performs his or her models' Duels first.

A. Resisting Model Flips for Starting Duel Total. The resisting model flips one Fate Card (Resist Flip) + one Fate Card per fate modifier (+ or −). If the flip had a positive modifier (one or more +), then the resisting model chooses which of the flipped Cards to keep. If the flip had a negative modifier (one or more −), then the resisting model must choose the lowest value Card. If one of the flipped Cards was the Red Joker, the player may choose to keep it regardless of fate modifier. If one of the flipped Cards was the Black Joker, the player **must** keep it regardless of any other Card flipped, including the Red Joker. Place the chosen Card on top of any other flipped Cards.

Resisting model's Starting Casting Duel total = Fate Card's value and suit + Ca value and any suits + applicable modifiers

- If the starting Duel total is greater than the Spell's casting total, the resisting model is winning the Duel. (**Success**)
- If the starting total is equal to or less than the Spell's casting total, the model is losing the Duel. (**Failure**)

B. Resisting Model Changes Starting Total or Passes. The resisting model may use either or both options below, in the order listed, but can use each option only once. A model may choose to not use either option and instead move on to Step C.

- **Cheat Fate:** The resisting model may replace the flipped Fate Card with a Control Card from its Control Hand. Place the Control Card on top of any other Cards the model has in play. **A model cannot Cheat Fate if it has a negative fate modifier or its current Fate Card is the Black Joker.**
- **Use Soulstones**: If the resisting model has the **Use Soulstones** Ability, it may discard a Soulstone to flip a second Fate Card and add its value and suit to the Duel total. Place this card next to the Fate Card in play. If the Black Joker is flipped, it adds nothing to the total; it does not replace it. **A model can Use Soulstones even if it has a negative fate modifier or its current Fate Card is the Black Joker.**

C. Resisting Model Determines Final Duel Total. This is determined after the resisting model has had an opportunity to change its starting Duel total.

Final Duel total = Fate Card value and suit (original or replacement from Cheating Fate) + stat value and any suits + applicable modifiers + value and suit of any Fate Card from Using Soulstones

D. Resisting Model Declares a Trigger. The resisting model may now declare that it is using one Trigger that it has met the suit requirements for. The Trigger's description will indicate when its effects are applied.

E. Resisting Model Determines Success.

- If the resisting model's final Duel total is **greater than the casting total**, the resisting model has won the Duel and successfully resisted the Spell, avoiding its effects. This is slightly different than other simple Duels. Because the caster has already successfully cast the Spell, the resisting model's total must be higher than the casting total to successfully resist. (**Success**)
- If the resisting model's final Duel total is **less than or equal to the casting total**, the resisting model has lost the Duel and suffers the effects of the Spell. The difference between the casting total and the resist total counts as the combat total for any effects (such as Damage Flips) which require a combat total. (**Failure**)

4. Apply Spell Effects

If the spell was cast successfully, apply the Spell's effects as indicated in its description.

Regardless of whether the spell was cast successfully and/or resisted, any additional effects, such as Triggers, are applied as indicated in their descriptions.

> ***Resist Example:*** *In the casting example above, Ramos successfully cast* ***Electrical Fire*** *against his target. Since Ramos' casting total was 20, the target must win a simple* ***Df → 20*** *Resist Duel or suffer the spell's effects. The target's flip plus* ***Df*** *equals 13 after Cheating, which is lower than the 20 it needed to exceed. Ramos makes a Damage Flip using the difference between his casting and the target's resist totals as the combat total – in this case, 7 -- so no fate modifiers apply to the Damage Flip.*



Summoned Models

Some game effects allow a model to be ***Summoned*** into the game. A Summoned model's base must be placed completely within 6" of the summoning model when it enters play. A model Summoned into base contact with another model must be placed in base contact with that model. A model cannot be Summoned if its base does not fit where it must be placed.

A Summoned model may activate during the turn it was summoned, but receives **Slow** (see p.33).

Models cannot Summon models, whether through Talents or Spells, while controlled by an enemy Crew.

Transform

Game effects may allow a model to ***transform*** into another model. When a model transforms, Replace the original model on the table with the new model. If there is not enough room for the new model, slide other models back until there is room. If the model still will not fit, the transformation fails. For voluntary transformations, the controller must have the correct model available to represent what is being transformed into. When forcing another player's model to transform, you must have the appropriate model available to represent its new form (unless that player has an appropriate model he or she would prefer to use).

The transformed model now uses the new model's statistic card but cannot use the new model's spells. Instead, the transformed model retains the spells of the original model. It is best to keep both models' cards next to each other to remind you what the model was before its transformation. The effect's description will indicate how the model's transformation ends, usually by taking a **(0)** Action if the transformation was voluntary. When the transformation ends, replace the new model with the original. Wounds suffered by and effects on the new form carry over to the original model.

Miners and Steamfitters Union

The Miners and Steamfitters Union evolved from the Rail Road Union that constructed the railway lines that lead into Malifaux. It was soon apparent that this Union was ill-equipped to deal with the unique dangers that plagued miners in Malifaux. The M&SU established itself as a discreet and self-sufficient entity, becoming a powerful force in Malifaux politics.

With the election of Doctor Victor Ramos as president of the Union, there were many advances in mining safety, the most important being the Hollow Marsh Pumping Station. This station would later become the offices of the M&SU, and its facilities became valuable assets.

With Ramos' involvement, a growing association with the criminal Arcanist organization became highly rumored. It was difficult for the Guild to investigate this alleged association between Arcanists and the Union because of the Union's overwhelming public support and the relatively low opinion most citizens have of the Guild.

It is widely accepted that Union halls double as Arcanist safe houses and that Union assets, like their machine shops, are utilized regularly by Arcanist criminals. Raids on these safe houses always results in public outcry and has been the catalyst for violent miner protests that have caused significant damage to Guild property.

The Hanging Tree

One of the countless marvels of the City is found a short stroll west of the Lord Governor's compound. Surrounded by a high wrought iron fence and guarded by no fewer than four deputies, the Hanging Tree stands as somber warning to the City's residents what punishment awaits those who cross the Guild.

Earthside documents dating back to the first Breach make mention of the tree which would become known as the Hanging Tree. Its massive twisting gray trunk and stout limbs reaching up over seventy feet into the oddly-hued sky made a convenient landmark for Guildsmen exploring the City's eerily empty streets. At first glance, the Hanging Tree seemed to have suffered at the hands of vandals – strange symbols carved in a spiraling pattern around its trunk to the topmost branches. The origin and translation of these carvings remain a subject of strong debate in arcane circles. Additionally, the writings tell of scorch marks around the tree's base but with no visible damage to the tree itself. After these initial reports regarding the tree, no other mention can be found.

When the Breach opened again, the Hanging Tree once again served as a landmark by which Guildsmen oriented themselves. This time though, the tree was occupied by a single resident. High up in its leafless boughs, wearing rough linen trousers and shirt more appropriate to the first settlers, hung the body of a man. He wore no sign announcing his crimes, nor identifying marks, but the corpse had mysteriously withstood the ravages of a century's weather and had neither decayed nor fallen from its branch.

With so many other pressing matters to attend to, the nameless man in the Hanging Tree, as it was now called, was soon forgotten. Eventually, the Lord Governor called for the tree's resident (and its unsettling presence) to be removed. It being a hot, still day, the deputies ordered to climb up and cut down Jack Daw were shocked to find him swaying slowly by the creaking rope around his neck and scrambled down the tree as fast as possible. Exercising latitude in their orders, the deputies took it upon themselves to cut the tree down as the preferred method of 'removing' Jack. Shock turned to fear when the deputies' axes would not bite into the tree's smooth gray bark. Not a nick, chip, or scuff marred the tree's surface – no matter how hard the blow was struck. Giving up the axes, the deputies attempted to burn the tree to the ground. A massive bonfire was built around the trunk, saturated with oil, and set alight. The bonfire burned through the night, and those who stayed to watch say there was always something moving high in those boughs if they caught it out of the corner of their eyes, but they would never look up at ol' Jack Daw. Trick of the shadows, they would huff.

Eventually, convinced of the tree's extraordinary nature, the Governor General decided its ominous history and appearance would serve as an appropriate setting for executions of Malifaux's worst criminals. Along with the condemned men and women who received the dubious honor of having their necks stretched first was the convicted mass murderer and suspected Arcanist, the Tumbledown Arsonist, Michael Rutledge. Rutledge's body vanished the same night he was hanged, stolen by a Resurrectionist who brought the villain back from the dead to wreak further destruction in the City's poor wards. Death Marshals eventually stopped the unholy duo and hung the Resurrectionist from the same noose that had so recently ushered Rutledge into the afterlife. After this horrific event, the wrought-iron fence and guards were posted to watch over the tree and whomever the Guild sends for a visit.

Rumor says the executed are left on the tree to keep Jack Daw company, but most believe it is simply a gruesome reminder of the Guild's power in Malifaux. Applications of lye mask the scent of decomposition, and it dusts the clothing and skin of the condemned white, giving them the appearance of ghosts floating in the branches. Above them all, Jack sways to and fro, pushed along by phantom winds while silently watching events unfold in the City.

Morale



Morale

A Crew member's strength of will often plays as important a role in a fight as their skill with a sword or pistol. In Malifaux, that strength of will can be challenged in a number of ways; some mundane, others supernatural in origin. These challenges are represented by the following morale rules.

Some game effects may influence whether a model falls back from the fight or battles on. These effects require the model to win a ***Morale Duel*** or fall back. Morale Duels are:

- A simple **Wp → TN** Duel which states in its description that it is a Morale Duel, or
- A Spell with a **Wp** Resist which states in its description that it is or counts as a Morale Duel.

In both of these instances, the model's starting flip is called the Morale Flip (in addition to it being a Resist Flip in the case of Spells).

A model which loses a Morale Duel is falling back (see below) in addition to any other effects it may suffer from losing the Morale Duel.

> ***Example:*** *The Special Location Event "Alone in the Dark" states that models losing Morale Duels are killed instead of falling back.*

Remember: Even though a Morale Duel usually uses the Wp stat, Wp Duels are not always Morale Duels. For example, many Spells and Weapons target Wp without being Morale Duels.

Terrifying →

Terrifying forces living models without the **Terrifying** Ability to make a Morale Duel when they:

- Begin their activation in a **Terrifying** effect's range.
- End an Action in a **Terrifying** effect's range.
- Enter a **Terrifying** effect's range and do not have either the Flight or Float Ability.
- Declare a Charge targeting a model with the **Terrifying** Ability.

The range of a model's Terrifying Ability is that Terrifying model's longest melee range.

If the model wins the Morale Duel, it ignores that **Terrifying** effect for as long as it remains in that effect's **Terrifying** range and the effect exists. If a **Terrifying** effect ends and later resumes, models within the range of the resumed effect will have to perform Morale Duels again.

> ***Terrifying Example:*** *The "**Kid's Got a Knife!**" Spell gives its caster the **Terrifying** Ability. At the end of each turn, the Spell ends. Models still in the caster's melee range that won the Morale Duel during the current turn will have to resolve another Morale Duel next turn if the Spell is cast again while they are in the caster's melee range.*

Falling Back

A model that loses a Morale Duel or is affected by an effect that forces a model to fall back is ***falling back***. It must immediately make a fall back move. Until the falling back model rallies (see below), its starting flips for all Duels other than Morale Duels receive ⊟.

Fall Back Move

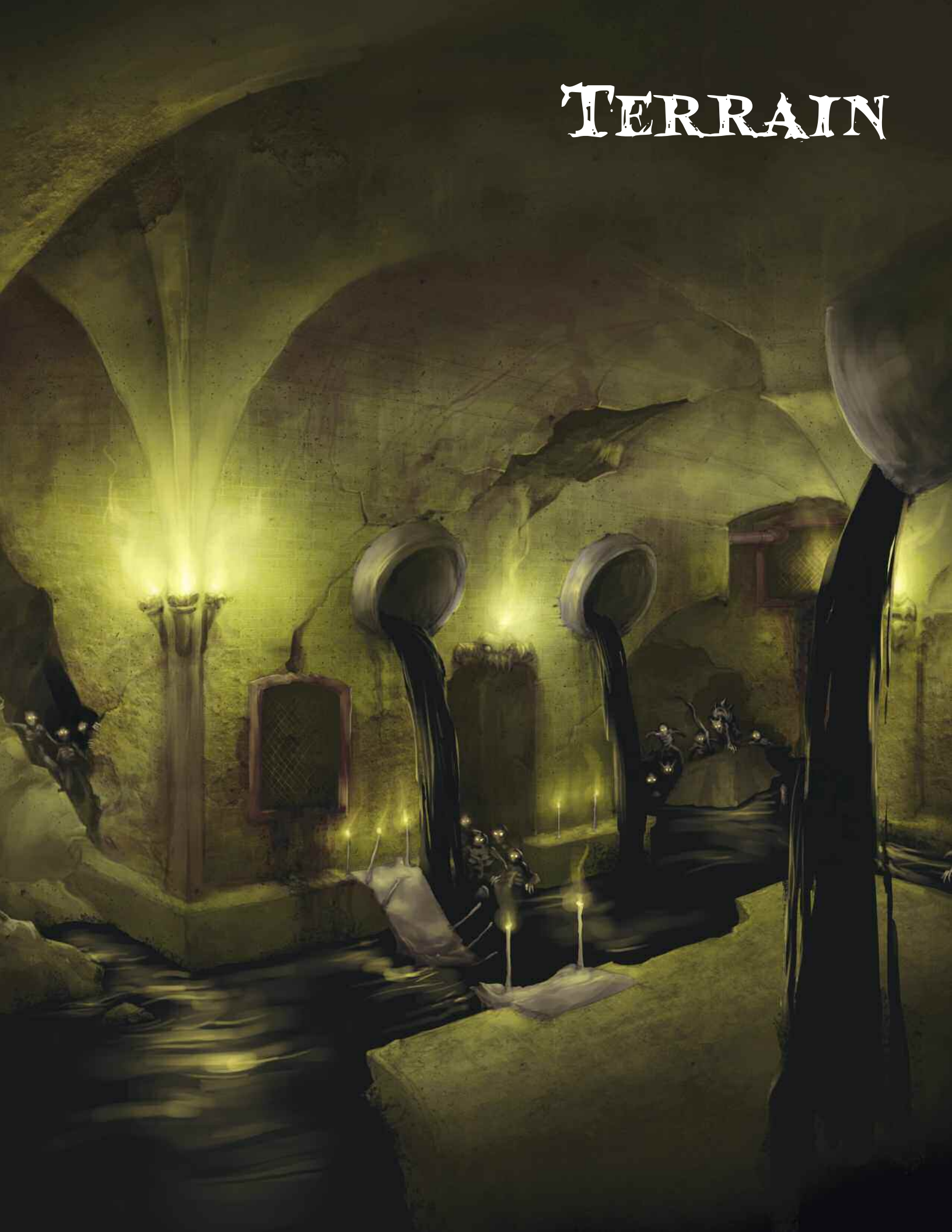
A model making a ***fall back move*** immediately moves double its **Wk** toward the closest table edge using the most direct route possible. This move is not considered to be an Action. During this fall back move, the model may choose to not intentionally move into an enemy model's melee range or into hazardous terrain if an alternate passable route exists. If the falling back model is engaged with the model that caused the lost Morale Duel, it falls back directly away from that model. Any disengaging movement by a falling back model can be blocked by enemy models. If the fall back move occurred during the model's activation, the activation immediately ends. **Paralyzed** models do not make fall back moves.

A model that cannot make a fall back move due to its position on the table does not move at all. If the model touches the table edge during the fall back move, it immediately stops. If the model was already touching the table edge when it was forced to make a fall back move, it is sacrificed instead. Any Counters carried by the model are removed from the game.

Rallying

A falling back model spends its next activation to ***rally***. Until the end of that activation, the falling back model cannot perform any general or specific movement Actions and receives ⊟ to any Duels it must perform except for Morale Duels. After the end of the model's activation, it is no longer falling back, becomes ***rallied,*** and may continue to act as normal. Models passing their activation due to **Paralyzed** are rallied at the end of that activation.

Terrain



Terrain

Adding ***terrain*** to the playing area is one way to enhance game play. In addition to making the game more visually appealing, terrain provides several tactical options for Crews to exploit. Try covering at least half of the playing area with terrain, but any amount of terrain is acceptable as long as all players agree on the setup. Story and tournament Encounters may require the placement of specific types of terrain; simply follow the Encounter's instructions in these cases (Encounters, p.57).

When laying out the terrain, all players should agree on what effects each piece of terrain will have during the game. This will help to avoid situations later in the game where you and your opponent may disagree as to whether that patch of brush provided cover or not.

Terrain, just like models, has both a **Ht** and a base. There is no standard base size for terrain because of the wide variety of terrain options available. Whatever area of the table the terrain piece's footprint covers is considered its base. A terrain piece's **Ht** should be agreed upon before the game begins, or use the actual piece's height in inches as a quick **Ht** stat if needed.

Unless it has the impassable trait, terrain can be occupied by other items; these will typically be models. Terrain may only be targeted by game effects that specify thet they may target terrain.

Traits

Items in Malifaux possess one or more of the following ***traits***.

Blocking
Terrain that blocks LoS. High walls and dense forests are examples of blocking terrain.
Effect: See p.20 for the blocking trait's effect on LoS and cover.

Breakable
Components that can be knocked down or destroyed during an Encounter. Breakable terrain has a Hardness value from 1 to 10. Doorways, windows, walls, and terrain that the players agree upon as being able to be destroyed during an Encounter are breakable. **Effect:** Breakable terrain is divided into sections, each with a Hardness value. Small breakable sections, such as a door, have a single Hardness. Longer sections, such as the walls of a shack, have a specified Hardness for each 3" of length. Models may target breakable terrain with attacks. The attack on breakable terrain hits automatically; no attack Duel is required. When damaging Breakable/Targetable terrain, make a Damage Flip only (it may still be Cheated). Do not add blasts or perform any triggers. If the flip exceeds the section's Hardness, the section is destroyed and counts as severe terrain with a **Ht** of 0. Suggested Hardness: glass = 1, wood = 3, brick = 6, stone = 8, metal = 10.

Climbable
Vertical surfaces that allow models to locate themselves at various height levels on the surface. Ladders, vines, and ruined buildings are examples of climbable terrain. **Effect:** Models may move up and down climbable terrain. This movement costs double the distance moved.

Elevated
Terrain components that have a greater height than the general play area and permit models to stand atop them. Players should declare elevated terrain as either sloped (such as hills, and other slightly rising elevations) or flat (such as plateaus, bridge tops, and rooftops). **Effect:** See p.20 for how elevated terrain affects LoS.

Hazardous
Terrain components that cause damage to models moving through them. Acid pools or buildings set afire are examples of hazardous terrain. **Effect:** Models entering hazardous terrain flip for damage using the terrain type's damage stat. Use **Dg** 2/4/7 for all burning terrain, such as buildings and forest fires. Use **Dg** 3/6/killed for lava flows, acid pools, and other intensely deadly components. Models falling into deep chasms do not flip; they are automatically sacrificed. A model cannot Cheat the Damage Flip for hazardous terrain. Flying or Floating models ignore hazards unless players agree otherwise before the game begins. Models killed by hazards do not leave Corpse or Scrap Counters; because when you drop your keys in something nasty like lava, they are gone, man!

Impassable
Terrain that models cannot move through. Cliffsides, deep water, and high walls are examples of impassable terrain. **Effect:** Models cannot move into or through impassable terrain. Impassable terrain also has the blocking trait.

Obscuring
Terrain that reduces the effectiveness of a ranged attack. Building corners and low walls are examples of obscuring terrain. **Effect:** See p.20 for the obscuring trait's effect on LoS and cover.

Open
Open terrain gives no penalties to movement or ranged attacks. All terrain is considered open terrain unless otherwise agreed upon before the game begins. **Effect:** None. This is the default trait for areas of the table with no terrain.

Severe
An area that is generally difficult to move through and slows movement. Rubble, brambles, and mud are examples of severe terrain. **Effect:** Movement through severe terrain costs double the distance moved.

Structure
Structures are enclosed pieces of terrain, typically buildings of some sort. **Effect:** Structures have the elevated (and a **Ht**), impassable, and blocking traits. Structures also have one or more entrances and windows. Entrances do not have the impassable trait and are the only way a model can enter a structure through a movement effect. Models inside a structure move as if it was open terrain. Windows are impassable and blocking but have a **Ht** of 1. Structures may possess multiple levels and, if so, models inside the structure may move between levels as if the structure had the climbable trait. Entrances can require a **(1) Interact** to open or close doors if players wish.

Water
Water components that may affect a model moving through it, as indicated in the model's statistics. Rivers and ponds are examples of Water terrain. **Effect:** Severe (see above). Some models receive bonuses or penalties for being in water.

Terrain Examples

Here are a few basic samples of how traits can be combined for terrain.

Bridge – flat elevation, open
Bridges across terrain with the water characteristic are considered open terrain for movement. Models may climb onto a bridge from a piece of terrain with the water trait using the rules for vertical movement as normal. At least one bridge per player is recommended if water features are being used, and each bridge should be at least 50mm wide.

Cliff – sloped elevation (Ht 4), impassible
A cliff is a sloping hill, but with one face impassable.

Fences – blocking, Ht 1
Fences are terrain with the blocking trait.

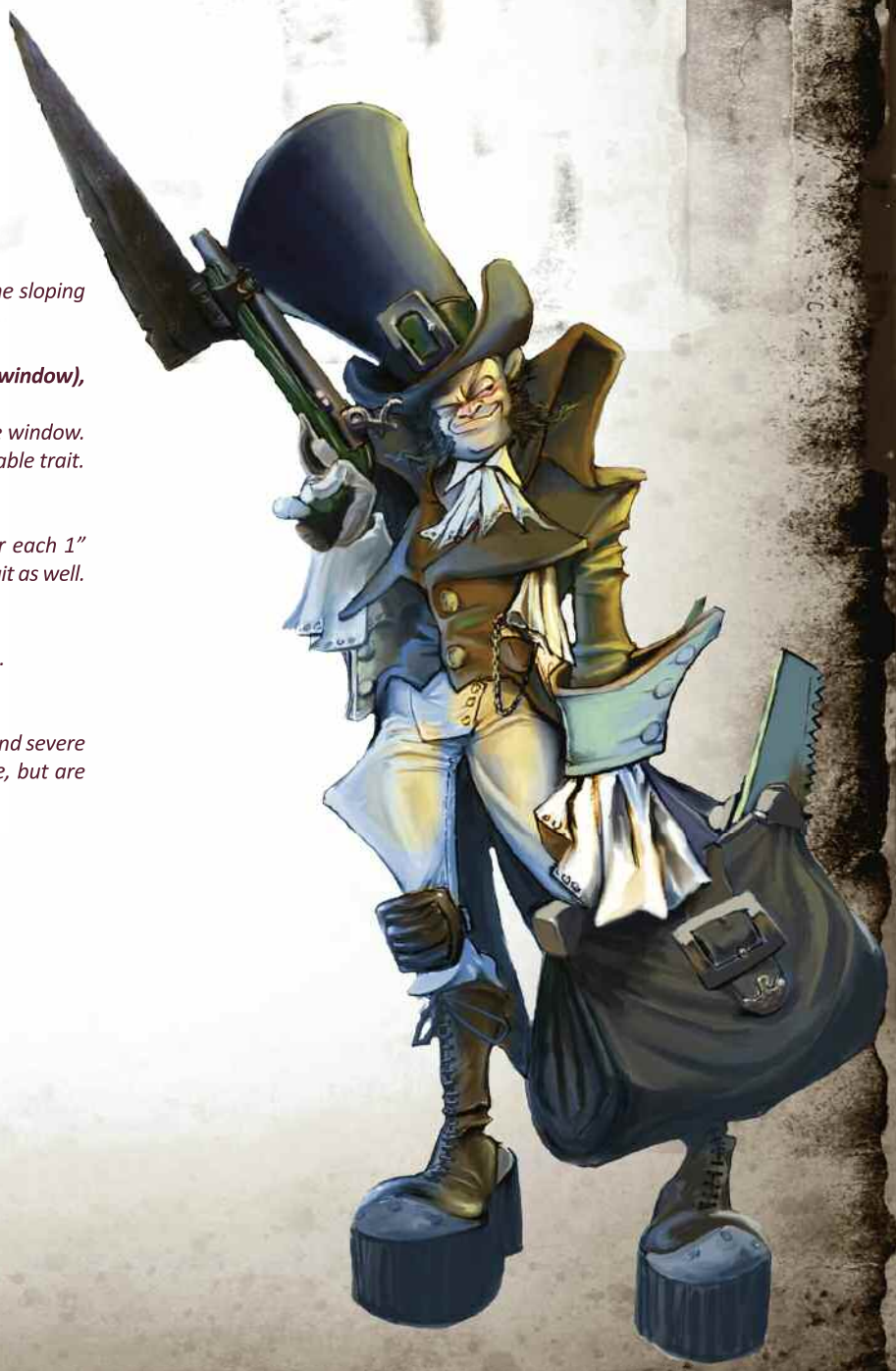
Hill – elevated (Ht 4)
A model on a hill is elevated. A hill could also have the sloping trait.

Hut – breakable (Hd 2), structure (one entrance, one window), Ht 5
The hut is a ***Ht*** *5 structure with one entrance and one window. Because it is poorly constructed, it also has the breakable trait.*

Shallow River – water, Ht 0
Models moving through the river must spend 2" for each 1" moved. Some models may be affected by the water trait as well.

Tree – obscuring, Ht 6
Trees are individual pieces of terrain that obscure LoS.

Woods – obscuring, severe, Ht 6
The base of a woods terrain piece has the obscuring and severe traits. Models have difficulty moving across the base, but are obscured.



Encounters



Encounters

Encounter Setup Sequence

1. Choose Encounter Size
2. Choose Factions
3. Choose Encounter Location
4. Choose Deployment Type
5. Determine Strategies
6. Hire Crews
7. Choose Schemes
8. Deploy Crews

To set up a Malifaux Encounter between two Crews, follow the Encounter Setup sequence below. Tournament or Story Encounters may change or ignore some of these steps. The goal of an Encounter of Malifaux is to have fun; players should feel free to ignore any of these steps when necessary. For example, if you do not have any terrain in your collection that would serve as a Gremlin Village, you may want to skip the random location generation step and simply play with the terrain you have.

1. Choose Encounter Size

Players begin by agreeing on the size of their Encounter. The ***Encounter size*** sets several factors in the Encounter: maximum Control Hand size, number of leaders per Crew, maximum starting Soulstone Pool size, and so forth. Once players have agreed on the Encounter size, they choose how many Soulstones they each have for hiring their Crews.

> ***Example****: A short Encounter between two Crew boxed sets is a 25 to 30 Soulstone Scrap.*

After deciding on an Encounter size and the number of Soulstones available to Crews, shuffle one Fate Deck and place it within easy reach of all players.

Encounter Size	Scrap	Brawl
Soulstone Range	1-55	30-80
Maximum Control Hand Size per Crew	6	7
Number of Leaders per Crew	1	1-2
Maximum Starting Soulstone Pool Size per Crew	8	10

2. Choose Factions

Once the Encounter size is determined, each player must choose a Faction. Players do not need to select which leader(s) within that Faction they intend to play or hire any Minions at this time. When a player is allowed to hire multiple leaders, each leader must belong to either the Faction chosen by that player or be able to work with the selected Faction or other leader(s) already hired by meeting each model's hiring restrictions.

3. Choose Encounter Location

From abandoned Ghost Towns and the inhospitable Badlands to the very streets of the City, Encounters in Malifaux can take place in any number of unique ***locations***. Players may either agree to choose a location (based on the terrain they have available), or use the following method to randomly determine a location for the Encounter.

One randomly-determined player flips two Fate Cards. The value of the first flip determines whether this is an indoor or outdoor Encounter. The value of the second flip then tells the players what location the Encounter takes place in. Additional information about these locations can be found beginning on p.64, including suggested terrain and random events or locations that may appear in the location.



Encounter Location

Black Joker	Flipping Player Chooses Location
1-8	Outdoor Location
9-13	Indoor Location
Red Joker	Non-Flipping Player Chooses Location

Outdoor Encounter Location

Black Joker	Flipping Player Chooses Location
1	Hag's Territory
2	Gremlin Village
3	Bayou's Edge
4	Bogs
5	Downtown
6	Industrial Zone
7	Slums
8	Quarantine Zone
9	Ruins
10	Mine
11	Pioneer/Ghost Town
12	Badlands
13	Mountains
Red Joker	Non-Flipping Player Chooses Location

Indoor Encounter Location

Black Joker	Flipping Player Chooses Location
1	Theater
2	Sewers
3	Arcanist's Lab
4	Resurrectionist's Lab
5	Guild Library
6	Necropolis
7	Guild Holding Facility
8	Warehouse
9	Research Facility
10	Cave/Mine System
11	Ancient Ruins
12	Large Tavern
13	Collapsed City Block
Red Joker	Non-Flipping Player Chooses Location

Terrain Setup

Malifaux is a skirmish game where every model counts! You can't make it too easy for the enemy to draw a bead on you from halfway across the table, so be sure to stack the odds against him with smart placement of terrain.

Once the Encounter location is determined, lay out terrain. A minimum playing size of 3' by 3' (36" x 36") is required for an Encounter of Malifaux. Anything from the dining room table to a gaming board or mat will work well for players, as long as the playing surface falls into this size range.

It is recommended that each square foot of the battlefield have approximately two to four pieces of terrain measuring at least 3" X 3" each to create an engaging and entertaining Encounter. All players should agree on the placement and type of terrain used. Story and Tournament Encounters will specify terrain (and of what type) in their descriptions.

Special location terrain should be set up during terrain setup unless otherwise stated in the special terrain's description. Some Strategies and Schemes require additional items to be placed on the table as directed by their descriptions (under **Setup**). These items should be placed during the Deploy Crews step unless otherwise stated in their description. These items do not displace terrain already set up on the table unless placing them on the terrain would mean all models could not reach the items. If so, move the terrain to a location on the table agreeable to all players.

Example: *During terrain setup, a wall was placed in the center of the table. If a player received the Treasure Hunt Strategy, which instructs the player to place a Treasure Counter in the center of the table, the wall would have to be moved to a mutually-agreed upon location before placing the Treasure Counter.*

Table Setup Example: *The table below has been set up with approximately 2 pieces of terrain per square foot.*



4. Choose Deployment Type

Once the terrain has been set up, players can either choose which deployment type they would like to use or randomly determine one player who then flips a Fate Card and refers to the chart below.

The dimensions included in the diagrams below are intended for the suggested 3’ X 3’ table size.

Deployment Chart

Black Joker	Flipping Player Chooses from the Deployment Areas in the Deployment Chart.
1-4	**Diagonal** Draw a line between two opposite table corners. Each Crew’s Deployment Zone begins 12.5” from that line.
5-9	**Standard** Each Deployment Zone comprises a 6” deep section, running the entire length of the table, on opposite table edges.
10-13	**Corners** Deployment Areas are 12” x 12” squares in two opposite corners of the table.
Red Joker	Non-Flipping Player Chooses from the Deployment Areas in the Deployment Chart.



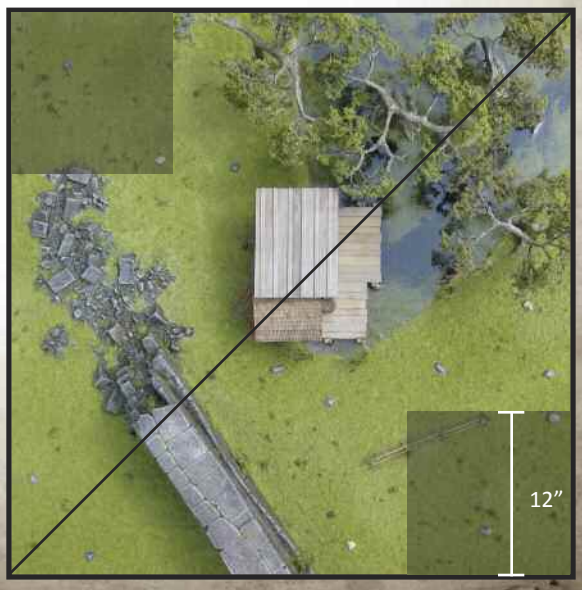
Diagonal Deployment



Standard Deployment



Corners Deployment



5. Determine Strategies

Now that the Encounter size, where it is located, and where the Crews will arrive have been determined, players now determine what their Crews are fighting over. Players agree on whether they are playing a **Core** or **Expanded** Encounter and then refer to the appropriate section below. Strategy descriptions and rules can be found in the Complete Strategies List starting on p.73.

All Strategies are public knowledge and should not be hidden from other players.

A ***Strategy's*** description includes its name, brief fiction, and some or all of the following:

- Any required objects such as terrain features, Counters, or Markers under **Setup**.
- Any required items such as terrain or Counters/Markers under **Setup**. These items are placed on the table before deploying Crews (p.63) or when indicated in their descriptions.
- What victory points (VP) are available for the player or players completing the Strategy under Victory. When a player scores a Strategy, they score all victory conditions that apply.
- All Markers are round 30mm bases, except when noted.

> ***Example: Victory***
> *If at least three Dynamite Markers are armed at the end of the Encounter, you score **2 VP**.*
> *If all five Dynamite Markers are Armed at the end of the Encounter, you score **4 VP.***
>
> *A Crew arming three or four Dynamite Markers in the A Line in the Sand Strategy would earn **2 VP**, but would earn **4 VP** if it managed to arm all five.*

Core Encounter

The Core Encounter Chart is designed for players who wish to play a basic Encounter. These Strategies represent the core causes of conflict in Malifaux, and players will find that each Faction has the tools available to accomplish them, as well as to stop their opponents from accomplishing their own Strategies. If a Core Encounter is chosen, players shuffle their Fate Decks and each flip a Fate Card to determine their Strategy for the Encounter. Details for these Strategies can be found starting on p.73. If both players flip the same Strategy, use the Shared version of that Strategy. Details for Shared Strategies can be found starting on p.76.

Core Encounter Chart

Jokers	Player Chooses Strategy
1-2	Treasure Hunt
3-5	Destroy the Evidence
6-8	Reconnoiter
9-11	Claim Jump
12-13	Slaughter

Expanded Encounter

The Expanded Encounter Chart was designed to give players a nearly inexhaustible supply of Strategy interactions and provides unique challenges not found using the Core Encounter Chart. If an Expanded Encounter is chosen, randomly determine a player to shuffle his or her Deck and flip a Card. Refer to the Expanded Encounter Chart below to determine what type of Strategy players will be using in the Encounter.

Expanded Encounter Chart

Jokers	Flipping Player Chooses Type of Strategy (Individual, Shared, or Story)
1	Story Encounter OR Each Player Flips on the Individual Strategies Chart
2-8	Each Player Flips on the Individual Strategies Chart
9-12	One Player Flips on the Shared Strategy Chart
13	Story Encounter OR One Player Flips on the Shared Strategy Chart

(1-8) Individual Strategies Chart

Each player now shuffles his or her Fate Deck and flips a card. The Strategy a player flips applies to that player only. If all players flip or choose the same Strategy, play the Shared version of it instead. Details for these Strategies can be found starting on p.73. Details for the Shared versions of these Strategies can be found starting on p.76.

After all players have flipped, each player has one opportunity to re-flip the Strategy by reducing the number of Soulstones available for hiring models by one. Official Malifaux tournaments do not allow this Strategy re-flip.

Individual Strategies Chart

Black Joker	Opponent's Choice
1	A Line in the Sand
2	Claim Jump
3	Contain Power
4	Deliver a Message
5	Destroy the Evidence
6	Distract
7	Escape and Survive
8	Plant Evidence
9	Reconnoiter
10	Slaughter
11	Supply Wagon
12	Treasure Hunt
13	Turf War
Red Joker	Player's Choice

(9-13) Shared Strategy Chart
If the Expanded Encounter Chart directed the players to the Shared Strategy Chart, randomly determine one player to reshuffle his or her Deck and flip a Card. This Strategy applies to both players. Shared Strategy descriptions start on page 95.

Shared Strategy Chart

Black Joker	Opponent's Choice
1	Shared A Line in the Sand
2	Shared Claim Jump
3	Shared Contain Power
4	Shared Deliver a Message
5	Shared Destroy the Evidence
6	Shared Distract
7	Shared Escape and Survive
8	Shared Plant Evidence
9	Shared Reconnoiter
10	Shared Slaughter
11	Shared Supply Wagon
12	Shared Treasure Hunt
13	Shared Turf War
Red Joker	Player's Choice

Story Encounter Strategies

As with Shared Strategies, you only select one Strategy for all players, and multiple players may earn VP if they accomplish the required tasks. Players must decide if they are willing to include the option of playing the online catalog of Story Encounters, located at www.wyrd-games.net/storyencounters, before flipping on the Expanded Encounter Chart. If so, and a 1 or 13 is flipped, players should refer to the Story Encounters Chart found online. Otherwise, follow the instructions for the Encounter option. Story Strategies work much like Shared Strategies, except the setup and VP awards tend to be more involved and often include special rules. As Wyrd releases additional Story Encounters, we will provide expanded Story Encounter Strategy Charts.

Promise

Founded in 112, the town of Promise serves as the last civilized stop for Pioneers, explorers, and fugitives heading northeast. Two weeks hard ride from Ridley Station, Promise boasts a bustling economy and hosts its own blacksmith, tailor, grocer, dry goods purveyor, haberdasher, and so forth. Stocked by regular shipments of goods by rail from the City, Earthside products are often found on the shelves of Promise's stores.

Promise's prosperity comes not only from the steady flow of scrip from passers through leaving their savings with the town as they strike out for points beyond but also from numerous prospecting concerns in the hills north of town. The claim's owners leaving most of their excavated wealth in the pockets of the town's shopkeepers.

Despite this booming economy, or perhaps because of it, Promise is not free of dangers. Raids by outlaw bands, Neverborn, even an ambitious Resurrectionist and his shambling crew, as well as the problems typical for a border town, have prompted the town's leadership to arm and retain a peacekeeping force. Promise's sheriff and deputies keep the peace within and defend the town from threats without with an iron hand; a warning anyone wishing to cause Promise harm should take to heart.

6. Hire Crews

Once players have their Strategies set, they each decide on the best Crew to achieve their goals. Deduct a model's Soulstone Cost from the number of Soulstones available when it is hired. Players continue to hire models until the Soulstones run out or they choose to stop.

Remember, players who re-flipped for their Individual Strategies have one less Soulstone with which to hire models.

The following restrictions apply when hiring Crews:

General

- A Crew may only include models belonging to the player's chosen Faction, models with the Mercenary characteristic, and models permitted to join the Crew through any other special hiring rules. Models hired by a Crew must meet all special hiring rule restrictions or they cannot be hired.
- Models hired from outside the player's chosen Faction cost an additional Soulstone over their printed Soulstone Cost to hire.
- A maximum of the indicated number of a Rare model may be hired by a Crew in a Scrap. Twice that number may be hired by a Crew in a Brawl.
- A Crew cannot contain more than one copy of any Unique model it hires.
- Only one version of each named Unique model may be in a Crew. ***Example:*** *A Crew cannot hire both Hamelin and Hamelin the Plagued.*

Leaders

- In a Scrap, the player must choose one Master or a Henchman belonging to the chosen Faction as the Crew's leader.
- In a Brawl, the player must choose either one or two eligible Masters as the Crew's leaders. At least one of these Masters must belong to the player's chosen Faction, but both must be able to work with the Faction and/or other Master. If the player chooses only one Master to lead the Crew in a Brawl, he or she may increase their Soulstones available for hiring models by 10.

Masters

- Masters do not cost any Soulstones to hire.
- Masters add their Soulstone Cache to the Crew's starting Soulstone Pool (see below).

Henchmen

- When a Henchman leads a Crew in a Scrap, it costs 0 Soulstones to hire, just like a Master. Add the model's Henchman Resources bonus to the available Soulstones for hiring Minions. Henchmen cannot lead Brawl Crews.
- A Crew led by a Henchman has specific hiring restrictions as indicated under the Henchman's Special Forces Leader Ability.
- While leading a crew, a Henchman can be affected by anything that specifically affects Masters. Likewise, anything that cannot specifically affect a Master cannot affect a Henchman leading a Crew. A Henchman leading a Crew is considered a Master for Strategy and Scheme purposes.
- When a Crew is led by one or more Masters, it can hire one Henchman per Master, deducting the Henchman's Soulstone Cost from the Crew's available Soulstones. These Henchmen must belong to the same Special Forces group. When included in Master-led Crews, a Henchman's Henchman Resources bonus is ignored.
- A Henchman-led Crew's maximum starting Soulstone Pool is equal to its Henchman Resources bonus (see below).

Minions

- A Crew may only include Minions belonging to the player's chosen Faction unless a special rule allows them to be hired from other Factions.
- A player may hire as many Minions as the available Soulstones allow. Deduct the Soulstone Cost of each Minion hired from the Crew's available Soulstones.
- Minions with the Totem characteristic must be connected to a Master or Henchman in the Crew when hired. A Master/Henchman can be connected to one Totem at a time unless their description states otherwise. When a Master/Henchman is removed from the game, any Totems connected to it are immediately sacrificed.

Mercenaries

- A Crew may include up to two models with the Mercenary characteristic from any other Factions. Mercenaries from the player's chosen Faction do not count toward this total.

Special Forces

- A Crew may include up to two Faction or Mercenary models with the Special Forces [Group Name] characteristic per leader in their Crew. A Crew may only contain Special Forces models from one [Group Name]. If a Crew contains a Henchman who belongs to a Special Forces [Group Name], the two Special Forces model maximum is ignored for that group, but the limit of one Special Forces group in your Crew remains.

Starting Soulstone Pool

After players finish hiring Crews, any remaining unspent Soulstones form the player's starting ***Soulstone Pool***. Crews led by one or more Masters add their Soulstone Caches to the Soulstone Pool. The maximum starting Soulstone Pool is 8 for Scraps and 10 for Brawls. Crews led by a Henchman do not add any additional Soulstones to the Pool. The maximum starting Soulstone Pool size in a Henchman-led Crew is equal to that Henchman's Henchman Resources bonus. In either case, Soulstones over the Crew's maximum Pool are lost. After the Encounter begins, there is no Soulstone Pool maximum.

> ***Example:*** *After hiring, a Crew has two Soulstones left unspent. It is led by Lilith (Cache of 4). The Crew adds Lilith's four Soulstones to the two Soulstones remaining, creating a 6 Soulstone Pool. On the other hand, a Crew with two Soulstones left unspent led by the Henchman Collodi would have a starting Soulstone Pool of two.*

All players must reveal the models hired for their Crew, as well as the starting size of their Soulstone Pool at this time.

Encounter Size	Maximum Starting Soulstone Pool Size
Scrap	8 (Master-led), Henchman Resource # (Henchman-led)
Brawl	10

7. Choose Schemes

Schemes are lesser objectives your Crew can attempt to achieve during the Encounter and should be kept secret from opponents. Players can select a number of Schemes based on the Encounter size. Players are not required to select Schemes if they do not want them. Scheme descriptions and rules can be found in the Schemes List starting on p.78.

A ***Scheme's*** description includes its name, brief fiction, and some or all of the following:

- Any limitations on who can choose the Scheme such as (Arcanists Only) or (Sonnia Criid Only).
- Any required items such as terrain features, Counters, or Markers under **Setup**.
- Any special rules that apply to the Scheme under **Special**. These items are placed on the table when indicated in the Scheme's description.
- What victory points (VP) are available for the player completing the Scheme and whether or not it can be announced before the Encounter begins under **Victory**. When scoring a Scheme, score all victory conditions that apply. A Scheme's **Announced** VP are only scored if the player completes the Scheme and it was announced after Crews are deployed (see 8. Deploy Crews).
- Players must state all details regarding the Scheme including any models or terrain nominated when it is announced (see below).

Encounter Size	Total # of Schemes
Scrap	0-2
Brawl	0-3

Players may choose to select fewer than the maximum number of Schemes for their Encounter size. Each Scheme not selected adds 2 Soulstones to the player's starting Soulstone Pool.

When the Encounter begins, daring players can choose to announce any of their eligible Schemes to their opponents. These Schemes are worth the additional VP listed if completed.

Some Schemes require a player to nominate a terrain feature or model. Terrain features and models can only be nominated by one Strategy and one Scheme per player at any time. That is, if a player chooses multiple Schemes which nominate enemy models, each Scheme must nominate a different enemy model.

There are three types of Schemes available to players: General Schemes, Faction Specific Schemes, and Master Specific Schemes. When choosing Schemes, any number of them may come from General Schemes. Players may choose one of their chosen Faction's Faction Specific Schemes per leader in their Crew. A player may choose one Master Specific Scheme per Master in their Crew.

8. Deploy Crews

Before deploying Crews, players should place any additional items on the table required by Strategies/Schemes/special location terrain rules. After players have hired their Crews and any additional terrain or Counters/Markers have been placed, players shuffle their Fate Decks and each flip a Card. If the flip is a tie, re-flip. The player with the highest Card nominates a player who chooses one of the shaded deployment areas. That player then deploys his or her entire Crew within the area. The other player deploys his or her Crew in the remaining deployment area.

Announced Schemes **can be revealed once the Crews are deployed.** Starting with the player who deployed his or her Crew first, each player may select and announce their Schemes. All details of an announced Scheme, including any requirements (nominated models, terrain, etc), must be announced at this time. These Schemes and the player's Strategy remain public knowledge throughout the Encounter.

After all Crews are deployed, all players re-shuffle their Fate Decks and start the Encounter!

Varying Encounter Length

A standard Malifaux Encounter lasts 6 turns but may carry on even longer. At the end of turn 6, the player who activated the last model in the turn flips a Fate Card. If the Card value is a 10 or higher, play another turn, but increase the value needed to continue the Encounter on next turn's flip by one. The Encounter ends when the flip is less than the value needed. ***Example:*** *On turn 7, the flip's value would need to be an 11 or higher to continue the Encounter; on turn 8, it would be a 12, and so forth.*

Determining a Winner

At the end of an Encounter, players reveal all secret Schemes and add up the VP they earned for completing their Strategies and Schemes. When scoring a Strategy or Scheme, score all victory conditions that apply to you. **A player can score a maximum of 8 VP in Scraps and 10 VP in Brawls. Any VP earned beyond the maximum are ignored. The player with the most VP is the winner. If players are tied for VP, the Encounter is a draw.**

Locations

Each location entry, whether outdoor or indoor, begins with a brief description of the location, followed by a list of Suggested Terrain with which to populate an Encounter in that location. Consider terrain traits to apply to common terrain features and areas and agree upon these features before play begins (p.54). For example, in a Tavern, the indoor battlefield may have multiple tables and a bar. The table might occupy a 2.5" diameter area and players agree that each table is **Ht** 1, breakable (3), covering terrain. The tavern's bar would follow all the rules of an outdoor fence: **Ht** 1, blocking, severe terrain.

During terrain setup, after a player has flipped for the Encounter location, have another player flip a Fate Card and compare its value to the chosen location's corresponding Location Feature Chart. Depending on the flip, this can result in a special terrain feature with its own special rules being placed on the table and/or a special event occurring during the Encounter that may hamper or help the Crews in their struggle. When the Black Joker is flipped, flip two more cards and apply the values. If either of those flips are duplicated, re-flip one card.

Outdoor Locations

Encounters between Crews can occur just about anywhere. From the upscale streets of Downtown to the inhospitable Badlands, Malifaux provides a wide variety of settings in which Crews can settle their differences.

Hag's Territory

Because the Hag wanders the Bayou, just about any type of terrain is possible for Encounters taking place in her territory.

Suggested Terrain: sandbars (open, severe), forests, water terrain, elevated area.

Flip	Feature
Black Joker	Flip two more Cards
1-2	Dark Omens
3-4	Bog
5-7	Ancient Structure
8-9	Magic Nexus
10-11	Mysterious Effigies
12-13	Foggy
Red Joker	Player's Choice from Hag's Territory list

Gremlin Village

These crude settlements can be found scattered throughout the Bayou, home to both Gremlins and their livestock.

Suggested Terrain: animal pens (soft cover), rubble (severe), huts or other structures (blocking and breakable), soggy patches of ground (severe), forests, water effects.

Flip	Feature
Black Joker	Flip two more Cards
1-2	Disturbing Whispers
3-4	Bog
5-7	Creepy Structure
8-9	Torrential Rains
10-11	Dead Zone
12-13	Scrap Pile
Red Joker	Player's Choice from Gremlin Village list

Bayou's Edge

The area marking the border of the Bayou separates the swamp from nearby towns and hills. Often foggy and rainy, this creepy area has its abandoned buildings as well as forested wilds to hide in.

Suggested Terrain: open and severe ground, single trees and forests, tall reeds (soft cover), water effects, elevations.

Flip	Feature
Black Joker	Flip two more Cards
1-2	Forested
3-4	Creepy Structure
5-7	Torrential Rains
8-9	Graveyard
10-11	Hanging Tree
12-13	Campsite
Red Joker	Player's Choice from Bayou's Edge list

Bogs

Many of the brave souls who have dared the Bayou's dangerous bogs have never been seen again.

Suggested Terrain: large areas of severe terrain, ruins (severe and/or hard cover), hazardous terrain, single element trees and forests, tall plant and reed stands (forests), the occasional dry patch of ground (open and/or elevated).

Flip	Feature
Black Joker	Flip two more Cards
1-2	Hanging Tree
3-4	Soulstone Vein
5-7	Bog
8-9	Mysterious Effigies
10-11	Hazardous Terrain
12-13	Foggy
Red Joker	Player's Choice from Bogs list

Downtown

The downtown area, full of residences and businesses, is the Guild's shining example of what the City could be, given enough time and resources.

Suggested Terrain: walls and fences (blocking and/or covering), buildings, fountains (blocking and/or severe), bridges over dry or water terrain.

Terrain can be climbable or breakable as players see fit.

Flip	Feature
Black Joker	Flip two more Cards
1-2	Graveyard
3-4	Dead Zone
5-7	Heat Wave
8-9	Creepy Structure
10-11	Torrential Rains
12-13	Foggy
Red Joker	Player's Choice from Downtown list

Industrial Zone

The Industrial Zone is home to the majority of Malifaux's factories and industry.

Suggested Terrain: walls (soft and/or hard cover), rubble (severe and/or hard cover), hazardous terrain (blocking), climbable terrain, breakable terrain, water effects.

Flip	Feature
Black Joker	Flip two more Cards
1-2	Hazardous Terrain
3-4	Heat Wave
5-7	Scrap Pile
8-9	Rubble
10-11	Foggy
12-13	Creepy Structure
Red Joker	Player's Choice from Industrial Zone list

Soulstone

Malifaux is crucial to the modern world due to the unique mineral that can be mined there. The potent energy of Soulstone can be harnessed in a variety of ways; most important, though, is its use in amplifying magical processes. This energy represents the ability to realize one's will. It is the power to topple mountains and pull the moon from the sky. It is the strength to vanquish enemies and to manifest the imagination's greatest whim.

No known power can resist the feats Soulstones enable, and this is the reason for the desperate struggle to control Malifaux. Despite the Guild's heavy-handed efforts, other organizations have secured access to this precious mineral, allowing them to resist the Guild occupation.

Like precious gemstones, Soulstones are graded on quality. Only the highest grade Soulstones are suitable as sorcerer aids. Lesser grades of Soulstone are used in alchemical reactions, medical tinctures, exotic wines, and even designer perfumes.

A typical Soulstone is milky white in color, but a wide assortment of variations form naturally. Impurities in the stone can provide for various shades as well as differing magical properties. One of the most famous Soulstones is known as the Gorgon's Tear. This large stone is bright green in color and reportedly possesses properties quite unlike typical Soulstones. The Gorgon's Tear is particularly renowned for the curse it allegedly bears.

Soulstones are named in reference to their Death Effect. When depleted of their energies, they can be recharged by being in the presence of an individual when death occurs. This was an alarming discovery which had numerous theological and existential ramifications. Further, a secondary Soulstone market has focused on depleted Soulstones. Individuals know as Harvesters buying dim Soulstones and reselling them, recharged.

Slums

Those not affluent or powerful enough to live Downtown are forced to survive in the dangerous Slums, gathering in the bars, opium dens, brothels, and gambling houses and making their way through ruined buildings, cracked stone plazas, and crooked, winding streets.

Suggested Terrain: walls and fences (blocking and/or covering), ruins (severe and/or covering), fountains (blocking and/or severe), bridges over dry or water terrain.

Terrain should be climbable and/or breakable as players see fit.

Flip	Feature
Black Joker	Flip two more Cards
1-2	Scrap Pile
3-4	Alone in the Dark
5-7	Rubble
8-9	Creepy Structure
10-11	Hanging Tree
12-13	Graveyard
Red Joker	Player's Choice from Slums list

Quarantine Zone

This part of the City has been given over to the rapacious forces threatening the Guild.

Suggested Terrain: rubble (severe), ruins (severe and/or hard cover), hazardous terrain, free-standing walls (blocking terrain), climbable terrain, breakable terrain.

Flip	Feature
Black Joker	Flip two more Cards
1-2	Rubble
3-4	Ancient Monument
5-7	Alone in the Dark
8-9	Magic Nexus
10-11	Foggy
12-13	Disturbing Whispers
Red Joker	Player's Choice from Quarantine Zone list

Ruins

Evidence of a civilization that predates even the City's founders is scattered across Malifaux.

Suggested Terrain: rubble (severe), ruins (severe and/or hard cover), hazardous terrain, free-standing walls (blocking terrain), climbable terrain, breakable terrain, water effects.

Flip	Feature
Black Joker	Flip two more Cards
1-2	Soulstone Vein
3-4	Disturbing Whispers
5-7	Rubble
8-9	Cruel Winds
10-11	Rockfall
12-13	Campsite
Red Joker	Player's Choice from Ruins list

Mine

Mining concerns can be found nearly anywhere in Malifaux, but are most concentrated in the Badlands.

Suggested Terrain: mining equipment (severe, blocking, and or soft/hard cover), hazardous terrain, elevations, ruins (severe and/or hard cover), climbable terrain.

Flip	Feature
Black Joker	Flip two more Cards
1-2	Alone in the Dark
3-4	Magic Nexus
5-7	Soulstone Vein
8-9	Rockfall
10-11	Dead Zone
12-13	Hazardous Terrain
Red Joker	Player's Choice from Mine list

Pioneer Town/Ghost Town

Many successful (and not so successful) expansion towns dot the Badlands.

Suggested Terrain: structures (climbable and/or breakable), walls and fences (soft and/or hard cover), ruins (severe and/or hard cover), rubble (severe), blocking terrain, water effects.

Flip	Feature
Black Joker	Flip two more Cards
1-2	Hanging Tree
3-4	Heat Wave
5-7	Mysterious Effigies
8-9	Dark Omens
10-11	Graveyard
12-13	Heavy Snows
Red Joker	Player's Choice from Pioneer/Ghost Town list

Badlands

The inhospitable Badlands stretches out from the City for hundreds of miles. Life in the Badlands is usually brutal and mercifully short.

Suggested Terrain: large areas of open terrain, cacti (single element and area terrain), hazardous terrain, boulders (hard cover), ruins (severe and/or hard cover), rubble (severe), elevations.

Flip	Feature
Black Joker	Flip two more Cards
1-2	Stampede!
3-4	Soulstone Vein
5-7	Heat Wave
8-9	Forested
10-11	Hazardous Terrain
12-13	Heavy Snows
Red Joker	Player's Choice from Badlands list

Mountains

Crews finding themselves in Malifaux's distant and mysterious mountain ranges quickly learn how unforgiving Nature can be.

Suggested Terrain: elevations, severe terrain, forests, climbable terrain, hazardous terrain, water effects.

Flip	Feature
Black Joker	Flip two more Cards
1-2	Hazardous Terrain
3-4	Ancient Monument
5-7	Rockfall
8-9	Heavy Snows
10-11	Magic Nexus
12-13	Earthquake
Red Joker	Player's Choice from Mountains list



Indoor Locations

Malifaux battles occur in the most varied of conditions and Masters have proven themselves necessarily adaptable to conflict in those differing conditions. Marcus has fought in city streets, Leveticus has fought at the Bayou's Edge, and Perdita has fought in the Northern Mountains. Some battles, though, are not fought in the wide open spaces, but in the tighter confines of locations like Colette's Star Theater, or narrow caves, the Qi and Gong tavern, or even Nicodem's Observatory.

Fighting an Encounter at an indoor location is not significantly different from fighting at an outdoor location other than how your terrain setup looks. The most significant change to Encounter play is the walls.

Indoor Walls

- To emulate the enclosed spaces of an indoor location with a solid ceiling, assume all walls (natural and man-made) are **Ht 4** and models with **Flight** or **Float** may not pass over indoor walls.
- Walls that are less than ½" thick are breakable (unless otherwise indicated or agreed upon by players prior to Encounter play) (p.54). A wall's Hardness is determined by the players before the Encounter begins. A model attacking any segment of wall and surpassing its declared Hardness creates a 3" hole through the wall. Mark this section as severe terrain. Each building and/or wall may have a unique Hardness value assigned to it but the suggested Hardness values are: wood: 3, brick: 6, stone/cobblestone: 8, metal: 10.

> ***Example:*** *In an Encounter taking place in the Sewers, walls might be 1" thick (unbreakable, and follow the rules for Indoor Walls) and Water Terrain might cover much of the table in narrow 2"-4" wide channels. While most Water features have an Encounter effect of* ***None****, the sewer water might have the severe trait, or even the hazardous trait (for example: models suffer 1* ***Wd*** *when moving into or ending their activation in sewer water).*

Large Theater

A chance encounter between two Crews turns this bastion of the arts into a battleground.

Suggested Terrain: Stage is **Ht** 2 severe terrain, impassable terrain (pipe organ), ½" walls to mark off a 6"x6" back room, crates and barrels (severe , covering).

Flip	Feature
Black Joker	Flip two more Cards
1-2	Bag of Soulstones
3-4	Drink Up!
5-7	Dim Lighting
8-9	Growing Fire
10-11	Pool of Aether
12-13	Hazardous Terrain
Red Joker	Player's Choice from Large Theater list

Sewers

A great labyrinth of connected water channels exists beneath the City and far beyond its borders.

Suggested Terrain: 2”-4” wide water terrain, 1”-3” thick unbreakable walls, severe terrain, blocking terrain, climbable terrain, varying elevations, bridges, impassable terrain.

Flip	Feature
Black Joker	Flip two more Cards
1-2	Caustic Gas
3-4	Flash Flood
5-7	Dim Lighting
8-9	Rubble
10-11	Hazardous Terrain
12-13	Disturbing Whispers
Red Joker	Player’s Choice from The Sewers list

Arcanist’s Lab

Arcanist laboratories are filled with dangerous apparati and mysterious equipment, some unearthed from ancient ruins and others with an unfathomable foreign origin.

Suggested Terrain: tables (severe, covering, breakable (3)), covering terrain, hazardous terrain, ¼” breakable walls, areas of the table divided into rooms.

Flip	Feature
Black Joker	Flip two more Cards
1-2	Bag of Soulstones
3-4	Recalibration Device
5-7	Pool of Aether
8-9	Ancient Text
10-11	Arcane Apparatus
12-13	Growing Fire
Red Joker	Player’s Choice from Arcanist’s Lab list

Resurrectionist’s Lab

The disturbing and often macabre chambers make the Death Marshals and accompanying Guardsmen regret the discovery.

Suggested Terrain: tables (severe, covering, breakable (3)), covering terrain, hazardous terrain, ¼” breakable walls, areas of the table divided into rooms.

Flip	Feature
Black Joker	Flip two more Cards
1-2	Graveyard
3-4	Ancient Text
5-7	Dim Lighting
8-9	Alone in the Dark
10-11	Torture Chamber
12-13	Mysterious Effigies
Red Joker	Player’s Choice from Resurrectionist’s Lab list

Guild Library

Serving as a repository for confiscated texts and forgotten Neverborn artifacts, a Guild Library serves as a tempting target for outlaws.

Suggested Terrain: Bookshelves (**Ht** 2 walls, 1” wide, 3-4” long, covering, breakable (3)), tables (severe, covering, breakable (3)), severe terrain, covering terrain, blocking terrain, areas of the table divided into rooms.

Flip	Feature
Black Joker	Flip two more cards
1-2	Pool of Aether
3-4	Dim Lighting
5-7	Cache of Tomes
8-9	Arcane Apparatus
10-11	Disturbing Whispers
12-13	Ancient Text
Red Joker	Player’s Choice from Guild Library list

Necropolis

Deep beneath the City and beyond the expansive sewer channels exists an immense system of ancient, connected chambers. None who has sought to explore this network has succeeded, quickly emerging from the sewer system covered in muck, afraid of the shadows forever more. Most are never heard from again.

Suggested Terrain: covering terrain, blocking terrain, climbable terrain, water terrain, the occasional climbable area, areas of the table divided into rooms, impassable terrain.

Flip	Feature
Black Joker	Flip two more Cards
1-2	Disturbing Whispers
3-4	Graveyard
5-7	Ancient Monument
8-9	Magic Nexus
10-11	Alone in the Dark
12-13	Rubble
Red Joker	Player’s Choice from Necropolis list

Guild Holding Facility

Beneath the primary Guild offices are many chambers found with solid iron-shod doors. Shackles and chains dangle from secure hooks in the ceiling. The Guild, naturally, uses these chambers as they were originally intended. Escape attempts are common. Success is not.

Suggested Terrain: walls to mark 5”X5” and larger rooms (unbreakable or Hardness 8-10), tables (severe, covering, breakable (3)), blocking terrain.

Flip	Feature
Black Joker	Flip two more Cards
1-2	Dead Zone
3-4	Torture Chamber
5-7	Rubble
8-9	Howling Voices
10-11	Dim Lighting
12-13	Alone in the Dark
Red Joker	Player’s Choice from Guild Holding Facility list



Warehouse

Several large buildings are found throughout Malifaux containing great hoards. Guild confiscated items, Arcanist smuggling areas, and Resurrectionist research materials are just the beginning of what can be found by a curious and resourceful Crew.

Suggested Terrain: tables (severe, covering, breakable (3)), severe terrain, blocking terrain, climbable terrain, ¼” breakable walls to create 4”x4” or larger rooms.

Flip	Feature
Black Joker	Flip two more Cards
1-2	Dim Lighting
3-4	Bag of Soulstones
5-7	Scrap Pile
8-9	Growing Fire
10-11	Ancient Text
12-13	Arcane Apparatus
Red Joker	Player’s Choice from the Warehouse list

Research Facility

Many different research facilities are found throughout Malifaux. Most are conducted with the Guild’s permission and support but some step beyond the line of legality, researching ancient technology and arcane lore. Though their overall purpose might be similar, the contents of these often secret places vary from the mundane to the fantastical.

Suggested Terrain: tables (severe, covering, breakable (3)), ¼” breakable walls to create 4”x4” or larger rooms, hazardous terrain, covering terrain, blocking terrain

Flip	Feature
Black Joker	Flip two more Cards
1-2	Cache of Tomes
3-4	Arcane Apparatus
5-7	Choking Smoke or Gas
8-9	Growing Fire
10-11	Hazardous Terrain
12-13	Recalibration Device
Red Joker	Player’s Choice from Research Facility list

Cave/Mine System

Whether a freshly dug mine shaft or the found caves of the Northern Mountains, more and more would-be adventurers ply their trade in the excavation of Soulstone or the sometimes rewarding discoveries of spelunking. Some become so excited by the rich discoveries to be unearthed that they forget where they are: Malifaux, where the darkest tunnels are often filled with the greatest danger.

Suggested Terrain: thick walls (2"-3" thick) , covering terrain, hazardous terrain, impassable terrain, climbable terrain, blocking terrain, water terrain.

Flip	Feature
Black Joker	Flip two more Cards
1-2	Rubble
3-4	Bag of Soulstones
5-7	Dim Lighting
8-9	Hazardous Terrain
10-11	Soulstone Vein
12-13	Rockfall
Red Joker	Player's Choice from Cave/Mine System list

Ancient Ruins

Lost in the overgrown wilderness of the Bayou to the east and scattered through the Northern Hills and Badlands to the west, explorers and adventurers have uncovered crumbled complexes created and abandoned by a very ancient culture.

Suggested Terrain: Walls, areas divided into rooms, blocking terrain, impassable terrain, covering terrain, hazardous terrain, climbable terrain.

Flip	Feature
Black Joker	Flip two more Cards
1-2	Rockfall
3-4	Cache of Tomes
5-7	Ancient Monument
8-9	Howling Voices
10-11	Arcane Apparatus
12-13	Ancient Text
Red Joker	Player's Choice from Ancient Ruins list

Large Tavern

Within the dangerous and dirty section of the Slums, the inhabitants of Malifaux seek solace in their cups. The Qi and Gong and other taverns cater to the various lusts of settlers looking to escape the drudgery of laborious and dangerous workdays and the fear of the unknown perils of the Malifaux wilderness. Fights are common, winners are not.

Suggested Terrain: Thin walls (hardness 2) separate 5"X5" rooms filled with severe, covering, or blocking terrain and tables (severe, covering, breakable (3)).

Flip	Feature
Black Joker	Flip two more Cards
1-2	Bag of Soulstones
3-4	Howling Voices
5-7	Drink Up!
8-9	Dim Lighting
10-11	Wetbar
12-13	Growing Fire
Red Joker	Player's Choice from Large Tavern list

Collapsed City Block

Within the Quarantine Zone and even within the Slums, some buildings have given in to the withering effects of time and dilapidation. Sometimes, brave and resourceful souls scavenging through the debris come out with a treasure or tale worth the risks.

Suggested Terrain: severe terrain, blocking terrain, impassable terrain, walls, hazardous terrain, climbable terrain.

Flip	Feature
Black Joker	Flip two more Cards
1-2	Ancient Text
3-4	Arcane Apparatus
5-7	Rubble
8-9	Hazardous Terrain
10-11	Rockfall
12-13	Dark Omens
Red Joker	Player's Choice from Collapsed City Zone list

Location Features

Special Terrain

Unless otherwise indicated in the descriptions below, when setting up terrain, a special terrain piece must be placed somewhere outside of the Deployment Zones (p.59), at least 6" from either Deployment Zone. Players should agree on who will place the terrain (or flip for it). The terrain piece can be oriented in any direction when placed on the table.

Arcane Apparatus: Each player places a 50mm Marker. A model may **(1) Interact** with the Marker once per turn to Flip a Fate Card. The model adds the suit shown on the Fate Card to its Duel totals. Flipping the Black Joker removes all suits associated with the model's statistics. Flipping the Red Joker allows the model to add any one suit to its Duel totals. The effects of the flip last until the end of the model's next activation.

Ancient Monument: 50mm, **Ht** 5, blocking terrain. Models within 1" of the Ancient Monument receive +1 **Ca**.

Ancient Text: At the beginning of the Encounter, each player places one Book Counter in base contact with a terrain feature and at least 8" from each Deployment Zone. A model in base contact with the Counter may **(1) Interact** to pick it up. A model carrying a Book Counter gains "**Arcane Reservoir**: Increase this model's Crew's Maximum Hand Size by 1 while it is in play." Before a model carrying a Book Counter leaves play, place the Book Counter in base contact with the model. Models cannot carry more than one Book Counter at any time.

Bag of Soulstones: At the beginning of the Encounter, each player places a Marker on the table, at least 10" away from their Deployment Zone. A model with the **Use Soulstone** Ability may **(1) Interact** with a Marker to discard it and gain two Soulstones.

Bog: For the duration of the Encounter, any portion of the table without a terrain piece receives the severe and water traits.

Cache of Tomes: Players alternate placing a total of six Book Counters on the table, following the Special Terrain setup rules. Book Counters must be placed at least 6" from one another. A model in base contact with a Book Counter may **(1) Interact** to flip a Fate Card. Apply the results of the flip to the model as follows:

Black Joker: **Paralyzed.**

: The model's and **Strikes** and spells receive +1 **Dg**.

: The model gains **Slow to Die** and **Hard to Wound 1.**

: The model gains **Black Blood** and **(+1) Nimble.**

: The model gains +1 **Ca** and **Magic Resistant +1**.

Red Joker: Flip twice and apply the effects of both Cards. If the second Card is the same suit as the first, it has no effect.

The effects of this flip last until the end of the model's next activation.

Campsite: Place a 2" X 2" or larger severe terrain feature. A model may **(1) Interact** with the Campsite to discard one Control Card and then draw one Control Card.

Creepy Structure: Place a 3" X 3" or larger terrain feature. A model in base contact with the Creepy Structure may **(1) Interact** once per turn to flip a Fate Card. Apply the results of the flip to the model as follows:

Joker: The model is killed.

1-3: The model suffers 2 **Wd.**

4-6: The model may inflict 2 **Wd** on another model in base contact with the structure.

7-9: The model heals 2 **Wd.**

10-11: This model's Controller's Soulstone pool gains two Soulstones.

12-13: This model's Controller's Soulstone pool gains two Soulstones and the model heals all **Wd**.

Dead Zone: Place a 3"X3" or larger open terrain feature. A model cannot cast spells while in base contact with the Dead Zone.

Drink Up!: At the beginning of the Encounter, select one 1"x5" or larger terrain feature. A model beginning or ending its activation within 1" of the feature may **(1) Interact** with it to make a Healing Flip. The model receives **Slow** and may not take **(0)** Actions during its next activation.

Forested: For the duration of the Encounter, any portion of the table without a terrain piece receives the obscuring trait, and LoS range is reduced to 3".

Graveyard: Place a 3" x 3" or larger terrain feature. A model gains one Corpse Counter when it **(1) Interacts** while its base is completely within the Graveyard. Any tombstones in the terrain feature are considered **Ht** 1, and covering.

Hanging Tree: Place a 50mm, **Ht** 6, blocking terrain feature. The tree is **Terrifying → 12** and has a range of 2".

Hazardous Terrain: Place a 3" X 3" or larger terrain feature. The player placing the hazardous terrain declares what type of hazard the terrain piece is and how much damage the terrain causes. Players should use one of the damage ratings from Terrain (p.54) or agree on a damage rating for the hazard.

Magic Nexus: Place a 3" X 3" terrain feature. The Casting and Resist Flips of models whose bases are completely within the area receive .

Mysterious Effigies: Each player places two 30mm Markers at least 10" outside of any Deployment Zone and away from any other Mysterious Effigy Marker. At the end of the Encounter, the player with the closest model within 2" of an Effigy Marker scores 1 VP.

Pool of Aether: Place a 3"X3" or larger terrain feature. A model with the **Use Soulstone** Ability whose base is completely within the area may spend one Soulstone per turn without deducting it from its Soulstone Pool.

Rubble: For the duration of the Encounter, any portion of the table without a terrain feature receives the severe trait.

Recalibration Device: Place a 50mm, **Ht** 4 terrain feature. A model may **(1) Interact** while in base contact with the feature to choose one of the following effects below and force a target non-Master Construct model in LoS of the **Recalibration Device** to win a **Wp→15** Duel or gain the chosen effect.

- **(+1) Nimble**
- **(2) Flurry**
- **Slow**
- **Dg** 1/2/4

Wetbar: Place a 3" x 3" or larger terrain feature. A model in base contact with the feature may **(2) Interact** to make two Healing Flips. The model also receives **Slow** and **Easy to Wound 1** until the end of its next activation.

Scrap Pile: Place a 3" x 3" or larger severe terrain feature. A model gains one Scrap Counter when it **(1) Interacts** while its base is completely within the Scrap Pile.

Soulstone Vein: Place a terrain feature no larger than 2" x 2". A Master gains # Soulstone when it **(#) Interacts** while its base is completely within the Soulstone Vein.

Torture Chamber: Place a 3"X3" or larger terrain feature. When a model whose base is completely within the feature kills another model, its controller's Soulstone Pool gains one Soulstone. A model within the feature also gains the **Terrifying→12** Ability if it is not already **Terrifying**.

Special Events

Special events occur during one or more turns of the Encounter. Each event indicates when it takes place during the turn. Events that last until the end of the Encounter begin at the start of the Draw Phase in turn 1.

To determine whether a Random event happens in the following turn, the last player who activated a model flips a Fate Card at the end of the current turn's Closing Phase. If the card is a Joker, 10, 11, 12, or 13, the event occurs; otherwise, no event occurs. Random Events do not occur until the end of the first turn of the Encounter.

Alone in the Dark: Until the end of the Encounter, a model forced to fall back after it loses a Morale Duel is killed instead.

Cruel Winds (Random): At the start of the Encounter, randomly determine a table edge. During the next turn, each model is Pushed 1" toward that table edge at the end of its activation.

Caustic Gas: Until the end of the Encounter, all models receive -1/-1 **Wk/Cg**. All ranged Attack Flips and Casting Flips receive ⊟.

Dark Omens (Random): From the beginning of next turn's Draw Phase to the end of its Activation Phase, Fate Cards with a value of 1 count as value 13 and vice versa.

Dim Lighting: Until the end of the Encounter, LoS cannot be drawn further than 8".

Disturbing Whispers: Until the end of the Encounter, all models receive -1 **Wp** when defending in a Duel.

Earthquake (Random): At the start of the next turn's Activation Phase, each player, in activation order, may Push all of his or her opponents' models 1" in any direction unless those models have **Flight** or **Float**.

Flash Flood (Random): At the start of the Encounter, randomly determine a table edge. During the next turn, models cannot take the **Charge** Action and Push each model 2" toward that table edge at the beginning of its activation.

Foggy (Random): During the next turn, all Attack Flips and Casting Flips receive ⊟.

Growing Fire (Random): At the start of next turn's Draw Phase, the player who activated this event places a 50mm Fire Marker (**Ht** 5, obscuring, hazardous (2/4/7)) in base contact with a terrain feature no closer than 3" from any model. If the Marker cannot be placed, the event does not occur this turn. Another player then places an additional 50mm Fire Marker touching the first Fire Marker. This Fire Marker can be placed touching or overlapping model bases.

For the remainder of the Encounter, each time this event occurs, the player who activated it places an additional 50mm Fire Marker touching any Fire Marker already in play. After this marker is placed, the next player in activation order also places a Fire Marker. Any of these Fire Markers can be placed touching or overlapping model bases.

Heat Wave (Random): During the next turn, models receive -1/-1 **Wk/Cg**.

Heavy Snows (Random): During the next turn, models cannot **Charge** and receive -2 **Cb** to ranged **Strikes** and -2 **Cb** to Spells with the ⌐ icon. Models with **Frozen Heart** or **Smoldering Heart** are immune to Heavy Snows.

Howling Voices (Random): During the next turn, models cannot activate simultaneously and all models receive -2 **Ca** when targeting another model with a Spell.

Rockfall (Random): At the start of the next turn's Activation Phase, any model within 1" of a terrain feature immediately suffers 1 **Wd**.

Stampede! (Random): At the start of the next turn's Activation Phase, all models within 8" of the centerline immediately suffer a number of **Wd** equal to their **Ht**.

Torrential Rains (Random): During the next turn, models cannot **Charge**.

Reminder:

(#) Interact: The model spends the indicated number of Actions to **Interact** with the Encounter table or object in base contact.
For example: *Picking up a bag of Soulstones in a Story scenario is a* ***(1) Interact*** *Action.*

Complete Strategies List

Simple Strategies

A Line in the Sand

You're tired of your opponent invading your turf, so you're going to draw a line in the sand…with dynamite.

Setup
Place five 30mm Dynamite Markers along the centerline of the table at least 6" apart.

Special
The Dynamite Markers begin the Encounter Disarmed. Your models may take a **(1) Interact** Action while in base contact with a Dynamite Marker to Arm it. Your opponent's models may take a **(2) Interact** Action while in base contact with an Armed Dynamite Marker to Disarm it. Insignificant models and models engaged with enemy models cannot take either of these Actions.

Victory
If at least three Dynamite Markers are Armed at the end of the Encounter, you score **2 VP.**
OR
If all five Dynamite Markers are Armed at the end of the Encounter, you score **4 VP.**

Claim Jump

Time to stake your claim in someone else's territory!

Setup
Place a 30mm Claim Marker at least 8" away from the center of the table and at least 12" from your Deployment Zone.

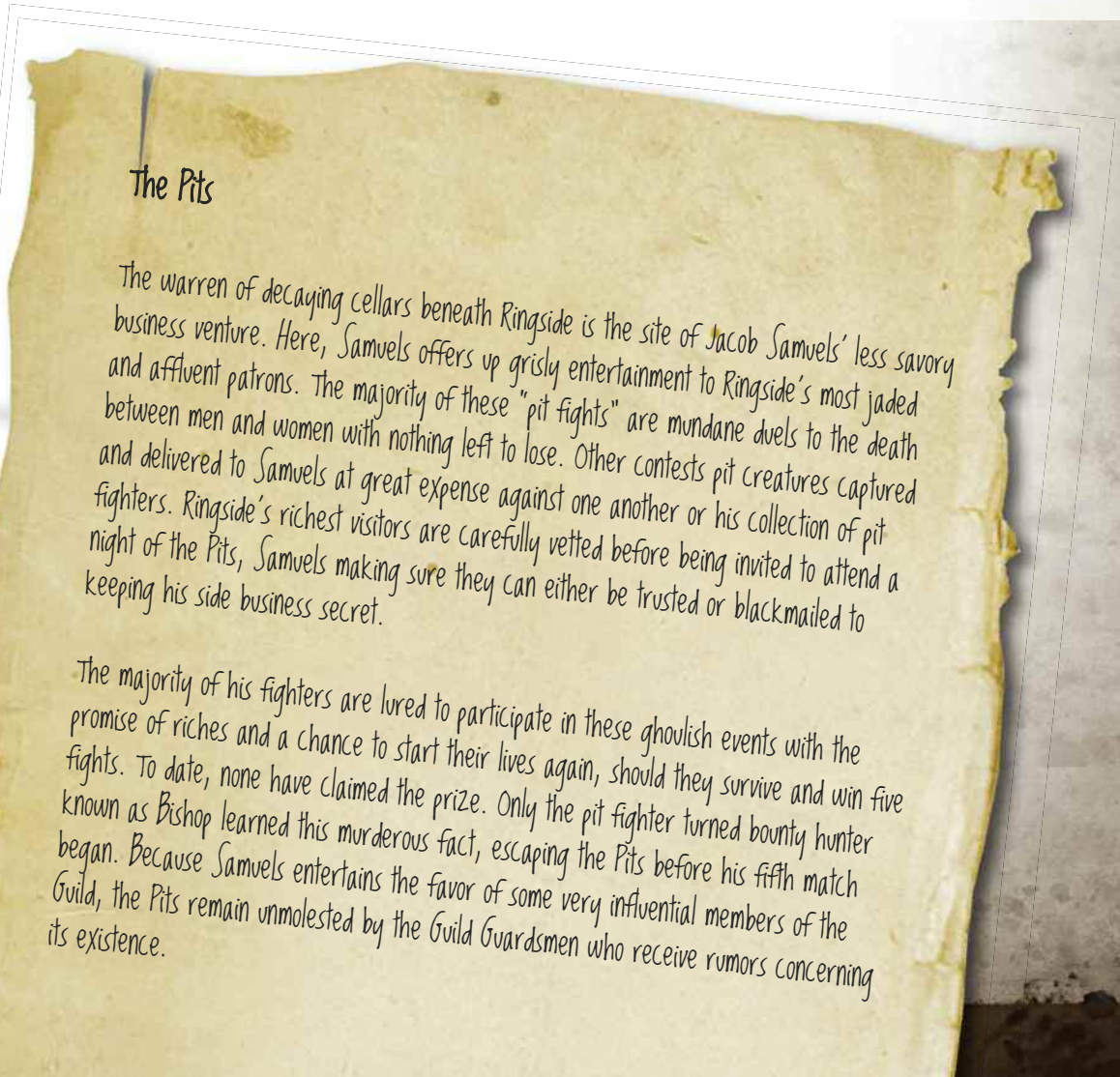
Special
Insignificant models do not count toward the Victory condition.

Victory
If you have more models completely within 3" of the Claim Marker than your opponent does at the end of the Encounter, you score **2 VP**.
OR
If you have twice as many or more models completely within 3" of the Claim Marker than your opponent does at the end of the Encounter, you score **4 VP**.

Contain Power

You have been assigned to contain the expansion of your opponent's power.

Victory
If all of your opponent's leaders are no longer in the game at the end of the Encounter, you score **2 VP**.
OR
If all of your opponent's leaders are no longer in the game at the end of the Encounter and were either killed or sacrificed by your leaders, you score **4 VP**.



The Pits

The warren of decaying cellars beneath Ringside is the site of Jacob Samuels' less savory business venture. Here, Samuels offers up grisly entertainment to Ringside's most jaded and affluent patrons. The majority of these "pit fights" are mundane duels to the death between men and women with nothing left to lose. Other contests pit creatures captured and delivered to Samuels at great expense against one another or his collection of pit fighters. Ringside's richest visitors are carefully vetted before being invited to attend a night of the Pits, Samuels making sure they can either be trusted or blackmailed to keeping his side business secret.

The majority of his fighters are lured to participate in these ghoulish events with the promise of riches and a chance to start their lives again, should they survive and win five fights. To date, none have claimed the prize. Only the pit fighter turned bounty hunter known as Bishop learned this murderous fact, escaping the Pits before his fifth match began. Because Samuels entertains the favor of some very influential members of the Guild, the Pits remain unmolested by the Guild Guardsmen who receive rumors concerning its existence.

Deliver a Message

I'm just the messenger!

Special
A model in your Crew may make a **(2) Interact** Action while within 2" of one of your opponents' leaders to Deliver a Message. Insignificant models cannot take this Action.

Victory
If one of your models Delivers the Message while within 2" of an opposing leader during the Encounter, you score **2 VP.**
OR
If one of your models Delivers the Message while within 2" of an opposing leader during the first four turns of the Encounter, you score **4 VP.**

Destroy the Evidence

The opposing Crew has stumbled upon potentially damning evidence your Crew would prefer didn't exist. Destroy the evidence before it's too late!

Setup
Place one 30mm Evidence Marker completely inside your opponent's Deployment Zone and two 30mm Evidence Markers completely within 10" of your opponent's Deployment Zone. These Markers must be placed at least 8" from one another.

Special
Your models in base contact with an Encounter Marker may take a **(1) Interact** Action to Destroy the Evidence and remove the Marker from the game. Insignificant models and models engaged with enemy models cannot take this Action.

Victory
If at least two of the Evidence Markers have been removed from the game by the end of the Encounter, you score **2 VP.**
OR
If all three of the Evidence Markers have been removed from the game by the end of the Encounter, you score **4 VP.**

Distract

Keep your opponent busy elsewhere long enough to miss the real fireworks!

Special
Insignificant models do not count toward the Victory condition.

Victory
If your opponent does not have any leaders completely in your Deployment Zone at the end of the Encounter, you score **2 VP.**
OR
If your opponent does not have any leaders completely on your half of the table at the end of the Encounter, you score **4 VP.**

Escape and Survive

Discretion is the better part of valor…at least you hope it is.

Setup
Note the number of models in your Crew at the start of the Encounter.

Special
Insignificant models do count toward the Setup or Victory condition. Summoned models do not count toward the Victory condition unless another friendly model was killed or sacrificed when Summoning the model.

Victory
If you have at least 50% of the number of models you started the Encounter with in play at the end of the Encounter and those models are at least 8" from your Deployment Zone, you score **2 VP.**
OR
If you have at least 75% of the number of models you started the Encounter with in play at the end of the Encounter and those models are at least 8" from your Deployment Zone, you score **4 VP.**

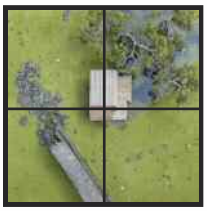
Plant Evidence

You've decided to try to turn public opinion against your opponents by framing them, but to do this you need to plant the evidence.

Special
A model in your Crew may take a **(1) Interact** Action to Plant Evidence when in base contact with a piece of terrain completely on its opponent's side of the table. You may not Plant Evidence on the same piece of terrain more than once during the Encounter. Insignificant models and models engaged with enemy models cannot take this Action.

Victory
If your models Planted Evidence on at least two pieces of terrain completely on your opponent's half of the table during the Encounter, you score **2 VP.**
OR
If your models Planted Evidence on at least four pieces of terrain completely on your opponent's half of the table, or on at least two pieces of terrain in the opponent's Deployment Zone during the Encounter, you score **4 VP.**

Reconnoiter



Investigate the surrounding area.

Setup
Divide the table into equal quarters.

Special
Insignificant models and models within 3" of the center of the table do not count toward the Victory condition. You control a table quarter when the majority of models completely within that quarters are yours.

Victory
If you have control of at least three table quarters at the end of the Encounter, you score **2 VP.**
OR
If you have control of all four table quarters at the end of the Encounter, you score **4 VP.**

Slaughter

They've gone too far. Time to wipe them out.

Special

Each time a player kills or sacrifices an enemy model during the Encounter, that player notes its Soulstone Cost. Masters are worth 10 Soulstones for the purpose of this Strategy (multiple model Masters such as The Dreamer and Viktoria are worth 6 Soulstones per model). Models that are Summoned into play and killed will add their Soulstone costs. Models with no Soulstone cost who enter play by replacing another model(s) are worth the Soulstone cost of the model(s) they replaced. Models that can return to play, when killed for the first time by the opposing player, count their Soulstones only the first time they are killed.

Victory

If the total Soulstone Cost of enemy models you have killed or sacrificed is greater than the total Soulstone Cost of your models your opponent has killed or sacrificed, you score **2 VP.**

OR

If the total Soulstone Cost of enemy models you have killed or sacrificed is 1.5 times the total Soulstone Cost of your models your opponent has killed or sacrificed, you score **4 VP.**

Supply Wagon

You are transporting some vital supplies, and they must arrive intact!

Setup

Place a 50mm Wagon Marker (**Ht** 4, impassable, hardness 3, and can suffer 3 **Dg** before being removed from the game) completely within your Deployment Zone and touching a table edge in your Deployment Zone after all Crews are deployed.

Special

Each turn, move the Wagon Marker 6" toward the center of the table at the start of the Resolve Effects Step. The Marker may not move over models and stops if it comes in contact with them. Models may attack the Wagon Marker with melee attacks only. The Marker cannot be attacked if it is within the melee range of one of your models.

Victory

If the Wagon Marker is completely within 3" of the center of the table at the end of the Encounter but has suffered 1 or more Dg, you score **2 VP.**

OR

If the Wagon Marker is completely within 3" of the center of the table at the end of the Encounter and has suffered 0 Dg, you score **4 VP.**

Treasure Hunt

You have discovered the location of a valuable artifact and must take possession of it.

Setup

Place a 30mm Treasure Counter in the center of the table.

Special

Your models in base contact with the Treasure Counter may take a **(1) Interact** Action to pick it up. A model carrying the Counter can drop or pass it to another model in base contact as a **(1) Interact** Action. Models controlled by your opponent can take this Action once one of your models has picked up the Counter at least once during the Encounter.

A model changing position on the table by an effect other than the **Walk** Action or leaving play drops the Treasure Counter in base contact with itself. While carrying the Counter, a model reduces its **Wk** to 4, and cannot have its **Wk** increased by any means. Spirits lose the ability to move through other models and the ability to ignore terrain penalties while carrying the Treasure Counter. Models lose **Flight** or **Float** while carrying the Treasure Counter.

The Treasure Counter does not count as being carried if carried by an Insignificant model at the end of the Encounter.

Victory

At the end of the Encounter, if the Treasure Counter is carried by one of your models but not in your Deployment Zone or is completely within your Deployment Zone but not carried by a model, you score **2 VP.**

OR

If the Treasure Counter is carried by one of your models and that model is completely within your Deployment Zone at the end of the Encounter, you score **4 VP.**

Turf War

You wish to claim a little of your opponent's real estate for yourself.

Special

Insignificant models do not count toward the Victory condition.

Victory

If you have more of your models completely on your opponent's half of the table than they have models completely on your half of the table at the end of the Encounter, you score **2 VP.**

OR

If you have more of your models completely on your opponent's half of the table than they have models completely on your half of the table and you have at least one model completely within their Deployment Zone at the end of the Encounter, you score **4 VP.**

Shared Strategies List

With Shared Strategies, multiple players may earn VP if they accomplish the required tasks.

Shared A Line in the Sand

They've drawn the line, not you. Why don't you use some fireworks to show them how little that line will slow your ambitions?

Setup

After selecting this Strategy, both players flip a Card. The player with the high card decides if he or she would like to be the Attacker or Defender. If the flips are tied, re-flip until one player has the high card.

The Attacker places five 30mm Dynamite Markers along the center line of the table, at least 6" apart.

Special

The Dynamite Markers begin the Encounter Disarmed. A model in the Attacking Crew may take a **(1) Interact** Action while in base contact with a Dynamite Marker to Arm it. A model in the Defending Crew may make an **(2) Interact** Action while in base contact with an armed Dynamite Marker to Disarm it. Insignificant models or models engaged with an enemy model cannot take these Actions.

Victory

Attacker:

If at least two Dynamite Markers are Armed at the end of the Encounter, you score **2 VP.**

For each additional Dynamite Marker over three Armed at the end of the Encounter, you score **+1 VP.**

Defender:

If at least three Dynamite Markers are Disarmed at the end of the Encounter, you score **2 VP.**

For each additional Dynamite Marker over three Disarmed at the end of the Encounter, you score **+1 VP.**

Shared Claim Jump

Time to stake your claim in someone else's territory!

Setup

Place a 30mm Claim Marker in the center of the table.

Special

Insignificant models do not count toward the Victory condition.

Victory

If a player has more models completely within 3" of the Claim Marker than his or her opponent does at the end of the Encounter, that player scores **2 VP.**

If that player's opponent does not have any models completely within 3" of the Claim Marker at the end of the Encounter, he or she scores **+2 VP.**

Shared Contain Power

Both Masters have watched their opponents gain too much influence and too strong a foothold in Malifaux.

Victory

A player scores **2 VP** if all of his or her opponent's leaders are no longer in the game at the end of the Encounter.

That player scores **+2 VP** if his or her leaders killed or sacrificed all of the opponent's leaders.

Shared Deliver a Message

I'm just the messenger!

Special

A model in your Crew may take a **(2) Interact** Action while within 2" of one of your opponents' leaders to Deliver a Message. Insignificant models cannot take this Action.

Victory

If a player's model Delivers the Message during the Encounter, that player scores **1 VP**.

That player scores **+1 VP** if the Message was Delivered during the first four turns of the Encounter.

That player scores **+2 VP** if his or her Message was Delivered before the opponent's was.

Shared Destroy the Evidence

"The opposing Crew has come into possession of some potentially damning information your Crew would prefer didn't exist. Destroy the evidence before it's too late!

Setup

Each player places one 30mm Evidence Marker completely inside his or her opponent's Deployment Zone and two Evidence Markers completely within 10" of his or her opponent's Deployment Zone. These Markers must be placed at least 8" from one another. Place an additional neutral Evidence Marker at the center of the table.

Special

A friendly model in base contact with an Evidence Marker that you placed may take a **(2) Interact** Action to Destroy the Evidence and remove the Marker from the game. Any model in base contact with the neutral Evidence Marker may take a **(2) Interact** Action to Destroy the Evidence and remove the Marker from the game. Insignificant models and models engaged with enemy models cannot take this Action.

Victory

A player scores **+1 VP** if his or her Crew Destroys both the Evidence Markers that he or she placed outside an opponent's Deployment Zone.

A player scores **+2 VP** if his or her Crew Destroys the Evidence Marker he or she placed in an opponent's Deployment Zone.

A player scores **+1 VP** if his or her Crew Destroys the neutral Evidence Marker.

Shared Distract

Keep your opponent busy elsewhere long enough to miss the real fireworks!

Special
Insignificant models do not count toward the Victory condition.

Victory
If a player's opponent does not have any leaders completely in the player's deployment zone at the end of the Encounter, that player scores **2 VP.**
If that player's opponent also has no opposing leaders completely on the player's half of the table at the end of the Encounter, that player scores **+2 VP.**

Shared Escape and Survive

Neither of you can afford any more losses right now.

Setup
Note the number of models in your Crew at the start of the Encounter.

Special
Insignificant models do count toward the Setup or Victory condition. Summoned models do not count toward the victory condition unless another friendly model was killed or sacrificed when Summoning the model.

Victory
If a player has at least 50% of the number of models he or she started the Encounter within play at the end of the Encounter and those models are at least 8" from his or her Deployment Zone, that player scores **2 VP.**
If that player has at least 75% of the number of models he or she started the Encounter with in play at the end of the Encounter and those models are at least 8" from his or her Deployment Zone, that player scores **+1 VP.**
The player who has lost the fewest number of models scores **+1 VP**.

Shared Plant Evidence

You've decided to try to turn public opinion against your opponents by framing them, but to do this you need to plant the evidence.

Special
A model may take a **(1) Interact** Action to Plant Evidence when in base contact with a terrain feature on its opponent's half of the table. You may not Plant Evidence on the same piece of terrain more than once during the Encounter. A model cannot take this Action if it is Insignificant or engaged with an enemy model.

Victory
A player scores **1 VP** for each piece of Evidence his or her models Planted on terrain completely on an opponent's half of the table up to a maximum of **4 VP**.

Shared Reconnoiter



Each of you have decided to investigate the surrounding area in an effort to learn more about it than your opponent.

Setup
Divide the table into equal quarters.

Special
Insignificant models and models within 3" of the center of the table do not count toward the Victory condition. You control a table quarter when the majority of models completely within that quarter are yours.

Victory
A player scores **1 VP** for each table quarter he or she controls at the end of the Encounter.

Shared Slaughter

Only one of us walks away from this...

Special
Each time a player kills or sacrifices an enemy model during the Encounter, that player notes its Soulstone Cost. Masters are worth 10 Soulstones for the purpose of this Strategy (multiple model Masters such as The Dreamer and Viktoria are worth 6 Soulstones per model). Models that are Summoned into play and killed will add their Soulstone costs. Models with no Soulstone cost who enter play by replacing another model(s) are worth the Soulstone cost of the model(s) they replaced. Models that can return to play, when killed for the first time by the opposing player, count their Soulstones only the first time they are killed.

Victory
A player scores **1 VP** if the total Soulstone Cost of enemy models he or she killed or sacrificed is greater than the total Soulstone Cost of his or her models an opponent has killed or sacrificed.
That player scores **+1 VP** if the total was 1.5 times that of his or her opponent.
A player scores **+1 VP** if his or her opponent has no leaders in the game at the end of the Encounter.
If the total Soulstone Cost of a player's opponent's models still in play at the end of the Encounter is less than half the total Soulstone Cost of his or her Crew at the start of the Encounter that player scores **+1 VP**.

Shared Supply Wagon

Get your supplies through, stop the opponent from doing the same. Simple, eh?

Setup
Each player places a 50mm Wagon Marker (**Ht** 4, impassable, hardness 3, and can suffer 3 **Dg** before being removed from the game) completely within his or her Deployment Zone and touching a table edge in the Deployment Zone after all Crews are deployed.

Special
Each turn, both players move their Wagon Markers 6" toward the center of the table at the start of the Resolve Effects Step. A Wagon Marker may not move over models and stops if it comes in contact with them. Models may attack Wagon Markers with melee attacks only. The Marker cannot be attacked if it is within the melee range of one of its Crew's models.

Victory
If a player's Wagon Marker is completely within 3" of the center of the table at the end of the Encounter and his or her opponent's is not, that player scores **2 VP**.
If a player damages an opponent's Wagon Marker during the Encounter, that player scores +**1 VP**.
If a player's Wagon Marker is undamaged at the end of the Encounter, that player scores +**1 VP**.

Shared Treasure Hunt

Both you and your opponent have uncovered the location of an important Malifaux artifact, and must race to be the first to claim it.

Setup
Place one 30mm Treasure Counter in the center of the table after Crews have deployed, but before the Encounter begins.

Special
A model in base contact with the Treasure Counter may take a **(2) Interact** Action to pick up the Treasure Counter. A model carrying the Counter can drop or pass it to another model in base contact as a **(1) Interact** Action.

A model changing position on the table by an effect other than the **Walk** Action or leaving play drops the Treasure Counter in base contact with itself. While carrying the Counter, a model reduces its **Wk** to 4 and cannot have its **Wk** increased by any means. Spirits lose the ability to move through other models and the ability to ignore terrain penalties while carrying the Treasure Counter. Models lose **Flight** or **Float** while carrying the Treasure Counter.

The Treasure Counter does not count as being carried if carried by an Insignificant model at the end of the Encounter.

Victory
A player scores **2 VP** if, at the end of the Encounter, the Treasure Counter is carried by one of his or her models but is not in his or her Deployment Zone or is completely within his or her Deployment Zone but not carried by a model.
A player scores **4 VP** if the Treasure Counter is carried by one of his or her models and that model is completely within his or her Deployment Zone at the end of the Encounter.

Shared Turf War

You each wish to claim a little of your opponent's real estate for yourself.

Special
Insignificant models do not count toward the Victory condition.

Victory
A player with models completely within his or her opponent's Deployment Zone scores **2 VP**.
The player that has more models completely within his or her opponent's Deployment Zone scores **+1 VP**.
The player that has more models completely within his or her opponent's half of the table scores **+1 VP**.

Schemes List

General Schemes

Assassinate

Your opponent's leadership must die at all costs!

Setup
Secretly make note of one of your opponent's Masters or Henchmen. This Scheme may be taken more than once, but you must choose a different model each time.

Special
You cannot select this Scheme if your Strategy is Contain Power or Shared Contain Power.

Victory
If the noted model is not in the game at the end of the Encounter, you score **1 VP.**
Announced: +1 VP.

Bodyguard

Your Crew's leadership must be protected at all costs!

Special
Secretly make note of one of your Crew's Masters or Henchmen. This Scheme may be taken more than once, but you must choose a different model each time. Multiple model Leaders are considered to be one selection in regards to this Scheme.

Victory
If the noted model was not removed from the game and is in play at the end of the Encounter, you score **1 VP**.
Announced: +1 VP.

Breakthrough

Your Crew must push its way through the opposition.

Special
Insignificant models do not count toward the Victory condition.

Victory
If you have more models in your opponent's Deployment Zone than he or she does at the end of the Encounter, you score **1 VP.**
Announced: +1 VP.

Extermination

Your Crew's sights are fixed on exterminating one threat.

Special
Select one of the following characteristics at least three of your opponent's models share: Beast, Construct, Doll, Family, Gremlin, Guardsman, Living, Nightmare, Pig, Spirit, Undead, Woe; then note all the models in his or her Crew with that characteristic. This Scheme must be announced.

Victory
If your opponent has no models with the selected characteristic in the game at the end of the Encounter, you score **2 VP.**

Eye for an Eye

It's time to show the opposing Crew you can trade blow for blow when they come a'calling!

Special
Insignificant models do not count toward the Victory condition.

Victory
If the number of models you and your opponent have in play at the end of the Encounter is equal or differs by one model, you score **1 VP.**
Announced: +1 VP.

Frame for Murder

Never hurts to get a little blood on the hands of your rivals…well, it hurts the person providing the blood.

Special
Secretly note one non-Master model in your Crew.

Victory
If the noted model was killed or sacrificed by an opposing Master during the Encounter, you score **1 VP.**
Announced: +1 VP.

Grudge

One of your opponent's Minions rubs you the wrong way.

Special
Secretly note one of your opponent's Minions.

Victory
If the noted Minion was killed by one of your non-Master models' melee Strikes or melee Spells, you score **1 VP.**
Announced: +1 VP.

Hold Out

Stand firm against the enemy.

Special
Insignificant models do not count toward the Victory condition.

Victory
If there are no enemy models completely within your Deployment Zone at the end of the Encounter, you score **1 VP.**
Announced: +1 VP.

Kill Protégée

You've heard that one your opponent's Minions is being groomed as the Master's new Henchman.

Special
Secretly note your opponent's Minion model with the highest Soulstone Cost. If there is a tie for highest Soulstone Cost, secretly select and note one of the tied models.

Victory
If one of your models killed the noted Minion, you score **1 VP.**
Announced: +1 VP.

Stake a Claim

This is your territory, and you'll be damned if some other Crew is going to come in and grab it without a fight!

Special
Make note of a piece of terrain completely on the opponent's half of the table. Insignificant models do not count toward the Victory condition.

Victory
If at least one of your models is in base contact with the piece of terrain at the end of the Encounter, you score **1 VP.**
Announced: +1 VP.

Steal Relic

Your opponent's Master is carrying something you desperately need for your plans!

Special
Your models may take a **(1) Interact** Action while engaged with your opponent's Master and conduct a **Wp→Wp** Duel with the Master to Steal the Relic. Once one of your models Steals the Relic, the **Interact** Action can no longer be taken. Insignificant models cannot take this Action. This Scheme must be announced.

Victory
If one of your models Stole the Relic by the end of the Encounter, you score **1 VP.**
If that model is also in play at the end of the Encounter, you score **+1 VP.**

Faction Specific Schemes

Round Up (Guild Only)

Time to round up the little guys, and leave the big problems for later.

Victory
If your opponent does not have any Minion models in play at the end of the Encounter, you score **1 VP.**
Announced: +1 VP.

Raid! (Guild Only)

Sometimes the Malifaux rabble needs a firm reminder who the law is this side of the Breach. Teach them a lesson.

Victory
If you have more non-Totem Minions in play than your opponent does at the end of the Encounter, you score **1 VP.**
Announced: +1 VP.

Army of the Dead (Resurrectionists Only)

"Raising" an army takes on an entirely different meaning for you.

Special
This Scheme must be announced.

Victory
If the number of Corpse Counters on the table or carried by your models is greater than the number of models your opponent has in play at the end of the Encounter, you score **1 VP.**
You score **+1 VP** if the number of Corpse Counters carried by your models is greater than the number of models your opponent has in play at the end of the Encounter.

Death After Death (Resurrectionists Only)

Your Crew only gets larger as the battle rages on.

Special
Note the number of models in your Crew. This Scheme must be announced.

Victory
If you have more models in play at the end of the Encounter than you did at the start of the Encounter, you score **2 VP.**

Power Ritual (Arcanists Only)

You need to set up a complex ritual; get it done – fast!

Special
Your models may take a **(1) Interact** Action to Perform the Ritual when they are within 8" of a table corner. Insignificant models cannot take this Action. This Scheme must be announced.

Victory
If your models Performed the Ritual in three of the four corners of the table during the Encounter, you score **1 VP**.
OR
If your models Performed the Ritual in all four corners of the table during the Encounter, you score **2 VP**.

Sabotage (Arcanists Only)

A little sabotage causes no end of trouble for the opposition, and your Crew excels at it.

Setup
Secretly note a terrain feature completely on the opponent's half of the table.

Special
Models in your Crew may take a **(1) Interact** Action to Sabotage the terrain. Insignificant models cannot take this Action.

Victory
If the Sabotaging model is still in play at the end of the turn it Sabotaged the terrain piece, reveal this Scheme and score **1 VP.**
Announced: +1 VP.

Kidnap (Neverborn Only)

The residents of Malifaux tell stories about your Crew sweeping in and spiriting away its victims during the night. How right they are!

Special
Secretly note three of your opponent's Minions.

Victory
If at least two of the noted models are not in the game at the end of the Encounter, you score **1 VP.**
OR
If all three of the noted models are not in the game at the end of the Encounter, you score **2 VP.**

Reclaim Malifaux (Neverborn Only)

Reclaim Malifaux for the Neverborn!



Setup
Divide the table into nine equal sections as shown in the example to the right.

Special
Your models may take a **(1) Interact** Action while within 1" of a terrain feature to Reclaim a part of Malifaux. Insignificant models or models engaged with an enemy model cannot take this Action. Place a Token on the terrain feature to indicate it has been Reclaimed. Both the terrain feature and the model's base must be completely within the table section the model wishes to Reclaim. This Scheme must be announced.

Victory
If you have Reclaimed at least six table sections at the end of the Encounter, you score **1 VP.**
OR
If you have Reclaimed all nine table sections at the end of the Encounter, you score **2 VP.**

Thwart (Outcasts Only)

Sometimes, preventing the opposition from winning is reward enough.

Special
You may not announce this Scheme.

Victory
Score **1 VP** if your opponent does not announce any Schemes.
Or
Score **2 VP** if your opponent does not earn VP for any of his or her Schemes.

Gather Soulstones (Outcasts Only)

Making it out alive isn't nearly as fun as making it out rich.

Victory
If you have more Soulstones in your Soulstone Pool at the end of the Encounter than your opponent does in his or hers, you score **1 VP.**
Announced: +1 VP.

Master Specific Schemes

Lay These Souls to Rest (Lady Justice Only)

"The souls of the innocent deserve peace. My Judge, we must lay these souls to rest." – Lady Justice

Special
When an enemy Master or Henchman is killed, place a Restless Soul Counter in base contact with that model before it is removed from play. Lady Justice may sacrifice these Counters using her **Last Rites** Action. You cannot choose this Scheme if your Strategy is Contain Power or Shared Contain Power or combined with the Assassinate Scheme. This Scheme must be announced.

Victory
If all Restless Soul Counters have been removed from play using **Last Rites** and there are no enemy Masters or Henchmen in the game, you score **2 VP**.

Subjugate (Sonnia Criid Only)

"Your will is broken and your body is beyond repair. You have reaped what you have sown and now you must face the consequences. Your servitude will continue until your death." – Sonnia Criid

Special
This Scheme must be announced.

Victory
If Sonnia Criid Summoned two Witchling Stalkers by casting the **Violation of Magic** Spell on two enemy models during the Encounter, you score **2 VP**.

Family Justice (Perdita Ortega Only)

"It's not that I have a bullet with your name on it… it's that I have so many bullets in need of a good home." – Perdita Ortega

Special
This Scheme must be announced.

Victory
If Perdita Ortega killed at least three enemy models while using **Execute** during the Encounter, you score **2 VP.**

Machine Spirit (C. Hoffman Only)

"I prefer machines. They wouldn't betray me." – C. Hoffman

Special
You cannot choose this Scheme if your Strategy is Contain Power or Shared Contain Power or combined with the Assassinate Scheme. This Scheme must be announced.

Victory
If an opposing Master or Henchman was killed by a model you controlled with the **Machine Puppet** Action by the end of the Encounter, you score **2 VP**.

My Little Friend (Seamus, the Mad Hatter Only)

"I don't encourage him to be so bloodthirsty. He just wants to make me proud." – Seamus

Special
You cannot choose this Scheme if your Strategy is Contain Power or Shared Contain Power or combined with the Assassinate Scheme. This Scheme must be announced.

Victory
If your Copycat Killer killed an enemy model with a Soulstone Cost of 7 or more, an enemy Master, or an enemy Henchman during the Encounter, you score **2 VP**.

Surrounded by Death (Nicodem, the Undertaker Only)

"I do not need to animate the dead in order to subjugate my enemy. Sometimes the threat itself is enough to scatter his wits." – Nicodem

Special
This Scheme must be announced.

Setup
Divide the table into equal quarters.

Victory
If each table quarter contains at least one Corpse Counter on the table that is not within 1" of an enemy model at the end of the Encounter, you score **2 VP**.

That One's a Keeper (Dr. Douglas McMourning Only)

"Everyone is not created equal. Their parts aren't either." – McMourning

Special
This Scheme must be announced.

Victory
If McMourning gained at least five Body Part Counters from enemy Masters, Henchmen, or Totems during the Encounter, you score **2 VP.**

Betrayed by Spirits (Kirai Ankoku Only)

"I have no use for the bodies. It is the souls that provide the real strength." – Kirai

Special
You cannot choose this Scheme if your Strategy is Contain Power or Shared Contain Power or combined with the Assassinate Scheme. This Scheme must be announced.

Victory
If at least one opposing Master or Henchman was killed by a friendly Ikiryo, you score **2 VP**.

Do I Have To Do Everything Myself? (Ramos Only)

"Sometimes you have to get a little dirty." – Ramos

Special
This Scheme must be announced.

Victory
If Ramos killed an enemy model with a Clockwork Fist **Strike** and another enemy model with the **Electrical Fire** Spell during the Encounter, you score **2 VP**.

Reflections of December (Rasputina Only)

"I will bring upon them such a cold that the very air will freeze." – Rasputina

Special
This Scheme must be announced.

Victory
If Rasputina killed at least three enemy models with Spells cast using the **Ice Mirror** Ability, you score **2 VP.**

Primal Source (Marcus Only)

"We all must face the beast within. We are, after all, animals at heart." – Marcus

Special
This Scheme must be announced.

Victory
If at least two enemy models that gained the Beast characteristic during the Encounter were removed from the game while they had the Beast characteristic, you score **2 VP.**

Perfect Performance (Colette Du Bois Only)

"I'd say you caught me at my best dear, but I don't do off nights." – Collete

Special
This Scheme must be announced.

Victory
If your Crew has seven or more Soulstones in its Soulstone Pool at the end of the Encounter, you score **2 VP.**

A Mother's Love (Lilith, Mother of Monsters Only)

"They need the blood to grow. I just like the taste." – Lilith

Special
This Scheme must be announced.

Victory
If Lilith carries at least four Blood Counters at the end of the Encounter, you score **2 VP.**

Spread Madness (Pandora Only)

"Sometimes the only thing you can do in the face of madness is run." – Sonnia Criid

Special
You cannot choose this Scheme if your Strategy is Contain Power or Shared Contain Power or combined with the Assassinate Scheme. This Scheme must be announced.

Victory
If Pandora kills an enemy Master or Henchman model with the **Self-Loathing** Spell during the Encounter, you score **2 VP**.

Seeds of Betrayal (Zoraida, the Hag Only)

"My little poppets are the cutest little darlings. Say…this one looks a bit like you." – Zoraida

Special
You cannot choose this Scheme if your Strategy is Contain Power or Shared Contain Power or combined with the Assassinate Scheme. This Scheme must be announced.

Victory
If an opposing Master or Henchman was killed by an enemy model you controlled with the **Obey** Spell by the end of the Encounter, you score **2 VP.**

A Bump in the Night (The Dreamer Only)

"I like to play games. Wanna play 'Hide and Seek'? You hide. I'll get'cha!" – The Dreamer

Special
This Scheme must be announced.

Victory
If your Crew killed at least two enemy models while there were no friendly Minions in play, you score **2 VP.**

Soulless Life (Leveticus, Steampunk Necromancer Only)

"There's a great power in death. Coming back once you know how to do it isn't the problem. It's the going that's such a bear." – Leveticus

Special
You cannot choose this Scheme combined with the Bodyguard Scheme. This Scheme must be announced.

Victory
If Leveticus has been killed or sacrificed in at least four turns during the Encounter and is still in play at the end of the Encounter, you score **2 VP**.

First Blood (Viktoria Only)

"I don't make money until the job gets done, so why wait to get started?" – Viktoria

Special
This Scheme must be announced.

Victory
If the first two models killed during the Encounter were models in enemy Crews, you score **2 VP.**

Pig Food (Som'er Teeth Jones Only)

"Damn pigs!" – Som'er Teeth Jones

Special
This Scheme must be announced.

Victory
If Som'er Teeth Jones Summoned at least two Piglets using the **"Come and Get It!"** Trigger when killing enemy models during the Encounter, you score **2 VP.**

Plague on Malifaux (Hamelin the Plagued Only)

"The teeming rats and festering maggots are not harbingers of the End. Rather, they herald the beginning." – Hamelin

Special
This Scheme must be announced.

Victory
If by the end of the Encounter at least four Malifaux Rats were Summoned by Hamelin's **Voracious Rats** Ability from enemy models killed by Hamelin's Crew, you score **2 VP**.



Snow on a Tombstone

Seamus sat atop a large crypt, lazily directing his Undead minions as he looked down on the City. He smiled as he beheld the sprawling ruins of an ancient, forgotten people, and then, squinting, held one thumb over them, as a child might before he crushes an ant. Malifaux had been called the greatest discovery in the history of mankind, and Seamus had to agree. Everyone sought relics and treasures, wonders beyond their wildest dreams, but he had actually found one. In an old library, long abandoned by its collector, Seamus had found the dust-covered book containing science unknown in the world he was born to – the secrets to raising the dead. He brought down his thumb with a gleeful snigger.

"Oh hey, Molly-girl, pay attention." Seamus drew out a watch from his breast pocket and noted the time. Springing to his feet, he looked toward the outskirts of the City. There he could easily make out the flicker of The Breach, the portal that connected this world to Earth. On his watch, the second hand clicked away until it struck the hour, and just then, a powerful locomotive burst through the great opening, a black surge of smoke billowing into the distant sky.

"Right on time, Molly-girl. The whole thing's one well-oiled machine, it is. Thing's a wonder." Seamus snapped close his pocket watch and tucked it away before turning his head toward Molly Squidpiddge who was seated beside him on the crypt. Reanimation didn't seem to agree with her as she was hunched over, throwing up another mouthful of blood onto the ground with a sickly cough.

"Damn, Molly, you're a disgusting creature." Seamus didn't understand where all the blood could come from. It had been several months since her death, and he'd thought the girl would dry out eventually, but she continued to bubble with an unending river of red ooze. It was almost enough to disturb even his morbid thoughts. Almost.



Jumping down from his perch, he took a moment to adjust his top hat and smooth his latest tailored city-coat with his hands. Nearby, his cadre of Undead harlots labored at digging up a grave. They had been the entire working staff of Madame Sybelle's Saloon, and since his arrival in the City, he had developed a deep affection for them. He was certain they were just as lovely in Undeath as in life. They weren't quite as smart, however. Only one of them had kept the shovel he had given her. The others resorted to clawing the earth with their hands. Despite their inefficient technique, the crack of the lone shovel against wood proved they had reached their goal. He darted over to peer down into the grave, curious to see what state Phillip Tombers was in. One of his girls prised open the casket lid with a strength she certainly hadn't possessed in life, and he saw the desiccated corpse of the late Mr. Tombers. Its time in the dry dirt had stretched the skin over the skull and high cheekbones, and darkened it, too. It looked like a mannequin made of boiled leather.

"Uncle Seamus wants to know what you know, old boy. Come out and talk with me a bit, won't you?" he cackled as one of his harem struggled to haul out the body. As the girl worked, he noticed a white speck land on her red dress. Blinking his eyes, thinking he was imagining it, he turned to look into the sky where he saw a swirl of clouds overhead and a dusting of snow beginning to accumulate around him.

"Snow? Isn't it July?" Seamus asked of no one in particular. He was surprised when Molly answered him.

Wiping her bloody mouth on her arm, Molly turned her eyes up to the sky. With a voice that sounded quite certain, she said, "It's December."

As if responding to the sound of her voice the wind churned with sudden force, a blizzard springing up tight on its heels. Seamus drew his coat around him, feeling the chill in his bones. He watched, amazed, as drifts built up around him,

blanketing the cemetery with fresh powder. Where the City had been clearly visible only moments ago, the swirling snow now hid it from sight. The whole world had shrunk around Seamus and only the graveyard existed.

Just a few yards from where he stood, a slope of snow formed against the side of a crypt. To Seamus' astonishment, the slope lurched. It was still for a moment, then the snowdrift shuddered again, and a giant figure began to rise. It shook the snow from its body, revealing a titan, the ice of its body as blue and dead as the heart of a glacier.



Seamus, amazed but unshaken, whispered a soft, "Thing's a wonder," before flinging open his coat. Holstered beneath was an ornate pistol, which he drew and leveled at the creature. The gun held only a single bullet; Seamus had never needed any more. With an ear-gouging blast the golem was slammed against the crypt behind it. Molly, still seated on the crypt's roof, toppled to the ground as the structure crumbled beneath her. Seamus took no notice as he pulled Phillip Tombers' corpse from the ground, ordering his Undead harem out of the hole. All around him, the accumulating snow began to shiver and shake as tiny demons, smaller versions of the titan, appeared.

With a curt gesture, Seamus sent his Undead ladies to contend with the creatures. The monstrous women hissed like feral animals freed from their leashes and launched themselves upon the icy creatures, clawing them back to the ground. For every one rent to shards more of the creatures appeared, and soon his Rotten Belles were overwhelmed.

"Sybelle!" Seamus snapped, reloading his pistol. "Carry this body. Graveyard's getting a mite feisty."

Unlike the rest of his Undead entourage, who had been curvaceous and attractive in life, Sybelle was round and fleshy. Undeath had gifted her already sturdy frame with additional strength, and she easily hefted Phillip's body from the ground as she slung him over her shoulder. About to abandon the battle behind him, Seamus glimpsed the silhouette of a woman through the swirling snow. And what a silhouette. He would be the first to concede he was not the most focused of men, but what red-blooded male wouldn't take time for a profile like that?

"Miss, you're Mr. Tombers' sister?" he called out. "Lover? Fascinating family, to be true."

The tempest stilled; the veil of snow falling away to reveal the woman. She wore a long coat, striped stockings and boots with narrow heels. On her head - a warm, furry hat and a pair of goggles, although he didn't care much for the goggles. Her voice was just as cold as the frigid wind.

"No, but Phillip Tombers' legacy belongs to me. Leave his body and go."

"Now keep your thermals on, love," Seamus smirked. "Let's not be hasty. Tell you what, I'll ship him to you when I'm done with him. I swear it, I do. You have an address in the City?" He didn't wait for her answer, lifting his pistol to fire on her. With a motion of her hand, though, the wind slapped a sheet of snow across her and she was gone. He didn't have much time to laugh at his own wit for behind him, he heard a hoarse grunt. Turning, he saw Sybelle held aloft by the ice titan. It had somehow survived not just Seamus' elephant-stopper but also the collapse of the tomb, and now its cold fist was wrapped around Phillip's torso. The creature attempted to shake Sybelle's grip on the corpse, the fat madam hanging gamely from Phillip's failing trousers.

Molly, too, had managed to clear herself from the ruined crypt. After coughing a lungful of blood into the snow, she climbed to her feet and began to stagger toward her Master. Lifting an arm weakly, she called

out for him in a faint voice, but the howl of wind drowned out her words.

At any other time, Seamus would have been amused at the sight of Sybelle flailing in the air, her fat legs swinging like stolen sausages in the mouth of a stray dog. His patience, however, had run short. Reloading his pistol, he fired directly into the chest of the blue golem, sending it staggering backwards. The golem's grip and Sybelle's, too, remained true, and Phillip's body lost the tug of war, pieces of him scattering into the snow. Sybelle rolled away with a full set of legs while the golem held grimly onto the torso as it toppled backwards, arms flailing.

Behind it, the tiny form of Molly Squidpiddge stood motionless in the snow, the shadow of the construct completely eclipsing her. She was helpless as the giant teetered above her, lifting her arms to shield herself. The giant crashed down, just missing her, and the tremendous weight of its body broke through into the sunken tombs beneath. The cracked earth heaved as the creature vanished and Molly's already unsteady legs lost their footing. Her arms windmilled awkwardly and with a cry, she tipped backward and fell into Phillip's open grave. Her misfortune had not concluded as a drift of snow shifted and spilled over into the grave, burying her.

The corpse of Phillip didn't fare much better. As the monster fell, Phillip's head struck one of the gravestones and popped off like a cork from a bottle, spinning into the air in a high arc. Seamus held his breath as the lifeless head traveled through the air. His heart stopped as it plummeted to the earth, disappearing into the snow covering the ground. Directly across from him, an equal distance from where the head had landed, Seamus saw the woman with the fur hat. He narrowed his eyes, locking onto her icy gaze before he took off like a dart, racing toward his prize.

The woman, too, rushed toward the head, but Seamus was the victor, diving forward and sliding through the snow. The head slipped through his fingers, as did his gun. Expecting an attack from the woman, he was dumbstruck as she sped past him. Sitting up, he dusted the snow from his face and watched as she bent over the dismembered torso, still in the clutch of her ruined golem. Reaching inside the man's jacket, she drew out a small object and held it aloft as if it were some great trophy.

Seamus squinted, trying to identify the object. "There was a book? I thought you were after his hat-stand." He cradled the severed head with one arm and pointed his gun at the woman.

The woman frowned, and for a second time, a swirl of snow snapped like a sheet in a gale to obscure her presence. When it cleared again, she was gone. Overhead, the angry clouds of the storm began to dissipate, and the snow relented. Dusting himself off and rising to his feet, Seamus saw that the creatures his Rotten Belles had struggled with had become lifeless mounds of snow, and his girls seemed no worse for wear. Heaving a sigh, he went to check on Sybelle. Kicking her sharply but, he was certain, tenderly in the ribs, the morbid creature stirred and regained her feet with her usual grace. With a gesture, he summoned his grotesque companions to his side.

“Ok, let's go. I've got what I came for." Starting off toward the west, he held Phillip's head before him. "I hope you are worth all this effort, Mr. Tombers."

As the group headed off, Molly lay forgotten and lifeless in Phillip Tombers' grave.



"Yes, sir," the junior officer said with some disbelief. He'd never met a member of the Witch Hunter Task Force, but Deputy Samael Hopkins didn't seem to look the part. The dusty old poncho and ragged, wide-brimmed hat didn't live up to the mix of mystical and stately the young officer had expected. He did see the heavy six-shooter that hung on the man's hip and the round shield the man was holding in his face, emblazoned with a ram's head. “Guild” was spelled in gold letters across the bottom. It was proof that the man was who he claimed to be, the legendary Samael Hopkins.

Samael tucked the badge beneath his poncho and ducked under the rope that marked the crime scene. The broken earth in the graveyard looked as if it had been upset by an earthquake, with upturned gravestones and crypts smashed to rubble. A light dusting of snow remained visible in the few small drifts

undisturbed by the morning's events. Several officers busied themselves around the site, searching for evidence.

"There's quite a lot of damage and only a single casualty, an innocent bystander from the looks of it. I suspect that it was some low level turf war. On the outskirts of the City, this sort of gang violence happens frequently." The officer paused. "Sir, if you don't mind me asking, why was a Witch Hunter sent to investigate a simple case of vandalism?"

"The snow didn't seem out of place to you, officer?" Samael asked bluntly before hunkering down next to a cluster of footprints in the mud. He noted the direction of their travel and lifted his head, looking to the south, into the City itself. Taking a small stick, he drew a square in the mud around one of the footprints. It was a slender print with a narrow boot heel. "I want a cast of this print. I think we'll find this footprint matches those found outside the Sanitarium last month."

The officer knelt next to Samael, looking curiously over the man's shoulder. "The Sanitarium?"

"There was an unseasonable snow storm on the day of Phillip Tombers' murder too." Samael responded, rising to his feet

"Phillip Tombers?" The officer asked.

"Familiar with the case?"

"No, but there's a Phillip Tombers buried in this graveyard, sir. His grave's been dug up."

"And gang fights generally involve the digging up of graves, do they? These are the sorts of details that would have been helpful when I asked you if there was anything significant earlier, officer," Samael responded.

The two men walked over to the gravesite. Two other officers were already there, one scrawling notes on a clipboard. It was obviously not Phillip Tombers in the grave. The female body wore white burial clothes and her long dark hair was tangled around her neck. A wide wound, slick with fresh blood, drenched her chest. Samael dropped to one knee and frowned. "Hoist that body out of the grave!"

When none of the men moved Samael stood and grasped a gaping officer by his collar, pulling him close. "Guild. Now. Fetch the Death Marshals."

"The Death Marshals? Really?" It sounded more like a plea than a question.

"That is Molly Squidpiddge," Samael said. "Seamus will come back for her."

New Construction

Beyond the cobblestone streets of Malifaux proper, a development of new construction has begun to grow out from the populated districts of Malifaux itself. Those companies seeking opportunities in Malifaux but failing to secure offices in the City itself have been forced to provide for themselves. A few of these firms have the resources and skillsets required to build their own facilities. The Malifaux district referred to as New Construction stands in stark contrast to the towering brick buildings of Malifaux and resembles the frontier towns ubiquitous in the West.

The large portion of buildings in this district are built from the poor quality lumber harvested from the native Knotwood tree that grows just as well in the highlands as it does in the marsh that borders Malifaux. Although a difficult building material to work with, the New Construction district has never-the-less exploded in size. This district is responsible for the image many people have of Malifaux as the dusty, tumbleweed-strewn frontier town with dirt roads and hitching posts.

A consequence of this sudden expansion has been the establishment of a lumber industry in Malifaux that has facilitated the construction of entirely new settlements in this world, including the populous Hollow Marsh to the north and the more distant pioneer town of Promise. With these local facilities, the necessity to ship in building materials has been eliminated and has reduced the local dependence on the Guild controlled railroad for resources.

Into the Breach

"There is, Miss Viktoria, literally, no place on Earth like Malifaux. In a little less than an hour, we will pass through The Breach of the Great Barrier and go beyond this world into another, into the heart of a City built by a civilization and history unknown to us. This world, this City, is possessed of a living energy that permeates all things. You'll feel it in you." The old man gave his new acquaintance a sly look, an expression that sat easily on his dry, weathered features. "You'll feel it change you. Before we even pass into that world, you will feel it flow from The Breach's crackling circumference, like a flood washing over you. You can't find this energy anywhere but Malifaux."

Viktoria, a young woman with striking, razor-sharp features, boyishly short hair and a sheathed sword lying provocatively across her lap, gave a polite nod. Everyone had heard fantastical tales of Malifaux, of course, from terrifying childhood stories to impossible to believe stage-plays to breathless and unreliable first-person accounts in the newspapers, but it was quite another thing to hear them from a man who had clearly been there before, while on a train merely moments away from the place itself. Viktoria realized her heart was racing, just like it did before a battle.

The man, Leviticus he called himself, was clearly warming to his subject and carried on. "Whether the energy hardens in the ground to form crystals or whether the crystals are the source of the energy, radiating it through everything else in the world, the solid state of this energy is called Soulstone. It is the currency of titans. Whoever possesses Soulstone has the power to change the world, to topple nations, to blot out races, and to manifest any wildest whim as reality. This is the reason, you see, that the Guild regulates Soulstone trade so strictly. It is no coincidence that the Guild seems ever more pervasive each day. Its power grows as its store of Soulstone increases, and every day, they strip more of this precious mineral from the ground.



"Look now, through the window, and see the long series of cars that follow us. All of them are empty, now, but tomorrow, this train will be burdened with the fruit of Malifaux, the elixir that transforms men into gods. It is this mineral, this Soulstone, that can make anything possible. Whatever agenda the Guild pursues in its dim corridors, we can only hope it's benign, true?

"Here I joke about far-fetched conspiracy theories when I should warn you of the dangers of this place. See, even now you can see the glow of The Breach on the horizon. I fear you will soon arrive and be ill prepared for the dangers that await you. I do not embellish the atmosphere of Malifaux. Whether it is the magic of the place, or simply the promise of limitless wealth, this City brings out the worst in men. There is murder in the air. It gets in the blood. The constant threat of death from the world's hostile environment, from the plague of creatures that haunt it, the Neverborn, causes men to act like animals. Despite the towering ruins of civilization you will find there, this is the wilderness. There is no law in Malifaux. Men will lie, cheat, steal, and even cannibalize their fellow man for even the most meager gain."

"Just the men?" Viktoria asked, a mischievous glint in her eye. "How dull."

Leveticus frowned. "Whatever your business there, it is not the sort of place one calls home."

"I have lived in many places, sir. Can't say I've ever felt at home

in any of them, but I always sleep well at night." Viktoria drummed her fingers pointedly on the sheathed sword. "Your City of Malifaux is not the only place one finds thieves and murderers."

"It may be the only City that actively imports thieves and murderers, however." Leveticus said, still frowning.



Dressed practically, Viktoria wore a red traveling cape around her slender form and thick, serviceable boots on her feet. A pair of crossed belts hung low on her hips and a sleek firearm rested on her right hip. Across her lap, the scabbard held a long, curved, oriental blade. The obvious craftsmanship in the scabbard sat at odds with her plain clothes, scallops of warm stained cherry wood set in pale teak to give the illusion of swirling cherry blossoms.

The beautiful scabbard had managed to attract the attention of at least one of Viktoria's companions, although despite her drumming her fingers on it, he was still making far too good an effort of not looking directly at it. Across from her, the only other passengers on this particular car, were her self-appointed tour guide and frightener of young travelers Leveticus, and his female companion. The man looked like he was fresh off the boat from the Empire, with his dress coat and starched shirt, like some erudite scholar more at home in vaulted libraries than frontier trains. His attention to etiquette and expansive vocabulary weren't virtues yet in style in the New World. Aside from his rather elevated sense of self-importance, the man seemed rather advanced in age, as well. He carried a cane, but that seemed insufficient to accommodate the limp Viktoria had noticed as he took his seat back at Eagle Valley Station. A seat, Viktoria noted at the time, he had had to limp several carriages to reach past countless other potential audiences for his monologues. He wore a kind of mechanized brace on his leg that still facilitated his ability to wear neatly pressed trousers. One of his hands, too, bore evidence of this curious augmentation, a technology Viktoria had never seen before. It reminded her of clockwork toys she'd seen in boutique windows back East.

His escort, introduced only as Alyce, shared similar modifications, though of significantly poorer repair. It seemed as if her entire arm had been replaced with mechanized parts, and these were rusted and worn and would make an eerie whine when in motion. She seemed to be barely into her teen years, decades younger than her chaperone, and dressed in a long skirt and humble blouse that clashed with a tomboyish demeanor. It was this girl, Alyce, who openly studied Viktoria's sword, her eyes wide with an endearing curiosity. Occasionally during Leveticus' sustained lectures on the annual rainfall, chief industries, and political climate of Malifaux, she would nudge him in the ribs with her rusty elbow. The squeak of the movement and the sharp corner of her elbow made the gesture impossible to ignore, though Leveticus did his best, batting the girl's arm away each time she tried to win his attention.

Viktoria turned to Alyce, about to test the pair's intentions with a plausibly true tale of the sword's discovery. It was then, however, that Viktoria felt a sudden warmth. Her skin flushed, and she lifted her hand to draw her cloak close, conscious of the rosy blush spreading down over her chest. She was suddenly acutely conscious of the racing blood in her veins and the martial drumming of her heart. A wondrous excitement filled her.

Turning her head to the window of the train car, Viktoria saw The Breach swing into view behind a low escarpment. Never before had she seen such an astounding sight. A walled frontier town was huddled around an enormous loop of brilliant electric flame. The image reminded her of the fiery hoops lions





leaped through at the circus, but this fire was a brilliant blue and burned with long wispy tendrils that seemed to tether it to the sky.

The tracks cut a fortified line right through the town, and the train charged along it, gathering speed, right at the circle. Through it Viktoria could see tall buildings crowded together in the distance. They seemed to shift whenever she was not looking right at them, furtive and sinister movements that could not possibly be real.

“They don't do that up close,” Leviticus said, as if reading her mind. He was craning his neck to look through the Breach as well.

“An illusion, then?” Viktoria said. “A mirage caused by the Breach?”

Leviticus turned back to her, his expression unreadable and with a gaze that looked at her across impossible eons. “Yes. If you like.”

Ever more intense, the energy flooded into Viktoria's blood, making it feel as if it were boiling in her veins. Without thinking she slid her sword a fraction out of its scabbard. The crackling buzz of The Breach filled her ears, and though she knew Leveticus was talking to her, she could not hear him. All her attention was focused on the swirling maw that was swallowing up the train ahead of their car, and suddenly, they were hurtling through it.

She felt as if her body was held in a bolt of lightning, every muscle suddenly contracting. And just as suddenly, the sensation faded. Clenching her eyes, she tried to hold onto it. It was the sensation of power. It was the certain knowledge that reality would not just bend to her will, it would dance to it. It was the strength to accomplish any feat, destroy any enemy, achieve any goal. Though that sense slipped away like sand between her fingers, she could still feel a portion of it smoldering like hot coals inside her.

"It appears you might be particularly sensitive to the energies of this world. Not everyone has such an… ecstatic crossing."

It was Leveticus' voice. Viktoria opened her eyes to see both he and Alyce staring at her.

It took her only a moment to recover. "Oh, did we cross? I hadn't realized. I must have drifted off."

Alyce smiled in amusement, before once again digging an irritated Leviticus fruitlessly in the ribs.

The train slowed and issued a shrill whistle as steam vented from its cylinders.

Rising from their seats the trio made their way to the rear of the car.

Leviticus stepped aside so that Viktoria could disembark first. "Malifaux Station," he said. "Please, watch your step."

Everything that was wrong hit her all at once. What had been a warm, golden afternoon Earthside sun was now a fragile morning light whose spears pierced grey clouds like icicles. The world looked painted on glass. What light there was too bright, too harsh, the shadows too deep and the colors luminous and rich in a way the Old Masters would have killed for. Viktoria did not know if this was just another side-effect of her passage through the Breach, but if it was, it was not fading. Was this life under some distant cousin of the sun? It was invigorating, chilling and unsettling all at once. It even smelled wrong. On the wind came the dirt of the city and the oil-smoke of the train mingling with familiar but far-off hints of decaying swamp and distant snows, but the wind here was a strange creature, and its breath held spices and savors unknown.

And beyond was a city, just as Leveticus had described. The towering buildings could have been Old London or even New Amsterdam, and if it weren't for the subtle assault on her senses, it would be difficult to imagine she was in another world.

Looking to her side, she noticed that her traveling companions attentions were riveted on something across the station. Following their gaze, she caught sight of a pale-complexioned woman in a long coat and stockings. She wore a thick fur cap on her head.

The woman bowed her head in Leveticus' direction and the elderly man returned the bow respectfully. Alyce dropped a very polite curtsy that Viktoria wouldn't have thought her capable of.

"Ridley Station, now departing." The conductor's voice sounded again and the ghost-skinned woman quickly boarded the train.

Turning, Leveticus smiled warmly, repeating his bow. Producing a card from his jacket, he handed his information to Viktoria. Printed on the card in rather bold letters were the words "Leveticus' Captivating Salvage and Logistics: An Eye for Every Detail!"

"If you have need of my services," the man said, in a tone that suggested she would, "please look me up."

Viktoria thought a moment, and then bowed in the style of the Three Kingdoms, just to give the old man something else to ponder. "I'll do that, thank you. It was a pleasure meeting you both, but I have an appointment I must keep. Farewell."

Waving a hand, she departed and was quickly lost in the crowded station. When she disappeared, Alyce jabbed Leveticus sharply in the ribs with her elbow, again, inspiring a hoarse grunt.

"Blast your elbows, child, yes. Yes, I saw the sword. You follow her. I'm off to see Mistress Criid."

Secrets Within

Rasputina couldn't help but smile when she saw Leveticus and Alyce standing across the train platform from her. The two of them were made for each other, she thought, despite the wide difference in their ages. Very few people had been kind to Rasputina since her arrival in this City; the Guild was notoriously cruel to its convict labor. She reminded herself that she had resolved to repay those two for their kindness when she had the means.

She noted, too, the fresh-faced woman in the striking red cape that conversed with them. The sword and its beautiful scabbard at her hip drew Rasputina's attention. The sight of it gave her a sudden chill down her spine, for reasons she couldn't explain.

All around Rasputina, mining labor had gathered, waiting to board the train to Ridley Station where they would then depart for their respective work sites to begin their shifts in the mines. Their impoverished appearance contrasted with the opulence of Malifaux station. The facade that the richly ornate train station tried to sell to incomers bore little relation to Malifaux as these rugged laborers knew it.

Jostled out of her momentary distraction, Rasputina joined the flood of workers who climbed aboard the train. Unlike the cars which were reserved for privileged guests to Malifaux, the cars that serviced the labor class were bare and utilitarian, filled with hard wooden benches and steel floors. Rasputina took a seat by one of the windows and looked onto the platform as it emptied. Now cleared of all the dusty workers, the station returned to a sparkling icon of Malifaux's riches.

Though impressive, she only considered the empty platform for a moment. Reaching into her coat, she drew out the small, leather-bound journal she had taken from Phillip Tombers' body. Its worn pages were well-used. Worked into the leather on the cover were the words, "The Philosophy of Uncertainty". The meaning, if there was one, escaped her. In Phillip's final days, she knew he had suffered from a madness. She took the phrase to be the product of an ailing mind and prepared herself for the likelihood of more as she opened the book.

Phillip Tombers was a graduate student. He had traveled to Malifaux, accompanying his professor, Doctor Heilin, as part of a research group pursuing a new field of study he referred to as "meta-anthropology." Rasputina thumbed through the pages, which detailed his journey west by rail and his impressions of the City of Malifaux. His notes included finely detailed sketches of almost everything he encountered, from the most mundane objects, like the rail car he rode in, to the most fantastic, such as a brilliant rendering of The Breach.



She stopped flipping when she came upon the image she was looking for, and glanced furtively around to make sure no-one else was looking. The car was crowded, but each passenger might have been alone for all the interest they took in one another. She returned to the journal. Phillip had done an incredible job in capturing the structure on paper. It rose from a lake of black water with tall spires reaching toward the sky. The ruins looked like a dying spider on its back, its crooked legs held in a tight rictus. Phillip called the ruins Kythera, a name arising from Doctor Heilin's final words. All about the sketch, in a swirling cloud of maddened letters, were inked the words "Til Gran Kythera Dow," repeated over and over. Rasputina's fingers brushed the page, feeling the indentations in the paper where his pen had scored the words over and over, the texture of his madness.

She whispered the words to herself with a sense of foreboding, as if they were the components of some ancient spell, "Til Gran Kythera Dow." There was magic in this world, and despite her soft whisper those words hung heavy in the air. The miner sitting next to her shifted in his seat, pushing a few inches away from her.

The page opposite the drawing was crowded with words. As the train rattled beneath her, Rasputina read from the journal, curious for real information about Kythera, about her ultimate destination.

Rasputina didn't know what she would find there. To her, it seemed that Phillip Tombers had a penchant for the dramatic. He also had an inclination for very detailed notes. The maps and diagrams that he penned in this

Professor Heilin, I heard you. I will never forget your words. Til Gran Kythera Dow. They are the words that haunt me. So much do I fear that their meaning will be revealed to me. They are, no doubt, a revelation that would fracture my mind. My certainty of this lies in the sound of your cry. You spoke those words not in pain, or in fright, but in madness. It was the cry of a man who had discovered something so terrible that sanity could not survive.

I feel compelled to write of this place. It is the only subject my mind seems willing to consider. My memory of it is so vivid, and in the weeks since I left there, I have analyzed each image in my mind with such clarity I never knew my thoughts possessed. The world beyond that place, beyond Kythera, has ceased to exist for me. Reality seems as if viewed through the filter of a dream. Only Kythera is real to me. Perhaps I died there and am now a spirit unable to rest, haunting an infirm world, viewing it through the veil of death. If I am not dead, it is no matter. My life ended the moment those words were spoken.

At his cry the ruins responded. The tall spires that stretched above the sunken ruins were not stone but clusters of cogs and levers, these nested together in a way that made a joke of geometry. Each part bore inscription in lettering unknown to us. Each spire reached high on one end and on the other, disappeared into the inky waters of the bayou where the metal was decayed by the caustic waters of the swamp. The spires numbered seven and stood in a circle around a dark pool.

At Doctor Heilin's cry, the water began to churn. Mechanisms long submerged spun to life. The spires themselves, constructed of gears with teeth long broken, were suddenly animate, moving in spite of the condition of their parts. The pillars pushed away from the pool and opened to the sky, their movements accompanied by the grinding scream of gears that protested their motions.

Doctor Heilin, I pray that his death was quick. Perched as he was atop one of those great spires, he fell into the churning water and was pulled beneath the surface. The machine, for that is what this ruin is, a machine of great scale and great complexity, was sated by Doctor Heilin's death. His body consumed by the water, the machine stilled. Only the cries of my fellows sounded in the swamp.

The description I give here cannot explain the terror or wonder of that sight. The madness that gripped my fellows in the moments after are much more telling. They wept and tore at their hair. In their horror they beat at their chests and ripped their clothes and flesh. Few could recall what had happened, their minds unwilling to contemplate the memory of that event. Why my mind refuses to leave that moment, petrified forever in that frozen moment of terror, I do not know. We must all deal with horror in our own way. I am jealous of the mercy visited upon my fellows.

If this journal survives beyond my death, survives where my sanity fails, I warn all to be clear of that place. I know what exists beneath that pool. It is death.

book would lead her to that place. She gazed out to the east, lost in thought.

The train began to slow. Around her, the open plains became studded with small buildings as the engine made the approach to Ridley Station. With its dilapidated structures surrounded by wilderness, the place couldn't be more different to Malifaux Station. As for what lay beyond, on the way to Kythera, she could not begin to imagine.

Staying Dead

"Tell me, how long has she been dead?" the Judge asked.

Molly's body lay motionless on the slab. The Guild officer known only as the Judge hovered over her. It was his duty to determine guilt, declare judgment and carry out sentencing in the field, but the criminal he most wished to judge remained elusive. Perhaps this corpse could help.

His dark, hollow eyes moved from Molly's body to the Guild Coroner, a man named Douglas McMourning, a jerky, excitable fellow who seemed to draw much more enjoyment from his morbid occupation than seemed appropriate to the taciturn Judge. He had a thick mane of greasy hair and a bloody apron whose pockets were full of the razor-sharp implements of his trade. His ever-present smile, toothy and manic, was a source of eternal irritation to those Guild members unlucky enough to work with him.

"Ah, Your Honor, you're trying to trick me. Miss Squidpiddge's funeral was well covered in the paper several weeks ago. Such a grisly end, and the paper spared none of the more morbid details. I think I have the story lying around here. I could look for it," the nervous McMourning responded, joining the Judge at the slab.

"I'm not in the mood for your inane banter", the Judge snapped, mentally shelving a note to enquire why McMourning would keep such a story on hand. "How much has the body decayed?"

McMourning retrieved a large file from a nearby desk. He produced a series of photographs and laid them out on Molly's torso, his fixed grin aimed at the Judge the whole time.

"I've only just brought her in," the Judge said. "How did you have time to take these?"

"My point exactly, Your Honor," replied McMourning. "I took these before her funeral, and I can guarantee that good as I am with preservative fluids and cosmetic touches, I am not this good."

"No visible change in how long?"

"My estimation of her time of death is identical to the report I filed when I received this body in the morgue the first time. She shows no signs of decay since that day over a month ago. If I didn't know the circumstances of her reanimation-" the Judge snapped him a look, but said nothing, "-I would be forced to conclude that she was newly murdered." The coroner grinned crookedly before adding, "But I knew she was one of Seamus' girls when I first laid eyes on her. He has a very particular taste, don't you think?"

"I'm not interested in your aesthetic observations, McMourning, only your professional,"



"Very well, Your Honor. The technique used to reanimate this corpse has never been seen before. She is clearly not animated at present, but still lies under enchantment for the body refuses to decompose. The amount of energy expended to accomplish this must have been great – based on what we know of Resurrectionist processes."

"That will be all, McMourning. Leave the corpse and the file. I suggest you find something to occupy yourself with elsewhere. The Lady is coming. She is not as indulgent of eccentrics as I am."

McMourning twisted his face into a sneer. "Your tolerance is overwhelming." The coroner turned his back and started toward the exit. "Your Honor."

Even while the door swung behind him, the Judge could still hear him muttering to

himself. "She really should get a sense of humor. That old severed hand prank was a classic. Just a little joke..."

His voice faded slowly, but the Judge paid him no mind, now deep in Molly's file. He spread the remaining documents on the nearby table and sat down to study them. The first thing to catch his attention was a photograph taken by Molly herself. In life, the woman was a talented and well-regarded reporter for the Malifaux Record. Her last story involved the recovery of a unique Soulstone from the swampland east of Malifaux.

The image showed the stone in the Vault of the Malifaux Museum of Natural History, in a glass case that was meant to join an exhibit about the City bound for New Amsterdam. It was expertly cut and set in a delicate silver broach. The teardrop cut of the stone and the venomous green tint gave the stone its name, the Gorgon's Tear, and few Soulstones equaled its size. Molly's photograph, however, showed that the name had deeper meaning.

Cloaked in shadows behind the Gorgon's Tear display case was a statuesque woman. Her attractive shape was dressed in a voluminous and rich Victorian gown. Her tightly corseted waist accentuated her hourglass shape while the scandalously low bodice and her slender, bare shoulders put the Judge in mind of some of the ladies at the Star Theatre, although there the resemblance ended. Winding serpents were draped across her shoulders and her head was a nest of vipers, just like the Medusa of Legend. The snakes concealed her eyes, a merciful thing, thought the Judge, though her lips wore a smile both beautiful and frightening.

The Judge found himself momentarily mesmerized by the apparition's intriguing alchemy of beauty and terror, but the attached report assured him that the woman was a figment. Anomalies described as ghosts had been photographed in the past, and all had been debunked as natural phenomena or hoaxes. Guild researchers were busy at this moment trying to discover the source of this particular anomaly. Being in a room with the recently animated dead made him willing to consider the reality of the monster in the photograph, despite whatever science the researchers might posit.

With that thought he glanced up at Molly, just to confirm she was still among the genuinely dead, and realized Lady Justice herself was standing scant feet away. Rising quickly, furious with himself for being caught off-guard, he saluted. She returned his salute with an informal nod. Her practical attitude was reflected in her casual dress, tall boots, denim pants, and functional shirt. She seemed much more at home in the streets of Malifaux than the Offices of the Guild. The tools of her trade, the heavy revolver and the long oriental blade, were slung low on either hip. If you didn't know who she was, you would never guess at her lofty position within the Guild hierarchy, but then, the Judge considered, who in Malifaux did not know who she was?



Though blind, Lady Justice nevertheless left everyone with the uncanny impression that she could see far better than they could. "At ease. Brief me on the events of the cemetery."

Sitting, he related to her the situation at the graveyard, of the scattered pieces of Phillip Tombers' corpse and the discovery of Molly's body in his grave. "He must

have been well pleased with his discovery to have been so distracted as to leave Molly behind. She's clearly his most sophisticated reanimation to date."

"Agreed," Justice replied, her voice expressionless. "Samael's report mentioned that Tombers' head was missing."

"Yes. I believe he may attempt some kind of divination."

Justice approached Molly's body, unerringly avoiding the fresh spills on the tiled floor. Aside from the red stain in her burial gown, Molly looked peacefully asleep. The Lady was reminded of the tale of the Lady of Astolat, and she was certain this corpse would meet her knight again.

"I'm more immediately concerned about recovering the Gorgon's Tear. The Governor General underestimated its legend when he relinquished it to the Archive. It exhibits properties beyond those of a typical Soulstone," she said.

"Samael believes it to be what Madame Criid has coined a 'Conduit,' an object by which an immaterial entity might communicate with the physical. Madame Criid claims Miss Squidpiddge's photograph confirms the existence of such entities."

"Theories are unimportant at this moment. That Seamus has managed to accomplish this with the Tear makes it an unknown variable we cannot ignore. His capture is more important than ever." With lithe steps she moved to stand over the body of Molly Squidpiddge. "You will use this body to bait him. He has shown attachment to his creations in the past. You will exploit this weakness and seize him."

"Yes, my Lady."

Lady Justice was silent, contemplating the body. "I remember this one. She was a rare soul in this place. She does not deserve this end." She reached out and, with surprising tenderness, took a bone-white hand in her own.

The Judge heard her curse, and saw her holding up a severed hand that clearly did not belong to Miss Squidpiddge. She dropped it in a bucket with a resounding clang.

"If you see McMourning..."

"Yes, my Lady?"

"...break something."

"Yes, my Lady."

The Gorgon's Tear

The Gorgon's Tear is a relic of the Breach's first opening. The wilderness expedition that discovered Malifaux returned to Earth with a number of artifacts discovered within the City. Of these artifacts, the Gorgon's Tear, is easily the most famous, not only because it's the largest Soulstone ever found, but because it's bright green beauty hypnotizes all who look upon it.

Acquired by Bernard Hughes, the stone has passed through several owners, each dying a tragic death while the stone was in their possession. Owing to the Death Effect of Soulstone, this magical jewel grew ever brighter with each successive owner.

The jewel would eventually find its way back to Malifaux in the possession of a wealthy land surveyor. This surveyor's body, along with the Tear, would later be recovered from the belly of a giant swamp creature killed by Guild sanctioned hunters.

Various mystical powers are reputedly possessed by the stone, but the tale whispered most frequently in the salons is the presence of a spirit within it. Many owners have described a sensation of being watched, of being haunted, and a photograph taken of the stone, by the late Molly Squidpiddge, includes what appears to be a ghostly woman in the background, a woman with a wreath of serpents about her head.

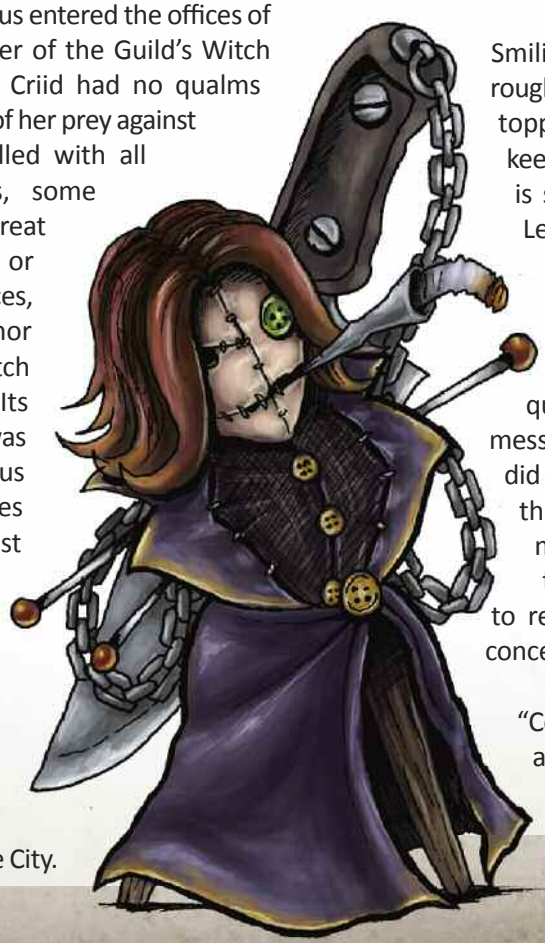
Lost and Found

Alone with the wind and the silent shadows, Malifaux at night was a place to let one's imagination run riot. This was, mused Leviticus as he limped through the deserted streets, not a good idea. In Malifaux it was not unknown for men's imaginations to come to life and eat them. Still, he was not such easy pickings as he might appear, and in his limp was the authority of a veteran guardsman on his rounds, or of a battle-worn king, walking his camp on the eve of battle.

He soon arrived at the Guild Enclave, where the buildings rose higher than all others. They cast long shadows so that even in the day the roads were draped in darkness. The seat of the Guild's power, this section was in the best repair of any district of the City. Here stood the Governor General's mansion and the Guild's various offices.

Here was where privilege resided, vacationing in this alien world. The thought of vacationing in this City made Leveticus laugh, but the Governor General was careful to shelter his influential visitors from the more unseemly elements of this world.

His destination in sight, Leviticus entered the offices of Madame Criid. As chief officer of the Guild's Witch Hunter task force, Madame Criid had no qualms about turning the techniques of her prey against them. Her quarters were filled with all manner of mystic devices, some bubbling, others spinning, a great many glowing, crackling, or sparking. Of all the Guild offices, save for those of the Governor General himself, the Witch Hunters were the largest. Its chambers were filled, or so was popular belief, with the various arcane monstrosities perpetrated by the Arcanist threat, all these blasphemous magics under intense study. It was even rumored that deep below the Witch Hunter offices was a dungeon where these criminals were imprisoned, a dungeon connected to an ancient catacomb beneath the City.



Sonnia Criid was hunched over what looked like a miniature astrolabe, and Leveticus walked slowly toward her, making sure his cane clacked loudly against the tile floor. Turning, she exhaled a lungful of pungent smoke. "You're late." She ground her cigarette against one of the spheres of the astrolabe, leaving a burnt circle on its polished surface. "Would it kill you to get a cab?"

"No. I tried." Leviticus waved away Sonnia Criid's perplexed frown. "I like walking at night. You meet all sorts of interesting people at night."

"Really? I prefer to meet interesting people with all the lights on, and a gun in my hand. What news of that woman and her blade?"

Leveticus gave a stiff but respectful bow. "Viktoria has arrived. Your source was correct. She carries with her an oriental blade in a cherry wood scabbard. I was not able to inspect the blade, but the dimensions match the description you gave. I believe it to be the Masamune. Alyce is currently following her."

Smiling widely, she slapped Leveticus roughly on his shoulder so that he almost toppled over. "Your little poppet is keeping an eye on my priceless artifact, is she? She best not lose my sword, Leveticus."

He straightened his back, standing at his full height. He let his irritation show for a moment, and then quieted his gaze when Criid got the message. She was a powerful ally, but it did not hurt to occasionally remind her that so was he. "She is capable. Tell me, Sonnia, what is your interest in the blade? I know you well enough to realize it's not historical relics that concern you."

"Come, let me show you. If anyone can appreciate my curiosity, it would be you."

Sonnia navigated the labyrinthine passages of the Witch Hunter stronghold, Leviticus finding it difficult to keep pace. The old injury in his leg, the one that never quite healed, had flared up at the unseasonably cold weather. He managed, though, gritting his teeth and bearing the old, familiar pain like a friend, and soon the pair arrived at a locked chamber.

It was a large steel door with several iron bars sealing it. Withdrawing a ring of keys, Madame Criid addressed each lock in turn before drawing a lever to pull open the door. Inside the windowless chamber was a writing desk with a large map unfurled across its surface. The walls were decorated with a dozen beautifully inked scrolls.

Leveticus entered and took out a pair of reading glasses from within his coat. The scrolls were large, a meter in width, and as tall as a man. Each held an individual scene of intricate artistry, and was filled with exotic foreign characters.

He looked at Madame Criid. “These are Nippon logographs,” he said in surprise.

Tugging off a silk glove as she moved to Leveticus’ side, she touched the crisp paper of the scroll. “Correct. They were found by the Ortegas, being transported by gremlins in the swamp.”

“Gremlins? They’re barely self-aware. And they are inherently destructive. What interest could they possibly have in these, but more importantly how did they acquire them?”

Sonnia smiled knowingly, studying the characters inked on the scroll before her. “And now you understand my curiosity, Leveticus. Can you read them?”

Leveticus shook his head. “No, I’ve never learned the Nippon language.”



"These scrolls tell the story of a desperate prefect whose province was plagued by a demon. His lord had become possessed and led his army to raze the countryside. With no place left to go, this prefect journeyed into the mountains to pray. There he came upon a small school and the master of that school. That master, according to the writing in these scrolls, was the legendary swordsmith, Masamune. Masamune gifted this man with a blade. Armed, the prefect returned to his lands, sought out his lord, and struck him with the sword."

As Sonnia spoke, Leveticus realized the events of the story were recorded in the images on the scrolls. He saw the prefect confronting the lord. The demon appeared as a bright red aura that surrounded him. The sword swept through the lord’s body, but he was unharmed. The demon, however, was cut down the middle and defeated. The final scroll showed the sword being enshrined.

Sonnia traced the final character. "This represents unending peace and prosperity. Perhaps that peace came to a close because the sword was taken. As we both know, all of Masamune's blades are lost."

"But you believe one of them has been found?" Leveticus asked. "You believe the blade of this woman you had me follow tonight is the same blade described in this tale?"

"I do, and I think I am not the only one, but my theory extends further." Sonnia said, grasping her hands behind her back and pacing around the room. "I believe these scrolls arrived in Malifaux with the first Governor General, in that time before the Breach was sealed against us. I believe that a Neverborn creature captured these scrolls and was somehow able to decipher their language. These creatures have displayed varying amounts of intelligence, and there are a great many devices and magics that exist in this City that we have not been able to divine the purpose for."

Leveticus interjected before Sonnia could get too far from her point. "And you believe that whichever creature translated these scrolls has reached the same conclusion you have regarding Viktoria’s sword, and

has contacted her, summoned her to this place? All for the Masamune?"

He could see her sizing him up, choosing her words carefully. "That is what I believe."

Not quite sure if she shared her certainty, Leviticus examined the scrolls a second time. The only Masamune in the world was not something that would simply allow itself to be found, not without cause, and not by just anyone. Why here? Why now? Why Viktoria? It seemed the population of interesting people in Malifaux had just gained a significant new member. After several minutes of silence, he turned his eyes to Sonnia. "You could have told me this before I sent my Alyce after that woman."

Sonnia laughed softly in surprise, and shook her head. "You did say your poppet was capable, Leveticus."

Downtown

Truth be told, the only segment of the City the Guild is willing to declare completely secure against Malifaux's natural and supernatural predators is the section commonly known as Downtown by its residents. Beginning at Malifaux Station and radiating outward for dozens of blocks, Downtown is bordered to the south by the riverfront, protected by Guild-constructed defenses to the north, the Industrial Zone eastward, and ending to the west at the border of the Slums. Encompassing Guild structures crucial to Malifaux's administration, such as the Governor General's Enclave, the Gaol, and Guild Headquarters, the Governor General has taken great pains to ensure the Guild is able to repulse whatever Malifaux would throw at it, at least until evacuations of critical personnel back through the Breach are underway.

Using materials scavenged locally, as well as timber, brick, and stone shipped in from Earthside, Downtown's streets and buildings are in excellent repair. The streets are well lit by gas lamp after sundown, providing Downtown residents with a nightlife that ends in screams and bloodshed less frequently than a night in, say, the Slums.

Newly arrived visitors, including convicts and contractors slated to work locally rather than shipped out to mines or Pioneer Towns, are given their choice of hotels and eateries. It is the Guild's intention that short-term visitors Breachside are treated to as many of the creature comforts of home as can be made available, while permanent visitors are quickly made aware of what they stand to forfeit by causing trouble for the Guild or its agents. Guild Guards are a constant presence Downtown as well, reinforcing the image of a safe haven in a strange land the Guild strives to project.

Despite this safe image, danger still stalks Downtown residents. The City's ancient sewer system's rat warren of tunnels connects Downtown to the riverfront and locales outside the Guild's control. Guild agents prowl these tunnels, seeking out and sealing off any breaches when found. However, even the Guild's patrolling vigilance is not a guarantee that Malifaux's myriad them will not at some point get in. Neverborn and Resurrectionists stalk Downtown's shadowed alleys and backstreets in the deepest part of the night, hunting victims for their ghastly schemes. Fortunately for Downtowners, the Guild is always ready to put bullet, blade, and spell to work when running afoul of its enemies, and to date, no serious infestation of Undead or Neverborn has troubled Downtown, but who knows if or when that may change.

Rude Awakening

The fatter of the two moons hung low and large in the sky over Ridley Station. Where Malifaux Station was built to boast of the Guild's triumph over a dark frontier, Ridley Station was far more utilitarian, though no less impressive. Heavy machinery with fearsome mechanical arms hunched over the rail cars behind the engine, plucking them from track to marshaling yard and back again like a child with his toys. Another class of machine, connected to giant silos alongside the tracks, filled the cars with freshly mined ore that would be processed elsewhere to extract the valuable Soulstone. Had it been raining coal scuttles Rasputina did not think the din could have been any greater.

She, like everyone in the modern age, had heard of Soulstone. Like all but the very richest, she had never possessed one. These gems were said to have mystical properties and were single-handedly responsible for bringing about the Second Age of Magic on Earth. According to Guild reports, only ten percent of the ore mined in Malifaux contained Soulstone crystal. Of that ten percent, only a very small fraction was of suitable size and purity for sorcery. The remainder was used for alchemy, enchantment, charm-making, and even perfume which claimed to magically ensnare anyone the wearer desired. It was very popular among New World debutantes, Rasputina had heard. She had no idea what a debutante was, but was fairly sure she would despise them.

"Ma'am." The coachman bowed deeply. "Your wagon is ready."

"Misha," Rasputina called, and the cat-like creature at her feet leaped through the wagon door and made itself comfortable on the padded bench. Rasputina followed, and the coachman closed the door behind her. He leaned on the sill after he turning the latch.

"As I said before, Miss, we only go so far as the Delta Six site. Beyond that and the terrain is far too marshy for the horses to continue." He glanced at her spotless, fur-trimmed cape. "You won't find much but swamp and worse past there."

"I understand. I've already made arrangements to meet with a wilderness guide and a marsh boat at Delta Six. Your service to that site will be sufficient."

"As you say, Miss. We depart presently." The coachman climbed aboard his stoop, and with a lash of the reigns, the small wagon was underway.

Rasputina held Phillip Tombers' journal tight in her lap, but it was the strange scenery of this world that fixed her attention. Back on Earth the stunted woods, smoke-burnt skies and ash-laden fields would have been an unrelenting grimness of grey, but here the landscape was shot through with vivid streaks of bold color, arresting speckles and startling swathes from some defiant painter's brush. For a fanciful moment, Rasputina imagined the countryside fighting back against these foreign interlopers and their dark and furious mills, and the thought warmed her. She had been brought to this land in chains, for a crime so terrible she could not speak of it, even in her own defense. Those chains had been real enough, but she had brought others with her, ones her mind had forged for her, out of a guilt no mother could ever escape. Those chains had been no less real to her. She had thought she deserved her fate and, without the power or the desire to fight back, had suffered greatly and for a long time. But then He had found her. He had shown her the power of winter and what she could one day accomplish with it. He had given her the strength and the will to fight back, and so she had. But she was painfully aware that whatever He was, He would exact a price for his assistance. Nothing in this world was ever free.

As Ridley Station was left behind, the knotted, writhing trees closed in around the little coach. The canopy of sparse leaves and skeletal branches blocked the glow of the moon, and leaning out of the window, Rasputina saw that only the coachman's lantern provided any light to guide them down the narrow track.

The rhythmic vibrations of the coach, and the shadows that danced around her, had a soothing effect, and Rasputina soon fell asleep. She dreamed of snowy peaks that rose over mines far below. A tribe of gaunt people lived there in her dream. They wore cloaks and furs, and beneath a steel sky they danced around a great effigy. Made of wood and stone, the effigy had hollow eyes and a wide open mouth. The giant pointed teeth within came from the tusks of many sacrificed mountain creatures. The tribespeople chanted as they danced, the same strange word again and again in voices that were harsh

and alien. Rasputina did not recognize the word, could not pronounce it, even in the strangeness of the dream, but she knew the effigy by a different name: December.

She woke with a start, and with Misha, her hoarcat companion, pawing at her arm. The coach lurched from the path, and then jerked to a halt as the horses reared with fright. There was a scream of terror, and Rasputina leaned out the window of her carriage just in time to see the coachman knocked to the ground. He had barely landed when a flock of child-sized creatures swarmed him out of the darkness. Glints of talons and sharp teeth in the wildly swinging lantern light were joined by dark, red blossoms as the man's body was torn asunder before his initial scream had time to fade.

Rasputina fumbled at the latch to escape, but the mechanism refused to budge. Panicking, she kicked hard and the door flew open. At the same moment something struck the wagon so hard it felt as if a train had ploughed into it. The world revolved and the air filled with splinters and dust as Rasputina was hurled clear from the destruction. Either the initial blow or the landing against the roots of a tree wrapped iron serpents round her lungs as she gasped for breath. She tasted blood in her mouth as she tried to rise, legs suddenly weak as water. Where the wagon had been there was now a sight that had her wondering if the blow had robbed her of her wits as well as her breath. The lantern had shattered and oil burned fiercely in the dry brush. Towering over the wreckage, black before the orange fire, was a giant monstrosity, a creature born from hell, with great horns upon its head, cloven hooves that trampled the timbers, and huge wings that fanned the flames.

The creature snarled at her and advanced, the bulk of its body casting a dark shadow over her. It was not the creature that spoke, however, but a soft, seductive voice from the darkness, as if the dry leaves themselves spoke. Even dazed, Rasputina knew instantly who it was.

"You were sweet not to die on me before I had a chance to kill you myself." It was Lilith, one of the leaders of the Neverborn, although Rasputina still could not see her.

The creature hunkered down over Rasputina as she willed strength back into her battered body. She could feel the hot blast of its breath spill over her and she gagged at the noxious scent of decay. Black lips drew back over jagged teeth in a mockery of a smile just inches from Rasputina's face, and she suddenly thought of Misha, toying with a mouse

But this mouse had teeth of her own. Rasputina's hand lay on a large splinter of wood. "I've learned to take my chances," she replied. She struck deftly, plunging the wooden stake into the eye of the beast. A gory geyser of fluids erupted, and the beast staggered back, clutching its ruined face in agony.

A cold wind sprang up, fanning the flames of the lantern's spilled fire so that it swelled into an inferno that engulfed the trees. Rasputina found her feet and ran. The wind was with her, and in it was the chill of winter. The wind was her weapon, a scythe to cut through the bones of men and freeze their spirits. The wind steadily grew in power, becoming a ghostly howl that whistled through the trees.

Amidst the howl, the seductive voice laughed softly. "Winter is coming, but not in time to save you. The white veil of snow will not hide you from me. This is my land, my soil, my trees. This time, you will die."

Rasputina stumbled through the black woods. "Lilith! I am nothing to you! It is him you want!"

Lilith's tone turned quickly to rage, her voice coming in the rattling of the branches overhead. "He is with you! He is in you! He will watch you die, and I will savor the ruin of all his plans!"

"I am my own!"

"You are his!" Lilith's voice came as booming thunder from the boles of the dark trees all around, surging on the growing wind. "Let him know he can cheat death no longer. I have found a way to kill him! Tell him! Tell him with your last breath!"

The fire that burned behind Rasputina was lost now, and she ran in darkness, with only blind luck and instinct keeping her from snapping an ankle on a root or her neck on a branch. Just a moment longer, she knew, and winter would arrive, and she would have the power to turn and stand against Lilith.

Lilith struck. She flung out of the darkness, her heavy sword held overhead. Rasputina heard only the sound of her war cry before the pommel of Lilith's sword struck her on the head. The force of the strike combined with Rasputina's own momentum to knock her out cold, her body falling to the ground before Lilith like a rag-doll. The wind that was building died, and the forest fell silent.

Dead Man's Head

McMourning watched as his stout lab assistant struggled with the manhole cover in the middle of the dark cobblestone street. He was sitting astride his new velocipede with head held high, going round and round the grunting Sebastian in tight circles like a leaf going down a drain. The narrow rubber tires squeaking on the polished stones.

"These people just don't give me the respect I deserve," he said. "Or appreciate all the hard work I put in."

"Too true, Master," his assistant grunted as he heaved his considerable body weight on a large iron bar in an attempt to dislodge the cover.

"Who does he think he is to kick me out of my own morgue? And Justice? That blind skrewk couldn't be more pompous if she traveled everywhere on a throne. Hah! What a thought! I must mention that to old Nicodem next time I beat him at chess."

"Skrewk, sir?" Sebastian asked, as with a final belly-flop on the bar, the manhole cover sprang free. It rolled down the street and spun a few times before coming to a ringing halt.

"It's a term of resentment that I've invented. I'm testing it out," McMourning stated matter-of-factly as he brought his two-wheeled contraption to a halt by riding straight at Sebastian. The doughty assistant took the handlebars in his ample midriff with the barest of grunts. McMourning dismounted, then spent a few frustrating minutes fighting the machine as it stubbornly refused to fit down the manhole. He sighed, and gave up. "These things are never going to catch on, you know. I suppose I am expected just to leave it here now, and get another one tomorrow? The modern world has gone mad, mark my words."

"Very good, sir," his assistant responded, with a measured tone butlers would have killed for. The two of them descended the short ladder before splashing into the shallow sludge that oozed slowly through the wide sewer channel beneath.

McMourning wound a dynamo-powered torch and held it aloft. The electric glow sent shadows looming on the curved walls as the two men started down the tunnel. If McMourning noticed the suffocating stench he gave no sign.

Malifaux's sewer system existed as a vast catacomb beneath the City. In truth, McMourning had discovered, what was sewer today had been City, once upon a time. New construction buried the old. It was a dangerous place to be. Not only was it widely utilized by those irritating Arcanists in their smuggling operations, but it was also haven to nocturnal creatures who had first made the sewer their home in those years when the City lay uninhabited. These monsters were just as happy to dine on man as rat, and as they progressed, the two men kept a close watch.

With his experimentations in necromancy, McMourning himself had contributed to the monsters that claimed the sewer as home. He found it a convenient place to dispose of his failed creations, although of course, to a scientist there was no such thing as a failed creation. Merely the discovery of a means of creating something he did not currently want. The disposal was a practice he shared with others of his craft, each finding it an easy method of doing away with the less-desirable results of their scientific advances. Consequently, these sewers now brimmed with a vast population of the Undead, some of which bore McMourning some minor and unjustified ill-will.

Despite these dangers, the sewer was one of the few ways to cross into the Quarantine Zone. In the first few weeks of Malifaux's resettlement, the Guild quickly realized it could secure only a small fraction of the sprawling City. They established a series of checkpoints and cordoned off an area fit for habitation. The abandoned areas became known as the Quarantine Zone and represented the greatest portion of the City by several orders of magnitude.

Treasure-hunters and looters were attracted to the potential riches that might be discovered in the Quarantine Zone, but this portion of the City belonged to the predatory Neverborn. The few who journeyed beyond Guild checkpoints rarely returned.

Those who survived the ordeal discovered the legacy of a vanished people. Mysterious artifacts, ingenious devices, and expansive libraries of arcane knowledge represented the riches of a culture at its height.

Chief amongst the discoveries found in the Quarantine Zone were those volumes which described the craft of necromancy. It was a previously unknown art, and was outlawed almost as soon as it was discovered, but it was particularly valuable to those venturing beyond the Guild enclave. Necromancy allowed those looters to populate districts of the Quarantine Zone with their own private militias of Undead, fortifying strongholds and fighting off the Neverborn threat in that lawless area.

The Guild soon discovered that several budding necromancers had achieved this feat and that several such strongholds existed beyond the reach of their officers. Consequently, the Guild declared looting an offense punishable by death. Anyone attempting to cross into the Quarantine Zone would be shot on sight. This left the unpatrolled and ubiquitous sewer as one of the few clandestine passages between civilization and the Quarantine Zone.

Arriving beneath another access hatch, McMourning held up his dynamo-lamp. "I think this is it."

Sebastian reached up with his iron bar and rapped three times on the bottom of the manhole cover.

After a moment, the cover was lifted away and the desiccated face of a morbidly obese woman appeared, her eyes devoid of life and emotion.

“Sybelle!” McMourning exclaimed. “Any face that can make a man miss the sewers is one to treasure. Seamus always could pick them.”

Climbing out of the sewer, McMourning and Sebastian found themselves in a wide, unlit street. Unlike the Guild enclave, which had seen significant restoration, this street was broken, its cobbles overgrown and curbs leaning drunkenly. Tall buildings stood amongst those that were ruined and collapsed, each a potential dwelling for a coven of Neverborn monsters or a hive of rogue zombies.

Seamus stood nearby, attended by his reanimated harem, who held shuttered lanterns. Beside them was a large wagon, the kind a street vendor might use to peddle his wares. On the wagon was a hefty generator with leads running to a smaller device. The filigree parts and delicate components marked it as an artifact of Old Malifaux. Lying next to the smaller device was a dismembered head. It took only a glance for McMourning to put the head's state of decomposition at a month or so.

Seamus smiled and bowed deeply. "McMourning, sure it's lovely to see you and your monkey again. Thank you for meeting with me and my ladies at such short notice. I have need of your assistance, you see."

McMourning frowned. It was unlike Seamus to get to the point so quickly. He had expected the usual torrent of lewd and unsavory blather. "So your note said."

A body had arrived at his morgue, and McMourning, in the course of the autopsy, had discovered the man had choked to death on a scrap of his own boot leather. A scrap that had a message on it from Seamus. The lunatic had even signed it, as if the author of such a note could ever be in any doubt

"My cousin died,” Seamus said, casting his eyes down in poorly feigned sorrow, "and I would stand it a personal favor if you'd let me have her body. A distant cousin, sure, but a kind and lovely girl. Her family will worry so unless she's properly buried, you know, in the old country."

"Your cousin, is it? Not even the most feeble-minded tinker in the Thieves Bazaar would buy that one, Seamus. I said that I had received your message. I have something you want, and I am pretty sure I know exactly who you mean. What have you got for me?".

Seamus waved a hand, and one of his Undead ladies of the night shambled over to the generator and tugged on a large lever. There was a suitable meaty clunk, to which McMourning nodded in approval. Approaching the wagon, Seamus took up a small wand-like device which crackled and sparked violently at the tip. McMourning liked it already, and if it actually did something he would like it even more.

Holding the device over the decapitated head, Seamus squeezed the lever, sending a brilliant arc of electricity from the tip to the decaying flesh of the head. The light was so bright that everything beyond the flare of the electric arc was plunged into darkness. Only Seamus' face and the corpse's head were visible, seared in silver, one leering mask above another. The arc burned the flesh away, revealing the surface of the skull

beneath the scalp. With careful movements, Seamus drew an arcane rune directly onto the bone. The symbol had sweeping arcs and sharp, straight lines that looked to McMourning like a raven with its wings spread wide.

Just as suddenly as it had come the light was gone, and McMourning winced as a stabbing pain shot through his head. It took him a few moments to recover his sight, and even then, that mark hung in front of his eyes like a ghost.

"Damn you, Seamus, warn me before you do that!" At his side, Sebastian had fallen to his knees and clutched at his face, tears of blood trickling from between his fingers. McMourning opened his mouth to protest, but Seamus interrupted him.

"Good morning, Phillip, old boy, how do you feel?"

The dismembered head, now with his scalp mostly burned away and a symbol scorched into the bone of his skull, opened its eyes and looked up at Seamus with a surprised expression. Its voice was faint and hollow, like wind through a crypt. "I'm... I'm alive? But that woman, with the sword... I thought she'd killed me. Saints be praised..."

"Ah, hold on there, now, Phillip," Seamus explained calmly to the corpse-head. "You're a one for jumping to conclusions. You are quite dead, sure, but I've delayed you from reaching your afterlife, for now. But listen to me, being quite rude here. My name is Seamus, Phillip." He tipped his enormous hat. "You might even have heard of me. This is Sybelle and her girls. Girls, Phillip. This is Doctor McMourning, although no shame if you haven't heard of him for he is not quite as well-known as I am, and that is his monkey."

Phillip's eyes darted back and forth and grew wider and wider as Seamus went on. Then he opened his mouth and screamed. It was the sound of a man losing his last fragile grip on reality.

"Oh, do. Shut. Up." Seamus grabbed what was left of Phillip's hair and thumped the head off the wagon with each word, then stuffed it into the bag at his feet, grinning at McMourning the whole time like a maniacal salesman with unruly merchandise. "You work hard, but sometimes you just don't get the respect, do you?"

From within the zippered bag, the muffled scream carried on until Seamus delivered a particularly vicious kick. He took up the Old Malifaux device and, giving it a rough tug, he broke the leads from the generator and pulled the device free. He summoned one of his decomposing belles and she lurched forward, carrying a small bundle wrapped in canvas cloth.

"McMourning" Seamus said, delivering a smile so charming and devilish McMourning felt an overpowering urge to check his wallet was still there. "You old rogue. This here will waken Molly. She's not my cousin, and I apologize for lying to you, in my grief. She's my aunt." He waved a hand dismissively. "My aunt's cousin. She will know how to reach me. But the Guild will be watching, so I will provide a distraction, and you will provide means for her to escape from your morgue, which is a horrible place for a lady to be in any event, I am sure you will agree. In exchange, I will give you this device and the manual to explain its operation."

McMourning snorted. "It came with a manual?"

Seamus shrugged. "Of sorts. More a warning than an actual manual. I had it bound, sure."

McMourning pointed at the bundle in the zombie's arms "What's the package?"

Seamus' face clouded, and all the wild mirth vanished in an instant. "It is the Gorgon's Tear." The zombie pulled back the canvas wrappings and revealed the large green jewel in her hands. It was secured in a thick silver setting. A sickly green glow spread out, so thick and heavy McMourning almost thought he could see it move.

He kicked Sebastian, who was still on his knees. "Get that stone from the zombie."

Sebastian, still wiping the blood from his eyes, stumbled to his feet.

Seamus frowned. "If your monkey breaks my stone, I will be very sore with you, McMourning."

"I am about as like to touch it myself as you are, Seamus. We both know what that thing can do."

Sebastian had been about to put his hands on it, but McMourning's comment froze him mid-reach. He got another kick for his trouble.

"Just get it." McMourning was looking down at the bag at Seamus' feet, which rocked as the head inside started to scream again. "It's a deal."

Seamus grinned, like a shark who had just scented a meal.

“And don't fret. Your morgue will be quite safe.”

“How do you mean?”

“It won't be damaged at all. Probably.”

“Damaged? By what?”

“The signal, of course." Seamus shook his head in exasperation. "I knew you'd get like this. It's only a small explosion.”



Luck of the Draw

This was her kind of place. Viktoria smiled to herself as the hustle and drive of the New Construction swirled around her, and she let a little more swagger into her walk. Where the Guild Enclave was controlled and patrolled, all rigid stonework and uptight authority, the rough-hewn, fresh-cut edges of this outlying district were much more her style. This felt like a frontier, built on equal parts hope and desperation, gin and ingenuity, sin and sinew. She loosed her sword, because frontiers could be risky, but breathed a little easier nonetheless.

She smelled sap and sawdust on the wind, and sharp lye from the laundries. The clanging of a blacksmith's hammer merged with galloping hooves down the unpaved streets and the shouts and cries of street-traders, corner preachers, havering drunks and the catcalls of red-backed workmen sweating in the sun.

The letter she had received was remarkable for two things. Firstly, the job was like nothing she had ever done before, with payment to match. Secondly, she had received it while admiring the shop window of a gunsmith. The delivery man had handed it to her just after she stopped to inspect a pair of clockwork pistols with mother of pearl handles in a satin-lined case. The envelope read, “Viktoria, Before The Shop Window, Murtaugh's Ironmongery, Fourmyle Street.” The delivery man insisted he had been given it the day before.

The letter itself had rather cryptically been signed “Z”, and concluded with a sketch of a key and a cymbal. Walking around the New Construction, it did not take her long to find a saloon called “The Qi and Gong”, nestled between Sean's Hammer Emporium and a ramshackle lodging house. The establishment was built in the Three Kingdoms style, with a terracotta tiled roof in contrast to the tar roofs of its neighboring buildings. The sign hanging over the façade was of a key and gong.

Viktoria entered the saloon cautiously, the stale scent of tobacco and spilled alcohol barely masking the bodily odors of the mixed clientele. The barmaids gave her the once over, but her sword made it clear she was no prostitute trawling for custom, and that same sword made the men look back to their drinks without staring too long. Viktoria headed to the back of the room, climbed a set of spiral stairs, and found the room with the number nine scratched in its peeling paint.

As she knocked, the unlatched door swung open on its squeaky hinges. Inside was a small bed, a wardrobe, table, and two chairs. In one of the chairs sat an elderly woman hunched over the table and carving the surface with a rusted knife. The woman lifted her head and beckoned to Viktoria with her knife.



“Come in, have a seat.” The old woman’s voice cracked in a way that suggested she didn’t use it often.

Viktoria bowed silently and did as she was bid, taking a seat across from the woman, sitting just far enough back to be out of reach of that knife. Looking down at the surface of the table, she saw that the old woman had carved up most of the surface. She recognized a cluster

of three dots as three stars that hung in the northern Malifaux night sky. She had carved a number of these dots and connected them into a series of unfamiliar constellations.

Viktoria studied the carving for a long moment before glancing up at the old woman. "You're Z?"

"Zoraida, that's right, child. And you are my contractor, yes?"

"I am when you pay me. Who's the job?" It was always 'who'. The 'what' never changed.

The old woman reached into a rough-spun cloak that hung around her shoulders and drew out a deck of worn cards. With surprising agility, she shuffled the deck. Laying the deck in the center of the table, she flipped over the top card and laid it in front of Viktoria. The card was the Lord of Winter. "This is the creature."

Viktoria narrowed her eyes, looking at the card. "I don't understand."

"He is not a man. He is a creature. He is power, ambition, and pride. He has murdered and worse and lives today without consequence. He is called December."

"Height? Build? Distinctive scars? You ever done this before, granny?"

"I will tell you what you need to know, and maybe more than you want to know." Zoraida lifted her eyes and looked across the table. "Or the cards will. These cards, young one, have the ability in them to see fate. In revealing fate, they grant the ability to change it."

Viktoria shook her head. Another sideshow hustler looking for a gullible mark. Only the strangeness of the letter's delivery kept her in her seat, curiosity still piqued. She would give this old woman a few minutes of her time.

Zoraida turned over another card and placed it above the first. The Seven of Tomes. "This card, child, represents your hopes. This card is what brought you to me. You have traveled and gathered pieces of legends, but you desire above all things to become a legend yourself. Seven is a mystical number. It is the number of creation at the beginning of days, and of destruction at the end of time, and of the ages of man that lie between both these things. The Seven of Tomes represents a tale that lives beyond the power of time. This is the tale you yearn to write. This is what has brought you to me."

Viktoria was not impressed. She was already certain that her reputation would live for many generations. "There was also mention of payment in stones. That is really what brought me to you."

"Oh yes, child, we will get to that. Quite the mercenary, you are." Zoraida turned over another card and placed it below the Lord of Winter. "This card is the Queen of Crows, who represents the Comfort of Death. Her mercy is a quick end to life. She does not shed a tear for those departed, for her heart has grown detached from the living. She has witnessed too much death and possesses no wonder of the magic of life. In seeing her face, the dead no longer sorrow at their fate. This is your experience, the counterpart to your hope."

There was truth in the old woman's words, Viktoria knew. Death, for her, was such a casual thing. Her only compassion for the dead was to send them into the next world quickly, without suffering. If she was to be a Queen in this little story, it might be worth hearing. "Go on."

"Yes, yes. Now the cards will describe the path to your goal, that which empowers you to defeat the Lord of Winter." Zoraida drew another card, and placed it to the left of the Lord of Winter. "Oh, the Ace of Rams. This card represents your past, something you bring with you that will provide for your victory. The Ace of Rams always represents a weapon."

Viktoria considered the weight of the sword that lay across her lap. It was the blade known as the Honjo Masamune. Legends described it as the greatest sword ever forged, which was why she had gone to so much effort finding it in the first place. It had never failed her. If this reading was true, and the old woman hadn't stacked the deck, which remained a distinct possibility, Viktoria was certain that the Ace of Rams represented her Masamune.

"The next card will represent your future, something you must still find. Without it, you cannot hope to overcome your obstacle." The old woman drew another card and laid this to the right of the Lord of

Winter so that all five cards now formed a cross.
"The Two of Masks is the mirror and represents a confrontation with yourself. The manifestation of this confrontation can take many forms. As with all cards that belong to the Masks, it is mysterious. You will find in this confrontation an ally who will assist you."

Without giving Viktoria time to contemplate the Two of Masks, Zoraida turned over another card. This was placed on top of the Lord of Winter and perpendicular to it. Zoraida gave a soft and bitter laugh, as if appreciating some irony Viktoria could not see. "And where the Two of Masks will empower you, the Three of Masks stands as your obstacle. The Three of Masks represents a conspiracy. It is the three sisters whose true purpose is unknown. They conspire with you or against you. Ally or foe, their conspiracy hinders you. You must overcome it to defeat the Lord of Winter."

"An ally and a conspiracy? I work alone, and I trust no-one. No allies and no partners. Conspiracies don't bother me."

"Perhaps that is so." Zoraida drew one more card and instead of placing it with the others she reached across the table to hand it to Viktoria. It was the Ace of Tomes. As Viktoria considered the card, Zoraida stood and took a small wooden chest from the bottom of a wardrobe. She shuffled back, and sat down.

"And what does this card represent?" Viktoria asked.

"That card represents the result of your labors. The Ace of Tomes is the locked book. It is the secret that is kept. That secret will be revealed to you. Even I do not know it. The Ace of Tomes is beyond your reach at this time. Let me show you, now, the stones I promised you."

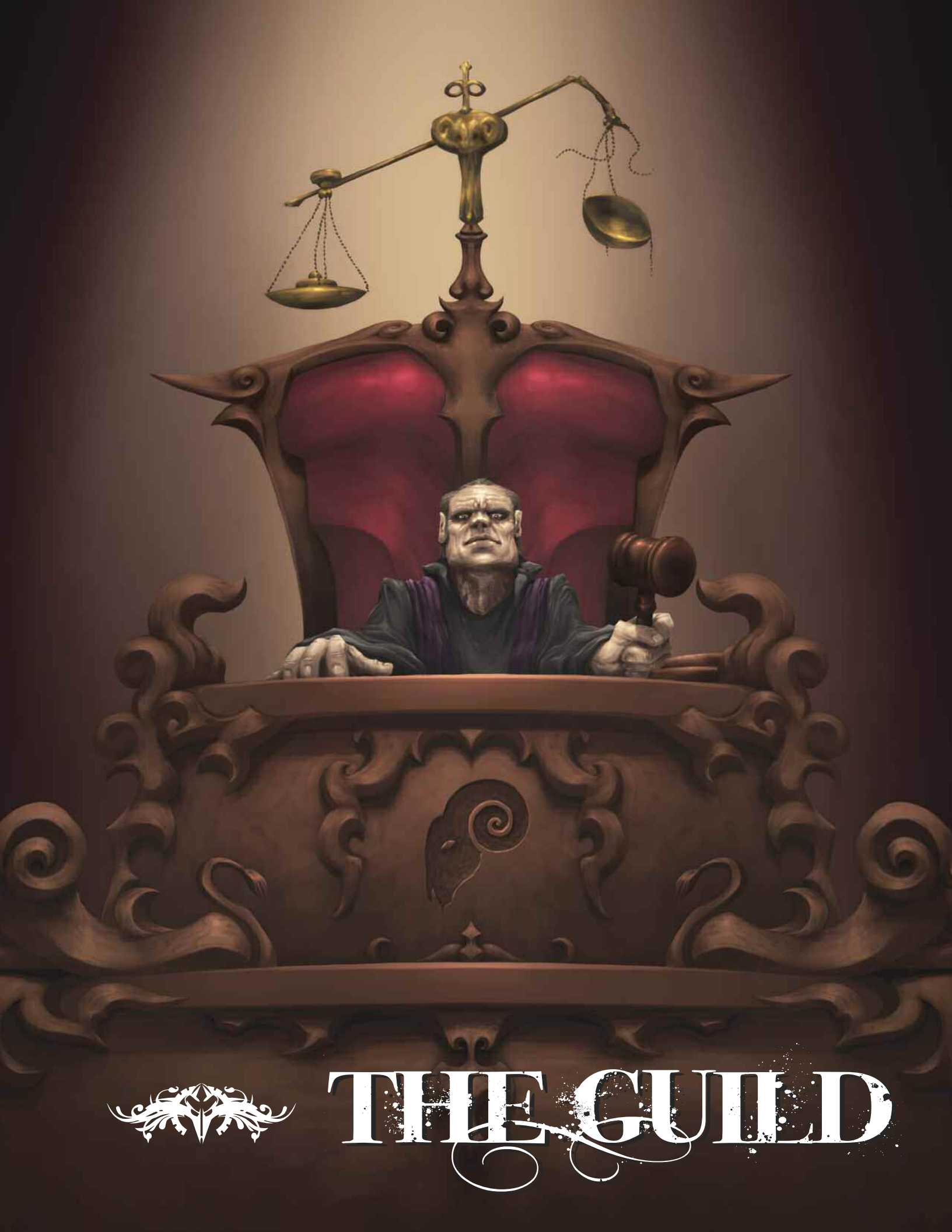
She opened the chest. In three separate, velvet-lined compartments were three small crystals, each milky-white in color. To one side was a curled piece of parchment. The old woman spread it out on the table. It was an old map of the City of Malifaux. Far to the east of the city was a black mark that looked like an ink splash, but too angular to be accidental. Zoraida prodded this symbol on the page with one calloused finger.

"Journey to this place, and you will encounter the creature known as December. You will not mistake him. Defeat him, and the secret of the Ace of Tomes will be yours." She withdrew one of the crystals and handed it to Viktoria. "Take this Soulstone with you. Its sisters will be your payment on your return."

Contractors

Although the Guild contracts with a variety of skilled professionals for work in Malifaux, most residents use the term "contractor" in reference to individuals who have indentured themselves and their particular skills to the Guild for the cost of passage to Malifaux or who have had their debts bought by the Guild and must work off the debt before being permitted to return Earthside.

The Guild claims it is possible for volunteer contractors to pay their debt off within one year, but most have found this impossible, and the first volunteer contractors needed nearly three to fully free themselves of the Guild's chains. Debt contractors do not have it so lucky. Their time in Malifaux is based on the size of the debt assumed by the Guild, and they are required to work in harsher conditions, typically in one of the Guild's many mines, where the labor is brutal and the pay poor. Unfortunately for many, these harsh conditions claim them before they can earn their freedom.


THE GUILD

THE GUILD

I don't understand why people can't see that fighting for Earthers' domination of Malifaux is best for everyone. We do it all for the greater good. The people want us here; they're just afraid to say out loud that they're scared and need our protection."
– **Abner Mathiesen**, Prefect Monarch of The Guild

Make no mistake, the Guild exists for one reason and one reason only. There is talk of justice and peace, but these are secondary concerns, byproducts of their primary interest. The Guild exists to maintain the production of Malifaux Soulstone above all other things. The citizens abide by Guild law because it offers some amount of protection, but no one is confused about the way this force exerts its hold over the City and its resources.

For thousands of years, sorcerers and prophets have been a clandestine and erudite group. Their concerns lay with scholarly pursuits, experiments, and arcane ritual. Rarely did their interest lay with social or political concern, except where those issues interfered with their own private matters. In such times, these individuals imbued with an understanding of the arcane would gather together to protect theirshared interest and leverage their might against theworld.

There has been no greater discovery in the history of man than Malifaux and its Soulstones, and there is no room for subtlety in its production. Desperate to control this priceless resource, the practitioners of the arcane arts came together to establish the Guild in Malifaux. This organization would bring law and order to the chaos and violence of Malifaux. Above that, they would ensure that the Breach never closed again and that the supply of Soulstones was never again threatened. Under the strict authority of the Guild, a city was made anew in the ruins of Malifaux.

Today, the Guild exists as a largely self-governing body on the frontier, far away from the meddling hands of the wizards that spawned it. Its first duty remains to the enforcement of a law that allows for maximum Soulstone production. Specialized branches have been developed to combat the unique dangers of Malifaux. Chief among those dangers are the nightmarish Neverborn. So zealous is the Guild in stamping out the threat of Neverborn that almost anyone can become deputized as a Neverborn Hunter. The job comes with a rather high casualty rate as many deputies fail to survive even their first contact with these creatures. However, there are some who excel in this role, most notably the famous Ortega family who is credited with dozens of slain monsters.

Malifaux presented a different, unique problem with the discovery of a magic native only to Malifaux: Necromancy. This strange and powerful new branch of magic has proven to be a difficult issue for the Guild to police. The practice of necromancy allows criminals to act via proxy through their reanimated minions. This often makes it difficult to identify the perpetrator of a crime. The Death Marshals are the grim, stoic faces of final death responsible for hunting down these criminals.

While the efforts of the Death Marshals and the Neverborn Hunters are appreciated by Malifaux citizens almost unanimously, the Witch Hunters manifest the Guild's mistrust in the people they profess to protect. Common people have become empowered by the rich energies of Malifaux and many explore newfound powers and abilities. Banded together to oppose the draconian laws against public use of the arcane powers, they call themselves Arcanists. These Arcanists represent danger to the Guild's establishment by practicing magics unknown and untested by Earth's ancient schools. Untrained and undisciplined, these rogue elements are as much a danger to themselves as to the general population, and many Arcanists quickly take to crime upon discovering their new talents. No citizen escapes the vigilant eye of the Witch Hunters, and in the eyes of the Guild, it is best to cut deep to remove this cancer, lest it spread.

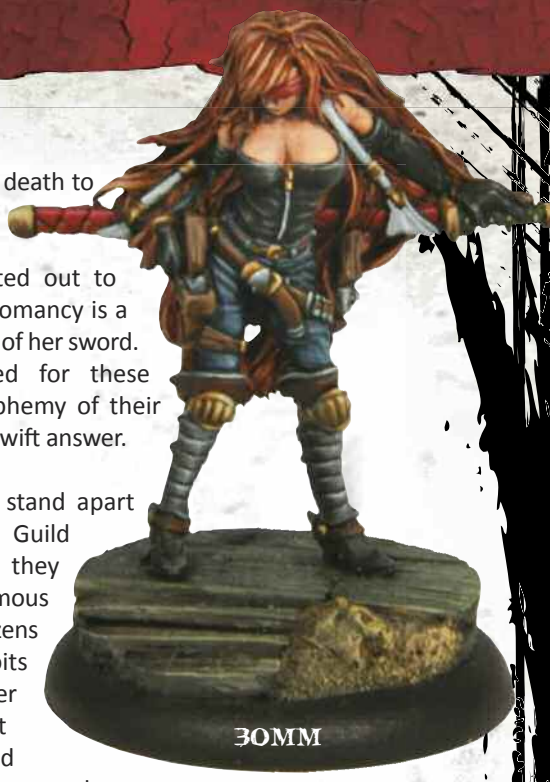
Together, these bodies enforce the fascist rule of the Guild and ensure the obedience of the population. The Soulstones pour from the mines by the weary hands of its population, but it is the Guild and its benefactors who enjoy the riches of Malifaux, a fact that the citizens of Malifaux are unlikely to forgive.

Lady Justice - Master

Where exposure to the corruptive energies of necromancy has had an obvious effect on those that practice it, the techniques employed by the grim Death Marshals in destroying the art seem to have similar consequence. These ghoulish officers of the Guild are every bit as gruesome as the monsters they hunt. The magics they wield in hunting down Resurrectionists are eerily similar to those they condemn.

The blind Lady Justice seems somehow immune to this malignant energy, despite her recurring encounters with Resurrectionist dark arts. She is stoic and precise; few hear her words, but all see her decisive action. Her practical approach to her work is invested with the power that she will decide for herself what is just. Her effectiveness in this has given rise to her lofty position within the Guild.

The Resurrectionist threat must be routed from the shadows, and Lady Justice works tirelessly to track down these morbid criminals and strike into their hidden lairs. In battle, she is a perfect balance between grace and brutality, cleaving through the tide of the undead with the ease of a dance.



Her strike brings final death to these unnatural abominations, and the only justice vetted out to those practicing necromancy is a swift death at the end of her sword. No trial is arranged for these individuals, the blasphemy of their crimes demanding a swift answer.

The Death Marshals stand apart from other Guild departments in that they receive almost unanimous support from the citizens of the City. The exploits of Lady Justice and her grim Marshals against the gruesome undead are often emblazoned across the front of the Malifaux Record, headlines meant as propaganda to bolster support for the otherwise maligned Guild occupation.

Soulstone Cache: 4

Death Marshal

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/8	2	6	5	5	12

Greatsword	
Rg	2
Cb	7
Dg	3/4/6

Pistols	
Rg	10
Cb	4
Dg	2/3/4

Talents:

Abilities

Blindfighter: This model ignores LoS when declaring **Charges**.

Fear not Death: This model receives +2 **Wp** in Duels with Undead models when it is the defender.

Inspiring Swordplay: When this model kills an enemy model with a Greatsword **Strike**, all friendly models within 10" and LoS receive +2 **Cb** until the Start Closing Phase.

Weapons

Greatsword: This Weapon's Damage Flips receive .

Pistols: Paired.

Actions

(+1) Melee Expert

(1) Last Rites: 6 Sacrifice all Corpse and Scrap Counters not carried by models.

Triggers

Cb ( ) Critical Strike [Greatsword]

Cb ( ) Final Repose: After killing defender with a melee attack, defender does not generate any Counters of any kind.

Df ( ) Riposte: After attacker misses with a melee attack, this model deals damage using the Combat Duel total as if it had hit the attacker with a Greatsword **Strike**.

Spells:

(all) Restore Natural Order
(CC: 17 / Rst: Wp / Rg: 12) Undead models immediately suffer 3 wounds.

(0) Sword Style
(CC: 11 / Rst: - / Rg: C) This model immediately receives one of the following effects until the Start Closing Phase:

Fate: Greatsword **Strikes** receive a cumulative **+2 Cb** per in the casting total.

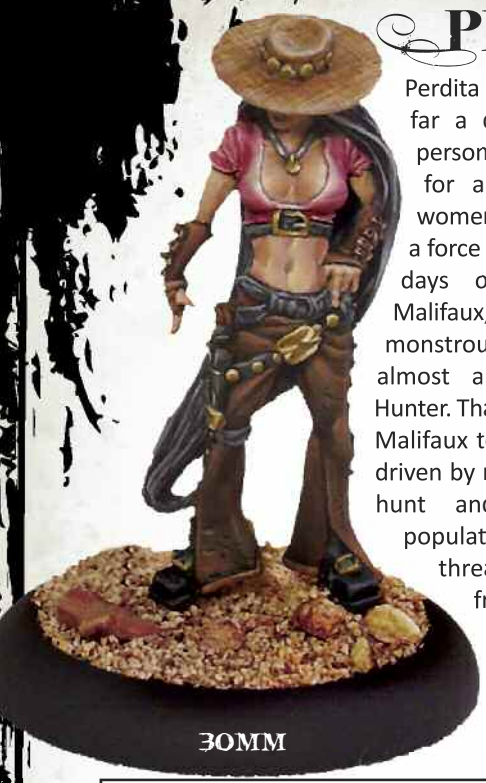
Cb( ) Onslaught [Greatsword]: After damaging defender with this Weapon, immediately perform a **Strike** with this Weapon against the defender.

Vengeance: Greatsword Damage Flips receive an additional .

(1) Blind Justice
(CC: 12 / Rst: - / Rg: 6) Friendly models ignore increases in **Rg** and **Df**, and any Duels required from Spells or Talents to target models.

(1) Combat Prowess
(CC: 12 / Rst: - / Rg: 10) Target model and one friendly model per in the casting total within 3" of the target receive **Melee Expert** until the Start Closing Phase.

Perdita Ortega - Master



Perdita Ortega is evidence of how far a quick trigger can take a person. Answering the Guild's call for all able-bodied men and women, the Ortega clan became a force of destruction. In the early days of Guild settlement in Malifaux, desperate to be rid of the monstrous Neverborn, it deputized almost anyone as a Neverborn Hunter. That's when Perdita arrived in Malifaux to follow her own agenda, driven by reasons only she knows to hunt and kill the indigenous population of Malifaux that threatened the innocent frontiersmen that had come through the Breach.

Proficient in killing Neverborn, Perdita matched her revolver against dozens of the bloodthirsty creatures. Coupled with her stunning looks, her skill with the gun made her a celebrity overnight. Crowds pour from their homes to see Perdita ride home with the carcass of the latest monster.

As the bounty for these creatures rose and more cunning opponents crawled out of the wilds of Malifaux, Perdita enlisted members of her family to assist her. With their help, she would devise clever traps to capture her prey and bait these monsters into brutal crossfire. Each of the Ortegas began to develop legends of their own as the fame of the family grew.

Telling epic tales of the famous Ortegas has come to be a popular pastime in the Union Halls or around the dinner table. Perdita herself has been attributed with all manner of dubious abilities, including a talent to bend bullets and even see in the dark. No one cares if these powers are true; the people exalt this heroine because of the hope she gives them for what anyone can achieve in this world with a little skill.

Soulstone Cache: 2

Family

Wk/Cg	Ht	Wp	Ca	Df	Wd
6/10	2	7	7	8	8

Peacebringer	
Rg	10
Cb	7
Dg	2/3/5

Talents:

Abilities

Companion (Family)

Evasive 2

Gunfighter [Peacebringer]

Immune to Influence

See the Unseen: This model ignores increases in **Rg** and **Df**, and any Duels required from Spells or Talents to target models.

Actions

(+1) Fast

(0) Hero's Gamble: Discard your Control Hand. Draw an equal number of Cards into your Control Hand.

(0) Quick Draw [Peacebringer]: This model may perform a **Strike** with this Weapon against a model within this Weapon's **Rg** and LoS that has declared a ranged attack, **Cast/Channel**, or **Charge** Action before that model flips a Fate Card or moves. **Quick Draw** ends when this model performs the **Strike**, or the End Closing Phase, whichever comes first.

Triggers

Cb ( ) Anticipation [Peacebringer]: After hitting defender with this Weapon, draw the top two cards of its Controller's Fate Deck. Look at both, and place one in the discard pile, the other on the top of the deck.

Cb ( ) Critical Strike [Peacebringer]

Df ( ) Faster'n You: After attacker within 10" misses with a ranged attack, this model deals damage to the attacker using the combat total as if it had hit the attacker with a Peacebringer **Strike**.

Spells:

(0) Bullet Bending
(CC: 14 / Rst: - / Rg: C) Until the Start Closing Phase, this model's Peacebringer **Strikes** receive -2 **Cb**, and ignore cover.

(0) Spellbreaker
(CC: 16 / Rst: - / Rg: 18) Discard all Tokens and end all effects on the target model + 1 additional model within 3" of the target per in the casting total. Wounds on the model or Counters carried by the model cannot be discarded.

(1) Execute
(CC: 12 / Rst: - / Rg: C) This model immediately performs a Peacebringer **Strike** that receives a -3 **Cb** against a target within 6". The Damage Flip for the Strike receives .

(1) Obey
(CC: 14 / Rst: Wp / Rg: 12) Target non-Master model immediately performs a **(1)** Action or a **Charge** controlled by this model's Controller. The Action selected may not cause the model to be killed or sacrificed as part of the Action. This Spell may be cast once per activation.

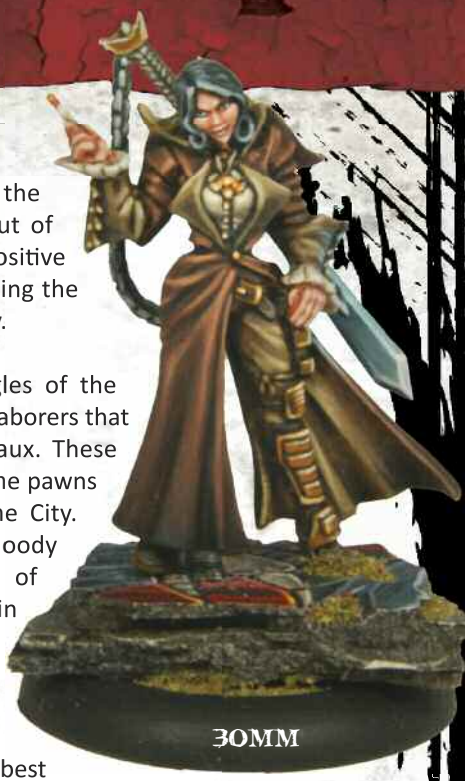
SONNIA CRIID - MASTER

Sonnia Criid is ruthless, viewing her duties as the leader of the Witch Hunter Task Force to be an extension of her own arcane pursuits. Like the Arcanists that she is pledged to hunt and destroy, she recognizes the dawn of a new age of magic where the Guild's ancient methods are no longer relevant. Those tried and true techniques, founded by forgotten earthly cults, are in danger of being eclipsed by the innovations Soulstone has allowed.

This progressive mindset makes her particularly well-suited in combating the Arcanist threat which has organized itself into an underground crime syndicate. What many see as the benevolent Miners and Steamfitters Union is simply the façade for organized crime. Her battles against this element take place in the shadows, unlike the grandiose confrontations that other Guild departments engage in.

This battle is as much political as it is martial with the Union leveraging popular public opinion against the Guild's fascist reputation. Each raid, each attack must be measured against its effect on the political landscape of Malifaux. Sonnia's complex schemes unfold in the shadows, spinning the fallout of these confrontations into positive press for the Guild by revealing the sinister underbelly of the City.

Caught between the struggles of the Guild and the Union are the laborers that work in the mines of Malifaux. These men and women have become pawns in a game for control of the City. Union strikes erupt into bloody gang war while sabotage of mining equipment results in the death of troublesome rabble-rousers. Sonnia has become a master of these manipulations, pitting her clandestine plans against the best minds of the Arcanist organization.



SOULSTONE CACHE: 4

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	2	7	7	4	10

Runed Blade	
Rg	2
Cb	5
Dg	2/3/5

Pistol	
Rg	10
Cb	4
Dg	2/3/4

Talents:

Abilities

Advanced Counterspell: When this model or any model within 3" of it is targeted by a Spell this model's Controller may discard two Control Cards or one suit Control Card to cancel the Spell before the starting casting total is generated.

Magic Resistant 2

Magic Seeker: This model may ignore LoS when targeting a model with **Ca** 7 or more.

Weapons

Runed Blade: Magical. Gain on **Strikes** targeting models with **Ca** 6 or more. Models wounded by this Weapon cannot cast Spells until the End Close Phase.

Actions

(+1) Casting Expert

(0) Confiscated Lore: Discard one Soulstone. This model receives +1 **Ca** until the Closing Phase.

(0) Nullify Magic: 6 Enemy models receive on casting Duels until the End Closing Phase.

Triggers

Ca ( ) Explosive Burst [Flame Burst]: When damaging defender with this Spell that causes Blast damage, place the Blast markers up to 2" away, following normal placement rules, from the target model.

Cb ( ) Absorb Magic [Runed Blade]: After hitting defender with this Weapon, defender must discard one Control Card for each in this model's final attack total. This model draws one Control Card and heals 1 **Wd**.

Cb ( ) Disassemble [Runed Blade/Pistol]: After damaging defending Construct with this weapon, do no damage. Draw one Control Card. Kill defender unless it discards two Control Cards or Soulstones. Only models with the **Use Soulstones** Ability may discard Soulstones.

Df/Wp ( ) Reflect Magic: After this model resists a Spell targeting it, the caster replaces this model as a target and suffers the Spell's effects. Use the difference in casting and resist totals if a difference is required. The reflected Spell has no effect if the caster could not be affected by it.

Spells:

(0) Inferno
(CC: 14 / Rst: - / Rg: C) Models within 3 of this model suffer three damage at the start of the Closing Phase. If this model is killed before the Closing Phase, immediately apply the effect and increase to six damage.

(1) Flame Burst
(CC: 14 / Rst: Df / Rg: 10) Dg 2/3/5.

(1) Flame Wall
(CC: 13 / Rst: - / Rg: 12) Place two 50mm markers touching one another at least 1" from any model. These markers are obscuring, **Ht** 5, hazardous (**Dg** 3). This Spell may only be cast once per activation and lasts until the End Close Phase.

(1) Violation of Magic
(CC: 17 / Rst: Wp / Rg: 10) Target model suffers one wound + one wound for each point its **Ca** is over 5. If the target is killed by this Spell, Summon a Witchling Stalker into base contact with the target before it is removed from play.

Enslaved Nephilim - Totem

Soulstone Cost: 2

Nephilim, Neverborn, Insignificant, Totem (Perdita)

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/8	1	4	4	5	4

Claw	
Rg	1
Cb	4
Dg	1/2/3

Talents:

Abilities

Black Blood

Companion (Perdita)

Scout

Triggers

Cb ( ) Flay

Spells:

(1) Magical Extension
(CC: * / Rst: * / Rg: *) This Spell may be cast only once per activation. Cast one of the connected Master's **(1)** Spells. During this casting, this model may use a Soulstone to change its starting total.

Captured on one of the Ortegas' numerous raids against the Neverborn, Perdita's Enslaved Nephilim is forced to protect its captor as she continues her efforts to eradicate its own kind. The Nephilim continues to strain against the slave's yoke Perdita has placed upon her Totem, but strong magic binds it to her. Yearning for the day it can break free and visit vengeance upon its Master, the Nephilim watches intently for opportunities to escape, even while it stands at her side, bringing death to the Neverborn.



Governor's Proxy - Totem

Soulstone Cost: 2

Some agents of the Guild are fanatical enough in their belief in its efforts to bring order to Malifaux that their attempts to manifest a Totem have, on occasion, called forth a spirit affectionately known as the Governor's Proxy.

With quill and parchment scroll in hand, the Proxy takes stock of the Guild's agents, inspiring believers and chastising mercilessly those who doubt the Guild will prevail. The Proxy's oratorical and mystical talents allow it to censure the Guild's enemies, denying them full access to Malifaux's magical energies while some higher power's sense of justice calls down a fatal retribution on anyone willing to strike against its agent for order.



Insignificant, Totem

Wk/Cg	Ht	Wp	Ca	Df	Wd
3/6	1	6	5	3	4

Book	
Rg	1
Cb	1
Dg	1/1/2

Talents:

Abilities

Companion (Master)

Governor's Influence: A model killing this model is also killed unless it wins a **Wp** → **Wp** Duel.

Watchful Eye: Friendly Guild models with LoS to this model receive +2 **Wp**. Other friendly Guild models losing a Morale Duel while in LoS of this model are killed.

Spells:

(1) Governor's Decree
(CC: 12 / Rst: Wp / Rg: 12) Target model +1 additional model within 3" of target per in the casting total loses any suits attached to **Cb** and **Ca** until the Start Closing Phase.

(1) Magical Extension
(CC: * / Rst: * / Rg: *) This Spell may be cast only once per activation. Cast one of the connected Master's **(1)** Spells. During this casting, this model may use a Soulstone to change its starting total.

PURIFYING FLAME - TOTEM

SOULSTONE COST: 2

INSIGNIFICANT, SPIRIT, TOTEM (SONNIA CRIID)

WK/CG	HT	WP	CA	DF	WD
4/7	1	5	5	4	4

BURNING TOUCH	
RG	1
CB	3
DG	1/1/3

GOUT OF FLAME	
RG	8
CB	4
DG	1/1/2

TALENTS:

Abilities

Companion (Sonnia Criid)

Flickering Flames: This model receives +4 **Df** versus ranged attacks and Spells.

Weapons

Gout of Flame: This model suffers 1 wound each time it performs an attack with this Weapon.

SPELLS:

(0) Wreathed in Flame
CC: 13 / Rst: - / Rg: C) Until the Start Closing Phase, models hitting this model with a melee attack suffer 2 wounds.

(1) Magical Extension
(CC: * / Rst: * / Rg: *) This Spell may be cast only once per activation. Cast one of the connected Master's **(1)** Spells. During this casting, this model may use a Soulstone to change its starting total.

The Purifying Flame is an extension of the ambitions burning in Sonnia's heart, ready to consume the weak without warning. The Totem's suppliant posture confirms its deference to Sonnia's wishes in any decision, no matter how insignificant. The Flame is always willing to share its suffering, belching the same punishing flames consuming it at its enemies. As the Flame cleanses a path for its Master, Sonnia basks in the blazing heat of its presence, relishing the role she has chosen as an agent for law and order in the most lawless of lands.



SCALES OF JUSTICE - TOTEM

SOULSTONE COST: 2

While fate often takes a hand in the affairs of Malifaux's residents, justice waits in the wings ready to bring the scales back into balance. Lady Justice's Totem represents her desire to rebalance the scales, carrying its namesake into battle against those seeking to upset nature's plan. The Scales finds ample opportunity at Lady Justice's side to impose its will on the Resurrectionist threat that continues to alter the balance between life and death in Malifaux.



INSIGNIFICANT, TOTEM (LADY JUSTICE)

WK/CG	HT	WP	CA	DF	WD
3/6	1	5	3	4	4

SCALES OF JUSTICE	
RG	1
CB	3
DG	1/2/3

TALENTS:

Abilities

Companion (Lady Justice)

Actions

(0) Balance: Discard one Control Card. Draw one Control Card.

SPELLS:

(1) Magical Extension
(CC: * / Rst: * / Rg: *) This Spell may be cast only once per activation. Cast one of the connected Master's **(1)** Spells. During this casting, this model may use a Soulstone to change its starting total.

(1) Tip the Scales
(CC: 14 / Rst: Wp / Rg: 8) Target model receives either + or −, your choice, on its next Duel this turn.

Death Marshal - Minion



Soulstone Cost: 4

Death Marshal

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	2	6	4	4	6

Peacebringer Blade	
Rg	1
Cb	5
Dg	2/3/4

Peacebringer	
Rg	10
Cb	5
Dg	2/3/5

Talents:

Abilities

Hard to Wound 1

Intractable: This model cannot be sacrificed or buried.

Slow to Die

Fear not Death: This model receives +2 **Wp** in Duels with Undead models when it is the defender.

Triggers

Cb ( ) Critical Strike [Peacebringer/Peacebringer Blade]

Cb ( ) Final Repose: After killing defender with a melee attack, defender does not generate any Counters of any kind.

Spells:

(1) Finish the Job

(CC: 10 / Rst: - / Rg: 4) Melee attacks performed by friendly Death Marshals, including this model, inflict +1 **Dg** per in the casting total until the Start Closing Phase.

(2) Pine Box

(CC: 12 / Rst: Wp / Rg: 1) Bury target model. At the Start Closing Phase, target may perform a **Wp → Wp** Duel with this model. If target wins the Duel, place it in base contact with this model. If target loses the Duel, it remains buried. If this model is killed, or casts Pine Box again, place buried target in play within 1" of this model. While target is removed from play, it counts as a casualty for Encounter purposes. Only one model may be buried with Pine Box by this model at a time.

The Guild's special Death Marshal Department employs its namesake agents in open warfare against the Resurrectionist threat in Malifaux. Adhering to the tenet "know thine enemy", Death Marshals are trained in the dark arts of necromancy, but forbidden its use. Their bodies bear the cost of this knowledge; the wide-brimmed hat and high-collared dusters worn as their uniforms disguise their wan appearance from outsiders, lest they terrify those they are sworn to protect.

The Death Marshal's preferred weapon is an enchanted coffin, which acts as a magical holding cell capable of inflicting horrific visions upon the prisoner while severing its link to Malifaux's magic.

Executioner - Minion



It takes a special kind of person to find their life's work as a butcher for the Guild. That perfect blend of ambivalence for human life and acceptance of authority exists in a scarce few individuals. Those who are able to demonstrate that balance find themselves offered a career as a Guild Executioner. At any one time, the Guild employs no more than ten Executioners. Half operate out of the Gaol, ready to travel at a moment's notice as escort for a judge sent to settle a local dispute. The remainder travel with their judges in a constant circuit of the Badlands' border towns meting out the final punishment with a flick of their blade-covered hands, relishing the responsibilities given to them by the Guild.

FRANCISCO ORTEGA - MINION

SOULSTONE COST: 5



FAMILY, UNIQUE

WK/CG	HT	WP	CA	DF	WD
5/7	2	6	4	5	6

DUELING SWORD	
RG	2
CB	7
DG	2/3/5

PEACEBRINGER	
RG	10
CB	6
DG	2/3/5

TALENTS:

Abilities

Companion (Family)

Stubborn: This model receives +2 **Wp** in Duels where it is the defender.

Actions

(2) Flurry

Triggers

Cb ( ) Critical Strike [Dueling Sword/Peacebringer]

Cb ( ) Fannin' [Peacebinger]: After damaging defender with a this Weapon, immediately perform a **Strike** with this Weapon against a different model within 3" of the defender.

SPELLS:

(0) Duelist

(CC: 11 / Rst: - / Rg: C) Until the Start Closing Phase, unless this model flips the Black Joker, you can discard a Control Card to re-flip its starting Duel card when performing a melee or ranged attack.

(0) Shrug Off

(CC: 10 / Rst: - / Rg: C) Discard one Token or end one effect on this model + one effect or Counter per in the casting total. Wounds on the model or Counters carried by this model cannot be discarded.

(1) Menace

(CC: 10 / Rst: Wp / Rg: 6) Move this model up to 4" toward target model. Target model may not perform move Actions until the Start Closing Phase.

Francisco is Perdita's eldest brother and a duelist of no small renown. Francisco was offered the opportunity to lead his family after his father's recent bout with insanity but broke with tradition, stepping aside in favor of his sister, stating that Perdita was a far better leader, and the family would be better served with her at its head instead of him.

Because legend of his dueling skills has preceded him throughout Malifaux, Francisco is occasionally able to win a fight with his reputation alone, his opponents fleeing at the sight of his intimidating silhouette. When that fails, he quickly demonstrates how such legends began in the first place.

SOULSTONE COST: 7

RARE 1

WK/CG	HT	WP	CA	DF	WD
4/6	2	5	4	3	9

EXECUTIONER CLAWS	
RG	2
CB	6
DG	3/4/5

TALENTS:

Abilities

Fear not Death: This model receives +2 **Wp** in Duels with Undead models when it is the defender.

Love the Job: When an enemy model killed by a Executioner Claws **Strike** is removed from play, heal all wounds on this model.

Slow to Die

Terrifying → 11

Weapons

Executioner Claws: Paired. Models cannot activate **Df** Triggers when attacked by this Weapon.

Actions

(1) Last Rites: ( )6. Sacrifice all Corpse and Scrap Counters not carried by models.

Triggers

Cb ( ) Critical Strike [Executioner Claws]

Cb ( ) Decapitate [Executioner Claws]: When damaging defender with this Weapon, kill defender unless its Controller discards two Control Cards or Soulstones. Only models with the **Use Soulstones** ability may discard Soulstones.

Cb ( ) Final Repose: After killing defender with a melee attack, defender does not generate any Counters of any kind.

Guild Austringer - Minion

Soulstone Cost: 5



Guardsman, Rare 2

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/-	2	7	4	5	6

Raptor	
Rg	12
Cb	7
Dg	1/3/4

Talents:

Abilities

Bayou Raptor: This model's Attack and Damage Flips receive + when attacking Gremlins or Silurids.

Weapons

Raptor: This Weapon ignores cover modifiers and LoS.

Actions

(1) Quick Retreat: Push this model up to 4". This model must be in an enemy model's melee range to perform this Action.

(2) Hunting Raptor: Perform one Raptor **Strike** with **Rg** 18.

Triggers

Cb ( ) Critical Strike [Raptor]

Cb ( ) Distract [Raptor]: After hitting defender with this Weapon, do no damage. Instead, place the top three Cards from its Controller's discard pile on top of their Fate Deck in any order.

Spells:

(0) Deliver Orders

(CC: 10 / Rst: - / Rg: 24) Target friendly model that has not already activated this turn activates immediately after this model's activation ends

Austringers were in short supply when the Guild first began operations in Malifaux. Despite the archaic concept of falconers providing law enforcement, the Austringer branch of the Guard quickly proved its mettle against the vermin commonly known as Gremlins. Something about the Gremlin drives the raptors into a killing frenzy that can barely be contained, and an experienced Austringer knows to release his charge when it senses Gremlin meat nearby. Although most Austringers are deployed along the Bayou in an effort to keep the Gremlins within its boggy borders, some have found a home serving alongside other Guardsmen in the City, providing support by distracting suspects, even learning to carry brief missives between Austringers.

Judge - Minion



His lower face always hidden behind a bandana, the mysterious individual known only as the Judge is both companion and lieutenant to Lady Justice. Providing much needed counsel to her often irrational reactions to the obstacles they encounter, the Judge balances her impetuousness with his voice of reason.

With an almost intimate knowledge of the Undead and their methodologies, the Judge helps Lady Justice guide the Guild's Death Marshals against the Resurrectionist threat. There is something inhuman in his dogged pursuit of necromantic practitioners, as if he prosecutes a personal vendetta against them that will never end while a single undead or their masters walk Malifaux.

GUILD GUARD - MINION

SOULSTONE COST: 4



GUARDSMAN

WK/CG	HT	WP	CA	DF	WD
4/6	2	5	4	4	6

SWORD	
RG	1
CB	6
DG	2/3/4

GUARD PISTOL	
RG	10
CB	4
DG	2/3/4

TALENTS:

Abilities

Armor +1

Weapons

Guard Pistol: This Weapon's Damage Flips receive +.

Actions

(all) Raise the Alarm: Friendly Guardsmen in play may immediately move up to 3" toward this model.

(2) Patrol: Simultaneously activate up to three other non-activated, Guild Guard models within 6". Patrol may only be performed once per Turn by any friendly model.

Triggers

Cb () Critical Strike [Sword]

Cb () "Halt!" [Guard Pistol]: When damaging defender with this Weapon, defender cannot **Charge** for the rest of this turn.

SPELLS:

(1) Cordon

(CC: 12 / Rst: - / Rg: 12) Enemy models treat the space between caster and target friendly Guardsman's base as impassible terrain until the End Closing Phase. **Flying** and **Floating** models ignore Cordon.

(1) Menace

(CC: 10 / Rst: Wp / Rg: 6) Move this model up to 4" toward target model. Target model may not perform move Actions until the Start Closing Phase.

With ranks more numerous than the Guild's special departments, the Guard is the face of law enforcement that the City's residents most often see. Trained in general peacekeeping duties, Guardsmen patrol the City's streets and man its numerous checkpoints. On their backs, the responsibilities of civil order are borne, forging a sense of brotherhood among their numbers. With a quick series of shrill whistle calls summoning backup, a Guardsman can turn a no-win situation into a victory for law and order.

Because their duties may bring them into conflict with criminals both natural and unnatural, Guardsmen are well trained in the use of their Guild-issued arms, a fact no City resident should ever forget.

SOULSTONE COST: 7

DEATH MARSHAL, UNIQUE

WK/CG	HT	WP	CA	DF	WD
5/7	2	6	5	5	9

LONG ARM	
RG	2
CB	6
DG	2/4/5

LONG ARM PISTOL	
RG	8
CB	5
DG	2/3/4

TALENTS:

Abilities

Hard to Wound 1

Never Me: This model does not generate a Corpse Counter when killed.

Slow to Die

Fear not Death: This model receives +2 **Wp** in Duels with Undead models when it is the defender.

Actions

(2) Flurry

Triggers

Cb () Critical Strike [Long Arm/Long Arm Pistol]

Cb () Final Repose: After killing defender with a melee attack, defender does not generate any Counters of any kind.

SPELLS:

(1) Arrest

(CC: 10 / Rst: Wp / Rg: 12) Target model must discard one Control Card when declaring a **Walk** or **Charge** Action for the rest of the Encounter. If target model discards two Control Cards instead of one, Arrest is cancelled.

(1) Blades and Bullets

(CC: 10 / Rst: - / Rg: 2) This model immediately performs a Long Arm **Strike** and a Long Arm Pistol **Strike** against a single target within range of the Spell. These are resolved as two separate attacks.

(1) Bullets and Blades

(CC: 11 / Rst: - / Rg: 8) This model immediately performs a Long Arm **Strike** and a Long Arm Pistol **Strike** that each receive -2 **Cb** against a single target within range of this Spell. These **Strikes** are resolved as two separate attacks.

(1) Judged

(CC: 13 / Rst: Wp / Rg: 12) Target model suffers **Dg** 1/2/4. If target is a Spirit or Undead, it suffers **Dg** 2/4/8 instead.

Niño Ortega - Minion



Soulstone Cost: 7

Family, Unique

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/-	2	6	4	4	8

Rifle Butt	
Rg	1
Cb	3
Dg	1/2/4

Repeating Rifle	
Rg	16
Cb	7
Dg	2/3/5

Talents:

Abilities

Companion (Family)

Hunter

Scout

Stubborn: This model receives +2 **Wp** in Duels where it is the defender.

Triggers

Cb ( ) Headshot [Repeating Rifle]: After hitting a defender with this Weapon, do no damage. Kill defender unless its Controller discards two Control Cards or two Soulstones. Only models with the **Use Soulstones** ability may discard Soulstones.

Cb ( ) Trigger Happy [Repeating Rifle]: After damaging defender with this Weapon, immediately a **Strike** with this Weapon against defender.

Spells:

(0) In My Sights
(CC: 12 / Rst: - / Rg: 16) This model's Repeating Rifle **Strikes** receive +2 **Cb** against target model until this model moves, or casts In My Sights again.

(0) Shrug Off
(CC: 10 / Rst: - / Rg: C) Discard one Token or end one effect on this model + one effect or Counter per in the casting total. Wounds on the model or Counters carried by this model cannot be discarded.

(0) "Where'd He Go?!"
(CC: 12 / Rst: - / Rg: C) Until the end of its next activation, this model cannot be attacked when it disengages.

Having found lucrative employment as a 'monster hunter', Perdita Ortega began to recruit members of her extended family into a new kind of family business. One of her recruits, her younger cousin, Niño, quickly proved himself an invaluable asset as both a scout and sniper.

Inhumanly patient, Niño is sent ahead to scout out the enemy and select ambush locations where he can position himself to cover the family while eliminating targets from hundreds of yards away with his rifle. When a single bullet is unable to do the job alone, Niño lets fly with a deadly fusillade few foes can withstand.

PeaceKeeper - Minion



Thanks to the Guild's bottomless resources, its finest minds have finally created a Construct to instill fear in the masses and provide much-needed muscle to support its special division teams. The PeaceKeeper is capable of traversing any terrain in pursuit of a suspect, deploying a capture chain against targets more nimble or faster than itself. Its low-slung hull is capable of shrugging off pistol shots, while its claws can tear through iron plate with minimal effort. Unfortunately, such an advanced Construct is not without its flaws, and the massive input its logic engine is forced to process sometimes overloads the device, halting the PeaceKeeper in its tracks for a few moments while the information is being processed.

PAPA LOCO - MINION

SOULSTONE COST: 6



FAMILY, UNIQUE

WK/CG	HT	WP	CA	DF	WD
5/8	2	4	5	4	8

DYNAMITE STICK	
RG	1
CB	4
DG	3/4/6

THROWN DYNAMITE	
RG	8
CB	6
DG	2/3/5

TALENTS:

Abilities

BOOM!: (↺)3 **Dg** 5 when this model is killed.

Careless: This model suffers 1 wound when it performs a Dynamite Stick **Strike**.

Companion (Family)

Easily Influenced: This model receives -2 **Wp** in Duels when it the defender.

Esta Loco: At the end of each of this model's activations, if Perditia Ortega is not in its Crew, flip a Fate Card. If the Card is a Joker, this model immediately performs one Thrown Dynamite **Strike** controlled by an opposing player.

SPELLS:

(0) Shrug Off

(CC: 10 / Rst: - / Rg: C) Discard one Token or end one effect on this model + one effect or Counter per in the casting total. Wounds on the model or Counters carried by this model cannot be discarded.

(1) "Take Ya With Me!"

(CC: 10 /Rst: Df /Rg: (↺)6) Models, including this model, suffer six damage. This model cannot perform a Resist Duel to prevent this damage. **BOOM!** does not activate if this model is killed by this Spell.

Once the patriarch of the Ortega family, "Papa" Ortega's descent into insanity left the family leaderless. Granting himself an 'early release' from the Malifaux Sanitarium, Papa returned to the family a changed man. Now, only the calm voice of his beloved daughter can quell his inner demons for a short time.

"Papa Loco" remains the master of demolition he has always been but now, with no regard for the safety of those around him. Papa always manages to cobble together something explosive before the Ortegas face their enemies. Unfortunately, in his state, it is only a matter of time before he misjudges his fuses and falls victim to his own creations.

SOULSTONE COST: 9

CONSTRUCT, RARE 1

WK/CG	HT	WP	CA	DF	WD
5/8	3	6	4	4	10

MECHANICAL CLAWS	
RG	2
CB	6
DG	3/4/6

CHAIN SPEAR	
RG	8
CB	6
DG	2/3/5

TALENTS:

Abilities

Arachnid

Armor +2

Experimental Automaton: If this model's starting Fate Card in a Duel is a 2, 3, or 4, you may discard a Control Card. If you do not, reduce this model's **Df** to 2 and it may not be moved by movement effects until the End Closing Phase unless you discard a Control Card.

Faulty Circuit: If this model's starting Fate Card in a Duel is the Black Joker or a 1, you may discard a Control Card. If you do not, this model receives **Paralyzed**, and its **Df** is reduced to 1 until the End Closing Phase.

Immune to Influence

Terrifying → 12

Weapons

Chain Spear: Models wounded by this Weapon receive **Slow.**

Weapon, Mechanical Claws: Paired.

Actions

(+1) Relentless: Discard one Control Card. This model immediately **Walks**.

(2) Flurry

Triggers

Cb ( ) Critical Strike [Mechanical Claws]

Cb ( ) Drag [Chain Spear]: After damaging defender with this Weapon, Push defender 4" directly toward this model.

Cb ( ) Toss [Mechanical Claws]: After damaging defender with this Weapon, Push defender 1" per wound inflicted, ignoring intervening models and terrain.

SPELLS:

(1) Menace

(CC: 10 / Rst: Wp / Rg: 6) Move this model up to 4" toward target model. Target model may not take move Actions until the Start Closing Phase.

SAMAEL HOPKINS - MINION

When a criminal finds his face on a wanted poster, he knows the tenacious Samael Hopkins is on his tail. Samael brings his skills as a tracker to the profession of Witch Hunter, an effective combination that has seen dozens of outlaws jailed. He's tough and gritty, with endurance to stay in the saddle for days at a time, to close the distance between him and his quarry.

His patience and determination hold him in good stead, building a reputation as a man that cannot be escaped. Amongst his fellow deputies, Samael is the example to beat. "Run and hide, but sleep with one eye open," is a popular axiom amongst Malifaux's criminal population: "Samael is coming for you."



SOULSTONE COST: 8

UNIQUE

WK/CG	HT	WP	CA	DF	WD
4/6	2	5	5	4	9

HUNTIN' TOOLS	
RG	1
CB	6
DG	2/3/4

COLT .45	
RG	10
CB	6
DG	3/4/5

TALENTS:

Abilities

Arcane Hunter: This model receives +2 **Cb** and inflicts +1 **Dg** when attacking a model with **Ca** 6 or more.

Hunter

Scout

Weapons

Huntin' Tools: Models wounded by this Weapon receive -2 **Wk** until the Start Closing Phase.

Actions

(2) Rapid Fire [Colt .45]

Triggers

Cb ( ) Critical Strike [Huntin' Tools]

Cb ( ) Drain Magic [Huntin' Tools]: After hitting defender with this Weapon, its controller must discard one Control Card.

Cb ( ) Ricochet[Colt .45]: After damaging defender with this Weapon, another model within 3" of defender suffers **Dg** 1/2/4.

SPELLS:

(0) Flaming Bullets
(CC: 14 / Rst: - / Rg: C) This model's ranged **Strikes** inflict +2 **Dg** until the end of its next activation.

(1) Arrest
(CC: 10 / Rst: Wp / Rg: 12) Target model must discard one Control Card when declaring a **Walk** or **Charge** Action for the rest of the Encounter. If target model discards two Control Cards instead of one, Arrest is cancelled.

(1) Snare
(CC: 14 / Rst: Df / Rg: 6) Place a 50mm marker touching target model's base. Until the target wins a **Cb → 15** Duel at the start of its activation, it cannot move or be moved out of base contact with the marker.

SANTIAGO ORTEGA - MINION

The hottest head of the extended Ortega family, Santiago's skill with a brace of Peacebringers is matched only by his strength and short fuse. Santiago is often used as the point man when the Ortegas hunt Neverborn and occasionally, as a human battering ram.

Where his brothers and sister take to cover, Santiago wades directly into the line of fire, as if daring his enemies' attacks to strike him. He has survived wounds that would kill lesser men, and anything short of a fatal (for him) blow only fuels his anger, driving him to superhuman feats of strength and martial prowess.



Soulstone Cost: 7

Family, Unique

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	2	6	4	4	8

Peacebringer Blade	
Rg	1
Cb	3
Dg	2/3/4

Peacebringers	
Rg	10
Cb	5
Dg	2/3/5

Talents:

Abilities

Bulletproof +1

Companion (Family)

Hard to Kill

"Is That All You Got?!": While this model has 4 or fewer **Wd** remaining, its Peacebringers **Strikes** gain+2 **Cb** and on Damage Flips.

Stubborn: This model receives +2 **Wp** in Duels where it is the defender.

Weapons

Peacebringers: Paired.

Actions

(+1) Wade In: This model may perform an additional **Walk** Action each activation while it has 4 or fewer **Wd** remaining.

(2) Rapid Fire [Peacebringers]

Triggers

Cb ( ) Critical Strike [Peacebringer]

Cb ( ) Trigger Happy [Peacebringers]: After damaging defender with this Weapon, immediately perform a **Strike** with this Weapon against defender.

Spells:

(0) Shrug Off

(CC: 10 / Rst: - / Rg: C) Discard one Token or end one effect on this model + one effect or Counter per in the casting total. Wounds on the model or Counters carried by this model cannot be discarded.

(1) Just a Flesh Wound

CC:12 / Rst: - / Rg: C) This model performs one Healing Flip.

(2) Leadstorm

(CC: 14 / Rst: Df / Rg: (6) **Dg** 4.



WITCHLING STALKER - MINION

Witchling Stalkers are the corrupted bodies of mages captured and converted into service by Sonnia Criid's magics. The renegade mage's bogeyman, Criid's ability to turn the Witchling's energies upon themselves creates a guided weapon nearly impervious to magic that is also capable of draining the power of enemy mages around them. The constant draw of power internally corrodes the Witchling's body and all it touches, including runed blades similar to, but of lesser potency than, Criid's own. Only in death does a Witchling find release from their perpetual prison, releasing the pent up magical energies carried in their bodies in a single explosive blast.

SOULSTONE COST: 4

WITCHLING

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	2	5	5	5	6

SHATTERED RUNED BLADE	
Rg	1
Cb	6
Dg	2/3/5

PISTOL	
Rg	10
Cb	4
Dg	2/3/4

TALENTS:

Abilities

Hunter

Immolating Demise: (1)2 **Dg** 2 when this model is killed.

Magic Resistant 2

Scout

Weapons

Shattered Runed Blade: Magical. Models wounded by this Weapon must discard one Control Card when declaring the target of a Spell until the end of their next activation or the Action immediately ends.

Actions

(0) Disrupt Magic: 1 6. Enemy models' Casting Flips receive − until the Start Closing Phase.

Triggers

Cb ( ) Critical Strike [Shattered Runed Blade]

Cb (X) Drain Magic [Shattered Runed Blade]: After hitting defender with this Weapon, its Controller must discard one Control Card.

Df/Wp ( ) Reflect Magic: After this model resists a Spell targeting it, the caster replaces this model as a target and suffers the Spell's effects. Use the difference in casting and resist totals if a difference is required. The reflected Spell has no effect if the caster could not be affected by it.

SPELLS:

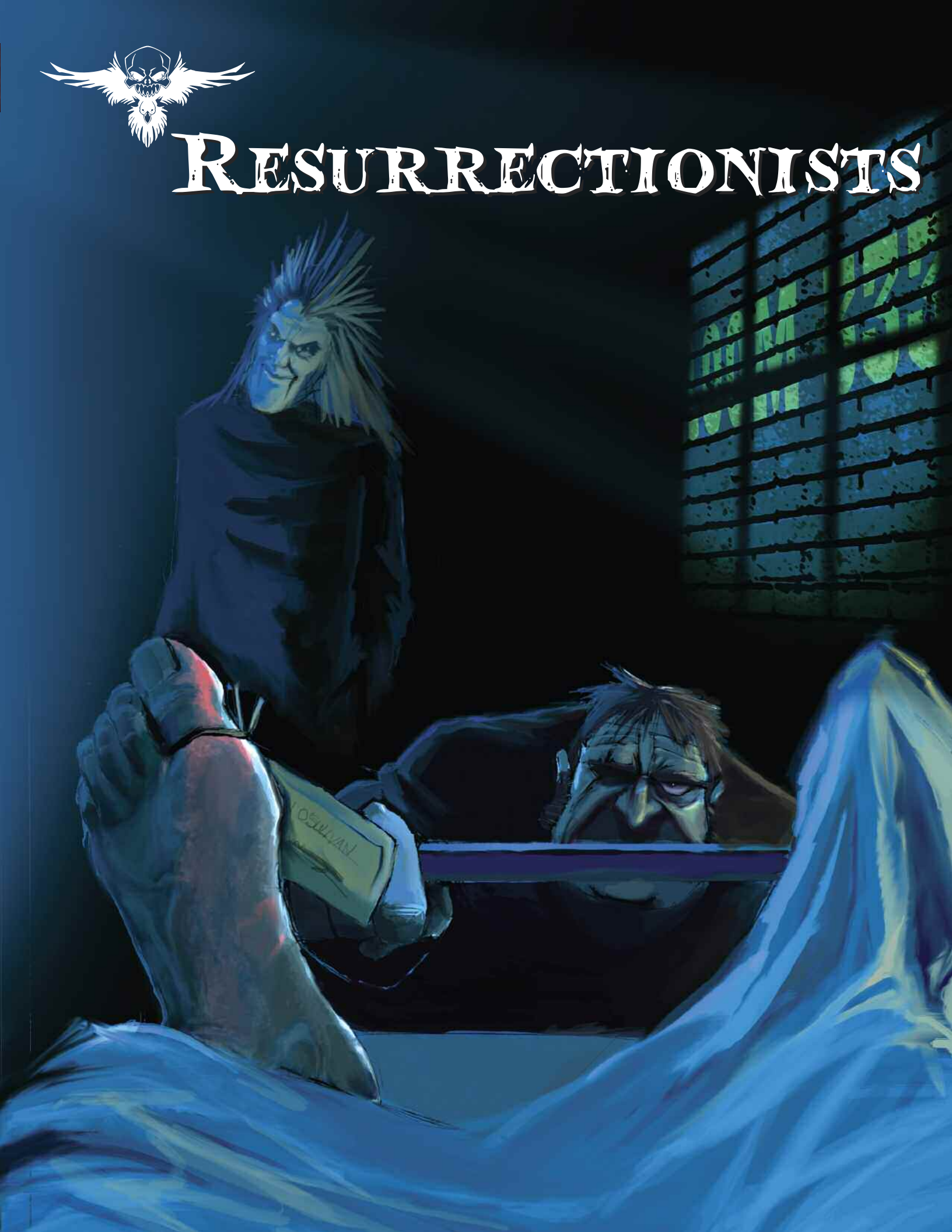
(1) Dispel Magic

(CC: 13 / Rst: Df /Rg: 12) Discard one Token or end one effect on target model. Wounds on the model or Counters carried by the model cannot be discarded.

The Peacebringer

Few who have run afoul of a Guild special investigation team, and lived to tell the tale, would argue the Peacebringer revolver, manufactured Earthside by the Haaken Manufacturing Company, is one of the deadliest weapons known to modern man. Not only does it fire .44 caliber cartridges but sports a wicked iron slicing blade mounted to the base of the stock. Guild agents must undergo rigorous marksmanship and melee training with a Peacebringer before they are issued one in the field. Experts, such as Santiago Ortega, are capable of alternating between slicing with the blade and firing the pistol with such blinding speed and unerring accuracy that both blade and bullet strike their target at nearly the same instant. Unauthorized individuals discovered by the Guild to be in possession of a Peacebringer earn themselves a short trip to the gallows, or more often, executed with the very firearm they had stolen from the Guild.

Resurrectionists



Resurrectionists

"People say I hate the living; it's not true. I just happen to see the potential inside all people, those great things anyone can do if they aren't trapped in their own consciousness and morals. And when I unlock that potential, death is the side-effect, I can't help that."
– **Doctor Douglas McMourning,**

Resurrectionist Resurrectionists. The name is a cruel joke, amusing only to the twisted minds of murderers and graverobbers. Resurrectionists reanimate the dead, but the trade of Resurrectionists results not in a body restored but a soulless puppet. Their practices are particularly appalling to the citizens of Malifaux who already must contend with the occupational dangers of the mines and the nightmare spawn of Neverborn. That some of the most terrible monsters this world knows are fellow men and women, former friends and family, is a grim realization.

Humanity has a long tradition of honoring their dead. In Malifaux, the death effect of Soulstones provides difficult existential and religious questions, and Resurrectionists are blatant in their desecration of human life. The reanimated serve only the selfish, unconscionable goals of these masters of death. On the topic of the Resurrectionist threat, there is unanimous support by the population of Malifaux to hunt and capture these barbarous individuals.

The Governor General's crusade against the necromancy of the Resurrectionists has overwhelming public support. His own personal staff suffered a grisly attack days after he won his position. In later weeks, the missing members of his cabinet were identified in a series of robberies, kidnappings, and murders. It was only after an extensive investigation that the true nature of these attacks came to light, that the bodies of the Governor General's staff had succumbed to an unidentified Resurrectionist. With that discovery, a special taskforce, the Death Marshals, were organized to combat the Resurrectionist threat. Their methods lack subtlety, but they developed a sophisticated profile used to identify and apprehend their targets. A Resurrectionist is often a single individual working alone or with one or two loyal assistants. Due to the gruesome nature of the work, these necromancers are forced to ply their trade in secret. Each one comes upon his craft through individual study, whether through science, magic, or some otherworldly pact. The art fosters creative resourcefulness as fresh corpses and strict privacy are continuously in short supply.

The Governor's witch-hunt has forced necromancers into the abandoned quarantined areas of Malifaux. There, these grim wizards are constantly at odds with the Neverborn, and only those necromancers who show significant aptitude are able to survive. These enterprising individuals fortify the abandoned districts they claim and populate them with shambling undead militias to fight off rival Resurrectionists and Neverborn attackers.

The Death Marshals have attempted to raid these outposts with moderate success and chilling discoveries. Despite the obvious individualism inherent in these criminals and their methods, curiously similar sigils, devices, and journal entries suggest some amount of shared knowledge. The Governor has also discovered that by pushing Resurrectionists into the abandoned portions of the City, they have unwittingly encouraged the looting of these areas. Necromancer strongholds are filled with artifacts collected from the haunted streets of Malifaux.

Of particular note are the large libraries maintained by these graverobbers, books salvaged from ruins of Malifaux's past. While only a few have managed to be seized intact, the texts suggest a dark patron, a spirit tutoring the necromantic arts, communicating subtly through the mysteries of science and magic, tempting those who crave forbidden knowledge. These texts and artifacts seem to be the source of the shared techniques common amongst these criminals.

While many of those aware of these texts believe this patron to be simple metaphor, other Guild members fear this grave spirit is real. Those fears magnify when one considers the armies of the undead marshaled in the outskirts of the City from the vaulted hideaways of their masters. That these Resurrectionists might be the unwitting lieutenants of a malicious patron would mean that the City is under siege and that every dying man is a potential recruit for an ever-growing army of the undead.

Dr. Douglas McMourning - Master

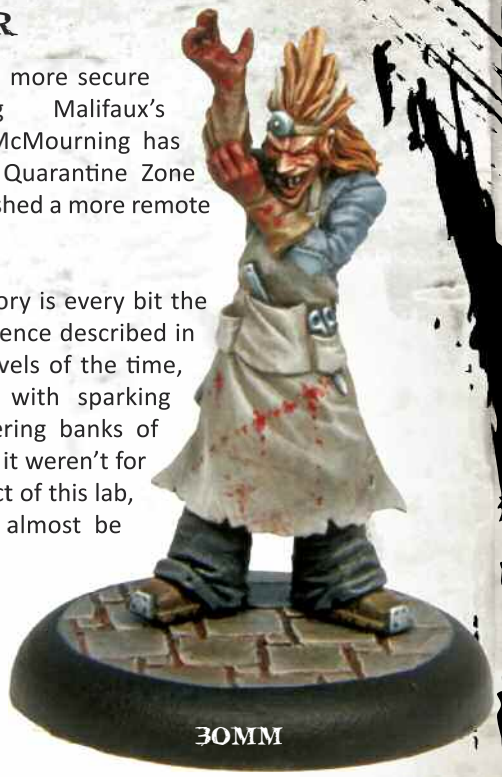
Morgue Master McMourning serves as the Guild's coroner. He is a new breed of scientist, born in this era. Forensic science is a new concept in this time, and there is no better place to practice this trade than in Malifaux, where death and murder are a daily occurrence.

McMourning's gruesome curiosity into the mechanism of death would ultimately lead to his study of Old Malifaux's final days and the legacy of magic it left behind. Exposure to the energies conjured in necromancy has a dramatic effect on a person's sanity. In experimenting with these ancient methods, McMourning's genius has been twisted, becoming maddened and cruel.

He is unsatisfied with merely reproducing the feats of Malifaux's past, desiring to innovate, to build on those techniques and create new brands of sorcery. The bodies that arrive on his dissection table become the raw materials for new creations, monsters that have never been imagined before. With these unnatural minions, he will harvest even darker secrets from the ruins of this ancient city.

In recent months, Guild officials have become suspicious of his activities, and McMourning has been forced to conduct his experiments in a more secure location. Utilizing Malifaux's expansive sewers, McMourning has journeyed into the Quarantine Zone where he has established a more remote base of operations.

This fortress laboratory is every bit the definition of mad science described in the popular pulp novels of the time, composed as it is with sparking apparatus and towering banks of electrical switches. If it weren't for the gruesome product of this lab, his madness would almost be comical.



Soulstone Cache: 6

Graverobber

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/7	2	5	7	4	12

Surgical Implements	
Rg	1
Cb	6
Dg	2/3/6

Talents:

Abilities

Body Parts: When determining your starting Soulstone Pool, you may exchange any number of your Crew's Soulstones for an equal number of Body Part Counters carried by this model. This model may exchange one of its Corpse Counters for two Body Part Counters at any time during its activation.

Hard to Wound 1

Organ Donor: When this model inflicts damage with a melee attack, heal it an equal number of **Wd**.

Precise: Ignore **Armor** and **Hard to Wound** Abilities when attacking.

Actions

(+1) Passion for his Work: Discard one Body Part counter, this model receives **Fast**.

(0) Master Surgeon: Target a living or Undead model within 3" and LoS. Target model's Controller performs a Healing Flip. This model's Controller declares whether the target heals the **Wd** indicated or suffers an equal amount of damage. If the Red Joker is flipped, and this model's Controller chooses to inflict damage, the target suffers 3 damage + an additional Healing Flip's worth of damage.

(0) Scalpel Slingin': Perform a **Rg** 6 Surgical Implements **Strike**. If the target is wounded by this attack, push this model into base contact with target. This is considered a melee attack.

Triggers

Ca ( ) Scalpel Magic: After resolving a **(1)** Spell where defender lost its Resist Duel, perform a Surgical Implements **Strike** against the defender if it is in melee range.

Cb ( ) A Piece for Me [Surgical Implements]: After damaging defender with this Weapon, this model gains one Body Part Counter.

Spells:

(0) Monstrous Creation
(CC: 17 / Rst: - / Rg: C) Either discard five Body Part Counters to Summon one Flesh Construct; or discard two Body Part Counters to Summon one Canine Remains.

(1) Dissection
(CC: 15 / Rst: Df / Rg: 2) **Dg** 1/5/10**.** This model gains three Body Part Counters if target is killed by Dissection. End this model's activation if Dissection inflicts Severe damage. A model killed by Dissection does not leave a Corpse Counter.

(1) Rancid Transplant
(CC: 14 / Rst: Df / Rg: 2) Discard one Body Part Counter. Target receives "**Easy to Wound 2**: Damage Flips against this model receive " until the end of the Encounter.

(1) Wracked with Pain
(CC: 12 / Rst: Wp / Rg: 12) Target suffers 2 wounds. Until the Start Closing Phase, target cannot perform **(0)** Actions. Gain one Body Part Counter.

Nicodem, the Undertaker - Master



Eloquent and well spoken, Nicodem bucks the stereotype commonly applied to his fellow Resurrectionists, that of the psychotic graverobber. There is an irony in that Nicodem is the man who provides the graves for the dead men and women of Malifaux. He is the very definition of the gentleman criminal, as likely to steal a man's fortune with a honeyed word as he is with a bullet.

Nicodem understands well the treasures buried in the earth. The graveyard is full of the secrets of the past, the evidence of a murderer's crimes or the key to a land baron's safe deposit box. It is here, in the cemeteries of Malifaux, that Nicodem first learned of necromancy and the secret whispers that would bring unlife to the cold corpses buried in the ground.

Nicodem sees in this art the ability to stand against the Guild. Necromancy provides power that the Governor General will never have.

Slowly, beyond the sight of the Guild, Nicodem raises a rebellion. Cloistered in a stronghold deep in the Quarantine Zone, he plots an elaborate scheme that will replace the Guild powerbase within Malifaux with an empire of the undead, a scheme that will dethrone the corrupt Governor General and put a Lord of the Dead in his place.

Soulstone Cache: 3

Graverobber

Wk/Cg	Ht	Wp	Ca	Df	Wd
3/5	2	7	7	3	12

Cane	
Rg	1
Cb	4
Dg	1/2/3

Talents:

Abilities

Embrace Death: This model can choose to gain the Undead Characteristic when affected by Talents or Spells that affect Undead.

Hard to Wound 1

Undead Master: Crews containing this model may hire Undead from any Faction, at no additional cost.

Zombie Control: At the end of the Activation Phase, Nicodem takes control of and activates any Mindless Zombies within 12". These Mindless Zombies lose the **Mindless** Ability during this activation and activate before any other Mindless Zombies. Mindless Zombies Nicodem controls are considered friendly, and may Cheat Fate, but Nicodem's Controller must discard a Control Card before they Cheat. When a controlled Mindless Zombies moves, its Controller chooses where it moves to. Use activation order to decide which Nicodem activates a Mindless Zombie first if there is more than one Nicodem in play.

Zombie Fodder: When this model is hit by an attack, sacrifice one Mindless Zombie within 2" to cancel the hit.

Actions

(+1) Casting Expert

(0) Arise: (10. Sacrifice all Corpse Counters. Summon one Mindless Zombie per Counter sacrificed.

(0) Bolster Undead: 10. Friendly Undead receive +2 **Df** and +2 **Cb** until the Start Closing Phase.

Triggers

Cb/Ca ( ) Empty Vessel [Cane, Decay]: After killing a living or Undead defender with this Weapon or Spell, place a number of Mindless Zombies equal to the defender's base size in base contact with the defender before it is removed from play. Defender does not generate Corpse Counters.

Ca ( ) Putrefy [Decay]: After damaging defender with this Spell, defender must discard one Control Card. If that card is 5 or less, this model's Controller draws 1 Control Card.

Spells:

(1) Decay
(CC: 14 / Rst: Wp / Rg: 10) **Dg** 2/3/5. Friendly Undead hit by this Spell or by any heal 2 **Wd** instead of suffering damage.

(1) Reanimator
(CC: 16 / Rst: - / Rg: C) Discard a number of Corpse Counters within 6" equal to the base size of one non-Spirit, non-Unique Undead model. Summon that model. Draw one Card for each Corpse Counter discarded.

(1) Rigor Mortis
(CC: 17 / Rst: Wp / Rg: 10) Target model receives **Paralyzed**.

(1) The Fog
(CC: 10 / Rst: - / Rg: 6) **Ht** 5 obscuring for all models, including this model, until the Start Closing Phase.

Seamus, the Mad Hatter - Master

Seamus' infamy is known throughout Malifaux. Stories of his grizzly crimes are even painted across newspaper headlines back home. The hunt for this daring murderer is a sensation discussed at length in the parlors and coffee shops of New Amsterdam. To them, Malifaux is the frontier not because of its distance from civilization but because of the lawlessness that Seamus' continued freedom exemplifies.

While the Guild and other factions busy themselves with the struggle for Soulstone, Seamus has discovered power in the ruins of the City itself. Vast libraries are full with arcane secrets of a long vanished race. From these secrets, he has divined the art of necromancy, and in the streets of the City, he preys on the young and beautiful to practice his craft.

The citizens of Malifaux fear this criminal above all others. He is more terrifying than the monstrous Neverborn creatures that haunt this City. His appearance has prompted riots, distractions he's used to cover his daring raids on Guild and Union property. The scope of his crimes will only grow as his goal to refine his skill with undeath into an art will bring ever grander exploits.

Unlike his fellow Resurrectionists, Seamus takes a very literal interpretation of the volumes he's unearthed. In those pages are described an unknowable spirit, a sentience embodied in the dark energies of necromancy. This spirit, as it is written, communicates subtly through the practice of ritual and scientific experimentation. This spirit's power flows into this world, conjured by the techniques of necromancy, and embodied in unlife.

With grim zeal, Seamus reaches toward this Grave Spirit, eagerly pursuing its whispers. He pays no heed to any agenda this dark patron may have, only to the carnal mysteries he might learn.



Soulstone Cache: 2

Graverobber

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	2	7	7	4	12

Bag o' Tools	
Rg	1
Cb	5
Dg	1/3/5

.50 Flintlock	
Rg	8
Cb	5
Dg	4/6/7

Talents:

Abilities

Belles of the Ball: Friendly Belles activating within 8" of this model receive +2 **Wk** until the Start Closing Phase.

Hard to Kill

Hard to Wound 2

Necrotic Ministrations: Draw one Control Card and heal 2 **Wd** when a living or Undead model is killed within 6" of this model.

Terrifying → 12

Weapons

.50 Flintlock: May only be used once per Turn.

Actions

(+1) Fast

(0) No Escape: Target a model within 6". This model may immediately **Charge** target if target is moved using a movement effect. **No Escape** ends when this model **Charges** this Turn or at the Start Closing Phase.

(0) Trail of Fear: 12 Living models receive -2 **Wp** until the End Closing Phase.

(0) Womanizer: One friendly Belle within 6" of Seamus activates after this model's activation ends.

Triggers

Cb ( ) Excessive Bleeding [Bag o' Tools]: After hitting defender with this Weapon, defender receives the Insignificant Characteristic until the end of the Encounter. At the end of the Encounter models affected by **Excessive Bleeding** must win an uncheatable **Wp→12** Duel, or they count as killed for Encounter purposes.

Cb ( ) Slit Jugular [Bag o' Tools]: When damaging defender with this Weapon, inflict no damage. Instead kill defender unless they discard two Control Cards or Soulstones. Draw one Control Card if Defender is killed. Only models with the **Use Soulstone** ability may discard Soulstones.

Spells:

(0) Arise, My Sweet
(CC: 17 / Rst: - / Rg: C) Discard one Corpse Counter within 6". Summon one Rotten Belle.

(1) The Face of Death
(CC: 14 / Rst: - / Rg: 4) **Terrifying → 14**. This replaces this model's **Terrifying → 12** Ability.

(1) Live for Pain
(CC: 14 / Rst: Df / Rg: 6) **Dg** 2/2/5. Heal this model a number of **Wd** equal to the amount of damage inflicted.

(1) Undead Psychosis
(CC: 15 / Rst: Wp / Rg: 12) Target model and one additional model per in the casting total within 3" of the target may not end a move within 3" of an Undead model. If an affected model activates within 3" of any Undead model, it can only perform movement Actions until it is more than 3" away from any Undead model. If an affected model cannot be moved without the movement ending more than 3" of an Undead model it **Passes**.

Copycat Killer - Totem

Soulstone Cost: 2



Insignificant, Totem (Seamus)

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	1	4	3	3	4

Knife	
Rg	1
Cb	3
Dg	1/2/3

.50 Flintlock	
Rg	8
Cb	3
Dg	4/6/7

Talents:

Abilities

Companion (Seamus)

Weapons

.50 Flintlock: May only be used once per Turn. This model suffers 1 wound and is pushed 1" directly away from the target when attacking with this Weapon.

Spells:

(1) Magical Extension

(CC: * / Rst: * / Rg: *) This Spell may be cast only once per activation. Cast one of the connected Master's **(1)** Spells. During this casting, this model may use a Soulstone to change its starting total.

(1) Mistaken Identity

(CC: 12 / Rst: - / Rg: 15) Switch this model and target friendly Seamus.

As if one narcissistic serial killer with the power to raise the dead was not enough, when Seamus calls his Totem to his side, it is little surprise it takes on its Master's visage. From top hat to buckled shoes, the Copycat Killer is a distorted miniature of Seamus' twisted and depraved ego.

Cackling with impish glee, it relishes the fear and pain it causes its victims just as much as Seamus does his own. With wicked tools in hand, it cavorts among its enemies, cutting hamstrings and felling opponents with blasts from its comically massive flintlock.

Grave Spirit - Totem

Soulstone Cost: 1

At the center of any Resurrectionists magic lies the inevitability of death. A Grave Spirit (not to be confused with The Grave Spirit) is an embodiment of that inevitability, appearing most often rising from the ground in the guise of an aged traveler, candle to light his way tied to his bald pate. Grave Spirits impart a fragment of their inevitable power, flooding into the afterlife to their summoner, as a protector from harm.



Insignificant, Spirit, Totem, Undead

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	1	5	3	3	3

Chill Touch	
Rg	1
Cb	2
Dg	1/2/5

Talents:

Abilities

Companion (Master)

Strength from Below: Friendly Undead models Linked to this model receive **Armor +2**. While Linked to a friendly model, this model cannot be targeted by enemy ranged attacks and Spells.

Actions

(0) Link

Spells:

(1) Magical Extension

(CC: * / Rst: * / Rg: *) This Spell may be cast only once per activation. Cast one of the connected Master's **(1)** Spells. During this casting, this model may use a Soulstone to change its starting total.

Vulture - Totem

Soulstone Cost: 2

Insignificant, Totem (Nicodem)

Wk/Cg	Ht	Wp	Ca	Df	Wd
10/10	1	5	2	5	3

Beak and Talons	
Rg	1
Cb	3
Dg	1/2/3

Talents:

Abilities

Companion (Nicodem)

Flight

Numerous: Crews containing Nicodem may hire two Vultures. Nicodem can connect two Vulture Totems.

Perch: This model may end its activation on impassible terrain.

Actions

(1) Bring Back: This model's connected Master picks up one Corpse Counter within 3" of this model.

(1) Eyes and Ears: Until the End Activation Phase, when casting a Spell, this model's connected Master may draw LoS and range from this model. These Spells receive -3 **Ca**. Spells with the icon may not be cast through a model in melee using **Eyes and Ears**.

Spells:

(1) Magical Extension
(CC: * / Rst: * / Rg: *) This Spell may be cast only once per activation. Cast one of the connected Master's **(1)** Spells. During this casting, this model may use a Soulstone to change its starting total.

Nicodem's Totem manifests itself as a venue of scavenging Vultures. Circling high above, they seek out the weak and sickly, directing their Master to corpses or soon-to-be corpses he can raise to join his growing undead army. Nicodem's command over his Totem allows him to look through their eyes, seeing what they see, even directing his considerable magic abilities using the Vulture as his casting point.



Zombie Chihuahua - Totem

Soulstone Cost: 1

Always the visionary, Morgue Master McMourning's experiments are not limited to just human subjects. Animals collected from a variety of species are subject to his knife's explorations, their inner secrets laid bare under the harsh glare of the surgical light. McMourning's Totem takes the form of his first successful non-human experiment, a stray Chihuahua Sebastian had named, "Dog". McMourning's improvements to the Chihuahua increased its size and ferocity, and he was eventually able to train the creature to gather body parts for him. Oddly, the dog's yapping bark did not deepen with its increase in size, giving it a macabre but comical appearance as it leaps to rip out throats.



Graverobber, Insignificant, Totem (McMourning), Undead

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/8	1	4	3	4	4

Teeth and Claws	
Rg	1
Cb	2
Dg	1/2/3

Talents:

Abilities

Companion (McMourning)

Actions

(1) Backup Materials: Sacrifice Zombie Chihuahua. This model's connected Master gains two Body Part Counters.

(1)"Get the Stick!": Discard one Corpse Counter within 3" of this model. This models connected Master gains one Corpse Counter.

Triggers

Cb ( ) Rabies [Teeth & Claws]: After damaging defender with this Weapon, defender receives -2 **Wp** until the end of the Encounter.

Spells:

(1) Fetch
(CC: 10/Rst: - /Rg: 2) Target model discards any number of Body Part Counters or Corpse Counters. This model's connected Master gains Body Part Counters equal to the number of counters discarded.

(1) Magical Extension
(CC: * / Rst: * / Rg: *) This Spell may be cast only once per activation. Cast one of the connected Master's **(1)** Spells. During this casting, this model may use a Soulstone to change its starting total.

Bête Noire - Minion

30mm Base

Soulstone Cost: 9

Undead, Unique

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/8	2	5	6	7	4

Knives	
Rg	1
Cb	6
Dg	2/3/4

Thrown Knives	
Rg	8
Cb	5
Dg	2/3/4

Talents:

Abilities

Drawn to Death: Do not deploy this model at the start of the Encounter. Instead, when a living or Undead model is killed or sacrificed, you may choose to Place this model in base contact with the killed or sacrificed model before it is removed from play. If this model is not in play at the end of the Encounter, it counts as a killed for Encounter purposes.

Feed on Death: Until the Start Closing Phase, this model receives **Fast** when a living model is killed within 3".

Slow to Die

Tenebrous Aura: Ranged attack Flips targeting this model from more than 8" away receive .

Weapons

Knives: Paired.

Actions

(2) Flurry [Knives]

Triggers

Cb ( ) Rot

Cb ( ) Slit Jugular [Knives]: When damaging defender with thie Weapon, inflict no damage. Instead kill defender unless they discard two Control Cards or Soulstones. Draw one Control Card if Defender is killed. Only models with the **Use Soulstone** Ability may discard Soulstones.

Spells:

(0) Depraved Tactics
(CC: 10 / Rst: - / Rg: C) This model's Knives **Strikes** receive one of the following effects until the Start Closing Phase:

Sever Spine: Living models hit receive **Paralyzed**.
Groin Strike: Damage Flips receive .
Mutilate: Models hit receive **Slow**.

(1) Mark for Death
(CC: 14 / Rst: Wp / Rg: 12) Target receives the Insignificant Characteristic until the end of the game. At the end of the Encounter models affected by Mark for Death must win an uncheatable **Wp → 12** Duel, or count as killed for Encounter purposes.

(1) One with the Night
(CC: 16 / Rst: - / Rg: C) Bury and Heal all **Wd** on this model. It may use **Drawn to Death** to return to play beginning on the next Turn.

None know who or what Bête Noire was in life, but the silent horror that she has become in undeath now stalks the City's countless shadowy side alleys in search of victims, usually individuals who have delivered death to another in some fashion. Cloaked in an inky shroud of darkness, she toys with her prey before overtaking them. Despite her murderous intentions, her victims' prayers for a quick death are ignored; instead, they are subjected to brutal torture and mutilation before they are allowed the release of death. Guild Guard who have discovered her handiwork generally report feelings of hopelessness and despair being almost tangible in the air, and many are haunted by vivid images and nightmares for the rest of their lives.

Canine Remains - Minion

30mm Base

Soulstone Cost: 2

Countless stray and feral dogs wander the Quarantined Zone, dying daily from disease, malnourishment, and violence. When a dog that has eaten undead flesh dies, it may rise again, its necrotic remains seeking out others of its kind as if some pack instinct remains in its decaying mind. These packs are a danger to other undead as well as a very real threat to the living, capable of dragging their prey down and tearing it apart in seconds.

Despite this, Resurrectionists sometimes tame these creatures, creating their own pack and taking on the mantle of the pack's alpha.

Graverobber, Insignificant, Undead

Wk/Cg	Ht	Wp	Ca	Df	Wd
6/9	1	5	4	5	3

Teeth and Claws	
Rg	1
Cb	4
Dg	1/3/4

Talents:

Abilities

Hard to Wound 1

Hunting Dogs: Enemy models receive -2 **Df** while in the melee range of two or more friendly Canine Remains.

Man's Best Friend: When this model gains the Ability to activate after another model's activation ends, another friendly Canine Remains within 6" may receive the Ability as well.

Pack Mentality: Ignore the Insignificant Characteristic while a friendly Canine Remains is within 3".

Actions

(0) For You, Master: This model discards any number of Corpse Counters. This model's Master gains Corpse Counters equal to the number of counters discarded.

(1) Bloodhound: Charge the closest living model that is currently suffering 1 or more **Wd**.

Triggers

Cb ( ) Rabies [Teeth and Claws]: After damaging defender with this Weapon, defender receives -2 **Wp** until the end of the Encounter.

Crooked Man - Minion

30mm Base

Soulstone Cost: 4

Undead

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	2	6	4	4	7

Mining Tools	
Rg	2
Cb	5
Dg	2/3/5

Talents:

Abilities

Crooked: +2 Df when targeted by ranged attacks.

Evasive 2

Slow to Die

Triggers

Cb (X) Bury [Mining Tools]: After damaging defender with this Weapon, defender receives **Paralyzed**.

Spells:

(1) Cave In

(CC: 11 / Rst: Df / Rg: 10) **Dg: 2/2/4/4.**

(1) Shafted

(CC: 13 / Rst: - / Rg: C) Place one Shafted Marker within 6" of this model. When a model ends a move or Push within 2" of a Shafted Marker, remove the Marker and the model's Controller flips a Fate Card. If the value is a Joker, the model is killed**.** If the value is a 1-7 the model suffers 3 damage. If the value is 8-13 the model receives **Paralyzed**. Crooked Man models are immune to Shafted Markers. Shafted Markers are removed from play at the End Closing Phase.

Cave-ins are a common hazard for miners. Plenty of mines are unreliable; either inexperienced miners scrambling for a quick haul, or old shafts reopened despite warnings of their instability, or even Guild-run mines that are simply dug in an area that has proven less than reliable. Crooked Men are victims of cave-ins that have been dug out of their natural tombs by a Resurrectionist and raised from the dead as free mining labor, or as fodder in his Crew. With its shattered and torn limbs jutting out at disturbing angles, a Crooked Man is a difficult opponent to put down. Often, unlucky individuals will encounter Crooked Men near the site of their untimely demise, running afoul of crude traps dug into the tunnel-riddled surroundings, falling into mine shafts, or worse...

Mindless Zombie - Minion

30mm Base

Summoned

Raised from the dead as little more than shambling obstacles for an enemy, Mindless Zombies exist with little more drive than to satisfy their never-ending hunger with the flesh of the living, passing on their terrible curse of undeath to any soul unfortunate enough to meet their demise at the Zombie's teeth and pawing hands.

Insignificant, Undead

Wk/Cg	Ht	Wp	Ca	Df	Wd
3/-	2	5	2	2	3

Talents:

Abilities

Hard to Wound 1

Mindless: This model is uncontrolled and does not activate as normal during the Turn. Players, in activation order, activate and control one Mindless Zombie at the end of the Activation Phase. Move the Zombie its full **Wk** directly toward the closest model that is not another Mindless Zombie. If the Zombie ends its move with a model in melee range, or already has a model in its melee range it performs one Teeth **Strike** against the model. This model will not attack other Mindless Zombies. If there is more than one model in melee range, the Controlling player chooses which model the **Strike** is against. This **Strike** cannot be Cheated. Continue activating Mindless Zombies until all have activated.

Neutral: This model does not belong to a Crew.

Teeth	
Rg	1
Cb	3
Dg	1/1/3

Walking Dead: Counts as a Corpse Counter, but cannot be picked up.

Triggers

Cb (X) Empty Vessel [Teeth]: After killing a living or Undead defender with this Weapon, place a number of Mindless Zombies equal to the defender's base size in base contact with the defender before it is removed from play. Defender does not generate Corpse Counters.

Flesh Construct - Minion



Soulstone Cost: 7

Construct, Undead

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/-	2	5	4	3	10

Meat Hook	
Rg	2
Cb	6
Dg	2/3/6

Assembled from body parts collected from living and dead 'volunteers', Flesh Constructs seek little more than to destroy the living. Marching inexorably toward their opponents, Flesh Constructs are capable of absorbing a horrifying amount of punishment before collapsing. Those unfortunate enough to not stop one before it reaches them are literally torn limb-from-limb in the frenzied violence these undead monstrosities are capable of unleashing. Worse yet, whatever damage a Flesh Construct sustains in a fight is quickly repaired with strong steel needle, surgical thread, and whatever leftovers are at hand.

Talents:

Abilities

Ceaseless Advance: At the start of the Closing Phase, move this model up to its **Wk** toward the nearest enemy model. If this model already has an enemy model in melee range, it performs one Meat Hook **Strike** against the enemy model instead.

Dumb: This model receives **Slow** at the start of its activation unless you discard a Control Card. If the card is a Joker, it receives **Fast**.

Hard to Wound 2

Immune to Influence: Ignore effects that require the use of **Wp** when defending in a Duel.

Undead Construct: When killed, this model generates two Corpse Counters and no Scrap Counters.

Triggers

Cb ( ) Rend Flesh [Meat Hook]: When damaging defender with this Weapon, defender suffers +2 **Dg.**

Spells:

(1) Devour

(CC: 13 / Rst: Df / Rg: 2) Sacrifice target living **Ht** 1 model.

(1) Fling

(CC: 12 / Rst: Df / Rg: 2) Push target model 4" directly away. Push this model directly towards target model until it is in melee with the target.



The Hanged - Minion



Hanging like bloated fruit from some abominable tree, the victims of hangings – both legal and criminal – wait silently for an enterprising Resurrectionist to come along and cut them down before their removal for burial or inevitable consumption by carrion. Knowledgeable Resurrectionists can call forth the spirit contained in these bodies, unleashing them to cause mayhem among their enemies. Only the bravest souls can withstand the terrifying confessions whispering forth from the Hanged's dead lips and keep a hold on their sanity. Litanies of its crimes and the cries of the Hanged's victims spew forth like a poisonous miasma, seeking to pollute and destroy the mind and soul of anyone unfortunate to be within earshot.

Madame Sybelle - Minion

Soulstone Cost: 6



Belle, Undead, Unique

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	2	5	6	5	9

Riding Crop	
Rg	2
Cb	5
Dg	2/2/4

Iron Fan	
Rg	1
Cb	4
Dg	1/3/5

Talents:

Abilities

Hard to Wound 1

Regeneration 1

Slow to Die

Terrifying → 12

Actions

(2) Flurry

Triggers

Cb ( ) Fester [Iron Fan]: After hitting defender with this Weapon, defender receives -1/-1 **Wk/Cg** until the end of the Encounter. Multiple **Festers** are cumulative.

Cb ( ) Rot

Cb ( ) Rough Trade [Riding Crop]: After damaging defender with this Weapon, defender can only **Pass** until it wins a **Wp → 13** Duel at the start of its activation.

Spells:

(0) Call Belle

(CC: 15 / Rst: - / Rg: 14) Push target friendly Belle to within 3" of this model.

(1) Crave Punishment

(CC: 14 / Rst: Wp / Rg: 12) Target model receives no benefit from **Armor** until the Start Closing Phase.

(1) Lure

(CC: 12 / Rst: Wp / Rg: 18) Push target model its **Wk** toward this model. If the Push ends with the target in this model's melee range, it performs a melee attack against the target.

(1) Shriek

(CC: 14 / Rst: Df / Rg: 12) **Dg** 2/2/6. If the target is a living model it must perform a **Wp → 11** Morale Duel after suffering damage.

Dressed in her cathouse best, the corpulent ex-owner of Madame Sybelle's Saloon now exists as a reanimated nightmare of desire and disgust. Once admired for her ability to read a man seeking her girls' affections, she grossly misread the individual who would end her life and resurrect her and her girls into eternal servitude.

Because they were once her employees, Rotten Belles still answer, albeit in a limited fashion, to her moaning orders. Many foes have fallen to her unearthly strength and corrupted weapons. Her provocative manner of dressing, once sensual, can still cause opponents to lose their edge in a fight, whether from horror or from perverse attraction is, thankfully, unknown.

30mm Base

Soulstone Cost: 8

Rare 2, Spirit, Undead

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	2	7	6	4	7

Baleful Aura	
Rg	1
Cb	6
Dg	1/2/5

Condemned Whisper	
Rg	10
Cb	6
Dg	1/1/2

Talents:

Abilities

Float

Horrible End: All living enemy models within 8" of an enemy defender killed by this model must immediately win a **Wp → 10** Duel or Fall Back.

Terrifying → 13

Unrelenting Terror: When targeting enemy models, this model ignores effects which grant bonuses to **Wp** from Talents or Spells.

Weapons

Condemned Whisper: Models damaged by this Weapon must win a **Wp → 11** Duel or Fall Back.

Actions

(0) Smell Fear: When a model loses a Morale Duel within 6" of this model, but before the model Falls Back, this model may immediately **Charge** the model. Smell Fear ends when this model **Charges** this Turn or at the Start Closing Phase.

(1) Last Words (1)6. Models must win a **Wp → 10** Morale Duel or Fall Back.

Triggers

Cb ( ) Horrifying [Baleful Aura]: After damaging defender with this Weapon, defender receives on all **Wp** Duels for the remainder of the game.

Spells:

(1) Hangman's Knot

(CC: 12 / Rst: Wp / Rg: 12) **Dg** 1/2/4. Push target model 4" toward this model.

(1) Whisper from Beyond

(CC: 13 / Rst: Wp / Rg: 10) Target loses half its remaining **Wd** and cannot be healed for the remainder of the Encounter..

Mortimer, the Gravedigger - Minion



Soulstone Cost: 7

Graverobber, Unique

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/7	2	6	5	5	10

Shovel	
Rg	2
Cb	6
Dg	2/3/4

Fling Dirt	
Rg	8
Cb	4
Dg	2/2/4/4

Mortimer is the polar opposite of his most frequent employer, Nicodem. Crude, overweight and slovenly, he provides the manual labor associated with a Resurrectionist's most common activity – exhuming bodies. Possessing an uncanny knack for locating fresh bodies and graves, Nicodem's base behavior is tolerated by his employers, his shovel uncovering the dead as he whispers a barroom song or tells a bawdy tale.

A pragmatic man, Mortimer's commitment to the Resurrectionists comes not from any devotion to their cause but from the color and quantity of their coin. Over time he has learned bits of their magic and is capable of summoning undead companions – most often in the form of an undead hound.

Talents:

Abilities

Regeneration 1

Actions

(0) Six Feet Under: Until the Start Closing Phase, this model receives **Hard to Wound 2** when targeted by ranged attacks and may not move or be moved.

(0) Zombie Companion: One friendly Undead model within 6" of this model activates after this model's activation ends.

Triggers

Ca (X) Bury [Empty Grave]: After damaging defender with this Spell, defender receives **Paralyzed** instead of **Slow**.

Cb (X) A Grave for You [Shovel]: After damaging defender with this Weapon, cast **Empty Grave** on the defender.

Spells:

(all) Make My Own Friends
(CC: 14X / Rst: - / Rg: C) Sacrifice two Corpse Counters to Summon one non-Spirit, non-Unique Undead model with a Soulstone cost of 4 or less.

(1) Empty Grave
(CC: 13 / Rst: Df / Rg: 3) **Dg** 1/2/4. Target model receives **Slow.**

(1) Exhume
(CC: 12 / Rst: - / Rg: 6) Flip a Fate Card from the top of your Fate Deck. The flip may be Cheated. If the Card is a X, place one Corpse Counter within 6" of this model. This Spell may only be cast once per Turn.

(1) "Fresh Meat!"
(CC: 12 / Rst: Df / Rg: 15) All friendly Undead models in play may immediately move up to their **Wk** toward the target model.

Necropunk - Minion

30mm Base

Soulstone Cost: 3

Construct, Undead

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/7	1	5	4	5	4

Claws	
Rg	1
Cb	5X
Dg	1/2/3

To the Resurrectionist, dead flesh is a raw material to be manipulated and shaped into a new form. As clockworks and steam-powered Constructs continue to demonstrate the adaptability of animate metal, some Resurrectionists have begun experimenting with combining these resources into new, blasphemous creations. Created mostly from spare parts, Necropunks are animate examples of what the future may hold. Scrambling along on spider-like limbs, swarms of these castoff undead drag down their victims in a flurry of necrotic and metal limbs. The blending of flesh and metal creates a highly resilient creature that would have been much easier to destroy if its composite parts had been encountered individually.

Talents:

Abilities

Arachnid

Hard to Kill

Overpower: Enemy models activating while in the melee range of two or more friendly Necropunks receive **Slow**.

Slow to Die

Undead Construct: When killed, this model generates one Corpse Counter and no Scrap Counters.

Actions

(2) Flurry

Triggers

Cb (XX) Rot

Spells:

(0) Leap
(CC: 10 / Rst: - / Rg: C) Move this model up to its **Cg**. This model receives **Flight** during the move. This Spell cannot be cast if this model is in melee.

Nurse - Minion

Soulstone Cost: 5

Rare 2

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/-	2	4	6	4	6

Syringe	
Rg	1
Cb	4
Dg	1/1/1

Talents:

Abilities

Harmless

Actions

(0) Attendant: Until the End Closing Phase, friendly models in base contact with this model receive **Armor +1** when targeted with ranged attacks.

(0) Bedside Manner: Until the End Closing Phase, friendly models in base contact with this model receive +2 **Df** when targeted by melee attacks.

(2) Furious Casting: Discard one Control Card. This model receives 3 AP that must immediately be used on **Cast** Actions.

Triggers

Cb (X) Lethal Mixture [Syringe]: When damaging defender with this Weapon**, Dg** 1/3/6.

Cb (X) Sedate [Syringe]: After damaging defender with this Weapon, defender receives **Slow**.

Spells:

(all) Surgery
(CC: 14X / Rst: - / Rg: 2) Heal all **Wd** on target model. This model and target receive **Slow** whether this Spell is cast successfully or not.

(1) Life Support
(CC: 14X / Rst: Wp / Rg: 2) Target model's Controller must discard two Control Cards or Soulstones at the end of its next activation or target is killed.

(1) Massive Dose
(CC: 12 / Rst: - / Rg: 2) Target friendly living or Undead model receives one of the following effects.

Painkillers: Target cannot be killed. Sacrifice target at the end of its next activation.
Speed: Target gains **Reactivate**. Sacrifice target at the Start Closing Phase.
Stimulant: Target receives +2/+2 **Wk/Cg**. Target's melee attacks receive +4 **Cb** and its melee Damage Flips receive +. Sacrifice target at the Start Closing Phase.



When it comes to the Morgue's Nurses, the adage "beauty is only skin deep" could not be more perversely true. The Nurses have paid a high price for eternal beauty, in both their sanity and their souls. Donning the flesh of McMourning's most beautiful victims, Nurses use their feminine wiles and alchemical concoctions to capture subjects the Morgue Master would prefer to gather intact.

Likewise, they are tasked with using compounds of their own devising to keep his failed experiments under control. Unfortunately, their lack of medical training usually results in a messy death once the compounds have run their course. "Oops...tee hee..."

December

The being known today as December was a cruel tyrant from Malifaux's ancient past. He and other sorcerers grew to great power through the studies of magic and related arts, such as necromancy. As these sorcerers' powers grew, so did their beliefs in their own deification. To demonstrate their might, they subjected their perverse will upon the citizens of this world, particularly those who wouldn't obey them. December was one of the worst of these tyrants, taking pleasure in death, destruction and bringing a new age of slavery unto the people. Long-forgotten relics of his rule can be found scattered throughout the ruins of Malifaux.

In particular, a mountain range that runs to the west and north of Malifaux has scattered remnants of shrines dedicated to the worship of December. Men and women fleeing the custody of Malifaux's Guild occupation have formed tribes around these ruined shrines. No one is certain what happens to these people, but they change, becoming feral, devolving it seems. They speak an unknown language and practice horrible rituals, including cannibalism. If anyone were to accidentally stumble upon one of these tribes, or one of December's acolytes, they should run, quickly.

Punk Zombie - Minion

Soulstone Cost: 5



Undead

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/7	2	5	4	5	6

Katana	
Rg	1
Cb	7
Dg	2/4/5

Talents:

Abilities

Hard to Wound 1

Slow to Die

Weapons

Katana: Paired.

Actions

(2) Flurry

Triggers

Cb( ) Rot

Spells:

(1) Self-Mutilate

(CC: 12 / Rst: Df / Rg: 12) Inflict up to 3 wounds on this model before choosing a target. Target model suffers 1 wound per wound inflicted on this model. This Spell may be cast once per Turn.

(1) Slice and Dice

(CC: 12 / Rst: Df / Rg: ( )2) **Dg** 3.

Resurrecting those with talents in a particular arena has, typically, proven fruitless. Mental faculties suffer too greatly by the trauma of death and rebirth for the raised to be able to recall and to effect whatever feats they were capable of in life.

Punk Zombies are an exception to this; these raised individuals lived to cause harm to others and appear to enjoy inflicting their despicable crafts on the living. In fact, these creatures relish the thought of harming others to the extent they literally tear themselves apart in an effort to reach and harm the living.



Rotten Belle - Minion

Seamus morbidly calls the contingent of undead women accompanying him his Belles. His first Belles were filles de joie working in Madame Sybelle's Saloon. Something in the way Madame Sybelle ran her establishment attracted the fledgling Resurrectionist, and he soon took the entire Saloon's staff into his shambling coterie, preferring the company of the dead to that of the living.

Despite their necrotic state, the Belles still possess some rudimentary memory of the skills they had in life, using their putrescent beauty to lure unsuspecting foes to their deaths. Tireless and mindless, his ladies of the evening carry out any task given to them until they either complete it or are destroyed.

Sebastian, Morgue Assistant - Minion



Soulstone Cost: 6

Graverobber, Unique

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	2	5	5	5	9

Bone Saw	
Rg	1
Cb	5
Dg	3/4/6

Talents:

Abilities

Body Parts: When you determine your starting Soulstone Pool, you may exchange any number of your Crew's Soulstones for an equal number of Body Part Counters carried by this model. This model may exchange one of its Corpse Counters for two Body Part Counters at any time during its activation.

Hard to Wound 1

Actions

(+1) Melee Expert

(0) For You, Master: This model discards any number of Corpse Counters. This model's Master gains Corpse Counters equal to the number of counters discarded.

(0) "Here, Boy!": One friendly Canine Remains within 6" of this model activates after this model's activation ends.

(1) Surgeon: Sacrifice one Body Part Counter and target a living or Undead model in LoS within 2". Target model's Controller performs a Healing Flip.

Triggers

Cb(X) A Piece for Me [Bone Saw]: After damaging defender with This Weapon, this model gains one Body Part Counter.

Spells:

(1) Man's Best Friend
(CC: 12X / Rst: - / Rg: C) Sacrifice two Body Part Counters. Summon one Canine Remains. This Spell may be cast once per Turn.

(1) Bloody Harvest
(CC: 14 / Rst: Df / Rg: (r)3) **Dg** 4.

(all) Gather Parts
(CC: 14X / Rst: - / Rg: C) Gain two Body Part Counters.

Dim-witted and unwaveringly loyal, Sebastian is one of McMourning's first test subjects. Although he is no longer in possession of all of his faculties, Sebastian enjoys a prolonged life through his Master's experiments. Lugging his steam-powered bone saw, Sebastian aids McMourning in recovering reluctant volunteers for the lab or at the least, the pieces required for McMourning's experiments.

Hours beneath McMourning's scalpels have left Sebastian able to feel only the most severe pain. He wades into danger, bone saw whirling around him, ignoring brutal cuts and stabs from his foes, picking up whatever pieces – his or theirs – are left afterward, carrying them back to the lab.

Soulstone Cost: 4

Belle, Undead

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/-	2	5	4X	3	8

Grimy Parasol	
Rg	2
Cb	4
Dg	2/3/4

Teeth and Nails	
Rg	1
Cb	6X
Dg	1/2/4

Talents:

Abilities

Hard to Wound 1

Companion (Sybelle)

Seductive: +4 Ca when casting Lure.

Shambling: This model ignores severe terrain movement penalties.

Slow to Die

Triggers

Cb (XX) Rot

Spells:

(1) Distract
(CC: 12 / Rst: Wp / Rg: 15) Target model and one additional model per X in the casting total within 3" of the target receive **Slow.**

(1) Lure
(CC: 12X / Rst: Wp / Rg: 18) Push target model its **Wk** toward this model. If the Push ends with the target in this model's melee range, it makes a melee attack against the target.

(1) Undress
(CC: 12 / Rst: Wp / Rg: 12) Target enemy model receives -2 **Df** until the Start Closing Phase.

The Slums

"If it ain't Downtown, it's the Slums."

This quaint aphorism succinctly expresses the feelings shared by the residents of the City's Slums. City dwellers unable to afford the high rents, or who lack the influential friends to "pull a few strings" (that is, the bulk of its residents) live outside Malifaux's Downtown in what is collectively referred to as the Slums. Even the well-to-do find themselves leaving the Slums as their forwarding address when the scrip runs out and they are no longer welcome in their well-appointed apartment suites Downtown.

Spreading out from Downtown like a grimy blanket, the Slums extends to the south across the River, the Industrial Zone to the east, and running into the Quarantine Zone on every side. Because Guild patrols sweep through the Slums with less frequency than Downtown, and because significant portions of the Slums have yet to be thoroughly explored, only a fool walks the streets unarmed.

Where Downtown provides its exclusive residents a few of the creature comforts left Earthside, the Slums offers shelter in the form of crumbling stone and brick houses, clusters of shantytown lean-tos, and even less stable structures cobbled together from scraps scavenged from deeper parts of the City. Where Downtown hosts exclusive restaurants and theaters to entertain Guild administrators and affluent visitors, the Slums entertains its residents with plank bars, opium dens, brothels, and gambling houses where the games are as crooked as a bolt of Badlands lightning.

A few points of interest do draw Downtowners into the Slums for more than a quick, dangerous thrill. The Eternal Chapel stands along the riverfront, its lone sealed door standing mute sentinel as the River flows by. The Blood Fountain weeps its crimson tears just outside Downtown, artists and scholars visiting regularly to capture and analyze its liquid, neither able to truly explain its origin or purpose. Likewise, despite their tumbledown appearance, the Slums contains several excellent examples of Malifaux's unique architectural style. Many of the Downtown structures have been reworked or reinforced by the Guild, while the Slum's buildings remain in the state they were found when the Breach reopened.

The Slums also serves as an excellent retreat for individuals with 'questionable' criminal records, where fugitives can find plenty of nooks and crannies in which to wait out whomever or whatever may be hunting them. It is common knowledge that Guild spies work their back room intrigues in the Slum's bars, and only the same fool who would walk the streets unarmed would talk in public without being careful who was listening. The Guild spends many a cold morning pulling those same fools from the River when they finally float to the surface.


ARCANISTS

Arcanists

"I wouldn't use the word extortion. Think of it as... insurance."

– **Doctor Ramos**, President of the Miners and Steamfitters Union

The City of Malifaux is thick with magical energies. Those newly arrived in the City often describe an electric feeling in the air, making the hairs on the back of their neck stand up. Almost all residents of the City develop some small ability to manipulate this energy, usually manifesting as minor magical abilities. A small number will display noteworthy powers, powers that represent a threat to the Guild presence in Malifaux. These individuals have been labeled Arcanists, and the Guild expends significant resources in hunting these dangerous men and women, dedicating their Witch Hunter task force to eliminating this unpredictable rogue element.

The Witch Hunters have not proven very popular with the citizens of Malifaux. Each man and women is viewed with suspicion by the Guild, and even the most minor display of magical talent can result in unexpected midnight raids. It is unknown what happens to those taken by the Guild. Everyone has their theories, none of them very kind to the Guild. Occasionally, a fledgling Arcanist will succeed in driving off or evading the Witch Hunters. These cases always result in significant newspaper coverage, sparking the collective imaginations of every Malifaux citizen. These individuals are able to do what the common man is unable to, to spit in the eye of the Guild.

Of those few that rise to fame, their flames are often short-lived. There are very few options for a man on the run in Malifaux. Civilization is a very small place there, with few places to hide, unless a person is willing to brave the wilds outside the City. The shackles of the Guild may be a kinder fate. Hunted, these individuals often run straight into the arms of the Union.

The Miners and Steamfitters Union is an organization that represents the interests of the labor class in Malifaux. Primarily concerned with the well-being of those that mine Soulstone, it also represents any ancillary professions, such as those that operate and maintain the steam engines used to pump water from mines and drive the heavy machinery necessary for efficient mining. Founded by Doctor Ramos, the Union maintains offices in several places throughout Malifaux and the surrounding towns. Unknown to the large majority of its members, these offices also serve as safe houses for runaway Arcanists.

Utilizing this network, Ramos and other established Arcanists are able to recruit new talent into a highly structured criminal organization. Behind the legitimate face of the Union is a society of professional criminals. This organization is responsible for several high profile raids on Guild property and maintains a lucrative Soulstone smuggling operation. New members are usually put to work on petty crimes, giving them an opportunity to demonstrate their loyalty to the organization.

Because the Union receives overwhelming public support and because Union laborers exist in almost every aspect of Malifaux business and industry, the Guild finds it extremely difficult to fight these criminals. The Guild struggles with strong negative public opinion while charismatic and daring Arcanists are viewed as folk heroes. Every successful heist is celebrated quietly in the saloons and union halls, away from the ears of the Guild. To the citizens of Malifaux, Arcanists are a modern day Robin Hood and his Merry Men. The reality, however, may be closer to an underground crime syndicate. To the Guild, they are simply terrorists.

In recent months, Arcanist activity has escalated dramatically. The scope of their operations has become ever more ambitious, even striking into the heart of Malifaux itself, into the mansion of the Governor General. The extent of the damage caused and what assets were targeted is unknown, but what is clear is that the Arcanist organization is establishing itself as a major power in Malifaux. To the population of Malifaux, the Arcanists represent the power to reclaim the fruits of their own labors. The Arcanists true agenda, however, seems to be profit and power.

Marcus - Master

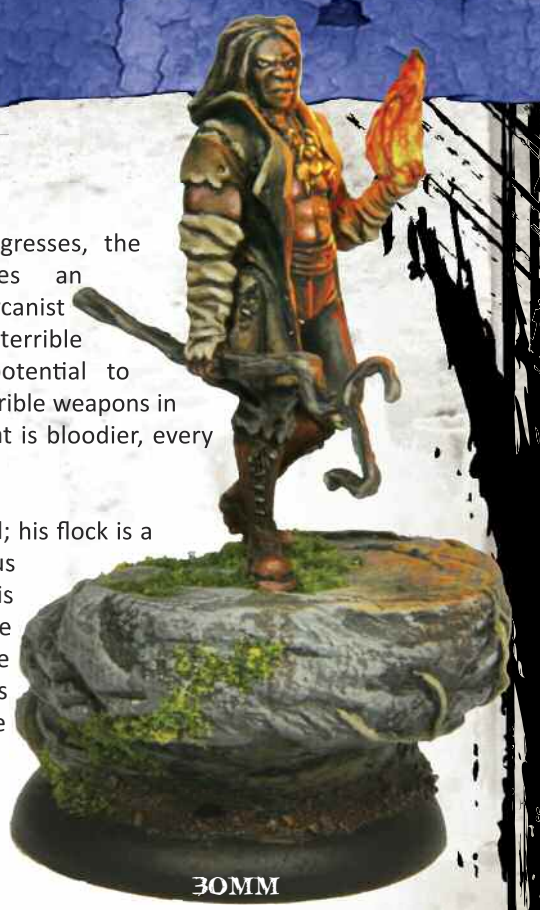
The wilderness surrounding Malifaux is teeming with dangerous life, exotic plants and creatures that have adapted to the harsh environment of this world. Marcus is one of few who have identified the inherent strengths of these creatures and has made a concerted effort in bending these beasts into the service of the Arcanist cause.

Beyond taming these beasts, Marcus has pioneered a brand of sorcery that allows him to cultivate the most desirable traits in a specimen. This technique, known now as Chimerancy, results in very specialized creatures and has given form to the most unnatural monsters.

As a relatively new science, Marcus treads carefully, but the products of his experiments have yielded dramatic results. When Arcanists clash with their rivals in the wilderness, beyond the borders of Malifaux, they will often use these fantastic creatures. With thick hides or hard scales, many of these creatures are all but bulletproof. With terrible speed and ferocity, they can bring tooth and claw to bear before a shot is even fired.

As this science progresses, the wilderness becomes an armory for the Arcanist cause. The most terrible beasts have the potential to become the most terrible weapons in a war for control that is bloodier, every day.

Marcus is a shepherd; his flock is a menagerie of vicious abominations. His magics pervert nature and transform the most innocuous creatures into terrible weapons of war.



Soulstone Cache: 4

Beast

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/8	2	6	7📖	5📖	10

Shillelagh	
Rg	2
Cb	6📖
Dg	1/2/4

Talents:

Abilities

Beast Master: Crews containing this model can hire Beasts from any Faction, at no additional cost.

Regeneration 1

Scout

Weapons

Shillelagh: Magical.

Actions

(+1) Instinctual

(0) Pack Leader: Target friendly Beast within 6" of this model activates after this model's activation ends.

(0) Stare Down: Until the End Closing Phase, enemy Beasts receive - on all Duels while this model is in their LoS.

(1) Howl: (ᛉ)8. Until the Start Closing Phase, friendly Beast models receive +3 **Wp** and all other models receive -3 **Wp**. This model is affected by the (ᛉ).

Triggers

Ca (📖📖) Surge

Cb (📖) Primal Reaction [Shillelagh]: After damaging defender with this Weapon, defender receives the Beast Characteristic until the End Closing Phase.

Df (📖) Defend Me: After this model is hit by a ranged attack or is **Charged**, nominate a friendly Beast within 3". Switch places with the nominated Beast. The Beast is now the target of the attack.

Spells:

(0) Feral

(CC: 10📖 / Rst: Wp / Rg: 12) Target model receives the Beast Characteristic until the Start Closing Phase.

(0) Wild Heart

(CC: 10📖 / Rst: - / Rg:C) This model receives one of the following effects, and one additional effect per 📖 in the casting total until the Start Closing Phase:

Bear: Shillelagh Strikes receive +2 **Dg**.

Eagle: Shillelagh attack flips receive +.

Fox: +2 **Df**.

Hare: Replace **Wk** with **Cg**. Ignore intervening models and terrain penalties when moving.

Serpent: Gain: **(0) Blinding Strike:** Discard one Control Card. This model immediately Charges.

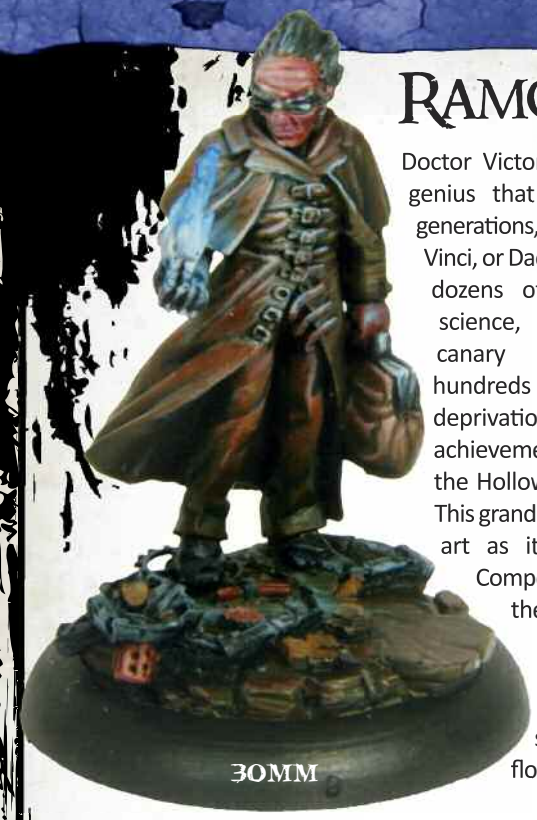
Tiger: Gain: **(0) Feline Speed:** This model immediately performs a Shillelagh **Strike**.

(2) Alpha

(CC: 15📖 / Rst: Wp / Rg: 8) Target enemy Beast immediately activates, or receives **Reactivate** if it has already activated this Turn. You control target for this activation. Target cannot activate again this turn.

(1) Primal Flame

(CC: 14📖 / Rst: - / Rg 4) Target Beast makes a Healing Flip.



Ramos - Master

Doctor Victor Ramos is the caliber of genius that has not been seen in generations, since the likes of Brunel, Da Vinci, or Daedalus. He is responsible for dozens of innovations in mining science, such as the mechanical canary responsible for saving hundreds of miners from oxygen deprivation. His crowning achievement is the establishment of the Hollow Marsh Pumping Station. This grand edifice is as much a work of art as it is a functional facility. Composed of giant steam pumps, the station services those mining sites situated in the marshy Malifaux lowlands, keeping the shafts dry and free from flooding.

For his contributions to mining safety, he has recently been re-elected as President of the Miners and Steamfitters Union, an organization which champions miners' rights. Despite Ramos' charitable contributions, his interests are not all so altruistic. Under his guidance, the Union has become more than it was. Today, the Union, unbeknownst to many of the laborers it serves, supports a powerful criminal organization.

Under the legitimate shield of the Union, the Arcanist crime syndicate is protected from direct confrontation by the Guild. These two organizations instead battle for control of Malifaux's mines in the shadows and in a tense political struggle for power. Ramos' genius can read the complex landscape of Malifaux politics as easily as his mechanical blueprints.

When tensions explode into open warfare, he is just as able. Union machine shops churn out the terrible mechanisms of Ramos' imagination. These spidery constructs come in a variety of sizes and utilize a menagerie of deadly weapons that can quickly bring an end to any street war.

Soulstone Cache: 2

Construct, M&SU Member, Scavenger

Wk/Cg	Ht	Wp	Ca	Df	Wd
3/5	2	6	8📖	2	10

Clockwork Fist	
Rg	1
Cb	3📖
Dg	2/2/5

Talents:

Abilities

Armor +2

Counterspell: When this model is targeted by a Spell, this model's Controller may discard two Control Cards or one 📖 suit Control Card to cancel the Spell before starting totals are generated.

Perfect Machine: This model may choose to ignore any effect that targets Constructs.

Actions

(+1) Casting Expert

(0) Linked In: Target friendly Construct within 6" of this model activates after this model's activation ends.

(1) Controlled Detonation: Kill target friendly Construct within 12". Target generates (ᛉ)2, **Dg** 2 before being removed from play. Target model does not activate any Ability which generates a (ᛉ) when it is killed.

(2) Salvage Under Fire: Gain one Scrap Counter.

Triggers

Ca (📖📖) Surge

Df (X) Pneumatic Grip: After attacker misses with a melee attack, attacker cannot perform melee attacks or block disengaging models for the rest of this Turn.

Spells:

(0) Construct Spider
(CC: 16📖📖 / Rst: - / Rg: C) Discard one Scrap Counter within 6". Summon one Steampunk Arachnid.

(1) Arcing Screen
(CC: 15📖 / Rst: - / Rg: ᛉ3) Until the Start Closing Phase, friendly Constructs receive +2 **Df**. Attackers hitting affected models with melee **Strikes** suffer 2 wounds.

(1) Combat Mechanic
(CC: 10📖 / Rst: - / Rg: 6) Discard one Scrap Counter, or kill one friendly Construct within range. This model or target friendly Construct within range performs a Healing Flip.

(1) Electrical Creation
(CC: 15📖📖 / Rst: - / Rg: C) Summon one Electrical Creation.

(1) Electrical Fire
(CC: 14📖 / Rst: Df / Rg 12) **Dg** 2/3/4, ignoring **Armor**.

Rasputina - Master

Rasputina is an example of the meteoric rise one can achieve when exposed to the opportunities Malifaux provides. She was brought to this City, like thousands of others, as convict labor. Her sentence was purchased by the Guild, and she was deferred from incarceration to serve in the salon houses of Malifaux, instead. Difficult to tame, Rasputina was placed into a chain gang where she labored at breaking rocks in an attempt to break her spirit.

How she became associated with the entity known as December has not been determined, but through some pact, she was granted dramatic control over the weather of this world. A swirling storm of snow and sleet now answer her fury. The power of winter serves her whim, even enabling her escape from Guild custody.

On her own and on the run, she found herself at the welcoming hearth of the Arcanists. These sorcerers, through their close association with the Miners and Steamfitters Union, have easy access to valuable Soulstone. In exchange for these sources of power, Rasputina lends her skills to the Arcanist cause.

Though Rasputina is formally associated with the Arcanists, her independence and quest for power drive her actions. She possesses knowledge of Malifaux and this world that few people will ever demonstrate; she even commands the obedience of a mysterious tribe of feral men living in the nearby mountains.



Soulstone Cache: 4

Wk/Cg	Ht	Wp	Ca	Df	Wd
3/5	2	6	7📖	3	10

Cold Touch	
Rg	1
Cb	3📖
Dg	2/2/3

Talents:

Abilities

Arcane Reservoir: Increase this model's Crew's Maximum Hand Size by one while this model is in play.

Bearskin Armor: This model may choose to ignore damage infliced by (ᛉ), ᛉ and 🌪.

December's Pawn: When this model flips or plays the Black Joker, its Controller immediately draws two Control Cards.

Frozen Heart: This model is immune to Morale Duels.

Ice Mirror: When casting a Spell, this model may draw LoS and range from a friendly model with **Frozen Heart** within 6". These spells receive -3 **Ca**. Spells with the ⌐ icon may not be cast through a model in melee using **Ice Mirror**.

Ice Queen: ᛉ4 Friendly models receive **Frozen Heart**.

Actions

(+1) Casting Expert

(0) Freeze Over: Target a terrain piece within 6". Models without **Frozen Heart** currently touching the terrain piece cannot move or be Pushed until the End Closing Phase.

Triggers

Ca (📖🐺) Overpower: After damaging defender with a Spell, immediately cast the same Spell targeting the defender.

Ca (📖📖) Surge

Cb (📖) Chills [Cold Touch]: After damaging defender with this Weapon, defender receives **Slow**.

Spells:

(0) Biting Chill
(CC: 16📖 / Rst: Df / Rg: 6) **Dg 2.** This Spell automatically triggers Overpower after defender loses its Resist Duel. This Spell may not reduce the target below 1 **Wd**.

(1) December's Curse
(CC: 14📖 / Rst: Df / Rg: ⌐10) **Dg** 2/4🌪/5🌪🌪.

(1) December's Touch
(CC: 11📖 / Rst: - / Rg: 12) Target model receives **Frozen Heart** and **Armor +2** until the Start Closing Phase.

(1) Ice Pillars
(CC: 10📖 / Rst: - / Rg: 12) Place two 50mm bases in base contact with one another and at least 1" from any model. These bases are Ice Pillar terrain with the following traits: **Ht** 5, blocking, breakable (hardness 3), and impassible. This Spell may be cast once per Crew per turn.

(1) White Out
(CC: 10📖🐺 / Rst: - / Rg: ᛉ3) The ᛉ is **Ht** 5 and obscuring and ends at the Start Closing Phase. This model is also affected by the ᛉ.

Brass Arachnid - Totem

Soulstone Cost: 2



Construct, Insignificant, Totem (Ramos)

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	1	6	5	6	4

Buzz Saw	
Rg	1
Cb	4
Dg	1/3/3

Talents:

Abilities

Arachnid

Armor +1

Companion (Ramos)

Spells:

(1) Magical Extension
(CC: * / Rst: * / Rg: *) This Spell may be cast only once per activation. Cast one of the connected Master's **(1)** Spells. During this casting, this model may use a Soulstone to change its starting total.

(1) Stoke
(CC: 16 / Rst: - / Rg: 6) Friendly target Construct receives **Reactivate**. A Construct may only be affected by **Stoke** once per Turn.

When Ramos summons his Totem, it takes the form of his first functioning Construct, the Brass Arachnid. His early Construct designs focused on functionality. Their forms were bulky, with exposed stacks and gears, armed with such rudimentary weapons as spinning saw blades and stabbing claws. The Brass Arachnid proved his designs viable and was the breakthrough he feared would never be achieved.

Capable of ignoring terrain and obstructions, as well as stoking itself into frenzied action, the Brass Arachnid allows Ramos to extend his spellcasting range, positioning itself to support other Crewmembers with its lethal buzz saw and armored shell.

Essence of Power - Totem

Soulstone Cost: 2

The Essence of Power does not provide its Master subtly. It serves as a reservoir of magical energy that Masters can tap into while nearby and deliver devastating spells to their enemies. Using the Essence to fuel spells visibly drains it, causing it some physical pain, but Arcanists relish the additional power it provides them, often ignoring its plight.



Insignificant, Spirit, Totem

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/-	1	4	4	2	2

Shock	
Rg	1
Cb	3
Dg	1/1/3

Talents:

Abilities

Companion (Master)

Empower: Spell Damage Flips performed by friendly models **Linked** to this model receive +.

Actions

(0) Link

Spells:

(1) Magical Extension
(CC: * / Rst: * / Rg: *) This Spell may be cast only once per activation. Cast one of the connected Master's **(1)** Spells. During this casting, this model may use a Soulstone to change its starting total.

Jackalope - Totem

Soulstone Cost: 1

Beast, Insignificant, Totem (Marcus)

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/7	1	6	4	7	2

Horns	
Rg	1
Cb	4
Dg	1/2/2

Talents:

Abilities

Companion (Marcus)

Harmless

Multiply: When a non-Jackalope Beast is killed or sacrificed, but before it is removed from play, its Controller may Push this model into base contact with the Beast. If this model was previously removed from play and is currently not in play, its Controller may Place it in base contact with the Beast before it is removed from play. If Placed, this model receives **Slow**.

Weapons

Horns: This model inflicts +2 **Dg** when **Charging**.

Spells:

(0) Leap
(CC: 10 / Rst: - / Rg:C) Move this model up to its **Cg**. This model receives **Flight** during the move. This spell cannot be cast if this model is in melee.

(1) Magical Extension
(CC: * / Rst: * / Rg: *) This Spell may be cast only once per activation. Cast one of the connected Master's **(1)** Spells. During this casting, this model may use a Soulstone to change its starting total.

Innocent enough in appearance, at first glance, when the Jackalope chooses to charge an opponent, that impression is quickly put to test. Marcus' Totem represents both his wild nature and skill in the art of Chimerancy. Despite its small stature, the Jackalope has proven a resilient creature, one Marcus' enemies have been unable to kill despite numerous attempts. Even when it appears the creature has been slain, it returns nearby, alive and well. Marcus continues to study the Totem's inability to die, hoping to one day impart that gift upon himself.



Wendigo - Totem

Soulstone Cost: 2

Food can be difficult to come by in this City. If a laborer suffers an injury, the Union can only provide for him so long. In the wilds, there may be nothing to eat for miles, this world's flora being largely poisonous to humans.

Hunger can be a powerful force, driving men to do unspeakable acts in order to survive. The manifestation of that force is the Wendigo, the spirit of hunger personified. It is a ravenous beast, unable to be satisfied, and if harnessed, is a powerful ally, one refreshed by every victim slain.



Graverobber, Insignificant, Totem (Rasputina)

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	1	4	4	4	4

Maw	
Rg	1
Cb	4
Dg	2/2/5

Talents:

Abilities

Companion (Rasputina)

Frozen Heart: This model is immune to Morale Duels.

Actions

(0) Eat your Fill: This model may immediately perform this Action after it kills a model with a melee attack. Heal all wounds suffered by this model and immediately end its activation.

Spells:

(0) Consume the Dead
(CC: 12 / Rst: - / Rg: 6) Discard one Corpse Counter. This model performs one Healing Flip.

(1) Devour
(CC: 13 / Rst: Df / Rg: 2) Sacrifice target living **Ht** 1 model.

(1) Magical Extension
(CC: * / Rst: * / Rg: *) This Spell may be cast only once per activation. Cast one of the connected Master's **(1)** Spells. During this casting, this model may use a Soulstone to change its starting total.

December Acolyte - Minion

30mm Base

Soulstone Cost: 6

Graverobber, Rare 2

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	2	6	6📖	5	7

Claws	
Rg	1
Cb	5
Dg	1/2/4

Harpoon Gun	
Rg	12
Cb	5📖
Dg	2/3/6

Talents:

Abilities

Bearskin Armor: This model may choose to ignore damage inflicted by (1), ❶ and ❶.

From the Shadows: This model may be deployed after all other models, in or behind any terrain more than 12" away from an enemy, or the objective of any Strategy or Scheme. This model may not be targeted by **Charges** or ranged attacks until it performs an Action other than **Pass** if deployed this way. If multiple models with this Ability are in play players alternate deploying them using the deployment order for Crews.

Hunter

Weapons

Harpoon Gun: Ranged **Strikes** cost 2 AP. Targets receive **Slow** if wounded.

Actions

(0) Eat Your Fill: This model may immediately perform this Action after it kills a model with a melee attack. Heal all wounds suffered by this model and immediately end its activation.

(1) Harpoon Expert: Perform one **Rg** 8 Harpoon Gun **Strike** that receives -2 **Cb**.

Triggers

Cb (❶) Drag [Harpoon Gun]: After damaging defender with this Weapon, defender is pushed 4" directly toward this model.

Cb (📖) Harpoon Fate [Harpoon Gun]: After hitting defender with this Weapon, defender's Controller discards 1 Control Card.

Cb (✗) Rip Throat [Claws]: When damaging a defender without **Armor**, this Weapon receives +2 **Dg**.

Spells:

(0) Consume the Dead
(CC: 12 / Rst: - / Rg: 6) Discard one Corpse Counter. This model performs one Healing Flip.

(1) Devour
(CC: 13✗📖 / Rst: Df / Rg: 2) Sacrifice target living **Ht** 1 model.

(1) Icy Fate
(CC: 14✗📖 / Rst: Wp / Rg: 10) Target model may not Cheat Fate until the Start Closing Phase.

Well before Rasputina arrived in Malifaux in shackles, the entity known as December was already gathering a cult of worshippers from those newly arrived in this City. His is a subtle whisper, heard in desperate times of famine and despair. His promise is one of freedom, indulgence, and madness.

Many of those that succumb to his whispers become feral creatures with an insatiable hunger for human flesh. Others become initiated into the carnal techniques December practiced in the final days of Old Malifaux. In the flesh of their victims, these Acolytes consume the power of their enemies, growing ever stronger, ever more perverse.

As December's chosen disciples, these Acolytes have pledged their loyalty to Rasputina. In her pact with Ramos and the Arcanists, she has brokered an alliance between December's Tribe and the criminal syndicate. These Acolytes are especially adept at ambushing caravans, significantly hampering non-Arcanist access to more distant mining locations.

Electrical Creation - Minion

30mm Base

Summoned

Imbuing the Electrical Creation with a pent up charge of energy when summoned, Ramos sends these crackling time bombs out against his foes, confident that their destruction or decay will result in a burst of electricity capable of killing those enemies closest to the Creation.

Insignificant, Spirit, Unique

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/-	2	10	5📖	6	3

Talents:

Abilities

Companion (Ramos)

Float

Halflife: This model suffers 1 wound at the start of its activation. This model cannot be healed.

Shocking Touch: Models suffer 1 wound the first time this model comes in base contact with them during its activation.

Unstable: When this model is killed it generates a (1)2 that inflicts 2 damage before being removed from play.

Spells

(1) Burst
(CC: 12📖 / Rst: - / Rg: (1)2) **Dg** 3. Sacrifice this model after resolving damage.

Hoarcat Pride - Minion

Soulstone Cost: 5

Beast

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/7	1	5	3	5	6

Claws	
Rg	1
Cb	5
Dg	*-4/*-2/*

Talents:

Abilities

Evasive 3

Harmless

Hungry Pride: This model's Claw * damage is equal to its number of remaining **Wd**, to a minimum of 1.

Pass Through

Voracious: If this model casts Devour while there is another friendly Hoarcat Pride within 3" it receives +3 **Ca** and Devour may target an **Ht** 1 or 2 model.

Actions

(+1) Melee Expert

(0) Eat Your Fill: This model may immediately perform this Action after it kills a model with a melee attack. Heal all wounds suffered by this model and immediately end its activation.

Triggers

Cb (X) Rip Throat [Claws]: When damaging a defender without **Armor**, this Weapon receives +2 **Dg**.

Spells:

(1) Devour

(CC: 13 / Rst: Df / Rg: 2) Sacrifice target living **Ht** 1 model.



The hoarcat somewhat resembles the mountain lions indigenous to the American continent, though significantly smaller, and shares that creature's great adaptability. Where a mountain lion is primarily a solitary hunter, however, hoarcats demonstrate a strong pack mentality. Indeed, a single hoarcat poses little threat, but a whole pride can take down larger game and strip the carcass with surprising efficiency.

Native to the mountain ranges to the north and west of Malifaux, the hoarcat has established itself as a vicious predator. It is well-adapted to that sparse climate and any creature encountered is a possible source of food. Especially daring in large numbers, hoarcats have been known to attack humans on horseback, and there is even a report of a wagon succumbing to a hoarcat attack.

Ice Gamin - Minion

Soulstone Cost: 4

Construct

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/7	1	4	2	4	5

Icy Claw	
Rg	1
Cb	5
Dg	2/3/4

Ice Blast	
Rg	8
Cb	4
Dg	1/3/4

Talents:

Abilities

Armor +1

Frozen Heart: This model is immune to Morale Duels.

Shatter 2: 2 **Dg** 2 when this model is killed.

Actions

(0) Bite of Winter: 6. Models with **Frozen Heart** inflict +1 **Dg** on targets without **Armor**.

(1) Statue: Reduce this model's **Df** to 1, Damage Flips against this model receive . This model may not be moved with movement effects, or block disengaging models.

Triggers

Df () Sub Zero: After this model suffers damage from a melee attack, immediately end the attacker's activation.



Conjured from the frigid energies of snow and ice, these small golems are effective in battle. When strength and durability are less important, or a large golem unwieldy, these creatures are used to overwhelm the enemy with sheer numbers and icy talons.

Ice Golem - Minion

Soulstone Cost: 9



Construct, Rare 1

Wk/Cg	Ht	Wp	Ca	Df	Wd
3/6	3	5	2	2	9

Icy Talon	
Rg	2
Cb	6
Dg	3/3/6

Icy Burst	
Rg	8
Cb	5
Dg	2/3/4

Talents:

Abilities

Armor +2

Frozen Heart: This model is immune to Morale Duels.

Shatter 3: ()2 **Dg** 3 when this model is killed.

Actions

(0) Bite of Winter: 6. Models with **Frozen Heart** inflict +1 **Dg** on targets without **Armor**.

(1) Statue: Reduce this model's **Df** to 1, Damage Flips against this model receive . This model may not be moved with movement effects, or block disengaging models.

Triggers

Cb () Chills [Icy Talon/Icy Burst]: After damaging defender withthis Weapon, defender receives **Slow**.

Cb () December's Sigh [Icy Burst]: After hitting defender with this Weapon, defender receives -2/-4 **Wk/Cg** until the end of its next activation.

Df () Sub Zero: After this model suffers damage from a melee attack, immediately end the attacker's activation.

A direct manifestation of December, the Ice Golem is a sorcerous construct, conjured from the base energies of the world and infused with a rudimentary intellect. It is a rugged, loyal servant. These creatures are often bound into magical contracts to serve as bodyguards and bruisers, protecting December's chosen as they pursue his schemes.

Moleman - Minion



A mole, by most accounts, is a harmless creature. A gardener might have an ankle scratched by one occasionally, but there are far more dangerous monsters in the wild. A mole has several characteristics, however, that may be of interest to an Arcanist. The ability to borrow quickly and to sense creatures through the vibration of footsteps are both be valuable capabilities.

Born in laboratories by infusing the chthonic abilities of the mole into human subjects, the resulting creature is an excellent sapper, providing for tunnels and undermining enemy fortifications. Their loyalty and eagerness to serve make molemen the ubiquitous servants of the Arcanist saboteur.

Joss - Minion



Soulstone Cost: 9

Construct, M&SU Member, Unique

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	2	6	6📖	6	8

Arc Axes	
Rg	2
Cb	6📖
Dg	2/4/5

Arc Blast	
Rg	6
Cb	5
Dg	2/2/4

Talents:

Abilities

Dynamic Generator: When this model activates, and any time it **Charges** or performs a melee **Strike** Action, it gains one Power Counter. This model may have a maximum of four Power Counters at any time.

Perfect Machine: This model may choose to ignore any effect that targets Constructs.

Weapons

Arc Axe: Paired.

Actions

(0) Discharge: This model discards up to three Power Counters. When inflicting damage with a Arc Axe **Strike** this model inflicts +1 **Dg** per Counter discarded. **Discharge** lasts until the model's next Arc Axe Damage Flip this Turn or the Start Closing Phase.

(0) Force Field: This model discards up to three Power Counters. This model receives **Armor +1** per Power Counter discarded until the Start Closing Phase. This **Armor** cannot be ignored by any Spell or Ability.

(0) Overload: This model discards three Power Counters and suffers 2 wounds. This model receives **Reactivate**.

(2) Flurry [Arc Axe]

Triggers

Cb (📖) Brutal [Arc Axe]: When damaging defender with this Weapon, defender suffers +1 **Dg** for each 📖 in this model's Duel total.

Cb (📖📖) Open Current [Arc Axe]: After damaging defender with this Weapon, this model gains one Power Counter.

As the Miners and Steamfitters Union's influence grows and its machinations frequently put its membership in conflict with Guild agents, the Union has hired the professional bodyguard known only as Joss to provide protection for its leadership. Joss' focus on the job has, to date, thwarted three attempts on Union leadership, including two against the Union's figurehead – Ramos. Armed with a dynamic generator and a pair of charged axes, Joss puts his life on the line for his employers daily. When he is forced to put his arcane device to use, he becomes a whirlwind of destruction, a shield of magical energy deflecting blows while his axes become charged with blistering power, shearing through armor and flesh alike with frightening ease.

Soulstone Cost: 3

Beast

Wk/Cg	Ht	Wp	Ca	Df	Wd
3/6	1	7	5	3	4

Dirt-Encrusted Claws	
Rg	1
Cb	5
Dg	2/2/4

Claw Rake	
Rg	2
Cb	3
Dg	3/4/5

Talents:

Abilities

Armor +1

Blindsight: This model is immune any effect or Ability which affects its ability to target another model.

Rake: If this model damages a target with two Dirt-Encrusted Claws **Strikes** during its activation it may immediately perform a Claw Rake **Strike** after the second **Strike** is resolved.

Sense Footfalls: This model ignores LoS when declaring **Charges.**

Spells:

(0) Dug In

(CC: 12 / Rst: - / Rg: C) This model receives **Armor +3** until it moves.

(0) Tunneling

(CC: 14 / Rst: - / Rg: C) Until this model performs any Action other than **Pass** or **Walk**, it may move through intervening models and terrain, including impassible terrain, without penalty. This model receives **Armor +5** and the **Insignificant** Characteristic while **Tunneling.**

Myranda - Minion

Soulstone Cost: 7



Beast, Unique

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/7	2	6	6	5	8

Fist	
Rg	1
Cb	4
Dg	1/2/3

Talents:

Abilities

Scout

Actions

(+1) Melee Expert

(0) Beast Companion: One friendly Beast within 6" of this model activates after this model's activation ends.

(2) Furious Casting: Discard one Control Card. This model receives 3 AP that must immediately be used on **Cast** Actions.

Triggers

Cb ( ) Poisonous [Fist]: Poison 2.

Spells:

(0) Clawshape
(CC: 12 / Rst: - / Rg: C) Fist **Dg** is 2/3/5 until the end of this model's activation.

(1) Animal Instincts
(CC: 10 / Rst: - / Rg: C) This model immediately **Casts** a (1) Spell listed on a friendly Beast model' within 6" as if it was in its description as long as this Spel's casting total equals or exceeds the casting cost of the Spell being cast.

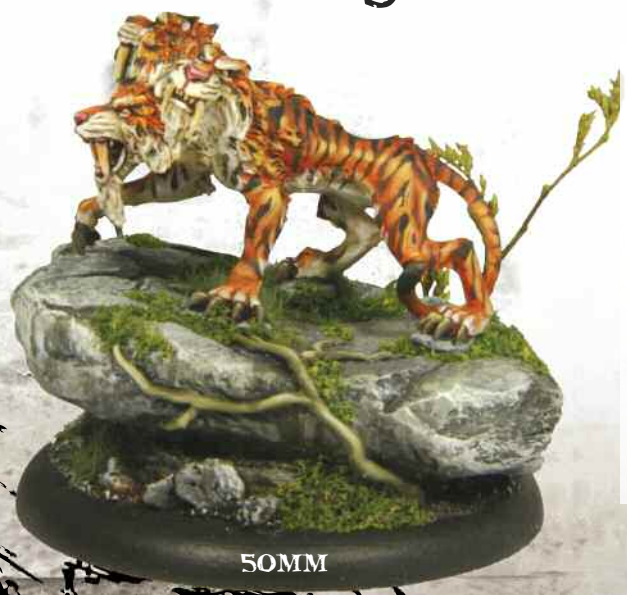
(1) Primal Flame
(CC: 14 / Rst: - / Rg: 4) Target Beast performs a Healing Flip.

(1) Shapechange
(CC: 15 / Rst: - / Rg: C) Myranda Transforms into a non-Unique Beast with a Soulstone Cost of 8 or less. This model gains the Action: "**(0) Revert**: End this model's transformation." Transform also ends if this model casts Shapechange again.

Legends of shapeshifters have been a part of human history since its beginning. With the rebirth of magic that Soulstone has allowed, these legends have returned. Myranda has mastered the art of transformation, becoming a mysterious trickster of legend.

Associated with the Order of the Chimera, the Arcanists tasked with operations in the outlands surrounding Malifaux, Myranda is quite comfortable in the wilds, able to adapt her shape to any environment. This ability grants her the venom of the serpent, the claw of the Cerberus, and the guile of the wolf.

Sabertooth Cerberus - Minion



The Cerberus is a creature born of Chimerancy, a magical practice developed by Arcanist sorcerers. It is the most profane example of the practice, resulting in a willful beast that is difficult to tame. The monster has three heads, each with mouths packed full of razor sharp teeth.

The violence these creatures are capable of is astounding, and their raw power has allowed a few to escape into the wild where they've become proficient predators. The instincts of the creatures that the Cerberus were crafted from have been assimilated to make them cunning hunters. They stalk their prey patiently, then leap upon them with three hungry mouths.

Razorspine Rattler - Minion

Soulstone Cost: 7



Beast

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/12	3	5	4	5	8

Fangs	
Rg	2
Cb	6
Dg	2/3/5

Venomous Spines	
Rg	8
Cb	4
Dg	1/3/4

Talents:

Abilities

Ornery: This model cannot be activated by another friendly model's Talents. This model cannot activate simultaneously with other friendly models.

Spiny Growths: This model may not be blocked when Disengaging.

Terrifying → 11

Actions

(1) Serpent Strike: This model **Charges** the closest enemy model. If this model does not end the move with an enemy model in its melee range its activation immediately ends.

Triggers

Cb ( ) Lightning Quick [Fangs]: After damaging defender with this Weapon, immediately Push this model up to 6".

Cb ( ) Onslaught [Fangs]: After damaging defender with this Weapon, immediately perform a **Strike** with this Weapon against the defender.

Cb ( ) Poisonous [Fangs, Venomous Spines]: **Poison 2**.

Spells:

(1) Constrict

(CC: 11 / Rst: Df / Rg: 2) Target small-based **Ht** 1 or 2 model suffers 2 wounds and receives **Slow**. This model's Fangs **Strikes** against target receive until the End Closing Phase, or until the target is no longer in this model's melee range.

Often found lurking in the marshy Malifaux outlands, the Razorspine Rattler poses a great danger to explorers journeying there. It is named for the sharp growths that protrude from its body, along its back. These spines are utilized in a method similar to a wire saw, and a submerged rattler has been known to cut a man in half.

The greatest danger posed by the serpent is its ability to strike quickly and retreat. Its fangs carry a potent necrotoxin capable of killing creatures ten times its size. Such a great volume of venom is injected that locals say a man pops like a bloated tick when struck by a rattler, rather than succumbing to the venom.

Soulstone Cost: 8

Beast, Rare 2

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/9	2	5	3	5	8

Claws	
Rg	2
Cb	6
Dg	2/3/4

Bite	
Rg	1
Cb	5
Dg	3/3/5

Talents:

Abilities

Stalker: If this model is out of LoS from all enemy models at the End Closing Phase, Push it up to 6". This model must be out of LoS from all enemy models after the Push.

Stubborn: This model receives +2 **Wp** in Duels when it is the defender.

Actions

(+2) Three-Headed: This model receives two additional Bite **Strikes** during its activation while it has over half of its **Wd** remaining.

(0) Smell Fear: When a model loses a Morale Duel within 6" of this model, but before the model falls back, this model may immediately **Charge** the model. Smell Fear ends when this model **Charges** this Turn or at the Start Closing Phase.

Spells:

(0) Leap

(CC: 10 / Rst: - / Rg: C) Move this model up to its **Cg**. This model receives **Flight** during the move. This Spell cannot be cast if this model is in melee.

(1) Devour

(CC: 13 / Rst: Df / Rg: 2) Sacrifice target living **Ht** 1 model.

(1) Roar

(CC: 14 / Rst: Wp / Rg: (Y)8) Living models Fall Back. This counts as losing a Morale Duel.

Steampunk Arachnid Swarm - Minion

Soulstone Cost: 9

Construct

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	1	6	3	4	9

Iron Claw	
Rg	1
Cb	5
Dg	3/3/5

Talents:

Abilities

Arachnid

Armor +1

Evasive 3

Pass Through

Strength in Numbers: While this model has 5 or more **Wd** remaining, its Damage Flips receive .

Actions

(+2) Melee Master

(0) Disruption Field: 3. Until the Closing Phase, Casting Flips receive .

(0) Self Repair: This model performs a Healing Flip.

(1) Scatter: Sacrifice this model. Summon three Steampunk Arachinds into base contact this model before it is removed from play. Any effects on this model are applied to each Steampunk Arachnid. Any wounds on this model are applied as evenly as possible to the Steampunk Arachnids. The Steampunk Arachnids may not **Swarm Together** this Turn.

(1) Self Destruction: 3. **Dg** 3. Kill this model. Place 1one Scrap Counter instead of two.

Triggers

Cb ( ) Overwhelm [Iron Claw]: After damaging defender with this Weapon, defender receives **Paralyzed**.



40mm

Steamborg Executioner - Minion



50mm

Unearthed by Union miners, the Steamborg represents the peak of technological achievement by Malifaux's original inhabitants. Adaptable for many tasks, the Steamborg blends a human body with machine parts in a more compatible manner than the hybrid Constructs created by the Resurrectionists and Leveticus. The Executioner Class Steamborg's original task was apparently killing, something it excels at, even today. Built to withstand terrific punishment, it pushes its way through the enemy, single mindedly pursuing its intended target, dispatching opponents with a sweep of its massive claws. Blueprints found with the original construct allow Ramos and other Arcanists to create their own Steamborgs.

Steampunk Arachnid – - Minion

30mm Base

Soulstone Cost: 3

Construct, Insignificant

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	1	6	3	6	3

Iron Claw

Rg	1
Cb	4
Dg	2/2/3

Talents:

Abilities

Arachnid

Armor +1

Evasive 3

Pass Through

Actions

(0) Disruption Field: 3. Until the Start Closing Phase, Casting Flips receive .

(0) Latch On: Target model in base contact with this model receives -2 **Df**. This effect ends when either model is no longer in base contact with the other, or at the Start Closing Phase, whichever comes first. Multiple **Latch Ons** affecting a single model are cumulative.

(1) Self Destruct: 2. **Dg** 2**.** Sacrifice this model.

(1) Swarm Together: Sacrifice this model and two other friendly Steampunk Arachnids in base contact with it. Replace these models with one Steampunk Arachnid Swarm. Any wounds or effects on the individual Steampunk Arachnids are applied to the Steampunk Arachnid Swarm. The Steampunk Arachnid Swarm may not **Scatter** this Turn.

Triggers

Df ( ) Elusive: After attacker misses with a melee **Strike**, Push this model up to 3", ignoring terrain.

The most reliable steam Construct to come out of the Arcanists' workshops must be the Steampunk Arachnid. These innovative creations are used for both reconnaissance and combat, capable of engaging enemies far larger than themselves and coming out the victor. Where one or two of the Arachnids are capable of harassing and distracting, they also work in swarms, lock step with one another, their movements and actions seemingly choreographed by a single intelligence. The Arachnid also contains a small magic energy dampening device activated to make it more difficult for mages to cast spells within their vicinity.

Soulstone Cost: 10

Construct, Rare 1

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/8	3	6	4	4	10

Executioner Claws

Rg	2
Cb	7
Dg	4/5/6

Talents:

Abilities

Arachnid

Armor +1

Complex Machine: This model counts as both a Construct and a Living model and may only be healed by Ramos. When killed, it generates two Scrap Counters and one Corpse Counter.

Terrifying → 12

Weapons

Executioner Claws: Paired

Actions

(+1) Melee Expert

(2) Flurry

(1) Steam Cloud: 3. The is **Ht** 5 and obscuring and ends at the Start Closing Phase. This model is also affected by the .

Triggers

Cb ( ) Decapitate [Executioner Claws]: When damaging defender with this Weapon, kill defender unless its Controller discards two Control Cards or Soulstones. Only models with the **Use Soulstones** Ability may discard Soulstones.

Cb ( ) Knock Aside [Executioner Claws]: After hitting enemy defender with this Weapon**,** inflict no damage. Push defender up to 4" directly away from this model. **Charge** another model within range. If this model does not end the move with an enemy model in its melee range its activation immediately ends.

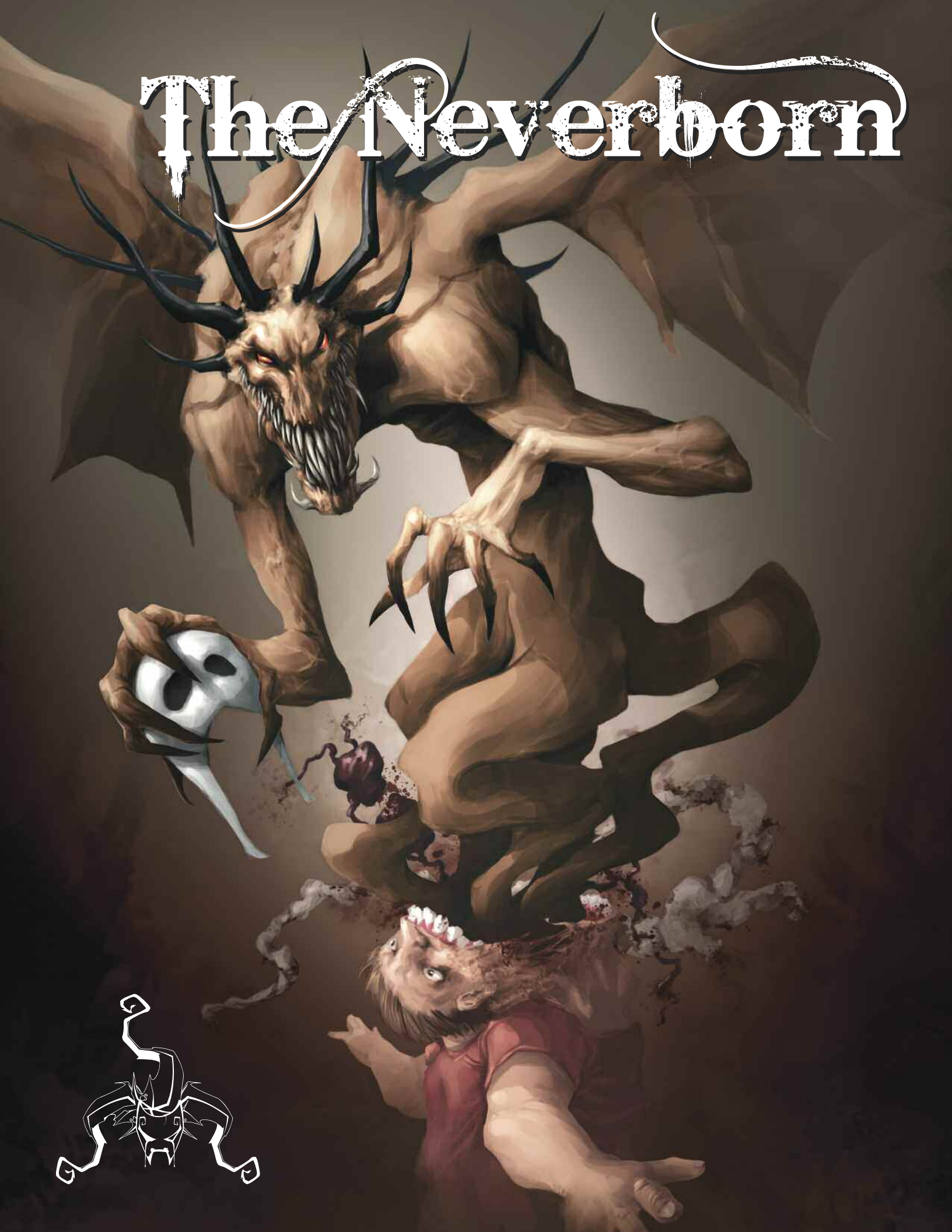
Library

Those who constructed this City were a people concerned with science and learning. Some of their greatest structures are vast libraries of collected knowledge. There are many of these libraries scattered throughout the ruins, and each is an invaluable treasure.

One such library is known as Duer's Library, named for the explorer who discovered it. It's proximity to the Guild enclave allowed it to be annexed and a contingent of researchers assigned to it. The discoveries uncovered in this library are the Rosetta Stone of this age, allowing for an easy translation between earthly languages and that used by the extinct population of this City.

The people of Old Malifaux seemed to favor enormous proportions. Duer's Library is incredibly vast, constructed as a series of connected vaults. These vaults are arranged throughout a large campus, in tall towers and in passages that reach deep underground. These subterranean vaults continue to be discovered as collapsed passages are repaired and hidden hallways uncovered.

The Neverborn



Neverborn

"Men come to me to learn their fate. What they don't learn is that I'm the one pulling the strings."
– Zoraida

As long as people have dreamed, they have been terrified by their nightmares. These ghosts that lurk in shadows exist just beyond the thin veil that separates this world from another; nightmares are real. Humans have always had the subconscious ability to peer through this boundary, but with the opening of the Breach of the Great Barrier, man must now face the deadly reality of those nightmares, the Neverborn.

The creatures that stalk the ruined city of Malifaux are terrible monsters that brutally prey on the newly arrived residents of this land. The Neverborn take many shapes, from the giant winged Nephilim to the small murderous Gremlins. Some are deceptively similar in appearance to humans, able to walk amongst them, and these are by far the most dangerous, as their unknown designs are far more subtle and far-reaching. Where many Neverborn are satisfied by grizzly, indulgent murder, these human-looking monsters wage a campaign of terror on mankind through grand organized raids and clever attacks on human settlements. They, too, are not above the occasional indulgent murder.

The origin of these creatures is uncertain. Many believe that they are created by some maligned force, and thus, they were dubbed Neverborn to help mankind explain away their complete lack of human empathy and mercy. Slowly, however, as the mysteries of Malifaux are revealed, as its great libraries are translated, people have been granted glimpses of understanding into the past. The appearance of monsters in this world seems linked to a great cataclysm, occurring ages ago, that transformed it from a place not unlike Earth into the ruined splendor seen today.

This cataclysm marked the death of a world ruled by logic and reason, replacing it with one fraught with passion, madness, and death. The Neverborn are the people of this new age, a people completely foreign and unknowable by man. Savage and ruthless, they are prone to fits of murderous madness and capable of incredible violence. Beyond that, they are creatures possessed of a terrible secret, of sins committed in the distant past. They have endured the death of this world and will not tolerate man's trespass.

The Guild has tried everything possible to diminish the Neverborn threat. Willing to deputize anyone, the Guild frequently sends groups of hunters on Neverborn raids; most of these deputies fail to survive their first encounter. The Ortega family, with their matriarch, Perdita, has proven the most effective deterrent to Neverborn proliferation. This family is credited with dozens of slain monsters, and their success has led to a sort of fame among the people of Malifaux. These are the heroes that the people idolize and the Neverborn, despite their best efforts, just can't seem to be rid of.



Lilith, Mother of Monsters - Master

When people think of Malifaux and the Neverborn, it is Lilith and her brood that are often described. The Nephilim are terrifying monsters, some brutal behemoths, others small and vicious child-like creatures. Lilith herself is a mercurial creature, calm and seductive one moment, furious the next.

Lilith was the first Neverborn to ever give her name. Her appearance and the wicked intelligence she demonstrates in battle revolutionized human opinion of the Neverborn. It was not considered, previously, that these monsters might be intelligent. The revelation that these creatures may have a culture and society of their own implied that they had a specific agenda they were pursuing in their campaign of terror against humans.

Lilith is the leader in that campaign of terror. She is regularly listed by the Guild as the Number One Most Wanted, often trading places on wanted posters with the Resurrectionist Seamus. Her bounty steadily climbs as her attacks become more brazen and destructive. Her primary goal seems to lay in maximizing casualties during her raids and to sow as much terror as possible before disappearing into the shadows once again.

Lilith is Malifaux's boogeyman. Parents fill their children's' heads with grim tales of her exploits, and those children stay put in their beds at night for fear that Lilith will come and take them away.



Soulstone Cache: 4

Nephilim

Wk/Cg	Ht	Wp	Ca	Df	Wd
6/9	2	6	5	8	10

Greatsword	
Rg	2
Cb	7
Dg	3/4/6

Talents:

Abilities

Black Blood

Master of Malifaux: This model ignores hazardous, severe, and water terrain effects while moving. This model ignores terrain while drawing LoS.

Rush of Magic: Draw one additional Card when drawing Cards in the Draw Phase, then discard down to your Crew's Maximum Hand Size.

Wicked: This model's **Strikes** against disengaging models deal damage in addition to ending the Action.

Weapons

Greatsword: This model's Damage Flips receive +1.

Actions

(+1) Fast

(0) Brood Mother: One friendly Nephilim within 6" of this model activates after this model's activation ends.

(0) Drain Blood: This model may immediately perform this Action after killing a living or Undead model. This model gains One Blood Counter.

(1) Blood from Stone: Discard any number of Soulstones. This model gains one Blood Counter for every two Soulstones discarded.

(2) Whirling Death: Discard a Control Card. This model immediately performs a Greatsword **Strike** against every model within 2".

Triggers

Cb ( ) Bloody Fate [Greatsword]: After damaging defender with this Weapon, draw one Control Card. If the defender was not killed by the Strike, discard one Control Card.

Df ( ) Disappear: After attacker misses with a melee attack, attacker receives -2 **Cb** when attacking this model until the Start Closing Phase.

Spells:

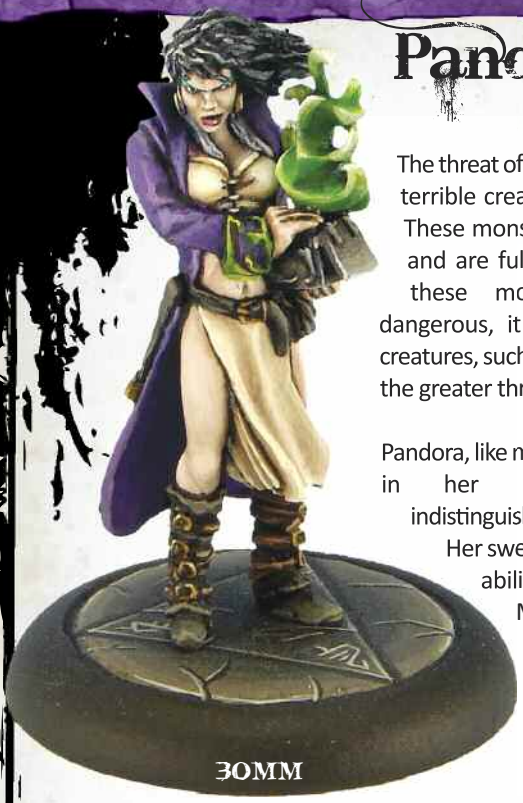
(1) Alluring
(CC: 13 / Rst: - / Rg: 3) Enemy non-Neverborn models receive -2 **Df** and cannot **Charge** this model until the End Closing Phase.

(1) Earthquake
(CC: 12 / Rst: Df / Rg: 12) Nominate a direction. Push all models 2" in that direction.

(1) Illusionary Forest
(CC: 12 / Rst: - / Rg: 12) Place a 3" diameter circle of woods terrain completely in range. Nephilim can ignore the woods' movement penalties. Illusionary Forest remains in play until a friendly model casts it again.

(1) Transposition
(CC: 14 / Rst: Wp / Rg: 12) Target two models when casting this Spell. If both models fail in resisting the Spell, switch the two target models.

Pandora - Master



The threat of Neverborn is obvious in the terrible creatures that stalk the wilds. These monsters have claws and fangs and are full of hate and rage. While these monsters are undeniably dangerous, it is the more human-like creatures, such as Pandora, that represent the greater threat to people in Malifaux.

Pandora, like many of the Neverborn seen in her presence, is almost indistinguishable from a typical human. Her sweet appearance gives her an ability to walk the streets of Malifaux undisturbed, to pursue the terrible agendas of her kind without obstacle. Her innocuous image makes the horrible violence she is capable of all the more disturbing.

More than violence, Pandora is capable of taking hold and twisting the emotions of man. In her wake, she spreads sorrow and despair, her voice destroying hope. Her victims cower before her, drowning in their own insecurities. When she comes to them, they often beg for the release of death.

Many people who arrive in Malifaux make mention of its oppressive atmosphere, how this place seems to inspire intolerance and melancholy. Some have speculated that it is this creature, Pandora, who holds the City beneath her veil of despair. Her agents, known as Woes, walk amongst us, and through their influence, they turn men against each other. Theirs are the whispers that inspire jealousy, greed, and murder.

Soulstone Cache: 5

Wk/Cg	Ht	Wp	Ca	Df	Wd
3/-	2	7	6	2	8

Withering Glare	
Rg	2
Cb	3
Dg	1/2/3

Talents:

Abilities

Emotional Trauma: When an enemy model loses a **Wp** Duel while within 12" of this model, it suffers 1 wound.

Expose Fears: Enemy models attempting to target this model for any reason must first win a **Wp** → **Wp** Duel or the Action immediately ends.

Fading Memory: Whenever this model wins a **Wp** Duel, Push this model 4" in any direction.

Martyr: After this model is hit by an attack, nominate a friendly Woe in base contact with it. The Woe is now the target of the attack.

The Box Opens: Models within 12" of this model lose any immunities to **Wp** Duels.

Unhealthy Relationship: Friendly Woes in base contact with this model receive +1 **Wp**, receive the effects of any Spells affecting it, and may use its **(0)** Actions as if they were their own.

Actions

(+1) Casting Expert

(0) Incite: Target enemy model unaffected by Incite or Pacify within 12" performs a **Wp** → **Wp** Duel with this model. If the target model loses, it must activate before any other model in its Crew which has not been affected by Incite. If this model wins the **Wp** Duel, it may choose to perform the **Incite** Action again this activation.

(0) Pacify: Target enemy model unaffected by Incite or Pacify within 12" performs a **Wp** → **Wp** Duel with this model. If the target model loses, it must activate after any other model in its Crew which has not been affected by Pacify. If this model wins the **Wp** Duel, it may choose to perform the **Pacify** Action again this activation.

Triggers

Ca ( ) Mental Anguish: After defender loses a **Wp** Resist Duel, it immediately Falls Back and counts as losing a Morale Duel.

Spells:

(1) Dementia
(CC: 12 / Rst: Wp / Rg: 12) Target model must win a **Wp** → **13** Duel before performing any Action, or the Action automatically fails.

(1) Project Emotions
(CC: 14 / Rst: Wp / Rg: 10) After successfully casting this Spell, but before Resist Duels, place a touching the target. The target and all models touched by the perform Resist Duels. Models losing the Duel receive one of the following effects until the Start Closing Phase. A model can only be affected by Project Emotions once per turn. Friendly Woes may ignore Project Emotions.

Depression: Defense Duels receive .
Low Self-Confidence: Attack Duels receive .
Pity: Wp Duels receive .

(1) Self-Loathing
(CC: 12 / Rst: Wp / Rg: 8) Select one of the target model's basic melee Weapons. Target model suffers a Damage Flip with that Weapon that receives . This Damage Flip cannot be Cheated.

(1) Trapped In Your Own Nightmare
(CC: 15 / Rst: Wp / Rg: 10) Target model loses **Terrifying** and treats all other models in play as having **Terrifying** → **12** until the Start Closing Phase.

Zoraida, the Hag - Master

Many of a superstitious nature believe Zoraida is synonymous with the evil eye; someone who not only reads the fate of others but destroys it as well. Her lonely life on the outskirts of this dark City, amongst terrible creatures, has some purpose that most refuse to dwell on for fear of catching her attention. She lives in the bogs around the City, and occasionally, lovelorn young men or adventurers seeking fortune venture to her for a glimpse at their lives to come through her cards.

No creature in Malifaux better understands the mechanism of fate. She is present where destiny dictates, at events of great import that shape the future of this land. Her complex designs stretch far and wide, tugging at the skein of fate and manipulating people and events much like a puppeteer.

Her influence can be felt throughout the City, though she is rarely seen. When the hairs on one's neck prickle or a chill runs down their spine, it is attributed to the Hag's gaze. She is out there and she is watching.



Soulstone Cache: 5

Wk/Cg	Ht	Wp	Ca	Df	Wd
3/-	2	10	7	5	10

Voodoo Pins	
Rg	1
Cb	4
Dg	1/2/5

Talents:

Abilities

Bayou Two-Card: Once per Turn, this model may play the top Card of its Controller's discard pile instead of flipping a Fate Card during a Duel.

Enthrall: Crews containing this model may hire any living model with **Wp** 4 or less.

Invisible Servants: Before determining VP at the end of the Encounter, Push this model 4".

Proper Manners: All Attack Flips performed by enemy models targeting this model, which are not Focused or Channeled, receive .

Weapons

Voodoo Pins: Poison 2.

Actions

(+1) Casting Expert

(0) Raven: This model receives **Flight** and increases its **Wk** to **10** until the end of its activation. This model may not cast Spells or perform melee attacks after this Action is performed untill the End Closing Phase.

(2) Create Voodoo Doll: Summon one Voodoo Doll Totem. Immediately sacrifice any other Voodoo Doll Totems connected to this model.

Triggers

Cb ( ) Maim [Voodoo Pins]: When damaging defender with this Weapon, the Damage Flip receives .

Df ( ) Regret: After inflicting Moderate or Severe damage on this model, the attacker may not attack this model again for the remainder of the Turn.

Spells:

(0) Crystal Ball
(CC: 17 / Rst: - / Rg: C) Look at the top three Cards of any one player's Fate Deck. Place them back on top of their Fate Deck, face down, in any order.

(1) Bewitch
(CC: 10 / Rst: Wp / Rg: 12) Until the Start Closing Phase, target model may not play Control Cards.

(1) Obey
(CC: 14 / Rst: Wp / Rg: 12) Target non-Master model immediately performs a **(1)** Action or a **Charge** controlled by this model's Controller. The Action selected may not cause the model to be killed or sacrificed as part of the Action. This Spell may be cast once per activation.

(1) Repulsive
(CC: 10 / Rst: Wp / Rg: (Y)6) Push all models directly away from this model until they reach the maximum range of this Spell.

(2) Hex
(CC: 16 / Rst: Wp / Rg: 12) Target non-Master model loses one Talent or Spell of this model's Controller's choice until this model is removed from play.

Malifaux Cherub - Totem



Soulstone Cost: 2

Insignificant, Nephilim, Totem (Lilith)

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/10	1	5	5	6	4

Bow	
Rg	10
Cb	5
Dg	1/1/2

Triggers

Df ( ) Disappear: After attacker misses with a melee attack, attacker receives -2 **Cb** when attacking this model until the Start Closing Phase.

Talents:

Abilities

Companion (Lilith)

Flight

Weapons

Bow: Models hit by this Weapon cannot target this model with ranged attacks or Spells this Turn.

Spells:

(1) Love

(CC: 14 / Rst: Wp / Rg: 12) If target model has **Wp** 5 or less, it cannot perform **Strikes** this turn. If target model has **Wp** 6 or more, it receives -3 **Cb** until the Start Closing Phase.

(1) Magical Extension

(CC: * / Rst: * / Rg: *) This Spell may be cast only once per activation. Cast one of the connected Master's **(1)** Spells. During this casting, this model may use a Soulstone to change its starting total.

The Malifaux Cherub is a noteworthy corruption of the Nephilim bloodline. These creatures are highly virile, a property transmitted through its blood. This potent blood is a reagent utilized in a number of Neverborn enchantments that manipulate emotions such as love, lust, ambition, and passion.

The Cherub represents the personification of those emotions conjured to serve as a magical extension of the Master. Its ability to inspire uncertainty makes it a valuable tool, able to force its victims to weather a hail of arrows, unable to strike back for fear of a broken heart.

Poltergeist - Totem

Conjuring a poltergeist enables a Master to harness the telekinetic forces of Malifaux. These spirits tend to be temperamental, utilizing their powers in fits of frustration. Often weak, these forces can still stir up clouds of dust, knock doors closed, and even propel unattended objects through the air.

In this way, a poltergeist can serve as a persistent distraction, peppering a victim with harmless, though annoying debris or hindering an advance with gusts of wind and clouds of debris. A clever Master uses these beings to distract enemies to focus on greater dangers.



Soulstone Cost: 2

Insignificant, Spirit, Totem (Pandora)

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	1	5	4	7	3

Steal Breath	
Rg	1
Cb	5
Dg	0/1/6

Talents:

Abilities

Companion (Pandora)

Mischief: Models receive **Slow** if they activate while in base contact with this model.

Spells:

(1) Magical Extension

(CC: * / Rst: * / Rg: *) This Spell may be cast only once per activation. Cast one of the connected Master's **(1)** Spells. During this casting, this model may use a Soulstone to change its starting total.

(1) Persistent Distraction

(CC: 11 / Rst: Wp / Rg: ( )4) Models cannot activate until all other models unaffected by this Spell have activated.

(1) Tantrum

(CC: 13 / Rst: - / Rg: 6) Affected models must win a **Wp → 12** Duel or treat the as severe ground. This spell lasts until the End Closing Phase. Friendly Neverborn models are not affected by Tantrum.

Primordial Magic - Totem

Soulstone Cost: 2



30mm

Insignificant, Spirit, Totem

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	1	4	5	4	3

Magical Touch	
Rg	1
Cb	3
Dg	1/2/3

Talents:

Abilities

Arcane Reservoir: Increase this model's Crew's Maximum Hand Size by one while this model is in play.

Companion (Master)

Spells:

(1) Magical Extension
(CC: * / Rst: * / Rg: *) This Spell may be cast only once per activation. Cast one of the connected Master's **(1)** Spells. During this casting, this model may use a Soulstone to change its starting total.

The magics utilized by the Neverborn are from a different age than those practiced by man. These monstrous energies were born while this world was still young, and the Neverborn abilities to conjure primordial magic produces a conduit for these powers from that long forgotten age, giving a Master greater sway over the forces of fate.

This brand of magic is tied closely to the energies of life. It is the magic conjured in blood ritual and exhaled in chanted words. Raw and primal, it is a small sliver of the energy of creation, proof of the depths of Neverborn magic.

Voodoo Doll - Totem

Little more than button-eyed effigies of cloth stuffed with moss and dirt, under Zoraida's hands, her Voodoo Dolls become animate extensions of her enemies. These frightening dolls create a conduit between their Master and whatever unfortunate soul has attracted her ire, allowing her to pour her fiendish magic into the person from afar. The Voodoo Doll also allows Zoraida to poison her target with wicked jabs from the toxic pins she wears in her hair. Even after the target's death, the Voodoo Doll is a threat for Zoraida's enemies, as it can reform its arcane connection with whomever its button-eyed gaze falls upon.



30mm

Summoned

Construct, Insignificant, Totem (Zoraida)

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/7	1	5	4	8	2

Pins	
Rg	1
Cb	3
Dg	1/2/3

Talents:

Abilities

Companion (Zoraida)

Conduit: Nominate a non-Master enemy model in Zoraida's LoS when this model is Summoned. As long as this model is within 1" of Zoraida, she ignores LoS and range when targeting the nominated model with a Spell. Her Casting and spell Damage Flips receive + when targeting the nominated model. The nominated model suffers **Poison 2** at the end of the Closing Phase. **Conduit** remains in effect on this model until it is removed from play or it casts Reconnect.

Spells:

(1) Magical Extension
(CC: * / Rst: * / Rg: *) This Spell may be cast only once per activation. Cast one of the connected Master's **(1)** Spells. During this casting, this model may use a Soulstone to change its starting total.

(1) Reconnect
(CC: 8 / Rst: - / Rg: 10) Target model is now affected by **Conduit**.

Bad Juju, Mire Golem - Minion

Soulstone Cost: 10



Construct, Unique

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/7	3	5	5	3	12

Claws	
Rg	2
Cb	6
Dg	3/5/7

Hard to Wound 2

Immune to Influence

Mudman: This model does not generate Counters of any kind.

Regeneration 2

Terrifying → 13

Talents:

Abilities

Eternal: If this model is killed, at the End Closing Phase of the next Turn, its Controller may discard one Soulstone to place it anywhere in play that is at least 7" from an enemy model. Each time this Ability is used, reduce this model's **Wd** stat by half. If this model is in play at the end of the Encounter due to **Eternal**, it still counts as killed for VP purposes.

From the Earth: Do not deploy this model at the start of the Encounter. Instead, when you would activate a model, you may Summon this model to anywhere on the table that is at least 7" from an enemy model. If this model is not Summoned by the start of the 4th Turn, it counts as killed for VP purposes and can no longer be deployed.

Actions

(2) Flurry

Spells:

(0) Landslide

(CC: 13 / Rst: Df / Rg: (⁑)3) This model suffers 3 wounds. All other models suffer 3 damage and receive **Slow**.

Translation of texts found in the various libraries of Malifaux is a slow and tedious task and remains fraught with errors and omissions. Too often these errors convince the translators what they are reading can only be legends and folklore, only to discover the legends really do bite back. The Mire Golem is one such legend, an eternal thing of mud, moss, and tree wandering the Bayou for all time. About its mucky neck dangles a tiny whittled figure of a man, a representation of the soul trapped in the mass of animated swamp. Imprisoned in this form, the man, whose name is lost to time, sought to trick a powerful sorcerer with false payment. As punishment, he was cursed to wander the Bayou in service to the Neverborn for eternity and trapped him in the Mire Golem's form. Even destruction of the Golem will not end his torment, as it reforms from the Bayou's muck and mire and resumes its ceaseless wandering.

Candy - Minion



Candy is the Woe of Innocence Corrupted. One of the first Woes unleashed when Pandora opened the Box, Candy's time walking the City's streets has deepened her hatred of the human filth polluting Malifaux. When not lending her talents to a Neverborn Crew, Candy prowls Malifaux's alleyways in search of new "Daddies" to punish.

Candy's diminutive size, powdered face, and rouged cheeks are as much a part of her arsenal as the pair of rusty shears she carries hidden amongst the sticky sweets and sours in her basket. She is adept at turning her victims' darkest desires against them, their own guilt and regret becoming her most lethal allies.

Doppelganger - Minion

Soulstone Cost: 8

Rare 1, Woe

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	2	4	4	4	8

Fists	
Rg	1
Cb	5
Dg	1/1/2

Talents:

Abilities

Harmless

Ill Omens: Opposing Crews receive − on Initiative Flips while this model is in play.

Scout

Shapeless: This model may perform two **(0)** Actions during its activation.

Actions

(0) Mimic: Target a model within 8" and LoS and choose one effect. This lasts until the End Closing Phase. Effects that reference a model by name cannot be **Mimicked**.

Mimic Appearance: Regain **Harmless**.

Mimic Attack: Replace Fists with a basic Weapon possessed by target model. Doppleganger uses its own **Cb** for this Weapon.

Mimic Spell: Gain one **(1)** Spell possessed by target model.

Mimic Statistic: Replace **Wk/Cg**, **Ht**, **Wp**, or **Df**, with the same stat value possessed by target model.

Mimic Talent: Gain one Talent possessed by target model.

(0) Mimic Healing: This model performs a Healing Flip.



One of the most dangerous capabilities exhibited by the Neverborn is the ability to assume an innocuous shape. Many of the higher order Neverborn specimens appear strikingly human, providing them a way to infiltrate the City and perpetrate gruesome crimes.

Certain Neverborn have demonstrated the ability to mimic the appearance and abilities of those around them. The ramifications of this capability are frightening, with Neverborn impersonating human officials. The threat of infiltration has inspired the Guild to develop a comprehensive psychological test meant to identify Neverborn Doppelgangers. Whether the test works or not is uncertain, but the Guild has used this test as grounds to execute troublesome rabble-rousers.

Soulstone Cost: 8

Unique, Woe

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/6	1	5	5	7	8

Scissors	
Rg	1
Cb	5
Dg	1/2/4

Wail	
Rg	8
Cb	4
Dg	1/2/3

Talents:

Abilities

Harmless

Martyr: After this model is hit by an attack, but before applying the Duel's results, its Controller may nominate a friendly Woe in base contact. The Woe is now the target of the attack.

Weapons

Wail: This model's Attack Duels with this weapon use **Cb → Wp .**

Actions

(+1) Casting Expert

(0) Pacify: Target enemy model unaffected by Incite or Pacify within 12" performs a **Wp → Wp** Duel with this model. If the target model loses, it must activate after any other model in its Crew which has not been affected by Pacify. If this model wins the **Wp** Duel, it may choose to perform the **Pacify** Action again this activation.

(0) Sweets: Target friendly model within 2" performs a Healing Flip. This does not cause this model to lose **Harmless.**

(1) Sours: Target enemy model within 2" receives **Poison 2**. This action may only be performed by this model while its **Harmless** is active.

Triggers

Df ( ) Regret: After inflicting Moderate or Severe damage on this model, the attacker may not attack this model again for the remainder of the turn.

Spells:

(0) Run Away Home
(CC: 12 / Rst: - / Rg: C) This model ignores hazardous, severe, and water terrain effects when **Walking** and cannot be targeted by Disengaging **Strikes**.

(1) Charm
(CC: 14 / Rst: - / Rg: C) This model regains **Harmless.**

(1) Self-Loathing
(CC: 12 / Rst: Wp / Rg: 8) Select one of the target model's basic melee Weapons. Target model suffers a Damage Flip with that Weapon that receives −. This Damage Flip cannot be Cheated.

Hooded Rider - Minion

Soulstone Cost: 8

Construct, Unique

Wk/Cg	Ht	Wp	Ca	Df	Wd
6/10	3	5	5	4	9



Talents:

Abilities

Immune to Influence

Passage of Time: Select one of the following at the start of the Encounter:

Morning: This model receives:
- **Blinding Blade:** Models hit by Saber **Strikes** receive **Slow.**
- **Cleansing Light**: This model gains **Hard to Wound 1**.

Noon: This model receives:
- **Wreathed in Flames:** Models hitting this model with a melee attack suffer 2 damage.
- **Flaming Brand:** Saber **Strikes** inflict +1 **Dg** per in this model's combat total.

Night: This model receives:
- **Darkness:** This model cannot be targeted by ranged attacks.
- **Midnight Blade:** Models hit by Saber **Strikes** cannot target this model during their next activation.

Regeneration 1

Saber	
Rg	2
Cb	6
Dg	3/4/5

Actions

(2) Flurry

(2) Mounted Combat: Push this model up to its **Cg**. This model may interrupt the push to perform one Saber **Strike**, which receives on the Damage Flip. Continue the Push after resolving the **Strike**.

Spells:

(0) Chase the Sun
(CC: 9 / Rst: - / Rg: C) If the Hooded Rider was affected by **Noon**, **Noon** ends and it receives **Night**. If the Hooded Rider was affected by **Night**, **Night** ends and it receives **Morning**. If the Hooded Rider was affected by **Morning**, **Morning** ends and it receives **Noon**.

A rare few who have encountered the Neverborn-created Construct known as the Hooded Rider have lived to tell the tale. Eternally chasing the setting sun, the Rider circles Malifaux, leaving naught but destruction in its wake. Mounted on a nightmarish clockwork steed, the Rider sweeps aside any impediment to its progress. Some speculate the Rider was set loose by the Neverborn to cleanse Malifaux of any human inhabitants during the last Breach closing, but none know for sure. One of the most feared traits of the Rider is his method of delivering death that changes as the sun cycles.

Baby Kade - Minion



Kade is the Woe of Innocence Lost. His impish features and innocent aura disguise a malicious spirit, one never tempered by a parent's unconditional love and gentle guidance. Kade lives in the moment, his immediate whim guiding his actions, be they delighting in another's good fortune or burying a knife in someone's back over some imagined slight.

Where other Woes turn their victims' base motivations against their owners, Kade draws his in by playing on their sense of kindness and decency, relishing the dawning horror on their faces the instant he betrays them.

Silurid - Minion

Soulstone Cost: 5



Beast

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/9	2	4	3	5	6

Talons	
Rg	2
Cb	5
Dg	2/3/4

Teeth	
Rg	1
Cb	4
Dg	2/4/5

Talents:

Abilities

Amphibious: This model ignores movement penalties from water terrain. This model receives +2 **Wk** while moving in water terrain if it was in water terrain at the start of the Action.

Unstable Evolution: This model suffers 1 wound at the End Closing Phase if it is more than 6" away from water terrain or another Silurid.

Pack: When activating this model, you may simultaneously activate any number of friendly Silurid models within 6" that have not already activated this turn.

Silent: Models cannot ignore cover when targeting this model.

Actions

(+1) Instinctual

(0) Blood Frenzy: Until the Start Closing Phase, after damaging a living or Undead model with a Talons **Strike**, this model may immediately perform a Teeth **Strike** against the same model if it is within range.

(0) Chameleon: This model receives soft cover until it performs any Action other than **Walk** or **Pass**.

(0) Self Preservation: Push this model up to 6". This Action may only performed if this model is in an enemy model's melee range.

Spells:

(0) Leap

(CC: 10 / Rst: - / Rg: C) Move this model up to its **Cg**. this model receives **Flight** during the move. This Spell cannot be cast if this model is in melee.

A great many creatures call the swampy outlands of Malifaux their home. As one travels deeper into this dark domain, the creatures become ever more strange and alien. In the deepest parts of the marsh swim ancient creatures indifferent to the fall of Malifaux or its new founding. Such ephemeral concerns are of no importance to these primal entities. When the stars are right, they will slither out of their dens to feed, soiling the world with their unnatural presence before descending into the depths, again.

For those who can reach out and touch these alien minds, the Silurids may answer. They are cunning and resourceful allies, driven by a genetic instinct refined through centuries of existence. Though mistaken as beasts by those who might summon them, their savage demeanor hides an awakening intellect. Woken from their slumber by the light of distant stars, they've come to populate the shallow waters bordering Malifaux, watching the City with curiosity.

Soulstone Cost: 6

Woe, Unique

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/7	1	5	4	7	6

Carving Knife	
Rg	1
Cb	7
Dg	1/2/4

Talents:

Abilities

Harmless

Martyr: After this model is hit by an attack, but before applying the Duel's results, its Controller may nominate a friendly Woe in base contact. The Woe is now the target of the attack.

Actions

(+1) Melee Expert

(0) Incite: Target enemy model unaffected by Incite or Pacify within 12" performs a **Wp** → **Wp** Duel with this model. If the target model loses, it must activate before any other model in its Crew which has not been affected by Incite. If this model wins the **Wp** Duel, it may choose to perform the **Incite** Action again this activation.

(2) "Where's Teddy?": Switch this model with one friendly Teddy within 15".

Triggers

Cb ( ) Sweetbreads [Carving Knife]: When damaging defender with this Weapon, defender suffers +2 **Dg** and receives **Slow.**

Cb ( ) Unseen Assailant: After hitting defender with a melee **Strike**, this model regain **Harmless**.

Spells:

(0) Kid's Got a Knife!

(CC: 10 / Rst: - / Rg: C) This model gains **Terrifying** → **12**.

(1) Lure

(CC: 12 / Rst: Wp / Rg: 18) Push target model its **Wk** toward this model. If the Push ends with the target in this model's melee range, it performs a melee attack against the target.

(2) Backstab

(CC: 14 / Rst: - / Rg: C) Push this model up to 6". If this model ends the Push within 1" of an enemy model, it immediately performs a Carving Knife **Strike** that receives + + on Attack and Damage Flips.

Terror Tot Nephilim - Minion

Soulstone Cost: 3



Nephilim

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/8	1	5	5	6	4

Claws	
Rg	1
Cb	5
Dg	1/3/4

Talents:

Abilities

Black Blood

Brood: When this model is killed, all friendly Nephilim that have LoS and are within 6" of it may immediately move up to their **Wk** toward the model that killed it.

Scout

Actions

(0) Drain Blood: This model may immediately perform this Action after killing a living or Undead model. This model gains one Blood Counter.

Triggers

Cb ( ) Flay

Spells:

(1) Grow

(CC: 14 / Rst: - / Rg: C) This model or one friendly Nephilim within 6" discards one Blood Counter. Replace this model with a Young Nephilim. Any wounds or effects on this model are applied to the Young Nephilim.

(1) Sprint

(CC: 10 / Rst: - / Rg: C) This model may move up to its **Wk** per in the casting total.

Whenever the story of a Neverborn raid appears in the paper, one can bet it was perpetrated by Nephilim. This populous brood of Lilith appear in a wide variety of sizes. What begins life as a tiny, bothersome imp can grow into a mighty, winged nightmare.

There are theories that the life cycle of these creatures is contingent on the carnage they cause. Several eyewitness accounts report Nephilim visibly growing in size during an attack, some even sprouting wings from their back while consuming a hapless victim. Reports vary widely, however, with others claiming that these creatures breathe fire, eat metal, and vanish into mist.

Still the rapid growth of these monsters remains of interest to researches searching for a way to combat this threat. Of particular note is the creatures' unique blood chemistry, black blood never encountered in any other creature. Tests suggest this blood is far more efficient than the red blood found in humans and other mammals. Further, a cell has been identified in this black blood that seems to cannibalize red blood, leading researchers to speculate that it isn't the carnage that is the catalyst for nephilim growth but the consumption of human blood.

Mature Nephilim - Minion



Young Nephilim - Minion

Soulstone Cost: 6



Nephilim

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/9	2	5	5	5	7

Claws	
Rg	1
Cb	6
Dg	2/4/5

Talents:

Abilities

Black Blood

Flight

Actions

(+1) Melee Expert

(0) Drain Blood: This model may immediately perform this Action after killing a living or Undead model. This model gains one Blood Counter.

(2) Diving Attack: This model **Charges** an enemy model ignoring LoS, terrain, and intervening models. If the **Charge** fails end this model's activation.

Triggers

Cb ( ) Flay

Spells:

(1) Mature

(CC: 14 / Rst: - / Rg: C) This model or one friendly Nephilim within 6" discards two Blood Counters. Replace this model with a Mature Nephilim. Any wounds or effects on this model are applied to the Mature Nephilim.

Soulstone Cost: 10

Nephilim, Rare 2

Wk/Cg	Ht	Wp	Ca	Df	Wd
6/10	3	6	6	4	10

Claws	
Rg	2
Cb	6
Dg	4/5/6

Talents:

Abilities

Armor +1

Black Blood

Flight

Terrifying → 12

Weapons

Claws: Paired

Actions

(+1) Melee Expert

(0) Drain Blood: This model may immediately perform this Action after killing a living or Undead model. This model gains one Blood Counter.

(1) Wing Buffet: (↑)4. Models are immediately Pushed 3" directly away from this model.

(2) Diving Attack: This model **Charges** an enemy model ignoring LoS, terrain, and intervening models. If the **Charge** fails end this model's activation.

Triggers

Cb ( ) Knock Aside [Claws]: After hitting enemy defender with this Weapon, inflict no damage. Push defender up to 4" directly away from this model. **Charge** another model within range.

Cb ( ) Rip in half [Claws]: After this model kills an enemy model with this Weapon, all enemy models within 6" immediately perform a **Wp → 11** Morale Duel.

Spells:

(2) Carry

(CC: 12 / Rst: - / Rg: C) Move this model up to 6". one friendly 40mm or 30mm-based model in base contact with this model may move the same distance, ignoring intervening models and terrain. This model and Carried model must be in base contact at the end of the move.

Sorrow - Minion

Soulstone Cost: 3



Insignificant, Woe

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	2	4	4	5	4

Doleful Grasp

Rg	1
Cb	4
Dg	1/1/4

Talents:

Abilities

Emotional Stress: When an enemy model loses a **Wp** Duel while within 3'' of this model, it suffers one wound.

Life Leech: Linked models without the **Martyr** ability suffer 1 wound at the start of this model's activation.

Actions

(0) Link

Triggers

Cb/Df ( ) Misery Loves Company: After this model hits with or is hit by a melee attack, it may inflict 1 wound on itself. The enemy model's Controller must discard one Control Card.

Spells:

(1) Melancholy

(CC: 12 / Rst: Wp / Rg: 6) All of the target model's Flips receive until the end of its next activation.

(2) Siphon Magic

(CC: * / Rst: * / Rg: *) Cast a **(1)** Spell possessed by a **Linked** model. During this casting, this model may discard a Soulstone to change its starting total. Spells that reference a model by name cannot be cast using **Siphon Magic**.

(2) Doldrums

(CC: 13 / Rst: Wp / Rg: 12) Target model receives **Paralyzed**.

The most numerous of the Woes, Sorrows exude their namesake emotion, thriving on the seeds of depression and futility they plant in others, then feeding on the corrupt results. Their depressive aura is palpably stronger than the oppressive atmosphere Malifaux is known for, forcing even the cheeriest disposition into a self-flagellating spiral of inadequacy and shattered esteem. Sorrows seem attracted to despair, draining the spirits from those they come into contact with and emptying them of their desire to live. Even when taking action against a Sorrow, individuals in close proximity find themselves seeing the uselessness of it all, slowly succumbing to feel what the Sorrows feel – nothing at all.

Ruins

Beyond the City of Malifaux is a diverse wilderness of swamps, forests, and snow-capped mountains. All of these places reveal the presence of a vanished people as ruins of their occupation are littered throughout the world.

Many of these ruins exist as mysterious machines, such as the towering spires of Kythera. Other ruins seem constructed with astronomical purposes, and still others are remote laboratories and vaults of buried knowledge. When discovered, these ruins are usually looted of any valuable artifacts and books sold to local scholars. Some of these ruins are riddled with traps, both mechanical and mystical, and these vaults have withstood countless attempts at breaching them.



Teddy - Minion

Soulstone Cost: 9

Construct, Rare 1

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/8	3	5	4	4	9

Claws	
Rg	2
Cb	7
Dg	3/4/6

Teeth	
Rg	1
Cb	5
Dg	3/5/10



Talents:

Abilities

Hard to Wound 2

Immune to Influence

Regeneration 2

Terrifying → 13

Actions

(0) Smell Fear: If a model loses a Morale Duel within 6" of this model, but before the model falls back, this model may immediately **Charge** the model. Smell Fear ends when this model **Charges**, or at the Start Closing Phase.

(2) Flurry

Triggers

Cb ( ) Toss [Claws]: After damaging defender with this Weapon, Push defender 1" directly away per wound inflicted, ignoring intervening models and terrain.

Spells:

(CC: 10 / Rst: - / Rg: C) This model receives one of the following until the Start Closing Phase:

Dead of Night: Ranged attacks receive -3 **Cb** when targeting this model.

On Dreaming Wings: Flight

Out of Control: Charges cost **(1)** and must be toward the closest model.

A thing created from the very stuff of nightmares, Teddy draws its power from the fear it generates in those around it. Appearing as a twisted mockery of a child's innocent toy, and manifesting abilities seen only in nightmares, Teddy is capable of feats of unimaginable cruelty. Both Candy and Kade are often accompanied by a Teddy when challenging rival Crews, relishing the confused and frightened looks they receive. But of the two, Kade's connection to Teddy is so strong that he can call Teddy to him with a thought.

Waldgeist - Minion

Soulstone Cost: 6

Where most Neverborn protect Malifaux from the depredations of the humans who have encroached on their land by directly confronting the threat, the Neverborn called Waldgeists use subtler methods to defend their lands. Creatures with a supernatural connection to Malifaux's forests, Waldgeists can turn the trees themselves against interlopers, attacking them unseen from the shadows or shifting their target's surroundings until they become hopelessly lost in the forest's borders. Waldgeists are also capable of moving entire forests over distances, albeit with great effort, to protect them from the lumberjack's axe.

Beast

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/8	2	5	5	5	7

Claw	
Rg	2
Cb	6
Dg	2/4/5

Talents:

Abilities

Armor +2

Haunted Forest: This model's Claw **Strikes** can target models anywhere within 1" of a woods terrain piece while its base is touching the woods.

Perfect Camouflage: Attack Flips performedby models **Charging** this model or targeting it with ranged attacks while its base is completely within obscuring terrain piece receive .

Scout

Triggers

Cb ( ) Entangle [Claw]: After damaging defender touching a woods terrain piece with this Weapon, while this model remains touching the terrain piece, defender receives **Slow** and cannot move or be moved out of base contact with the terrain piece.

Spells:

(1) Uproot

(CC: 10 / Rst: - / Rg: 2) Place target woods terrain piece up to 5" away. This model immediately moves its **Wk** directly towards the terrain piece.

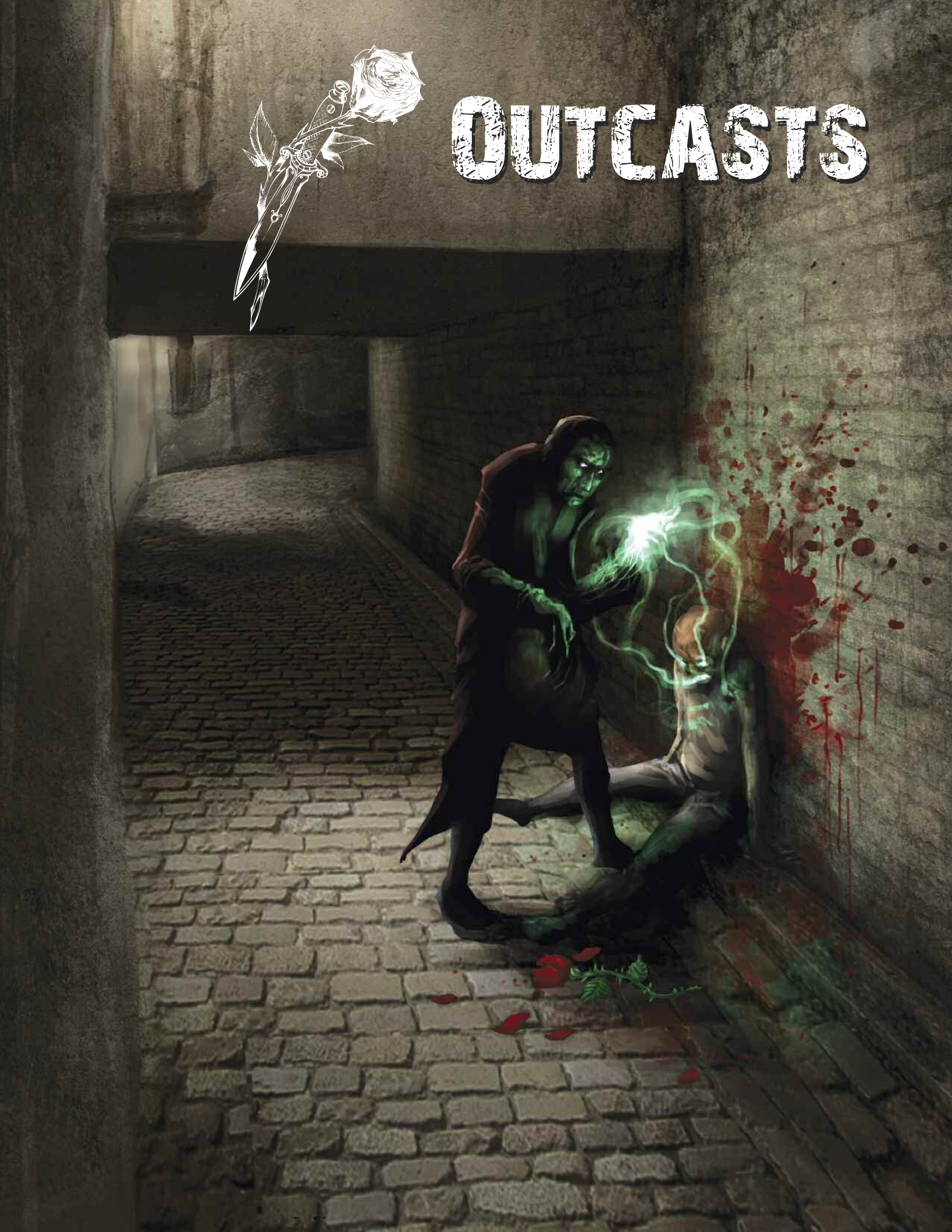
Hag's Territory

Those in Malifaux who would willingly ask for directions to Zoraida, the Hag, and her territory deep within the Bayou are more often than not answered with the cryptic whisper, "Follow the toads."

The Hag's territory has no defined borders to delimitate how much of the Bayou she calls her own. In fact, many believe that she lays claim to all of it as her personal demesne. Many claim that the heart of the Bayou is where she resides, but no sane individual has attempted to learn whether this is true. What is agreed on is that locating her once in that humid maze of sluggish waters, sandbars, and less savory flora is no simple task. She is wont to choose almost inaccessible sites within the Bayou to set up her shack and await visitors seeking a boon. An ever-present annoyance, the bullfrog's incessant croaking is a constant nuisance to visitors. For some mysterious reason, the number of toads one encounters increases the closer the curious or foolhardy come to Zoraida's shack. The same cannot be said for their rough voices. The closer to her dwelling a visitor approaches, the quieter the Bayou and the toads become, until the silence is only broken by the lap of cold, dark water against whatever punt or flatbottom visitors arrive in. The oppressive silence of the place has driven some half-mad with fear, but on that edge of sanity is where the Hag and her shack, Hut really, are to be found.

Ah, the Hut. Few have seen it and lived to tell the tale. It resembles little more than a rickety shack when seen from the distance, a single light peering out from grimy moss-ringed windows, perhaps the occasional trickle of smoke climbing from a crooked tin pipe passing for a chimney. But upon closer inspection, it feels as though the Hut is watching the visitor. It tends to list slightly, almost imperceptibly, giving an unsettling feeling that clutches at the spine when, once the Hag's visitor is settled inside, the entire Hut shifts as if it was uncomfortable in its previous position. The Hag, it is said, remains nonplussed during this movement, often absently halting a swaying lamp or stack of crockery before it crashes to the floor.

What is even more horrifying are the brief glimpses of something enormous rushing through the Bayou's waters with a lurching, almost chicken-like gait. This glimpse comes accompanied by the whine of rusting machinery that tears through the thick air like a sawblade, silencing the hoots and calls in the shadows. Some claim to have seen the light of a lantern high atop the lurching shadow, illuminating the Hag's leering face, as if enjoying the hellish ride toward the heart of the Bayou. No one has successfully followed the Hag and her clockwork Hut to their destination, fearing what awaits them in that darkest part of a dark and lonely place.


OUTCASTS

OUTCASTS

"BOOM ... headshot!'
- **Rusty Alyce**

Malifaux is ruled by the conflicting interests of powerful organizations. The Guild was the first to seize power in this world, establishing a rigid and fascist law that guarantees their control over the precious Soulstones. Despite their control, the Arcanists have managed to build a powerful resistance against that oppression and maintain a black market Soulstone trade. Concerned with the buried secrets of the past, the grim Resurrectionists loot the City of its treasures and claim the inheritance of an extinct people, wielding terrible powers garnered from the grave and forgotten lore. And what agenda the nightmarish Neverborn seek is unknown, but their presence and influence are obvious in the terror they sow. But to assume these forces represent all interests in Malifaux is naïve. Within the tangled skein of dirty politics in this City, there are many players.

Whether they have been rejected by the power players of Malifaux or because they have their own individual agenda in the City, those not directly associated with the primary powers in Malifaux are known as Outcasts. It is impossible to outline a clear profile that identifies these individuals because each is distinct and must be considered separately.

Most of these Outcasts represent the lowest caste in Malifaux. Some of these unfortunate souls are able to beat out a meager existence as a petty crook or hired gun. A small few demonstrate talents or skills of note that allow them to climb from the gutter and exert their will upon the landscape of Malifaux intrigue.

To navigate and thrive in the dense web of corruption in Malifaux by one's self is a singularly difficult task. These individuals broker tenuous alliances to further their unique agendas and rely just as much on skilled negotiating as they do on martial prowess.

The primary powers of Malifaux identify the value of these lone-wolf Outcasts because the unique traits that have allowed them to flourish in independence can be put to the Guild's uses. Their independence alone is a valuable commodity, providing plausible deniability to any faction fortunate enough to gain their services.

Money, however, isn't always the chief concern of these enterprising individuals. These Outcasts have wide ranging goals. Some seek only to expand their criminal endeavors and become influential crime lords. Others are more altruistic, wandering the streets of Malifaux to protect its citizens from the nightmares that haunt them. These Outcasts are at the very center of the City's corrupt politics, crime, and constant violence. They may be Guild servants, but the Outcasts are also purposeful in their acts, achieving their own goals and demonstrating power the Guild hasn't even noticed yet.



Leveticus, Steampunk Necromancer - Master



Many individuals find themselves in Malifaux as convict labor or the unfortunate victims of unforgiving contracts to the Guild. A small few have come to reside in Malifaux with their own purpose, to find in Malifaux their fortune. Leveticus is one such individual.

Malifaux provides many things to a man like Leveticus. Foremost, he has the privacy to pursue interests that would be considered distasteful in a more civilized environment. In the art of combining steel and bone, cog and sinew, Leveticus is a savant. Within his well-equipped offices, his own body has received augmentation, and despite his advanced age, the man is well-suited to the rigors of this frontier city.

He is almost always attended by his apprentice, a young woman named Alyce. She too bears evidence of his craft, her left arm replaced by a mechanical prosthetic. Together, they operate Captivating Salvage and Logistics, which offers a wide variety of services. Many of those services are legitimate, but a pragmatic man like Leveticus can often be found conducting more illicit affairs.

There are many who disprove of the relationship between the wizened Leveticus and the young Alyce, rumormongers trading tales of inappropriate conduct between the two. These rumors don't seem to impact the success of their business, however, as they have a reputation for getting things done.

Soulstone Cache: 0

Graverobber, Mercenary, Scavenger, Soulless

Wk/Cg	Ht	Wp	Ca	Df	Wd
3/-	2	8	7/📖	2	8

Death Touch	
Rg	1
Cb	5/📖
Dg	0/1/12

Talents:

Abilities

Dual Focused: When this model uses its **Ca** or **Cb** it can add either suit to the total, but not both.

Empty Inside: Beginning with the second Turn, while this model is in play, Crews containing it draw 0 Cards during the Draw Phase. This model's Controller ignores ignore any enemy effects targeting this model which require him or her to discard Control Cards.

Eternally Shackled: If this model is killed or sacrificed during the Turn, during the Closing Phase sacrifice a friendly Hollow Waif and Place this model into base contact with that model before it leaves play, then sacrifice all other friendly Hollow Waifs in play. Discard your Hand and draw up to your Crew's Maximum Hand Size.

Pariah: Crews containing this model can only hire Constructs, Undead, and Soulless models, but may hire them from any Faction without additional cost. This model cannot hire Totems. At the start of the first Activation Phase, Summon a Hollow Waif to base contact with this model.

Unstable Necromancy: This model suffers one wound at the start of the Closing Phase.

Actions

(+1) Casting Expert

(+1) Necromantic Sacrifice: This model suffers 2 wounds. This model may immediately move up to its **Wk**. This model can reduce its **Wd** to 0 in this way.

(0) Death's Lessons: This model's Controller may look at the top three Cards of his or her Fate Deck. Place any number in the discard pile, the others on the top of the Deck in any order. For each Card placed on top, this model suffers 1 wound. This model can reduce its **Wd** to 0 in this way.

Triggers

Ca (📖) Disciplined Caster: After successfully casting a Spell, draw one Control Card.

Cb (🗡) The Face of Death [Death Touch]: After successfully hitting defender with this Weapon, discard up to three Control Cards. The Damage Flip receives ✚ for each card discarded.

Spells:

(0) Desolation
(CC: 16🗡📖 / Rst: Df / Rg: (↑)6) two **Dg**. This model suffers 1 wound for each wound inflicted. This model can reduce its **Wd** to 0 in this way.

(1) Blessings of Desolation
(CC: 14🗡📖 / Rst: - / Rg: 6) This model suffers 1 wound. Target model receives +🗡 **Cb** and the trigger **"Cb(🗡🗡) Desolate Warping:** After enemy defender is killed by a melee **Strike**, it does not generate Counters of any kind. Summon one Steampunk Abomination into base contact with the model before it is removed from play.

(1) Entropic Transformation
(CC: 14📖 / Rst: Wp / Rg: 12) This model suffers 3 wounds**.** Target an enemy model with 2 wounds or fewer or a Scrap/Corpse Counter. Sacrifice the target. If the target was a living model, Undead model, or a Corpse Counter, Summon one Hollow Waif. If the target was a Construct or Scrap Counter, Summon one Steampunk Abomination.

(1) Necrotic Unmaking
(CC: 16🗡 / Rst: Df / Rg: 10) This model suffers 1 wound. Target enemy model suffers 3 wounds. If target is killed by this Spell, it does not generate any Counters. Summon one Steampunk Abomination into base contact before it is removed from play.

(1) Unnatural Wasting
(CC: 14🗡📖 / Rst: Df / Rg: ↱12) Target model suffers wounds equal to half its current **Wd** +1.

Som'er Teeth Jones - Master



Sporting a looted top hat festooned with stolen medals and buttons, Som'er Teeth Jones leads the first, and unfortunately probably not the last, Gremlin Crew against settlers and the Guild along the Bayou's borders.

Having watched Guild mining operations from afar, Jones came to understand something of the Guild's hierarchy – namely that the guy with the biggest hat and loudest voice is in charge. Jones shared this lesson with his pack, declaring himself their leader after providing a few well-placed fists and kicks. The pack immediately set out to 'liberate' what they needed to set up a settlement of their own.

Over the next few months, raids on Pioneer settlements and Guild-run mining operations along the Bayou's edge increased tenfold. During this time, Jones discovered the magic elixir the humans call 'shine, and set about learning how to brew it himself, passing it around his Crew to bolster their spirits when things look grim.

Jones' nickname came about when he took a rifle butt to the face during a raid against a Guild stagecoach. After being knocked flat by the blow, he leapt to his feet, spit out a mess of broken teeth, and pointed to the bloody puddle. "Som'er here," he grunted, then leapt onto the Guardsman wielding the rifle and pulled out several of his teeth with his bare hands, grunting "Som'er there!"

Jones' reign of Gremlin terror has the Guild posting rewards for his capture or killing, a dubious honor Jones bears with no small amount of pride.

Soulstone Cache: 0

Gremlin

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/8	2	6	5	6	10

Pig Sticker	
Rg	2
Cb	6
Dg	1/2/3

Boomer	
Rg	10
Cb	5
Dg	2/3/5

Talents:

Abilities

Good Ol' Boys: Crews containing this model can only hire Gremlin, Pig, and Vermin models during Scraps. This model may join Outcast Crews or Crews containing Zoraida in a Brawl.

Ill-Fated: While this model is in play, its Crew's Maximum Control Hand size is reduced by one.

Survival of the Fittest: When a friendly Gremlin is killed or sacrificed within 6", draw two Control Cards. When two or more models with **Survival of the Fittest** are in range of the Gremlin, the closest model draws Cards.

"Woops!": When this model misses with a Boomer **Strike**, the closest other friendly model within 10" and LoS suffers an unmodified Damage Flip of 1/2/3. If there are no other friendly models within 10" there is no effect.

Actions

(+1) Reckless: This model may suffer 1 wound to receive **Fast**.

(0) Pork Whisper'n: 8. Until the Start Closing Phase, any **Stampeding** Pig ending an Action within range may choose to end its **Stampede**.

(1) Take a Swig: One model within 2" performs a Healing Flip.

Triggers

Cb (X) "Come and Get It!": After damaging defender, if this model's Pig Sticker **Strike** kills defender, discard two Control Cards. Defender does not generate Counters. Summon one Piglet.

Cb () Dumb Luck: When damaging a defender with a Pig Sticker or Boomer **Strike**, double the damage inflicted. This model suffers damage equal to half the number of wounds inflicted.

Df() "Squeel!": After this model is damaged by an enemy melee attack, Push it 4" directly away from the attacker.

Spells:

(1) A Gremlin's Luck
(CC: 10 / Rst: - / Rg: 12) This model suffers any number of wounds. Target model's Controller discards one Control Card for each wound suffered.

(1) "Git Yer Bro!"
(CC: 16 / Rst: - / Rg: 4) Target one friendly Bayou Gremlin. Target model Summons one Bayou Gremlin. Both Gremlins suffer two wounds.

(1) "Pull My Finger"
(CC: 12 / Rst: - / Rg: ()3) Non-Gremlins suffer **Dg** 2.

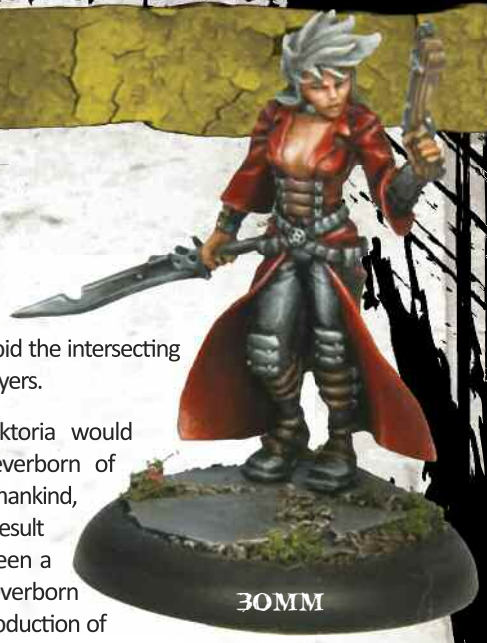
(1) "Sooey!"
(CC: 10 / Rst: - / Rg: ()18) Friendly Pigs may Push up to their **Cg** toward this model. All Pig models in range **Charge** this model if it loses the Casting Duel.

Viktoria – Master



Though young, Viktoria has had a long and successful career as a bounty hunter and treasure seeker, even before the reopening of the Breach. For many years, she traveled the world in search of lost secrets, adventuring into forgotten locales, and capturing singular artifacts. Many speculate her collection is invaluable, defying all attempts to gauge its worth. Reputedly, her collection includes an armory of swords that contains even the Lost Nihonto of Masamune.

When a message from a mysterious employer suggested a contract in the newly rediscovered City of Malifaux, she could not refuse. The treasures of a whole new world were laid before her. Arriving in Malifaux, Viktoria found conspiracy surrounding every commission, forcing her to avoid the intersecting designs of several powerful players.



In her adventures here, Viktoria would encounter the infamous Neverborn of Malifaux. Singular amongst humankind, Viktoria's confrontation would result in a lasting partnership between a human woman and a Neverborn creature. This creature, a reproduction of Viktoria herself, would give the treasure-hunter privileged insight into the history of this City and this world.

Today, these two have established themselves as the premier soldiers of fortune in Malifaux. Many mistake the duo as twin sisters or even a single woman with an uncanny ability to be in two places at the same time. The truth of their relationship is a closely held secret, and few suspect that one of these women is a native of this world.

Soulstone Cache: 0

Mercenary

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/8	2	6	6	6	7

Masamune Nihonto	
Rg	2
Cb	7
Dg	3/4/6

Clockwork Pistol	
Rg	12
Cb	5
Dg	2/3/5

Talents:

Abilities

Body Count: Draw one Control Card whenever this model kills a model.

Companion (Viktoria)

Dual Focused: When this model uses its **Ca** it can add either suit to the total, but not both.

For Money: Crews containing this model can only hire Mercenary models during Scraps. This model may join a Crew with any other Master in a Brawl, but reduce its Crew's available Soulstones by 5.

Fates Entwined: You may allow any Spell that affects this model to affect all friendly Viktorias in play. This ability has no effect if the Spell has a movement or placement effect.

"Sisters": Crews hiring this model as a Master begin the game with two Viktorias. A Crew can have a maximum of two Viktorias in play at any time.

Weapon Selection: When deploying these models at the start of the Encounter, you must select one Viktoria model. Selected Viktoria's Masamune Nihonto gains Paired, but loses Clockwork Pistol. The models used must accurately reflect this Weapon selection.

Weapons

Masamune Nihonto: Magical.

Actions

(+1) Melee Expert

(1) Sisters in Spirit: Switch this model with a friendly Viktoria in play, or Push a friendly Viktoria in play to within 3" of this model.

Triggers

Cb ( ) Whirlwind [Masamune Nihonto]: After damaging defender with this Weapon, immediately perform another **Strike** with this Weapon against another target in melee range.

Spells:

(1) Sisters in Battle
(CC: 12 / Rst: - / Rg: C) This model immediately receives one of the following effects until the Start Closing Phase. Viktoria may only be affected by one instance of Sisters in Battle at a time:

Fury: Masamune Nihonto **Strikes** inflict +2 **Dg**.

Unerring Accuracy: After this model hits with a Masamune Nihonto **Strike**, its combat total receives +3.

Unfailing: This model's Attack Flips receive .

(2) "Another One?"
(CC: 19 / Rst: - /Rg: C) Discard two Soulstones and sacrifice one Ronin within 2". Summon one Viktoria.

(2) Sisters in Victory
(CC: 14 / Rst: - / Rg: (r)18) Immediately Push this model and all friendly Viktorias to within 2" of a falling back or rallying model within 18" and perform a Masamune Nihonto **Strike** against the falling back model if it is in melee range after the Push.

Giant Mosquito – Totem



Soulstone Cost: 2

Insignificant, Totem (Som'er Teeth Jones), Vermin

Wk/Cg	Ht	Wp	Ca	Df	Wd
10/10	1	6	2	7	6

Proboscis	
Rg	1
Cb	4
Dg	0/1/2

Talents:

Abilities

Companion (Som'er Teeth Jones)

Flight

Hungry: This model suffers 3 wounds at the start of the first Activation Phase.

Numerous: Crews containing Som'er Teeth Jones may hire up to four Giant Mosquitos. Som'er Teeth Jones can connect up to four Giant Mosquito Totems instead of one.

Actions

(all) Larva: Sacrifice one friendly non-Giant Mosquito model within 2". Summon one Giant Mosquito. The Summoned Giant Mosquito immediately suffers 3 wounds.

Triggers

Cb ( ) Drink Blood [Probiscus]: After damaging a defender with this Weapon, this model heals a number of **Wd** equal to the number of wounds suffered by defender.

Spells:

(all) Parasitic Infection
(CC: 15 / Rst: Df / Rg: 2) Kill target living or Undead model. Summon one Giant Mosquito.

(1) Magical Extension
(CC: * / Rst: * / Rg: *) This Spell may be cast only once per activation. Cast one of the connected Master's **(1)** Spells. During this casting, this model may use a Soulstone to change its starting total.

None would argue the Bayou is a dangerous place filled with equally dangerous creatures; one of its most loathsome being the Giant Mosquito. Legs and body dangling below furiously buzzing wings, it stalks from above, incessantly seeking prey with which to slake its sanguine thirst.

Only when a Mosquito intends on implanting its eggs into a victim will it leave them more than a drained husk, its larva's accelerated incubation cycle hatching from within the body and draining it of whatever fluids remain before seeking their own prey.

What bond the Mosquitoes and Som'er Teeth Jones share is unclear, but the creature is often found with one or more of the gigantic insects nearby, heeding his orders like an obedient hound.

Hollow Waif – Minion

Summoned

It took a human mind to take the ancient Malifaux techniques of necromancy and revolutionize them. Leveticus, through a unique technique of his manufacture, has managed to send a life-line through the veil of death and tether it to a husk in this world.

These vessels, known as Hollow Waifs, provide a doorway for the recently departed spirit to maintain its hold on life. With a properly prepared vessel, Leveticus is empowered to escape death, proving his mastery of these dark, unforgiving forces.



Insignificant, Rare 2, Soulless, Undead

Wk/Cg	Ht	Wp	Ca	Df	Wd
3/-	1	9	3	3	3

Decaying Embrace	
Rg	1
Cb	4
Dg	0/1/6

Talents:

Abilities

Aimless Wandering: If this model begins its activation with one or more AP it must **Walk** at least once during its activation.

Companion (Leveticus)

Empty Shell: If this model is more than 10" away from a friendly Leveticus at the end of its activation, sacrifice it. Ignore **Empty Shell** if a friendly Leveticus is not in play.

Psychic Control: If a friendly Leveticus is not in play at the beginning of this model's activation, the activation ends immediately.

Physical Aberration: This model does not generate a Corpse Counter when it is killed.

Shackled: Summon this model to a friendly Leveticus at the End Closing Phase if it was killed or sacrificed during the turn.

Spells:

(*) Empty Being
(CC: * / Rst: * /Rg: *) Cast one of Leveticus' Spells. This model may discard a Soulstone to change its starting total when casting this spell. Sacrifice this model.

(1) Tap Soul
(CC: 10 / Rst: Wp / Rg: 6) Target's controller discards one Control Card.

Malifaux Child - Totem



Soulstone Cost: 2

Insignificant, Mercenary, Totem

Wk/Cg	Ht	Wp	Ca	Df	Wd
3/-	1	3	3	3	4

Paired Daggers	
Rg	1
Cb	4
Dg	1/2/3

Talents:

Abilities

Companion (Master)

Harmless

Weapons

Dagger: Paired

Spells:

(0) Misplaced Sympathy
(CC: 10 / Resist: - / Range: 6) Target model discards one Control Card. Target draws the bottom Card from its discard pile and adds it to its Hand.

(1) Magical Extension
(CC: * / Rst: * / Rg: *) This Spell may be cast only once per activation. Cast one of the connected Master's **(1)** Spells. During this casting, this model may use a Soulstone to change its starting total.

The gift of youth is the ability to adapt quickly to new environments and bounce back from injury. Children exposed to the rich energies of Malifaux often adapt in surprising ways. Away from the perpetual violence of Malifaux, these adaptations might allow these children to grow into powerful sorcerers in their own right. In this City, however, the malice of their fellow men turns these advantages into a casual aptitude for bloodshed.

Properly prepared, a Master can use the innocent image of these children and the powerful forces they channel as deceptive weapons. Even the most callous criminal in Malifaux would give pause before harming a child and it is that hesitation which allows these children to strike deftly and in surprise.

Student of Conflict - Totem



Soulstone Cost: 3

Insignificant, Mercenary, Totem

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	1	5	3	4	4

Pins	
Rg	1
Cb	4
Dg	2/3/4

Talents:

Abilities

Companion (Master)

Actions

(all) Assist: Target model within 3" receives **Fast**.

Spells:

(1) Combined Efforts
(CC: 12/ Rst: - / Rg: 6) Target model loses the **Insignificant** Characteristic until the start of its next activation.

(1) Magical Extension
(CC: * / Rst: * / Rg: *) This Spell may be cast only once per activation. Cast one of the connected Master's **(1)** Spells. During this casting, this model may use a Soulstone to change its starting total.

Not a proper human, but a homunculus constructed through magical ritual, the Student of Conflict is a blank slate. Conjured by its Master, the Student accompanies him into battle, slowly learning the art of conflict so that it might develop one day into a self-reliant companion.

During this process, the Student can still be of use to the Master, serving as a conduit for magical energies, extending the reach of his spells, and assisting him in a variety of tasks. In this way the student is much like the homunculus described in the alchemical texts of Earth's own past, living constructs that served as loyal lab assistants.

Rusty Alyce – Minion

Soulstone Cost: 8

Mercenary, Soulless, Unique

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	2	7	5	4	8

Clockwork Arm	
Rg	1
Cb	6
Dg	1/3/7

Clockwork Seeker	
Rg	12
Cb	6
Dg	3/4/5

Talents:

Abilities

Difficult Child: When hired by a Master from another Faction, this model costs two additional Soulstones instead of the usual one.

Impressionable: At the start of the Encounter, nominate one Master with Scavenger in this model's Crew. This model can use the Master's **Ca** or its own when casting Spells. This model gains all of the Master's abilities affecting its **Ca**.

Recycled: Only Crews with at least one Scavenger Master can hire this model.

Something to Live For: Any Crew containing Leveticus or Ramos draws two additional Control Cards during the Draw Phase when either Master is within 3" of this model at the start of the Draw Phase.

Actions

(2) Rapid Fire [Clockwork Seeker]

Triggers

Cb ( ) Destabilize [Clockwork Arm]: When damaging a defending Construct with a this Weapon, Construct receives "**Active Control:** Discard one Control Card at the start of this model's activation or it receives **Paralyzed**." until the end of the game.

Cb ( ) Headshot [Clockwork Seeker]: After hitting a defender with this Weapon, do no damage. Kill defender unless its controller discards two Control Cards or two Soulstones. Only models with the **Use Soulstones** Ability may discard Soulstones.

Df ( ) Nothing to Live For: After attacker misses with a ranged or melee attack, the attack hits with a combat total of 0. Draw one Control Card for each wound this model suffers from the resulting Damage Flip.

Spells:

(0) Bag of Tricks
(CC: 11 / Rst: - / Rg: C) This model receives one of the following effects until the Start Closing Phase:

Boobytraps: 3. Models ending their activation in range suffer 2 wounds.

Snares: Models **Charging** this model cannot move closer than 3" during the **Charge**.

Misdirection: Until this model moves, it receives hard cover when targeted by ranged attacks.

(1) Burn Out
(CC: 15 / Rst: - / Rg: 10) Target friendly Construct receives **Reactivate**. Reduce target to 1 **Wd** at the start of the Closing Phase.

(1) Rust
(CC: 14 / Rst: Df / Rg: 12) Target Construct or model with **Armor** suffers **Dg** 2/3/4. This damage ignores **Armor.** Target model receives **Slow**.

(1) Willful Animation
(CC: 14 / Rst: - / Rg: C) Discard two Control Cards and sacrifice one Scrap Counter within 6". Summon one Steampunk Abomination.



30mm

Riding on the coattails of her mentor, **Alyce** has gained a modest reputation in Malifaux for her exploits. Full of youthful energy, the antithesis of Leveticus, her enthusiasm is seen in her quick tongue and bursts of violence. When it's time to fight, she leaps into action with a frightening zeal, and despite her young age, she's a prodigy with her firearm, able to outshoot men with twice her experience.

Many question her sanity as she can frequently be seen conversing with the rusty mechanical prosthesis that has replaced her left arm, as if it acts independently from herself. Others believe it's her relationship with Leveticus that keeps her sane, his calm demeanor tempering her reckless drive for more action. Regardless, her curiosity and loyalty, as well as her skill, are easily noticed by those who meet her.

Desolation Engine

In the blending of Undead flesh and machine, the last touch of humanity left in the flesh is forced out by the foreign elements connected to it, leaving a monstrosity that is neither truly alive nor dead but moving toward oblivion with each passing second of its existence. One such Construct is Leveticus' Desolation Engine, a nightmare of bone and iron that rages into battle; fueled by necrotic power, the hunger of the grave guides its bloody-minded actions. Its flesh reacts violently against its numerous metal implants, causing violent fits capable of killing friend or foe standing too close when the evil overtakes it. Likewise, it has no qualms about whom it consumes in an effort to forestall its inevitable collapse.

Steampunk Abomination

Experimentation with machinery and dead bodies has existed in Malifaux since before the first Breach to Earth opened. This practice, blacker than the necromantic arts, was lost after Malifaux's collapse centuries ago. When Earthsiders unlock some of Malifaux's secrets and experiment with their newfound knowledge, the results can have potentially damning consequences.

The Steampunk Abomination is one of these results. A creation of steam and sinew that is at once living and dead, Abominations can be created by almost any bits of metal and machinery and flesh that a skilled necromancer may have lying around. Fueled by a kernel of Sousltone, Abominations inflict death and destruction wherever they are found, despite their diminutive size. Worse still, these corruptions of nature are capable of reproducing themselves by imparting a bit of their energy upon those they kill.

Desolation Engine - Minion

50mm Base

Soulstone Cost: 12

Construct, Undead

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/8	3	6	5	2	12

Entropy Claws	
Rg	2
Cb	6
Dg	3/4/6

Talents:

Abilities

Desolate: This model cannot be Summoned.

Lost Focus: When this model is killed or sacrificed, Summon two Steampunk Abominations to it before it is removed from play. This model does not generate Corpse or Scrap Counters.

Hard to Wound 1

Industrial Nightmare: At the Start Closing Phase, living models within 4 must win a **Df → 12** Duel or suffer 2 wounds.

Necrotic Repository: A friendly Master within 6" may perform a **(1) Salvage** Action to sacrifice this model. Draw a number of Control Cards equal to this model's remaining **Wd**. The Master suffers an equal number of wounds.

Unstable Creation: This model suffers 1 wound when it performs any Action costing one AP or more other than **Pass**.

Weapons

Entropy Claws: Paired

Actions

(+1) Melee Expert

(0) Consume: Sacrifice any number of friendly Steampunk Abominations in base contact with this model. For each model sacrificed, this model performs one Healing Flip.

(1) Unnatural Feeding: Sacrifice a friendly model within 2". Draw one Control Card.

(1) Warped Anomaly: This model cannot be targeted by ranged attacks until it takes any other Action this turn other than **Pass**.

Triggers

Cb ( ) Consuming Touch [Entropy Claws]: After damaging defending model with this Weapon, heal this model 1 **Wd** for each wound it inflicted on the defender.

Cb ( ) Desolate Warping: After killing enemy defender with a melee attack, that model does not generate any Corpse or Scrap Counters. Summon one Steampunk Abomination into base contact with the model before it is removed from play.

Spells:

(0) Desolate Supplications:
(CC: 16 / Rst: Df / Rg: 6) This model suffers 3 wounds. Enemy models suffer 2 damage.

Steampunk Abomination - Minion

30mm Base

Soulstone Cost: 3

Construct, Insignificant, Undead

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	1	5	3	4	3

Warping Touch	
Rg	1
Cb	3
Dg	1/2/4

Talents:

Abilities

Caustic Aura: At the Start Closing Phase, any enemy model within 3 of this model must win a **Df → 9** Duel or suffer 2 damage.

Hard to Wound 1

Hobbled: This model cannot perform more than one general Movement Action per activation.

Keep Pace: When a friendly Steampunk Abomination in base contact with this model performs the **Walk** Action, Push this model into base contact with the Steampunk Abomination at the end of the move.

Warped: When this model is killed, this model's Controller chooses whether it generates one Corpse or Scrap Counter.

Actions

(1) Anomaly: This model cannot be targeted by ranged attacks this Turn until it performs an Action other than **Pass.**

(1) Concentrated Deformation: Sacrifice this model and three other friendly Steampunk Abominations in base contact with it. Replace these models with one Desolation Engine. Any wounds or effects on the sacrificed models are applied to the Desolation Engine.

Triggers

Cb ( ) Consuming Touch [Warping Touch]: After damaging defending model with this Weapon, heal this model 1 **Wd** per wound inflicted on the defender.

Cb ( ) Desolate Warping: After killing enemy defender with a melee attack, that model does not generate any Corpse or Scrap Counters. Summon one Steampunk Abomination into base contact with the model before it is removed from play.

Convict Gunslinger – Minion

Soulstone Cost: 5



Mercenary, Rare 1

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	2	5	4	4	8

Pistol	
Rg	10
Cb	6
Dg	2/3/4

Talents:

Abilities

Bulletproof 1

Gunfighter [Pistol]

Lifer: This model is immune to Morale Duels caused by **Terrifying** effects.

Ruthless

Weapons

Pistol: Paired

Actions

(2) Rapid Fire [Pistol]

Triggers

Cb ( ) Trigger Happy [Pistol]: After damaging defender with this Weapon, immediately perform a Pistol **Strike** against defender.

Df ( ) Faster'n You: After attacker within 12" misses with a ranged attack, this model deals damage to the attacker using the combat total as if it had hit the attacker with a Pistol **Strike**.

Spells:

(1) Suppressing Fire

(CC: 10 / Rst: Wp / Rg: 10) Target model and all models within (1)3" of the target must discard one Control Card when they activate or they receive **Paralyzed**. This model may only cast this Spell once per Turn.

Malifaux quickly hardens the hearts of men sentenced to work its mines as punishment for their Earthside crimes. Hardened individuals with nothing to lose seek, and sometimes find, a means to escape their sentence of hard labor. Those who are able to evade capture by the Guild struggle to stay one step ahead of the law.

The Convict Gunman's fate was decided by an Earthside jury, and he knows each day he survives is another day on borrowed time. Armed with as many pistols and as much ammunition as he can carry, he moves from one job to the next, never lingering in one place too long, simply surviving – but surviving free.

Bishop – Minion



A pugilist by trade and a damned fine one at that, Bishop was riding high on his success at Ringside until a stretch of bad bets and losses in the ring depleted not only his accounts but also his pride. Offered a chance at redemption and a wiping of his debts by Ringside's owner, Bishop agreed to participate in five 'special matches' in the Pits. The gladiatorial fights he fought were neither redeeming nor rewarding, and he found himself trapped in a nightmare from which only death would release him. Escaping the Pits before his final match, Bishop now plies his new trade, that of bounty hunter, in the Badlands, tracking and capturing those with the largest price on their heads.

HANS – MINION

SOULSTONE COST: 8

MERCENARY, UNIQUE

WK/CG	HT	WP	CA	DF	WD
4/-	2	5	3	4	6



CUSTOM SNIPER RIFLE

RG	16
CB	5
DG	2/2/5

TALENTS:

Abilities

Bulletproof 2

Goggles: This model ignores any enemy Spell or Talent that affects LoS.

Ruthless

Sniper: This model ignores cover, obscuring terrain, and intervening models when declaring a target with ranged attacks.

Weapons

Custom Sniper Rifle: This model may not perform **Strikes** with this Weapon during an activation in which it moves. All **Strikes** with this Weapon must target the same model during an activation.

Actions

(all) On the Move: This model may move up to its **Wk** and perform one Custom Sniper Rifle **Strike**. This attack receives to the Attack and Damage Flips. This **Strike** does not benefit from the **Sniper** ability.

Triggers

Cb ( ) Critical Strike [Custom Sniper Rifle]

Cb ( ) Headshot [Custom Sniper Rifle]: After hitting a defender with this Weapon, do no damage. Kill defender unless its Controller discards two Control Cards or two Soulstones. Only models with the **Use Soulstones** Ability may discard Soulstones.

SPELLS:

(0) Custom Ammunition

(CC: 10 / Rst: - / Rg: C) This model immediately receives one of the following effects when performing Custom Sniper Rifle **Strikes** until the end of its activation:

Armor Piercing: Ignore **Armor**.

Explosive: Custom Sniper Rifle damage becomes 1/2/3. Damage Flips against living targets receive .

Silver: Damage Flips against Undead targets receive .

Wooden: Damage Flips against Neverborn targets receive .

Jailed as a hired gun wivth plenty of enemies Earthside, Hans chose to serve his sentence in Malifaux. After a few brushes with death, Hans discovered his particular talents even more deadly this side of the Breach. To better channel his abilities, Hans commissioned a custom rifle crafted especially for long-range shots.

Hans' sure sight and steady hands are highly sought after. He is adaptable when the need arises and always carries an assortment of custom-made ammunition capable of taking down a wide range of foe – from undead to Neverborn. He realizes one day his Earthside enemies will come looking for him and works diligently to keep his skills honed razor sharp.

SOULSTONE COST: 10

MERCENARY, UNIQUE

WK/CG	HT	WP	CA	DF	WD
4/7	2	6	4	6	10

CHAIN WRAPPED FIST

RG	1
CB	7
DG	1/2/4

TALENTS:

Abilities

Quick Strike: This model's **Charges** cost one AP. If the model does not end the move with an enemy model in melee range its activation immediately ends.

Actions

(+1) Melee Expert

(0) Adaptive Fighter: Select one suit. This suit is added to any Duel total when using this model's **Cb** or **Df**. This lasts until the Start Closing Phase.

Triggers

Cb ( ) Choke [Chain Wrapped Fist]: After damaging defender with a this Weapon, defender receives **Slow**.

Cb ( ) Critical Strike [Chain Wrapped Fist]

Cb ( ) Precise Blow [Chain Wrapped Fist]: When damaging defender with this Weapon, ignore **Armor** and **Hard to Wound**.

Cb ( ) Toss Aside [Chain Wrapped Fist]: After damaging defender with this Weapon, Push defender up to 3" in any direction.

Df ( ) Disarm: After attacker misses with a melee attack, attacker discards one Control Card for each and in this model's Duel total.

Df ( ) Leap Away: After attacker misses with a melee attack, push this model up to 4" in any direction.

Df ( ) Riposte: After attacker misses with a melee attack, this model deals damage using the Combat Duel total as if it had hit the attacker with a Chain Wrapped Fist **Strike**.

SPELLS:

(0) Cage Fighter

(CC: 8 / Rst: - / Rg: C) This model immediately receives one of the following effects until the Start Closing Phase:

Accurate Fist: Chain Wrapped Fist **Strikes** receive +2 **Cb**.

Penetrating Fist: Chain Wrapped Fist **Strikes** ignore **Armor**.

Blocking: +2 **Df**.

(1) Knock Out

(CC: 12 / Rst: Df / Rg: 2) Target receives **Paralyzed**.

(1) Study Opponent

(CC: 12 / Rst: - / Rg: 15) Until target model leaves this model's LoS or Study Opponent is cast again, this model receives +1 **Cb** and its Damage Flips receive against that target.

MISAKI - MINION

SOULSTONE COST: 7



MERCENARY, UNIQUE

WK/CG	HT	WP	CA	DF	WD
5/7	2	7	5	5	7

BISENTO	
RG	2
CB	7
DG	2/4/6

Triggers

Cb ( ) Ten Thunders Strike [Bisento]: When damaging defender with this Weapon, this model's Damage Flip receives + for each in its attack Duel total.

TALENTS:

Abilities

Foresight: In any Duel, when the value of this model's starting total Fate Card is the same or 1 lower than the opponent's, choose either this model or the opponent to discard their Fate Card and re-flip.

Weapons

Bisento: Magical.

Actions

(+1) Melee Expert

SPELLS:

(0) Fire

(CC: 12 / Rst: - / Rg: C) Bisento receives +2 **Dg** until the Start Closing Phase.

(0) Thunder

(CC: 13 / Rst: - / Rg: C) Bisento **Dg** receives -/ / until the Closing Phase. This model is immune to damage caused by Thunder.

(0) Wind

(CC: 10 / Rst: - / Rg: C) Bisento's **Rg** is increased to 6" until the end of this model's activation.

(1) Earth

(CC: 10 / Rst: - / Rg: C) Until the Start Closing Phase, this model ignores penalties for severe terrain and can move through impassible terrain as though it were open ground.

Daughter and lieutenant of the Ten Thunders crime family Earthside, Misaki was entrusted with the mission of entering Malifaux and making way for Ten Thunders to expand its operations. Enter she did, and posing as a life convict, she quickly made inroads with the criminal underground, such as it was, planting seeds that would grow quietly until her father and family came to Malifaux to reap the rewards. Misaki has discovered her martial skills have increased five fold since she came to Malifaux, and without any word from Ten Thunders, she is starting to believe perhaps this is her chance to strike out on her own, making a name for herself in this new unforgiving place.

TAELOR - MINION



Depression and melancholy are epidemics in Malifaux, but the gregarious Taelor seems quite unaffected by the gloom. The atmosphere of this City seems to suit her, with no dampening of her boisterous and bawdy nature.

She routinely trespasses into slum districts no one should journey into alone. Her reputation precedes her into those dark alleys, and few are desperate enough to risk her wrath. To them, she is known as Lady Hammerstrike, and many are the men she's sent to the boneyard with a skull as flat as a boiler plate. It's this ability with a relic hammer that she's known for and that makes her a valuable asset in any conflict.

Renegade Steamfitter Johan - Minion



Soulstone Cost: 6

Mercenary, M&SU Member, Unique

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	2	5	3	5	8

Relic Hammer	
Rg	3
Cb	5
Dg	3/4/6

Pistol	
Rg	10
Cb	4
Dg	2/3/4

Talents:

Abilities

Dues Paid: Reduce this model's Soulstone cost by one when hired into Crews with M&SU Members.

Hard to Kill

Slow to Die

Solidarity: This model's melee and ranged attacks receive +2 **Cb** while it is within 3" of another friendly M&SU Member.

Weapons

Relic Hammer: Magical. Ignores Armor.

Actions

(2) Flurry

Triggers

Cb (📖) Brutal [Relic Hammer]

Cb (🦷) Knockback [Relic Hammer]: After damaging defender with this Weapon, Push defender 3" directly away from this model.

Some members of the Miners and Steamfitters Union take that organization's rhetoric as a philosophy to live by. Where the Union decries the totalitarian rule of the Guild, Johan embraces a philosophy of anarchy. He knows no master, not even recognizing the leadership of the Union to guide him, just the tenants of its charter. He pursues his own interests, taking a new job only if it serves his own purposes.

This self-determination provides for a willful, but capable, ally in any scrap. The man delivers as much punishment as he receives, leveraging his powerful relic hammer in a truly destructive manner. His focus is narrow, always centered on his goal. Through guile and brute force, he can be counted on to pull his own weight.

Soulstone Cost: 8

Mercenary, Unique

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	2	7	2	5	9

Relic Hammer	
Rg	3
Cb	7
Dg	3/4/6

Talents:

Abilities

Hard to Kill

Hard to Wound 1

Lifer: This model is immune to Morale Duels caused by **Terrifying** effects.

Weapons

Relic Hammer: Magical. Ignores Armor.

Actions

(+1) Melee Expert

(1) Hammerstrike: Flip a Fate Card. Push all models within 3" of this model with a **Df** equal to or lower than the card's value 3" directly away from this model.

Triggers

Cb (🦷) Knockback [Relic Hammer]: After damaging defender with this Weapon, Push defender 3" directly away from this model.

Cb (⚔) Shatter [Relic Hammer]: When damaging defending Construct with this Weapon, the Damage Flip receives ➕➕.

Spells:

(1) Menace

(CC: 10 / Rst: Wp / Rg: 6) Move this model up to 4" toward target model. Target model may not perform move Actions until the Start Closing Phase.

Ronin – Minion

30mm Base

Soulstone Cost: 5

Mercenary

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	2	5	4	5	6

Daisho	
Rg	2
Cb	5
Dg	2/3/5

Pistol	
Rg	10
Cb	4
Dg	2/3/4

Talents:

Abilities

Always for Hire: While this model is in play, a model with the **Use Soulstones** Ability may spend one AP and discard five Soulstones during the Closing Phase to Summon one Ronin.

Harmless

Hard to Kill

Mobile: This model ignores severe terrain and climbing penalties when **Walking** or **Charging**.

Weapons

Daisho: Ignores **Armor**. This Weapon's Damage Flips receive +.

Actions

(+1) Melee Expert

(all) Seppuku: Sacrifice this model. Gain two Soulstones.

(1) Defensive: Until the Start Closing Phase, this model receives +3 **Df**.

(1) Peasant Clothes: Regain **Harmless**.

(2) Run Through: Push this model up to its **Cg**. This model may interrupt the Push to perform one Daisho **Strike**. Continue the Push after resolving the **Strike**.

Triggers

Cb ( ) Next Target [Daisho]: inflicting damage with this Weapon, push this model up to 4" in any direction.

Much like their masterless namesake from feudal Japan, these mercenaries wander Malifaux in search of work that utilizes their particular talents. Many are escaped convicts from Guild-run work camps, or fugitives fleeing the hangman's noose for a crime committed in some Badlands saloon. Most travel in disguise, hoping their pursuers pass them by if encountered on the train or passing in the street. All are skilled killers, whether with pistol or blade, and well worth the coin they charge for their services. None relish working in one place for too long, feeling the hot breath of their past closing on their necks, and all would rather end their own lives than face whatever punishment awaits them if their past ever catches up.

Killjoy – Minion

Shunned by and hating its own kind, the hungry behemoth known as Killjoy marauds Malifaux in an unending quest for redemption, lingering somewhere between Neverborn life and undeath. Killjoy's talents for murder and mayhem are legendary, and only the desperate or the demented seek to make contact to arrange a contract with this creature.

Despite this, some individuals are able to arrange a contract with Killjoy, employing its services in exchange for a promise of blood and death, a promise it holds its employers to, regardless of whether they or their targets serve up the payment.



50mm

Hamelin - Minion

Soulstone Cost: 9

Mercenary, Unique

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/6	2	7	6	4	10

Staff	
Rg	2
Cb	5
Dg	1/2/4

Bull Terrier	
Rg	6
Cb	5
Dg	1/3/4



Talents:

Abilities

Bully: This model cannot be targeted by **Ht** 1 models.

Growing Influence: Crews containing this model may hire one **Ht** 1 model from any Faction. If the model activates outside of 10" of this model, it is sacrificed at the end of its activation.

Actions

(+1) Casting Expert

(0) Hungry Rats: (1)6. Sacrifice all Counters not carried by models. Counters required by Strategies and Schemes cannot be sacrificed.

Triggers

Ca ( ) Growing Command [Irresistable Dance, Piper's Lure, Obey]: After target loses its Resist Duel against this Spell, cast one other Spell on the same target. This Trigger may only be used twice per activation. **Obey** can be cast a second time using this Trigger.

Cb (X) Pestilent: After successfully hitting a model with a Bull Terrier **Strike**, do no damage. Instead, target receives the Insignificant Characteristic for the rest of the Encounter.

Spells:

(1) Black Death
(CC: 18 / Rst: - / Rg: (1)18) Living models suffer 1 wound.

(1) Irresistible Dance
(CC: 14 / Rst: Wp / Rg: 12) Target model can only perform the **Walk** Action until the Start Closing Phase.

(1) Obey
(CC: 14 / Rst: Wp / Rg: 12) Target non-Master model immediately performs a **(1)** Action or **Charge** controlled by this model. The Action selected may not cause the model to be killed or sacrificed as part of the Action. This Spell may be cast once per activation.

(1) Piper's Lure
(CC: 14 / Rst: Wp / Rg: 18) Push target model 4" toward the closest table edge. If the target is Pushed into contact with the table edge, kill target and draw two Control Cards.

Penniless and on the run from the Guild, Hamelin was forced into hiding, scraping out a pitiful existence in the sewers of Malifaux. He adapted quickly to the monstrosities and dangers there, avoiding harm and sustaining himself. Broken and lonesome, Hamelin slowly developed a rapport with the subterranean creatures he dwelt with and mimicked their scavenging ways.

Living in the sewers and Slums, Hamelin befriended the feral dog that became his constant companion. He would discover that the magic of Malifaux exists even in the gutter and that he had that magic himself. Gifted with an empathic connection to the scavenging creatures around him, he lived in harmony with this environment of debris. His activities beneath the streets have given rise to an urban legend, that of the Rat Catcher.

Soulstone Cost: 11

Mercenary, Neverborn, Undead, Unique

Wk/Cg	Ht	Wp	Ca	Df	Wd
4/8	3	5	2	3	12

Cleaver	
Rg	2
Cb	7
Dg	4/5/7

Hooked Chain	
Rg	6
Cb	5
Dg	2/3/4

Talents:

Abilities

Ancestral Fury: When this model **Charges** a Neverborn model, this model receives +2 **Cg**.

Black Blood

Blood Price: Starting with the third Turn, if this model is in play and does not have an enemy model in its melee range at the start of an Activation Phase, it immediately **Charges** the closest model.

Blood Sacrifice: Do not deploy this model at the start of the Encounter. All models in its Crew receive "**(1) Sacrificed**: On or before the fourth Turn, sacrifice this model and Place Killjoy in base contact with it before it is removed from play. All models in Killjoy's Crew lose **(1) Sacrificed**". If this model is not Placed by the end of the Closing Phase on the fourth Turn, it cannot be Placed and counts as a killed for VP.

Hard to Wound 2

Out of Control: Discard one Control Card when activating this model. If you do not discard a Card, an opposing player may discard one Control Card and controls its activation. If no player discards a Control Card, this model activates as normal, but receives **Slow**.

Slow to Die

Terrifying → 13

Actions

(+1) Melee Expert

(0) Eat Your Fill: This model may immediately perform this Action after it kills a model with a melee attack. Heal all wounds suffered by this model and immediately end its activation.

Triggers

Cb ( ) Drag: After damaging defender with a Hooked Chain **Strike**, defender is Pushed 4" directly toward this model.

Cb ( ) Onslaught: After damaging defender with a Cleaver **Strike**, immediately perform a Cleaver **Strike** against the defender.

Bayou Gremlin - Minion

Soulstone Cost: 2



Gremlin

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/8	1	4	4	5	4

Rusty Weapon	
Rg	1
Cb	4
Dg	1/2/3

Boomstick	
Rg	12
Cb	4
Dg	1/2/3

Talents:

Abilities

The Other White Meat: Push the closest Pig within 4" into base contact with this model when it loses a Morale Duel. Sacrifice this model. Heal all wounds suffered by Pig.

"Woops!": When this model misses with a Boomstick **Strike**, the closest other friendly model within 10" and LoS suffers an unmodified Damage Flip of 1/2/3. If there are no other friendly models within 10" there is no effect.

Actions

(+1) Reckless: This model may suffer one wound to receive **Fast.**

(1) Deliverance: This model gains **Terrifying → 11** until the Start Closing Phase.

(2) "Y'all Watch This": This model performs a Boomstick **Strike** with **Dg 2/2/4**. All models within 2" of this model suffer 2 damage. Sacrifice this model.

Triggers

Cb () Dumb Luck [Rusty Weapon, Boomstick]: When damaging a defender with this Weapon, double the damage inflicted. This model suffers damage equal to half the number of wounds inflicted.

Df () "Squeel!": After this model is damaged by an enemy melee attack, Push it 4" directly away from the attacker.

Spells:

(1) Flip For It

(CC: 10 / Rst: - / Rg: 12) Until the Start Closing Phase, the value of odd Fate Cards flipped by friendly Bayou Gremlins, including caster, is increased by 2. The value of even Fate Cards flipped by friendly Bayou Gremlins, including caster, is reduced by 2.

(1) Reckless Abandon

(CC: 10 / Rst: - / Rg: 8) Until the Start Closing Phase, Melee Attack Flips performed by friendly Bayou Gremlins, including caster, receive . Affected models suffer 1 wound after declaring a melee attack.

Many strange creatures call the Bayou home, but few match the incredibly voracious appetite and broad range of choice in menu as the Gremlin. Eating is so integral to its ecology that the English words for "food" and "moving" translate into the same term in their primitive language, and those Gremlins that have learned to communicate with humans demonstrate a disturbing lack of interest in understanding the difference when it is explained to them.

Gremlins reproduce at an alarming rate as well, most likely the reason for their insatiable appetites. Litters of twenty or more Gremlin pups are not unheard of, and until recently, only their primary predator, the wild Pigs that also call the Bayou home, have kept their population to manageable numbers while the Gremlins hunt the Pigs in return.

This life cycle has changed with the Breach's reopening; humans have kindled a curiosity as more than just another food source in the Gremlins. They have been sighted collecting human objects and artifacts, from alcohol to firearms, even learning bits of the humans' language as well. Gremlins have more recently begun mimicking human society, albeit poorly, constructing larger settlements and organizing crude leadership hierarchies. Most troubling are the inroads made in domesticating Pigs; without the Pigs to keep their numbers low, the Gremlins will eventually present a serious problem for Malifaux's other sentient creatures.

Although they appear to the outsider as disorganized vermin, Gremlins are fierce combatants when riled into action. They overwhelm their opponent with sheer numbers and ferocity, unconcerned with the casualties they sometimes inflict on their own numbers. They are even more formidable now that they have a rudimentary understanding of firearms and have begun to introduce their Pigs into the fray, sometimes riding atop them against their foes.

Piglet - Minion







Hog Whisperer – Minion

Soulstone Cost: 5

Gremlin

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/8	1	4	5	5	8

Pig Sticker

Rg	2
Cb	5
Dg	1/2/3

Talents:

Abilities

Survival of the Fittest: When a friendly Gremlin is killed or sacrificed within 6", draw two Control Cards. When two or more models with **Survival of the Fittest** are in range of the Gremlin, the closest model draws Cards.

Actions

(0) Pork Whisper'n: 8. Until the Start Closing Phase, any **Stampeding** Pig ending an Action within range may choose to end its **Stampede**.

(0) Sooeet Nothin's: Target Pig within 8" performs a Healing Flip. End target's **Stampede**.

Triggers

Cb () Dumb Luck [Pig Sticker]: When damaging a defender with this Weapon, double the damage inflicted. This model suffers damage equal to half the number of wounds inflicted.

Df () "Squeel!": After this model is damaged by an enemy melee attack, Push it 4" directly away from the attacker.

Spells:

(1) Never Happen...
(CC: 10 / Rst: - / Rg: (12) Friendly Pigs receive **Flight.**

(1) "Sooey!"
(CC: 10 / Rst: - / Rg: (18) Friendly Pigs may Push up to their **Cg** toward this model. All Pig models in range **Charge** this model if it loses the Casting Duel.

(1) "Stik'm in tha Ass!"
(CC: 10 / Rst: - / Rg: 8) Target Pig suffers 3 wounds. Target Pig receives **Reactivate**.

(2) "Baconnnn!"
(CC: 10 / Rst: - / Rg: 6) Sacrifice friendly Pig. Summon one Bayou Gremlin.



Insignificant, Pig

Soulstone Cost: 3

Wk/Cg	Ht	Wp	Ca	Df	Wd
6/10	1	3	4	6	5

Nibble

Rg	1
Cb	4
Dg	1/2/3

Talents:

Abilities

Set'er Off: This model **Stampedes** if any one of the following conditions are met:

-When it would Fall Back. The model **Stampedes** instead of Falling Back.

-When it begins its activation more than 8" away from a friendly Gremlin.

-When it begins its activation within 8" of a Pig already **Stampeding**.

Stampede: A **Stampeding** Pig model must use all of its AP to perform **Swine Dash** Actions and cannot perform **(0)** or **(all)** Actions. **Stampede** ends when there are no non-Pig models in this model's LoS when it would perform the **Swine Dash** Action.

Weapons

Nibble: Damage Flips during this model's **Pigcharge** and **Swine Dash** actions inflict +1 **Dg.**

Actions

(+1) Reckless: This model may suffer 1 wound to receive **Fast**.

(0) Eat Your Fill: This model may immediately perform this Action after it kills a model with a melee attack. Heal all wounds suffered by this model and immediately end its activation.

(2) Pigcharge: Push this model up to its **Cg**. This model may interrupt the push to perform one Nibble **Strike** which receives + for the Damage Flip. Continue the Push after resolving the attack.

(1) Swine Dash: Target the closest non-Pig model in LoS. This model must Push its full **Cg** directly toward the target and may go beyond the target. During the Push it may move through, but not stop on, other models' bases. If this model is in base contact with the target model at any time during this Action, it interrupts the Push to Perform one Nibble **Strike** against the target with a + to the Damage Flip. When declaring the **Swine Dash** Action this model may ignore other models in base contact with it when determining the target. This model cannot Perform the **Swine Dash** Action unless **Stampeding**.

Triggers

Cb () Bowled Over: After damaging defender durring a **Pigcharge,** Push defender 4".

Df () "Squeel!": After this model is damaged by an enemy melee attack, Push it 4" directly away from the attacker.

Spells:

(all) Root Around
(CC: 8 / Rst: - / Rg: C) This model loses Insignificant until the Start Draw Phase**.**

(1) Truffles
(CC: 8 / Rst: - / Rg: 6) Target friendly Gremlin moves its **Wk** toward this model.

Warpig - Minion

Pig

Soulstone Cost: 8

Wk/Cg	Ht	Wp	Ca	Df	Wd
5/10	3	4	4	5	12

Gore	
Rg	1
Cb	4
Dg	2/4/6

Thrown Rider	
Rg	6
Cb	4
Dg	2/3/4

Talents:

Abilities

Set'er Off: This model **Stampedes** if any one of the following conditions are met:

-When it would Fall Back. The model **Stampedes** instead of Falling Back.

-When it begins its activation more than 8" away from a friendly Gremlin.

-When it begins its activation within 8" of a Pig already **Stampeding**.

Stampede: A **Stampeding** Pig model must use all of its AP to perform **Swine Dash** Actions and cannot perform **(0)** or **(all)** Actions. **Stampede** ends when there are no non-Pig models in this model's LoS when it would perform the **Swine Dash** Action.

Weapons

Gore: Damage Flips during this model's **Pigcharge** and **Swine Dash** actions inflict +1 **Dg.**

Thrown Rider: May be used once per Turn.

Actions

(+1) Reckless: This model may suffer 1 wound to receive **Fast**.

(0) Eat Your Fill: This model may immediately perform this Action after it kills a model with a melee attack. Heal all wounds suffered by this model and immediately end its activation.

(2) Pigcharge: Push this model up to its **Cg**. This model may interrupt the push to perform one Gore **Strike** which receives + for the Damage Flip. Continue the Push after resolving the attack.

(1) Swine Dash: Target the closest non-Pig model in LoS. This model must Push its full **Cg** directly toward the target and may go beyond the target. During the Push it may move through, but not stop on, other models' bases. If this model is in base contact with the target model at any time during this Action, it interrupts the Push to Perform one Gore **Strike** against the target with a + to the Damage Flip. When declaring the **Swine Dash** Action this model may ignore other models in base contact with it when determining the target. This model cannot Perform the **Swine Dash** Action unless **Stampeding**.

Triggers

Cb ( ) Bowled Over: After damaging defender with a **Pigcharge**, Push defender 4".

Df ( ) "Squeel!": After this model is damaged by an enemy melee attack, Push it 4" directly away from the attacker.

Spells:

(1) Eat Anything
(CC: 10 / Rst: - / Rg: ( )5) Discard all non-objective Counters not carried by models. Heal this model 2 **Wd** per Counter discarded.

(1) Truffles
(CC: 8 / Rst: - / Rg: 6) Target friendly Gremlin moves its **Wk** toward this model.



50mm



The Union

She had thought there would be fire. She deserved fire. But death was bleak, dark and cold. Maybe it was not so bad after all, thought Rasputina.

She stood on a windswept mountain top, a cloud of snow swirling angrily about her. She saw, as once she had seen in a dream, a tribe of emaciated followers dancing around a towering effigy. She stood at its foot, consumed in its shadow, and touched by a chill that froze her heart. He was here, waiting for her, beyond the veil. “December,” Rasputina whispered. “I have failed you.”

Its voice was cruel and sharp, like jagged ice. "Rasputina. You have not died, and this is not the hell you fear. Lilith has failed to kill you, and even now your rescuers arrive. You risk my wrath with your weakness, but once again events conspire to favor me. The Device has never been closer."

This was another dream, Rasputina realized. Which meant she, and her hopes, were not yet dead. "Remember!” she cried. “You remember your promise to me."

The voice crackled on the wind. "I've not forgotten. The Device will serve both of us. Death will no longer bar either of us from that which we most desire." The voice paused for a moment, then issued a thunderous laughter.

Rasputina spun, fists raised. "December, do not toy with me."

"I do not." The mountaintop rumbled with another peal of laugher. "Lilith has been driven back. She did not even attempt a fight. Curious."

Rasputina felt her head spin. The snow in her dream began to swirl in her head, the shades of snow and shadow bleeding into each other.

"The man carries you." The voice of the effigy was slipping far away from her. The snowy mountaintop blew away into darkness, and she fell headlong into the black void beneath.

Reality came back to her slowly, but her body was unresponsive. She became aware of voices speaking around her. There was a woman of few words, but confident, with a wry humor. Another voice, a deep one, belonged to a man, thoughtful, passionate but guarded. The third voice, though, was the dominant one. This man sounded like a politician, Rasputina thought, one used to speaking to rooms full of other rich and powerful men.

The first man spoke. "It's the woman from the Guild's wanted posters. Rasputina. She's an escaped convict, sentenced for drowning her own child. They say she broke a man by the name of Phillip Tombers out of the sanitarium, and murdered him, too."

There was a small pause, the smoothly-oiled politician speaking next. "And you're sure, Marcus, that it was Lilith? Trying to kill this woman?"

"I know what I saw, Viktor, but her kind can confuse even my eyes. Myranda's senses never lie. Who was it, Myranda?"

The woman, Myranda, paused before answering "It was Lilith. This Phillip Tombers – you recognize the name, Victor?” It was less a question than it seemed. This Myranda was very sure of herself.



"Phillip Tombers, was a member of Professor Heilin's Expedition." That was Viktor again. He sounded cautious, as if unsure how much to reveal. "They crossed the swamp in one of my vessels. His name was all over the papers, although I doubt you pair keep up with those. Every member of his team either died at the research site or from a sickness upon returning. He was the only one to survive, only to be murdered. By our guest here, according to the Guild."



"Her wagon was headed toward the swamp," Marcus noted.

"She's awake," Myranda said. "And has been for a little while, is that not so, my dear?"

Rasputina could feel a tingling sensation spreading out from her core and down through her body. There was a static sensation that buzzed inside her. Her eyes flickered as she opened them, trying to filter the bright glow. Slowly, her surroundings came into focus and she could see a small milky-colored crystal glowing in the woman's hand. Myranda held it over her body and a smoky energy billowed out of it, spilling over Rasputina's body and seeping into her blood, filling her with strange warmth.

Beside her, a tall, dark man who she was certain was Marcus stood with his arms crossed over a broad chest. The other man, Viktor, eased himself onto one knee beside Rasputina. He spoke kindly. "Hello, Rasputina, my name is Viktor Ramos. My associates found you in the wilds. You're now at Hollow Marsh. Do you understand?"

Rasputina could feel the strange jewel in her head, not dulling the pain but mending it, returning her normally sharp wits. Her voice was hoarse from screaming in the woods. "Yes, of course I understand."

"You've been talking in your sleep, and calling out for December. Is this a person? Is it someone we should reach, to inform of your accident?"

The mention of the name brought her back to clarity with a sudden force. She sat bolt upright, causing Ramos and Myranda to draw back. Wherever she was, it was some kind of factory. Giant iron girders sailed over the platform the quartet were gathered on, and below her was a labyrinth of cogs. The turning sounds of the gears were somehow muffled, allowing relatively easy conversation, here, in what seemed a make-shift triage.

"No," she said. "You can't reach him. He was lost at the Kythera Ruins. I'm traveling there to place a remembrance."

"I see. I am sorry for your loss," Ramos said.

"What is this wonderful place?" Rasputina asked, keen to avoid talking about her journey.

She had clearly hit on the right subject, for Ramos gave an expansive, eager smile. "Ah, this is the Hollow Marsh Pumping Station. This facility, which I designed, services all the mines in the area, pumping them clear of water to keep the miners safe. It is also the headquarters of the Miners and Steamfitters Union."

Rasputina touched her fingers to her head, gingerly checking to see just how bad she was injured. Surprisingly, there was no wound to be found.

"You're fine," said Myranda, standing and tucking the stone away into a pouch at her hip. She gave Rasputina an odd look. "You're very lucky she didn't kill you before we got there."

Standing, Ramos offered Rasputina his hand. Leaving Myranda with a polite farewell, the two walked off together through the giant complex. Rasputina, overwhelmed by the vast structure and the contained, mechanized fury of its beating, mechanical heart, followed along without prompting. Even at Ridley Station she had never seen anything to compare with the sheer scale of this, and the assault on her senses, the deafening thunder of the pistons, the blinding showers of sparks, the oppressive odor of hot oil and burnt metal, the shimmering heat of the furnaces, was

intense and unrelenting. The repetitive, percussive dance of so many different but intimately linked parts reminded her, for a moment, of her dream, but in whose shadow she stood here, she could not tell.

By the time the two arrived at Ramos' office she was grateful for the relative peace and quiet. The room was filled with technical drawings, stacked on desks and stuffed in bookshelves. The walls were papered in schematics which, to Rasputina, looked like arcane symbols that could just as likely be the components for some magic ritual as they were for some mining machinery. One wall was covered in sketches of a small drilling machine, or possibly a very large mixing bowl.

Spread out on Ramos's desk was a nest of highly technical drawings. She saw what she assumed to be a drawing of the facility's outflow lagoon with a submerged structure at the bottom. Other drawings scattered nearby showed various components of what seemed an enormous machine. A single strut, an iron beam with an organic shape like an insect's leg, measured twelve meters in length, suggesting a machine of truly mammoth proportions. Each of the drawings was labeled, "Project Leviathan."

Ramos took a seat behind his desk and folded up the plans, shuffling them onto another desk piled with crumb-covered plates and forks. Rasputina saw one of the milky white crystals lying beneath the mess of papers.

"This?" said Ramos, noticing her gaze. "This mineral is called Soulstone. Are you familiar with it?"

"I've seen the industrial grade Soulstone at Ridley Station. It looked like little more than dust," she replied.

Ramos took up the stone in his hand and, with a gesture, pointed it at an assortment of metal components sitting in the corner. Held within them, in an iron clamp, was a dull grey stone. A white cloud of energy billowed through the air from the stone in Ramos' hand and washed over the clamp. The dull grey of the stone brightened as a light began to glow from within it. Soon the stone was that the same milky color. To Rasputina's surprise, the pile of iron parts lurched. As if suddenly imbued with life, the components gathered themselves together to form an intricate machine with long, spidery appendages. There was a whistle of steam as the machine's boiler was fired by the heat of the freshly-charged Soulstone, and the machine rose up on a set of four mechanical legs. It skittered across the floor and climbed up onto the desk in front of Rasputina. She drew back in alarm, frost gathering on her fingertips, but it merely settled down like a soldier at ease.

"As you can see, this stone is of a higher grade." There was no small amount of self-satisfaction in Ramos' words.

"And that woman, Myranda, used one to wake me. How? How did she do it?" She peered at the mechanical spider. "How did you just do that?"

Standing, Ramos' shadow fell over her as he held out the crystal. "I can show you. Members of the Arcanist Union have free access to these stones."

Rasputina looked from the stone to the man beyond. Even if December was truly her friend, aligning with him had brought her enemies she could never have imagined. It was a simple calculation for any ex-convict – another pair of eyes to watch your back could never go amiss. But no-one helped her without wanting something in return. Nothing, and no-one, in this world was ever free.

She took the stone. As soon as she touched it, the magic inside her, that shard of winter she held inside her heart, swelled. Flowing out from inside her, a tide of energy swept through the room, leaving behind a thin film of frost on the walls.

Ramos flinched as that frigid wave washed over him, and she saw him look at her with a hunger in his eyes. So was she to be another piece of his great machine, more metal for him to bend to his purpose? Was this what fate had in store for her, beholden to one savior after another?

Rasputina turned the stone over and over in her hands, warmth returning slowly to the room. No matter what others intended for her, with enough of these she would be her own master. "Then show me."

Surprise

As diversions went, it was not initially a spectacular success. The explosion, large and impressive though it was, elicited little more than a cloud of dust and a wave of apathy.

The citizens of Malifaux dealt with death and tragedy daily. Men and women were injured or killed in the mines or succumbed to the dangers inherent in any frontier, whether it be nature, the Neverborn, or predations of their fellow man on a regular basis. When pain and horror were simply part of life's rich tapestry, anything that did not affect the average citizen directly was usually safely ignored. And so it was as the noise of the blast echoed away into the grey sky.

When the cloud of dust settled, it was clear that a large section of the Guild Forensics Building had collapsed into an enormous sewer channel beneath it. Guild scriveners still sitting in their office chairs, most in a state of shock, peered over the edges of ruined floors, looking straight down into the dark pit that had suddenly opened up beside them. As other Guild officers hurried to the scene, the people in the streets barely ceased talking and bartering and arguing to let them past.

All that changed, however, when the survivors – miraculous that there could be any – crawled out the ragged pit and started trying to eat their rescuers. As the screams and shouts rang out, and the stench of decay spread like a miasma of doom, it became clear that something had been waiting in the sewers beneath. These were not survivors, but a horde of the Undead, and what had been a rescue attempt by the Guild quickly turned into a frantic battle.

The distinctive percussive crack of the Guild Peacebringer punctuated the screams, the large caliber weapons tearing out chunks of decomposed flesh and shattering dry bones into clouds of grey, but the tide of Undead could not be halted so easily. They fell upon the Guild Guard lines in unstoppable force, and the living were smothered in a biting, clawing wave of mindless savagery.

Seamus picked his way carefully to the rim of the crater, patting at his coat to dislodge the dust, and whistling to himself amid the carnage. In his hand he held a dismembered head by a tangle of hair. He lifted the head up high to inspect the red carnival of dismemberment and disemboweling that surrounded the pair.

"It's going well, Phillip, my boy." He winced theatrically as a pair of kidneys flopped onto the rubble at his feet. He kicked them back into the fray. “That'll hurt come morning.”

"Those... those people, those officers. Show some mercy! Call them off, you madman!" Phillip cried.

"Ah, you're so tightly wound, Phillip, me old sausage. You've got to learn to relax. I would say you were risking a heart attack, but let's be honest, that would be a minor miracle if you were to have one of them, no?" Seamus said with a wink. “See? Being a head has an upside. Bet you never thought of it that way, sure.”

"Why are you showing me this?"

Seamus grabbed Phillip in both hands, looking him right in the eyes, the twinkle in his own suddenly gone. "I'm a student, just like you, Phillip. Many of man's greatest discoveries have been at the cost of his fellows. Today's events bring me closer to the greatest discovery in all of history. It's the same thing you were studying, Phillip."

Looking horrified that Seamus should suggest any sort of kinship with him, Phillip blurted, "What discovery?"

"The Spirit, Phillip. The Grave Spirit. Or did you just think the people of Old Malifaux worked out how to control death itself over their morning coffee? It's in all the oldest books, Phillip, hidden in alchemical metaphors and puzzles in the margins but I found them, Phillip. I found them all. It was real. It showed them the way. The Grave Spirit." He paused, and licked his lips. “And if I was mad, I would probably cackle insanely at this point, but I think we know, Phillip, you and me, that I am many things, but I am not mad.”

Phillip showed no sign of comprehension at all, his eyes wide as Seamus' gaze bore into him. "What... what are you talking about?"

Seamus cried out in frustration. "Kythera, Phillip! It's all about Kythera. It is where the people of Old Malifaux finally found the Grave Spirit and where we will find it. You and I will go there, together, and finish your research. Although, unlike last time, you will go there in a bag."

"Kythera..." Phillip whispered in dread. "I always knew that I would find my way back to that terrible place."

"Then we are in agreement, old cabbage! I'm glad to see you're willing," Seamus said just as a bullet punched through his hat, knocking it to the ground. Across the wreckage from him, reinforcements of Death Marshalls leveled their Peacebringers in his direction.

"Oy! Marshals! That blind nuisance won't be far behind. She can't get enough of me, you see. Well, she's only human. This was a great talk, Phillip, we'll have to pick this up another time!" Seamus spoke quickly, stuffing the protesting head back into his bag. He leaped off the heap of rubble, back down into the sewer. A short distance behind him, the Death Marshals gave chase.



Inside the intact parts of the Forensics Building, the sounds of battle were muffled. The plaster in the ceiling had cracked in the initial collapse, and flaked down around McMourning and his assistant.

Sebastian held the Gorgon's Tear in a pair of birthing forceps, at arm's length. No jewel had such a storied past as the Tear. Every owner, save Seamus, had died with it in their possession, their deaths serving to further empower the gem. "So what do I do with this?"

"How am I supposed to know? I've never used the thing before. And keep it away from me." McMourning replied, jabbing three fingers against the evil eye as Sebastian walked by. "The girl's in the last column of drawers. Make it quick, I don't want to be here when Seamus brings this building down, too. He said it would be a small explosion. I'll show him a small explosion the next time we meet."

Sebastian, ignoring McMourning's urgency, inched over to the drawer that held Molly Squidpiddge's body as if the Tear itself might explode. He pulled the drawer open. Molly had died several weeks ago, but her body showed no sign of decay. Her flesh was milky-white and smooth like perfect porcelain. The chest wound that caused her death had begun to bleed again. It was an eerie sight, and he watched, fascinated, as the blood stained her grave clothes, like red roses blooming.

Molly coughed, a great stream of blood erupting from her mouth. Startled, Sebastian dropped the Tear. The green jewel fell, bouncing onto Molly's belly. The corpse shuddered, and she clasped the gem in both hands with unnatural quickness. Black eyes gazed up at Sebastian, and with a gasp, Molly called for her murderer and master. "Seamus!"

Sebastian, dumb-founded, stared stupidly at the reanimated Miss Squidpiddge lying before him. McMourning slapped him on the back of the head. "Yes, you freak of nature," he said to Molly, "get up and we'll take you to him. Come along now, quickly."

Molly reached up, the white fingers of her empty hand curling into Sebastian's shirt collar, using him for leverage to lift herself. Sebastian shuddered with revulsion but quickly helped her to her feet and off the slab. She held him tight, her other hand clutched the Gorgon's Tear against her breast.



Seamus splashed through the sewer. Reaching a bend in the channel, he pressed his back against the stones. In the darkness, he could hear the creak and rustle of his Undead followers. He whispered softly, "I will miss you when the Marshals take you. You all deserve the rest they will give you. Molly, though, she's different. You understand."

From behind, more boots could be heard and the flare of a torch glowed, growing in brightness. Seamus peeked round the corner at his pursuers and saw that the officers carried coffins on their backs. The sunken faces of the Death Marshals were just as gruesome as those of the zombies they hunted, the torchlight highlighting their sunken features, making the faces

beneath their wide-brimmed hats look like fleshless skulls.

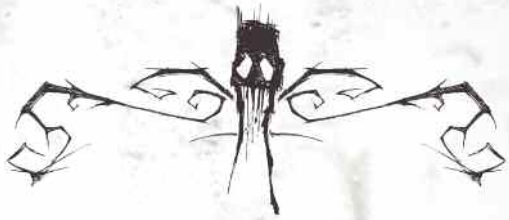
Seamus lifted his hand, and when the Marshals closed to just a dozen yards away, he dropped his arm, signaling his minions to attack. Flooding from the darkness, the Undead shrieked and swarmed the Marshals, who reacted without hesitation. Hefting a revolver, one Marshal unloaded six quick shots, blowing the heads off six of the zombies as they approached. Avoiding the hail of gunfire, a zombie leapt at one of the Marshals, and he caught her out of the air by her neck. Turning, he choke-slammed her into an open casket at his feet, sealing it closed with a kick of his boot.

The soldiers of the Guild worked with cold efficiency, dispatching each Undead assailant with swift, practiced movements. Seamus, biting his lip, watched in awe, truly impressed with their abilities at the same time as he mourned the loss of his Belles. He grimaced as one of the Marshals threw his coffin and hit a zombie in the face, cracking her skull against rough stonework. Another slid his casket through the water, sweeping the legs out from under one of Seamus' lovely creations, causing her to topple forward into the pinewood box. The lid snapped shut, capturing the creature inside. Still more fell as revolver shots gunned for the one place they were vulnerable, the head. As the numbers of zombies thinned, only one Marshal had fallen to the ambush.

One Marshal at the center of the battle knelt down and hastily sketched an arcane symbol on the lid of the coffin at his feet before pulling the lid off. A purple light flashed, and ghostly tendrils whipped out of the casket to latch onto the remaining Undead assailants. A tendril lifted one of the creatures up into the air and with a quick tug, drew her into the coffin, the zombie completely swallowed by that purple light, its feet kicking helplessly just before vanishing.

Seamus took that as the sign to make his departure. He blew his girls a kiss and stomped on the detonator box at his feet. With an ear-splitting roar the stone channel collapsed around the Death Marshals. If it didn't crush them, it certainly sealed them off from Seamus.

Seamus, lighting his own torch, started down the channel to make good his escape.



"You were right to talk me out of it, Sebastian. This is another case where one of those new-fangled bicycles simply would not do."

McMourning heaved Molly over the horse's saddle as the assistant tugged on her arms from the opposite side. Recent reanimation had a detrimental effect on the woman's balance, and she'd fallen off the horse several times. The earlier attempts with the bicycle were best forgotten. Eventually, McMourning had decided to just stow her like baggage and be done with it. With the woman in place, McMourning climbed atop his own horse, and they rode off.

They had agreed to meet Seamus at a culvert that drained into the swamp at the outskirts of the City. As they began to ride away from the Forensics Building, a Guild officer rode out to meet them. Raising his hand, the officer flagged them down.

"I'm sorry, Dr. McMourning, no one's allowed to leave the crime scene until everyone is interviewed and accounted for."

In no mood to discuss the issue with the man, McMourning simply drew the shotgun holstered against his saddle and shot the surprised man square in the chest.

Doppelganger

"Mind if I share the buggy with you?" the girl asked.

Viktoria was lifting her luggage onto the back of the horse-drawn cab. She looked over her shoulder at the girl and nodded. "Sure thing, kid, hop in."

Viktoria waited until Alyce was climbing in to add, "And while you're at it, you can tell me why you've been following me."

To her credit, Alyce barely skipped a beat, and climbed on up. "Only if you answer a few questions of mine, too."

Viktoria smiled at the audacity of the girl as she followed Alyce into the coach.

"We're waiting on one more passenger before we depart," the coachman explained in passing.

Viktoria kept her sword with her at all times, and it was balanced on the floor of the cab, the grip resting against her shoulder.

Alyce nodded at it. "Is it really a Masamune?"

Viktoria slid her hand up underneath the sword's tsuko, where the blade entered the scabbard. Extending her thumb, the blade slid up to reveal the polished metal. A shadow in the steel described a simple Nipponese glyph. "That's what I've been told." Viktoria responded, "What is your interest in Masamunes?"

"My interest? None. If a weapon's not made by Smith or Wesson, I'm not interested. Our client, though, is very interested in antiques. She collects them."

"If I'm going to make it easy on you and let you travel with me, you're going to have to make yourself useful. I can't have you plotting to rob me. I'll have to kick you out and make you track me on foot. You're familiar with Clover's Pact?" the older woman asked.

Alyce responded from rote. Anyone that did mercenary work knew Clover's Pact. It provided a framework that allowed mercenaries to work together with a commonly acknowledged set of guidelines. The pact was forged by placing one's hand on the shoulder of the other, and doing so, Alyce stated, "My purpose will not injure your own."

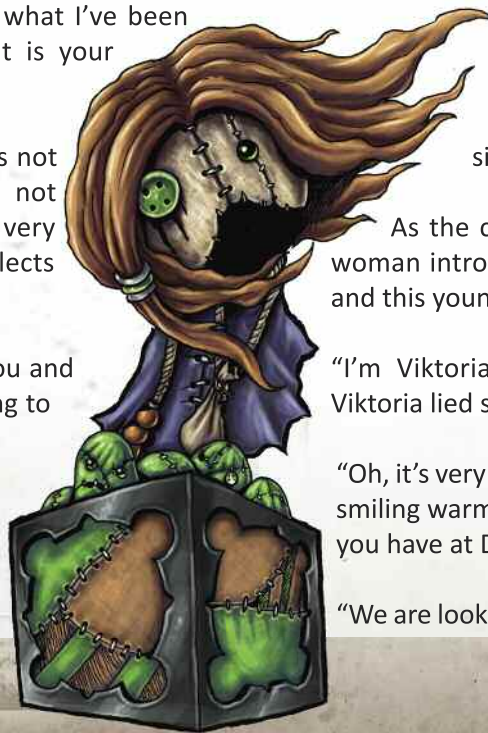
Viktoria seemed satisfied by the pledge and responded in kind, when the door of the coach opened, and a young woman stood there with her child. "Sorry I'm late."

The woman appeared to be in her early twenties and had a thick mane of dark hair. In her arms she managed to hold a small boy, his teddy bear, and a small wooden box. She helped the child into the coach, and he clambered into the seat across from the two women. Viktoria couldn't place it, but there was something unsettling about the child. The teddy bear had one of its button eyes missing, a tuft of stuffing peeking out the hole.

The coachman appeared at the woman's side and held out his hand. "I can stow that box with the rest of the luggage."

"No, this will stay with me."

The coachman helped the young woman inside, and she sat beside her child. The coachman closed the door. "Alright, we'll set off now. It's a few hours to the Delta Six site."



As the coach began to move, the young woman introduced herself. "My name's Dora, and this young gentleman is Kade."

"I'm Viktoria, and this is my sister, Alyce," Viktoria lied smoothly.

"Oh, it's very nice to meet you both." Dora said, smiling warmly. "What sort of appointment do you have at Delta Six, if I may ask?"

"We are looking for someone," Viktoria replied.

“And you Dora, what is your business at Delta Six? No offence, ma'am, but I wouldn't take you for the hardy explorer type.”

“Oh me?” Dora shook her head, and little Kade giggled at her side. “I don’t have any business at that place. I came here to meet you. ”

Viktoria’s thumb eased the sword out of its scabbard just a fraction. There was something wrong with these two, and her eyes kept being drawn back to the box. Her breathing slowed, and her heart started to race. “Explain yourself.”

“She did say you were a bit rude. I’ve come to give you this.” Dora held out the box and opened it, as the child beside her giggled again. The laugh was different, this time. It sounded dry and dark.

“They’re Neverborn!” Alyce cried, drawing a massive clockwork revolver and firing a shot straight at the child in one fluid motion.

The shot could not possibly have missed at such close range, but other than a small black hole between its eyes, the child looked unharmed. Viktoria now saw the signs Alyce had picked up on. His flesh seemed almost translucent, the veins throughout his body clearly visible. His eyes, too, were bloodshot, tiny spidery veins radiating around red pupils. The child grinned as a trickle of black ichor leaked from the wound between its eyes.

Stunned, Viktoria hesitated, and in that brief moment of hesitation, Dora opened the box and a thick green vapor spilled forth to instantly fill the small carriage.

Too late, Viktoria drew her sword and thrust in one swift motion, but the blade passed harmlessly through the vapor. She could see nothing around her. The coach and passengers were gone. Then shapes appeared in the green fog. Slowly, the fog drew back and the shapes solidified into a forest of twisted, leafless trees, a sickly yellow sky showing through the spidery canopy. The coach was nowhere to be seen, and she found she was sitting not on a bench but a tree stump.

She sprang to her feet, the Masamune held ready. “Alyce!”

Her answer was the sound of a quick series of large caliber shots that must have been the heavy revolver Alyce had drawn from beneath her cloak. Viktoria set off in the direction of the sounds when she glimpsed the silhouette of a woman.

Viktoria sheathed her sword at her hip, though she positioned it for a quick draw. In its scabbard, the sword seemed less threatening, but in the hands of a skilled swordswoman this position offered the benefit of a lightning fast draw and slash. “Identify yourself or forfeit your life.”

The woman stepped forward and into the light. Standing across the clearing from Viktoria was a perfect doppelganger, an exact copy of herself.

“That's a better trick than the box, I'll give you that.” She circled, watching her footing, waiting for an opening. “Where were you when I was clothes shopping?”

The doppelganger spoke with Viktoria’s own voice. "The tapestry of fate weaves itself around you, Viktoria. You stand at the center of it. If I kill you here and take your place, I will realize the destiny that was meant for you. A human will not save this world. It belongs to us.”

“You certainly talk more than I do. So, are you the ally or the conspiracy? Ah, never mind. I'll work it out when you're dead.”



The doppelganger roared and charged, sword drawn. It was truly a monster now, mouth curled into a wide smile, showing a row of jagged, shark-like teeth. Its eyes were wide with maddened glee and its arms stretched overhead, raising the sword to strike.

Where the doppelganger was fire, rage, and passion, Viktoria was cool, fluid, and graceful. Her movements were lithe and controlled as she drew her sword, darted forward, and struck. Their swords clashed, leaving the Masamune ringing softly as Viktoria spun away. But the Doppelganger matched her for speed and was on her without pause, scything her sword one-handed towards Viktoria's neck. Time stretched, elastic. The sweeping sword blade slowed, and Viktoria could see the remnant wisps of the green vapor parting before the razored edge, like clouds drifting past some sharp mountain peak.

Held in a pocket at her hip, Viktoria could feel the Soulstone given to her by the old crone flare with a sudden heat. Warmth pulsed through her like a summer breeze. Looking at the Doppelganger, she could see a flickering green aura surrounding it. Superimposed over her duplicate was another creature, a spirit. Formless and featureless, she could nonetheless see eyes like embers floating in the aura. Her ancient sword stirred in her hand.

Viktoria dipped beneath the Doppelganger's strike – time, so obliging in the Soulstone's heat – its sword cutting through the air above her. The Masamune swept through the body of the Doppelganger but left no wound, passing clean through but catching hold of the spirit and tearing it from the Doppelganger's form. All but bisected by Viktoria's sword, the spirit writhed in soundless agony. It blistered and blackened, and in an instant, the phantom boiled into nothingness.

Viktoria's double fell to all fours and was violently sick. She coughed, and black ichor streamed from her mouth. The legend of the Masamune was true, and looking between the polished blade in her hand to the stricken creature on the ground, Viktoria realized she had slain the demon and spared the living.

The Doppelganger had recovered, and wiping the black mess from her chin, looked up. "Behind you!" it cried.

Viktoria, sensing the movement with such clarity it was as if she could see through her double's eyes, reversed the sword deftly and drove the naked blade behind her. There was a gasp as the point of the blade sank into her would-be attacker. She twisted the blade, snapped it free and turned, stepping back. The Neverborn woman Dora stood there, eyes wide with shock and pain. She held a dagger intended for Viktoria's back. Viktoria's blade had left a gaping wound in her belly from which black smoke coiled.

"Betrayed…?" Dora whispered, before her body burst into a cloud of green smoke. All around, the twisted forest blurred, as if in a dream, and reality asserted itself again. The coach stood nearby, though the coachman lay face down in the grass, a bloody wound at the back of his neck.

The Doppelganger remained. Viktoria kicked her fallen sword away, put the point of the Masamune to her throat and stood her up. The creature was still Neverborn, but it had clearly warned her, and against her own kind. What was happening here? "I should kill you now."

The Doppelganger spoke softly, Viktoria's sword still pressing into the pale flesh of her throat. "I would if I were you."

Viktoria paused, and then laughed. "You would, at that. Maybe you're a better copy of me than that Dora witch had planned. I think I'm going to let you live. For now."

A succession of earthy swear words came rolling out a nearby stance of rhododendrons, and Alyce emerged, caked head to toe in a Neverborn's black blood. "This stuff stings like a whore-poxed, flea-ridden, son-of-a..."

The girl's eyes grew wide when she spotted the two Viktorias standing beside the wagon. "Great!" She threw her hands up and started checking the damage to the carriage, huffing and puffing. "You're beautiful, have a magic sword and now you can make copies of yourself? This is so unfair. Why does everyone get to do cooler stuff than me?"

Dead Train

Sonnia rode hard, lashing her horse's flanks with her crop. Though Rasputina was her charge, and she was finally a step ahead of her, she was eager for a report from Leveticus on the status of the Masamune. Ahead of her, Ridley Station rose into view.

Pulling on the reigns, Sonnia's steed slowed, and she lifted her hand to her mouth, calling out with a loud, shrill bird call. Beside the trail brush parted silently as her lieutenant, Samael, emerged. She swung down from the saddle. "Samael, report."

"The witch, Rasputina, is riding out from Hollow Marsh. Without a doubt, she has met with Ramos there. She is accompanied by two Union men."

"That's all we need, to have Ramos get his hands on this woman. If our research is correct and this woman is in league with some old power, this could get out of hand with Arcanists supporting her."

"It is likely that she also acquired a Soulstone at Hollow Marsh."

"Then this is where we get her. We can't let her become proficient in its use," Sonnia said as she tied her horse to a nearby tree. She climbed quickly atop a large rock to look down at the station below. "How far out are they?"

"I expect we have twenty minutes or so."

Sonnia squinted as she surveyed the distant platform. "Oh hell, are those Death Marshals down there? What are they doing here? Raise Justice on your Aethervox. Those ghouls will spook our quarry."



Down on the platform, the Marshals were readying a trap of their own, the Judge outlining a plan to capture Seamus in a crossfire.

"Civilian casualties are to be expected," he told them. "After his declaration of war downtown, we know he's capable of anything. The Governor wants him captured or killed, by any means."

One of the Marshals, a towering figure with only one good eye, spoke up. "Is it just us, or is Justice coming for him?"

The Judge nodded. "The Jury and the Executioner are on the other side of the city, but Justice will be here soon. We're supposed to pin him down until she gets here, but I reckon we can take him."

As the Judge spoke, the platform became crowded with miners and other laborers returning to the City and their families. They kept a wide berth from the Death Marshals.

Arriving with the miners, Rasputina and two Union organizers mounted the platform. Their goal was a small waystation to purchase supplies for a journey into the swamp. Before long the train appeared around a hill and slowed into the station, hissing and steaming. Rasputina, looking over her shoulder at the sound of the engine's whistle, caught sight of the Marshals.

"Guild..." Reaching into her coat, she drew out the milky white Soulstone which Ramos had given her. She lifted her eyes to the sky. "December!"

The storm that was her only trustworthy companion since coming to Malifaux had always needed time to build, to summon winds and snow that she might wield against her enemies. Not today. The Soulstone in her grip flared with light as a spark of lightning tore open the sky. Instantly, an angry vortex churned above, and a peal of thunder rocked the station.

Frigid winds blew alarm through the crowd. Men pouring out of the cars to seek shelter in the station only added to the chaos, and Rasputina was content to hide in the morass of miners and keep an eye on whatever the Guild were up to. All the cars emptied, save for one. Their coats whirling about their legs, wide-brimmed hats held tight to their heads, the Death Marshals gathered along the length of this car, guns drawn. The Judge stepped forward.

"Seamus! We know you're in there. Come out with your hands up, and you can seek clemency from the Governor," the Judge shouted.

There was no response. The wind grew and a heavy snow fell from the sky. "At my signal, turn that carriage into kindling." The Judge raised an arm.

A bright green flash blew the windows out of the car, showering the Marshals with a rain of broken glass.

That green flash heralded a wave of energy that washed over the platform, sending the Marshals reeling. The stone of the platform smoked in its wake, but the Guild's protective wards kept the Judge and his men safe.

The wave of energy was not the only thing loosed by the green flash. The moment the windows had blown out, the miners who had been traveling in the carriage climbed out the shattered frames and lurched at the Death Marshals. Every one of the men bore a mortal wound, their fresh corpses reanimated by Seamus' forbidden lore.

The Marshals downed several of them with pinpoint head-shots, but there were too many, and they were too close, and in moments every Death Marshal was fighting for his life. First into the thick of things was the Judge, leaping forward to the take the fight to his Undead assailants. His aim was unerring as he alternated between gun and blade, his long sabre splitting a skull from crown to collarbone moments before a point-blank shot took the face off another. Above the din of battle, a single shot sounded out with an ear-splitting bang. It struck the Judge in the chest, throwing him several meters through the air. When he landed, his body lay still on the scorched platform.

Seamus descended the steps of the train car, skipping down and back up the steps like a ringmaster, while doffing his enormous hat to an imaginary crowd. “Thank you! Thank you!” he crowed. Smoke from the barrel of his over-sized pistol wrapped him in a demonic haze.

“Molly-girl!” he yelled over his shoulder, “come along. Bring Phillip with you, but watch he doesn't sneak a look up your dress. He's quite the cad, that one!”

There was a wet, sickly cough in response, and Molly stuck her head out of the doorway, looking up into the sky. “He’s here, Seamus. He’s here!”

Seamus rolled his eyes, completely misunderstanding her, and clamped his hat to his head as he looked up into the stormy sky. “I know, pudding. I just told you to bring him. No need to get so excited.”

The platform was empty of passengers. Those who had not been driven away by the sudden storm had turned and ran when the zombies had poured out the train car. The Marshals remained, struggling against the resilient zombie miners. Beyond them Seamus saw Rasputina. She took a step toward him and raised a hand. “You!”

“Why, yes! It's me! Liked what you saw last time, did you?” Seamus winked. “You look like you could use a little warming up, sure, and I can always spare the time for the ladies. I've got all the hot Seamus here you can handle, Frosty.”

Rasputina scowled in disgust and grabbed hold of the wind with her outstretched hand. Lashing out, she directed a white cannon blast toward Seamus. The solid lump of ice and snow was almost on him when he reached beneath his coat and whipped out a long, arcane device.

It looked like an industrial welding torch, connected to a tank of compressed gas on Seamus' hip. Mounted in front of the nozzle, however, was the Gorgon’s Tear. Seamus covered his face with one arm and squeezed the device’s trigger. A billowing green flame engulfed the frozen meteor and filled the air with rapidly-cooling steam.

“Did you see that, Molly-girl?” Seamus whooped, and then waved the torch at Rasputina. “Oh no, I’m ready for you this time!”

Again Seamus pulled the trigger, sending a billowing surge of flame roaring toward Rasputina. A blast of wind caught hold of the flame and sent it curving off to the side, where it burst against the walls of the station, setting them instantly alight.



A short distance away, Sonnia and Samael watched the chaos playing out on the platform below. Sonnia watched in awe as a giant ice golem lifted a train car and threw it at Seamus. A concentrated spray from his flame-thrower cut the airborne car in half in a shower of molten iron, and both sizzling halves landed on either side of a hopping, hollering Seamus. Sonnia shook her head. “Maybe there's something to be said for forbidden lore if it can make wonderful toys like that. Where does he get them?”

Beside her, Samael held a small box with a wire grille on one side against his ear. Amidst its buzzing, Lady Justice’s voice could be heard.

Samael ahem'd twice, and then tapped a rapt Sonnia Criid on the shoulder. “Justice says to engage.”

Sonnia frowned and reached out to take the Aethervox device. “Is she crazy? Give me that.”

Sonnia spoke into the Aethervox. “Are you crazy? They're knocking lumps off each other down there. Pull the Judge and his Marshals back, let the dust settle, and we pick off whoever's still standing.”

Lady Justice’s voice crackled from the device, her anger palpable. “The Judge is down, the Marshals are overwhelmed. Those two criminals will beat on each

other until one of them gets hurt. They are in it for themselves and they have no reason to fight to the end. They'll disengage, and then they'll both escape. Seamus murdered that whole train car full of laborers!"
"Dammit! Samael and I are riding down, now," Sonnia spit into the Aethervox. Tossing the electric device to Samael she mounted up. As Samael mounted his own ride, she drew the enormous blade she wore on her back.

Samael checked his pistol, tapping a round on his hat for good luck before chambering it. "What's the plan?"

"Hellifiknow." She shrugged before goading her horse on its flank with the flat of her blade. They thundered down the hill toward Ridley Station.



From the burning wreckage of the station, a lone figure strode boldly through the flames. Her shape was cast in silhouette by the inferno behind her, long-legged and lithe, with a great wave of hair streaming behind her in the draught from the fires and a sword clasped behind her back in both hands. Approaching the remnants of her Marshals and the Undead they struggled with, she whispered a soft, "Peace," and the unnatural creatures fell lifeless to the ground.

Lady Justice rallied her Death Marshals to her side. Pointing her blade across the platform, she gestured toward Seamus. "Leave the witch to Sonnia, but Seamus is mine."

Seamus was in a bind. His device had been disabled in the struggle and would no longer conjure the green flame that had given him the advantage. He had been forced to take cover behind the wreck of one of the train cars. Wrenching the green gem from the gadget, he handed it off to Molly. "Here, girl, hold this."

Molly stood with Phillip's head cradled in her arms. "Seamus! She's there!" she croaked, with a gurgle of blood.

Rasputina stood only a few yards away through a tangle of twisted metal. Her hand held a miniature cyclone of whirling snow at her side, ready to be loosed on her enemy. Seamus knelt and rummaged through his bag. With a cry, he jerked what looked like a tin can from his bag of tools. He bit a pin in the top and tugged it loose, the grenade instantly issuing a burst of smoke to conceal him from his enemy. "Here! Have a bit of your own medicine!"

Rasputina loosed her swirl of wind, and with a quick gust, she swept away the concealing smoke to reveal a dumbfounded Seamus looking up at her with wide eyes. "Oh right, the wind..."

Rasputina sneered, opened her hand. Another swirl of wind answered her summons, and she grabbed hold of it, ready to let fly at Seamus. Then the wind cleared the last of the smoke and she noticed Sonnia.

Sonnia's sword swept through the air above her head and, with a ferocious cry, she brought it down upon the platform with a mighty stroke. The sword bit deep, and a pillar of fire shot up like a geyser. The fiery column shot forward, blasting the train wreckage aside, engulfing Rasputina in a sudden inferno. "Burn!"

On the opposite platform, Lady Justice seized her moment. Her Death Marshals were in place and, for once, the confounded snow had cleared long enough to let them see Seamus and his Undead companion. As she gave the order to fire, Seamus grabbed onto Molly's sleeve and dove with her off the platform to avoid Sonnia's pillar of flame - and also just in time to avoid the gunfire. Peeking over the edge of the platform, Seamus saw his nemesis pacing forward and squeezed off a snapshot from his flintlock pistol. Without breaking her stride, Justice swatted the round from the air like nothing more than a pesky insect.

Seamus ducked back into cover, and looking at Molly in alarm. "Might be in a pickle here, old girl. Just might."

The pillar of fire that consumed Rasputina shredded away to sparks before a snap of frigid wind. Emerging from the inferno with her clothes smoldering but otherwise unharmed, Rasputina turned to run. She had made it as far as the blood-soaked scene of the fight with the zombies when one of the bodies staggered unsteadily to its feet, clutching its shoulder. It was the Judge, rapidly losing blood from the wound Seamus had given him. He had not lost his wits, however, and as Rasputina tried to run past he barged into her. He fell and she stumbled, slipped and nearly went down.

The Judge's efforts gave Samael the time he needed. He had raced forward as soon as the flame pillar blew apart, and now threw something metallic at Rasputina, a long chain rattling behind it. With a sound that made even Seamus wince the thrown bear-trap snapped shut on her leg, and Rasputina fell to the blood-slicked platform, gasping in pain.

She tried to rise, but Samael looped the chain around one arm and hauled her off balance. With another sharp cry of pain, she fell heavily, cursing. Samael began reeling her in, arm-length by arm-length, while she gritted her teeth, face whiter than ever, hatred for him and all the Guild burning from her eyes.

Samael hauled in the final length of chain, and unclipped a set of handcuffs. “Consider yourself under arrest.”

“Justice! The witch is down!” Sonnia called out.

“Cover me,” Justice snapped, and her Marshals answered her order with another volley of fire. Seamus ducked behind the platform again, and rifled through his bag for another item that might save him. He grabbed the first thing that came to hand just as Lady Justice’s booted feet touched down in front of him. With a sinking heart, he realized he was holding Molly's eyeliner.

“It's kind of endearing, Molly, but I don't think you need this anymore,” he said. With a manic grin he quickly drew a curly moustache on himself and pointed towards the burning station building. “He went that way!”

Lady Justice's face was without emotion. With her eyes bound she seemed like an automaton as she thrust out her sword and pierced him through the shoulder, pinning him to the platform.

Seamus gasped wordlessly in shock. He grabbed the blade, but only succeeded in slicing his fingers to the bone. While he struggled, Sonnia and Samael joined Justice. Samael produced Phillip Tombers’ journal, which he had recovered from Rasputina.

“Her destination was the ruins.” Samael said as he crouched beside Seamus. “Was that where you were headed, Seamus?”

Seamus' laugh was choked off as he grimaced at the pain, but he forced out a reply through gritted teeth. “I have a summer home there, my boy.”

“We go now," Sonnia said, lighting a cigarette from a burning scrap of train wreckage. "We cannot afford to assume that only these two are interested in Kythera. Others might be headed there now. We must secure the place before anyone else can unearth whatever lies there.”

“Ridiculous," said Justice with a wave of her hand. "Incarcerating these two safely is our primary goal, and you would risk undoing that. Your interest in these ruins lies beyond your duties as an officer of the Guild, Sonnia.”

"Who'd have thought it?" rasped Seamus. "Lady Justice, blindly following orders. There's a headline for you, Molly."

The former reporter stumbled forward, lifting her hollow, haunting eyes to Sonnia and Lady Justice. “The power Seamus sought at Kythera can serve you as well. It is a vault of dark power, but it has the power to banish undeath from this world forever.” She coughed and spat up a mouthful of blood. “Mistresses... I plead. Let me die. You can end this plague forever at Kythera.”

"Charming creature," said Sonnia icily. She frowned. "Why are you not destroying the zombie, Justice?" A look of amazement crossed her face as she looked from Lady Justice to Molly and back again. "Talk about ridiculous. Me you ignore, but you're seriously listening to her? She wrote a society column. She called you the least popular party guest since typhoid. Or words to that effect. And now she's suddenly an authority on Undeath?"

Justice put her boot on Seamus' chest and hauled out her sword, oblivious to his howl of pain. "Manacles for the three of them. A gag for this worm unless he holds his tongue. We ride for Kythera."

Sonnia shook her head as Justice walked away, and ground her cigarette out on the cold dirt. "I'm so glad we decided that."

Holding his wounded shoulder, Seamus slowly toppled over and rolled onto his back with a grunt, looking up at Molly. "Girl's a wonder."



Ramos peered through a looking glass of his own design, watching the events that consumed Ridley Station. He lifted the Aethervox unit. “Prime the Leviathan, Joss.”

With their carriage destroyed and the coachman dead, Viktoria, Alyce and the Doppelganger continued their journey on horseback. Viktoria and Alyce shared a horse while the Doppelganger had her hands tied to the pommel of her own saddle. Viktoria was still unsure of the creature's intentions, so Alyce kept her revolver across her lap, just in case.

Gently coaxing her horse ahead, Viktoria pushed through the brush, and the trio came upon a shallow recess in the bluff wall, artfully concealed from causal discovery by trailing vines and bushes. Provisions were stored here - lanterns, clothes, dry food, and a long canoe. Viktoria was not surprised to see there were three changes of clothes and three pairs of boots. Her client had told her where to find these provisions, and the old woman seemed unnaturally sure of the future.

“We start out across the swamp from here. According to my client’s notes, it shouldn’t be much farther,” Viktoria said. Alyce dismounted and Viktoria followed. As Viktoria unsaddled her horse and stowed their gear in the canoe, Alyce helped the Doppelganger off the horse.

There was little talk as the three prepared the boat. During the ride, Viktoria had developed a certain fondness for her mysterious lookalike. She had made no attempt to attack or escape, and had bombarded Viktoria with questions that were almost childlike in their directness and boundless curiosity. What was Viktoria's full name? Where did she come from? What did she like to eat? Drink? Would the Doppelganger like the same things? If the Doppelganger thought of a joke, would Viktoria know the punch line? (It turned out the answer to that was almost always yes, and that the Doppelganger's sense of humor was every bit as risqué as Viktoria's. Alyce had had to put her hands over her ears more than once). They tried simple guessing games, and although Alyce had done as well as might be expected, the two Viktorias seemed to have an unearthly connection. There was a lack of guile and openness about this other her that made for a refreshing change, Viktoria thought, and wondered about what her life might have been like, what she might have been like, if things had worked out differently for her back in 'Frisco. This strange mirror-image might be her window to the might-have-been, although she still thought better of untying her.

They geared up for the trek across the swamp. After a short break to rest and eat, the canoe was loaded with the last of the supplies, and they set out. Using a long pole, Viktoria pushed the canoe through the water, Alyce at the prow and the Doppelganger, hands still bound, between them.

A canopy of gnarled trees grew up out of the fetid swamp. The tree trunks were a tangled knot of boles and buttresses that loomed out the murky waters like fossilized kraken. Some of the trees were large enough that the canoe could pass through the tangle of roots and beneath the tree itself. Eventually, they reached a clearing in the swamp, and the night sky opened up. It was uncharacteristically clear and filled with stars. Viktoria was reminded of the carving the old woman had drawn on the tabletop, back at the Qi and Gong.

"Where we are from," Viktoria said as she drove the canoe onward, "people see heroes and heroines in the stars. What do your people see up there?"

The Doppelganger looked to the sky, a far-off look in her eyes. "The death of this world. A story to frighten our tots, and worry the old, when decay and madness were invited in, and ruin came with them."

Both Alyce and Viktoria gazed up.

The Doppelganger pointed as she spoke. “That one is the Hourglass. Makes her sound almost appealing, although she's anything but. The Maw. When I was young, I would have nightmares about that one.”

"I don't know what it is like on the other side of the Breach, although maybe one day I'll take a look, but I imagine you have lots of clever people there. You must, I suppose, to do all the things your kind have done, but clever people can be blinded by themselves. They get so impressed with their own cleverness they imagine they can solve any problem, rise to any challenge. There was a time when this

world was full of clever people, too. They were masters of magic and technology. They brought about an age without sickness or suffering. They found ways to live without end, and some of them grew bored with their long lives and, being clever, they found dangerous ways to waste their time.

"But what was a thrilling dip into dark waters for some became a headlong, breathless plunge for a few. They found deep within themselves the worst perversions and most terrible desires, and knowing no limits they turned these things outward, on their fellows, and reveled in the misery they caused. They subjected the people of this world to cruel experiments and depravity, and decay, illness, and pain abounded once again.

"So powerful did these individuals become that they seemed to be gods, and the people of this world had no defense against them. Great machines of war were leveled against them, and great armies were amassed. But no force could stand against their mastery of the arcane or the potency of their science. The machines of war were swept aside like children's toys, and entire armies were slaughtered in the blink of an eye."

The swamp was silent as the creature spoke, as above the canoe the stars slowly turned.

"The desperate people of this world exhausted every available force, combating the growing tyranny of the cabal. With nothing left to them, they began to look beyond the boundaries of this world, into the vastness of the night sky and through the veil that divides this world from others. It was there that they found a hope for salvation.

"Or so they thought. The survivors built a great machine. This machine was a doorway between this existence and another. It was a breach in the great barrier between worlds. But this was not like the breach into your world. This one opened into the realm of death itself.

"What the survivors had discovered was that death was not simply our term for the natural end of all things. Death was real. Death existed, in the same way that light and energy exist. The reason living things die is not some benign circle of life, but because death is a force that is woven into the fabric of reality. It has a sense. A purpose. It is drawn to life, and there is no stopping it.

"When the survivors opened the breach, Death itself was loosed on the world. It destroying the tyrants one by one, yes, but it was a cancer that infected the whole of the world, and kept on growing. The breach between this world and that one couldn't be repaired. It brought madness and corruption, transforming this land into what you see today. For the people that survived, their minds became poisoned, and they became all but extinct. Only those who embraced the madness growing inside them managed to survive."

"They became the monsters they sought to destroy," Viktoria said.

The Doppelganger sighed. "Worse. Some of those old tyrants still clung to existence, living on as disembodied spectres. Though their bodies had been destroyed, some managed to linger on, trapped in a nether existence from which they yearn to escape. Their powers are weak, and their influence is subtle, but it is all around us. And none more so than here."

"We have arrived," Viktoria whispered, with a certainty she knew came direct from her twin.

Alyce stood and pointed out across the dim water. Rising above the knot of trees before them were seven crooked spires that clutched at the sky like a clawed hand. "There! That must be it."

Phillip Tombers had named this place Kythera. None of these three knew that name. To them, it was a temple dedicated to desperation, a machine that produced the very substance of death. As they approached, the jagged limbs loomed higher and higher above them, but distance was deceptive in the swamp.

"How tall are those things?" asked Alyce, slack-jawed, and Viktoria had no answer but to carry on.

"The one you seek is coming, sister," the Doppelganger said, crouching close to Viktoria. "The creature December is close."

"What would you have me do?"

The Doppelganger held up her bound hands. "I was made for this fight. Free me. You cannot face him alone."

“No allies,” said Viktoria reflexively. “No partners.”

“I see,” the other her smiled. "Just you, then."

Viktoria nodded. “Just me.”

Then, a growing rumbling caught her attention and she steered the canoe into the cover of some low branches draped with grey-green moss.

To the north, the swamp only had weeds and grasses atop it, and they could see for some distance across it. There, heading in the same direction as they were, was a large steamship. A great plume of smoke rose from its stacks as its paddle wheels turned, sending out a wash of green waves behind it.

“Were you expecting company?” Alyce asked in a whisper.

Relic Hammers

The powerful strike delivered by a so-called relic hammer is enabled by an alchemical catalyst. The head of the hammer is made of this catalyst material, and upon striking an object, the catalyst attacks the crystalline structure of stone, making it very useful in mining.

The catalyst has an intensely gory effect on organic materials. A blow from a relic hammer can inflict grievous wounds, turning healthy limbs into paste, flesh and bone alike.

The technique used in Old Malifaux to produce this catalyst material has not been discovered by the modern world. The heads for these hammers must be salvaged from the ruins of the City, hence they are known as relic hammers. They are prized tools for miners and mercenaries both and are regularly traded through the Arcanist black market.

The Wendigo

The Erebus traveled quickly through the marshy water. Molly Squidpiddge had been on this vessel before, not as the Undead creature she was now, but as a living woman. It was a hazy memory, though it had been less than a year ago. She stood now upon the prow of the ship, the remains of Phillip Tombers held out before her like some grisly figurehead. He rasped directions to her, his voice growing ever fainter and more tremulous as they approached Kythera. The Guild pilot, in whose ear Molly whispered Philip's words, gripped the tiller with white-knuckled hands and never once looked her in the eye.

Rasputina and Seamus had been disarmed and shackled. They were chained to the railing and sat against it on the steel deck of the ship. The Soulstone Rasputina had received from Ramos was taken, as was the Gorgon's Tear. Sonnia chose not mention the curse as she directed one of her officers to relinquish the jewel from Seamus.

The marsh opened out before the steamship as the towering ruins of Kythera came into view. At their approach, the sky swirled above the ancient temple with a mass of black clouds. All eyes were on the ruins, and none on board noticed the smaller vessel following in their wake.



The tall spires of Kythera towered over the Erebus, the sleek hull sailing slowly between them. Up close, the jagged pillars were massive, the dark metal of their construction somehow unblemished despite all their years in the swamp. Even at their base where they disappeared into the black water, not a shred of moss or lichen clung to them.

Molly pointed the ship towards a series of linked platforms made of the same strange metal, threaded between the hulking spider-leg ruins. The ship nudged against the remains of this decayed structure and Guild officers leaped off to secure lines bow and aft.

Sonnia had been lost in Philip Tombers' journal since the ship set off, and she glanced up as the ship juddered to a halt and realized that several people had been calling her name.

She quickly stowed the book in her coat and climbed down the landing ladder, amazed by what she saw. All around her was the science of an extinct people. Every part of it was alien, but the characters stamped into the wheels and cogs that comprised the spires were familiar to her.

Turning to Lady Justice, Sonnia said, "These characters are the same as those used in the volumes at the Duer's Library site. This journal is our dictionary. I'm positive that I can decipher some of these."

"We've come only to close the font, Sonnia." Justice said sternly. "I suggest you focus your efforts on that." She began issuing orders to secure the site. Sonnia ignored her more zealous colleague and set to work with journal and notebook, scribbling down every inscription she could find.

Samael interrupted her, quietly. "What about the prisoners? I'd like to keep them where I can see them."

Sonnia paused, gnawing her lip. "I need them. Especially that witch. I have something in mind for her. Bring them down, and keep a close watch."

Both Seamus and Rasputina were in a rough state, although Lady Justice herself had used a small Soulstone to staunch the bleeding in their wounds and avoid infection setting in. Seamus, however, had needed some additional attention not long into the voyage. The Judge had survived the gun blast from Seamus' hand cannon, and been sent back to Malifaux City to recover, but the Guardsmen had decided to exact a little retribution for their wounded leader. Seamus' face was badly bruised, and one eye nearly swollen shut, although he seemed oblivious.

Armed officers brought Seamus, Molly, and Rasputina from the ship, two men to each of their chains. As they walked shoulder to shoulder along a narrow promenade, Seamus whispered to Rasputina, "No hard feelings, love. You put up a mean fight, sure. I'm

thinking we're here for the same thing. I hope you don't mind sharing it with ole Seamus, now."

Rasputina shook her head. "You and I have nothing in common, and you have no notion what brings me here." She gazed up into the sky at the storm brewing overhead. Already a thin shower of sleet rained down on the ruins, making the uncertain footing even more dangerous. The Guardsmen and Marshals drew their hats down over their heads and wrapped their coats tighter around their bodies. The dark waters of the swamp lapped at the bare edges of the metal platforms, and gurgled underneath. The hastening wind brought the sickly-sweet smell of decay, and the first swirls of snow.

Climbing higher into the ruins, Sonnia discovered what appeared to be a dais. It was a large circular platform built atop a massive cog that hung out over a pool of water. Sonnia was able to recognize many of the glyphs, now, and it was clear to her this location was the focal point of the ruins. She called down to Samael to bring Rasputina up alone. When Samael pushed Rasputina onto the platform, Sonnia was crouched down, finishing a translation of a sequence of markings etched into the platform's surface.

Standing, she gestured to the center of the ring. "Put her there." Samael complied, a little more roughly than was necessary, but Sonnia was too rapt in her work to pay much attention. Rasputina's manacles sparked and shone briefly with St Elmo's fire as she stood at the epicenter of the ruins, but Sonnia knew that the anti-magic runes in the manacles would prevent the witch from causing any trouble.

She fished a charcoal pencil and a scrap of paper from her satchel, checked her notes, then wrote a few words and held it up in front of Rasputina. All around, Guardsmen and Marshals huddled, silently watching. None of them seemed anxious to get too close to whatever was about to happen. Only Lady Justice and Samael joined Sonnia and Rasputina on the dais itself.

"Read this aloud." Sonnia commanded. "The words Doctor Heilin spoke, as recorded by Mr. Tombers, were a sequence to open the ruins, but he never finished the sequence. I think, from what I have read here today, that we should all be quite glad of that. But the complete invocation is in the journal, and I've deciphered its inverse. This sequence should close it, once and for all." She fired a look at Justice. "If Miss Squidpiddge's testimony is to be believed, and this ruin is the source of the energy fueling the Resurrectionist's art, this should sever that connection."

"You should be certain, Sonnia." Lady Justice warned.

"Certainty is an excuse for inaction." Sonnia narrowed her eyes and thrust the note at Rasputina again. "Read this."

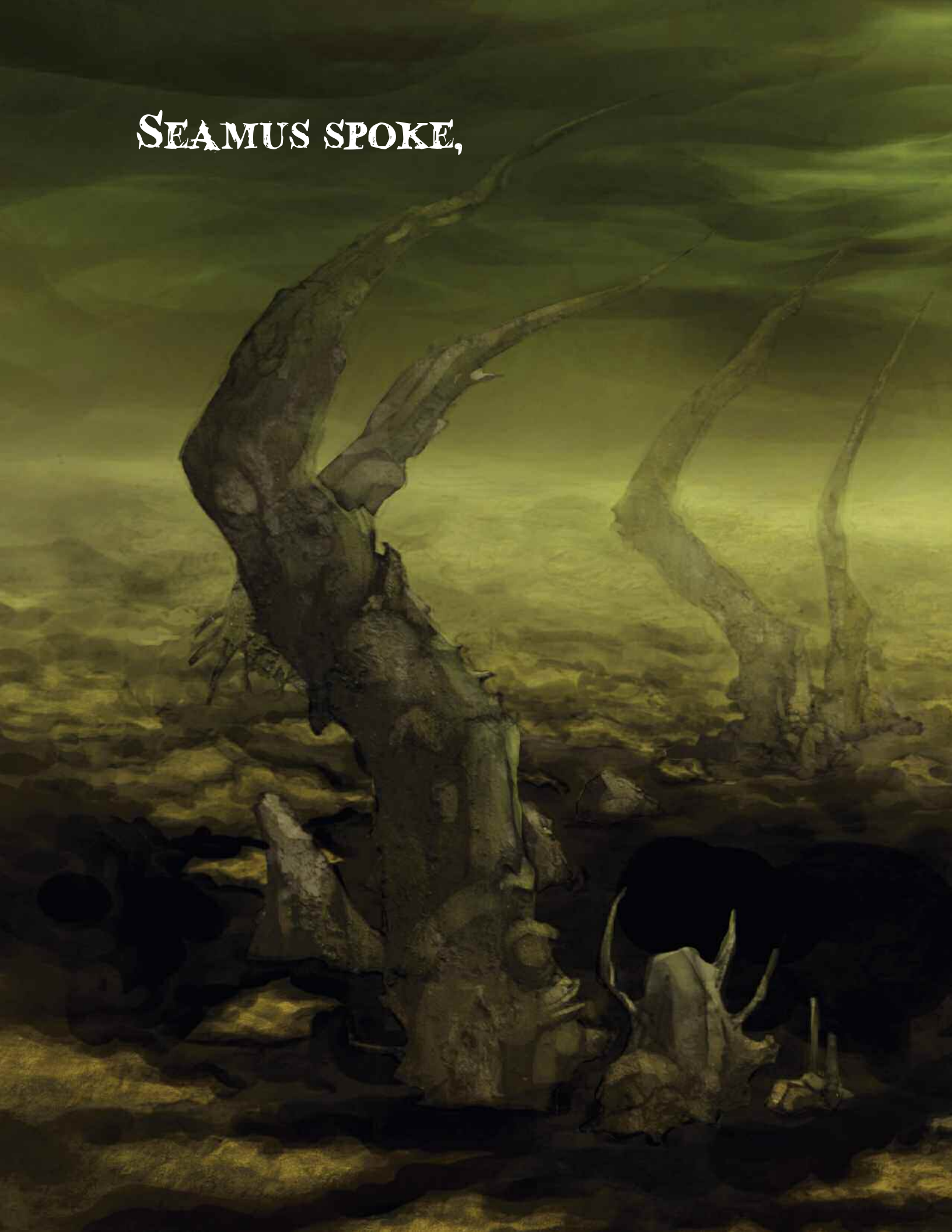
"Close Kythera?" Rasputina asked, a tight smile on her face. "Whatever you say." The drizzling sleet became a sudden squall.

Sonnia felt the impossible surge of power a fraction of a second before Samael and Justice reacted, but it was too late. The clouds above cracked with a furious boom of thunder and a blast of ice-cold wind drove straight down upon Rasputina and exploded out from her with the force of a thousand shrieking tempests. The hurricane blast sent the Guardsmen and Marshals tumbling, knocking them off their feet. Many of them landed in the water, their shouts and cries joining the howling swirl of wind above them.

Rasputina, standing at the center of this vortex, was completely undisturbed. The ferocious wind and driving sleet continued to batter down against everyone else. Sonnia was driven against the edge of the platform as she struggled to draw her sword, momentarily powerless.

Rasputina touched her fingers against the cuffs that bound her wrists and a bitter frost spread across the iron shackles. Knocking them together, they shattered into fragments. She looked at Sonnia with unbridled hatred. "You think your pitiful runes can stop him? Here? In the place of his final triumph?" Her hands free, she threw her arms above her, reaching out to the swirling storm above. Looking into the sky, Rasputina called out, her voice ringing above the wind. "December! Remember your promise! Til Gran Kythera Fel!"

At those words, the ruins shuddered, groaned and moved. Those Guardsmen and Marshalls who had not been pitched into the frigid water were knocked off their feet by the quaking of the structure. Below the dais, Seamus fought against his manacles, raging, spittle flying from his bruised lips as the ancient gears turned and the towering limbs of the Kythera machine edged closer and closer in the grey sky. "No!" he cried, as his guards wrestled him to the deck. "Why do you want to close it? You mad witch, I'll tear your heart out!"


SEAMUS SPOKE,


"Til Gran Kythera Dow.
Kythera Hyat Dow."

Behind Rasputina, a nest of writhing, inky tendrils formed from the bitter air. The wind that had been blasting outwards now turned inwards, the force of the gales concentrating on a single point, and at its heart the body, limbs and head of the Tyrant entity known as December took shape. It was a giant, twice as tall as a man, covered in thick, white hair that moved of its own accord to form momentary glyphs and strange runes. Its arms stretched all the way to its hoofed feet, claws of twisted horn scoring gouges through the ice and the iron beneath. A great, toothy maw opened in its blunt, bullet-shaped head and December bellowed a thunderous roar of triumph. "The breach is closed. The shackles of death have been cut! I live again!"

Rasputina stepped in front of it. "December! We made a pact! Remember your oath to me!"

Throwing its arms wide, the inky black tendrils that wound about the creature were cast off. "Have you any idea how it feels to hunger for so long, but to be nothing but a spirit? You can live on dreams, but a god cannot." With surprising speed it leapt off the dais and onto a walkway. It scooped up a screaming Guild officer in both hands, forced his head inside its mouth and stripped the flesh from his skull with its razor sharp teeth. The man, somehow still alive, kept on screaming until December snapped his spine and tore his belly open, holding the body above its head and devouring the man's innards.

Panic spread like wildfire, and many Guardsmen turned and ran, but the rest, and the Marshals, were made of sterner stuff. Weapons were drawn and a hail of bullets flew at the huge creature. Rasputina ducked aside to find shelter from the gunfire, but the weapons seemed to have no effect on the monster. It leapt and struck, again, and again, its huge claws rending the officers' bodies in gleeful carnage.

From nowhere, Sonnia appeared to lunge at the creature, burying her blade in its belly. December paused in its gluttony, a terrible smile forming on its face. "Nothing in this world can harm me!"

The monster pulled the blade from its chest before batting Sonnia aside with a sweep of its hand, sending her toppling into the water. Just as Sonnia's head emerged, it blew a breath of bitter air at her, freezing the water with a snap and trapping her. It hurled Sonnia's sword, embedding it deep in the ice.

Lady Justice's greatsword was already sweeping soundlessly through the air, aiming for December's neck, but once again the huge creature had a lightning speed that belied its size. Turning almost lazily, it caught the blade edge-on in one hand, and then smashed Justice to the deck with the other.

December howled in joy. "These are your heroes? This world and the world of men will know a new age, an age of eternal winter! Your heroes will be consumed, and their strength will be added unto mine!"

"You can start with me." On the dais, a woman stood, her long, red cape flapping in the wind. Her sword was held out to the side and one outstretched hand beckoned December in the most insolent of challenges.

The spires of Kythera had ceased moving now, and they leaned in steeply to enclose the dais, but December still reached it with a single leap, twisting to pass through the spires. When its hooves slammed down, the woman had gone.

"Or me." It was the same woman, standing on a walkway at the side of one of the spires. But she was not exactly the same. Her clothes and boots were different and she was carrying a pair of swords.

December growled in frustration and hurled the upper torso of a mutilated Guild officer at her, but the Doppelganger spun out of sight behind the spire.

Only to re-appear at the other side, behind December. She leapt onto the dais, katanas flashing in the grey light. As quick as December was, she matched it step for step, dancing around the creature, dashing in to slash one-two and springing back out of reach again, but as much as she was enraging December, her strikes were having no effect.

December advanced, driving her back, but she circled around the dais and started again. December ceased his growling, fell silent and waited for his moment. She feinted one way, dashed another, brought her swords sweeping about – and the Tyrant grabbed her around the waist, his giant, horned claws easily encircling her.

It brought her up to its reeking, gore-filled maw. "How I have longed to taste the blood of your kind again. These fools know nothing, but why did you even try and fight me? Nothing in this world can harm me."

The Doppelganger gasped as December tightened his grasp. "But there is much that is new in this world, December. My people have been plotting your death for centuries."

Viktoria, leaping from a high walkway, fell silently on December from above, the Masamune pointed straight down like an arrow from heaven. The blade passed clean through December from skull to groin, although it left not a mark in doing so. Viktoria bounced off December's back and rolled across the dais, springing to her feet, her red cape snapping.

The Doppelganger felt December's grip loosen, and she wrestled free. December staggered back, twisting to look at Viktoria. One giant hand reached out to her and at that moment, Viktoria saw that it grasped the power of the blade in her hand. The light in its eyes grew dim, and December fell forward.

December's death was like the ringing of a great bell in reverse. A deep, low sound that reverberated in Viktoria's chest began to build higher and louder, reaching a crescendo that had every man and woman at Kythera falling to their knees and clutching their ears to drown it out. And then, just when it seemed to Viktoria that her head could take no more, silence broke over the ruins like a wave. For a moment, the world seemed to hold its breath in awe, and then she heard again the gentle lapping of the swamp waters, the soft whisper of the wind and the racing of her own heart. It was over.

The sheet of ice that had captured Sonnia broke loose, and Lady Justice, the cloth over her eyes soaked with blood from a head wound, helped her out the water. All over the ruins, the survivors of December's onslaught saw to the wounded or assisted others who had fallen into the swamp. Meanwhile, a furious Samael had found Rasputina, slumped unconscious, and was busy binding her hand and foot.

Justice allowed Sonnia to take a look at the cut on her head.

"It's nothing serious," said Sonnia, wiping away the worst of the blood with the heavy cuff of her coat. "Seems it takes more than a manifesting god to put a dent in that dense skull of yours."

Justice allowed herself a rare smile. "It was a brave thing you did, letting that creature turn you into an icicle so a proper swordswoman could get a strike at it."

"Glad you appreciate my sacrifice. Although," Sonnia paused, looking around, "speaking of proper swordswomen, where did those twins go? They seemed to be waiting for that thing to show."

But the two Viktorias had disappeared into the ruins as quickly as they come. Sonnia could find no trace of them, and was about to send some Guardsmen out to look for them when she saw Molly and Seamus.

Molly knelt, her hands cupped in front of her, the Gorgon's Tear glowing a sickly green. How she had got it back, Sonnia did not know. Behind her, the two Death Marshals guarding Seamus slumped against the ruin walls, their faces slack and their eyes empty, their minds destroyed by the venomous power of the Tear. Seamus stood, a look of breathtaking malice in his green eyes, that seemed to feed on the glow from the Tear. Behind Seamus, in the shadows, stood a woman with an hourglass figure, and snakes for hair.

"And now, missy," said Seamus, his voice like poison, "we do what I came here for."

As Sonnia shouted the alarm, the woman leaned in and whispered to Seamus, her snakes caressing his face as she told him the words to open Kythera.

"Til Gran Kythera Dow," repeated Seamus. "Kythera Hyat Dow!"

The crooked spires had inched closed painfully slowly when the words of sealing had been spoken by Rasputina earlier, but now the cogs screamed with glee as the spires flung themselves apart, as if eager to fulfill their true function. Seamus gave a savage scream of joy.

Lady Justice and her Death Marshals arrived at Sonnia's side, weapons drawn, but the violent quaking of the ruin quickly had them all clinging onto the superstructure for support. The massive cog under the dais turned with a sound like the world's ending and as it turned the water beneath turned, too, spiraling into a vortex that spun faster and faster.

"What happens when Kythera opens?" Justice shouted.

"I don't know for sure," Sonnia yelled back, but she had translated enough of the glyphs to have a rough idea. "Best case? Death itself."

Seamus staggered to the edge of the platform, somehow avoiding being pitched into the churning waters, and gazed into the maelstrom. He held on tight to the rail, his eyes wild with anticipation. "It's coming, Molly!" he hollered. "You've got to come and see this. It's beautiful!"

The sky darkened. From deep within the vortex, an inky black tentacle shot out. It was similar in size to the ones that had been wrapped around the spirit-form of December before it had manifested and sloughed them off, but this was much larger. It tethered itself to one of the ruin's spires overhead. The tentacle contracted, thickening as if it were drawing up some immense bulk still hidden beneath the water. Another black tendril shot upward, drenching the people still clinging on for life. This one was forked in the middle and lashed around two different spires. A third tentacle sprung forth and together they tightened, hauling up a great weight.

Justice worked her way over to Sonnia, as the ruins threatened to disintegrate around them. "It's big," she said. "Think we can handle it?"

Sonnia shook her head. "That maelstrom is linking this world to another, but the dimensions are all warped inside. According to what I read, anything coming through it will revert to its true size once it is all the way out."

"And how big is that?"

"About a hundred times as large as it looks now."

For Seamus, this was ecstasy. For years he had been convinced of the existence of a dark tutor, the Grave Spirit, who taught the art of necromancy to Old Malifaux through dream and inspiration. However powerful the Grave Spirit was, it was but an echo of the true power of death it represented. This entity, hauling its way into Malifaux, was the ultimate source and primal cause of all death, in this world or any of them. And it was intelligent, intelligent beyond any mortal's comprehension. This timeless being had engineered this gateway through visions and instructions to a people now long dead. Its patience knew no bounds, and after an eternity, it had arrived to claim another world. He was certain he was watching the beginning of the end of this world, and the weight of that realization filled him with maddened bliss.

"This is it! This is the end!" Seamus cackled with insane glee. "What a spectacle! This is a first-class circus, Molly, old gal!"

An earth-splitting blast shook the ruins. Chunks of stone and red-hot scraps of metal rained down like hailstones, but it took Sonnia a moment to realize it had not come from the maelstrom. She looked wildly around for whatever new, dark apocalypse was upon them, and then she looked up.

Standing astride the giant ruin was an immense machine that blotted out the sky. Its polished shell and straight, unembellished parts marked it as a creation of this age, a machine of man. It had a segmented hull and towering, articulated legs that dwarfed the pillars of Kythera. Seething clouds of black smoke from unseen chimneys along its spine were lit red by the fires beneath, making the machine look as if it walked through hell itself. On the underside of the hull, row upon row of turrets spun. It brought to bear its guns and another volley of cannons fired upon the black horror at the heart of the ruins.

The Leviathan was a god born of this age. Where the gods of Old Malifaux had fallen, this god of steel stood.

The cannons fired again, the explosive rounds demolishing the dark temple. The great amorphous force of death stood untouched against the onslaught, but the damage to Kythera was too great and the maelstrom began to collapse inward. The nameless horror made one last effort to haul itself clear of the breach, and the weakened pillars of Kythera finally gave way in a thunderous shearing of gears and rending of metal. The black tentacles whipped back through the collapsing vortex, trailing wreckage in their wake, and then it closed forever, the final shattered ruins of Kythera slipping beneath the dark waters.

Epilogue

Far away from the destruction at Kythera, three women gathered around a bubbling cauldron, in a hut deep in the bayou woods. One was very young, barely more than a girl. The second was tall, proud and warlike, and the third was wizened with age. There was a sense of weary relief in the air, but also one of renewed tension.

The old woman held her hand over the simmering stew, and the surface stilled, becoming as reflective as a pool of quicksilver.

The surface did not reflect the images of the three women, nor even of the ramshackle hut. Instead, it showed Kythera, and the aftermath of its destruction. Towering over the wreckage of the ancient temple was Ramos' Leviathan. Ropes spun from hatches in the belly of the iron beast as a hidden winch turned them. From the murky water the cables hoisted Ramos and the unconscious form of Rasputina. They disappeared within, and the titanic machine headed off into the swamp.

It was a while before any of them spoke.

"What can we do, if man can create behemoths like that?" the youngest asked, gnawing on a knuckle.

"You of all of us know the answer to that, Pandora," said the warrior. "What you see there is nothing without man to control it, and man is a brutish animal, impatient and greedy. If we make a tool of man, then his tools become ours as well."

"Lilith is right," said the old woman. "Ask a caterpillar what the end of the world looks like, and it will show you a butterfly. It all depends on how clearly you see. December's undoing was that it did not consider that times could change. We must not make the same mistake. This Leviathan is new, and fearsome, but in the right hands it could be as pleasing to us as a butterfly."

"Come, we should not be so glum. You both did well and played your parts perfectly. Pandora proved the Masamune was everything we had hoped it was, and delivered the guide to our chosen assassin. And you, Lilith, ensured that the witch would meet Ramos and inspire him to reveal his hidden weapon. The pieces were delivered precisely as the cards predicted."

The image in the mirror shifted to the Erebus. Sonnia, Samael, and Lady Justice stood aboard, as did a small contingent of their surviving officers. The vessel sped away from the collapsed ruins.

"Everything does seem to have gone according to plan, Zoraida," Pandora mused.

"No, not everything."

The mirror changed, again, and this time, showed Seamus and Molly struggling through the marsh, waist deep in brackish water. The head of Phillip Tombers bobbed along behind Molly, secured by a couple of ropes. Around her deathly pale neck, Molly wore the Gorgon's Tear, no longer glowing as it had at Kythera.

"A spectre has managed to evade our notice all these long years," Zoraida said, pointing at the gemstone. "She has proven herself a most dangerous player. Her interest seems to lie not in returning to life but in sewing destruction. Without Ramos' titan, she would have succeeded."

Lilith reached out and touched her fingertip against the glassy pool. The image rippled, and the view shifted, showing the canoe shared by Alyce, Viktoria, and her Doppelganger. The corpse of December lay across the middle of the small canoe. "Our schemes against this new entity will be hindered by this woman. The reading you gave her, Zoraida, was proof she would decipher our designs. She will realize she's been manipulated."

"All these things we will address in good time," said Zoraida. "Remember that patience won us this victory. The cannibal is slain; his spirit is destroyed. The vortex at Kythera, opened so long ago, is now closed at last. Let us wait and see if the cancer will recede now that it is destroyed. And in the meantime, let us watch these creatures in their machinations, and learn how best to use them."

The three women rose as one. As they left, the fire beneath the cauldron blew out. The liquid inside cooled, and the quicksilver surface stilled.



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QUICK REFERENCE

Common Abilities

Arachnid
This model ignores severe and climbable terrain penalties and treats all vertical surfaces as having the climbable trait.

Armor +#
Reduce the **Dg** this model suffers by the indicated number (#) down to a minimum of 1 **Dg**. This is cumulative with any other type of **Armor**.

Black Blood
(ᛉ)1. All non-Neverborn models suffer 1 **Wd** when this model suffers **Wd** from a Melee **Strike** or Melee Spell (///).

Bulletproof #
This model gains **Armor +#** vs. ranged attacks.

(+1) Casting Expert
This model receives one additional specific AP (p.33) during its activation that can only be used for **Cast** Actions. This Ability does not stack with Casting Master. This Ability is listed under a model's Actions in its description and on its stat card.

(+2) Casting Master
This model receives two additional specific APs (p.33) during its activation that can only be used for **Cast** Actions. This Ability does not stack with Casting Expert. This Ability is listed under a model's Actions in its description and on its stat card.

Comes Cheap
This model's Soulstone Cost is not increased when it is hired by another Faction.

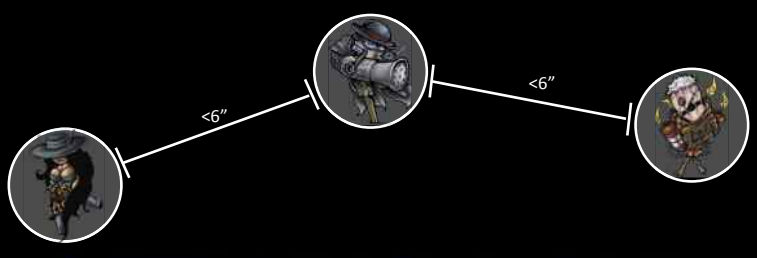
Companion (Model or Characteristic)
Before activating a model with Companion, nominate any number of the referenced model(s) or model(s) with the corresponding Characteristic within 6" of one another. These models activate simultaneously. Choose one of the nominated models to activate first, and complete its entire activation. Then the Controller chooses and activates another nominated model. Continue activating the nominated models until all nominated models have completed their activations.

Easy to Wound #
Damage Flips against this model receive one - per indicated number (#).

Evasive #
This model gains **Armor +#** vs. 🌪.

Float
This model may move over terrain and other models without penalty, and can end its movement on impassable terrain but cannot end its movement overlapping another model's base. When this model moves, it is immune to disengaging **Strikes** from all models except those that it was engaged in melee with when it began its movement.

Companion Diagram:
It's Casey's turn to activate a model. Looking at her models, she sees that Perdita and Niño are within 6" of one another and Papa Loco is within 6" of Niño. She announces that she is activating all three of the models via Companion. She then chooses to complete Papa's activation first; next, she chooses to complete Perdita's activation; and finally, she completes Niño's.



Flight
This model may move over terrain and other models without penalty but it cannot end its movement on impassable terrain and cannot end its movement overlapping another model's base. When this model moves, it is immune to disengaging **Strikes** from all models except those that it was engaged in melee with when it began its movement.

Gunfighter [Weapon]
This model can make melee **Strikes** against enemy models up to 2" away with the indicated ranged Weapon. The indicated Weapon gains ⫻ and loses ⌐ when making these **Strikes**. Models with this Ability can block disengaging models with the indicated Weapon. Talents that reference the indicated Weapon may be used in melee.

Hard to Kill
While this model has 2 or more **Wd** remaining when it suffers **Dg,** it may only be reduced to 1 **Wd** by a single damage source.

Hard to Wound #
Damage Flips against this model receive one ⊟ per indicated number (#).

Harmless
Enemy models must win a **Wp→12** Duel when targeting this model with an attack or the Action immediately fails. **Harmless** ends when this model performs an Action other than the **(1) Walk** or **(1) Pass** Action. Models with the **Terrifying** and **Ruthless** Abilities ignore the **Harmless** Ability.

Hunter
This model ignores cover penalties when targeting models and increases its LoS into and within obscuring terrain to 6".

Immune to Influence
This model is immune to **Wp** Duels when it is the defender.

(+1) Instinctual
This model may perform two different **(0)** Actions during its activation.

Magic Resistant #
This model gains **Armor +#** vs. Spells and Spell effects.

(+1) Melee Expert
This model receives one additional specific AP (p.33) during its activation that can only be used for melee **Strike** Actions. This Ability does not stack with Melee Master. This Ability is listed under a model's Actions in its description and on its stat card.

(+2) Melee Master
This model receives two additional specific APs (p.33) during its activation that can only be used for Melee **Strike** Actions. This Ability does not stack with Melee Expert. This Ability is listed under a model's Actions in its description and on its stat card.

(+1) Nimble
This model receives one additional specific AP (p.33) during its activation that can only be used for **Walk** Actions. This Ability is listed under a model's Actions in its description and on its stat card.

Pass Through
This model may move through intervening models but cannot end its movement overlapping another model's base. This model does not ignore disengaging **Strikes** when moving out of an intervening model's melee range.



Poison #
When a model is hit by an attack with Poison # or affected by an Ability with Poison #, increase the number of Poison Tokens the model has to the # indicated either after resolving the attack, or as indicated by the Ability. Each time the model begins an activation it suffers 1 Wd per Poison Token it has, and then discards one Poison Token.

(+1) Ranged Expert
This model receives one additional specific AP (p.33) during its activation that can only be used for Ranged **Strike** Actions. This Ability does not stack with Ranged Master. This Ability is listed under a model's Actions in its description and on its stat card.

(+2) Ranged Master
This model receives two additional specific APs (p.33) during its activation that can only be used for Ranged **Strike** Actions. This Ability does not stack with Ranged Expert. This Ability is listed under a model's Actions in its description and on its stat card.

Regeneration #
Heal this model the indicated number (#) of **Wd** at the start of its activation.

Ruthless
This model ignores the **Harmless** and **Pitiful** Abilities when targeting enemy models.

Scout
This model ignores severe movement penalties.

Slow to Die
After this model is killed, it may immediately take and resolve a 1 AP Action. This Action's results are applied before the model is removed from play. If the model is healed 1 or more **Wd** while resolving the Action, it is not killed and remains in play.

Stubborn
This model receives +2 Wp in Duels where it is the defender.

Terrifying #
Living models without **Terrifying** activating, moving through, or ending an Action in this model's melee range, or declaring a **Charge** against this model, must win a Morale Duel or fall back. See p.52 for further details.

Use Soulstones
This model may use game effects that require Soulstones. All Masters and Henchmen automatically have this Ability unless stated otherwise.

Common Actions

(2) Flurry
Discard a Control Card. This model immediately makes up to three melee **Strike** Actions against a single target.

(2) Furious Casting
Discard a Control Card. This model receives 3 AP that must immediately be used for **Cast** Actions.

(0) Link
This model and target model in base contact with it are **Linked**. After the model this model is **Linked** to completes a **Walk** Action or ends its activation, Push this model into base contact with the **Linked** model. **Link** ends if the two models are not in base contact at the Start Closing Phase.

(2) Rapid Fire [Weapon]
Discard a Control Card. This model immediately makes up to three ranged **Strike** Actions with this Weapon against a single target.

Common Triggers

Ca(📖📖) Surge: After successfully casting a Spell, discard one Control Card then draw one Control Card.

Cb(📖) Brutal [Weapon]: This Weapon inflicts +1 Dg for each 📖 in this model's Duel total.

Cb(🩸) Critical Strike [Weapon]: This Weapon inflicts +1 **Dg** for each 🩸 in this model's Duel total. If a weapon is not indicated, the model may use this trigger with any of its melee weapons.

Cb(😈😈) Flay: When damaging defender with a melee **Strike**, defender suffers +2 **Dg**.

Cb(☠☠) Rot: When damaging defender with a melee **Strike**, the Damage Flip receives ✚.

General Actions (available to all models)

(1) Heal: Models with **Use Soulstone** only. Discard 1 Soulstone. This model makes a Healing Flip

(#) Interact: This model spends the indicated number of Actions to Interact with the game table or terrain piece.

(1) Pass: This model does nothing for this Action.

(all) Scavenge: Scavengers Only. This model gains 1 Scrap Counter.

General Movement Actions

(1) Walk: This model moves up to its **Wk** in inches. This may be in any direction and does not need to be in a straight line. A model may **Walk** into melee combat if it chooses (**Severe** terrain costs double to move through. **Impassable** terrain can't be entered. **Climbable** terrain costs 2" per 1 **Ht** up or down. **Hazardous** terrain does damage.).

(2) Charge: This model may take the **Charge** Action if it has a target model within its LoS, which is not already in its melee range. The charging model must move up to its **Cg** in a straight line toward the target, making every effort to end the move with the target in melee range. The model must obey the normal rules for movement including movement penalties and disengaging **Strikes.** At the end of the **Charge** move, if the target is in melee range, the model immediately makes a melee **Strike** with one of its melee Weapons and receives ✚ on its Damage Flip for that attack. If the target of the Charge is out of melee range at the end of the model's move, the **Charge** Action ends immediately.

(2) Jump: The model can either move 1/2 of its **Wk** distance horizontally and can move over gaps, or the model can move up to 1/2 of its **Wk** distance from a higher elevation to a lower one, or vice versa, without suffering damage.

General Combat Actions

(1) Strike: The model (attacker) targets another model or piece of breakable terrain (defender) within range and performs an opposed Duel using the **Combat (Cb)** value of one of its Weapons against the defender's **Defense (Df)** value, shown as **Cb → Df**. A model must have a melee Weapon to make a melee **Strike** or a ranged Weapon to make a ranged **Strike**.

(1) Defensive Stance: This must be the first Action the model takes during its activation. Until the End Closing Phase, this model's Defense Flips receives +1 when defending in a melee or ranged attack Duel. The model also receives -2/-2 **Wk/Cg** until the End Closing Phase.

(2) Focus: The model performs a melee or ranged **Strike**. The **Strike's** Attack Flip and Damage Flip receive +1. Weapons that require more than 1 AP to make a Strike cannot be **Focused**.

General Magic Actions

(#) Cast: This model spends the AP listed before the Spell's name and casts the Spell. Casting a **(0)** Spell counts as a model's **(0)** Action for its activation.

(2) Channel: This model **Casts** a **(1)** Spell. The casting receives +1 to both its Casting and any Damage Flips.

(1) Drain Souls: Leaders Only. Sacrifice up to three friendly models within 6", ignoring LoS. The Crew's Soulstone Pool gains one Soulstone for each model sacrificed. Each time a leader takes the **Drain Souls** Action, every non-leader model in the Crew receives a cumulative -1 **Wp** for the remainder of the Encounter. Models with the Insignificant Characteristic cannot be sacrificed by Drain Souls.



Encounter Setup Sequence

1. Choose Encounter Size
2. Choose Factions
3. Choose Encounter Location
4. Choose Deployment Type
5. Determine Strategies
6. Hire Crews
7. Choose Schemes
8. Deploy Crews

Encounters

At the end of an Encounter, players reveal all secret Schemes and add up the VP they earned for completing their Strategies and Schemes. When scoring a Strategy or Scheme, score all victory conditions that apply to you. **A player can score a maximum of 8 VP in Scraps and 10 VP in Brawls. Any VP earned beyond the maximum are ignored. The player with the most VP is the winner. If players are tied for VP, the Encounter is a draw.**

Encounter Size	Scrap	Brawl
Soulstone Range	1-55	30-80
Maximum Control Hand Size per Crew	6	7
Number of Leaders per Crew	1	1-2
Maximum Starting Soulstone Pool Size per Crew	8	10
Total # of Schemes	0-2	0-3
Maximum VP Earned	8	10

Encounter Location	
Black Joker	Flipping Player Chooses Location
1-8	Outdoor Location
9-13	Indoor Location
Red Joker	Non-Flipping Player Chooses Location

Encounter Location	Outdoor	Indoor
Black Joker	Flipping Player Chooses Location	
1	Hag's Territory	Theater
2	Gremlin Village	Sewers
3	Bayou's Edge	Arcanist's Lab
4	Bogs	Resurrectionist's Lab
5	Downtown	Guild Library
6	Industrial Zone	Necropolis
7	Slums	Guild Holding Facility
8	Quarantine Zone	Warehouse
9	Ruins	Research Facility
10	Mine	Cave/Mine System
11	Pioneer/Ghost Town	Ancient Ruins
12	Badlands	Large Tavern
13	Mountains	Collapsed City Block
Red Joker	Non-Flipping Player Chooses Location	

Core Encounter Chart	
Jokers	Player Chooses Strategy
1-2	Treasure Hunt
3-5	Destroy the Evidence
6-8	Reconnoiter
9-11	Claim Jump
12-13	Slaughter

Expanded Encounter Chart

Jokers	Flipping Player Chooses Type of Strategy (Individual, Shared, or Story)
1	Story Encounter OR Each Player Flips on the Individual Strategies Chart
2-8	Each Player Flips on the Individual Strategies Chart
9-12	One Player Flips on the Shared Strategy Chart
13	Story Encounter OR One Player Flips on the Shared Strategy Chart

Strategies Chart	Individual	Shared
Black Joker	Opponent's Choice	
1	A Line in the Sand	Shared A Line in the Sand
2	Claim Jump	Shared Claim Jump
3	Contain Power	Shared Contain Power
4	Deliver a Message	Shared Deliver a Message
5	Destroy the Evidence	Shared Destroy the Evidence
6	Distract	Shared Distract
7	Escape and Survive	Shared Escape and Survive
8	Plant Evidence	Shared Plant Evidence
9	Reconnoiter	Shared Reconnoiter
10	Slaughter	Shared Slaughter
11	Supply Wagon	Shared Supply Wagon
12	Treasure Hunt	Shared Treasure Hunt
13	Turf War	Shared Turf War
Red Joker	Player's Choice	

Deployment Chart

Black Joker	Flipping Player Chooses from the Deployment Areas in the Deployment Chart
1-4	**Diagonal** Draw a line between two opposite table corners. Each Crew's Deployment Zone begins 12.5" from that line.
5-9	**Standard** Each Deployment Zone comprises a 6" deep section, running the entire length of the table, on opposite table edges.
10-13	**Corners** Deployment Areas are 12" x 12" squares in two opposite corners of the table.
Red Joker	Non-Flipping Player Chooses from the Deployment Areas in the Deployment Chart

Varying Encounter Length

A standard Malifaux Encounter lasts 6 turns but may carry on even longer. At the end of turn 6, the player who activated the last model in the turn flips a Fate Card. If the Card value is a 10 or higher, play another turn, but increase the value needed to continue the Encounter on next turn's flip by one. The Encounter ends when the flip is less than the value needed.

Factions and Suits

Faction	Malifaux Suit	Standard Suit	Faction Emblem
Guild	Rams	Hearts ♥	
Resurrectionists	Crows	Spades ♠	
Arcanists	Tomes	Clubs ♣	
Neverborn	Masks	Diamonds ♦	

Friendly and Enemy Models

Because different game effects can depend on a model's current alliance with its Crew, a model will be friendly to its Crew and an enemy of opposing Crews during an Encounter.

A model is ***friendly*** when:

- It is under that Crew's Control
- It was hired by a Crew and is currently under that Crew's control.
- It was brought into play by a friendly model and is currently under that Crew's control.

A model is an ***enemy*** when:

- It is currently under another Crew's control.
- It was hired by another Crew and is currently under that Crew's control.
- It was brought into play by an enemy model and is currently under that Crew's control.

Declaring a Target

When an effect requires a ***target***, the following should be determined in order:

- First, check that the item in question is in the targeting model's LoS.
- Then, check for any special situations that may allow or prevent the item to be targeted.
- Finally, check for Talents/Spells that may allow/prevent targeting.

If all of these factors allow the item to be targeted, then the model can declare that item as the target. Measure range to the target. If the target is within the effect's range and meets the above requirements, it is considered a ***legal target*** of the effect.

Attacks

Attacks can come from multiple sources:

- Attacks with the icon are melee attacks, while attacks with the icon are ranged attacks
- Spells with a / icon in their **Rg**
- Spells that require a Resist Duel (see Magic, p.48)
- **Strikes** with melee/ranged Weapons (see Combat, p.38-39)
- Actions that inflict **Dg** or **Wd** on another model, or require an Opposed Duel.

Bash

All models have access to the melee weapon **Bash** with **Rg 1**, **Cb 3**, and **Dg 0/1/2**, even though it is not listed on their stat card.

Game Effects

Effect is a game term referring to anything that changes a model's state. Some models are able to ***ignore*** or are ***immune*** to game effects (X). A model immune to or able to ignore X cannot be affected or modified by X when resolving the effect. Duels requiring X do not occur.

Turn Sequence

1) Draw Phase
- A. Start Draw Phase Step
- B. Discard Control Cards Step
- C. Draw Control Cards Step
- D. End Draw Phase Step

2) Activation Phase
- A. Start Activation Phase Step
- B. Flip for Initiative Step
- C. Alternating Activations Step
- D. End Activation Phase Step

3) Closing Phase
- A. Start Closing Phase Step
- B. Resolve Effects Step
- C. Shuffle Fate Decks Step
- D. End Closing Phase Step

Performing a Duel

1. Flip for Starting Duel Total.
2. Change Starting Total or Pass.
   a. Cheat Fate
   b. Use Soulstones
3. Determine Final Duel Total.
4. Declare Trigger.
5. Determine Success.
6. Apply Duel Results

Strike Attack Sequence

1. **Declare Target, then Check Range**
2. **Strike Duel**
   a. Flip Starting Attack and Defense Totals
   b. Change Starting Totals or Pass
   c. Determine Final Duel Totals
   d. Declare Triggers
   e. Determine Success
   f. Apply Duel Results

Casting Sequence

1. Declare Spell and Target
2. Casting Duel
   a. Caster Flips Starting Casting Total
   b. Caster Changes Starting Total or Passes
   c. Caster Determines Final Duel Total
   d. Caster Declares a Trigger
   e. Caster Determines Success
3. Resist Duels (if necessary)
   a. Resisting Model Flips Starting Resist Total
   b. Resisting Model Changes Starting Total or Passes
   c. Resisting Model Determines Final Duel Total
   d. Caster Meets Additional Requirements
   e. Resisting Model Declares a Trigger
   f. Resisting Model Determines Success
4. Apply Spell Effects

Fate Modifiers

- Combine all modifiers for flip (ex. + + and − = + modifier).
- One or more +: flip one card plus one card per + and choose the card.
- One or more −: flip one card plus one card per − and take the lowest value card (tie, player chooses).
- Cannot Cheat Fate if one or more − exist for the flip.
- Maximum of three +'s or −'s in any flip.

Jokers

- Flip/play Black Joker: value 0 and no suit. Must be chosen over any other card, including the Red Joker.
- Flip/play Red Joker: value 14 and choose suit. Can be chosen in a − flip over lowest card.



Combat Total Modifier Chart

If the combat total was…	0	1-5	6-10	11+
The attacker's Damage Flip receives…	−−	−	No modifier	+

Damage Chart

If the value of the flip is…	Black Joker	1-5	6-10	11+	Red Joker
The damage is…	No Damage	Weak	Moderate	Severe	Severe + another Damage Flip

Healing Chart

If the value of the flip is…	Black Joker	1-5	6-10	11+	Red Joker
The # of **Wd** healed is…	Nothing	1	2	3	Heal all **Wd**

Wound Prevention Chart

If the value of the flip is…	Black Joker	1-5	6-10	11+	Red Joker
The # of **Wd** prevented is…	Nothing	1	2	3	All Incoming **Wd**

Action Modifiers

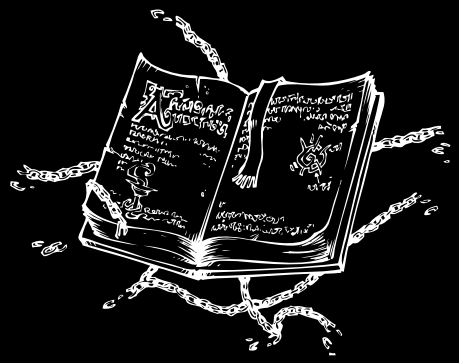
- **(+1) Fast:** This model receives 1 additional general AP during its current or next activation, whichever comes first.
- **(-1) Slow:** This model forfeits 1 general AP during its current or next activation, whichever comes first.
- **Paralyzed:** A model gaining **Paralyzed** during its activation loses any remaining AP and its activation immediately ends. If the model gains **Paralyzed** outside of its activation, it forfeits its next activation. While **Paralyzed,** a model has no melee range, cannot take any type of Action, cannot activate Triggers, and cannot react to disengaging models. A **Paralyzed** model does not make a fall back move when it loses a Morale Duel, but does rally as normal (Morale, p.52).
- **Reactivate:** This model may activate a second time this turn during the normal activation sequence. A model may only activate a second time through **Reactivate** once per turn.

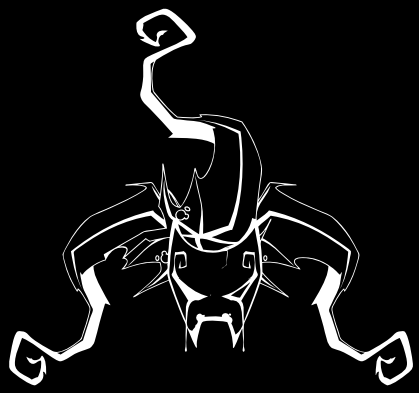

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